

MEGA

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Virtua Racing: MEGA takes pole position to bring you the first review...



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"



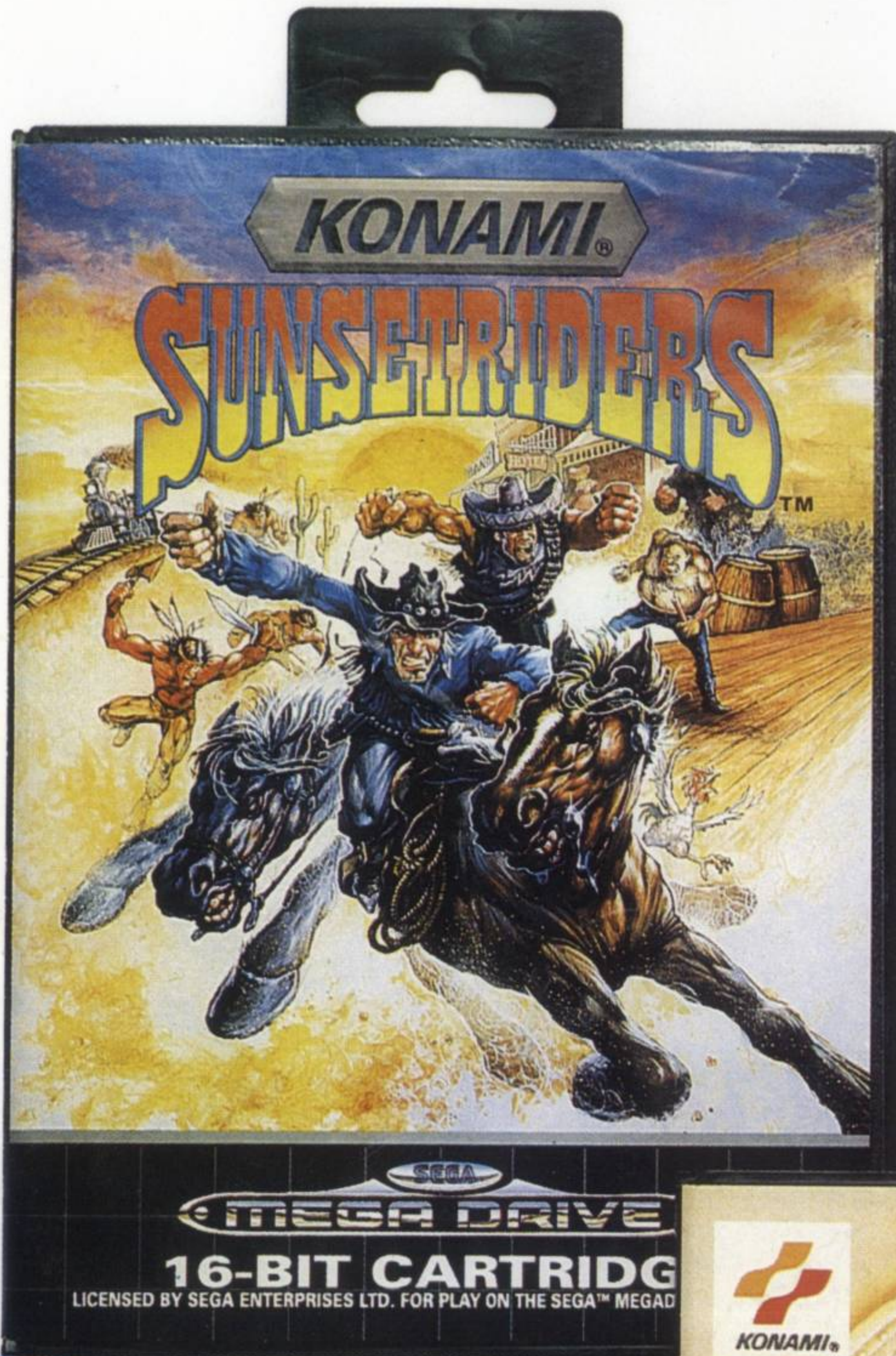
KONAMI

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.

MEGATECH 87%

Very impressive SEGA PRO 87%



ROCKETKNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. **MEGA ACTION 94%**

RKA is possibly the best game on the Mega Drive ever. **GAMESMASTER 92%**

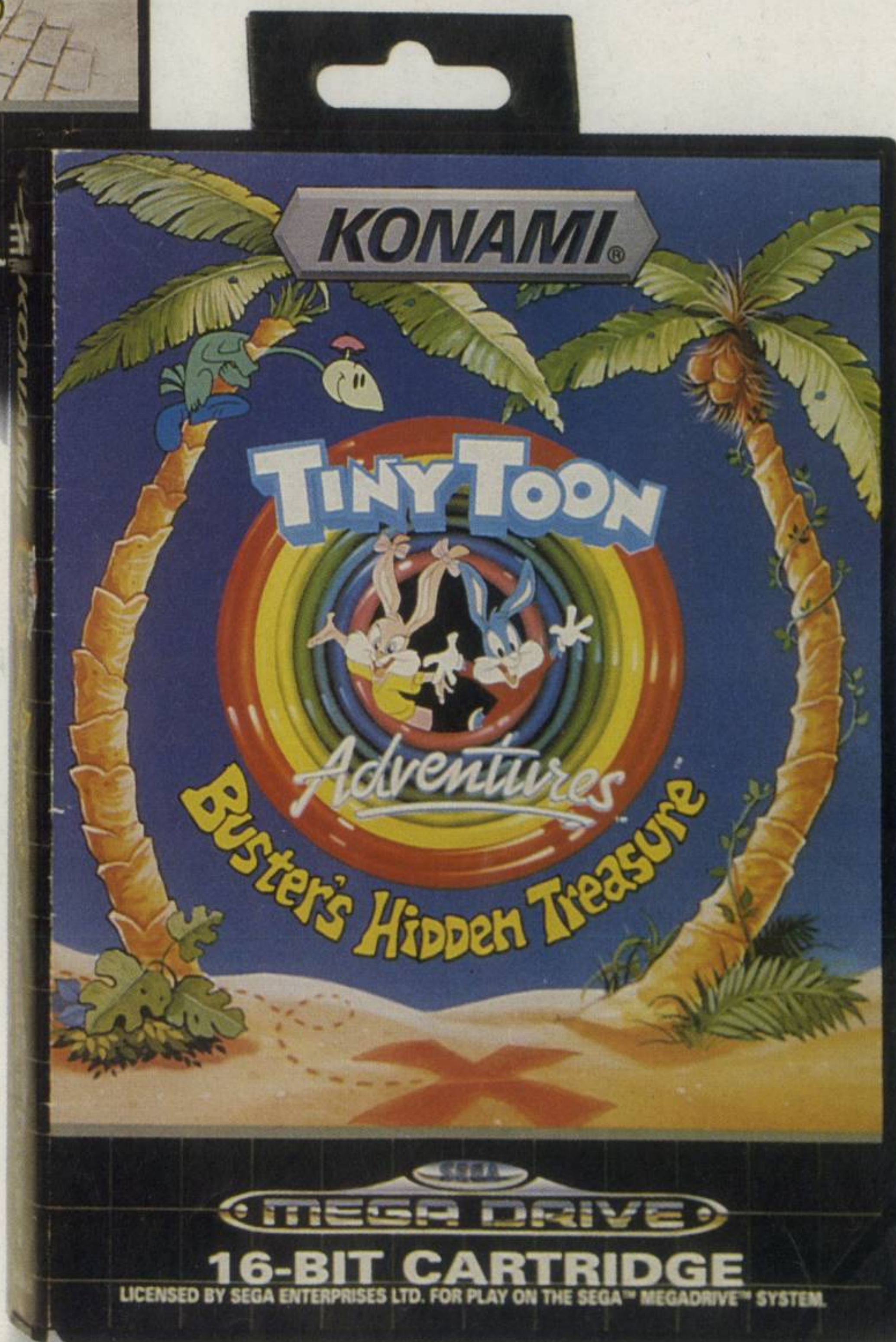


MI KRED!"



TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. **SEGA PRO 87%**
Turtles really is a visually stunning game
MEGA TECH 87%



One of the best plat-formers
ever. *Megatech 95%*
a fast paced platform game
that is similar to Sonic,
but....better fun.

*Mega Drive Advanced
Gaming 93%*

MEGA

Bloke: Andy Dyer
 Bird: Sue Huntley
 Er, hard to say: Paul Mellerick
 Alien: Ashley Young
 Cousin It: Laura MacGregor
 Vegetable: Jon Smith

Advertising Manager: Simon Moss
 Senior Sales Exec: Jane Geddes
 Production Co-ordinator: Freddie Wasem
 Ad Design: Michelle Trewavas
 Scanning: Simon Windsor
 Chris Stocker
 Simon Chittenden
 Linotronic: Mark Gover
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 Pre Press Services Manager: Jon Moore
 Publisher: Colin Campbell
 Joint Managing Director: Greg Ingham
 Promotions Assistant: Tamara Ward
 Circulation Manager: Jon Bickley
 Chief Executive: Chris Anderson
 Contributors: Dave Roberts,
 Neil West, Andy Hutchinson, Chris Buxton,
 Maff Evans, Simon Forrester
 Cover illustration: Paul Kidby

Contact address, editorial and advertising:
MEGA, Future Publishing Ltd,
 30 Monmouth Street, Bath BA1 2BW
 Tel: 0225 442244 Fax: 0225 446019
 Subscriptions: Future Publishing Ltd, Cary
 Court, Somerton, Somerset TA11 6TB
 Tel: 0458 274011 Fax: 0458 274378
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- Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations. *Virtua Racing* is fab, so buy it, OK?
- You need solid information, and you need it fast. So our designers highlight key elements in the articles by using charts, diagrams, summary boxes, annotated photographs and so on.
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FEATURES • FEATURES • FEATURES

14 THE GREAT COCK-AND-BULL SWINDLE

MEGA takes a look at the hype issue, gets all horribly bogged down with it, and gets proper journalist Dave Roberts to explore this intriguing subject. Find out whether Joe Public is actually being ripped off or not in our six-page feature which start on page 14.



28 CHAOS ENGINE REVIEW FEATURE

When a Mega Drive game as good as *The Chaos Engine* comes along, a simple review just isn't enough. So Jon Smith goes completely over the top and speaks to Bitmap Brother Simon Knight to find out just how they made their game so jolly-well fabulous!

54 CRACKING THE CARTRIDGES

When boredom sets in or your skill glands dry up, how are you going to finish that Mega Drive game? The answer is to get yourself a cheat cartridge. Our two-page special introduces you to the world of shameless, bare-faced coggery...



VIRTUA RACING

MEGA brings you the first review of the most ambitious coin-op conversion ever. Turn to page 22 to see if Sega have achieved the impossible



MEGA

17 REVIEWS

Bar *Virtua Racing* it's really been quite a dismal month for Mega Drive and Mega CD gaming. Oh, apart from *Bubba 'n' Stix*. And *The Chaos Engine* of course... er, oh dear.

28 THE CHAOS ENGINE Not to be confused with the Rotary Wankel Engine (not that it would of course).

32 MYSTERY MANSION Not to be confused with the Mystery Monsoon, a heavy period of rainfall inexplicably occurring in non-tropical areas.

34 BUBBA 'N' STIX Not to be confused Trouble 'n' Strife, which is cockney rhyming slang for wife.

36 NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING Just simply not to be confused.



38 MUTANT LEAGUE HOCKEY Not to be confused with *Mutant Plague Jockey*, which I just made up.

39 HIGH SEAS HAVOC Not to be confused with *High Breeze Hillock*, which is a raised area of exposed land and thus subject to strong winds.

40 DRACULA UNLEASHED Not to be confused with *Dracula Undressed*, which is a nude vampire simulator.



41 ART OF FIGHTING Not to be confused with *Art of...* actually can I write that? (No - Right thinking person)

43 HYPER DUNK Not to be confused with *Cyber Punk*, which is just a cack concept that pretentious arses embrace.



44 ROAR OF THE BEAST Not to be confused with *Floor Full Of Yeast*, a game about spillages in breweries.

45 BELLE'S QUEST Not to be confused with *Belle's Vest*, a story about... (Oh for crying out loud, surely that's enough. And besides, the *Belle's Vest* one was completely bloody obvious - A Reader)

46 BARKLEY: SHUT UP & JAM Erm... Not to be confused with *Parkie: Cut Up & Jammed*, a, erm, newspaper headline which, um, told the story of a, uh, park keeper who was the, heh, victim of a serial killer who in turn, er, chopped him up and, sort of, tried to "shove" his various bits into a waste disposal, but, um, they got stuck, and, er, that's how he, erm, got caught as it were. (This simply won't do will it? - A Reader) Um, no it won't really, will it?...

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Six pages packed with news • games information •

THE HYPE



As well as bringing you **THE** exclusive review of the year, **MEGA** asks if game hype is all hot air. In addition, Andy Dyer finds room to address the issue of independent hardware development...

Before I leap headlong into what's been happening in the bizarre world of Sega gaming, let's just point you in the direction of this issue's highlights. Obviously only a complete dork would miss the fact that MEGA has managed to get the first review of the wonder of wonders that is *Virtua Racing*. Oh, and just to prevent any crap correspondence in our letters pages, we know the price is going to be around £80 and that it's an awful lot of money, but we've not reviewed it on that basis. Basically, a stunning job of the conversion has been done, and the release of this game incorporating the DSP chip is such a high point for the Mega Drive, that all we can really do is tell you how good it is and then leave it entirely up to you as to whether you want to spend that much cash. Regardless, the review starts over on page 22.

You'll hopefully have also noticed our hype feature. It was to be our main cover feature (until we bagged *Virtua*

Racing that is) so nip over to page 14 'cos it's a juicy one. Beyond that there are a couple of other interesting bits that are worthy of mention here. (Er, that is, it's all interesting but we'll mention the more important stuff here.)

Firstly, there's the four-page review feature of *The Chaos Engine*, a superb new blaster from Microprose and developed by Renegade Software. Jon Smith gives it the full treatment over on page 28. Also, as an addition to our Mega Play and Arena tips sections and our Fantastic Dizzy solution, we also have a two-page special on cheat cartridges.

By early next year, it will be a seven-horse race

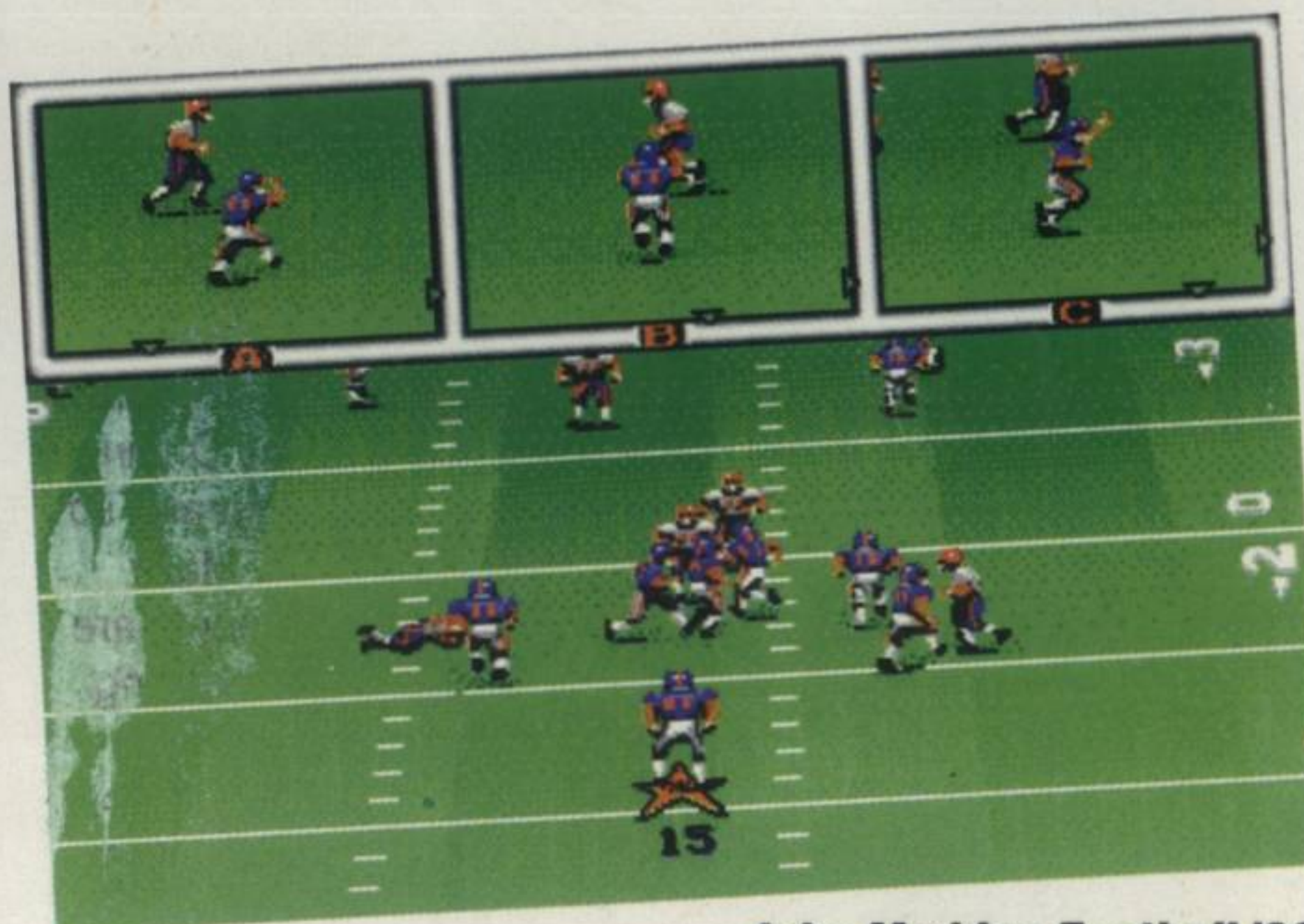
SOFTIES DEVELOPING HARDWARE

But on to more important matters. Recently in the MEGA office, we were having a bit of a chinwag about video games and stuff, and it struck us that two of the major software developers are also releasing new hardware which will

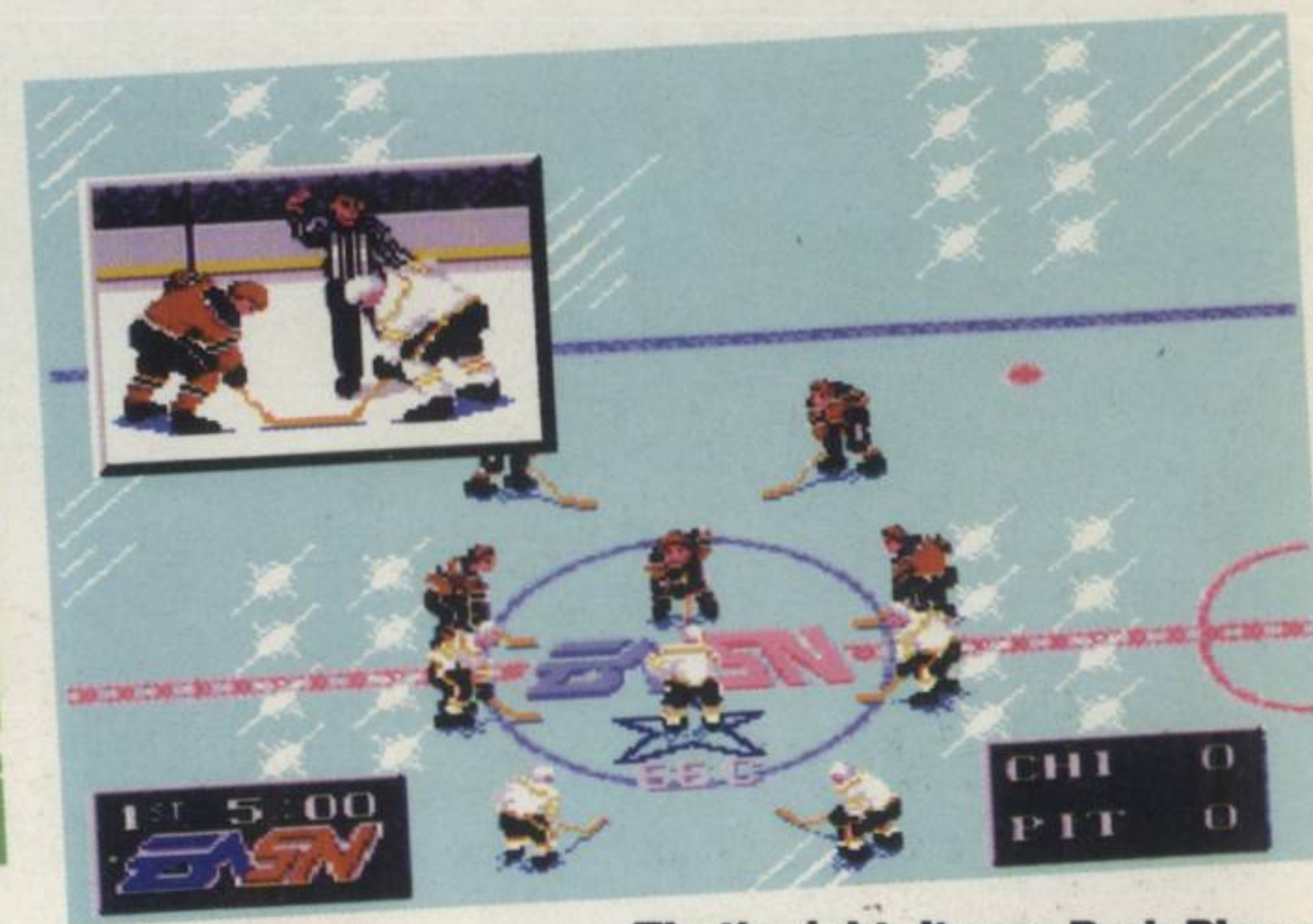
compete with Sega's Saturn; the 3DO and the Sony PS-X. In 3DO's case, the company that has an interest, and an emotional involvement in its success, is Electronic Arts, because 3DO's CEO, Trip Hawkins, was also a founder of EA. So in the first place, does this mean that EA will ultimately be unsupportive of any rival systems (like the Saturn), and will this mean a decline in the support for the Mega Drive? And as a result, what if 3DO fails? Would this not place EA in a very poor position? Well, apparently not.

NOTHING TO LOSE...

The first bit of good news is that the Mega Drive always has been and currently still is EA's main line of business, and represents the biggest part of their production schedule. And beyond that, EA assure us that the huge multimedia development studio that they've set up in the States, while currently working on 3DO titles, is also equipped to port games easily and cheaply over to the new systems, namely Sony PSX and Saturn (and even Nintendo's Project Reality if that ever comes to fruition). So even if 3DO folded overnight, the loss to EA would not only



John Madden Football '92 was arguably the best of all the Madden games (well, Paul thinks so). And guess who was responsible for it...



That's right, it was **Park Place Productions**, who also developed **NHLPA Hockey**. Now, however, most of the staff work for Sony

gossip • gimmicks • software house profiles • competition winners

PE ISSUE

be manageable, but they'd still remain financially stable.

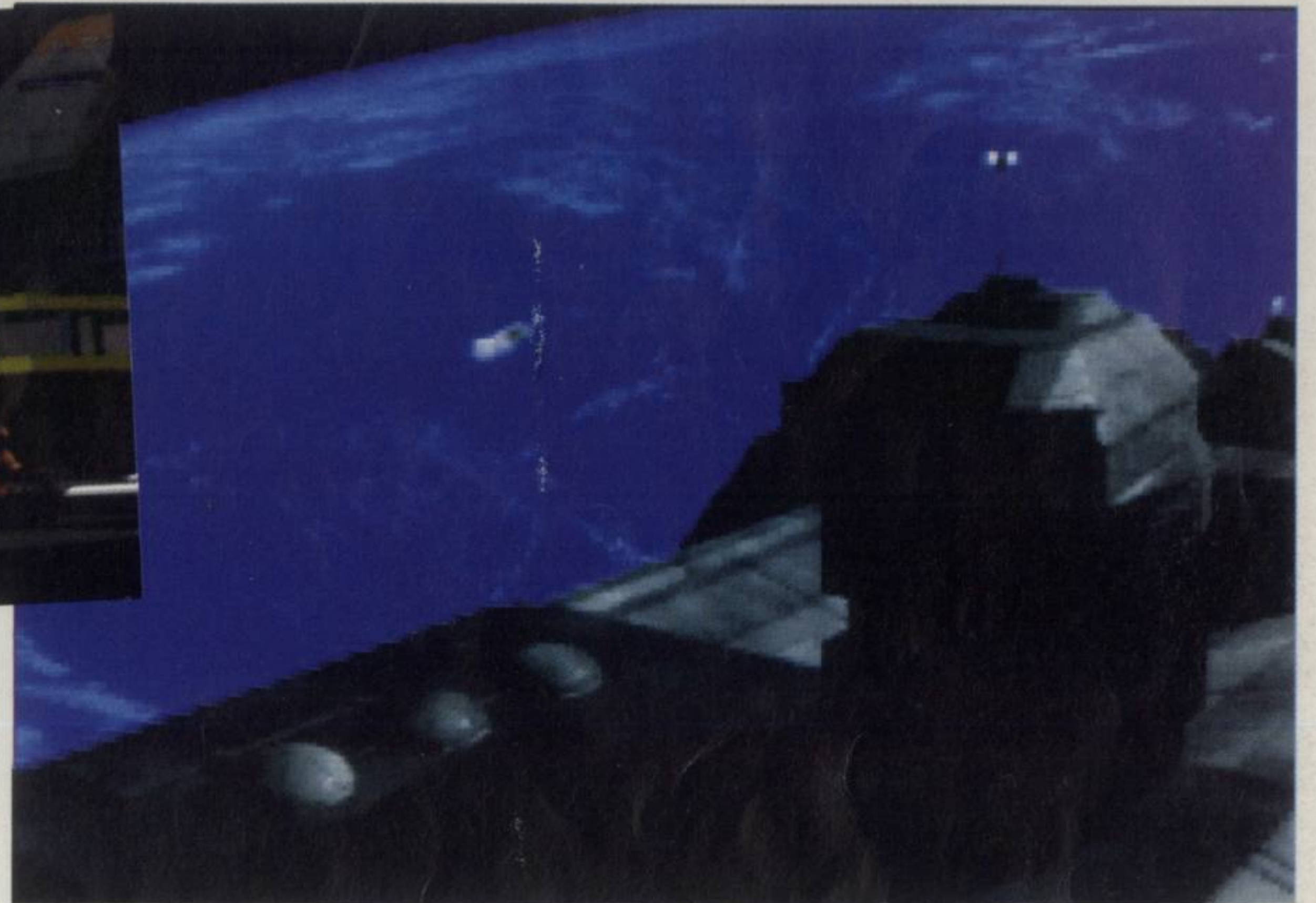
But what about Sony? Currently they're one of the fastest-growing software developers and part of one of the world's largest corporations, so when their stunning PSX console appears, it's conceivable that any competitors will be ignored. Again though, our fears were allayed. PR Manager of Sony Games, Caroline Stokes had this to say.

"If it proves profitable, then definitely yes. Obviously everything's up in the air with the price of cartridges and things like that, but I think everything will be overcome with the Saturn and Nintendo's new machine. At the moment I can't say whether we're developing anything for the Saturn because I just don't know, but obviously if it does work out that the user base is far higher than the Mega CD, then I'm pretty sure that we'll be using it."

Now, more so than ever, the console market is in a very volatile state and where it used to be a two-horse race with Sega and Nintendo calling all the shots, by early next year it will rather confusingly be a seven-horse race and developers all over the world are painfully aware of this. Now, while it's all very bewildering, it's also very good for fans of any particular system because while there is so much confusion, developers have to support all systems so that when one does come to the fore as the new market leader, they will be in a strong position.



EA's massive multi-media studios over in the US are busy producing 3DO titles like Shockwave...



... which, we are assured, can be easily and relatively cheaply ported over to machines like Sega's Saturn, the Sony PSX, and any others which might come along. In this way, EA are protecting their financial position

SECURITY IN SIZE

Moving on slightly, but staying with Sony, (and, indirectly, EA), we recently heard that Park Place Productions (programming house responsible for the *Madden* and *NHL Hockey* games) had

closed down. It happened in fact on Boxing Day and the reason for such a sudden closure of such a prominent team was that a large proportion of its staff went to work for Sony. This, understandably, did not please Park

Place's CEO Michael Knox.

"We don't have any designers left, I've been told that more than 50 people from Park Place work at the new Sony building down the street and the only person there who's not from our company is the receptionist. There was

a time when anybody could start a company, but now the big companies push the small guys out. I was the largest independent developer in the country and overnight I became probably the smallest. Anyone is susceptible to this happening because industry trends have been set. What I have to say is 'Be afraid, you have something to be afraid of, I make that very clear'."

Now while this is obviously very sad for Park Place, it's simply another example of a continuing trend. The past year has seen a polarisation of game sales with the top games selling phenomenally well and the vast majority selling very few indeed. This makes small developers very nervous and so affiliation with a large corporation can be seen as a secure option. MCI, another US biggie with its finger in many media pies has recently bought a large part of Interplay, EA has bought Broderbund (and already owns Origin), Blockbuster owns 20% of Virgin and so on it goes. Many

people are predicting that in a few years, a few huge corporations will be responsible

for practically all games development across the globe.

DEATH OF THE SMALL DEVELOPER?

Something we can only find out by waiting though, is whether this is a good or a bad thing. One school of thought is that it will lead to a production line mentality with teams churning out workman-like products within very tight schedules (some evidence of which has already been seen with film licences). However, it may not be that grim. For a small developer to produce, market and distribute a game, it has to have a huge amount of cash up front. All the time these companies are approaching financiers just to get a product off the ground. This means that the only viable options are games with guaranteed success and subsequently there's less opportunity for innovative ideas. By affiliation with a large company with full coffers, these small and talented development outfits would have the scope (and the cash) to try more things out.

Anyway, having depressed everyone with all this heavy stuff I'll sign off now. Do let us know if you have any opinions on the subjects covered here and in the meantime enjoy the rest of the magazine.



Affiliation with a large corporation is a secure option



**Left: Sony Imagesoft are just one part of this ever-expanding giant
Below: EA are also now the proud owners of Broderbund along with Origin**



VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

HOME ALONE

Once upon a time there was a little boy who accidentally got left at home when his family went off on holiday. But he was quite a resourceful little fellow and when some criminal types tried to rob his house, he gave them a right old seeing to leading to much slapstick japey and comic tomfoolery. And what a wonderful film it made (ignoring the fact that Macauley Culkin is a git). Inevitably, the game of the film came along. And do you know what? The programmers captured the essence of the film perfectly. Yes, what happened was, the poor lonely little film licence accidentally got left on a Mega Drive cartridge while all the gameplay had gone off on holiday.

Reminiscing about the game is making me start to seethe; it was that poor. But don't take my word for it, here are a few quotes taken from our review way back in issue three. Have a read and then you decide whether or not you might want to check out this game in the hope that maybe it might be worth a second look.

"The game moves at an appallingly pedestrian pace."

Hmmm... a bit slow then. Still, it may have other things to recommend it.

"If I had one wish, it would be to visit every Mega Drive owner in person and tell them not to buy this grotesquely over-priced and pathetically under-developed mockery of a game."

Not looking good is it? But maybe, just maybe, despite its flaws, it's just an average yet solidly reliable little game.

"It's not merely a bad game, it's a total embarrassment to the entire world of Mega Drive gaming."

Blimey! It's even worse than we remembered. OK, let's try once more to find some plus points about this game.

"Home Alone? I'd rather be alone with a sex-starved sabre-toothed tiger than spend ten minutes alone with this."

Well that just about wraps it up. It's exactly as we remembered it. *Home Alone* was, is, and always will be one of the most tragic little carts ever to hit the Mega Drive. We don't know why we do this column, we just all end up getting depressed about the video-game scene. In our days you could rely on your trusty games machine. How the hours would fly by as we played... (snip!)

Having finally got shot of their last batch of releases (culminating in the much delayed *Microcosm*), Psygnosis have now announced their next wave of Mega Drive games. There are three which are due for an autumn release and we're going to tell you a bit about each of them...

FLINK

This game is coming from a team who produced a game called *Lionheart* (anybody remember?). According to Psygnosis, it uses a very unique graphic style and will be a most adventurous affair with heaps of magic and puzzles and German folklore (probably).

RESCUE

This is more in the arcade style of gameplay and is especially reminiscent of an old game called *Thrust*. Well, it's not actually that much like *Thrust*, but the main character is subject to realistic laws of gravity and inertia, so in that respect it's like *Thrust*. The plot revolves around a load of trapped miners on seven different moons, each of which is made



Flink is a game which, as you can see, has a very unique graphical style. The gameplay will be adventure-based (in a platformy sort of way)

NEW FROM PSYGNOSIS...

of a different ore. Sentinel (the hero) goes to rescue them. The miners have keys and passes and so on to add a puzzle element, and between each of the moons there is a *Starfox*-style section which is apparently dead impressive.

TOP HAT

Finally, and most vague of all, is this isometric 3D thingy which by all accounts incorporates a version of *Play Your Cards Right*. Other than that, all we know is that it's a sort of collect-'em-up. Oh, and another thing is that these are only working titles, so if next month we start wibbling on about *Dingleberry And The Seven Moons Of Mim* from Psygnosis, chances are it'll be one of these games.



Rescue. Very moony, and quite gravity-esque



Top Hat looks very appealing indeed. In fact, it looks so good...



... that we're going to print another screenshot of it. See?

Aero The Acrobat

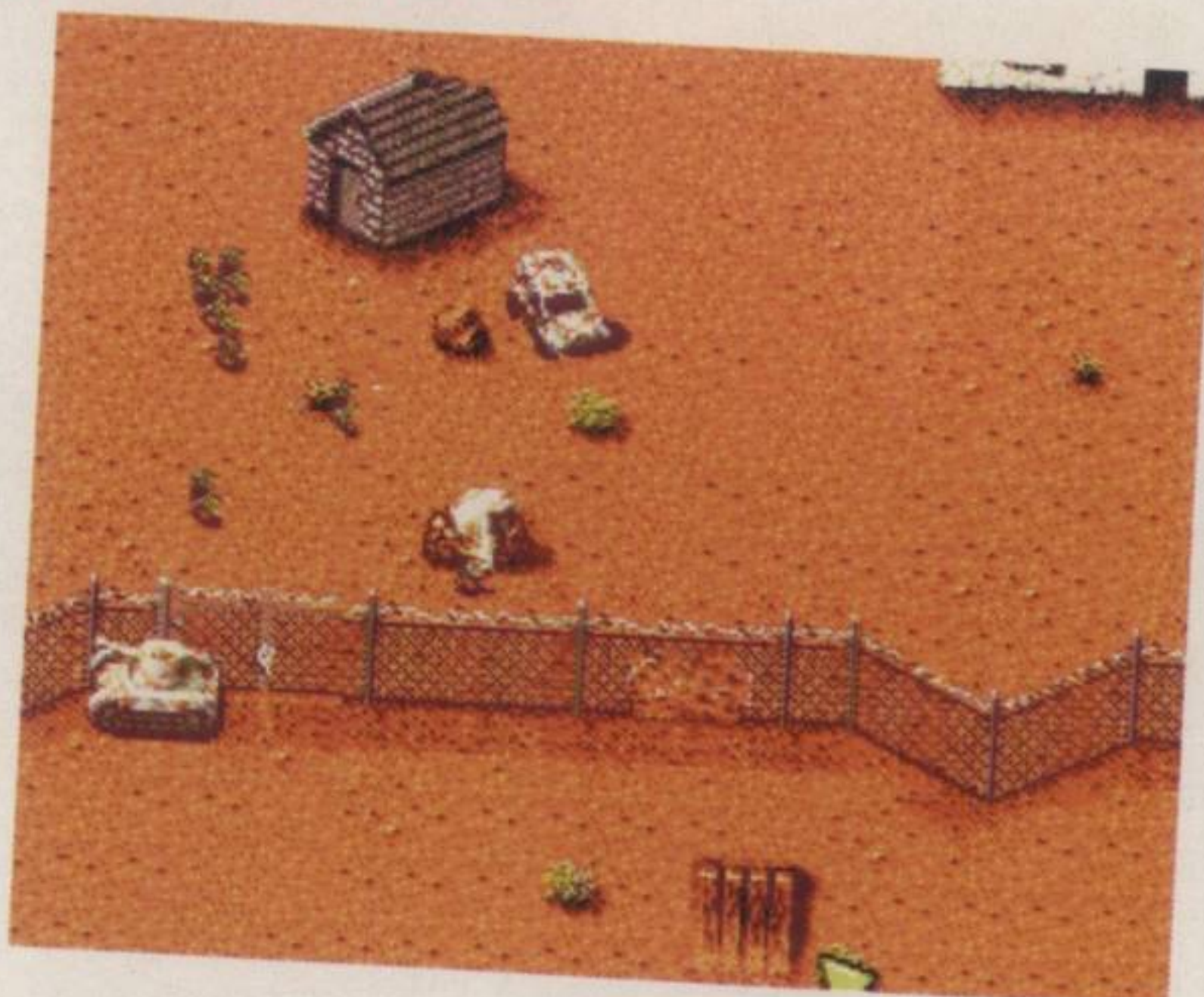
Games distributors Marubeni have just announced that they'll be handling the official UK release of ten Mega Drive titles over the next year. Their new partners are Data East and Sunsoft, so it won't be too long before you see *Aero The Acrobat* appearing on shop shelves across the country. However, while we reviewed *Aero* on import ages ago and have little interest in that one anymore, you can also expect to see official releases of the *Beauty And The Beast* games (reviewed on pages 44 and 45 of this issue) and several others which we'll bring you news of as soon as we know what they are.



Aero The Acrobat. Not really that brilliant, but it's soon to be coming out officially along with a whole host of other Sunsoft games. Hurrah! (We think)

SENSIBLE RELEASES FROM VIRGIN

Exciting news from Virgin is that their partnership with fabby Sensible Software will provide Mega Drive gamers with two top new titles towards the end of the year. The first will be *Sensible Golf*, a golf game with anything but a sensible theme to it, and the second game is the hugely successful, hugely violent, and hugely excellent *Cannon Fodder*. For the moment, enjoy these piccies of the Amiga version of *Cannon Fodder* and expect some more juicy news on these very, very soon.



All right, it doesn't look much here, but *Cannon Fodder* is a truly splendid blaster

Huge PC company Microsoft have signed a deal with Sega to produce a range of non-violent games for the Saturn console aimed specifically at female gamers and Paul Mellerick. The games will be interactive soap operas so we can look forward to full-motion video and 24-bit rendered images of Dot Cotton with a fag hanging out of her gob (probably).

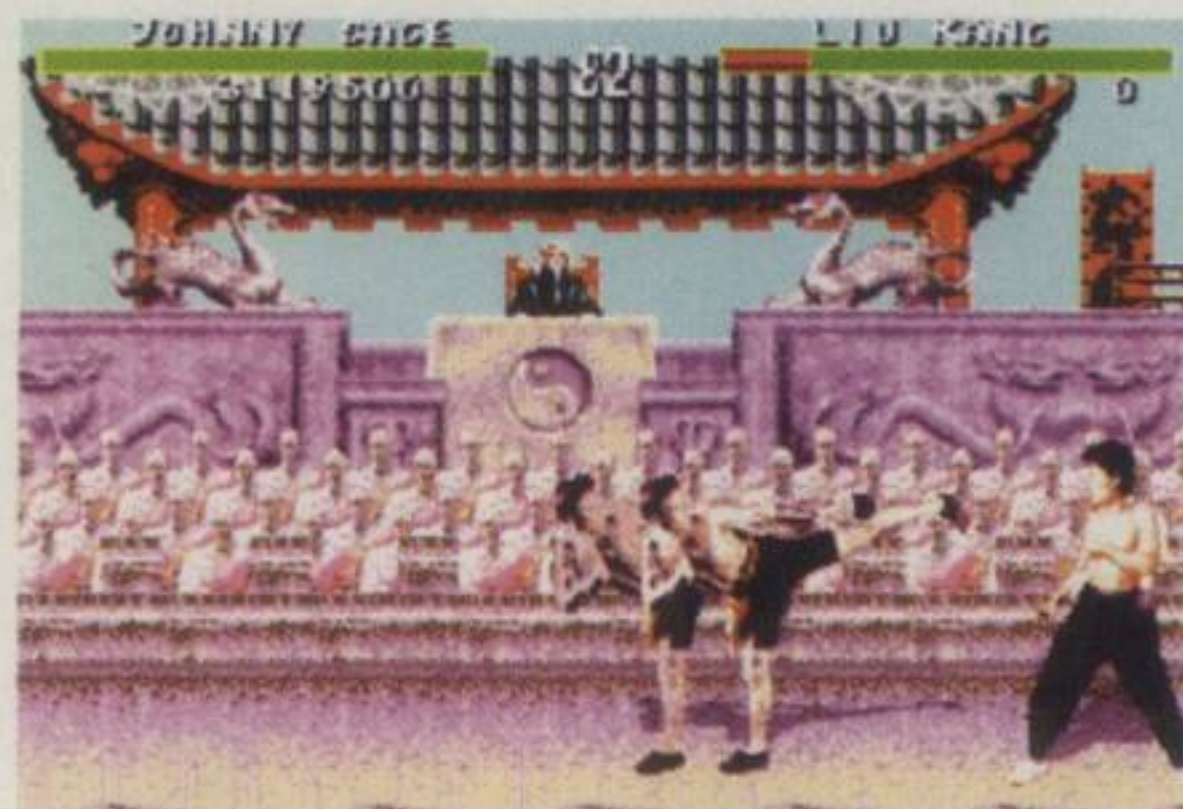
NIGHT TRAP WITHDRAWN IN THE USA

Yes, believe it or not, this debate is still going on. Normally, these things simply blow over, but apparently, in the US, Sega have received so much pressure about the content of *Night Trap* on the Mega CD, that the game has been pulled from the shelves and is being fiddled with to remove the offending scenes from the game.

Obviously the amount of pressure must have been fairly extreme to make Sega take such a step, and the worrying part (for them at least) is that *Mortal Kombat* is also getting the same sort of reception. If this game were to get pulled too, it could have all sorts of repercussions for *Mortal Kombat 2*, so we'll be keeping a close eye on this story in the coming months.



Night Trap from Sega has now been withdrawn in the US and the offending bits are being removed



If there's a similar level of outrage about *Mortal Kombat*, then it too could face a withdrawal. Yoinks!

STREET FIGHTER WHO?

This is the first in a new series in which we take two very unlikely candidates from the world of Sega videogaming, place them into the altogether unconvincing backdrop of a *Street Fighter 2* backdrop and then try to decide which, if any, would win this most ludicrous of bouts. Please feel free to write in with any suggestions for matches if you can be bothered.



NAME:

Ron Barr

MARTIAL ART:

Kom-men-tre

SPECIAL MOVES:

① **THE PLEASANTRY BLAST**
Ron is able to rapidly deliver devastating verbal blows such as "Hi, I'm Ron Barr" and "Welcome to College Football". Quite often these banal greetings follow each other in quick succession. The effectiveness of these attacks is questionable, although they have been known to induce vomiting, thus rendering the opponent unable to fight. Ultimately though, his verbal attacks prove to be only slightly more effective than a taunt of "Can't catch me for a toffee flea" from Tubby Jenkins, who you knew back in primary school. Shame!

② **THE HEADSET HEAVE**
Tricky to implement, but when successful, the headset heave can come as a devastating blow. Ron "lassoes" his opponents with his hands-free headphone/mic combo and drags them towards him while mumbling his war cry, "It's in the game". Truly terrifying.

PROSPECTS:

Very poor. While Ron is indeed a very tiresome character and able to paralyse his victims through the sheer mediocrity of his speeches, when it comes to physical combat, he's a bit of a loser. What's more, his headset heave isn't really all that effective as the connecting cables for his headset are desperately flimsy and often snap. Normally, there would be a slight chance of success, but a length of lightweight insulated wire and a couple of headphones are hardly likely to shift the vast weight of a fatty like Madden now are they? No, of course not.

NAME:

John Madden

MARTIAL ART:

Koh-Ching

SPECIAL MOVES:

① **THE FLAB JAB**
John is naturally endowed with a gargantuan gut, and by thrusting his shoulders back and pushing his bulbous belly forwards he can render his opponent unconscious in a matter of seconds. And all this is accompanied by a scream of "He'll feel that in the morning".

② **THE HUNDRED STAT SLAP**
One of Madden's limitations, however, is that his massive frame makes him very slow moving. This also means that opponents can see his Flab Jab coming a mile off. Thus John is often forced to use his other special move, The Hundred Stat Slap. This involves slapping out, and talking his opponent through, a huge list of American football-related statistics. The whole experience can be very bewildering and it's especially effective against non-American opponents who would never understand these facts and figures even after studying them for several months.

PROSPECTS:

Pretty good. Madden has the advantage of being able to deliver both physical and mental blows. If the flab jab fails, then he can always follow up with the excruciating Stat Slap. However, his one weakness is that he often loses interest in combat in order to stuff his face with fatty foods and this could easily leave him open to Barr's Headset Heave. Mind you, we've already stated that that's pretty useless against someone of this bulk, um so, oh dear. (Oh dear, this column's only a month old and already it's turned into a series of dismal ramblings - A concerned reader)

EVERYONE STANDS A CHANCE OF WINNING COMPETITION WINNERS

In the lead up to Christmas we ran a truly humongous compo featuring prizes from all the major software houses. Well, you'll be glad to know that all the winners have now been chosen and here they all are listed below. Some of you will already have received your prizes, so congratulations. However, anyone who hasn't please sit tight because we are on the case, honest. And if you've received nothing by this time next year please feel free to come round to the office and beat the crap out of us. Thank you.

VIRGIN

Leather Jackets:
Terry Harding, Hartwell; Ms CLF Holland, Waltham.
Terminator:
Emma Ward, Staines; Corey Eggar, Ashington; Ben Burnham, Witney; Roger Withinshaw, Park Square, London; Ian Brittain, Sutton Coldfield.
Terminator 2:
Andrew Norrby, Lisburn; Matt Vauer, Mottingham, London; John Stapely, Bath; Peter Roarty, Great Barr, Birmingham; J Grima, Hounslow.
Tommy's Album:
Amanda Folkes, Swanland; Graham Hayman, Ash, Nr. Aldershot; Stuart Rodger, Colchester; Paul Simpson, Leyland; Ed Debaes, Upper Beeding; Vince Lawlor, Wakefield; James Quinn, Coatbridge; Phil Kildaras, Hove; Helen McLindon, Liverpool; Ian Powell, Tranmere; Gary Latham, Rosyth; D McLauchlan, Clydebank; M Ayre, Chertsey; C J Aubrey, Kent; D Woodcock, Bournemouth.

ELECTRONIC ARTS

Baseball Jacket:
Tim Jones, Bleakheath, London.
Football Shirts:
Paul Stevens, Bideford; George Docherty, Glasgow; C Talbot, Hincley; J.A.C. Hitchon, Skipton; Dino Oddi, Bolton.
Baseball caps:
Nathan Wormald, Huddersfield; Paul Whittingham, Greasby; Anne Thompson, Wisbech; I West, Leigh; Julie Brownlow, Hucknall; David McCaffery, Gary Broyd, Melton, Nr Woodbridge; Christopher Freeman, Birmingham; Mark Phillips, Chepstow; Stuart Fleming, Edinburgh.

SONY

Discman:
Richard Manser, Clwyd.
Dracula Jackets:
Andrew Fennell, Elmswell; Richard Reed, Edgware; Nigel Baller, Birmingham; Ian Whittingham, Sutton Coldfield.
Dracula Soundtrack:
A Edginton, London; Gary Hankey, Colwyn Bay; Mad Welshman, Ayrshire, Scotland; P Johnson, Gilligham, Kent.

ACCLAIM

Spider-Man vs X-Men Game:
David Kirk, Wigan; John Paul Naylor, Leeds; Christopher Lovick, Chichester; Mark Lindsay, Liverpool; Martin Buckle, Stowmarket.
Spider-Man/X-Men Comics:
Miss R Jones, Cambridge; David Senior, Dunblane, Perthshire; Micheal Lambert, Castleford; Gary Richardson, Moorends; James Grigg, Bath; Stuart Stanbridge, Redruth; Robert Oswald, Chelsea; Ian Bennett, London; Edward Cheung, Stockport; Colin Bennett, Moreton; P Stonham, Hastings; Berry Phillips, Bristol; Ian Gillatt, Rotherham; Miss Olive Muir, Orkney; Tracy Nicholas, Birkenhead; Mark Lewis, Cranham; Armancho Esposito, Bedford; Colin Parfitt, Bristol; Mark West, Degenham; Mr Blobby, Westcliff-on-Sea; Ben Rayner, Malsham.

CODEMASTERS

10 Cosmic Hypercolour T-Shirts:
D Parker, Winchester; Paul Atkinson, Leeds; Paul MacMillan, Kinross; W A Parker, Wisbech; Jane Haur, Bradford; Phillip Everson, Lincoln; K J England, Banbury; Jeff Lowe, Rainham; Paul Dickson, Shipley; David Watson, Broxburn, Scotland.

MANGA

Akira T-Shirts:
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ACCOLADE

Gods sweatshirts:
S Ryan, Bristol; Simon Allen, Nottingham; Ian Edwards, Sittingbourne.
Gods inflatable axes:
Ben Donnachie, West Byfleet; A F Duddell, Dagenham; Conal Grier, Belfast.
Gods keyrings:
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MEGA

Subscriptions:
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Nintendo no longer a competitor

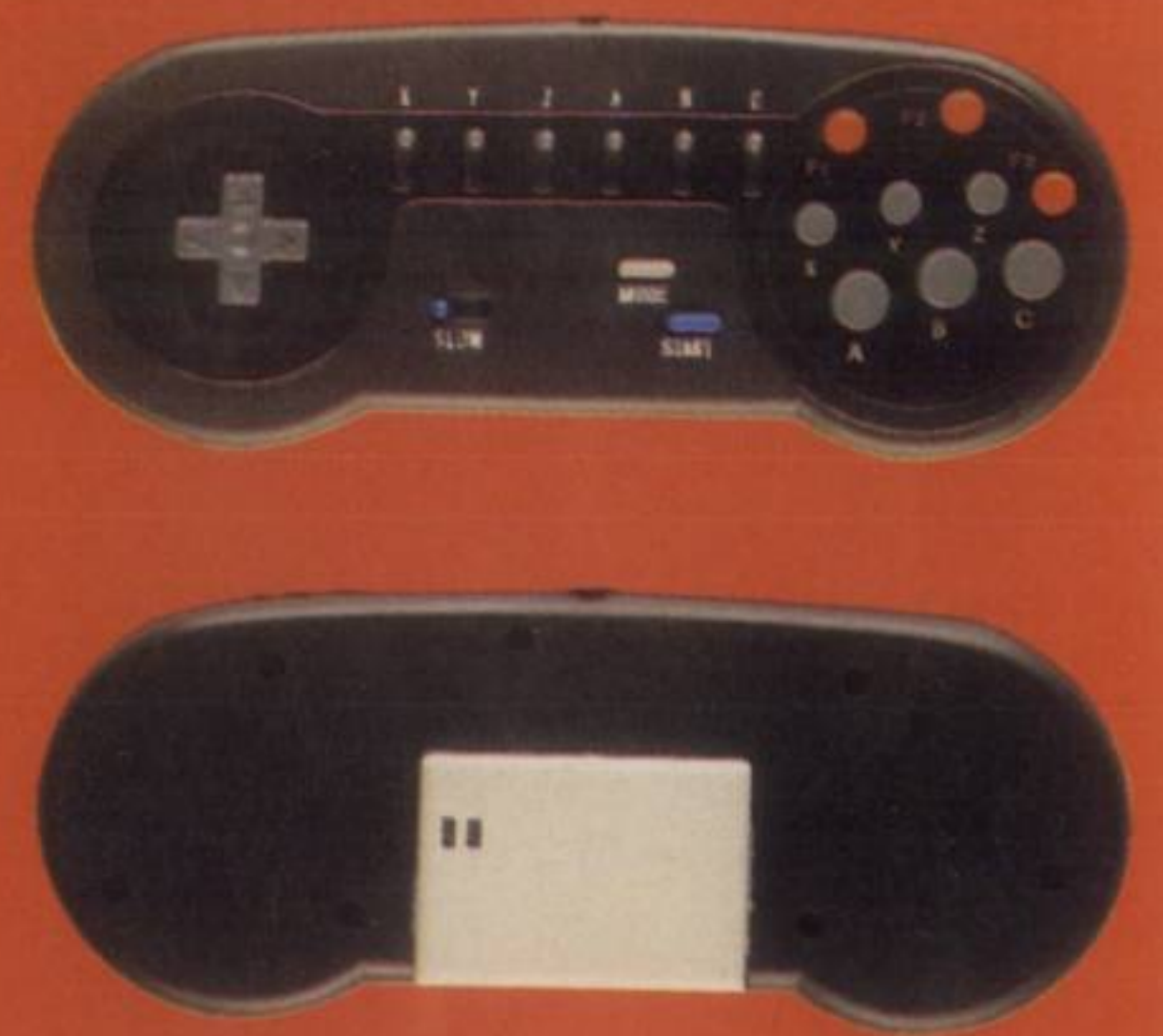
Following Nintendo's announcement that their Project Reality Console will be cartridge based, Sega responded with a statement from their President saying "I don't consider Nintendo to be our competitor any more". Nintendo are confident that silicon technology is the way forward while "multimedia is just a word, and that word is running ahead of its substance". This means that while Nintendo's machine will be cartridge-based with the possibility of a CD add-on later, Sega's Saturn is taking the CD bull by the horns and investing its efforts in what it sees as the way forward. On the one side, Sega, Sony and 3DO are all ploughing forward with the CD revolution, Nintendo are rather cautiously remaining with the tried and trusted cartridge format.



The Saturn. Ploughing ahead with the CD revolution. Hurrah!

FIRE

Who are Fire then eh? Well, they're yet another hardware-type firm who are bringing out a new range of peripherals for the Mega Drive (joypads ho!). Only these are actually quite interesting. The first is a programmable joystick (told you). It's a six-button jobby for starters, which is a good thing, but it also has three other additional function buttons which do nothing... until, that is, you plug a special little cartridge into the back. You'll be able to buy these additionally, at a very low price, and each one will be tailored to a different game. So, for example, you could buy a Street Fighter one with all the special moves already programmed in.



Here's the new programmable pad from Fire. Loads of buttons, and neat little pre-programmed carts



And here's the adaptor. Not unlike Datel's Universal Adaptor in shape

Next item on the agenda is an adaptor, much like the one produced by Datel, which enables Mega Drive, Jap Mega Drive and Genesis owners to use UK, Jap and US games on any of the three machines in any configuration.

Finally, and this is a neat one, Fire are also producing a four-player adaptor. "Not another one," we hear you groan, but in fact this one is compatible with both EA 4-Way Play games and Sega Multi-Tap games. Hurrah!

Those are all the details we have at the moment but as soon as we have a firm release date and some definite price points, we'll report back.

EA Edutainment

In just a few weeks' time, Electronic Arts will be launching its EA Kids range of edutainment titles right across Europe. One of the most prominent titles will be a Sesame Street game featuring Grover but there are to be around 15 releases over the next year including Ping And Kooky's Cuckoo Zoo, Eagle Eye Mysteries, Scooter's Magic Castle and a Peter Pan painting game. What we'd really like to see is Kermit Goes Mad With An Uzi And Slaughters Big Bird, though we rather think the chances are somewhat slim.



Kermit holding a banjo, not an Uzi

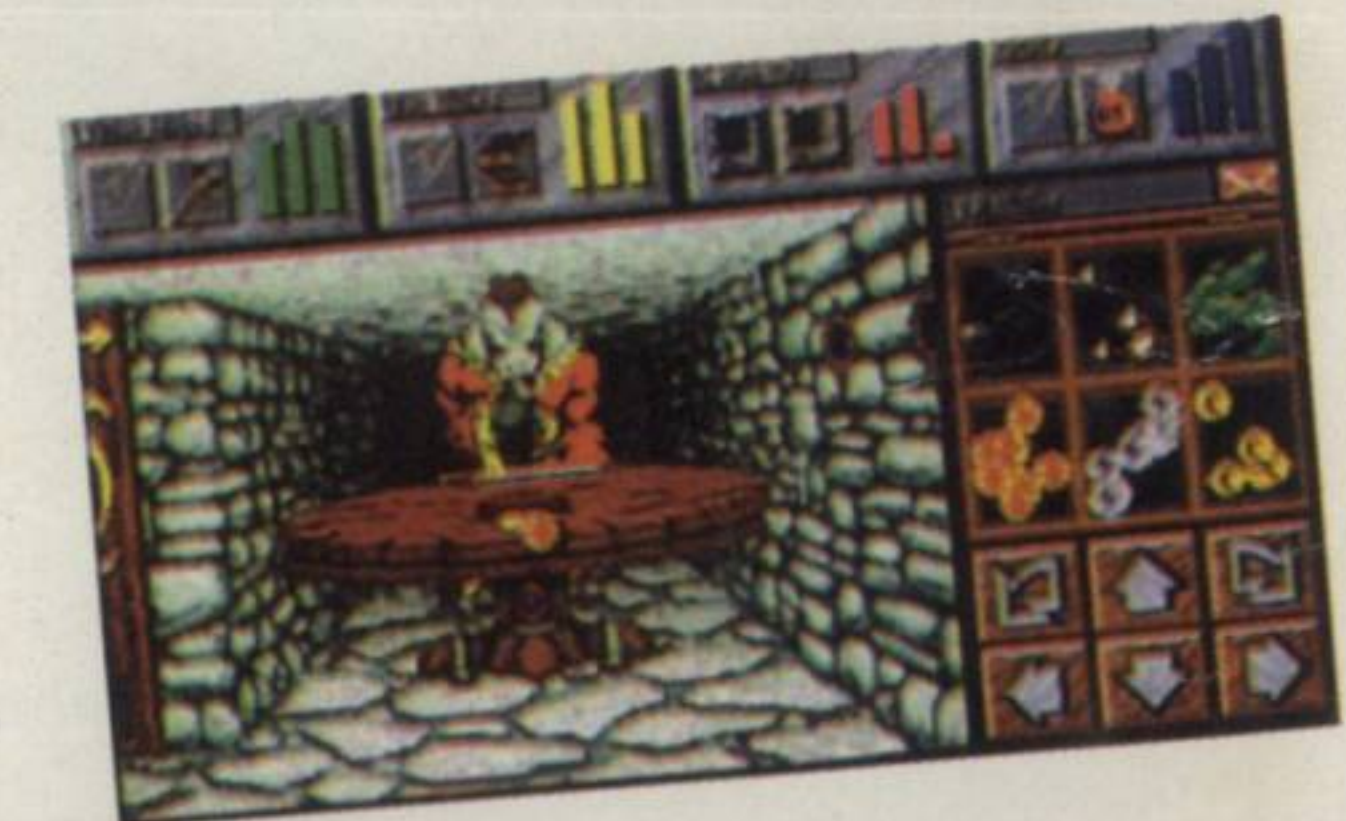
DUNGEON MASTER 2

Long, long ago, in a galaxy far, far away... Ah, no, that's Star Wars isn't it. Anyway, long, long ago, a company called FTL (Faster Than Light) created what was, at the time, the most atmospheric, spooky and realistic 3D role-playing game ever. It appeared on the Atari ST (closely followed by an Amiga version) and it was called *Dungeon Master*. What was so revolutionary about it was the level of detail and in-ner-face interaction with the enemies and inevitably a load of other companies saw that it was good and copied the idea and later bettered it, which is why many people never really got that excited about the follow-up (called, incidentally, *Dungeon Master 2: Skull Keep*). This was a shame because it was actually an improvement over the already brilliant original.



One of the nice features is that the light fades into the distance giving a good feeling of depth. Spooky too!

The good news, however, is that now a Mega CD version is being coded, so it won't be long before we can play it on our Segas and see just how splendid it was. It's not even out in Japan yet, but we'll let you know when to expect it very soon indeed.



Top: Some lizard bloke and a table



Middle: Wow, indoor plants



Left: This, we presume, is a ghost

PICK 'N' MIX

You lucky people, another new feature in news. Again it's the first in a series in which we ask you to tell us which two games you'd like to see miraculously fused and we'll mock it up for you. This month, *Mortal Kombat: The Winter Olympics Edition*. Remember, the more ludicrous, the better.



It's no contest in the moguls, as Sonya falls flat on her leotard while the four-armed, and perfectly balanced, Goro completes the course with ease



Above: A standard-looking shot

Right: The game could be fab, but it's a fact of life that footy games always look dull in mags



KICK OFF 3

Because *Super Kick Off* was a bit of an amalgamation of both computer versions of *Kick Off*, the next version you'll get to play will be called *Kick Off 3*. With that confusion out of the way, what can this game offer you? Well, there's going to be all the football-related options you could ever want and as you can see

from the screenshots, the angle of view has been changed to give it a more TV friendly appearance. We'll have a full preview in our next issue, so get ready for some more frenetic football action.

Multi-function controller from Hornby

They've already given us the Game Genie, but not content to rest on their Laurels, Hornby Hobbies are very soon to bring us the Multi-Function controller. It would be very easy to assume it's just another ludicrous joypad but it isn't...

It's actually a controller from an American firm called Triax, which brings another dimension into games. What this means is that through clever in-game programming, a chip inside the special controller can be used to bring additional features to regular games. Let's take some examples. Let's say that you're playing *FIFA* with an ordinary joypad and you're moving around the pitch to avoid other players, only you keep getting tackled. Players using the new controller will be able to use one of the extra buttons or sliding switches (the design of the thing has yet to be finalised) to adjust the speed at which your player is running.

How about *Hellfire*, the horizontally scrolling shoot-'em-up? In this instance you'd be able to move up, down, left and right but also you'd be able to move in and out of the screen as well. Now, this is theoretical and the games mentioned don't actually work with the controller, but already many software houses have signed up and are programming compatible games so that when they finally hit the streets, only owners of the new controllers will be able to take advantage of all the new features.



The multi-function joystick. Very large...

THE QS IN THE NEWS

If you haven't had enough fun already from this month's Mega City, you may like to take part in our regular little quiz. Remember; don't send your answers in, it's just for fun.

1. What sort of creatures are the residents of the *Mystery Mansion*?
2. What was the *Chaos Engine* renamed as for release in America?
3. Who's the star of *Shut Up & Jam*?
4. Spot the odd one out:
a) *Mystery Mansion*
b) *Dracula Unleashed*
c) *Cliffhanger*
d) *The Chaos Engine*
5. How many different viewpoints can you select while playing *Virtua Racing*?
6. What is Stix?
7. What are the two main characters called in *Art Of Fighting*?
8. Whose "World Championship Racing" is it?
9. What are the two Beauty And The Beast games called?
10. Name the two cheat carts that are available for the Mega Drive?
11. What's the name of Dizzy's girlfriend?
12. What's the name of the hero of *Another World*?
13. Who wrote a horror novel called *Skeleton Crew*?
14. What's the name of Nintendo's Super Console?
15. Which game is *High Seas Havoc* a total rip off of?

16. Which game is this bit of screenshot taken from?



17. All right all right, well try this one, it's a bit harder.



18. Smart arse. This one'll get you.



19. Pants! How about this?



20. Hmm... time to cheat.



Well done for seeing things through to the end. You can now enjoy the privilege of looking at the answers on page 90. More silly MEGA/games related questions for you next month, unless, of course, we find something different to put in its place.

TWIN PEEPS

Someone suggested the bloke in *Flashback* looks like Gazza. When we first looked, we were inclined to agree, but side by side, well, they might as well be Liz Taylor and Bill Cosby. Ah well, keep writing to Twin Peeps, MEGA, 30 Monmouth Street, Bath, BA1 2BW.



Gazza in "blub" shocker

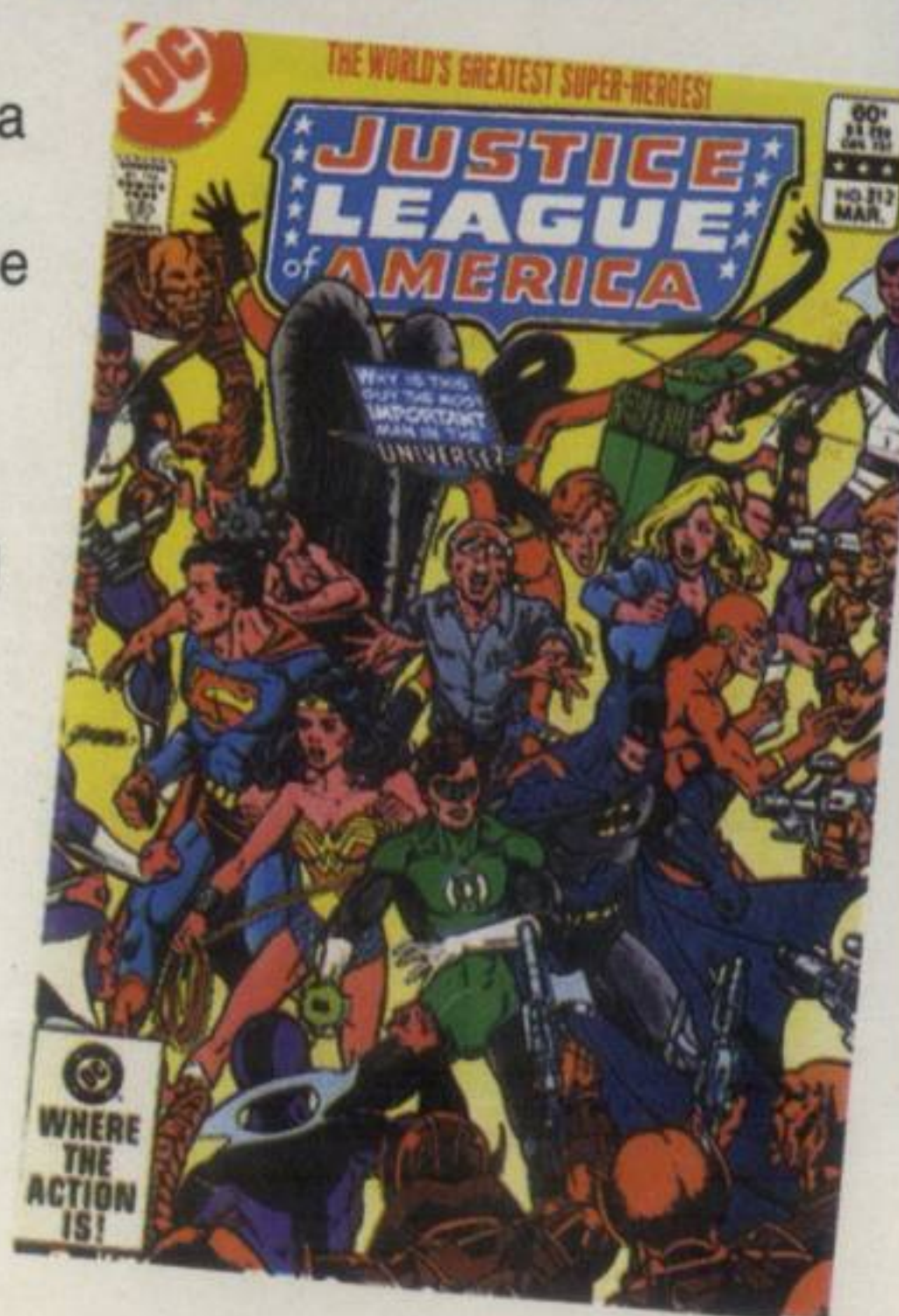


Flashback geezer (!)

DATA EAST GO CARTOON CRAZY

Last month we reported that the Saturday morning cartoon *Pirates Of Dark Water* was being made into a Mega Drive game by Data East. Even better news this month is that they'll also be doing a version of the brilliant DC Comics' *Justice League Of America* featuring, amongst others, Superman, Batman and the Green Arrow (if we remember rightly). And on a less heroic note, Scooby Doo, the ghost-hunting dog with a serious speech impediment, is also to be appearing in his own game. And no doubt he'll get away with it too if it isn't for some, er, meddling kids, or, um, something.

The *Justice League Of America*. Soon to be appearing in video game form. We can't wait!



THE CHARTS

Save time! Save money! With this month's Do-It-Yourself Charts Page™, you can insert your own humour: just fill in the blanks!

OFFICIAL TOP 20

This month	Last month	Game name	MEGA rating
1	■ (01)	FIFA Soccer (Now look, Jon: <foolish attempt to keep the proceedings serious> – Andy)	M 94%
2	■ (02)	Aladdin <In sincere assurance that everything will be kept normal and above board> – Jon)	M 94%
3	▲ (06)	Sensible Soccer (Oh all right then. <Weary attempt to convince himself that it'll be all right this time> – Andy)	M 94%
4	▼ (03)	Sonic Spinball <Vague but ostensibly relevant description of the game>	M 83%
5	▲ (20)	Winter Olympics <Light-hearted comment on the chart position of this game>	M 83%
6	■ (NE)	Eternal Champions <Pointless and bland wibble that's merely staving off the inevitable silliness>	M 71%
7	■ (NE)	ToeJam and Earl 2 <The bit that you <i>thought</i> would be funny, but actually isn't>	M 92%
8	▼ (04)	Street Fighter 2 <No comedy here, I'm afraid>	M 92%
9	▼ (05)	Mortal Kombat <Request to continue the sanity, knowing full well that madness is about to ensue> – Andy)	M 82%
10	▲ (11)	Micro Machines <Half-hearted agreement, with an undercurrent of mischievous irony> – Jon)	M 92%
11	▼ (07)	Jungle Strike	M 93%
12	▼ (09)	Sonic 2	M 94%
13	■ (NE)	Zombies...	M 85%
14	▼ (10)	Robo vs Terminator	M 66%
15	■ (RE)	John Madden '94	M 95%
16	■ (RE)	Taz-Mania	M 87%
17	■ (RE)	World of Illusion	M 82%
18	■ (RE)	NHLPA Hockey '94	M 92%
19	■ (NE)	Lethal Enforcers	M 89%
20	▼ (NE)	F1	M 90%

JAPANESE TOP 10

1.	■ (01)	Phantasy Star IV	M --%
2.	■ (02)	Shining Force 2	M --%
3.	■ (03)	Dream House CD	M --%
4.	■ (04)	Puyo Puyo	M 90%
5.	■ (05)	Sonic CD	M 89%
6.	■ (NE)	Lethal Enforcers cart	M 89%
7.	■ (07)	Lethal Enforcers CD	M 89%
8.	■ (NE)	Dragon's Revenge	M 75%
9.	■ (09)	Aldark CD	M --%
10.	■ (NE)	Dragon's Fist	M --%

AMERICAN TOP 10

1.	■ (NE)	Sonic 3	M 90%
2.	■ (NE)	NBA Jam	M 91%
3.	■ (NE)	Ground Zero Texas	M 84%
4.	▼ (01)	John Madden '94	M 95%
5.	■ (NE)	FIFA Soccer	M 94%
6.	■ (06)	Aladdin	M 94%
7.	■ (NE)	Lethal Enforcers	M 89%
8.	▼ (04)	Mortal Kombat	M 82%
9.	▼ (08)	Street Fighter 2	M 92%
10.	■ (NE)	Lunar CD	M 86%

MEGA CD TOP 5

1.	■ (NE)	Ground Zero Texas	M 84%
2.	▲ (03)	Lethal Enforcers	M 89%
3.	▼ (05)	Thunderhawk	M 91%
4.	■ (04)	Night Trap	M 81%
5.	▼ (02)	Sonic CD	M 89%



Official charts compiled by Gallup and sponsored by ELSPA. Import charts compiled by Gamesville. Call 'em on 0293 541 953.

Charts updated weekly appear on Teletext (Digitiser, p 471) on Channel 4.

IMPORT TOP 20

This month	Last month	Game name	MEGA rating
1	■ (NE)	Sonic 3 It's the <comedy adjective> game that's <humourously exaggerated phrase or saying>	M 90%
2	■ (NE)	Ground Zero Texas And here's the <hyperbolic praise> game that makes you <surreal and stupid metaphor>	M 84%
3	■ (NE)	Microcosm CD <Insert crap joke here>	M 79%
4	■ (RE)	FIFA Soccer (Oh no! <Feigned surprise> Your silly joke antics have ruined everything! – Andy)	M 94%
5	■ (RE)	PGA Tour Golf 2 (Well, at least I don't have <underhanded jibe at Andy's personal appearance> – Jon)	M 91%
6	■ (06)	Lethal Enforcers CD (Yeah? Well you can <extravagant insult involving the word "pants"> – Andy)	M 89%
7	■ (RE)	Puyo Puyo (Time for the conversation to degenerate into a string of random words, methinks – Andy)	M 90%
8	■ (RE)	Monkey Island CD (Grapefruit blow rucksack trifle. Yeasty bird slice; Berlin ginger piano model – Jon)	M 91%
9	▼ (02)	Lunar CD (You're fired – Andy) (So I am – Jon)	M 88%
10	▲ (15)	Bill Walsh Football Jonathan Smith is no longer working on MEGA. His comedy stylings will not be missed	M 78%
11	▼ (05)	Zombies...	M 85%
12	▼ (07)	John Madden '94	M 95%
13	■ (RE)	La Russa Baseball	M 58%
14	■ (NE)	Prize Fighter CD	M 48%
15	■ (RE)	Jurassic Park CD	M 84%
16	▲ (20)	Joe Montana CD	M 82%
17	■ (NE)	Golden Axe 3	M 79%
18	■ (18)	Keio Squadron CD	M 60%
19	▼ (17)	Cool Spot	M 93%
20	▼ (09)	Shinobi 3	M 79%

AS SEEN ON TV

New double value games

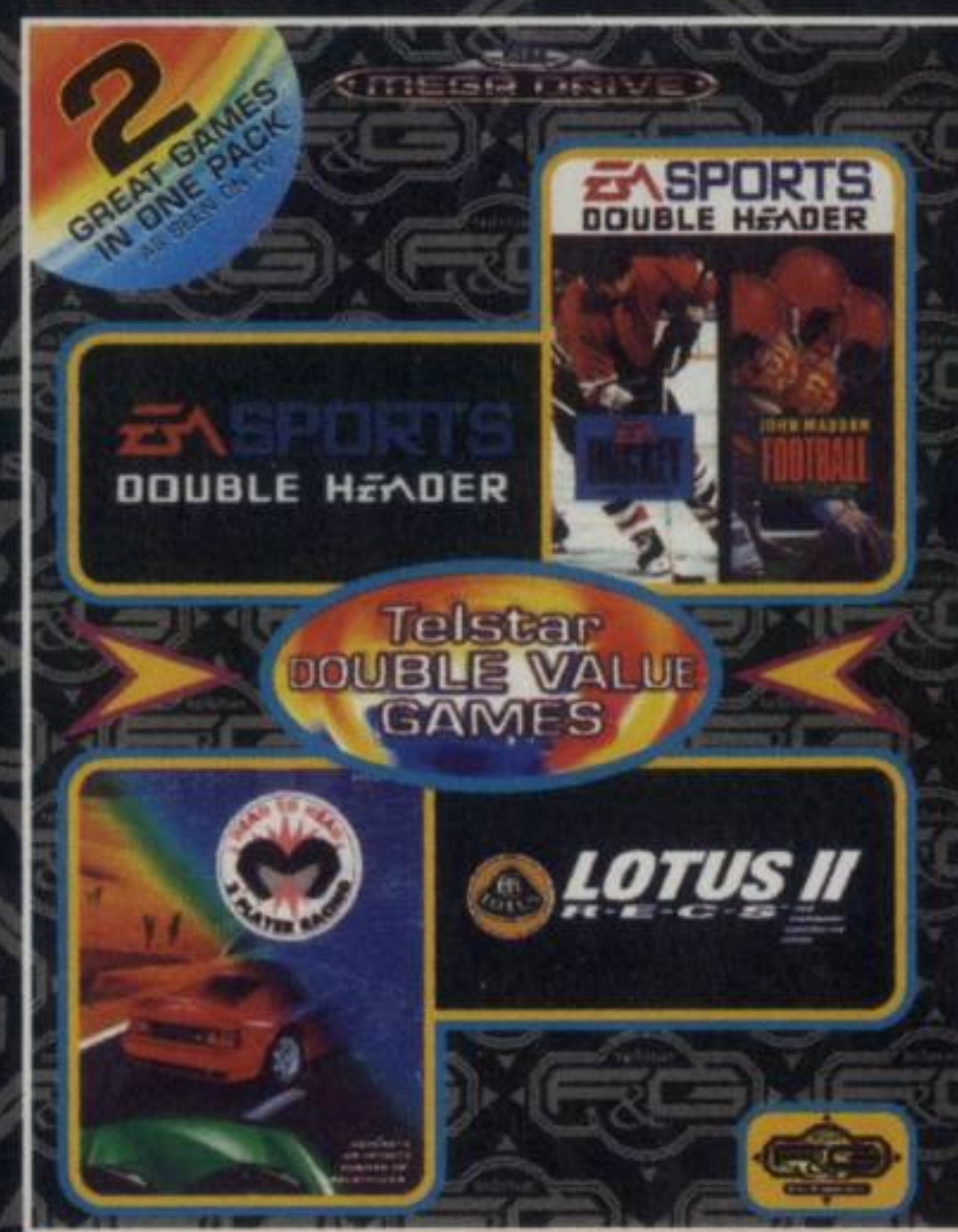
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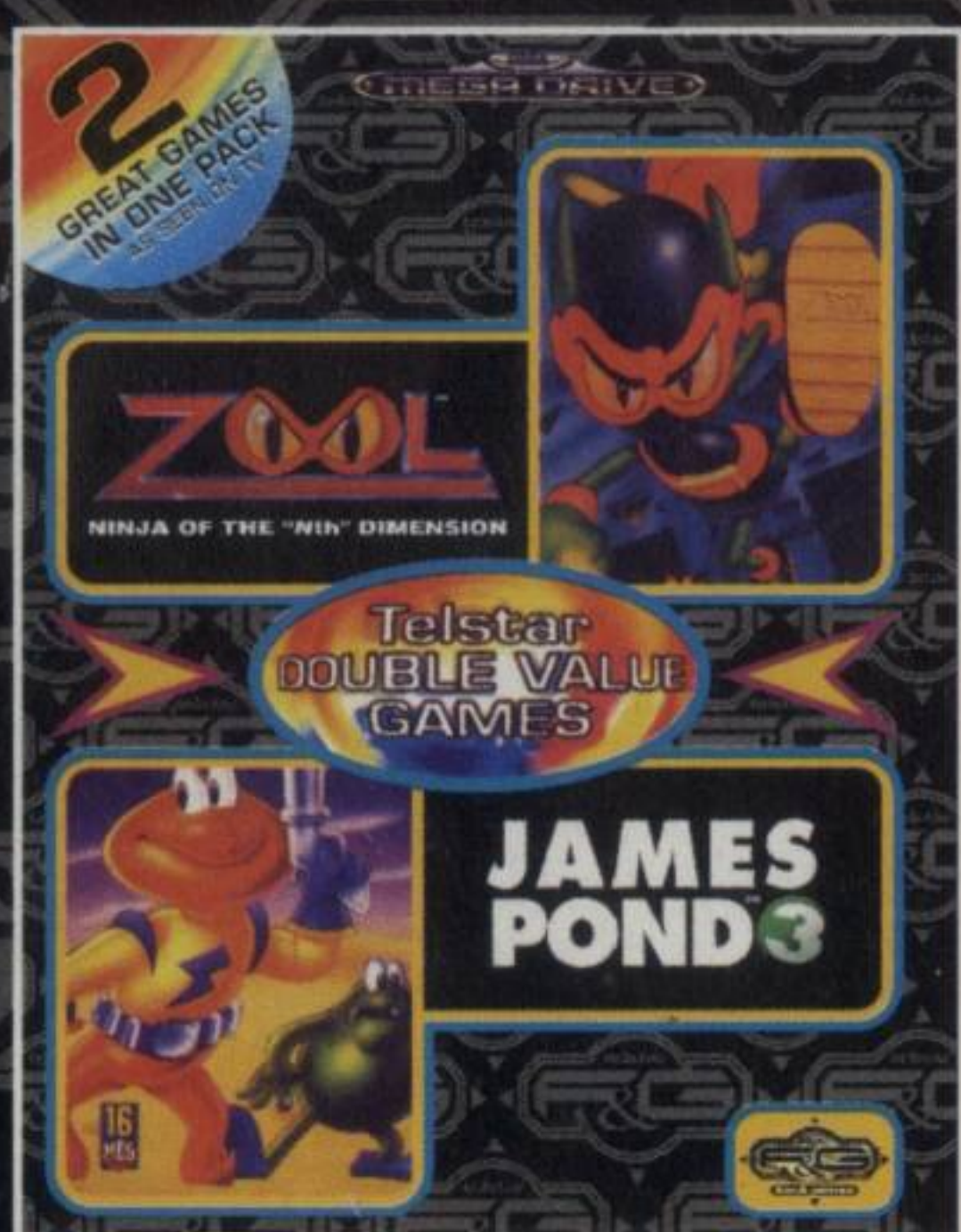
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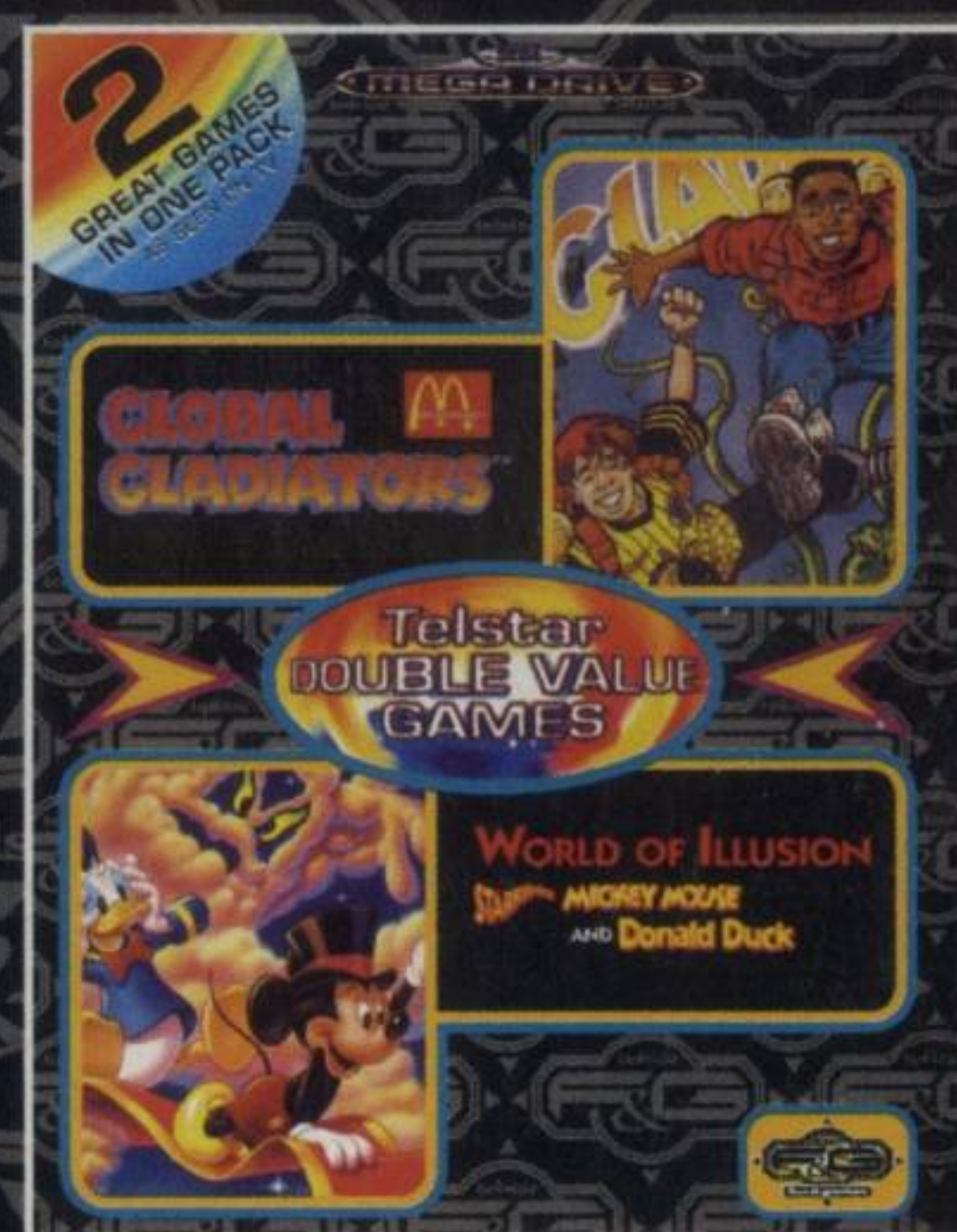
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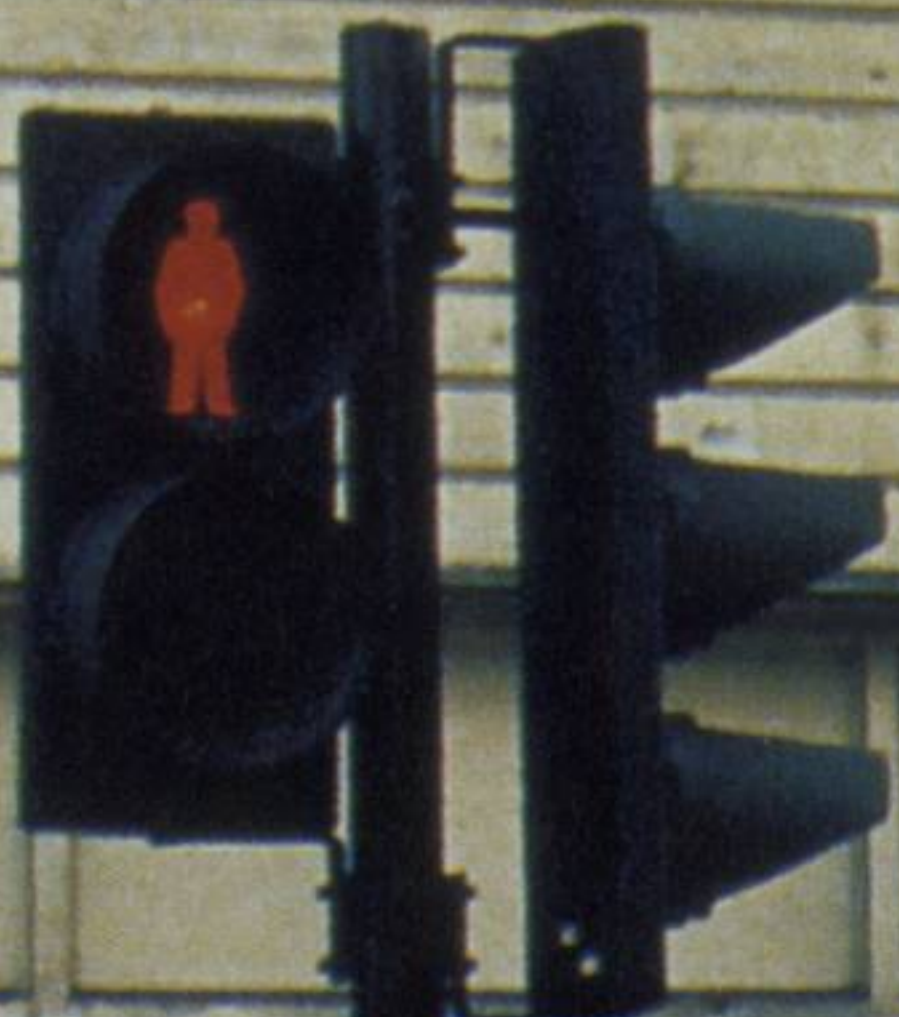
“Street fighting’s
for losers”

13 SEPTEMBER
MORTAL KOMBAT

Super Nintendo Game Boy



Atari



THE GREAT K-AND-BULL SWINDLE

A few years ago there was a poster above the desk of Sega Europe's president, Nick Alexander. Emblazoned across it in huge capitals was one word: HYPE!

It was actually an advertisement for a Virgin board game about the music biz. It's gone now, but its legacy lingers. In the Sega world, hype is everywhere. Very few companies, however, admit to using the tactic. It does, after all, have rather negative connotations. So, in games industry parlance it becomes one of those changeable verbs; we market, they hype, you buy.

A DIRTY WORD

The crucial difference is that hype involves some sort of deception. It implies that a company is fooling the consumer, building a game up to a level that it simply doesn't deserve.

Acclaim are publishers that are accused of using the tactic more than most. Last year, *Mortal Kombat* was everywhere and right now the campaign for *NBA Jam* is in full swing. Marketing manager Paul McGarvey, however, rejects accusations of hype succinctly and strongly as "absolute rubbish".

He explains: "Hype is a word that gets used out of context all the time. It implies that we're making claims which we can't back up, that we're tricking people. That's simply not true."

What is true is that *Mortal Kombat* was generally considered to be a very respectable second to *Street Fighter 2* in

the beat-'em-up battle, and yet it ended up selling more copies.

BUILDING INTEREST

"That's because we had a better marketing campaign. We made *Mortal Kombat* the essential purchase of the year," explains McGarvey. But it wasn't the essential purchase of the year, was it? So surely there's some level of trickery going on. Help me out here.

"What we did was build on the extremely high levels of interest that were generated naturally in the specialist press. That interest was in the game itself, the quality of the game. OK, we brought the press in early, showed them demos and told them we thought it was

going to be something special, but ultimately they make up their own minds.

"They went away and started writing about it, building expectations and the word soon spread to the

national media, who were also encouraged by the blood and gore element of the game."

NURTURING CONTROVERSY

This brings us neatly on to another part of the publicity game; negative hype. Is there such a thing? If the only thing worse than being talked about is not being talked about, does it matter what is actually being said? If the rabid tabloid press decide to get all moralistic about these sick and perverted video games, then video games suddenly become an awful lot more exciting; forbidden fruit. If

When a product sells heaps on the strength of a massive ad campaign, are the companies involved ripping us off? Or is it naivety on the part of the punter? Dave Roberts investigates...

your mamma wouldn't like it, well that's half the point.

McGarvey concedes: "In our case, I don't think it did sales any harm at all, but I have to say that I think that was because we managed things properly. To a very large extent we learned the lessons from Sega and the mistakes they made with *Night Trap*."

"They just shut up and said no comment – and to most people no comment equals guilty. We came out with counter statements, we answered every single enquiry and came across as responsible people; a company that had considered the issue."

There's little doubt (but no evidence) that publishers do, in fact, court controversy, and that the possibilities of adding a dash of outrage to the marketing mix are thought of at the very earliest stages of development. *Mortal Kombat* was written for Acclaim, Sega Europe's leading development team, Probe. Managing director Fernand McGovern dances round the suggestion that some marketing considerations affect a product's development from day one. Do marketeers, for instance, work with the writers to design a character that will look great on a lunch box or insist that a game has a generous helping of

blood and guts to grab a few headlines? McGovern isn't saying.

Instead, he claims that most developers don't concern themselves with hype at any stage, believing their job is over when they hand over the code, but he happily admits that Probe sees things a little differently.

"We love it. We'll happily get involved in the hyping of a product, taking it to the magazines, presenting it to retailers, etc. The reason we don't mind is because we know that the product is good enough. What a developer does is provide the substance to be hyped, make sure there's something real behind all the claims and promises.

"I see that as our biggest responsibility. We know when we work on a title like *Mortal Kombat* that Acclaim will push it for all they're worth and they'll do a great job; they're marketing experts, so we have to make sure the game is good enough to live up to the hype."

FALLING ON THEIR FEET

The implicit suggestion here is that even if the game turned out to be a bit of a stinker, the hype would still be carried through – and then it all starts to get a bit dangerous.

Turn over

"The press was encouraged by the blood and gore in *Mortal Kombat*"

HYPE HYPE HOORAY: THE GREAT CAMPAIGNS

1 MORTAL KOMBAT

The *Mortal Kombat* campaign was generally regarded as the promotional triumph of 1993 and even as a benchmark campaign for the whole industry.

Central to Acclaim's strategy was a series of posters and full-page adverts featuring Real World stars expounding the virtues of this beat-'em-up.

The idea is that some of the qualities of these characters like Ice T (streetwise, rebellious) and Vinny Jones (hard, uncompromising) are transferred to *Mortal Kombat* itself and the game becomes gilt-edged by association.

As marketing manager Paul McGarvey explains, however, it can only be done with certain titles: "Our advantage was that the publicity generated by the press, through interest in the game, meant that the advertisements didn't have to explain what *Mortal Kombat* was.

"We didn't have to waste time saying 'it's a video game, it's a beat-'em-up, it's based on a coin-op etc', the words *Mortal Kombat*



Paul McGarvey, the man behind the *Mortal Kombat* campaign

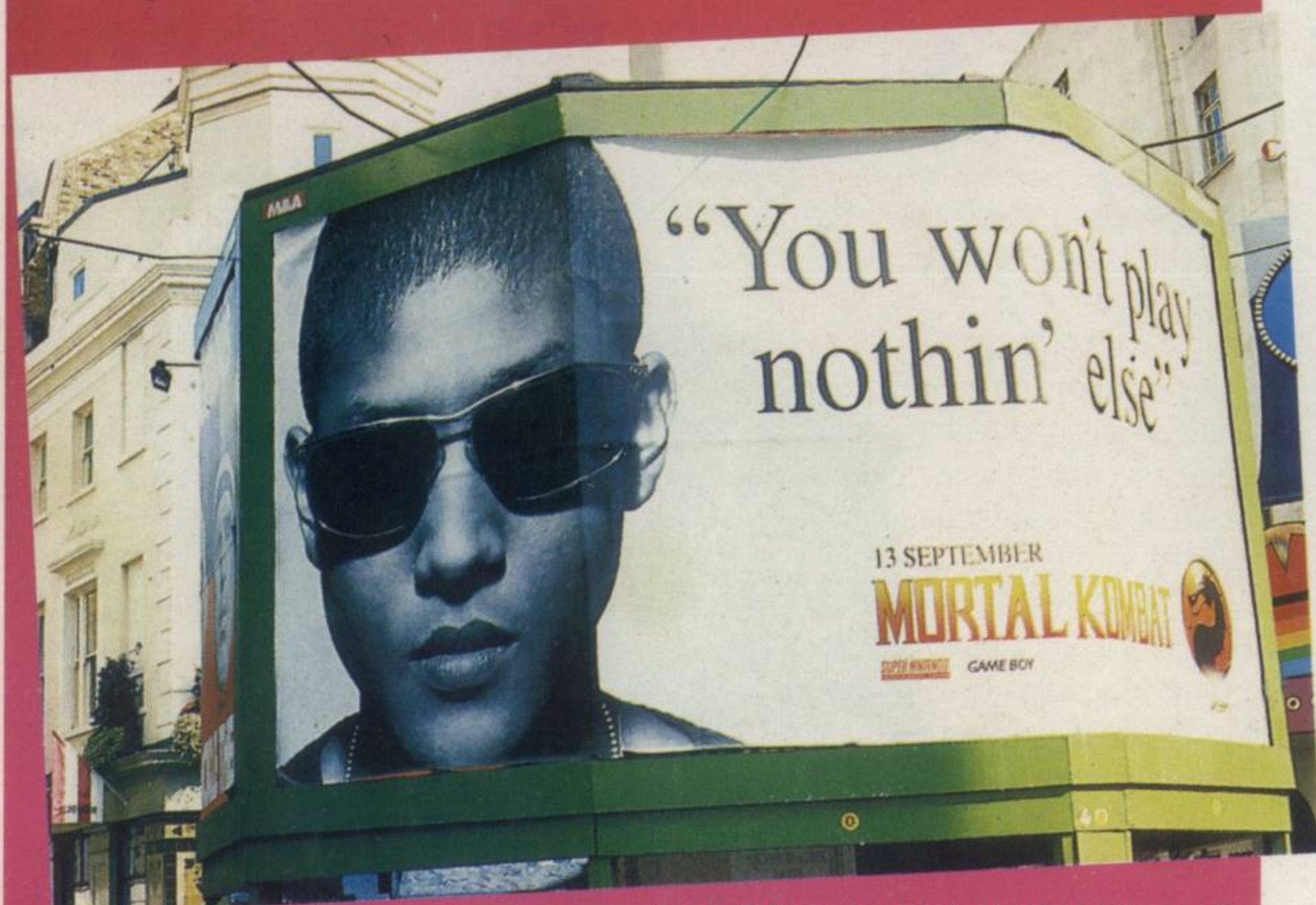
became shorthand for all that, leaving us free to be a bit more creative."

... And to throw in a bit of hype – unless, of course, Ice T and Vinny Jones really are huge fans of *Mortal Kombat* and weren't paid to lend their names, faces and tougher-than-the-rest reputations to the product. Hm...mmm...



There can't be anyone who didn't actually see one of these billboards during the campaign...

... and that's the whole idea. To make you think about the game, and then go out and buy it



And although most of the billboards were of normal proportions, some were completely ridiculous



Games don't come much more gory than *Mutant League Hockey*, and yet EA chose not to court controversy with any of its "Mutant" series of games

McGovern admits: "If *Mortal Kombat* was crap, it would still have sold. The problem is that it would have reflected badly on the Acclaim brand and the next time they went to the public and said 'this is the best game ever made', people would go 'yeah, right, heard it all before with *Mortal Kombat*'."

On a similar level of success, but at the opposite end of the hype-o-meter, is Electronic Arts – the most successful third-party Sega publisher in the world. The firm eschews any obvious wham-bam tactics, choosing instead to cultivate a somewhat more lofty image – but hey, an image is an image.

European managing director Mark Lewis chips in: "Hype to me means boasting about something that isn't really there, a sort of unrealistic bravado. Is there a lot of hype in the games market? Well, is there a lot of hype in the fizzy drinks market? Will Pepsi help you parachute or surf down waterfalls?"

"I think that a great deal of 20th Century advertising is based on hype, and the games industry reflects that."

SHOCK-HORROR TACTICS

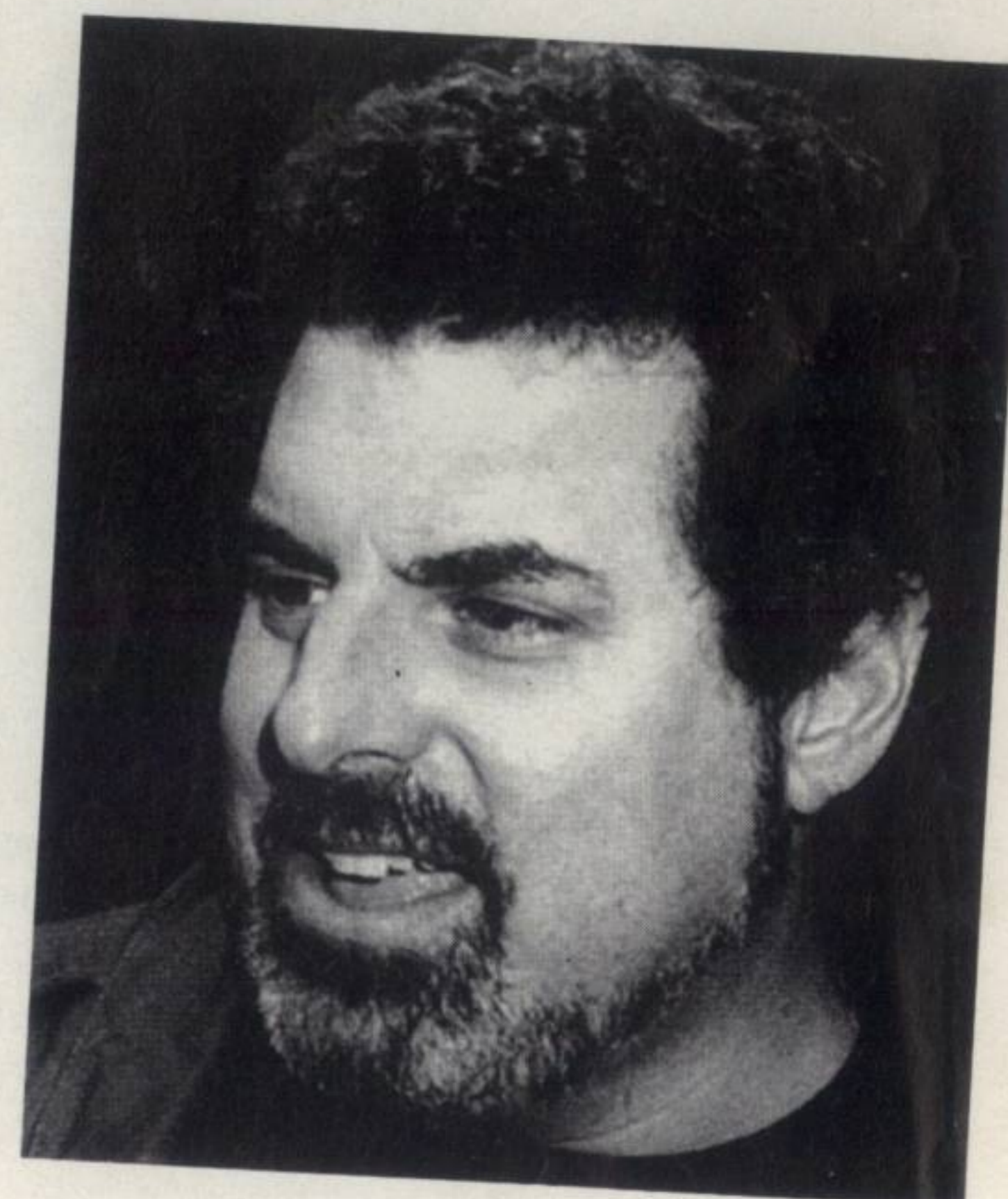
EA have in fact rejected any shock-horror tactics on one of their more recent lines. Lewis explains: "The *Mutant League* series is a nice adjunct to our EA Sports line – they're sports games, but they're brutal, there's a fair bit of blood and guts. Now, with the national media's focus on gratuitous

violence, it would be easy to hype up that aspect and get a lot of headlines with these games, but instead we're doing the opposite, we're toning down the violence and playing down that side of things."

But something like *Mutant League* is easier to play down than something like *Mortal Kombat*. The expectation isn't there and, more to the (decimal) point, the investment in the licence and the potential for millions of dollars profit aren't there. It is in these situations that hype

can become dangerous. *Mortal Kombat* was actually a bloody (very bloody) good game, but what if it hadn't been? History suggests that the *Mortal Kombat* campaign would hardly have been toned down. Acclaim's year revolved around *Mortal Kombat* being a smash hit, and nothing, not even a crap game, was going to be allowed to spoil that.

"If *Mortal Kombat* had been crap, it would still have sold"



That very nice geezer on the right is Mark Lewis from Electronic Arts



In the big world of the media, what's more important, *Jurassic Park* or *Populous*?

HYPING LICENCES

One great example occurred in the late Eighties, when Mirrorsoft landed the hottest licence of the moment – *Teenage Mutant Ninja Turtles*. The licence cost a packet, a promotional campaign was all ready to swing into action, then someone noticed that the game was absolutely awful. This trifling detail, however, did not affect the marketing campaign one jot. *Turtles* was still, according to the publicity, 'The Game of the Year', 'The One you've Been Waiting For' and the Mirrorsoft flagship title, proudly promoted for all it was worth – no, actually for much, much more than it was worth.

The publishers were in a difficult position. They couldn't just let a game like *Turtles* slip out. They had paid megabucks for the licence and expectations were higher than the sun. They had to follow through, didn't they?

EA's Mark Lewis isn't so sure: "It's a problem that you create by going for the really big licences but ultimately the reputation of your own brand must be the priority. I think we saw an interesting example last year with *Absolute* when *TOYS* was completed and wasn't really up to scratch, they just quietly let it out there and let it fade away."

It's worth pointing out here that *TOYS* the film also flopped badly, limiting *Absolute*'s options, and that this sort of climbdown is very much the exception rather than the rule.

Some of the versions of *Turtles* were developed by Probe, and McGovern is admirably candid in his assessment of his own work: "The Spectrum version of *Teenage Mutant Ninja Turtles* was written in three weeks, and the Amstrad version, I swear, was written in seven hours." One million years BC (Before Consoles), remember, these formats



were actually quite important.

"With that sort of schedule they were never going to be classics and what didn't help was the fact that the original game on which we based our conversions was written by DSI for the Amiga and it was the biggest crock of s*** I've ever seen in my life.

"And yet I've got a plaque on my wall that thanks me for my part in achieving sales of 420,000 units in one month alone."

An erstwhile member of the Mirrorsoft marketing team remembers: "No, it wasn't a particularly good game, but it was

the right game at the right time. And to be fair, we didn't hype the game all that much because we didn't have to, the *Turtles* were everywhere anyway and all we did was piggyback onto the general hype."

This is a common, useful and relatively cheap ploy. *Jurassic Park*, *The Simpsons*, *Aladdin*, the massive investment in these licences by software houses buys the rights to the characters and the logos, but just as importantly it buys into the hype that inevitably surrounds them.

KNOWING WHAT'S NEWSWORTHY

The Mirrorsoft mole goes on: "Implicit in all this is the relationship with the press – particularly the national press. A few years ago you could tell them



Turn over

HYPE HYPE HOORAY: THE GREAT CAMPAIGNS

2 SONIC 2
November 24th 1992 is now down in history as the corporate orgasm that was Sonic 2sday.

In what was probably the most high-profile game launch ever, Sega and Sonic rode the wave of video-game hype that pervaded every area of the mass media that year and crashed to the top of every chart.

It was a masterpiece of marketing. And according to Sega's marketing director Simon Morris, it wasn't all that hard to pull off: "It was during the period when every single magazine and newspaper was in their 'good God, video games are absolutely bloody huge, quick, let's do a double page spread' phase.

"So everyone did games and just about everyone used the release of *Sonic 2* as the hook on which to hang the piece. We ended up getting more coverage than we could keep track of."

True enough, but Sega made the most of the situation. They made sure that as well as

the centre pages of *The Sun* and *The Mirror*, Sonic was seen in *The Face* and even on the cover of ultra-trendy i-D.

He also appeared on T-shirts, baseball caps, lunchboxes, etc. so that he stepped outside the world of video games and took on a life outside the boundaries of a TV screen.

This made the game itself more attractive (not better, remember,

just more attractive), because if this Sonic fella is here, there and everywhere, on T-shirts in *The Face*, then that *Sonic 2* must be one helluva game, let's buy a copy and find out what it's all about.



The great *Sonic 2*. The hype and game were both of high quality, and the result was loads (and loads) of sales for Sega



Mean Bean Machine is a real office fave, but are you going to hear more about it than you will about *Sonic 3*? We very much doubt it

HYPE HYPE HOORAY: THE GREAT CAMPAIGNS

3 SEGA Sega have consistently beaten Nintendo in terms of sales and profile throughout Europe year after year. This is a remarkable achievement.

In every other territory, Nintendo are seen as the dominant force, with Sega as the hip alternative. In Britain, Sega are the dominant force and they are still the hippest brand. This winning combination has been brought about by one of the slickest marketing campaigns of recent years.

Sega have made sure that the Sega logo is seen in all the right places and, just as importantly, in all the right ways. The company is a mass market brand and has to use mass market methods – such as big TV campaigns and corporate sponsorship – but it does it in such a way as to subvert them, take the mickey a bit.

The TV ads are supposed to be scrambled in from some dodgy pirate network fronted by old fatty barber – hardly an aspirational role model or soothing corporate spokesman. They are, if you want to get really pretentious about it, post-modern; aware of the conventions of advertising and therefore able to play around with them.

The sponsorship of the Williams Formula One team has Sonic's legs painted



Plenty of Sega logos and a royal visitor to show them off to. Wonder whether Harry and William have Mega Drives?

on the side of the car to give the impression he's driving the car. Sega have used the space, interacted with it, not just slapped its logo on it. They have got to the nerve centre of the most successful team in one of the world's richest sports – and then made it look a bit silly.

This gives Sega an edge, a hint of a wild streak and a quota of cool. Nintendo have none of these things. Neither, of course, do Sega. They are a very big business run by very serious people, but a beautifully applied veneer of anti-establishment hype over all that makes the brand something that everyone wants to buy into.



TEENAGE MUTANT HERO

TURTLES

Above: Any publicity is good publicity. Sort of

Right: Those much-hyped and now long-forgotten Ninjas

that this game was great or that game was a huge technological breakthrough and they would believe you because they didn't have writers that knew any better.

"Now you can give them those same lines and they'll know you're lying but they'll go along with it because they want to; they don't actually care that much if the game's any good or not, they just know that they'd rather have a

Jurassic Park promotion rather than a *Populous* promotion."

Yet again, the national press takes the role of scapegoat and collaborator. But does the specialist press (mags like this one) get a completely clean bill of health? Er, no.

A marketing manager from

a leading Sega publisher confides: "There have been cases where journalists have been bribed to either mark a game up or give a game more

space than it really warrants. I don't know of any cash changing hands, but some pretty nice gifts are dished out and in one case I believe a holiday in the States was the reward.

"All publishers wine and dine

journalists and chuck the booze around at Christmas, but most of the time that doesn't have any effect. In certain instances, however, specific deals are made where it is made very clear by both sides that if Game X gets this

The national press takes the role of scapegoat and collaborator



We've all seen the Pirate TV advertisements, and there's no doubt about how cool they are

With all the logos and designs put in the right places, you can't help but see the word SEGA



Pirate TV may just be a series of adverts, but it gave Sega a big boost of street cred, and that was just what they were after



Sega probably wouldn't be where they are today without a certain blue hedgehog, but who actually goes out and buys a Sonic lunchbox?

OXFORD ENGLISH DICTIONARY DEFINITION:

hype: n (slang) trickery; extravagant or misleading publicity - v (slang) to deceive or publicise by this.

sort of coverage then the journalist gets this kind of reward."

POWER OVER THE PRESS

Some publishers have also been known to get extra exposure by bargaining for a front cover and using the promise of an exclusive. Many a mag has gone along with such a deal only to find that several other mags have fallen for the same trick and the publisher has stretched the definition of the word exclusive a little too far. But corruption and lies aren't all...

Some reviewers speak their minds a little too vociferously for the liking of the sensitive little publisher chappies and then bribery and promises turn to intimidation and threats. A low review mark can often lead to a software house threatening to withdraw its advertising. This can be particularly damaging for most mag publishers as titles are not produced in isolation. Companies like ourselves (Future) and EMAP Images own a stable of magazines and if one of them offends, then the software houses usually threaten to pull advertising from all titles, which could mean a loss of income of hundreds of thousands of pounds.

That's the nasty and not a little sinister side to hype and it's something that software houses aren't overly keen to talk about. The whole subject of hype, in fact, seems an anathema to most of them; they make you feel like you've

Exclusive reviews can be very problematic things to do, but at the same time they are good for both the magazine and the software company



And here's a little screenshot of the game that, last year, everyone wanted to own (including you)

been a little bit rude to even ask about such a dirty subject. However, despite all the denials and denouncements there's no doubt that hype does go on and it can actually be quite fun. It can be part of a very pleasing package.

The Sex Pistols experience wouldn't have been half as memorable without the hype expertly generated by their manager, Malcolm McLaren. It was an integral part of the band's appeal. The point is, if the music had sucked, the hype would have been empty; Exhibit A, Sigue Sigue Sputnik. Now that was a rock 'n' roll swindle that grated.

THE SYSTEM WORKS

Probe's McGovern certainly sees no harm in a bit of hype: "At the end of the day, *Mortal Kombat* was two sprites on a screen fighting each other. The hype made it more exciting than that, made it something that you could talk about with your mates down the pub.

"I suppose in the end what it did was make people feel that they had to have this game or they wouldn't know what all the fuss was about."

Some other programmers who don't mind joining in the fun are The Bitmap



NO HYPE = HYPE

One tactic particularly useful in hardware hype is minimalism - give 'em an inch of information and they'll give you a mile of coverage. A fine example at the moment is Sega's subtle pushing (more sort of nudging, actually) of Saturn (pictured right).

This is guerrilla marketing; nothing formal, nothing organised, just the odd word here and there, a well-placed rumour, a well-timed leak.

Sega have officially revealed very little about the Saturn, but everyone is talking about it. All the magazines are desperate to get the jump on their rivals and so any Saturn snippet is seized upon and blown out of all proportion.

This is a double whammy for Sega. Firstly, it whets people's appetites for a product that is crucial to the firm's future, and secondly it makes people think twice about committing to another system, such as CD32 or, when it's launched, 3DO.

The sub-text of all the cries and whispers is something like, "yeah, 3DO's OK, but just you wait until you see what we've got up our sleeves..."



The spectacular-looking *Daytona Racing*, which rumour has it...



... will be one of the first games to appear with the Saturn machine

Brothers. These guys have produced a string of top-quality, original games and certainly don't need a licence or a whole heap of hype behind them, but they have used certain techniques to increase their profile and establish themselves as a brand.

A few years back they posed with shades, a helicopter and an attitude and were immediately the best-known programming team in the country. They later claimed the whole thing was being done with a sense of irony, taking the mickey out of the whizz kid millionaire programmer image, but, ironic or not, it still worked. Because, as one industry insider has already accurately pointed out, the press (main stream and specialist) is more than willing to go with it; not believe it necessarily, but play along, join in on the conspiracy. Give a good quote, take a good picture and the chances of coverage increase. Make the game a bit better and, well that might work as well, but let's make sure we get that picture right first, eh? If it makes good copy, it tends to bring out the Essex Man rather than the ethics, man, in some journals.

RECOGNISING THE RACKET

So, get used to it, perhaps even learn to

enjoy it. This, as a wise man once pointed out, is the modern world and hype is very much a part of it. You may not believe it but you sure as hell can't ignore it. The best you can do is learn how to read it and then look beyond it, understand that the size of a campaign often bears no relation to the quality of the game; Sega will spend at least ten times more money promoting *Sonic 3* than it will on *Dr Robotnik's Mean Bean*

Machine but there's no way the game is anything like ten times as good.

Get smart, read reviews not adverts. If a game makes a front cover and gets good marks in a mag and then you buy it and

discover it's actually cack, think about it. Question everything. Don't get fooled again. If you manage that, you'll be part of a fortunate minority, because the overriding thing about hype is that it works, it sells product. That is why it's never going to go away.

And whether you call it marketing, or whether you call it a racket, hype will continue to pervade the video-game industry, because at the heart of the high-tech interactive entertainment industry is one very simple, traditional machine - a cash till.

Get smart, read reviews not adverts



EDGE

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has been **voted**

Magazine of the year

by people working

in the games **industry**

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EDGE

Review Feature

In which the greatest and most significant reunion since Simon and Garfunkel in Central Park occurs as Andy Dyer achieves inter-continental satellite link-up with Neil West in California...

<<Crackle, crackle, fzzzzzzzz, beep>>

Andy: Hello luv!

Neil: Hello luv!

Andy: We're having a Virtual Meeting!

Neil: Yes indeedy. Modern

technology eh? May I just Virtually Say, then, that MEGA's gone blimmin' down hill a bit since, ooh, roughly September time hasn't it? Circulation must be plummeting like a breeze block down a well...

Andy: Well you can Virtually Nob Off then you ol...

<<Crackle, fzzzzzzzzzzzz, bzzzzzzzzzz>>

Ten minutes later...

THE PREAMBLE

Andy: So then, *Virtua Racing* on the Mega Dri – oops! Sorry. I mean Genesis (bloody Yank).



If you're Neil West, this is the place you'll spend most of your time

Neil: All righty. *Virtua Racing*. What about it?

Andy: You've played a finished version then?

Neil: I had the pleasure of visiting Sega Of America's HQ to see the finished thing hot off the proverbial presses.

Andy: Wow. 'Cos they haven't got a finished version at Sega Europe you see.

Neil: Hmm, yeah, I heard.

Andy: So I was wandering, erm, just casually, what you thought about it.

Neil: Why...?

Andy: Well, I was hoping to review it – vicariously, like – through you.

Neil: Vicariously? Have you been talking to a bird again?

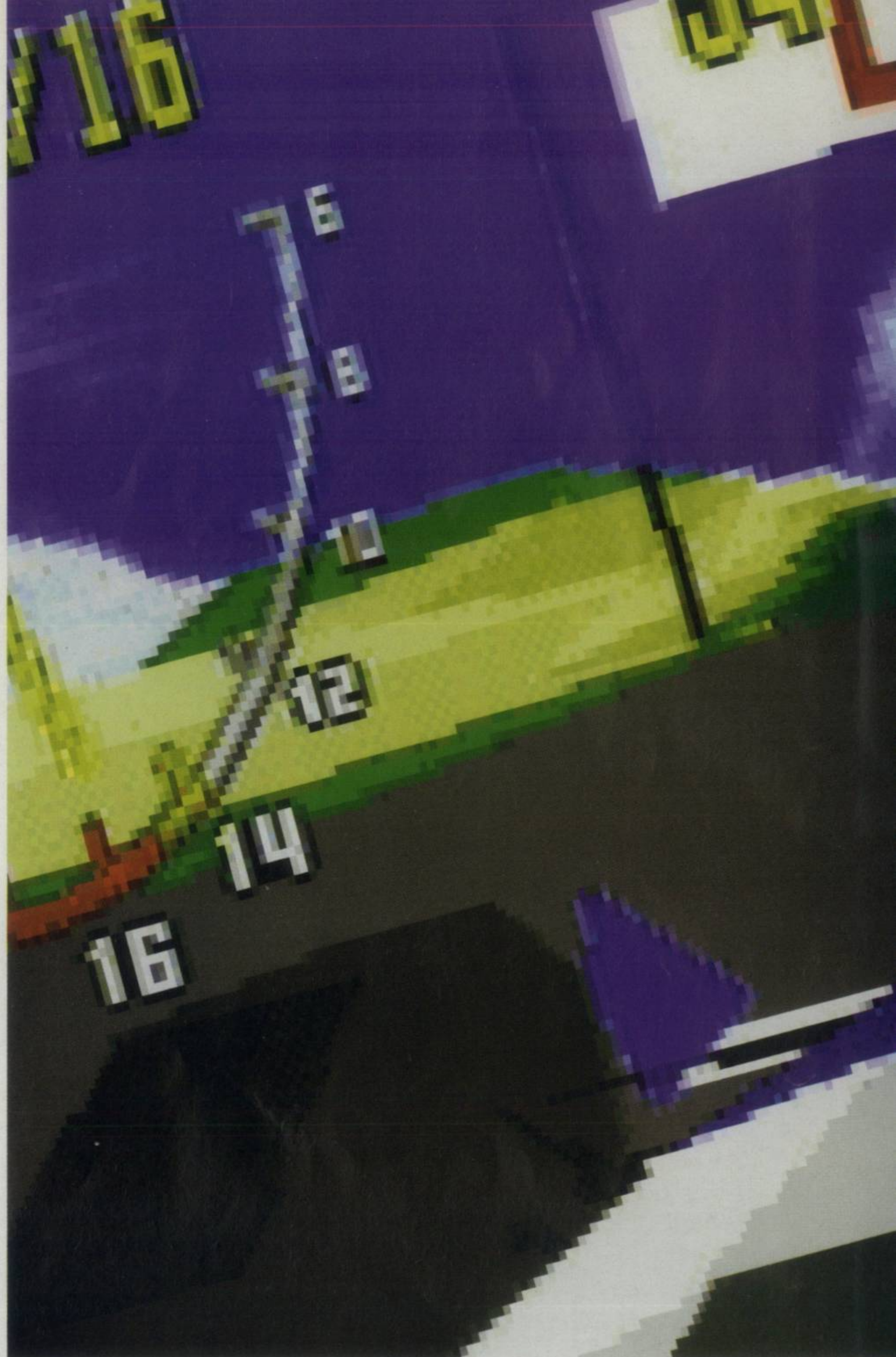
Andy: Look, the thing is, me old matey, although the most up-to-date copy of *Virtua Racing* in the UK is only 85% finished, MEGA wanted...

Neil: ... to provide its loyal readers with the exclusive review.

Andy: Exactly! But seeing as it's only 85% finished we can't actually...

Neil: ... review the game because it's one of MEGA's founding rules that it only reviews 100% finished games...

Andy: ... so as to give our readers the most accurate and definitive opinion possible, right.

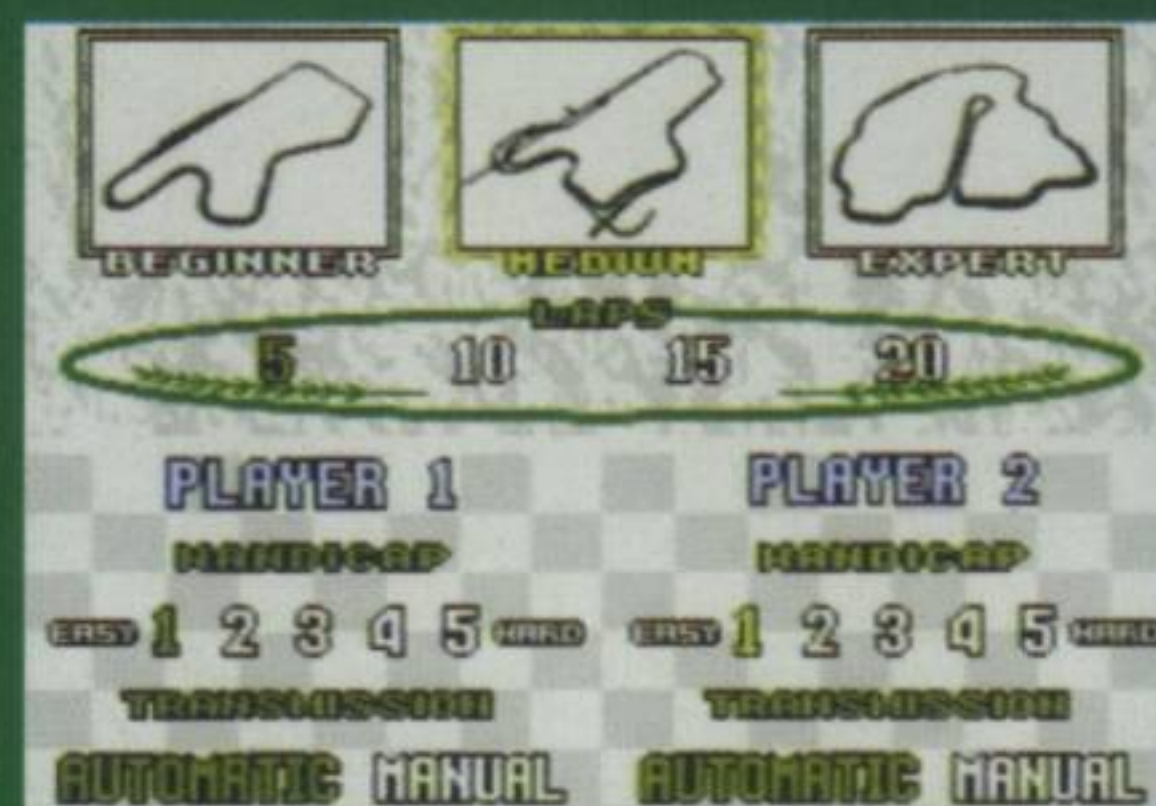


VIRTUA

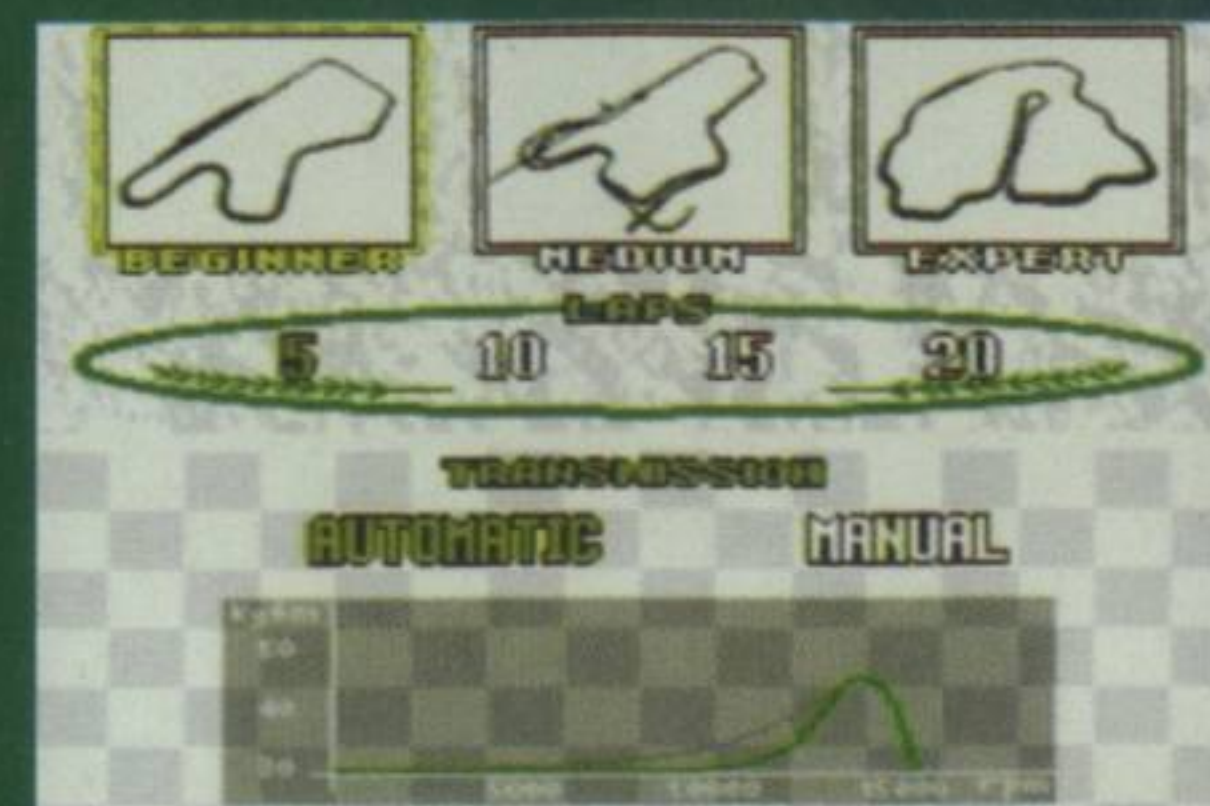
OPTIONAL EXTRAS

Not only have the clever old Sega programmers managed to cram every bit of the arcade game into the Mega Drive version of *Virtua Racing*, they also went one step further and added some new options. On the right you can see all the set-up screens that you get to tamper with. First there's the main options such as track choice, laps, an option to handicap players of varying ability and a choice of

manual or automatic gearbox. The second grab shows the transmission screen in full and the next one highlights the skill levels and the various control options. There's a hall of fame to keep all those records, various actual racing options and finally the all-important track choice. And don't forget, there's also a hidden "flip course" option to double your gaming pleasure. It's all too perfect.



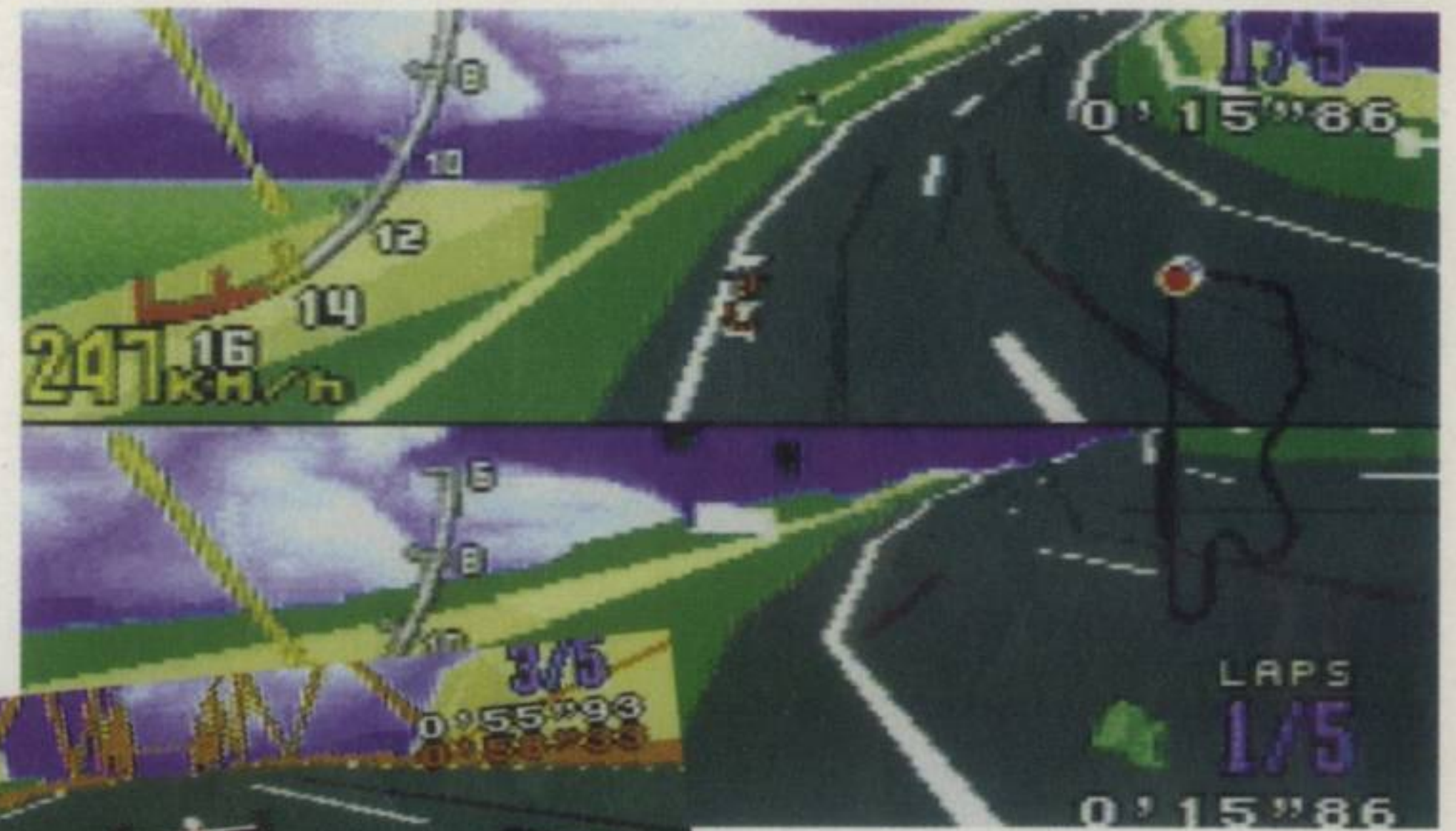
The handicap option is a god-send



Er, that's all a bit technical for me



Right: In split-screen mode, the ariel view is a bit hard to make out...



... but the other views are fine. This is a top conversion

Neil: Hmm, a knotty one.

Andy: Tell me about it. But seeing as you've played the finished version, if we really talk it through at length and, well - bond a little on the subject - I could...

Neil: Bond a little? Have you been reading Cosmopolitan? You'll be eating quiche and snogging Mellerick next.

Andy: As I was saying, I can review the game based on me having played the 85% finished version and quizzing you about all the subsequent changes and modifications in the final version.

Neil: Yeah, that'll work. So what's it worth for me then? Eh? EH?

Andy: Erm, the usual?

Neil: Done. Go on then...

Andy: (Sigh) NeilWestwasthebest editorofMEGAinthewholeworldandIsmell ofplop. OK?

Neil: Smart.

Andy: Let's do it!

INTER-CONTINENTAL BONDING

Andy: So then, what we have here (in a quite literally Virtua sense) is Sega's jaw-dropping *Virtua Racing* coin-op crammed into one Mega Drive cart, right?

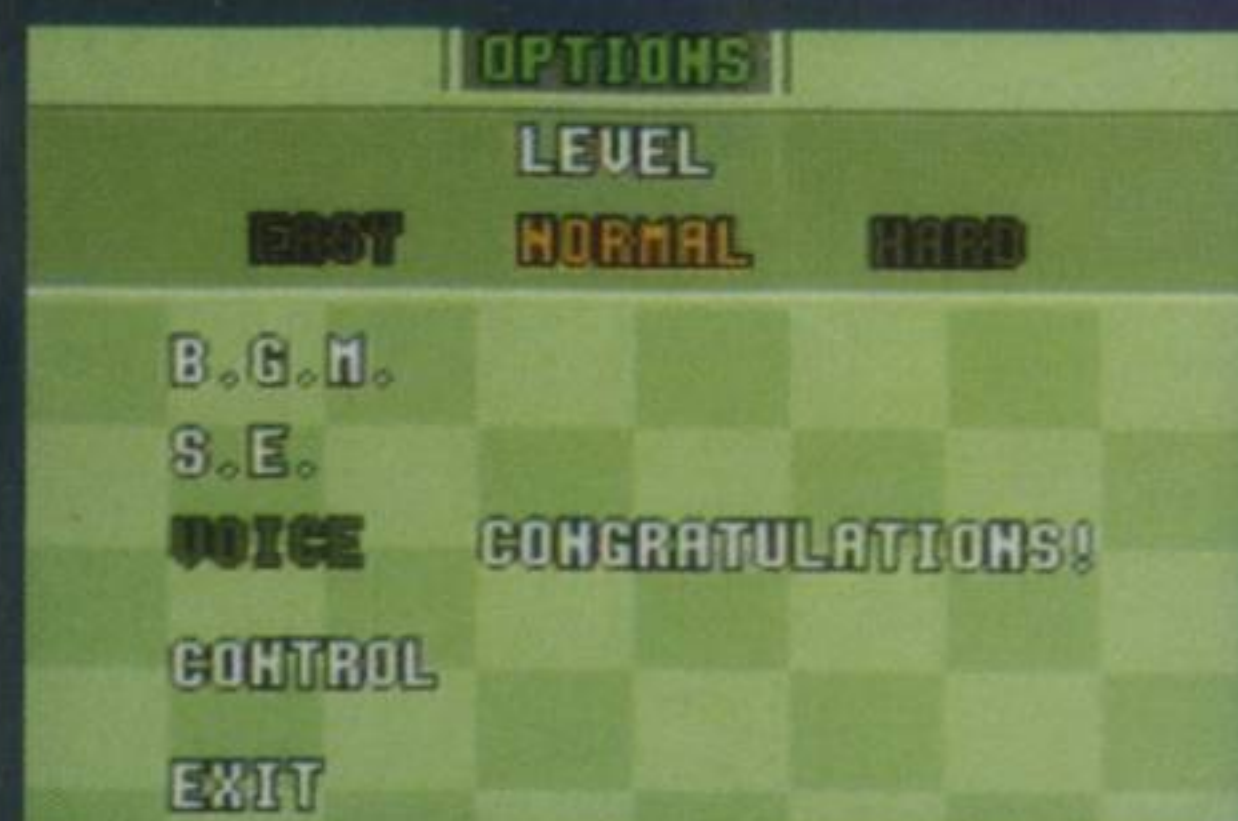
Neil: Right. Though you mustn't forget to mention that this is only possible because of a DSP chip included in each and every cart.

Andy: DSP chip, Digital Signal Processor chip.

Neil: Yes. It's Sega's version of Nintendo's Super FX chip and it's actually a whole lot better, although both chips are simply number-crunchers, included to help the host console work out the complicated maths needed to generate complicated polygon graphics more quickly...

Andy: ... and make games like *Turn StarFox* or *Virtua Racing* possible... over

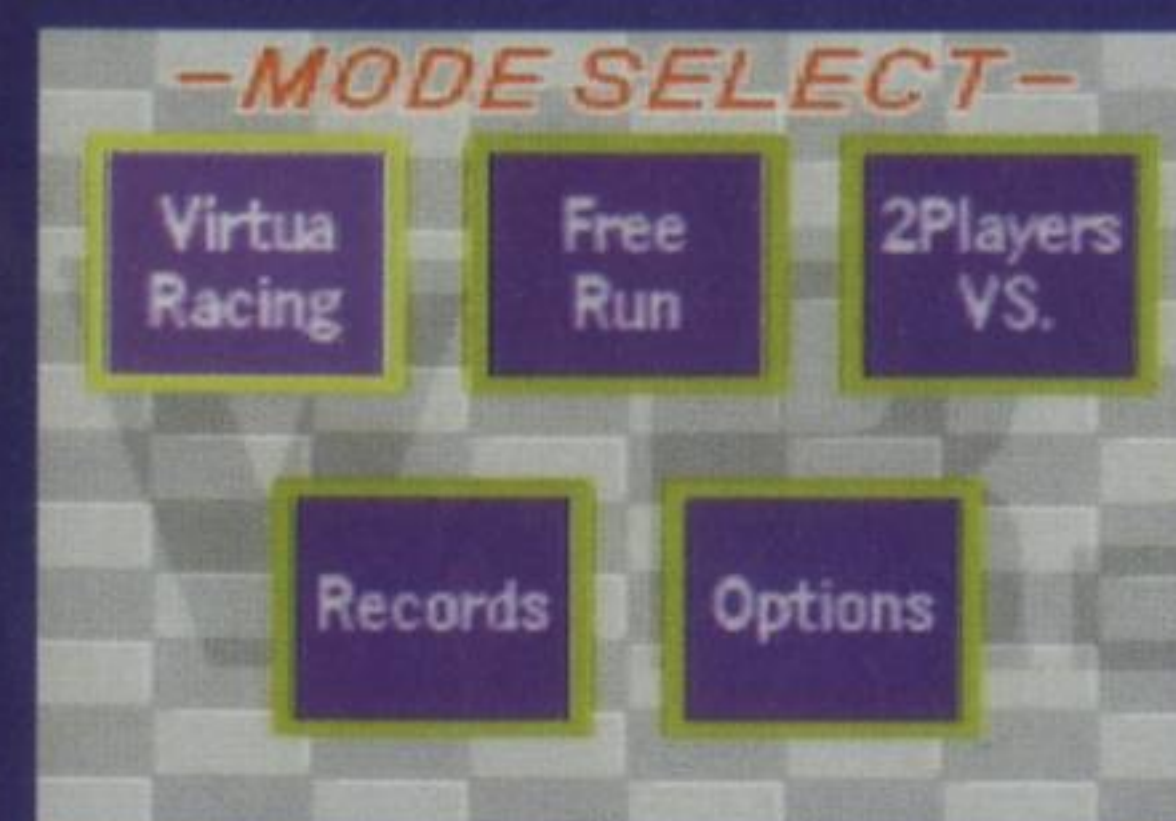
RACING



Erm, is an explanation necessary?



Ho, ho. Neil's nowhere to be seen



The arcade game and lots more



Three tracks, plus three secret ones

Review Feature



As you can see from this shot, though the graphics are slightly grainy, the level of detail that's been achieved is amazing



Look at those trees, they're so realistic you could almost be there (Where? - Jon) Er, well, in a pretend world made up of angular polygons I s'pose

Neil: ...right, the Sega DSP chip is much more powerful than the Nintendo chip, running at 23Mhz as opposed to the Super FX's 10Mhz.

Andy: Ah-ha! Erm, and in English?

Neil: Per second, the Mega Drive DSP chip can do the maths for generating more than twice as many polygons as the Nintendo chip.

Andy: So three cheers for Sega!

Neil: Hurrah!

Andy: So, then, the whole arcade game. That means that there are three courses then...

Neil: Right

Andy: ... a choice of automatic or manual transmission...

Neil: Right

Andy: ... four different views of the car (from sitting at the wheel to a point way above the race track) that can be interchanged or swapped at any point in any race without stopping the action...

Neil: Right. The game "camera" just pans in or out completely smoothly as the race continues. It's about as smooth as you reckon you are down The Island Club nightclub, when in fact - as everyone knows - you're a complete

twonk that even bag ladies snigger at.

Andy: Oh, ha ha. Such wit. We long ago learned that MEGA without you is like Hamlet without the third grave digger.

Neil: Hmm. Where were we?

Andy: *Virtua Racing*. Loser.

Neil: *Virtua*

Racing. So yes, it's safe to say that all of the features of the arcade coin-op have been crammed into the Mega Drive version, with just a slight loss in graphical clarity due to the Mega Drive's limited screen

resolution. Oh, hang on - something's just come on TV, something to do with the weather... oh, wow. Evidently, there's a big, big cloud of... no! It can't be! Yes! There's a big smell of wee drifting over the Atlantic! The meteorological office has pinpointed its point of origin to an office on Monmouth Street in Bath, England!

Andy: Have you made many friends in America Neil?

The game "camera" pans in or out completely smoothly

Neil: Well...

Andy: But surely Sega have included some extra options? I mean, *Virtua Racing* is a great coin-op but there's not exactly that much to it. Once you've mastered all three courses (which will take

a day at most) you'll have seen everything it has to offer. And, for a console game, that equals a rip-off.

Neil: Right.

Andy: So, can you confirm that the extra features Sega told us would be

in the finished version are, in fact, in the finished version?

Neil: It would help if you told me what they were.

Andy: Oh, yes. So is there a two-player split-screen version?

Neil: Yes, and let me say that mighty fine it looks too. The only

problems occur when using the highest viewpoint - the cars just get too small to see clearly. Other than this slight glitch though (and there was no way that Sega could have avoided it), the two-player mode works fine.

Andy: Well that's good then. That's worth a few extra credits in this review wot I'm writing. What about practice modes?

Neil: Yep, you can take as many un-timed practice laps as you want before starting the race proper.

Andy: Good, what about lap records?

Neil: Constantly updated on a hall-of-fame card.

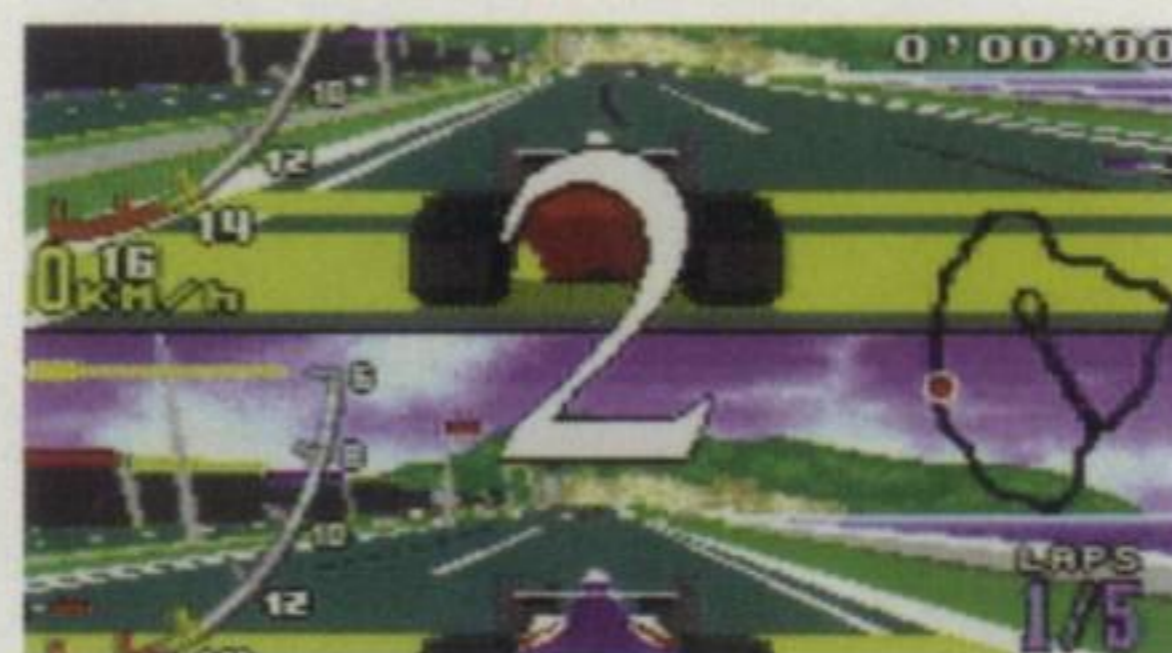
Andy: That snazzy action-replay thingummybob?

Neil: If you finish first in any race within the allotted time limit, you get to watch an action replay of the whole race as if from various camera angles around the track. All that's missing is Murray Walker's commentary and a meteorite landing on your car the moment he declares that "nothing can stop you now".

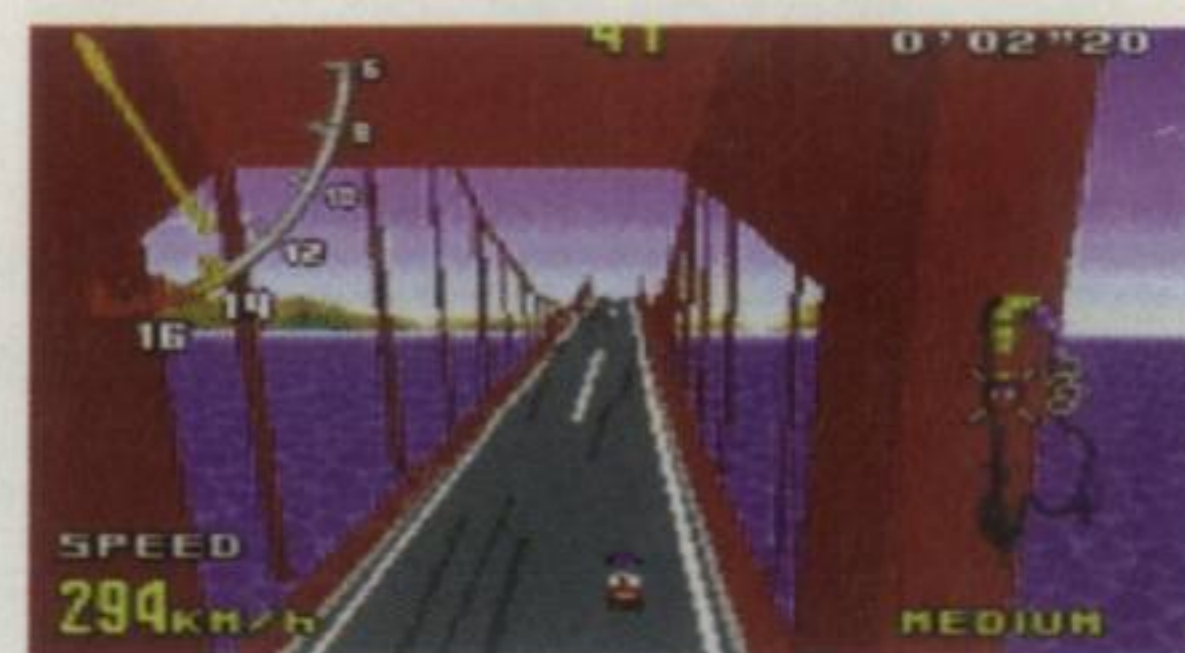
Andy: What about skill levels?



Sadly, this car is driven by Westy and here the Skill Police have erected a large CP banner warning our ex-colleague that he's in a "Crap Position"



This is the bit where you're told how many ounces of talent you have



And here's a view of the Golden Gate Bridge. It's all very slick huh?

VROOM WITH A VIEW

The best things about *Virtua Racing* are the four different viewpoints, as each one gives the game a completely different feel. And being able to switch views at any time is almost as easy on your Mega Drive as on the arcade coin-op. Take a look at these four screenshots to see the differences...



The cockpit view makes the game tricky, as your field of view is limited

The Professional

G O L G O 13

Nationality..... Unknown
Age..... Unknown
Name..... Unknown
CODENAME... GOLGO 13

The American security forces have successfully crushed Golgos 1-12,



but can they stop the elusive number 13? Shrouded in mystery and anonymity, Golgo 13 is indestructible to his enemies and irresistible to women.



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This is known as the Reviews Intro page, because it introduces the reviews. Simple, eh?

17 REVIEWS

28 THE CHAOS ENGINE
The Bitmap Brothers have done "it" again, with a top-notch conversion of this violent and brilliantly playable game.

32 MYSTERY MANSION CD
An intriguing and original pre-rendered graphical adventure.

34 BUBBA 'N' STIX
Cartoony platform antics and some demanding puzzles make this worth a look.

36 NIGEL MANSELL'S CHAMPIONSHIP RACING
Nigel Mansell's Championship Ludicrous Moustache Racing, more like.

38 MUTANT LEAGUE HOCKEY
NHLPA Hockey meets *Mutant League Football*. A novel idea and no mistake, but it doesn't really come off.

39 HIGH SEAS HAVOC
Sonic the Hedgehog at sea, but rubbish. And without a hedgehog-like character. So, er, not like *Sonic* in any way, really. Damn!

40 DRACULA UNLEASHED
Sonic the Hedgehog, but set in Victorian London, and featuring full-motion video of hammy American actors saying "Where wouldja loike to gaw, Mister?"

41 ART OF FIGHTING
Street Fighter 2 rip-off that owes not a little to *Sonic the Hedgehog*.

43 HYPERDUNK
More *Sonic*-related antics, this time on a basketball court. (Look, would you please stop these silly and irrelevant *Sonic* meanderings? - Andy)

44 ROAR OF THE BEAST
Tedious and formulaic gameplay is the order of the day, with this beat-'em-up making a mockery of the Disney licence.

45 BELLE'S QUEST
Offensively bad.

46 SHUT UP AND JAM
Another basketball game. Bouncy, bouncy, bouncy, bounce.

48 ROUND-UP
Paul forces himself to play every one of the games that come into the office each month. Pages 48 and 49 are where he collects the truly awful ones for some "special" treatment.

VIRTUA RACING

This fabulous new racing game is reviewed in a special feature, starting on page 22.

ANDY DYER

It's become customary to pose a probing question to each of our reviewers, in an attempt to pierce the steely impenetrability of their impassive façades. This month, however, we couldn't be bothered, and just asked them what their favourite word was. Predictably, Andy blurted out "Pants!". *Virtua Racing* is his game of the month, and you can read the exclusive review on page 22.

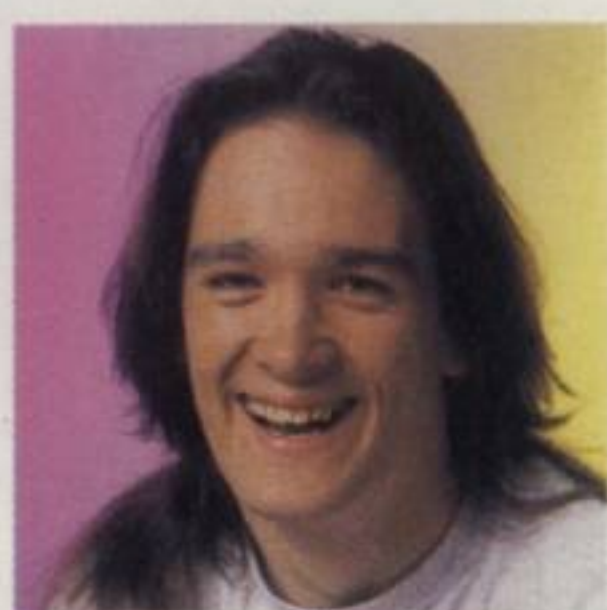


"Sega have done a gob-smacking job in converting a state-of-the-art arcade game"

VIRTUA RACING - PAGE 22

PAUL MELLERICK

"ROCK," proclaimed our dimensionally gifted Reviews Editor. "Because it's, y'know, ROCK! And it's where you get ROCK MUSIC from! And I used to live on the ROCK of Gibraltar. Now that was a ROCK and a half!" It's surprising, then, that he found *Bubba 'n' Stix* so enjoyable, as it features an alien stick, and not an alien rock, as he might have hoped.



"This isn't your usual platform game, despite the platforms and cartoon graphics"

BUBBA 'N' STIX - PAGE 34

JON SMITH







When put on the spot, Staff Writer Jon was forced to admit that his favourite word is "juxtaposition". "It's one of the first words I can remember looking up in the dictionary," he reminisced fondly. Sad bloke. Nonetheless, he had a pretty good time with *The Chaos Engine* this month, to make up for his evident lack of personality.



"Every single element of playability is tweaked to perfection. A classic"

THE CHAOS ENGINE - PAGE 28

QUICK KEY

-   Does this import game come from the US or Japan?
-  How many people can play the game?
-  How many skill levels are there in the game?
A good one this, how many lives do you have? Important too.
-  Is there a battery back-up or password system?
-  How many stages do you have to play?

REVIEWS

THE CHAOS CHAOS

It's not every day that Jon Smith gets to review an exceptional Mega Drive game. That's why he's written a four-page review of *The Chaos Engine*, as well as interviewed one of the game's designers. That's also why he'll never play bridge again...



This caption ©1994 the Increasingly Bizarre Caption Co.™

MEET THE CHARACTERS....

MERCENARY



A GOOD ALL-ROUNDER, HE IS QUITE MAD, AND ENJOYS NOTHING MORE THAN EXPERIMENTING WITH A COLLECTION OF UNSAVORY WEAPONS.



Armed with an inaccurate but effective Gatling Gun, the Mercenary (we'll call him Mickey) is further aided by a devastating bomb, which projects shrapnel in all directions when detonated

BRIGAND




ANOTHER WELL-ROUNDED TALENT, AND A CUT-THROAT BRAND IT TO BOOT.



Billy the Brigand wields his long-range rifle with great speed and accuracy. His special weapon is particularly effective, firing a 360° ring of bullets with maximum power and damage

GENTLEMAN




A LEAN AND CLEVER CHARACTER, HE IS A DAPPER CHAP WITHOUT A DOUBT. WHAT HE LACKS IN MUSCLE HE MAKES UP WITH WIT.



Gentleman Jim may look rather effete, with his flash mac and sinuous pipe, but his flame pistol powers up to something quite startling, and his map-reading prowess is a real boon

NAVVIE



THE STRONGEST OF THE SIX CHARACTERS, A GOOD FIGHTER WITH HEAVY WEAPONS. ALTHOUGH HE ONLY HAS A FEW SPECIALS, THEY ARE VERY DESTRUCTIVE.



The most resilient and powerful of all the characters, Norman the Navvie sports a grotesquely powerful cannon, and chucks around bundles of dynamite for good measure. A force to be reckoned with

THUG




WHEN IT COMES TO CHARACTERISTICS HE COULD PASS FOR THE NAVVIE'S BROTHER. THE THUG IS A MAMMOTH OF A MAN, A LITTLE STUPID, BUT VERY POWERFUL.



Thomas the Thug may not be a contender for the "smartest and fastest" award, but he can withstand a great number of hits before falling, his shotgun and Molotov cocktails taking a good few of the enemy with him

SCIENTIST



THE SMARTEST OF THE SIX CHARACTERS. AFTER YEARS OF PAINSTAKING RESEARCH HE IS THE MASTER OF MANY INGENUOUS DEVICES.



Smart Alec the Scientist has chosen to battle the forces of darkness with his futuristic Lightning gun, and is ably assisted by the health-restoring First Aid packs he carries around with him

If walking around a series of mazes using ferociously powerful weapons to shoot horrible mutated creatures isn't your idea of a good time, then you ought to seriously re-think your approach to video games. And if you don't enjoy *The Chaos Engine*, you'd better pack it all in, sell your Mega Drive and go back to bridge nights on alternate Thursday evenings.

Now there are some games that you love because they're immediately impressive, with cleverly original graphics and atmospheric sound effects: games like *Aladdin*, *Flashback* and *The Chaos Engine*. There are other games that draw you in with simple but highly addictive gameplay, and keep you

COOL STUFF

Check out the in-game power-ups...

- ① Air Burst - this launches a 360° aerial attack one floor above the character
- ② Coins - pick 'em up to buy power-ups in the shops after every other level
- ③ Death Zone Token - a restart point by any other name



The creeping fingers of death are rapped sharply across the knuckles



Bit busy, this: you see how simultaneous two-player mode hots the action up somewhat

CHAOS ENGINE



You can't shoot anyone standing on a different level. Makes sense, really



That big fella's about to lob that huge boulder at you. What a git!



The Scientist (with his back to us) lets loose a powerful bolt of scorching blue energy. The Mercenary is quite happy to make do with his Gatling gun

coming back for more with their slick playability: games like *Hellfire*, *Mean Bean Machine* and *The Chaos Engine*. Then there are those games that grip

you with their inexhaustible depth and variety: *John Madden Football*, for example; *The Lost Vikings*, or... er, *The Chaos Engine*.

All these games, as you may have noticed, are quite brilliant. And *The Chaos Engine* can hold its head high among such classic company, because it's really rather good.

This can hold its head high among the classics

GAUNTLET AND MORE

At its heart, there's a very straightforward gameplay concept; something that we've seen many times before in various different incarnations.

The top-down multi-directional shoot-'em-up is a well-respected genre, and has played host to games like *Smash TV*, *Predator 2*, *Rambo 3* and (more recently) *Technoclash* and *Zombies Ate My*

Neighbours. The action in *The Chaos Engine* is viewed at a slight angle from the vertical, to lend detail and solidity to the characters as they move through

labyrinthine landscapes, shooting the relentlessly aggressive inhabitants and heading grimly for the level exit.

The principles are very similar to the all-time classic *Gauntlet*, but a number of differences make this an even more exciting game (although there's none of

the four-player action or Battle Mode that made *Gauntlet 4* such a great Mega Drive conversion).

INTENSELY INTRIGUING

Firstly, the levels are much more interesting, and less rigid. There's



Turn over

- ④ Food – restores some measure of lost health
- ⑤ Keys – the silver keys open up vital areas, and the gold keys reveal fabulous bonus sections
- ⑥ Power-up – increases the strength of your primary weapon
- ⑦ Special weapon – adds one more to the available number of specials

- ⑧ Telephone – teleports the other player to your location
- ⑨ Molotov Cocktail – launches a deadly wave of fire towards the enemy
- ⑩ Node – fire at these silver towers to activate the golden nodes underneath the shell. A bolt of lightning shoots out, and the thing begins to glow. The exits to the next level should then open up



Blast the implausibly huge frog! An extraordinary number of peculiarly mutated creatures inhabit the darklands of Fortesque Mansion



The final battle, set inside the very heart of the Chaos Engine's domain, brings you up against an assortment of particularly vicious hardware

Game Review



At the end of each level, a detailed analysis of your progress comes up. Cash is shared, based on the amount of work done by each adventurer

a real feeling of adventure as you force your way through the varied and complex worlds of *The Chaos Engine*, with a sense that anything could appear around the next corner – as it frequently does – in a refreshing change from the repetitive interiors of *Gauntlet 4*. Some of the earlier sections are fairly linear, but the challenge rapidly develops, as secret sections open up, concealed warps fling you from place to place and hidden entrances reveal themselves. Each level can be tackled in many different ways, and some quite intensive exploration is required. Most of the later levels have a number of

different exits, and it'll take many many plays before any world is fully explored, and all its secrets revealed.

TWO-PLAYER SHENANIGANS

The second key feature that sets *The Chaos Engine* apart is its implementation of co-operative two-player action. With two people controlling a character each, there's all the shouting-and-screaming intensity you'd expect, although you can't "accidentally" wound

Plenty of intensive exploration is required

your partner as you can in *Gauntlet*. Nonetheless, communication and co-operation are vital if you're going to get anywhere, and these two-player shenanigans add a whole new dimension of strategy and fun to the straightforward shooting action.

What's really special, though, is the way the one-player game manages to capture some degree of the two-player thrill, by maintaining the second character and having their actions

controlled (with some intelligence) by the computer. This makes the solo game much more attractive and unpredictable.

A QUALITY PRODUCT

But all this talk of basic principles neglects *The Chaos Engine's* greatest strength – its loving attention to detail. Leaving aside for the moment the meticulously well-designed levels, with their careful mixture of traps, puzzles and simple action, every aspect of the game's presentation exudes sheer quality.

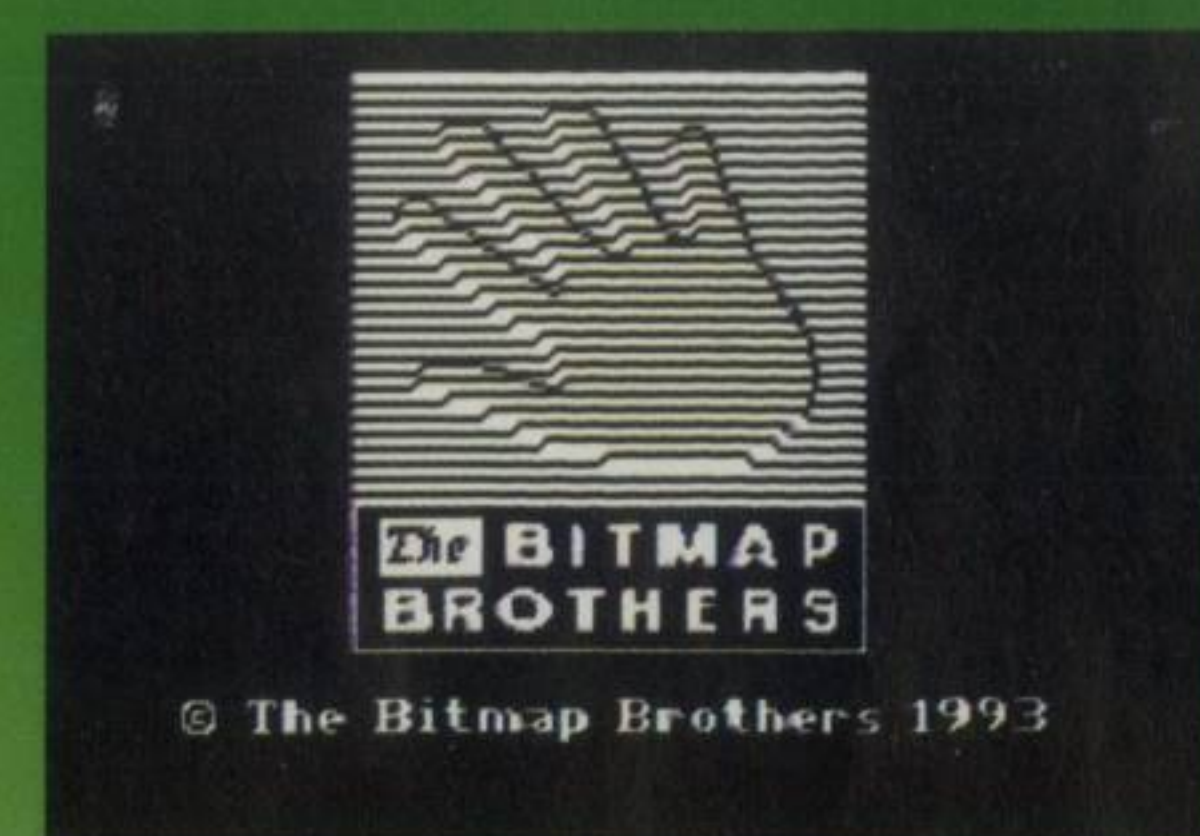
The designers have gone to great trouble to create a consistent, believable and interesting science-fiction

THE BITMAP BROTHERS

The *Chaos Engine* was produced by The Bitmap Brothers, the prestigious London-based programming team responsible for such classics as *Xenon 2*, *Speedball 2* and *Gods*. We talked to Simon Knight, designer of *The Chaos Engine*, in an effort to discover exactly what it is that makes the game so ruddy good...

The Chaos Engine appeared for the Amiga and Atari ST early last year. How does the Mega Drive conversion differ from the earlier versions?

"To make it more in line with the idea of a console game, we made the screen a lot



bigger, and took away the fixed status panel down at the bottom, overlaying it above the action, which improves the gameplay as you can now see monsters coming from further away. Obviously, we took advantage of the fact that the Mega Drive controllers have got more buttons than the Amiga joysticks, so it's a lot easier to perform some of the functions

WORLDS APART

There are 16 levels to *The Chaos Engine*, becoming more complex and demanding as the game progresses. They're divided into four basic sections, each with a very distinctive look and feel, and each throwing a completely different set of monsters at you.



The Swamps



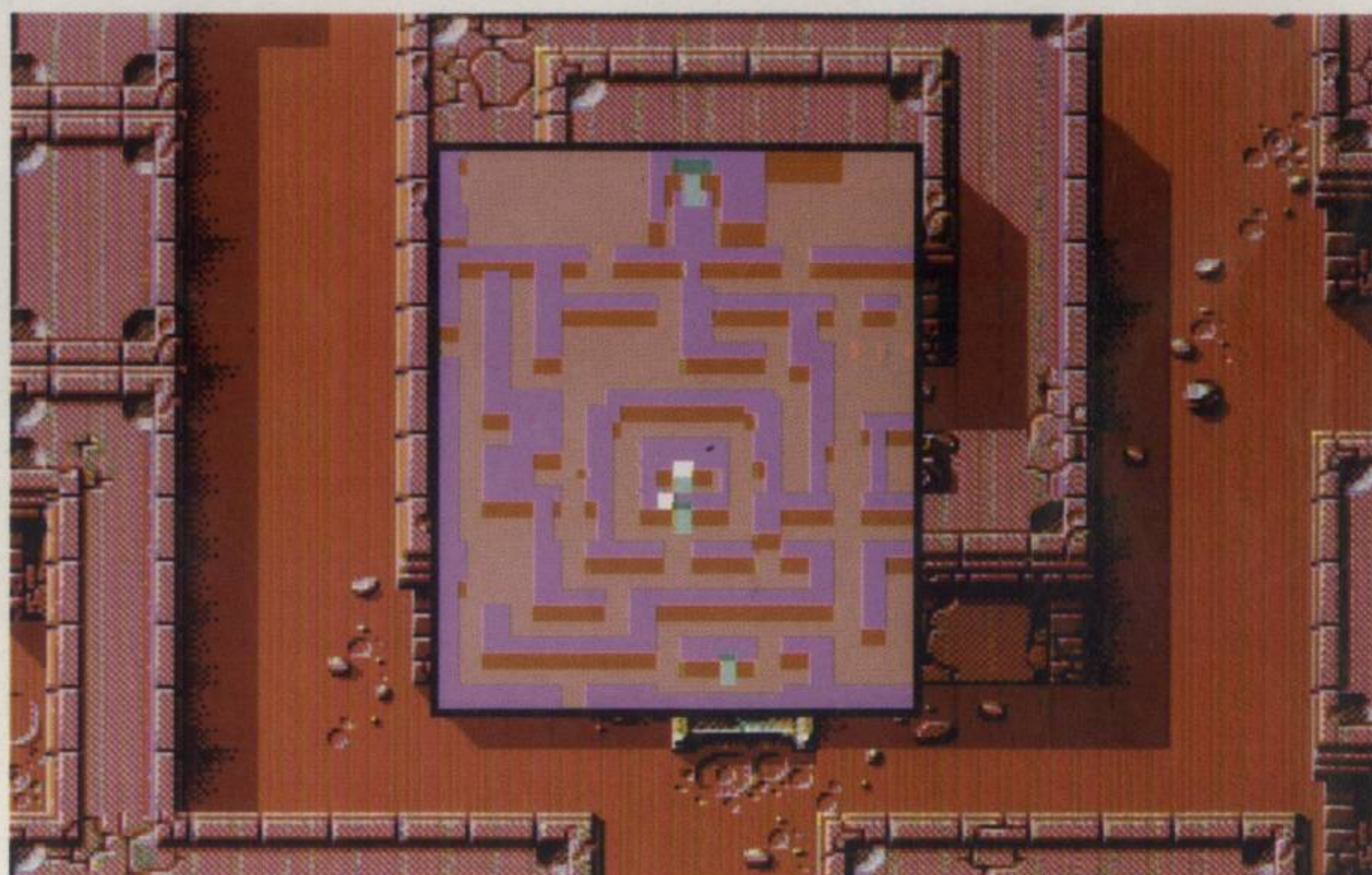
The Outbuildings



The Mansion



Shoot the requisite number of "nodes" on a level, and the exit will open up. Later on, though, there are several different exits to choose from...



... so the mapping ability of the gentleman (which can be learned by any other character in time) becomes increasingly useful

that were a bit awkward on the Amiga; you can select the character's special weapon with one button, for example. Because it was that much later on, we were able to fix anomalies in the design; we modified places where we didn't feel the maps worked too well."

The game is set in a very well-defined era. Why did you create such an off-beat scenario?

"We were looking for something a bit new; something that would stand out. Dan Malone, the graphic designer, felt that he could do particularly good things with that setting, and carried his ideas right through; not just for the individual levels, but for the management screens, the introduction, the whole lot."

What distinctive elements do The Bitmap Brothers bring to their games? It's

immediately obvious, for example, that this is from the same people who did *Speedball 2*.

"Particularly in reference to *Speedball 2*; I think that Dan Malone has a very individual style - not necessarily in what he draws, but in the way that he draws things; his attention to detail and the level to which he animates objects has a great impact on the game's visuals. I also think that the amount of time we spent in getting the difficulty level set exactly right is very important. It's one of the things that hallmarks our games - they have been thoroughly played, and we make sure that they are as playable as they possibly can be before they are released. It's the main reason the game took two years to develop, in fact."

The Mega Drive version was released in America a couple of months ago, under the

title *Soldiers of Fortune*. It didn't have any difficulty levels then, and they've since been put in. Does the game need them?

"No, but Sega thought so. Basically, the people who buy Sega games are probably younger than the people who buy Amiga games, so it might have been a bit tough. Personally, I don't think it was any harder than the Amiga version; in fact, because of the simpler controls, it's slightly easier. But Sega thought it was too difficult."

What can we expect to see from you next?

"The same team that did *The Chaos Engine* are currently working on another title, but I'm afraid I can't tell you what it is."

Oh, go on.

"No, really, I can't."

Fair enough. Thanks, anyway.

environment, and have been at pains to ensure that the graphics complement the scenario. Much more intriguing than the usual clichéd "spaceman vs the aliens" carry-on, *The Chaos Engine* is set in a perverted Victorian era, where the style and invention of the milieu has been mixed with a healthy dose of futuristic technology and fantasy.

DESTROYING THE BARON'S BALLS-UP

The plot? It's a bit slim, really, but leaves plenty of room for all-out blasting action. The megalomaniacal Baron Fortesque decided to rule the world, you see, and

employed a number of clever scientist blokes to construct a machine that would "alter time and space". Rather surprisingly, such a device was actually built, but the evil potentate was not satisfied, threw the inventor into shackles, and began to tinker with the thing himself. Unfortunately, being a bit of a novice at the old quantum mechanics, he made a right balls-up; the machine went mad, imprisoned the Baron and decided to destroy the world by mutating all life into something utterly horrible and nasty. It had become... The Chaos Engine!

And that's where you come in. You and a friend, in fact. Choosing two characters from a group of six, it's your task to wade into Fortesque Mansion, destroying the hideous creatures that now inhabit it, and heading towards a final confrontation with the insane machine. On the way, you'll pick up coins that'll allow you to purchase skills,

weapons and health from the handy shop that appears after every other level.

CLASSIC COMBINATION

This RPG element spices up the already quite delicious mixture of strategy and action, and the whole dish comes together as something utterly fabulous. The blasting is frenetic but never mindless, and the puzzles intriguing but not frustrating. The difficulty curve is precisely right; it's always tricky, with some particularly

demanding levels later on. And even when you have completed the game, there are more than enough hidden extras to keep you coming back for more.

With every element of playability tweaked to perfection, this is an utterly gripping and endlessly enjoyable game. It may not seem too original, but there's more than enough imagination to intrigue even the most jaded of gamers. A classic.

© Jon Smith

Every single element of playability is tweaked to perfection



The Factory



Explore, and you'll be rewarded with the keys to lots of hidden bonuses



These swirly-swirly things are real sods to destroy. Luckily, they only appear in the final zone



Special weapons can be found littered around the landscape, activated immediately in the event of an emergency (like this one)

THE CHAOS ENGINE

© 1994 THE BITMAP BROTHERS. ALL RIGHTS RESERVED. UNDER EXCLUSIVE LICENSE TO SPECTRUM HOLLOWAY. THE FROM RENEGADE SOFTWARE LICENSED BY SEGA ENTERPRISES LTD. 1994

PUBLISHER: Microprose

PRICE: TBA

RELEASE: July '94

CARTRIDGE: 16 Mbit

CONTACT: Microprose 0454 326532



The two-player mode is one of the game's greatest strengths



There are three skill levels to tinker with



Each character gets a couple of lives... but quickly loses them



There's a password for each world you get through



Four sections, divided into 16 different levels

GRAPHICS 9



SOUND 8



GAMEPLAY 9



GAME SIZE 8



ADDICTION 8



"Constantly surprising and hugely entertaining. One word: brilliant"



90 PERCENT

MYSTERY MANSION



Andy Dyer likes the parts but not the whole. Funny, an ex-girlfriend was once heard to say the same about him!

STONE ME

Towards the end of the game you wander past this stone statue and enter a room where there are puzzles to solve. When you come back out, however, you hear a dreadful noise, whirl

around and see the statue come to life and "do you in" as it were. The solution, though, is simple; when you exit the room, don't even look at the statue, simply keep running away and you'll be able to escape. Even a brief look behind you to see him will result in death.



Everyone knows that you should never disturb a statue when he's, er, on the loo

The result, as you can see, is not only horrifying but a little yukky too. Urgh



Have you ever heard that phrase which goes something like "the total is not necessarily the sum of its parts". That could either apply to someone like, say, Jon Smith, who, while being funny, intelligent, interesting, and moderately pleasant to look at, combines all of these positive features and ends up being a bit of a git. Strange isn't it? Well, that very much applies to this game too.

In order to explain what the hell I'm on about, take a look at the ratings box over there on the right, namely the bit about graphics, sound, gameplay, game size and addiction. I'll go through each of these one by one and hopefully by the end you'll be able to see what I mean.

SICKLY GRAPHICS

Graphically, *Mystery Mansion* is pretty scabby... or at least, it is for the most part. The rendered views of the mansion are by and large disgustingly speckly, and the colour schemes can only be described as a rhapsody in vomit. However, once you get into the game you start to ignore the quality and see

THEN AGAIN..



Jurassic Park CD. Challenging and very involving. Give it a go

Where *Mystery Mansion* fails, in the difficulty stakes, *Jurassic Park CD* excels, so maybe you should buy that instead.

through it to the environment beneath. In other words, you start to think "Ah, I'm in a spooky old dungeon" and not "Oh christ, that looks bloody 'orrible". And to be fair, a few of the locations in the game are actually quite well presented (so why they couldn't keep the whole thing looking decent is a complete mystery).

Sounds then. These, on the whole, are brilliant. Some of the characters' voices are slightly dodgy (again there's a character with an appallingly Americanised cockney accent) but most of the time the sound effects are atmospheric in a big way. But then, the



The picture in the book informs you that the dartboard holds the answer to one of the many simplistic puzzles in the game. But which one could it be?



The answer lies inside this doorless dungeon. When you get trapped, light the candles that correspond to the darts in the dartboard and you're out

MIRROR, MIRROR

Now look, right, this is the problem, OK? While *Mystery Mansion* is all very straightforward gameplay-wise, I must confess to rarely ever having been as entranced by the atmosphere of a game. And while it should have been bigger, that isn't the biggest problem with the game. The real bugbear is that not only are the puzzles far too simple, but there's also a mirror in the games room to tell you exactly where to go next. "Where do I find the key?" you think, and the mirror goes and bloody shows you where it is. So ultimately what happens is you keep going back to the mirror and any challenge that would have been there is destroyed.

Move up close to it and it will reveal something like this. In this case it's a door, but basically it shows you what the next puzzle answer is



Here it is in all its grainy FMV glory. It actually looks more like a hole in the wall than a mirror, but a mirror it is. You won't see your own face in it though



The butterfly room, in which you meet a butterfly with a cockney accent so dreadful, it sounds west country



A scene from the intro, in which your sister gets all excited about the idea of becoming a butterfly. Dopey cow!

sound is really one of the less important aspects of a good game, so we'll leave this one here.

SIMPLISTIC BUT MOREISH GAMEPLAY

Gameplay. Ah now here's a strange one. The game is very simplistic. There are no move icons or pick-up-and-drop type controls, and you don't get to speak to or interact with any other characters in the game. However, because there's such a lot of atmosphere in the game, you tend to forget that you're not really physically doing very much and just end up enjoying your quest to solve the mystery.

Game size is a real problem. It's a mansion you're in and a fairly moderately sized one at that. Upstairs consists of no more than six or seven rooms and downstairs is much the same, with a catacomb and a couple of other diversions tagged on as well. What's more, there's a "help" mirror in the game, which always

shows you where you should go next, so it's never very long before you've solved any one of the puzzles.

So finally we move on to addiction. It's about as addictive as you could want a game to be. It's not big or sprawling so you're never at a complete loss as to what to do next or, for that matter, ever completely lost. And because the storyline is so bizarre and mysterious and the sounds are so atmospheric it's very hard to tear yourself away from it while still being in the dark about what would

happen next. It would be like switching off a good movie ten minutes before the end.

There's nothing massively wrong with the game, and in many ways there's a whole lot right about it. But when you add up the facts that you'll finish it in a day, it looks dreadful at times and that the solutions to the puzzles are literally handed to you on a plate, you have to conclude, as a reviewer, that you really enjoyed playing it, but you wouldn't want to own it.

© Andy Dyer



As you can see from all this wooden mechanical jiggery-pokery, the full-motion video is actually quite spectacular in places. Only in places though



The games room is a particularly important area. For a start, it has a dartboard which holds the answer to one of the trickier puzzles, and the ever-helpful mirror is here too. Oh, and it's got its own mini-bar. Hurrah!

DOUBLE PLOP

One of the criticisms of the game is that it's far too easy. For a start, the game world is woefully small. But also the puzzles are very easy. This one, for example, is one of the easiest. All you have to do is find the matches, then when you accidentally fall into the candle-lit room with no doors, ignite the candles so that they correspond to the pattern of darts on the dartboard up in the games room. The secret door to the next section will then open. It's all very simple and undemanding. What a shame.



PUBLISHER: Sega

PRICE: £40

RELEASE: March '94

CARTRIDGE: Mega CD

CONTACT: Sega 071 373 3000



Only one player can enter the pixellated mansion



No skill levels, and, to be honest, it's all rather easy



If you die once, you're dead



Find the diary and you can save three different game positions



One big stage, and even that isn't all that big. Pchaw!

GRAPHICS 7



SOUND 9



GAMEPLAY 7



GAME SIZE 4



ADDICTION 7



"An unsettling mix of good and bad visuals, incredible atmosphere, neat design and simplistic gameplay. On balance, though, not worth the expense"



66 PERCENT

THE GREAT ESCAPE OF ELVIS GOOBER

On Waldo's spaceship (which is also the aliens' travelling zoo), you will be nabbed by the alien zoo-keeper and placed in a cell. We're going to show you how to get out, and the way you go about it will give you a good idea of how to use the stick to solve all the other puzzles in the game.



Beware the blobby, spiny-type things that the alien fires at you, because they take you to...



The cage! You are now an exhibit in the aliens' zoo. Time to make an escape which involves...



... standing on the left switch to move the lights to the right. Hit the right-hand switch to turn on the fans

BUBBA 'N'

When you think about it, platformers with funny, cartoon-like graphics often fall a bit short on the old gameplay front. So much effort is put into making the main character walk in a way that will (hopefully) have you splitting your sides that the actual game takes second place in the grand scheme of programming things. *Bubba 'n' Stix* promises to avoid this trap by adding devious puzzles and traps to the cartoon feel, puzzles which take a fair bit of lateral thinking. The thing is, have they managed it?

Well they've certainly managed to succeed in the old silly atmosphere stakes. The plot is daft enough,

concerning an intergalactic zoo-keeper who has sent out one of his minions to capture an earth creature as a subject, that earth creature being Elvis P Goober – animal delivery expert – affectionately known as Bubba. After a hair-raising ride in an alien spaceship, Elvis manages to escape onto an alien world, releasing all the other captive specimens (albeit by accident). Now all he has to do is return to earth and stop a full scale alien invasion. Should be a doddle.

You're going to have to stretch the old grey matter to get anywhere

WALK TALL, TALK HARD, CARRY A BIG STICK
You join the action as Elvis enters the alien forest along with his new-found

Twig-like tools aren't usually the best things to use when escaping from an alien planet. Paul Mellerick dismantles the MEGA broom, dons his dungarees and vanishes in a space ship

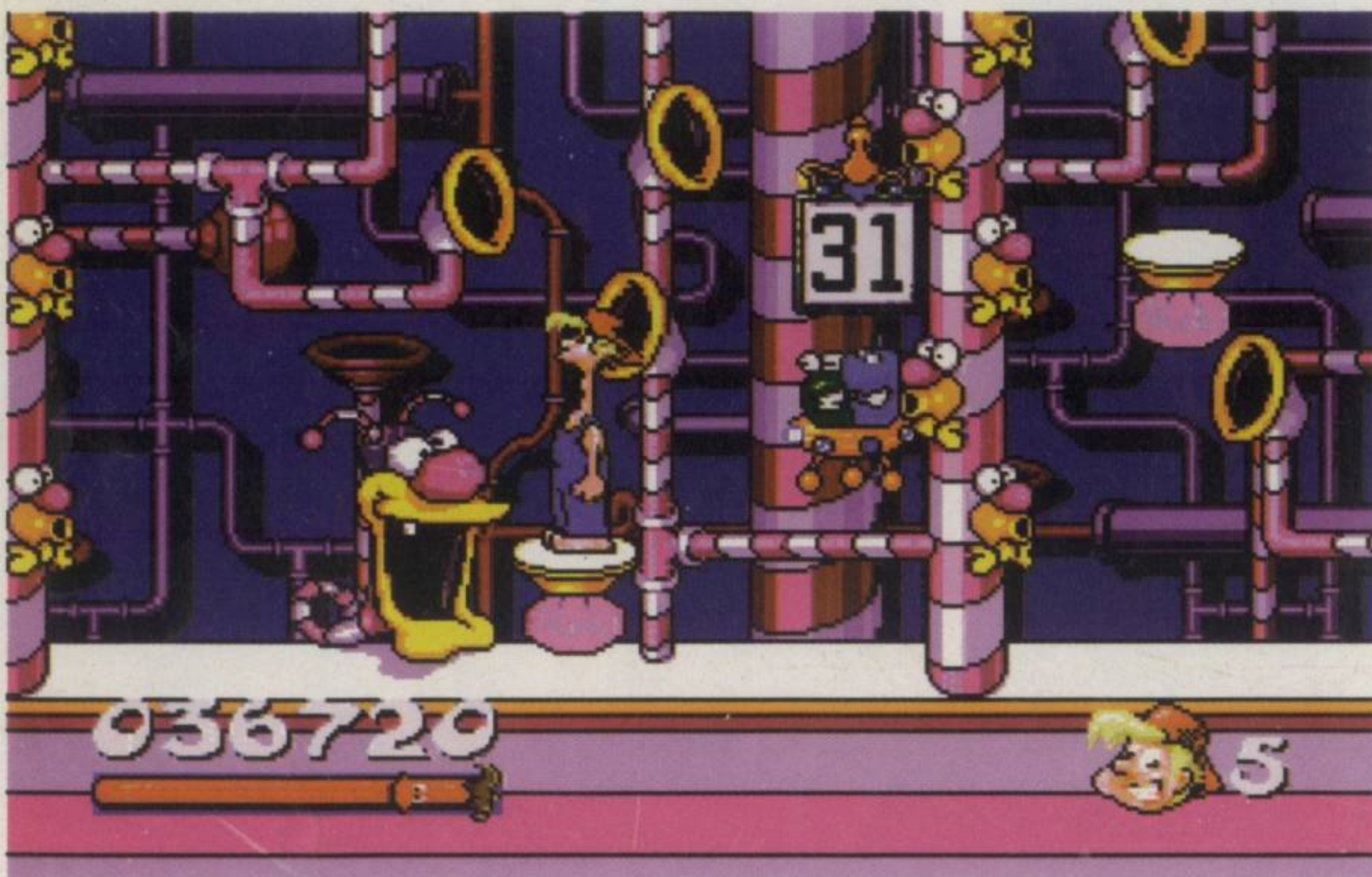
friend Stix, who is... a stick! Just the kind of side-kick you want to get you out of a... er... tight spot? No. Tricky corner? Umm... (Sticky situation, you div! – Andy) No, that would just be a crap joke. Mind you, there are no end of sticky situations (dammit) to get out of – most of which involve finding clever uses for Stix.

For a start, you can hit things with him, throw him at things, lever things, plug him into sockets, use him as a pool-cue, stir things, crank things and even stand on him as a platform. All these methods (and more) will come into play during the game.

Watching Elvis carry out all these

antics is a definite treat. The animation is superb, cartoon-quality stuff, even down to the point where he loses a life (he looks dazed, wobbles a bit then falls into an ungainly heap). The sound is pretty good too, with lots of weird effects burbling away in the background along with the music (just check the flatulence on the volcano level). But, in the good old tradition of platform games, does this mean that the gameplay is lacking? Well no, actually, it doesn't.

Things starts off innocently enough – just running along and belting things with a stick (but that's fun anyway) – but the



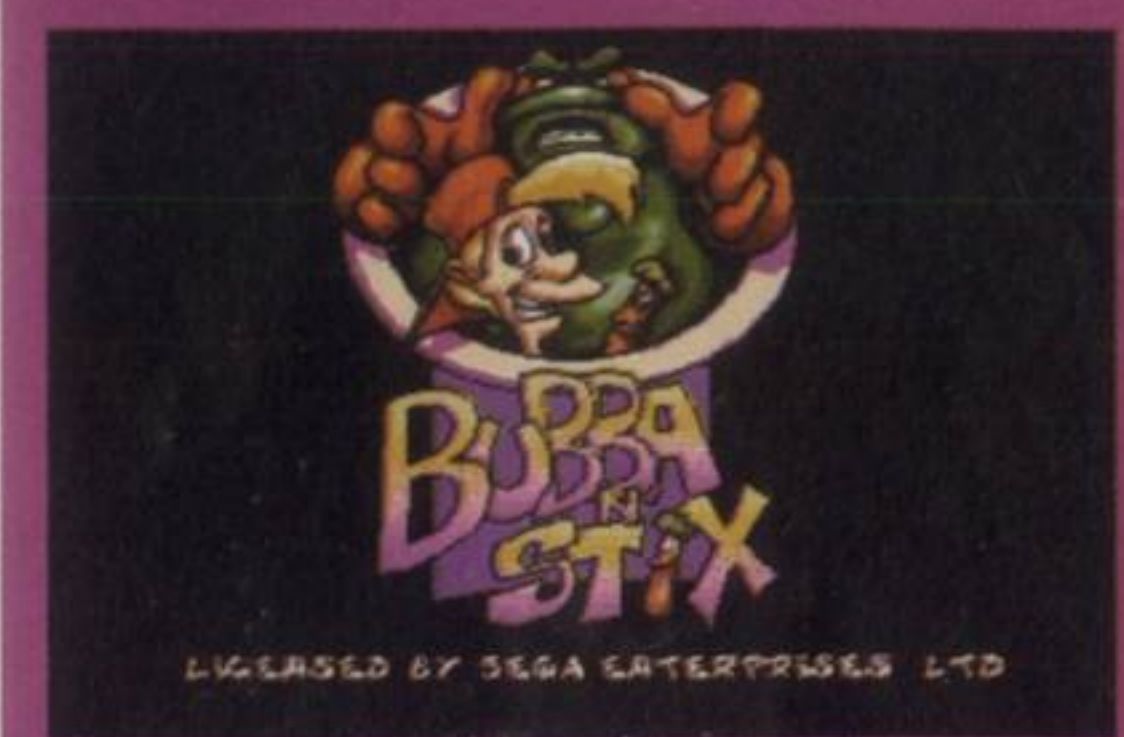
After escaping a level properly (rather than teleporting) you get the chance to travel around this fun-house level. Leap onto the floating platforms to get to the top. They float because they're "light". Geddit? Suit yourself



Look at that bloke over there... And you've got a stick... Oooh, it's just far too tempting, isn't it?



Fuzzy leaf monsters are no threat at all, as long as you've got a stout lump of wood to brain them with



PUBLISHER: Core Design

PRICE: £44.99

RELEASE: April '94

CARTRIDGE: 16 Mbit

CONTACT: Core 0332 297797



Then open the canister by hitting it with Stix and quickly stir the sludgy contents to produce...

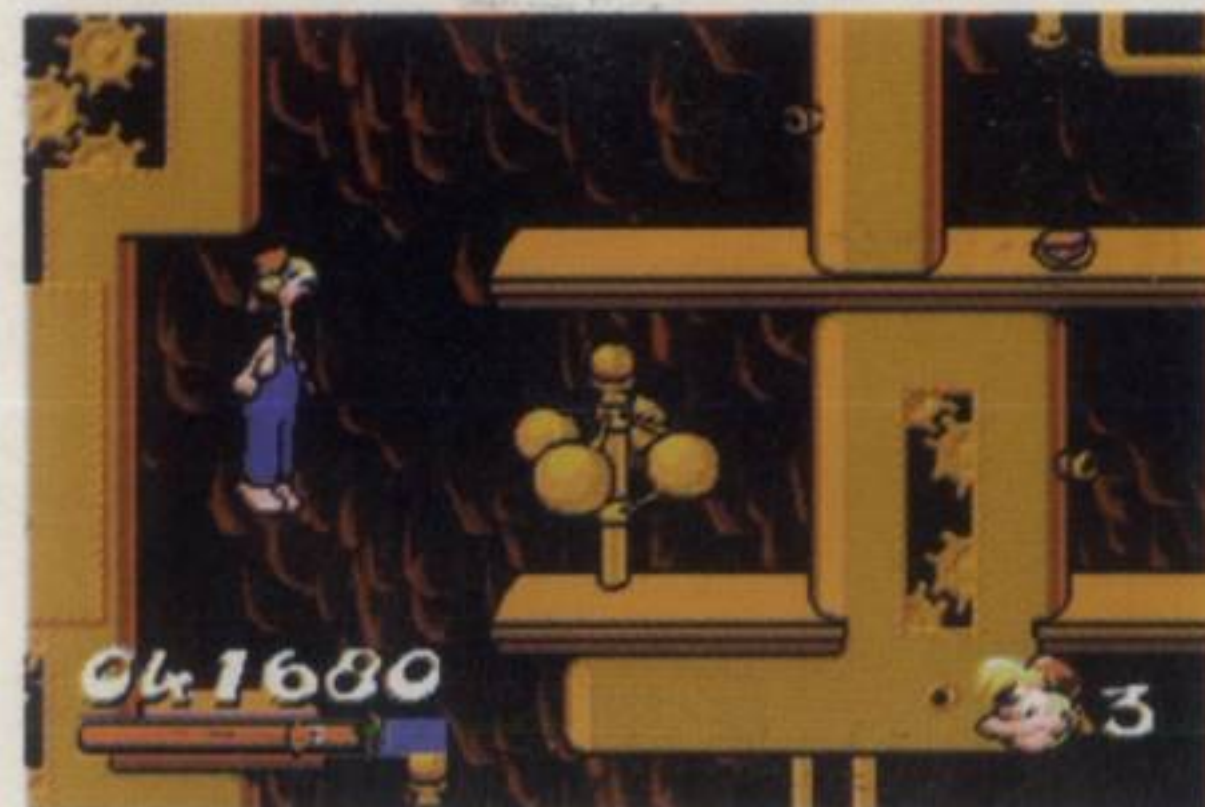


... a bubble. Jump on to the bubble and float over to the fans on the right (which you switched on earlier)



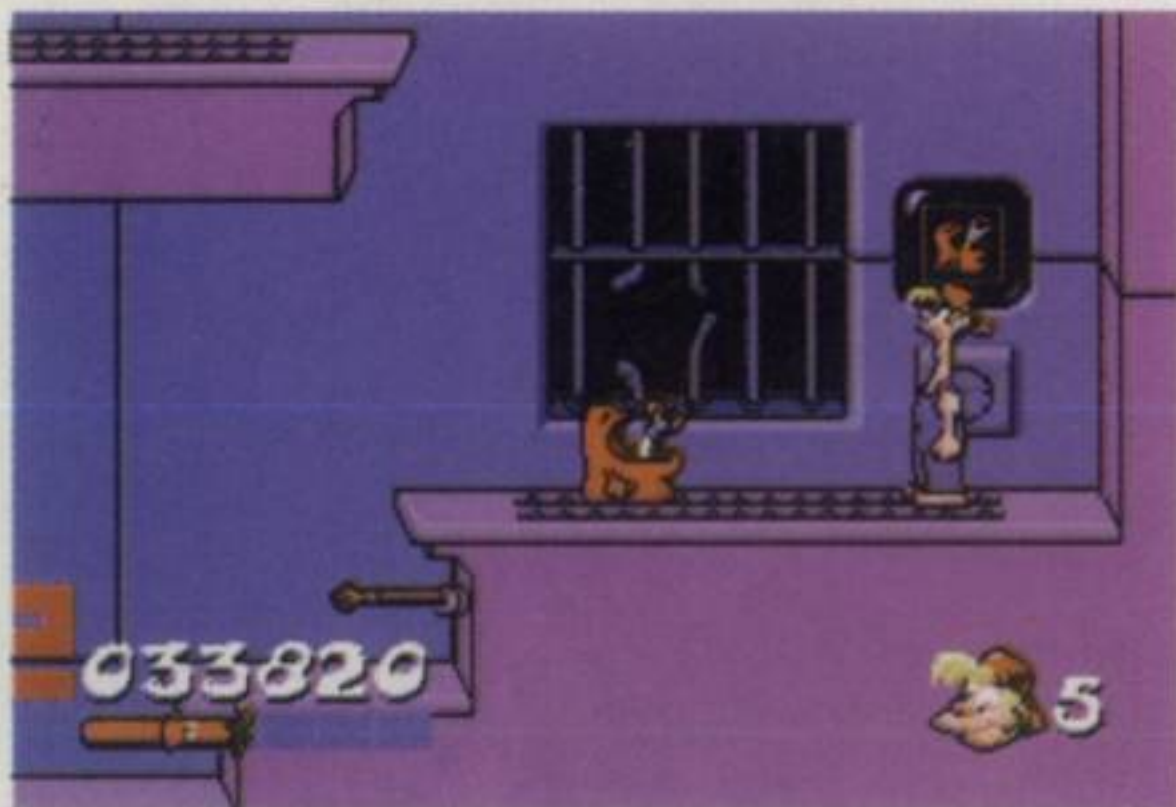
Crouch under the ceiling and leap into the little hole in the corner to escape. Hurrah for our side!

STIX



Machinery in a volcano? Something underhand is going on, I'll wager

puzzles start cropping up very soon. By the time you've reached the second level, you're going to have to start stretching the old grey matter if you want to get anywhere. Jump and hope just won't do in this game. Sometimes things get a bit annoying, when you can't work out how to get to a particular point and you lose life after life, but eventually the answer smacks you in the face and you realise that you've just



Notice the milk-drinking alien looks like the piccy? That's a clue, that is

been a thicky all along and that's hardly the game's fault now, is it?

WHO BROUGHT THE MAP?

Each level of *Bubba 'n' Stix* is a large and taxing affair, and with a whole range of different environments (including space prisons, volcanoes and underwater

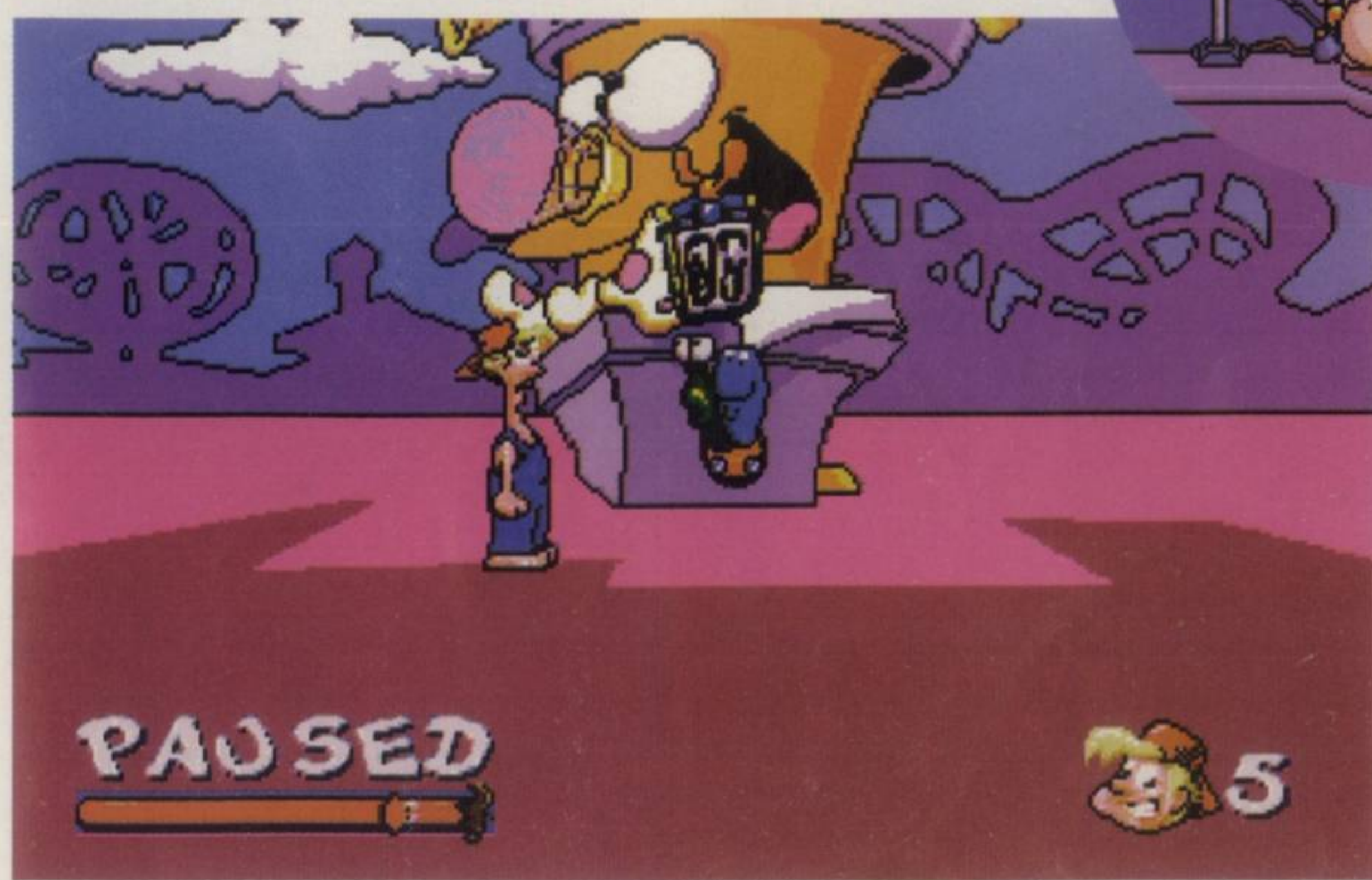


Look at that! That's hardly being friendly, is it? They deserve a good kicking for that. Oops! Sorry!

scenes) it's going to be quite some time before you crack the entire adventure. Even when you think you've got the answer, there's usually some other task that needs to be completed before the sweet smell of victory is in sight

Bubba 'n' Stix isn't your usual platform game, even though it's got platforms, monsters and cartoon graphics. It really feels like you're achieving something when you crack a puzzle; a lot more satisfying than screaming headlong towards the exit and jumping over the odd spiky enemy. Who knows, this could make twigs and dungarees the new fashionable combination?

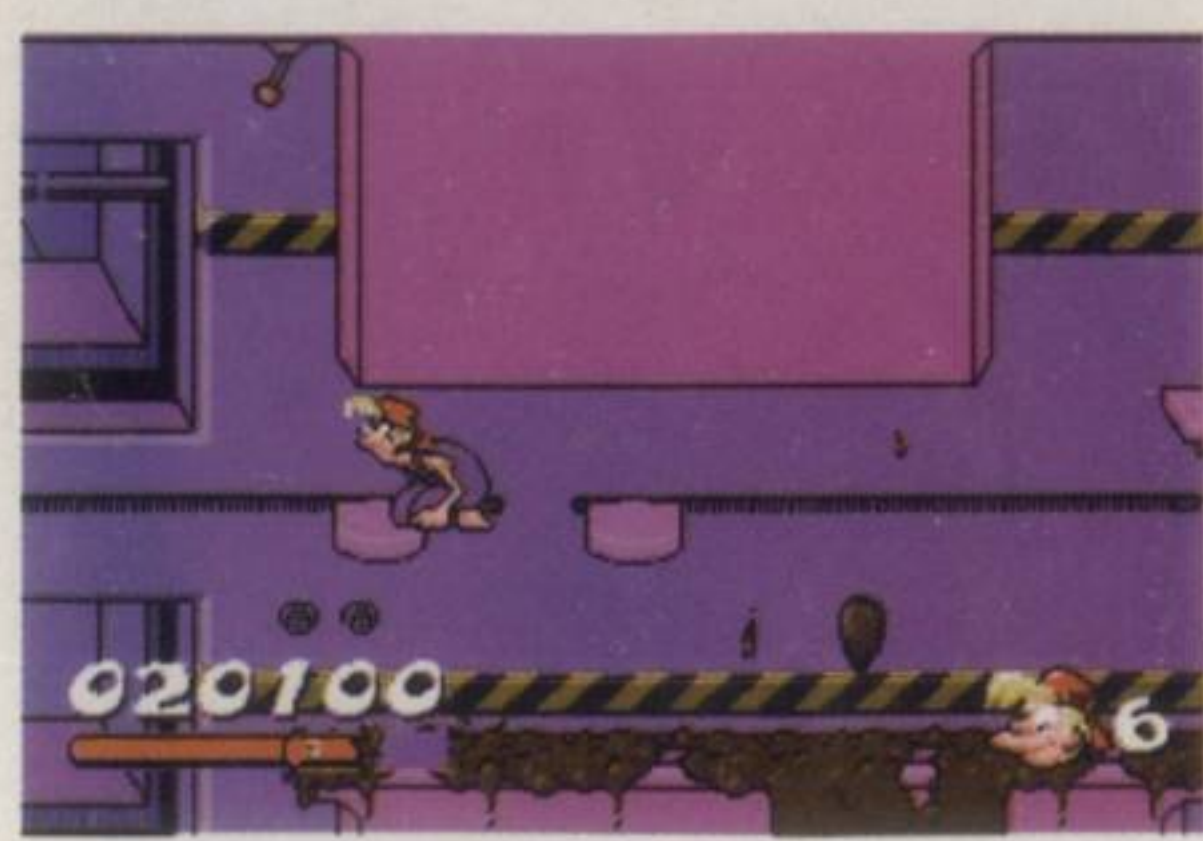
© Paul Mellerick



No sooner do the little blobs get rescued than they run off into the fun house for some "bonus-level extravaganza" action. Poor Bubba doesn't look too happy about it though - or maybe that's his usual "thicko" expression



Great place for a holiday, especially if you teleport there (above left)



Unk! Lots of horrible brown sludge what's alive. Best stay above it

- Just one player. No you can't bring a second player in as Stix
- No skill levels as such, it just gets harder as you go along
- You can choose to have between three and six lives
- Each location has a (rather lengthy) password
- Only five different areas, but they are pretty big and should take quite some time to fathom

GRAPHICS	8
●●●●●●●●	
SOUND	7
●●●●●●●●	
GAMEPLAY	8
●●●●●●●●	
GAME SIZE	7
●●●●●●●●	
ADDICTION	8
●●●●●●●●	

"Enough puzzles, wit and good animation to take it outside the usual 'tacky platformer' mould"



84 PERCENT

NIGEL

Not for the first time Nigel Mansell finds himself up against it, as Paul Mellerick puts his game through its paces

MANSELL'S

WORLD CHAMPIONSHIP RACING



Unfortunately, I didn't manage to win the championship on my first go. Still, this little screen encourages you to have another go...

I feel sorry for our Nige. I mean, he was Formula One world champion one year and then Indy Car champ the next. And while that may sound impressive, his game is nowhere near as impressive as *Virtua Racing* (or *F1*, or *Super Monaco GP*), and that's what really matters in life isn't it?

GOING NOWHERE... FAST(ISH)

Don't get me wrong, *Nigel Mansell's World Championship Racing* isn't a bad game, it's just up against some very stiff competition. For a start, there's already *F1* and *Super Monaco GP 2* to battle against and with the soon-to-be-released-and-reviewed-on-page-22 *Virtua Racing* being something

like the best thing since sliced hedgehog, releasing another Mega Drive racing game might not be the best idea ever.

But hey, we're not ones to dismiss a game before we've even played it, and with all the top racing names and teams from the real world, all the world championship courses, a password system, a couple of control methods, lots of realism and some neat graphics, it certainly has everything it needs. But how does it play?

RESPONSIVE CONTROLS

Well, I'd be lying if I tried to tell you that it didn't play well, because it does. The movement on the car is very nice and the steering is responsive, and the

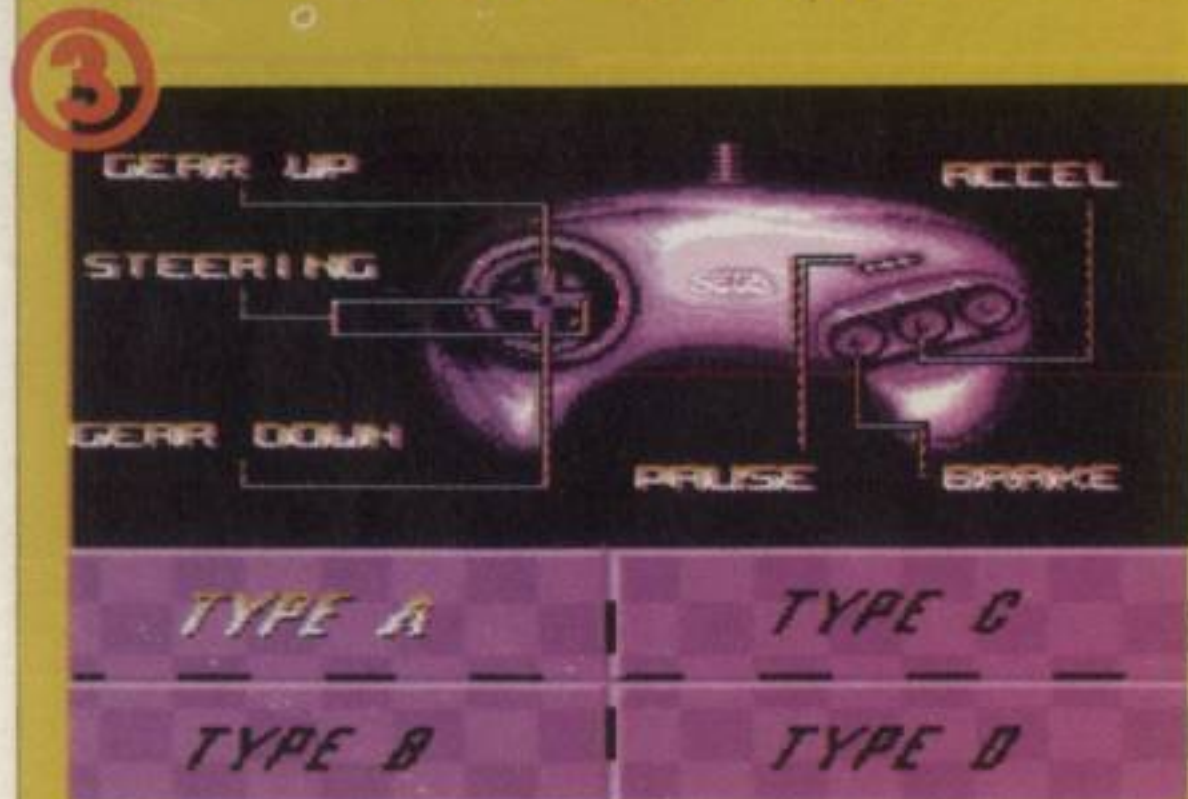
QUALIFY



Here's the part where you get to choose any track you want



In Full Season mode, you have to take the tracks in the correct order



For the fussy players, there are some different control methods



Unless you want to race as Nige, you can enter your own name here

OPTIONS, EH?

This is the part of the review where we try to get all clever by showing you various parts of the game, and then tell you what each part does. This serves two purposes: one, it lets us fill up

a bit of space and so I don't have to write too many words; and two, we get to give you just that little bit more information than normal. And who said that you couldn't please all the people all the time? (Er, wasn't it Abraham Lincoln? - Andy) Oh, shut up Dyer...

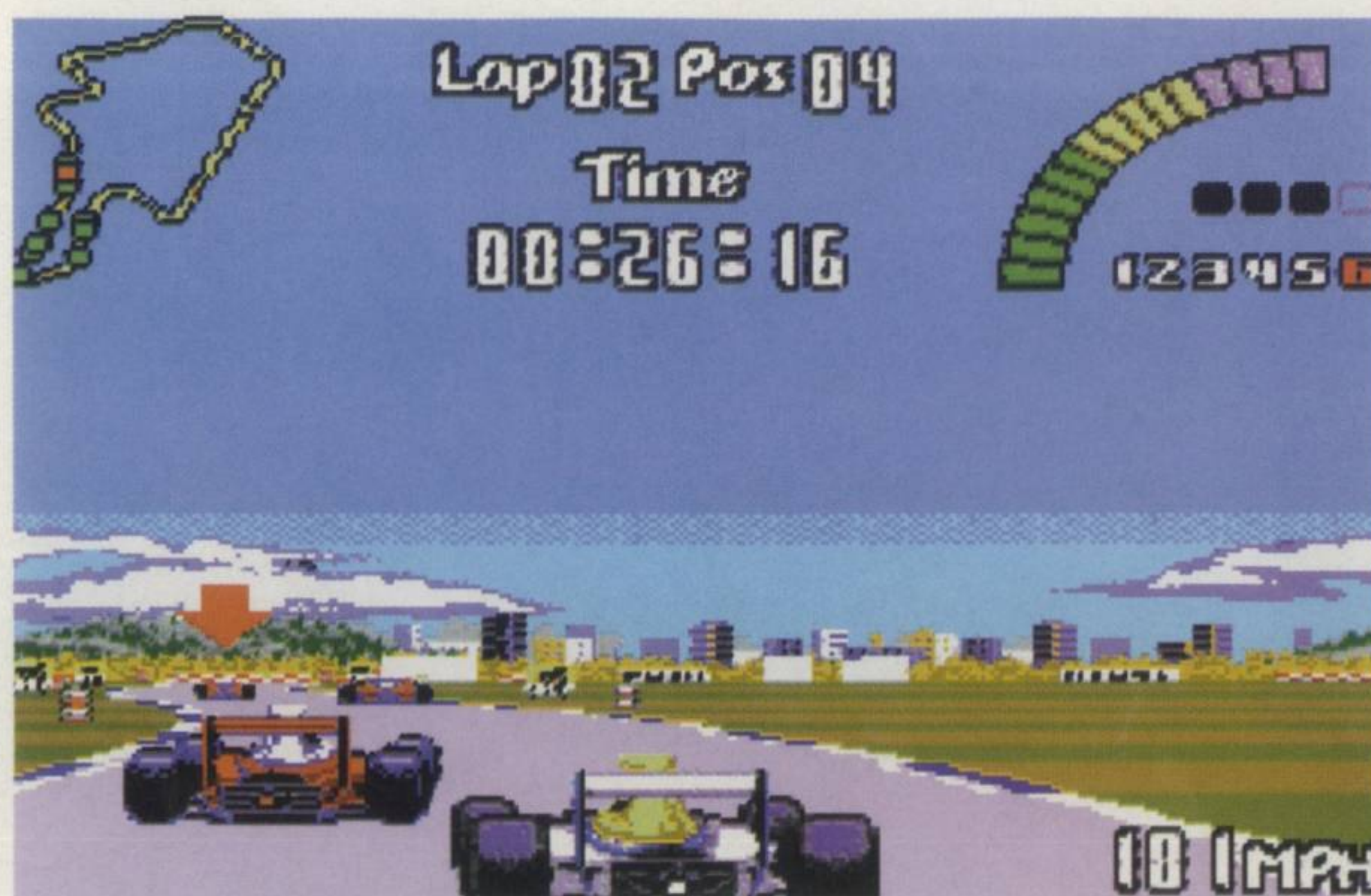




A bit too much speed on that corner I think



Be careful when overtaking on corners



You're in fourth place, but there's not much ground to make up. See that red arrow? That's the leader. Go on my son, you can have him...

programmers have also included an option that most other racing games seem to leave out, namely the fact that to successfully negotiate the courses you must, and I repeat must, slow down for the corners. You don't have to reduce your speed by too much, just enough to pull the car around the corner without spinning out or saying hello to a signpost. (Why do they put signposts around the side of the track? It's just asking for trouble.) And although that may only sound like one small feature, it's the little things that make the game.

For a start, you can't just rev up at the starting grid and expect to zoom

off into the distance. Instead, you've got to watch the lights, anticipate them changing to green and then put the pedal to the metal; too much acceleration and you'll spin the wheels, too little and you'll watch every other car zoom past you. You also can't expect to knock any of the other cars out of the way to gain a few

extra positions. Bump into any car, from the side or from behind, and not only will you lose speed, you will also lose some ground and possibly get overtaken.

It's just not the best driving game you'll play



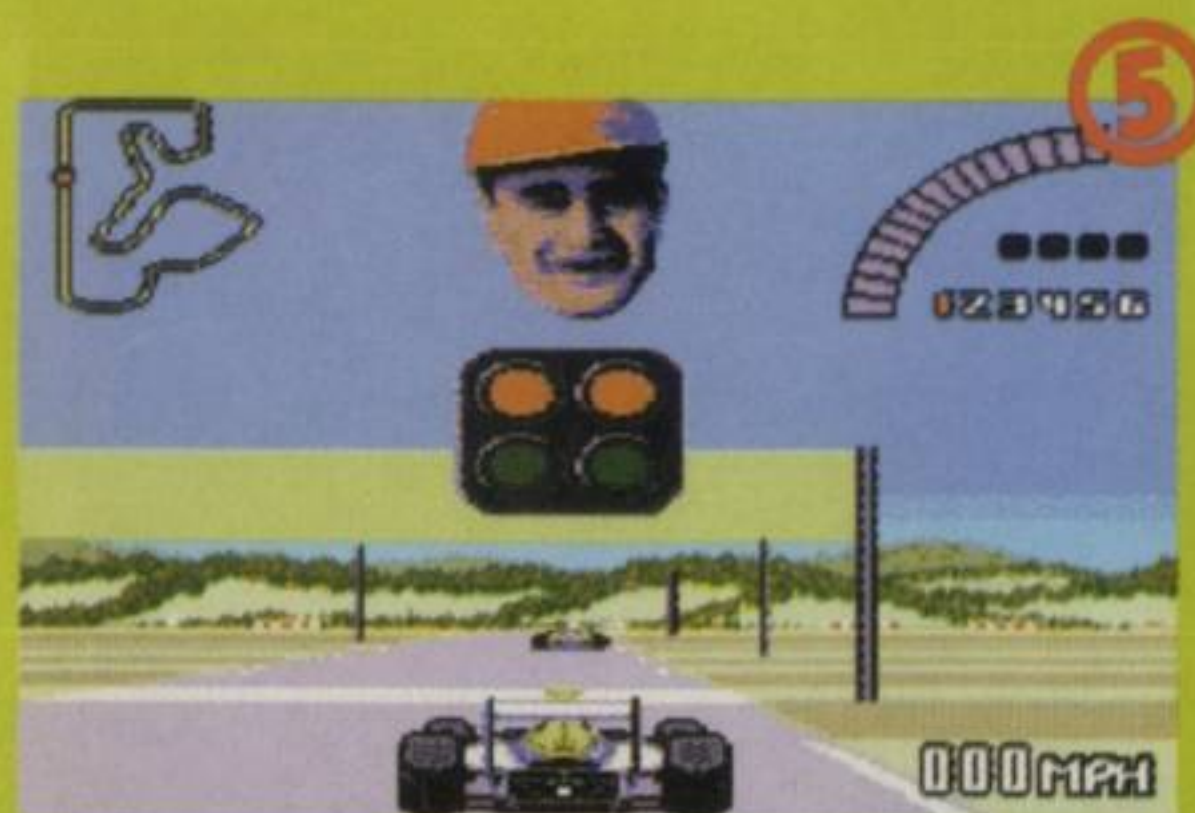
Well done, victory is yours and all the papers want to tell the world about it

ALL YOU EVER WANTED?

Add to these little idiosyncrasies all the options to change the set-up of the car you could ever want, and you'd think you'd have a top racing game on your hands. And yes, you have, but it's just not the best driving game you're ever going to play.

It doesn't have the break-neck speed of *F1*, the graphical impressiveness of *Super Monaco GP* or the superlative gameplay of *Virtua Racing*. And in a market with the calibre of software that I've just listed you can't really envisage why anyone would want to buy this. I know it's a bit of a cliché, but if this had appeared something like a year ago, it would now be the benchmark by which games were measured. As it is, it's just a good racing game with some nice features but not enough oomph to send it racing past the others.

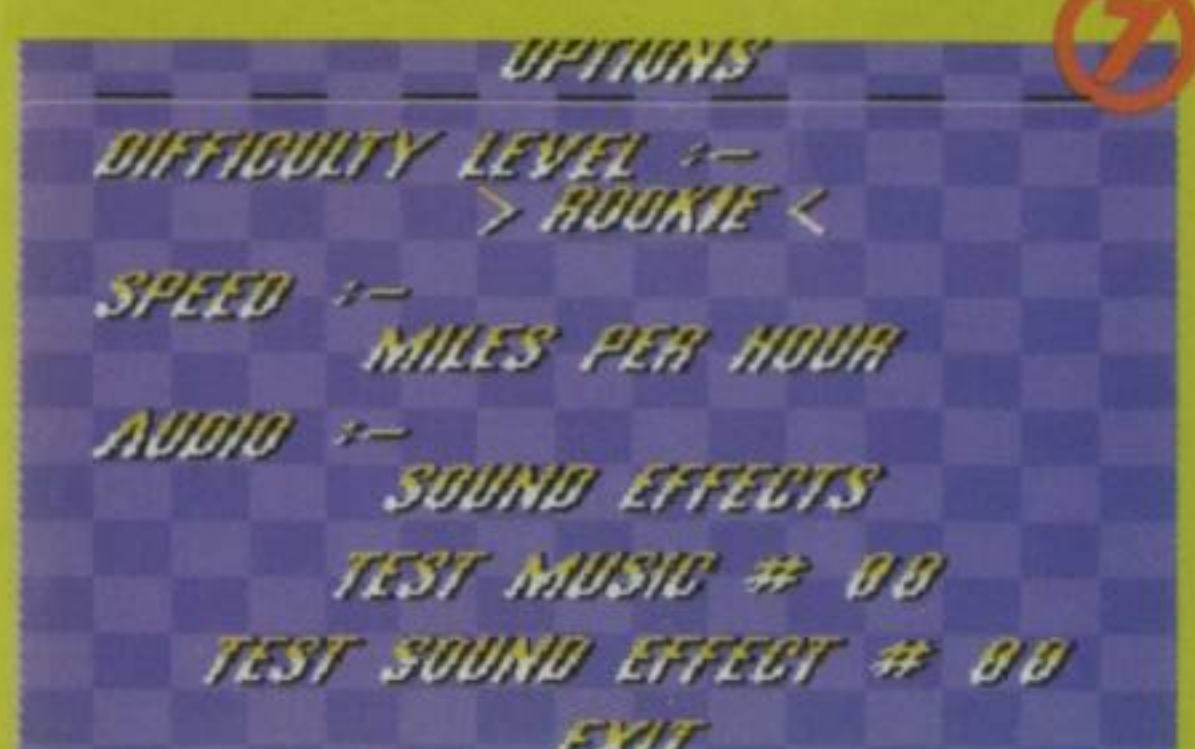
© Paul Mellerick



Follow Nige (the car in front) and see how you compare to him



Practice for the more bendy courses is highly recommended



If you want to change some options, this is the part of the game for you



Be sure to write down the passwords as you get them



Using my amazing driving skills, I managed to get third on the grid



PUBLISHER: GameTek (IMPORT)

PRICE: £40

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



Just the one player



There's a choice between Rookie and Professional levels



No, you haven't got any lives really



Enter the championship and you get a password after every race



There are all the 16 world championship courses

GRAPHICS 8

SOUND 8

GAMEPLAY 7

GAME SIZE 7

ADDICTION 8

"Nice game, shame about the tash (sorry Nige)"

80 PERCENT

Game Review

It's time to hit the ice again, but this time things are a bit strange. Paul Mellerick investigates...

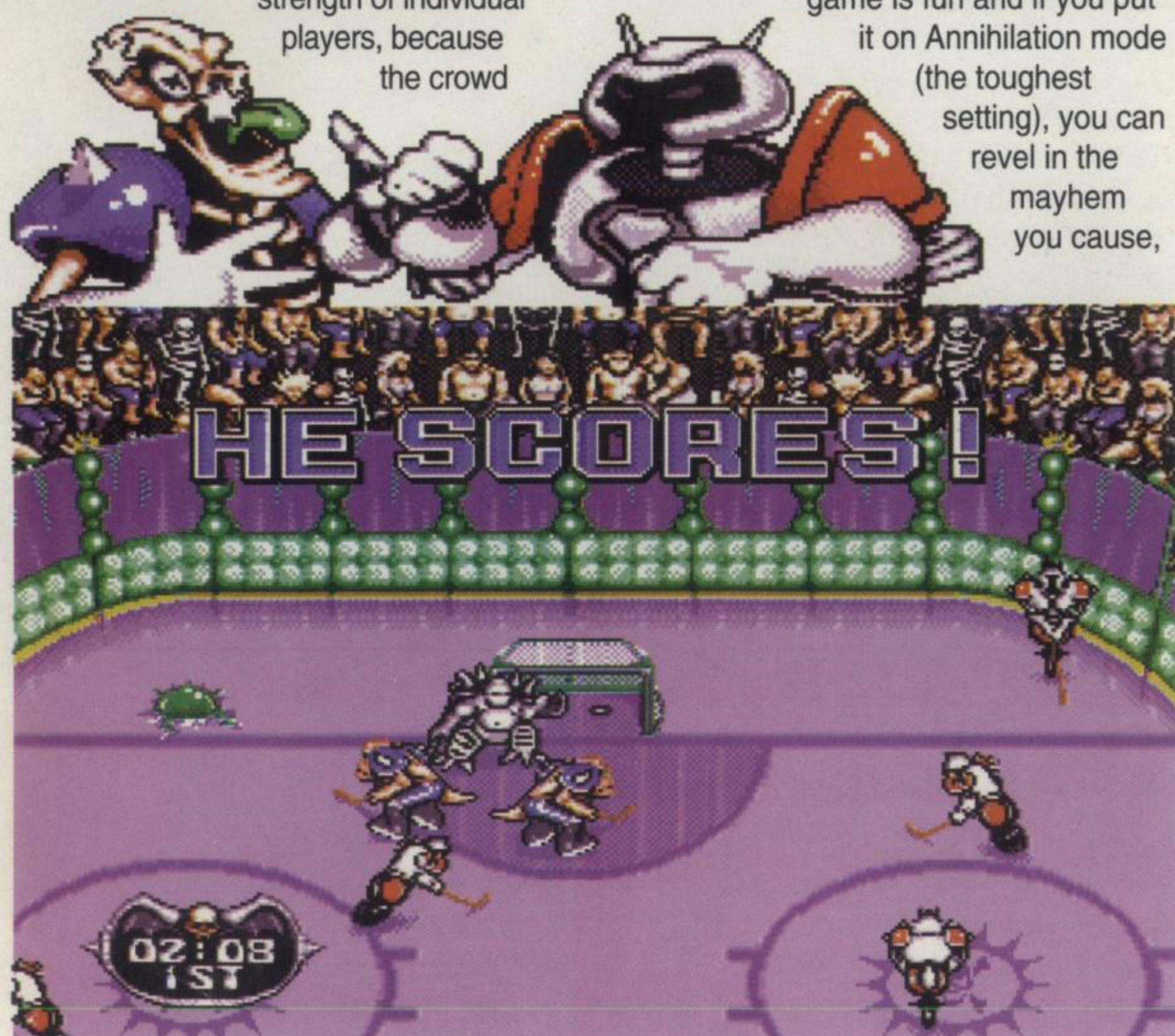
You'd think that after their slight hiccup with *Mutant League Football*, EA would have had more sense than to release an ice hockey variant. But hang on, this is a definite improvement on the football, so what have they done differently?

FIGHT, FIGHT, FIGHT

Well for a start, fighting is more at home on the ice than it is on the football field. Indeed, one of the most exciting aspects of real ice hockey is the fighting. And while it's not altogether acceptable to beat real people up, it's perfectly all right to do it to mutant computer characters. And with this game, beating up the opponents is the whole key to winning.

In addition to the violence factor, there is a game in here, and, thankfully, it's all similar, gameplay-wise to the famous *NHL Hockey* series. The basic controls and movement are the same, so you'll have no problem diving straight in and playing.

Once you do start playing, you'll have to make it dirty or you won't get anywhere. And playing dirty means attacking your opponents right from the face off. You don't have to worry about the actual strength of individual players, because the crowd



With the goalie way out of position, one of our guys has spotted a gap and gone for it. Luckily for him, it's gone in and he now looks like a top player

MUTANT LEAGUE HOCKEY

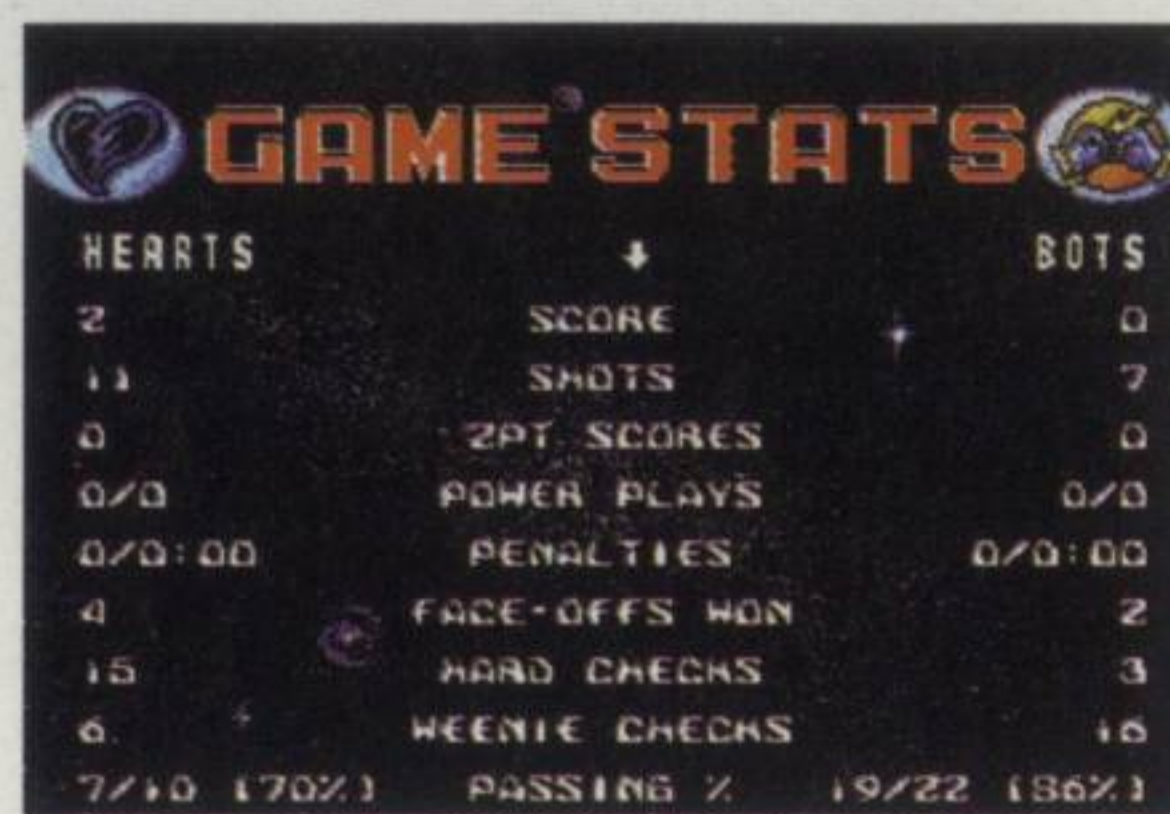


Yes, very funny I'm sure. Now if you don't mind, I want to play properly

want blood and so they'll "equip" you with all sorts of weapons to use on the other team. When you do start a fight with an opponent, the one-on-one beat-'em-up screen will appear, so you've got a close-up view of what's going on.

FIRE AND ICE

Apart from the beat-'em-up screen you get when you start a fight, every other aspect of the game remains the same as in the other hockey games from EA. And that's where a problem arises. Yeah, the game is fun and if you put it on Annihilation mode (the toughest setting), you can revel in the mayhem you cause,



For the sad statos amongst you, there's plenty to look at

but that's not the only point of the game; you're also supposed to take part in a full-scale ice hockey tournament. However, if you want to play ice hockey, the *only* game really worth having is *NHL Hockey '94*. Similarly, if you want to see lots of blood, you should buy *Mortal Kombat*.

There's nothing specifically wrong with the actual game, it's just the thinking behind it. Maybe it's just me, but the whole concept just doesn't seem to fit together. It's not as awful as *Mutant League Football* though, so if you've got money to burn, you could get some fun out of this. At the end of the day, however, I've got a nasty suspicion that you'll end up with a very disappointed look on your face.

© Paul Mellerick



And that goal puts you in the lead



Score, or do something, and your coach will have a "word" with you






PUBLISHER: Electronic Arts

PRICE: £44.99

RELEASE: March '94

CARTRIDGE: 16 Mbit

CONTACT: EA 0753 549442

-  It's one of those four-player games using the 4-Way Play
-  There are five levels of aggression to play
-  No lives as such, but some players will snuff it along the way
-  You get a password after every game in the tournament
-  You can play a four-stage tournament or a one-off game

GRAPHICS 8

SOUND 7

GAMEPLAY 6

GAME SIZE 4

ADDICTION 6

"It's playable and fun, but the whole thing would be better as a sub-game to a proper hockey game"

69 PERCENT



HIGH SEAS HAVOC

Why are people still releasing *Sonic* clones? Paul Mellerick is confused... (but then he always is)



It just doesn't make any sense. I mean, almost everyone who owns a Mega Drive has played the original *Sonic* even if they don't own it. So why would anyone want to bring out a game that is so similar it could almost be related?

SONIC AT SEA

So just how much like *Sonic* is this? Well, here's a quick run-down. The basic game structure is a left-to-right platformer, with one main character, Captain Havoc. He has an arch enemy, and the main goal of the game is to collect a magical gem (an emerald, don't you know). He can run and jump and he also has a special spin attack with which he can kill enemies.

There are all sorts of different power-ups to collect and he can get them by jumping on, and thereby smashing open, treasure boxes. You get to run through green rolling scenery, explore underwater levels and board a pirate ship. OK, so there wasn't a pirate ship in *Sonic*, but that's probably because Sega thought it would be crap,



These springy little buggers have an annoying tendency to jump up and down on your head, which, as well as being frustrating, hurts like hell

so didn't bother including one.

Now, we at MEGA are not normally ones to rate a game just on its originality, because a game stands up on its own merits. It's our job to tell you everything you want to know and whether or not it's worth buying. So *what* if the game is like *Sonic*, *Sonic* is fab isn't it? Yes, *Sonic* is, but this isn't. The speed of the game is all wrong, and unless you're wearing permanently powered boots to make you run faster, the game is a real pain to play. The same thing always happens at the same time, and although there are a lot of enemies on screen, you can simply run out of their way most of the time.



TO SUMMARISE...

The levels are nicely sized and the

bosses are imaginative and in keeping with the piratey feel of the game. However, with poor and repetitive (how many times can you spot the same piece of scenery) graphics, OK-ish sound and been-there-and-done-it gameplay, you'd be better off getting that dusty old *Sonic the Hedgehog* cart out of the cupboard and playing that for a while.

© Paul Mellerick



With a sword like that, you'd better be careful where you jump. Ouch!



Oi, *Sonic*! Where did you come from? Go back to your own game...

DETAILS, MY MAN, DETAILS!



Check out the screen layout if you still have any doubts that this is a *Sonic* rip-off.

- ① This is your health bar
- ② Collect 100 of these diamonds for an extra life
- ③ This is our hero, Captain Havoc
- ④ Touch this revolving red object for a restart point



PUBLISHER: Data East (IMPORT)

PRICE: £40

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



Only one player (rather like in the original *Sonic*)



Four skill levels (unlike in *Sonic*)



You've got just the three lives (like in *Sonic*)



No password or battery back-up facility (like in *Sonic*)



Thirteen stages (OK, not the same as in *Sonic*, but it might as well be)

GRAPHICS 6

SOUND 7

GAMEPLAY 5

GAME SIZE 7

ADDICTION 3

"A game that tries to be *Sonic*, has a good go, but fails in every department"

66
PERCENT



It looks like this girl's trying to scare off Drac by making farting noises. It's the smell of garlic you want, dear

"Gaw blimey, guverner. How's the old trouble and strife, then?" *Dracula Unleashed* in Crap Cockney Shocker!

Jon Smith gets his pointy teeth into another basic murder mystery game

Hey, I'll tell you something... *Dracula Unleashed* sucks. To be honest, it's a real pain in the neck. There's not much to get your teeth into, it's a case of fangs but no fangs. (Look, Jon, forget the cheesy puns. Tell us about this latest Dracula affair will you? – Andy)

Er... Dracula, yes. Metaphor for mediaeval fears of the plague or a Victorian invention designed to intimidate promiscuous female sexuality? Or

perhaps a convenient explanation for the obscure disease of catalepsy in which the sufferer's body slows down so much that they appear to be dead, and, consequently, are buried alive? Or maybe... (OK, Jon. This isn't The Late Show and you aren't some chin-stroker in ludicrous glasses. GET ON WITH THE REVIEW! – Andy)

SHERLOCK HOLMES REVAMP

Um, well... *Dracula Unleashed* then. It's the follow-up to *Sherlock Holmes* and, like that game, it uses the Mega CD's FMV capabilities. You play Alexander Morris, in London, investigating the mysterious deaths of two people – both found drained of blood. Tricky one, eh? You travel around London in a hansom-cab visiting different locations trying to find clues that will shed some light on the mystery.

At every location you'll get to watch a video clip as Alex meets people, asks questions and collects objects. The clips actually aren't that bad. The full-motion video is well down to usual standards but the sets are atmospheric and some

of the acting doesn't even look hammy. (I do wish Americans wouldn't try to speak "Cockerknee", though. It really is rather appalling.)

With each new clip, the story unfolds – the game is very linear and there really is only one way for the story to develop. Someone mentions a bookstore and whaddaya know, a bookstore appears as a new location. All the puzzles are of the "give the right object to the right person" variety and even where it isn't blindingly obvious, only the right person will take the object, so it's just a case of visiting a few locations. Fail to find or act on certain clues by the end of each day and you'll end up the victim of a vampire the next morning.

SUCKS A BIT

Dracula Unleashed isn't dreadful, but all you have to do is shunt Alex about the place, acting on the obvious plot points the game gives you. Cut out the FMV and you'd be left with an embarrassingly basic adventure that wouldn't impress anyone. A novelty rather than a game, I'm afraid.

© Jon Smith



PUBLISHER: Sega

PRICE: £39.99

RELEASE: March '94

CARTRIDGE: Mega CD

CONTACT: Sega 071 373 3000

- Only one player can take on the horror that is Dracula
- You can't alter the difficulty (unless you make the CD jump a bit)
- You have one life, and Drac's taken a fancy to it
- You can save the game at any point during play
- There are several locations but no real stages to complete

GRAPHICS 8

SOUND 8

GAMEPLAY 5

GAME SIZE 5

ADDICTION 7

DRACULA UNLEASHED



Here's one of the menus, where all the game's real interaction goes on



It's New Year's Eve 1899 and this is your brother's grave. Helluva party



Between the hansom-cab and the video clips are screens like this

"Basic, simple and pretty linear adventure story told in a series of fairly decent video clips. One good sesh and it's all over"

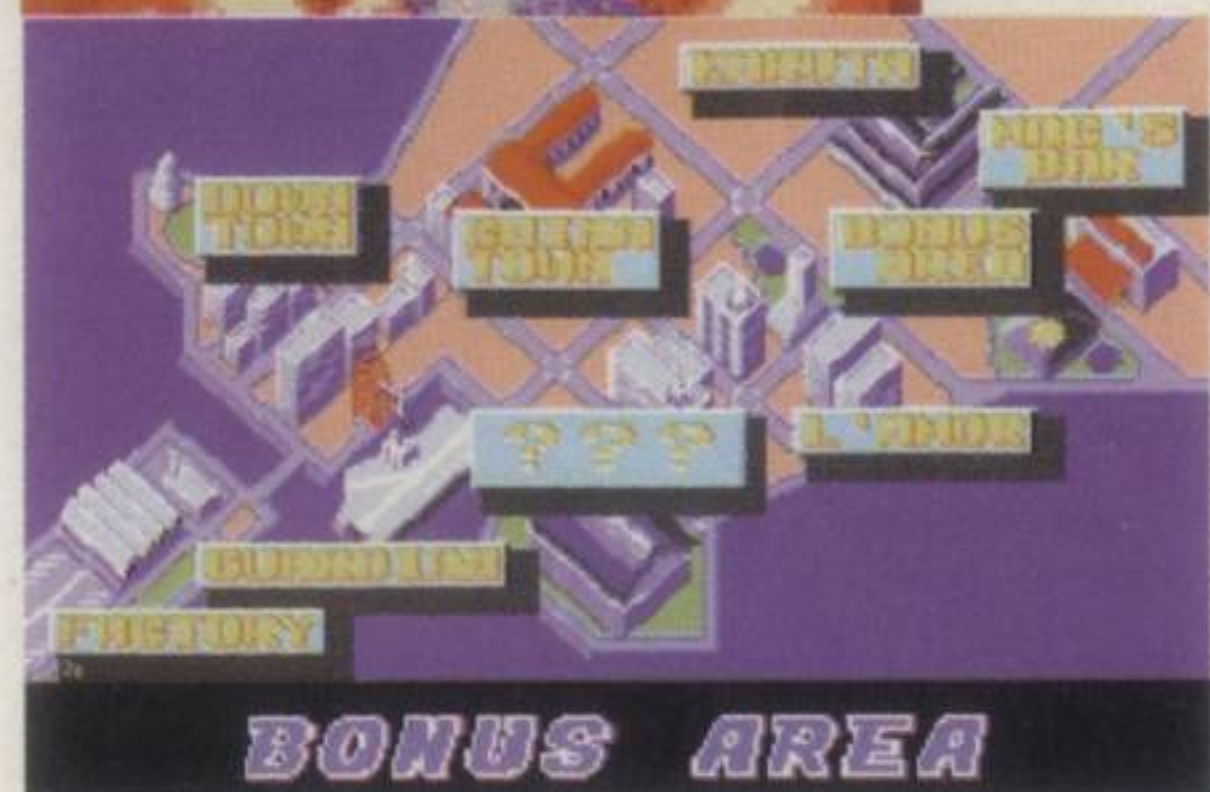
57 PERCENT

ART OF FIGHTING

You probably already know what we're going to say about this game, but Andy Dyer says it nonetheless. Tedious git...

Hmmm... another beat-'em-up huh? Another beat-'em-up with special moves. Still, we'll review it on its own merits so I'd like everyone to stay completely silent for the duration of this review OK? I don't want any heckling or bad mouthing and most of all I don't want anyone mentioning, or comparing this to, *Street Fighter 2* all right? Good, let's get on with it.

Art Of Fighting is from SNK who, if you didn't know already, produce the rather powerful Neo Geo console which appears in arcades and which, in its home form, will cost you about £200 per game. Within the game there are two main characters from which to choose. There's



The map. A sort of visual reminder of how very small the game is



Fireball fun not at all like, or meant to be similar to, that in *Street Fighter 2*

Ryo... (That sounds a bit bloody familiar – Ryu) Oi! What did I say just now? NO INTERRUPTIONS! (Sorry – Ryu) (Don't apologise, this is yet another rip-off – Blanka) (Don't you bloody start, this is our review – Ryo) (Yeah? You fancy a shot at the title? – Blanka) DO YOU MIND!!! (Mumble, groan – All)

SAME OLD SCENARIO

Right, there's also another character called Robert. In the one-player game you can choose either of these blokes and then set off around a map visiting each of the locations in order to fight a different opponent, each of increasing strength and skill. There are also three different bonus rounds to be completed... (No kidding – Chun Li) Butt out Chunnners. (Don't talk to her like that – Ken) Kenneth, I'm warning you.

Right, so in one-player mode it's all fairly straightforward, and, to be honest, a



This is Ryo fighting some geezer with a, um, oh I can't be arsed...

bit dull. On the easy levels it's very easy, and on the harder levels, you'll find that you'll win the first round, then get thrashed on the second round. It's a bit annoying frankly so it's best played in two-player mode. Using the standard set-up, you can punch, kick, do a special move and goad your opponents. However, the six-button pad can be used to add punches and kicks of varying strength. And this is true of all eight characters, any of which you can choose to control in two-player mode.

IN THE CARPARK... NOW!

(Heh, we used to do that, but it was crap so we added four bosses – E Honda) (But look at what a bunch of ponces they were – Robert) (Look mate, you'd better watch your lip – M Bison) (Don't try to teach your Grandmother how to suck eggs, which, I might add, must be particularly tricky when your grandmother's a toothless old wart-hog – Ryo) (Don't talk about my Grandmother like that, geez, you're gonna get a right kicking – M Bison) (Leave it Bizzer, they're not worth it – Dhalsim) (Yer just scared you bandy-legged nerd – Ryo) (Right, that's it – OUTSIDE, NOW! – Dhalsim)

And so it was that the characters of both games went "outside" as it were to settle their differences in an adult fashion. In the meantime, take a look at the summary box to see exactly how this game fares.

© Andy Dyer

PUBLISHER: SNK (IMPORT)

PRICE: £50

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



One or two players, as in *Street Fighter 2* (doh!)



Four skill levels, not as many as *Street Fighter 2* (double doh!)



Lives aren't really relevant. Infinite continues that's all



No battery back-up. This game is beyond saving



Eight different stages and three rather dismal bonus rounds

GRAPHICS 7



SOUND 6



GAMEPLAY 5



GAME SIZE 4



ADDITION 5



"I tried to avoid it, but there's no getting around it. Compared to SF2 this is nob. It plays OK and three years ago it would have been fine, but SF2 is still the biz"

57 PERCENT



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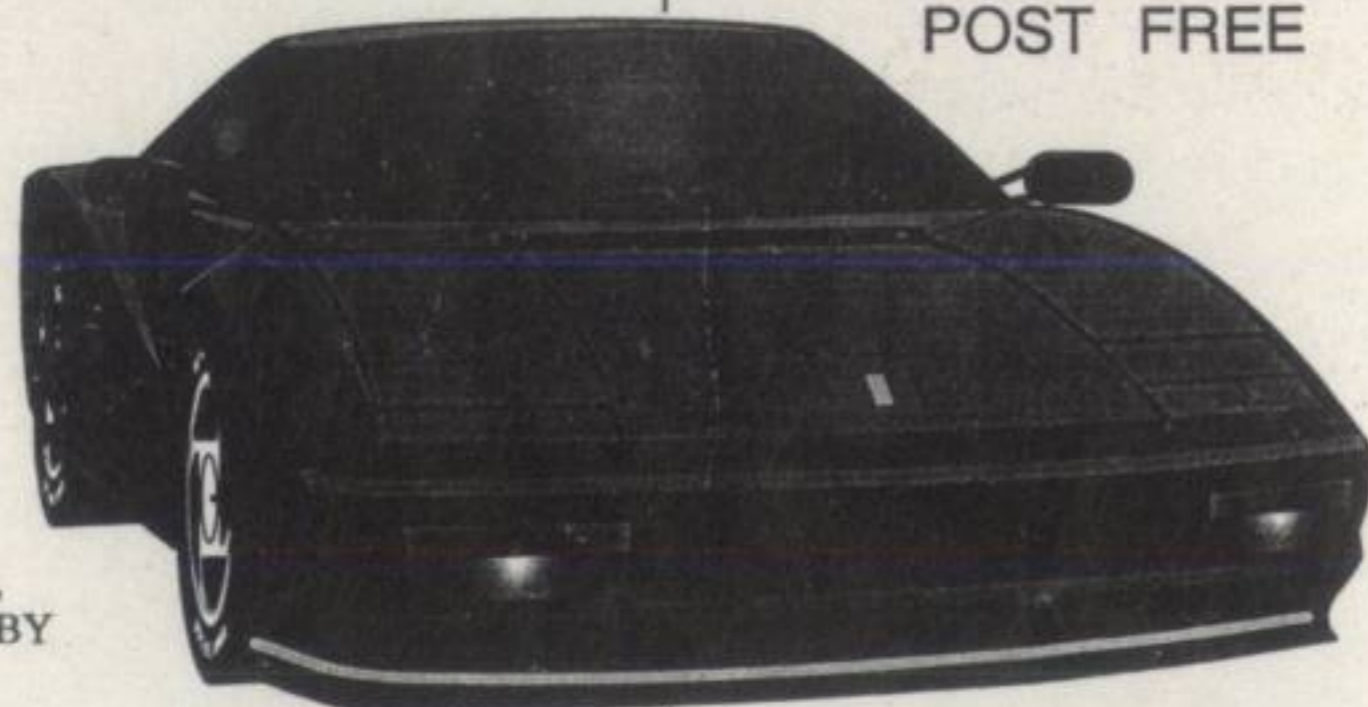
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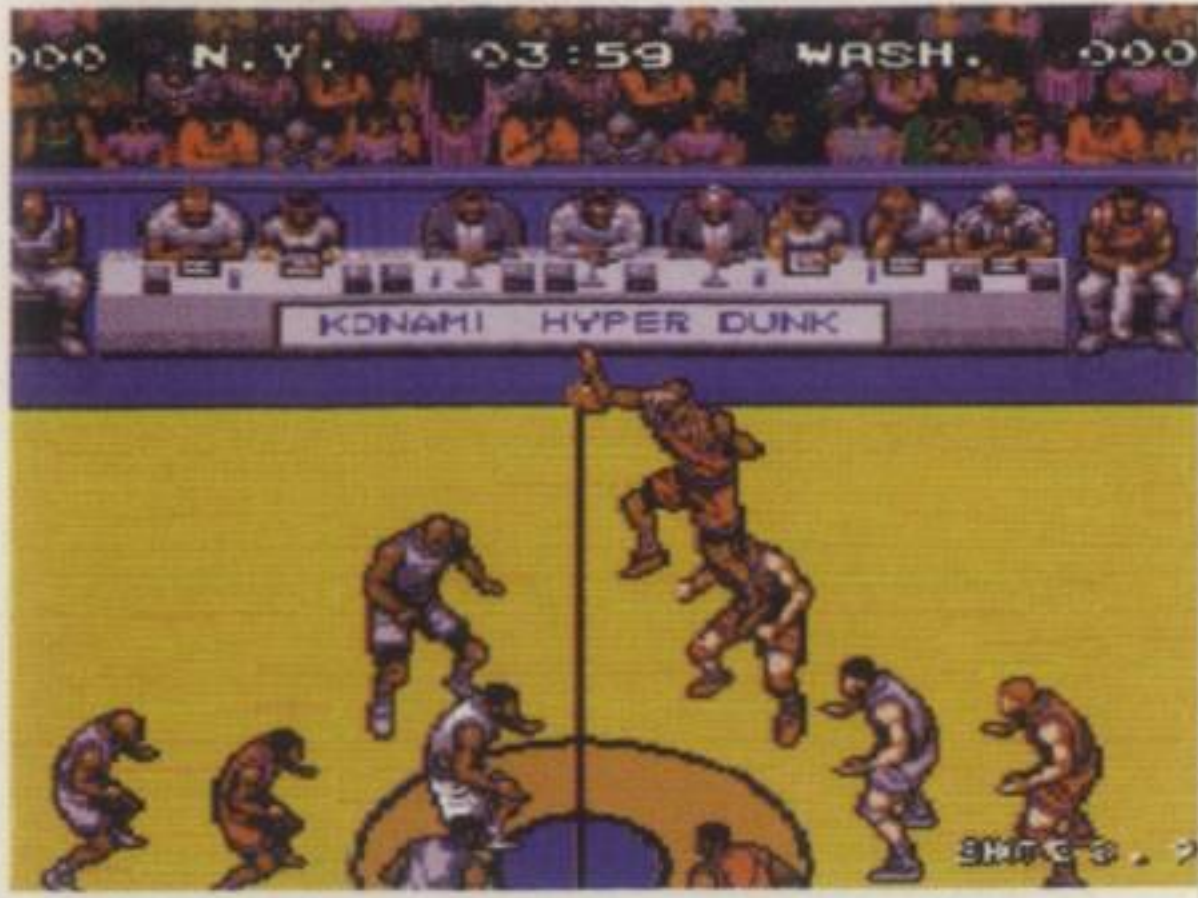
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The All America Country Dancing Championships got off to a very slow start. Then Biff got agitated

So, another basketball game then. You know, these sports sims are a lot like Tory scandals – you wait ages for one and all of sudden seven pop up in the same week. No sooner have the softies wheeled out *NBA Jam*, *NBA Showdown* and *Barkley: Shut Up and Jam* than Konami give us *Hyper Dunk*. And we're still waiting for *NBA Action Game*, *NBA Basketball* and *Jammit*. There are more basketball games around at the moment than there are MPs browsing in Knickerbox. How many basketball games do we need? Where's it going to end – *Super Wham Bam Jam Slam Action Dunk NBA Slam Showdown*?

FRANTIC SLAM DUNKING

Hyper Dunk is (unfortunately) not about frantic biscuit dipping. It gets its name



It was ages before the crowd realised they were looking at wax dummies



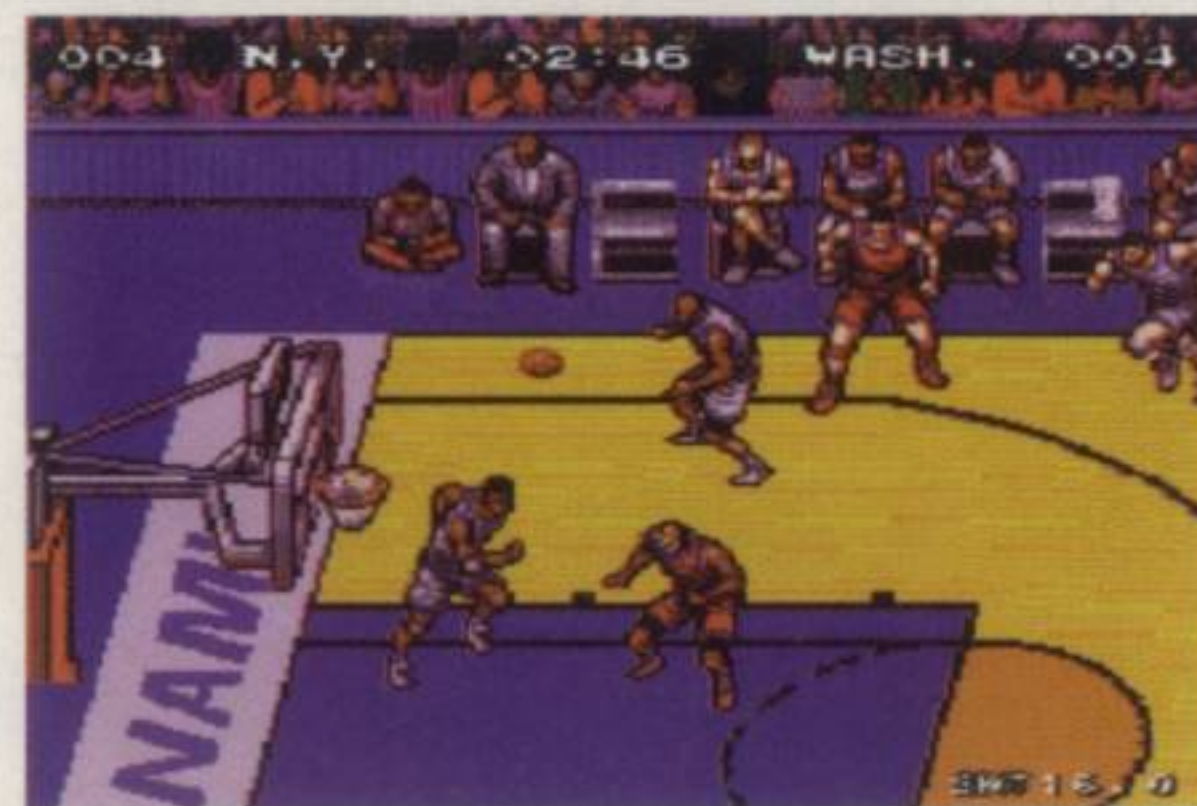
Jim was so naughty that he was tied to his chair on the sidelines

HYPER DUNK

In which some tall men throw an orange ball at a string basket. Jon Smith looks on with his left eyebrow raised

from the peculiar manner in which your chappy hangs around the hoop when he scores. There's none of this trotting up to the basket and casually lobbing the ball in. Instead you get players who spend more time in the air than Yasser Arafat. This lot could clock up some serious air miles.

So, you're probably wondering whether this game's worthy of renting from Ritz Video. And I'm afraid the answer would have to be – only if there's naff all else left. On the presentation front, the game's very well designed with a nice hip-hop/techno musical intro. The graphics are on the bland side and there aren't an overwhelming number of in-game options. On the gameplay front, don't expect too much. This is one of those games which quickly becomes a comical trot to either end for each team – it's very hard to mess up or stop the other side scoring. None of this is helped by the odd perspective which makes timing a block a bit on the hard side.



Captain Cyclops suddenly realised he was at the wrong convention

NBA TAKES THE BISCUIT

There is only one basketball game remotely worthy of your spondulicks. In this increasingly crowded corner of the games simulation market, *Hyper Dunk's* an Austin Maestro (dull, but gets the job done) to *NBA Jam's* Dodge Viper (loud, brash, fun and very American). It's not that *Hyper Dunk's* terrifically bad – it's just that *NBA Jam* is so much better. Why have cotton, when you can have silk?

© Jon Smith



Good old Barre, a superb single-handed slam-dunk hoop effort. It's just a shame that all the players are so excited that they've soiled the floor



PUBLISHER: Konami

PRICE: £44.99

RELEASE: March '93

CARTRIDGE: 8 Mbit

CONTACT: Konami 0895 853000



One-, two- or four-player action



How skilled you are depends on which team you are



You don't lose lives, you just get the odd time-out



No passwords and no battery back-up facility



You can play your way through a league

GRAPHICS 8



SOUND 7



GAMEPLAY 6



GAME SIZE 7



ADDITION 6



"Average basketball sim which will forever live in *NBA Jam's* huge shadow"

62 PERCENT

Game Review

Aladdin set new standards in animation and gameplay. Jon Smith reckons *Roar of the Beast* sets new standards in cackness



Beast comes a cropper in an unexplained and unconvincing fashion. Or perhaps he's just having a little lie down. It's a tough job, y'know...

ROAR OF THE BEAST



This breaks my heart, it really does. Beauty and the Beast was a fabulous movie – truly a masterpiece of fairytale. That such a marvellous opportunity for

a Mega Drive conversion should be squandered so heartlessly on two utterly worthless games is a tragedy of criminal proportions. Sunsoft's development teams should be put up against a wall, blindfolded and – stop me if I'm getting a little too extreme in my passion – pelted with over-ripe fruit until they promise to try harder next time.

TWO CHANCES TO SHINE

The cataclysmic nature of this fiasco is

made even more extreme by the fact that Sunsoft gave themselves two chances to create a product worthy of the film. Only one attempt was needed to create the superb *Aladdin* – but Sunsoft rashly decided to go one better, and designed a couple of games based on the film, releasing them simultaneously. The other one, *Belle's Quest*, is dealt with in more detail on the opposite page. What could possibly have possessed them to spread their "talent" so thinly? (Answer: the prospect of making twice as much money.)

Shockingly, *Roar of the Beast* is



This charging boar is one of the most tedious bosses I've ever seen

He may look menacingly impressive, but deep down he's just a big softie. Ahhh

actually the better of the two games. Granted, it's a scrolling beat-'em-up of mind-numbing mundanity, but at least it seems to have some idea of what it's doing, even if it does it badly. This single-mindedness of purpose sets it apart from the hopelessly confused *Belle's Quest*, but makes no amends for the laughably careless implementation of hackneyed ideas.

The graphics are pretty enough. The animation on the Beast – while obviously not up to the standard of *Aladdin* – is fairly impressive, as he goes through the motions of running, jumping and punching. The backgrounds are confusingly detailed, but detailed nonetheless; there's even some desperately heavy-handed parallax scrolling thrown in for "good" measure.

ATROCIOUS GAMEPLAY

But, oh dear me, the gameplay. The controls are slack and unresponsive, the levels unremittingly tedious, the bosses unimaginative and monotonous, but – even worse – the collision detection is atrocious. Hits are made completely at random, and there's never any sense at all that contact is being made between the sprites.

Roar of the Beast is a dreary, empty and horribly frustrating Mega Drive game. There's some element of challenge, but only because the gameplay is so basic, and so flawed. I think I'm going to cry.

© Jon Smith



PUBLISHER: Sunsoft (IMPORT)

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: The Videogames Centre
0202 527 314



It's just a one-player affair, this



The number of skill levels is directly related to the programmers' talent: None at all



The Beast gets four chances



There are no passwords or a battery back-up facility



Yes, there are some levels. Yes, they are rubbish.

GRAPHICS 6



SOUND 3



GAMEPLAY 2



GAME SIZE 5



ADDICTION 4



"Nasty, boring and annoying... but just wait 'til you see *Belle's Quest*"

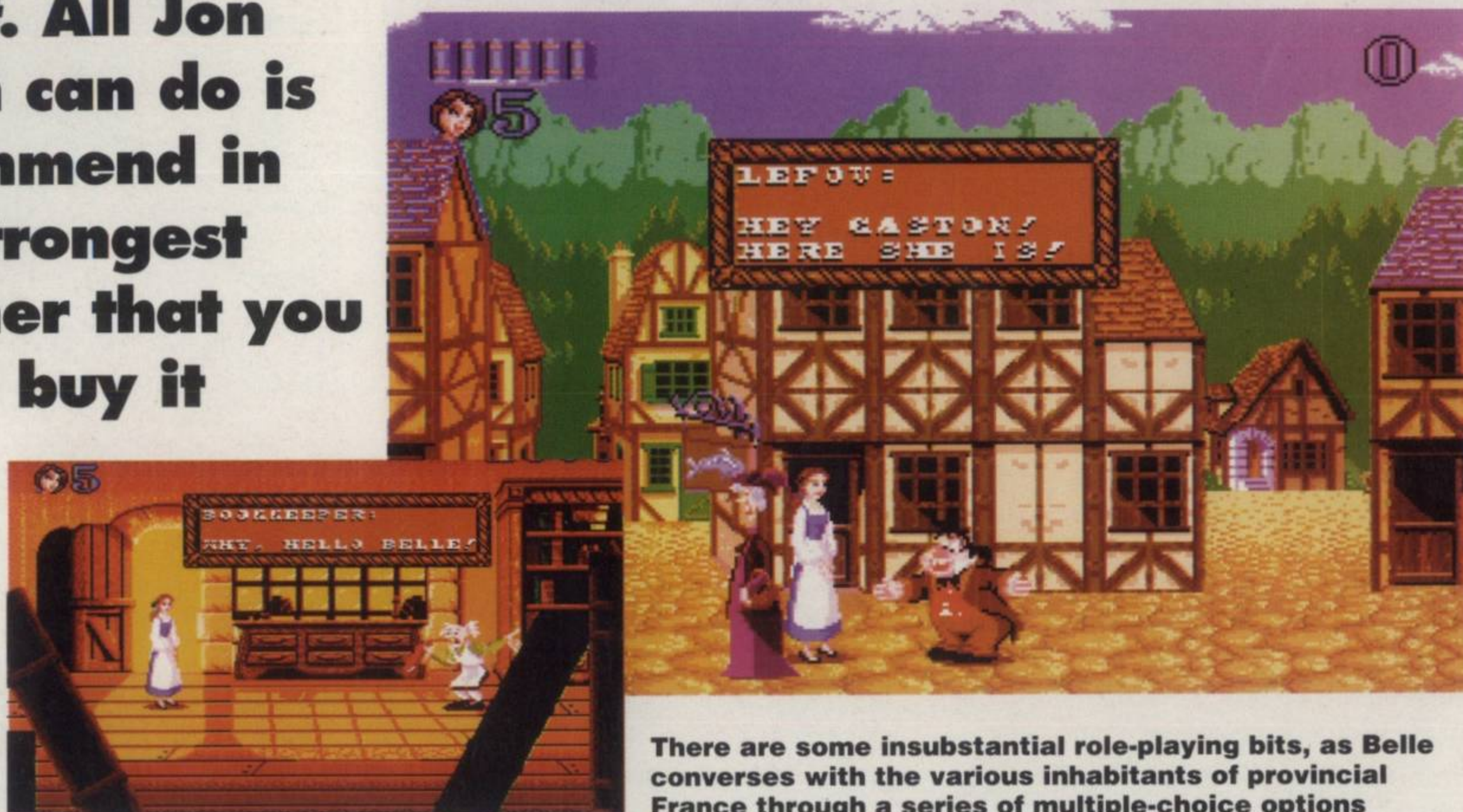
35 PERCENT

BELLE'S

QUEST

This game is even more appalling than *Roar of the Beast*. All Jon Smith can do is recommend in the strongest manner that you don't buy it

This is actually a bookseller, not the accountant that this little snippet would seem to imply



There are some insubstantial role-playing bits, as Belle converses with the various inhabitants of provincial France through a series of multiple-choice options

If you're reading the magazine backwards, you won't yet have come across our review of *Roar of the Beast*, over on the opposite page. Read it now.

You get the picture? Even if put together, the amount of quality and imagination found in this sorry pair wouldn't be enough to raise the most despondent creature's spirits. Separated as they are, though, the holes in their design become huge gaping chasms, through which a light aircraft could manoeuvre with ease.

SEPARATING THE BOYS FROM THE GIRLS

There was, I suppose, a method to Sunsoft's madness. By producing two games, they hoped to create two different products for two different markets – the boys and the girls. That is, presumably, why *Roar of the Beast* is a one-track punch-up with linear levels and no imagination, and why *Belle's Quest* is such a limp, shallow and, frankly, stupid game. It's also why *Roar of the Beast* is quite hard, and *Belle's Quest* is ludicrously easy. Clearly Sunsoft do not have quite as enlightened an approach to sexual politics as they might like us to believe.

With its pink packaging, sickeningly fey atmosphere and non-violent approach to action, *Belle's Quest* is a painful and utterly misguided attempt to

appeal to the "girls". But, even ignoring this loathsome marketing ploy, it has to be said, and said quite plainly for that matter, that the game beneath the ribbons sucks big time.

You're Belle, right? A dreadfully animated Belle, of course, with one single frame of animation for your jump and a walk like a 19th century mechanical toy. First, you journey to the village, with nothing to do but avoid the occasional bird (bird?) that inexplicably injures you. Then you walk around a bit in one dimension, as the screen scrolls from left to right... and from right to left, and back again. Dodge Gaston, then get him to move the boulder that's blocking the village water supply. Go into the forest and follow the directions given by the pumpkin-seller you met in the village, then... oh, hang it all, the whole thing is so tedious, it simply doesn't bear repeating.



Hmm... a boulder blocking the river. Perhaps if someone moved it...

COMPLETE TRAVESTY

Can I give you an indication of just how bad this game is? Can I? The box informs us that the game inside includes sub-sections, to enliven the soul-destroyingly boring main bits. In the village bookshop, you'll be introduced to the first of these "sub-games". Books fall from the top of the screen, and you have to... wait for it... move left and right to catch as many as you can. That's it.

Belle's Quest is a hastily thrown-together menage of dull exploring bits, dull platformy bits and dull sub-gamey bits. I beg you to avoid it at all costs, as it will only besmirch your memories of the film. I hope I've made myself clear.

© Jon Smith



Just look at this "convincing" animation. It's utter tripe, it really is



PUBLISHER: Sunsoft (IMPORT)

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: The Videogames Centre
0202 527 314



This is a strictly solo game



No levels of skill enliven the tedium



Five lives, each of which is filled with strife and frustration

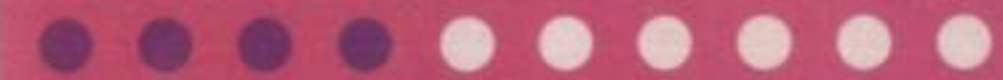


Passwords are alien to this mockery of a game

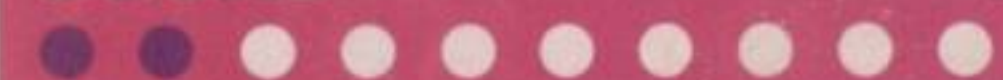


No levels as such, but a number of different environments to "explore" as the quest continues

GRAPHICS 4



SOUND 2



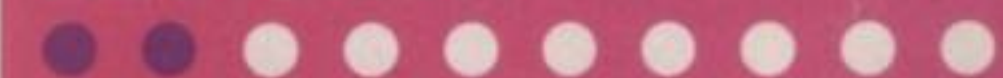
GAMEPLAY 1



GAME SIZE 2



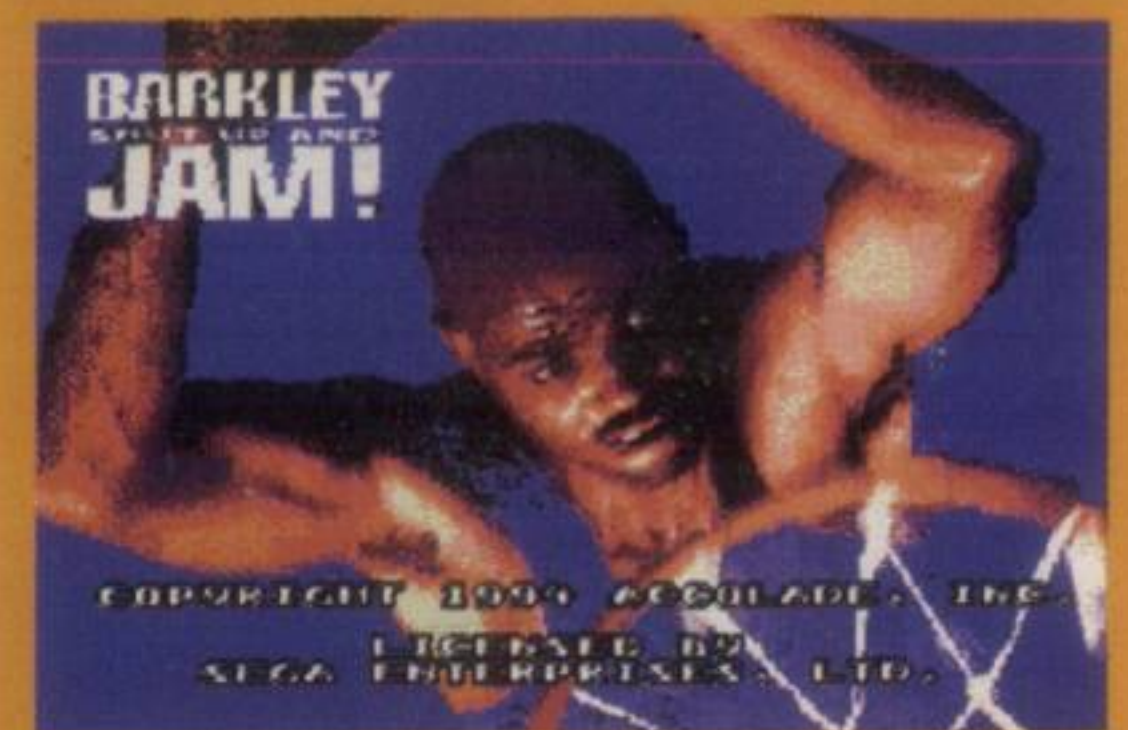
ADDICTION 2



"I blow the biggest raspberry I can muster in this game's general direction"

20 PERCENT

BARKLEY: SHUT UP & JAM



PUBLISHER: Accolade

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Accolade 081 877 0880

Just what is the word "Jam" supposed to mean? According to my dictionary it can mean anything from a strawberry preserve to a jazz band playing in an improvised way. There is no mention of anything to do with basketball. It's those bloody Americans making up their own vocabulary again isn't it?

BASKETBALL AGAIN EH?

Anyway, no matter what the word means, or doesn't, it's the actual game you want to know about. And after everybody raving (justifiably) over *NBA Jam*, you probably want to know whether Barkley's game can reach the same standard. Well, quite simply, no it can't. But then it doesn't really try hard enough.

You see, *Barkley: Shut Up & Jam* is one of those "street" games. All the rules have been taken out, anything goes and the only thing that matters is scoring points and winning the game. Scoring points is the same as in any other basketball game, and all the usual options are in there, so don't expect to find anything new.

There's a nice Series of five or

Imitation is the sincerest form of flattery, or so they say. Paul Mellerick isn't flattered by this cheap imitation, and wishes it would just naff off and die!

seven games for you to play, a seven-stage Tournament for you to enter or even just a single game for you to warm up your skills. It's all nicely presented, but it's let down by the gameplay.

NO, NOT LIKE THAT

I suppose you could reason that because *NBA Jam* is so cool, any other basketball game just doesn't stand a chance of living up to it. That, however, is no excuse for not making a decent game in its own right, so why then do I get the distinct impression that Accolade haven't tried very hard here?

The overwhelming feeling that I get from the game is of the unfinished variety. There are certain graphical anomalies; missed frames of animation, blocky jumps, and the way the ball sometimes changes direction to be in the right place with a moving player. It's all a bit odd and very unprofessional.

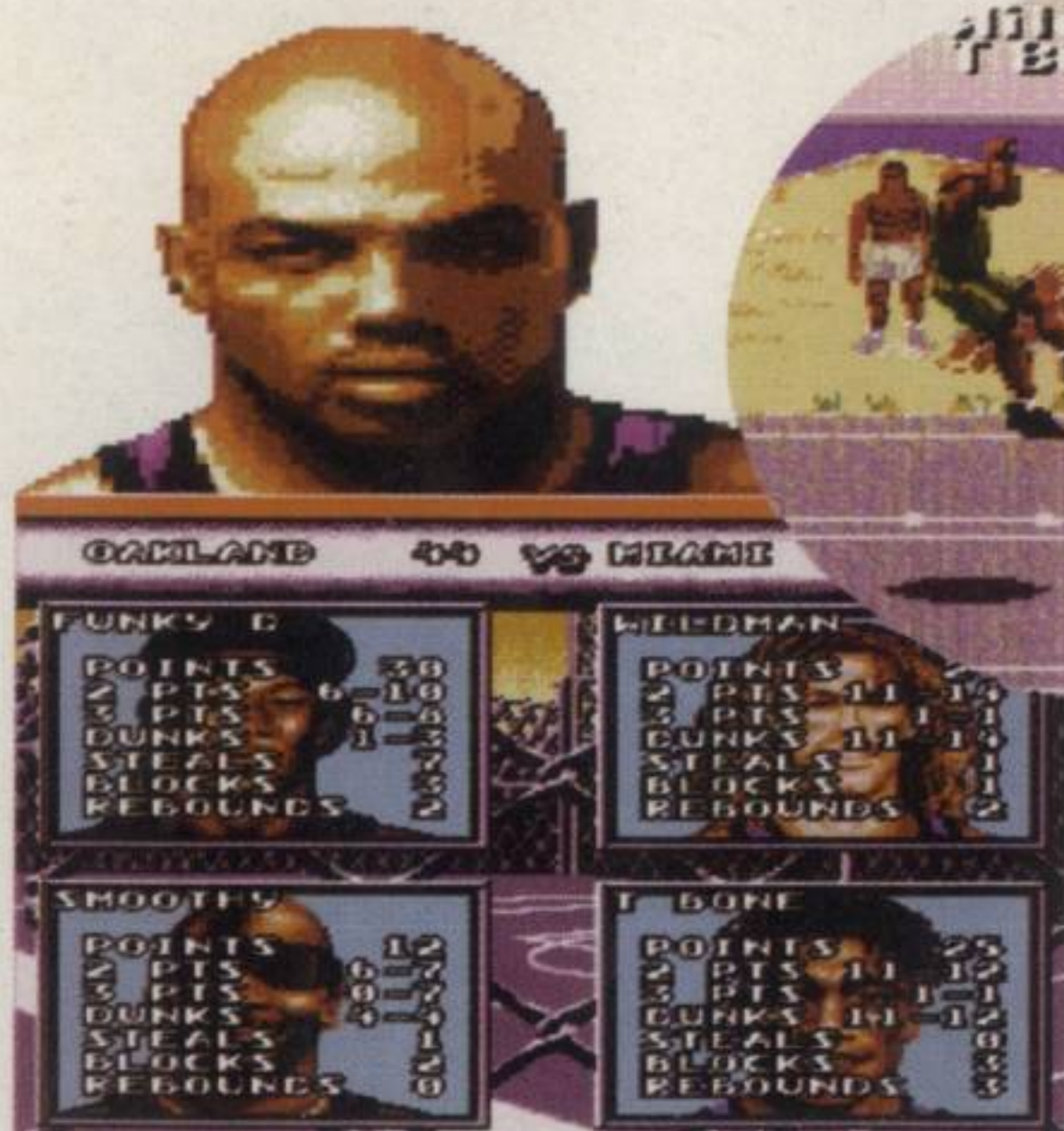


Power up, and a spectacular slam dunk is at your disposal

The gameplay is very much in the same style as *NBA Jam*, and the key to getting anywhere is to learn how to dispossess someone. There are plenty of characters to play as, plenty of slam dunks to shout "ooh, wow!" at, and even a four-player game for added pizzazz. However, the whole thing is done without the finesse of *NBA Jam* and comes in at a very poor second.

If you're thinking of buying a basketball game, go for *NBA Jam* over this one. And if it's out of stock... wait.

© Paul Mellerick



Check out how well you've done on this little stat screen



In the Tournament you can choose to be one of any seven cities



It's very difficult to defend against any shots in the game without a goaltending violation being called, as this screenshot shows

- Up to four people can play simultaneously
- No skill levels at all
- Lose a game and you're out
- There's a password for each stage of the Series or Tournament
- A five- or seven-stage Series or a seven-stage Tournament

GRAPHICS	7
SOUND	7
GAMEPLAY	5
GAME SIZE	5
ADDICTION	5

"Quick to finish, quick to master and very quick to get bored with"

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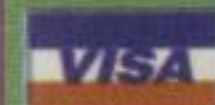
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Some games are so completely awful that Paul Mellerick can hardly bring himself to write about them. The threat of a bit of a rumble with Andy Dyer, however, usually "persuades" him to cobble together a few paragraphs for the Round-Up pages...



And Barney said, "That boy can sure play a mean guitar"



Carefully, Barney approached the fluffy bunny rabbit from behind



Now if you look really carefully, you might be able to see someone



For some reason this level of Chester is populated by scarecrows



Oh and look, when Chester gets hit, he turns into a funny-looking sprite



If there's one thing I can't stand, it's a cheetah trying to look cool on a motorbike. And where's his helmet?

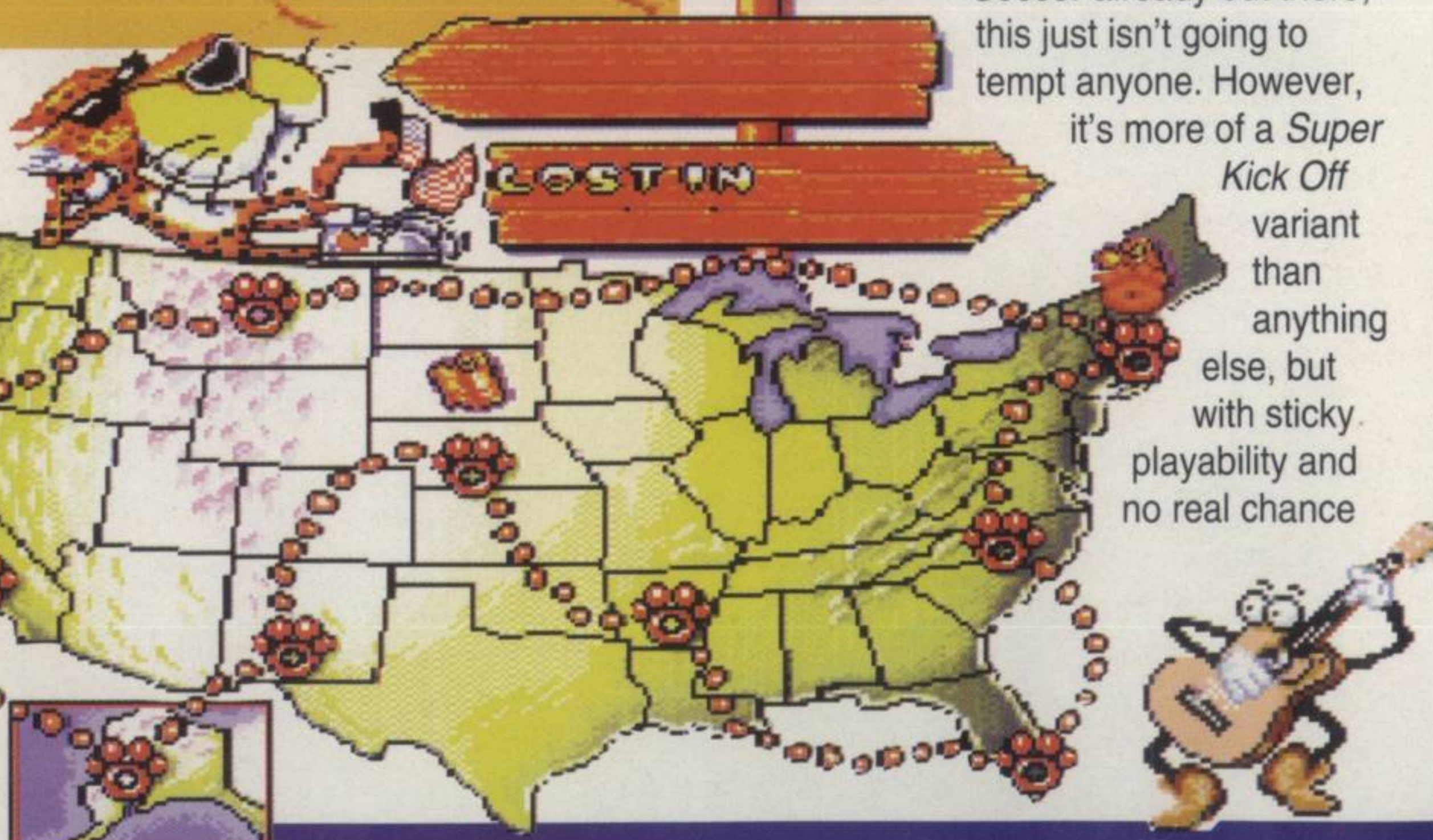
Here we go again. Every month we try to cover every game that's happening in the Mega Drive world, and while some are good and some are not so good, there are the odd few which are downright dreadful. And that's what this bit of the magazine is all about. These are the games you should be avoiding, unless you're compiling a collection of "Great Gaming Disasters".

The first "disaster" this month is *Pro Moves Soccer* from Asciiware.

Whenever an American software company decides to do a football game, you've got to start worrying. And with quality software like *Sensible* and *FIFA Soccer* already out there,

this just isn't going to tempt anyone. However,

it's more of a *Super Kick Off* variant than anything else, but with sticky playability and no real chance



CHESTER CHEETAH: WILD, WILD QUEST

PUBLISHER: Kaneko

RELEASE: Out now on import

MEGA SAYS: The first game was bad and this sequel is even worse.

29%



8 NATIONS CUP			
GROUP: 2			
TEAMS	P	SCORE	W T L
BRAZIL	4	3-1	2-0-0
SCOTLAND	2	2-2	1-0-1
CHINA	2	1-1	1-0-1
PLR 1 ENGLAND	0	0-2	0-0-2

NEXT MATCH: SCOTLAND-ENGLAND

NEXT PREV. PLAY SKIP QUIT

If you can play *Pro Moves Soccer* for long enough, without falling into a coma that is, you will be able to play in a little eight-team league

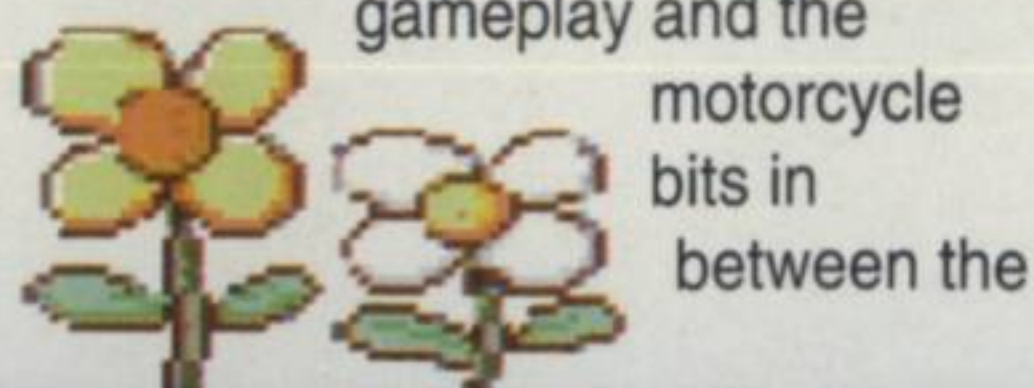


Your goalie is of the incredibly stupid variety, and if you let anything past your defence, then you're looking at a certain goal

to put any moves together, a couple of plays is about the most this will get before it says hello to the circular file (or the bin, for everyone else).

Next up on the list is *Barney's Hide & Seek*. Barney is... Barney is... er, well, I'm not sure exactly what Barney is, but he's an animal of sorts. And he likes nothing better than a game of hide and seek with his friends. And as you've probably already guessed, this sets you up for a video-game version of hide and seek. Now it doesn't take a genius to see that this is a kid's game and as such should be avoided at all costs by any mature gamers. The game is very limited (quite simply because it's hide and seek), and although it could provide some interest for a while, I doubt you're going to get your money's worth from this one.

You won't get your money's worth from *Terminator 2: Judgment Day* either. Although the Terminator is very much a popular culture hero, we all know how traditionally bad film licences are. And although the other *T2* game (the arcade version) is a nice shoot-'em-up, this game brings us back to familiar platform territory. There are a couple of nice gaming touches (the searching gameplay and the motorcycle bits in



levels), but the control method and responsiveness is sluggish and intensely frustrating. The graphics are also a bit on the dodgy side and the animation on the Terminator when he jumps is laughable.

We've almost finished for this month, but not quite. Illustrating perfectly the reason why you should never make a sequel of a game that was bad in the first place is *Chester Cheetah: Wild, Wild Quest*. The first game was pretty awful but it seems that that wasn't punishment enough for us. This is your average left-to-right platformer, but for some reason Chester is awful to control. You also die EVERY time you get hit (unless



you've collect a cheesy puff power-up) and with dodgy collision detection, stupidly awkward end-of-level bosses and very little control over what's happening, you'll be shouting

abuse at the screen within about three minutes of loading this up.

That's all for this month, but if you want to see some more appalling monstrosities, I'm sure we'll have the same number (if not more) to talk about next month. In the meantime, before I lose all faith in the Mega Drive, I'm off to play one of the better games we've reviewed this month. Now where's that *Chaos Engine* cart?



You can't actually do a lot with the motorbike scenes in *T2*, but they are the best part of the game, by a long way



A Terminator outside a flower shop. Very realistic

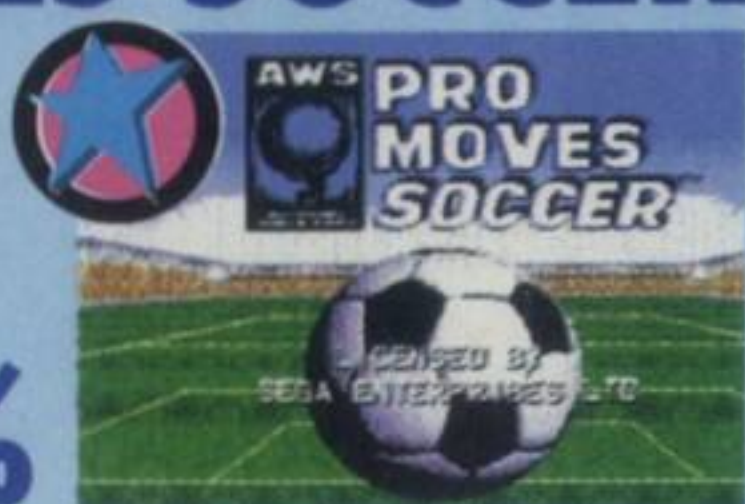


There's plenty of destruction to be had in *T2: Judgment Day*, just not much gameplay

PRO MOVES SOCCER

PUBLISHER: Asciiware
 RELEASE: Out now on import
 MEGA SAYS: Very slow soccer game with a couple of nice touches but little else.

49%



BARNEY'S HIDE & SEEK

PUBLISHER: Sega USA
 RELEASE: Out now on import
 MEGA SAYS: This is no fun at all.

5%



T2: JUDGMENT DAY

PUBLISHER: Acclaim
 RELEASE: Out now
 MEGA SAYS: Bog standard platformer with some very poor bits indeed. Avoid it.

22%





Imagine life without cheats. It wouldn't be a very acceptable state of affairs would it, especially if you'd just spent £50 on a game only to find that you couldn't get past the first level? Hurrah, then, for Jon Smith, who brings you four pages of cart-cracking tips every month. And here's his April instalment...

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TIPS LIST

You'll find more tips and cheats for your favourite Mega Drive and Mega CD titles in our TIPS LIST, which starts on page 67.

GENERAL CHAOS

Destroy your opponents the easy way with this sneaky cheat. Choose a team with a "Chucker", and have him chuck a grenade. Pause the game while the bomb is still in the air, and everything will stop moving EXCEPT the grenade, which will carry on regardless to destroy its now-motionless target.

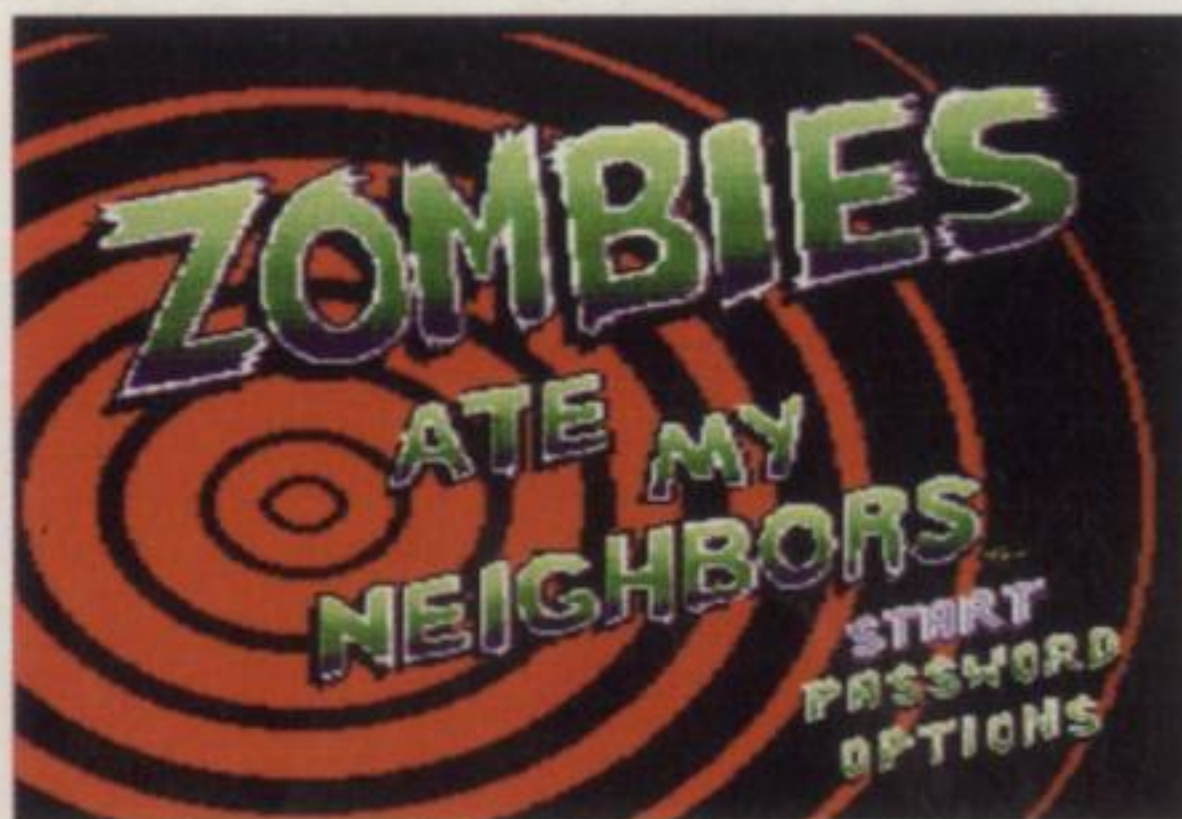


Four-player mayhem courtesy of the fun-loving Electronic Arts

ZOMBIES ATE MY NEIGHBOURS

We want passwords! WE DEMAND PASSWORDS! We're not moving from this spot until we get some passwords. Give us passwords NOW!

Level	Password	Level	Password
5	RYZJ	33	SDHM
9	GBRS	37	BKVR
13	DCFK	41	BZPM
17	CMLH	45	VNYQ
21	VQBB	CREDIT LEVEL	QSDZ
25	QLNK	Oh. Thanks very much.	
29	QNKR	<i>Michael Allen, Nottingham</i>	



It's a good game, let down by the careless spelling of "neighbors"



A glimpse of the amusing credit level at the end of the game



Boom shake shake shake the room

TOEJAM AND EARL 2

All my life, I've had only one overriding ambition. It has dogged my progress at every turn, turning each achievement into a shallow mockery of the One True Experience. And now, I am fulfilled, for today is the day that I print a full set of codes for this brilliant platform extravaganza.

Level 3	VYj2Ke-YL913
Level 5	RFW21K-17K8X
Level 7	P0-2ZKF469H!
Level 9	VFAQZ!2N796Q
Level 11	PWdFVCdCR9FF
Level 13	TA-NZ!8M-VQA
Level 15	dw!Lz!j3!!-w

Tim Whitwell, London and Kevin Brackston, Andover

MEGA MEDIC X-MEN

Q I am a great fan of the X-Men so naturally I bought the game. But (and there is always a but) I am having trouble on Mojo's level. I can defeat Mojo but then I get stuck. I can blow up the computer, but then the time runs out, I die and the Game Over screen appears. What am I doing wrong? Please help me out; I've



GODS

Infinite lives probably wouldn't go amiss on this action-packed platformer would they? Right then, enter the password MESIENTOTANFELIZ and you will be bestowed with all the lives you could possibly wish for. And then some more.



Hurrah for infinite lives on this supernatural platform adventure

Rolling Thunder 3

Enter GREED as the password, and you'll be able to play through the game as the glamorous heroine Ellen. This means you no longer need ignore all those running-around-as-a-glamorous-heroine impulses.



Just imagine how much more fun this would be as a woman

sweated blood, tears and, er, sweat over this problem.

Tom Baker, Droitwich and Darren Curry, Newcastle upon Tyne

A Difficult one, this, if you don't get it right from the start. When you are told to reset the computer, you have to do just that... to your Mega Drive. Simply tap the grey reset button and all should be well. Clever, eh?



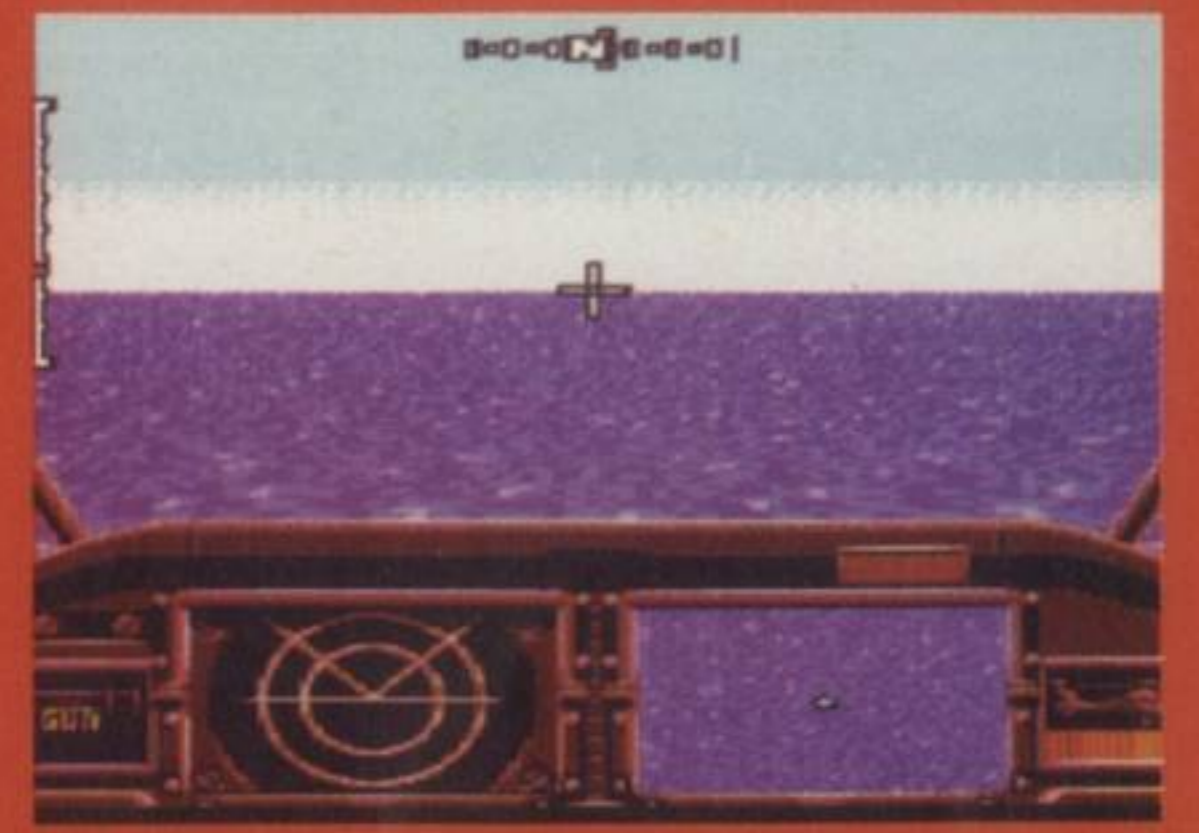
MEGA MEDIC THUNDERHAWK CD

Q I tried the tip on *Thunderhawk* for infinite armour and ammunition, but it didn't work for me. Please could you tell me what I am doing wrong - are you supposed to do it when you're flying over the sea, or before you start, or what?

Mark Powell, Tim Cunningham, Georgia Smith, Jamie Large and about nine zillion other people who phoned up and got

completely bemused when I assured them again and again that the cheat did work.

A Look, I'm sorry, but the ruddy thing worked on our copy of the game, which is why we printed it. Faced with so many calls of discontent, however, we checked with Core Design themselves, who revealed that, while the cheat was present in the discs that got sent to magazines, it was removed when the title was finally released to the public. Boo, hiss!



Sorry for the confusion, chums, but it wasn't our fault this time

KEIO'S FLYING SQUADRON

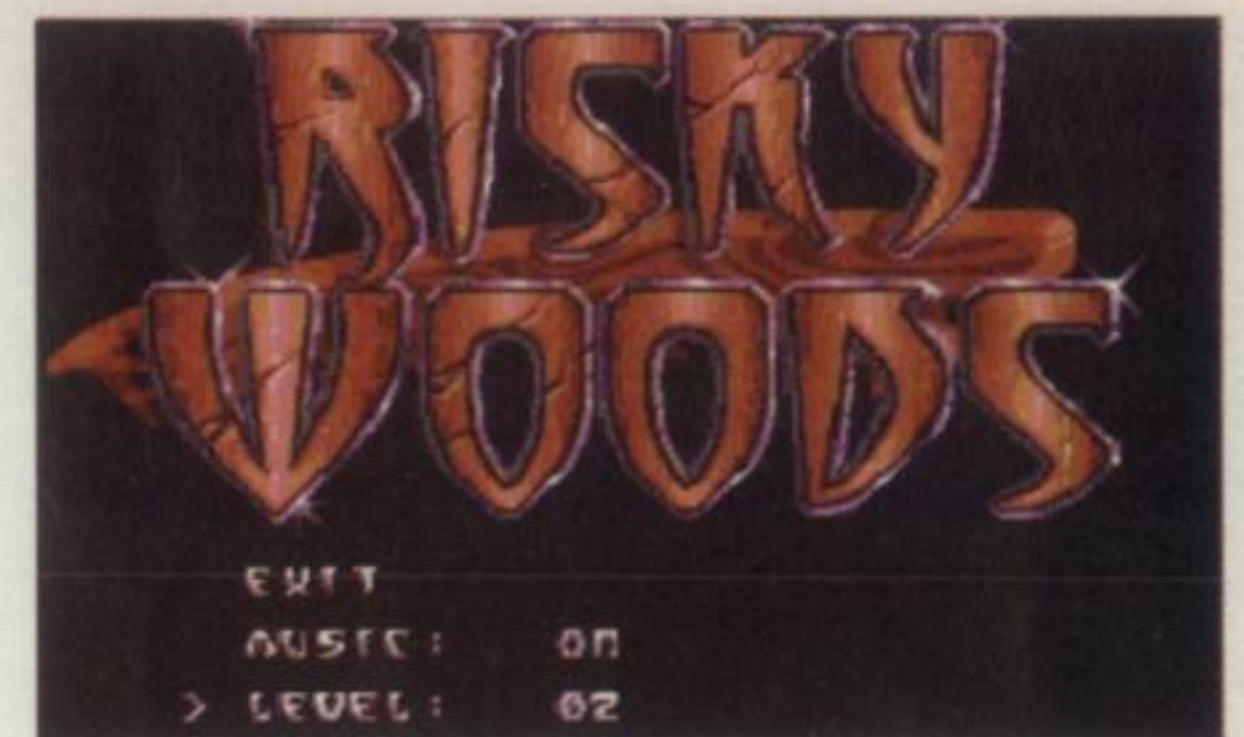
From the main options screen, press Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ and START for a secret little hidden game. Sonic it ain't, but any little extra is more than welcome.



Blah blah shoot-'em-up blah blah hidden game blah blah blah blah

RISKY WOODS

Play the game and get killed. Now I know it doesn't sound like much of a cheat, that; but listen, there's more. Enter your initials on the high-score table as EOA (Oh, you didn't get onto the high score table? Well play it again, only a bit better this time, and then get killed.). Go to the options screen, and you'll find a level select.

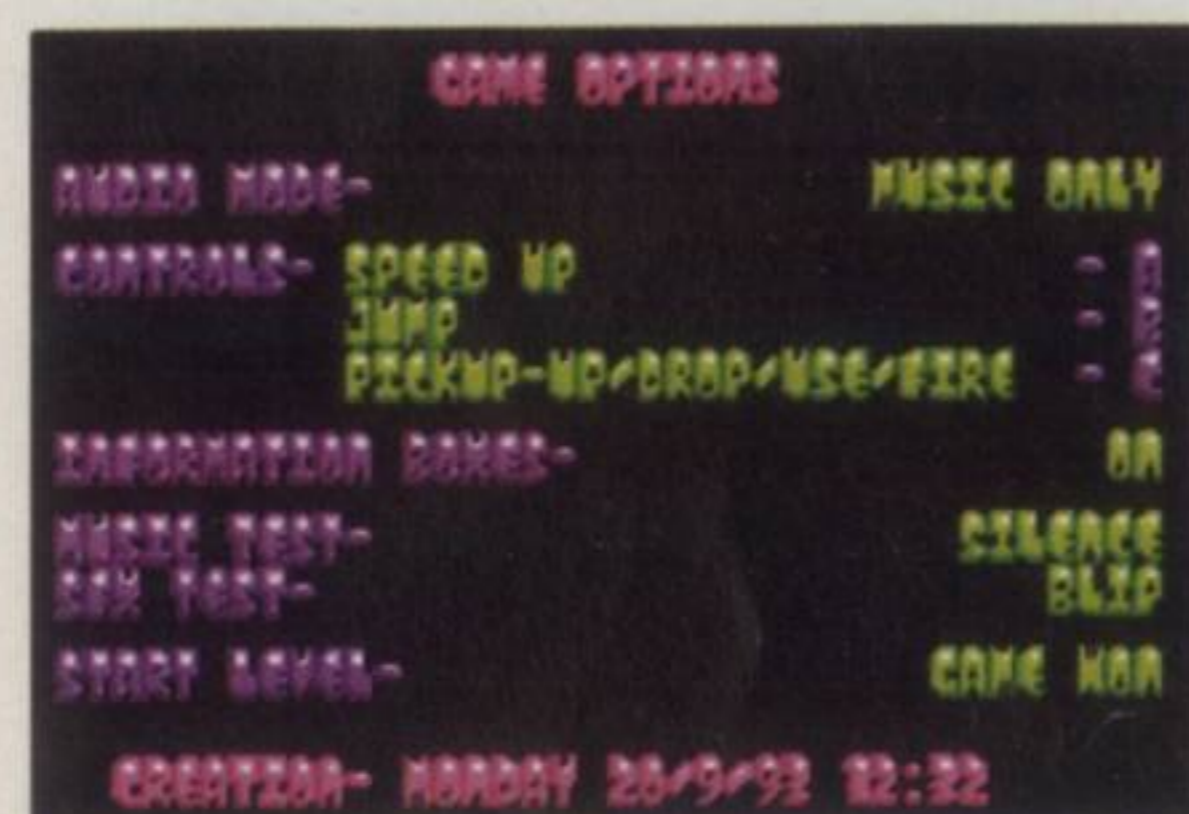


Mmm, a level-select option. Lovely. And, some might say, a bit jubbly

JAMES POND 3

If the sheer size of this fabulous cheese-based platformer is intimidating you into submission, you'll no doubt welcome a couple of cheats. And anyone who reckons they've completed the game might be well advised to use these to scout around for a few hidden secret bits (of which there are many).

At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book, and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull Ⓜ, hold down Ⓜ and press START at the same time, and a new group of options, including a level select, appears underneath the usual set.



What a beautiful sight. Oh hidden options screen, how I love thee

THE BEST RANKING

TOP	0100000	ETC	5
2ND	0090000	EVJ	5
3RD	0080000	RIP	4
4TH	0070000	LOP	4
5TH	0065820	EOA	1
6TH	0060000	MJM	3
7TH	0050000	DOC	3
8TH	0040000	RUP	2

You've probably noticed that we have a policy of captioning every picture in the magazine, even the totally ridiculous and utterly un-captionable ones like this. I mean, what am I s'posed to say about a high-score table?

ROBOCOP VS TERMINATOR

For a weapons-select cheat that'll allow you to choose any weapon at any time (which is, after all, kind of the point of a weapons-select cheat), pause the game then press Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ and Ⓜ. If you've done it correctly, you should hear a quick burst of machine-gun fire. Then unpause, hold down Ⓜ, Ⓜ and Ⓜ and press Ⓜ on the D-pad to choose your weapon of preference.

If hidden rooms are more your cup of tea, however, you'll be tannin-imbibing 'til the cows come home with this little nugget of info. About half way through level two, you can shimmy across the wire into a building. Walk left, and you should hear Arnie say "Excellent"; press jump, then Ⓜ and when the screen stops moving press Ⓜ. You'll find yourself in OCP's secret office, with a choice of weapon and two extra lives. You should be able to enter this as often as you deem fit. Aren't you the lucky one?

Aaron Seddon, Wigan and Kieran McGinley, Donegal Town



Robocop and a Terminator exchange pleasantries... or are they high-velocity plasma rounds?

WIZ 'N' LIZ

All the spells! All the blimmin' spells! Hurrah!

Apple & Apple	Free bonus letter
Apple & Avocado	Toggle Grassland door
Apple & Banana	Opens shop
Apple & Cabbage	Time doubled
Apple & Carrot	5,000 points
Apple & Cherry	150 stars
Apple & Lemon	100,000 points
Apple & Mango	75 stars
Apple & Mushroom	Fruit returner activated
Apple & Onion	Magic ruby
Apple & Orange	Fruit randomised
Apple & Pear	Me and my shadow
Apple & Potato	Friendship spell
Apple & Strawberry	Opens exit door

Avocado & Avocado	All bonus letters given
Avocado & Banana	45 seconds
Avocado & Cabbage	50,000 points
Avocado & Carrot	5 stars
Avocado & Cherry	Magic mushrooms
Avocado & Lemon	1 star
Avocado & Mango	Nothing
Avocado & Mushroom	Extra life
Avocado & Onion	125 stars
Avocado & Orange	10,000 points
Avocado & Pear	200 stars
Avocado & Potato	Toggle Snowland door
Avocado & Strawberry	Double bonus round

Banana & Banana	Lemmings
Banana & Cabbage	Sale now on
Banana & Carrot	50 stars
Banana & Cherry	Tortoise
Banana & Lemon	Turns fruit into time
Banana & Mango	Toggle Templeland door
Banana & Mushroom	Slow timer
Banana & Onion	Raining rabbits
Banana & Orange	Nothing
Banana & Pear	Turns fruit into points
Banana & Potato	Hint shop
Banana & Strawberry	Magic diamond

Cabbage & Cabbage	Letter basher
Cabbage & Carrot	Nothing
Cabbage & Cherry	Shadow lands
Cabbage & Lemon	No invisible letters
Cabbage & Mango	25,000 points
Cabbage & Mushroom	Wabbitoids
Cabbage & Onion	5 seconds
Cabbage & Orange	Confucius
Cabbage & Pear	Toggle Deadland door
Cabbage & Potato	Game Over
Cabbage & Strawberry	25,000 points



Blunge: v.t. to mix (clay and the like) with water
Corget: I've no idea, and it's not in my dictionary

Carrot & Carrot	Sound test
Carrot & Cherry	1 star
Carrot & Lemon	80 stars
Carrot & Mango	Bunch of bananas
Carrot & Mushroom	Turns fruit into stars
Carrot & Onion	Fruit preserver
Carrot & Orange	Blue wabbits
Carrot & Pear	Wabbit Invaders
Carrot & Potato	20 seconds
Carrot & Strawberry	Points doubled

Cherry & Cherry	Bouncing bunnies
Cherry & Lemon	Programmer's info
Cherry & Mango	1 second
Cherry & Mushroom	Level skipped
Cherry & Onion	20,000 points
Cherry & Orange	Toggle Lunarland door
Cherry & Pear	175 stars
Cherry & Potato	Toggle Mineland door
Cherry & Strawberry	Stars doubled

Lemon & Lemon	Bonus letters swapped
Lemon & Mango	Random extra stars
Lemon & Mushroom	1 second and 300 stars
Lemon & Onion	Random extra points
Lemon & Orange	Chance game
Lemon & Pear	Stars worth double
Lemon & Potato	Guess words
Lemon & Strawberry	Splat those dudes

Mango & Mango	Time icons worth double
Mango & Mushroom	250,000 points
Mango & Onion	Toggle Desertland door
Mango & Orange	Random extra time
Mango & Pear	100 stars
Mango & Potato	Magic emerald
Mango & Strawberry	Wheelspin



Caption: n. a legend or heading to a picture
(Sacked: adj. As in "You're..." - Andy)

Mushroom & Mushroom	Magic sapphire
Mushroom & Onion	Double cheeseburger
Mushroom & Orange	Tube skiing
Mushroom & Pear	50 seconds
Mushroom & Potato	250 stars
Mushroom & Strawberry	1 point and 60 seconds

Onion & Onion	No dying wabbits
Onion & Orange	30 seconds
Onion & Pear	Fruit increased
Onion & Potato	Nothing
Onion & Strawberry	Stormy weather

Orange & Orange	1 point
Orange & Pear	40 seconds
Orange & Potato	Centipede game
Orange & Strawberry	Splat those dudes

Pear & Pear	Finders keepers
Pear & Potato	Gold rush
Pear & Strawberry	What's that Pong?

Potato & Potato	Toggle woodland door
Potato & Strawberry	Red wabbits

Strawberry & Strawberry	10 seconds
-------------------------	------------

Respect is due to **Mr M Ridings, Ed Lomas, Nathan Pitman, Christopher Harrold** and **Fraser Tilly** for that list. In addition, Ed Lomas notes that if you enter a password for the first level, the exit and the fruit shop will already be open and you'll have 100 stars. For instance, when you start the game on "Wizard" level, "LGKR CRGT" appears and if you enter that as a password, then you get... well, all the cool stuff I just told you about. Christopher Harrold sent us a similarly useful cheat; if you hold down START, then press and hold © when entering the last letter of your password, you'll start off with 100 stars.



Double back on yourself at the beginning of level two and you'll be rewarded with an extra life



Double back on yourself half-way through level three and you'll be rewarded with another extra life!



(Your captions aren't really going very well today, are they? - Andy) (No. Thanks for asking - Jon)

ALADDIN

Dave Perry, being the cheat-loving fellow that he is, littered this superb Disney game with loads of hidden extras. We've already divulged details of numerous little secret bits, but there seem to be even more. **Max Osmond** and **Ian Newton** both tell of an extra life at the very beginning of the Desert level; simply return to the start after killing the first snake, and it will have magically appeared.

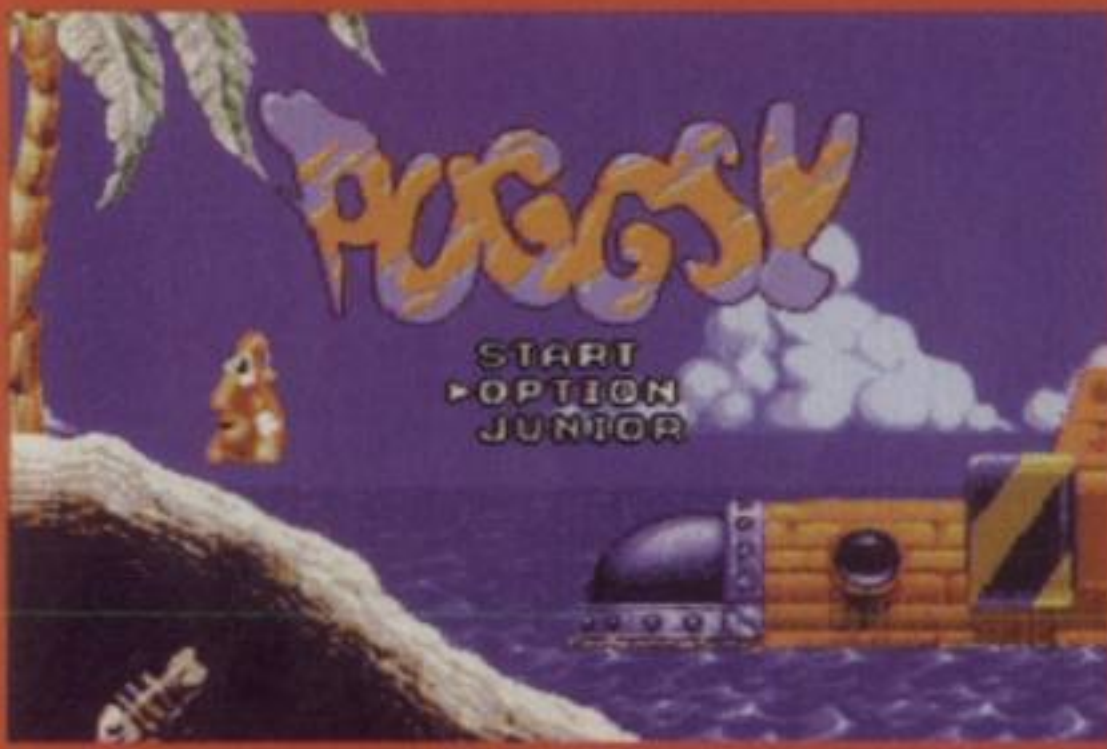
As if that wasn't enough, **G McCoy** sent in

MEGA MEDIC PUGGSY

Q Please can you give me some help with *Puggsy*? I can get to Badger Mill and Darksull Castle II, but I can't seem to get past them. Can you help?
James Huxtable, Burnham-on-Sea

A OK - here's how to defeat the Badger Miller guardian; you've got to drop two of the flour bags on his head. Move the grabber thing into the middle of the screen by pulling the levers at the bottom of the screen. If positioned correctly, it should catch one of the bags thrown by the miller; move the grabber to the top-left, then use the levers to make the parts of the conveyor belt line up, and the bag will trundle along onto the badger's head. Death to giant mammals!

Also, this code sent in by **Adrian Smart** may assist you, and anyone else who's stuck on this tricky game. At the very least, it'll enable you to try some of the later levels, and stave off that horrible sense of frustration that you get from being utterly stuck in a game that usually ends up with the cartridge being thrown vehemently across the room, never to be played again. Anyway, if you enter the code below, every level should be open to you:
040 752 100
654 336 565
221 157 154



Oh Puggsy, you're so cute, with your cute little feet and your cute little wiggly arms. I love you



With these tips, the reign of terror is ended: these so-called "world guardians" can just get stuffed

a vast list of hidden bonuses. Most notably: on level two, Agrabah Rooftops, after killing the short fat bloke, go back along the long washing line (to where the last continue pot was) and you should pick up an extra life. It doesn't stop there, though; in the Escape level, on the third river of lava, jump underneath the second platform, and a magic rope will mysteriously appear and pull you up to get the previously unreachable hearts. And there's one more extra life, hidden just underneath the genie's tongue before the exit on the Genie level.

GALAXY FORCE 2

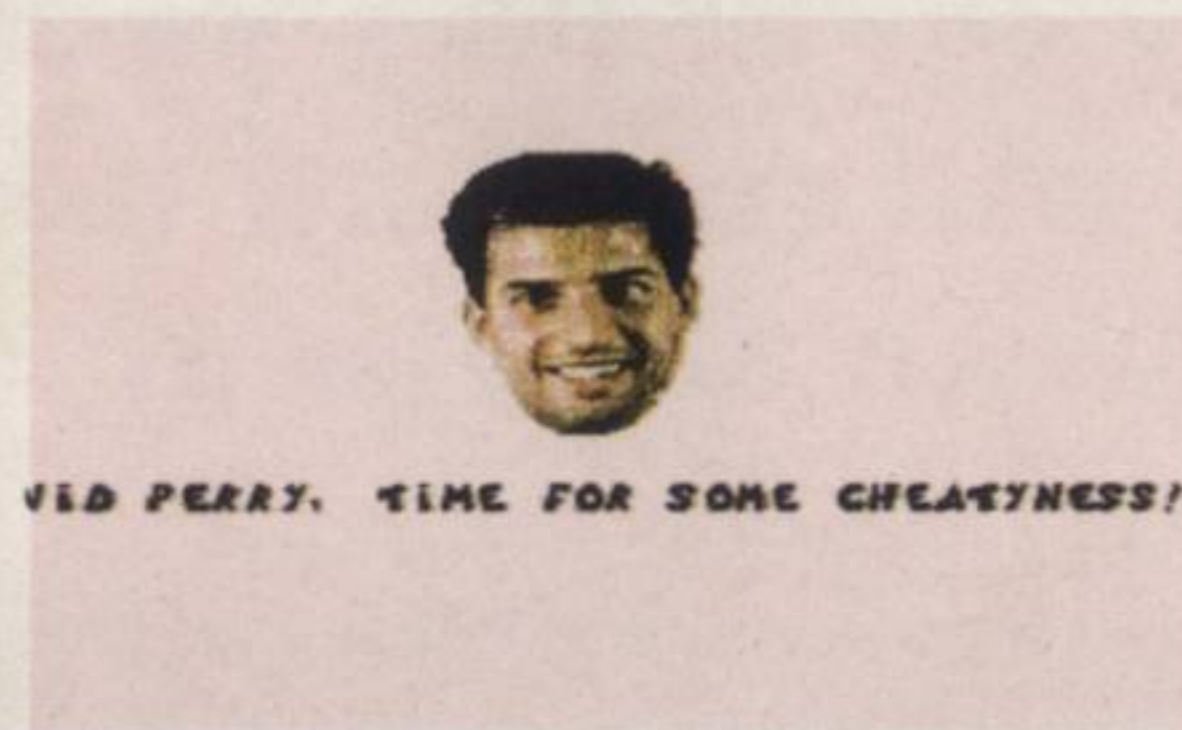
Time for a quick *Galaxy Force 2* cheat, methinks. Go to the options screen, press START on the second controller, and you'll be treated to the end sequence. Told you it was a quick one.



I'm still trying to get over the "Galaxy Force" joke in *Mega Gold*

COOL SPOT

For the ultimate cheat, go to the options screen and press **A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C** then **C**. A digitised image of David Perry (who designed the game) will appear, followed by a programmer's cheat screen



What a zany fellow that Mr Perry is. Honestly, the nerve of some people

that enables you to choose infinite lives, starting level and the rather less useful "freezability" option that allows you to pause the game without losing the screen brightness. Now for some cheatyness!

Jon Gould; David Trim; Chris Biggar and Leo Kenny



(These are the worst captions ever - Andy) (Wait 'til next month - Jon)

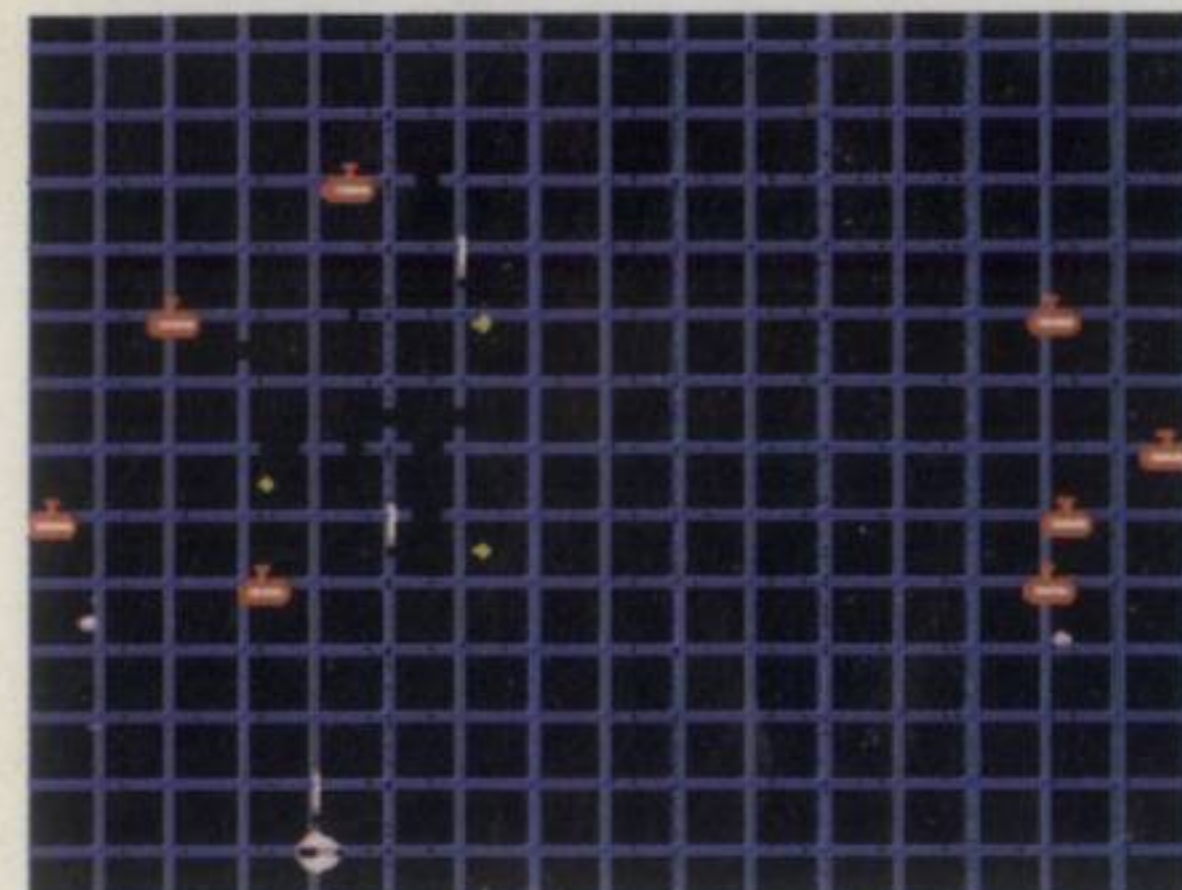
LOTUS 2

Enter your name as **POD PLEASE**, press **START** and you'll be treated to a very slick and rather enjoyable little secret shoot-'em-up game called, unsurprisingly, Pod.

Stephen Ryan, Bury

VEL	00	TIME	000	PODS	00	SCORE	000000
POD SCORING							
BASTA	⊗	600	BLONK	∇	500		
FASTA	⊙	400	BONKA	⊙	400		
EATER	⊙	300	SPITA	⊙	200		
TAKKA	∇	300	JALKA	⊙	100		
DAGGA	∇	200	OLVER	⊙	600		
DARTA	∇	600	CATER	∇	100		
UPPER	∇	500	HOPER	⊗	300		
RADDA	∇	500	BONKA	∇	300		
BONUS 1000 FOR EACH POD LEFT AT END OF EACH LEVEL							

It's fairly rudimentary, but you'll have a bit of fun with Pod, in a shooty-shooty kind of way



I'm not saying it's worth getting *Lotus 2* just for this, but it's a very attractive little extra

SONIC CD

OK, now you remember the cheat we printed a couple of issues ago to bring up the sound-test option screen? You don't? Just press **Y, Y, Y, X, X** then **A** on the title screen, and it should all come flooding back to you. Fiddling around with these numbers will give you lots of little extra screens and special bits. We told you about the Tails screen - FM40, PCM12 and DA11 - but there are plenty more.

Enter 44,11,09;
42,04,21;
46,12,25 or
42,03,01 then

press **START**, and a lovely picture will appear for each code. Alternatively, enter 07,07,07 and press **START** and you can feast your eyes on yet another special stage. Bonzer!



Another special stage! It's a special special stage. That's fairly special

You can read all about the Action Replay and Game Genie on pages 54 and 55...

ACTION REPLAY CODES

Eternal Champions

FFABE F0068 - Infinite energy player one
FFAAB B0068 - Infinite energy player two
Neil Crayne

TMNT: Tournament Fighters

FF891 10000 - Always win
Jason & Wayne Phillips

Street Fighter 2

FFBA2 100FF - Switch off music
FF807 10000 - Player one can't be dizzy
FF82F 10000 - Player two can't be dizzy
FF804 30000 - Player one dies on one hit
FF82C 30000 - Player two dies on one hit
FF80B C000A - Player one fireballs faster
FF833 C000A - Player two fireballs faster

Mortal Kombat

FFAB3 10001 - Fight before "Fight!"
FFAB8 90003 - Fight after "You win!"
FFCB0 20001 - You can "be" Reptile if you select Sub-Zero or Scorpion
FFCC0 20001 - Ditto for player two
Daniel Patrone, Marseille

Zombies Ate My Neighbours

FFFA8 F00FF - Unlimited keys for player one
Kane, Bedminster

GAME GENIE

Forgotten Worlds

A18T A6FL - Huge coins worth 1,405,000
AH8T AAFG - Large coins worth 11,000
AD8T B6ZE - Regular coins worth 6,400
AD8T B6FA - Tiny coins worth 2,400
Jason Briggs, Scarborough

Streets of Rage 2

AW7T AA7J - Infinite lives (both players)
AL7T AA70 - Infinite continues
AERT BALA - Enemies are easier to kill
VERT BALA - ... are much easier to kill
PKFA BN0J - 1up worth 3 lives
AKFA AA8J - 1up worth nothing

TIP TOPPER

Stephen Ryan's superb *Lotus 2* game-within-a-game cheat has won him, of all things, a free cart! "In the unlikely event of my winning," writes the modest tipster, "could you please send me *PGA Tour 2* to replace the one that some bastard stole from me." Fair enough, Stephen; your collection need miss the comforting presence of EA's excellent golf game no longer. Anyone else who feels their games shelf lacks that certain something should send their tips and cheats to: **MEGA PLAY, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.**

CRACKING THE CARTS

Want to squeeze the last drop of value from your games? Want to breath new life into old carts by inventing your very own cheats? Then you want a cheat cartridge - and now Jon Smith's going to tell you all about them. What a helpful chap...

I love to cheat. Paroxysms of delight accompany the discovery of a hidden level-select, and the thrill of a secret options screen can have me scampering to the bathroom. The world would be a barren place indeed if it weren't for these magical things.

And I do my utmost to spread the gospel; every month I fill MEGA PLAY with the juiciest morsels of cheating tip-foolery for your delectation. Most of

these were used by programmers and playtesters during the game's development then left in the finished version, either by accident or design (all the big Sonic games, for example, have a multitude of cheat modes and secret options to keep the punters interested even when they've completed them). But when all these tricks cannot supply the particular effect you are looking for - when you require an infinite energy cheat to progress further in a new game,

perhaps, or you're finally resolved to complete that old platformer, and need a level-select to skip the familiar early stages - then you have to look elsewhere for your salvation.

There have been several versions of the Action Replay, as the Universal Adaptor feature has been modified to keep up with the latest code-locking import protection

WHAT, HOW, WHEN, WHY?

There are two devices that will enable you to cheat more effectively with your Mega Drive; the Action Replay and

the Game Genie. Topped off with a standard 64-pin socket, they slot into your Mega Drive like any other cartridge, and act as a bridge between the hardware and a game, able to intercept and alter any information that flows between the two. Because such interference is sometimes detected as a new cart is loaded in, causing the machine to crash, both devices have a single switch on one side to turn their effects on and off. Once past the game's title screen, however, they can usually be engaged with impunity, and their operation remains entirely invisible.

The actual cheating is achieved by entering one or more codes on a start-up screen which appears when you turn on your Mega Drive. Each game requires a different code for each effect (so an infinite lives cheat for *Sonic*, say, will not work with *Cool Spot*). Getting hold of these codes could hardly be easier; apart from the book that comes with each device, they are published every month in MEGA PLAY and ARENA. In addition, both Datel (who produce the Action Replay) and Hornby Hobbies (who distribute the Game Genie) run their own

free telephone helplines, to keep users abreast of all the latest cheats.

WHAT'S THIS GAME GENIE THING ALL ABOUT, THEN?

While both products achieve the same basic results, in a similar way, there are several differences. The Game Genie is the simpler device, aimed mainly at a younger market; people who just want lists of cheat codes for their favourite games. Invented by Codemasters (the company that brought us *Micro Machines*), the rights to distribute the Game Genie were acquired by toy



This is the code-entry screen for the Action Replay; you can activate up to four different effects at once

ACTION REPLAY

There's a huge variety of codes available for both devices, from the extremely useful (infinite lives, infinite energy, infinite time, enemies get a lot weaker, that kind of thing) to the utterly stupid. Into the latter category must go such gems as FF083 20002 (makes the screen fall apart in *Fantasia*) and FFF65 F00FF (which will turn Sonic white in *Sonic 2*). While the first kind of code is usually a lot more helpful, the second should not be sniffed at, and can often yield a new kind of challenge. *FIFA Soccer* with an invisible ball, anyone? (FFFFC 70001)



If you've ever yearned to see Sonic flash pink-yellow-blue in *Sonic 2*, you'll need this code: FFF65 F0047



***Tiny Toon Adventures'* Buster Bunny keeps his ears down with this equally useless code: FFF78 0000F**



Much more useful, 00260 85079 gives you a full set of weapons with the first power-up in *Hellfire*



See how the Game Genie nestles so snugly between your Mega Drive and the soon-to-be-cheated cartridge? It's in-Genie-ous! (Oh dear me - Andy)

company Hornby Hobbies back in July 1992. Hornby now administer the distribution of codes, and promise that new games will be cracked "within three or four weeks". Not every game is catered for - imports and unpopular titles are ignored - but coverage is extremely in-depth; over 300 special-effect codes were created for *Mortal Kombat*.

THE ACTION REPLAY?

The Action Replay started out as a copying device for the Commodore 64 computer, but Datel, accused of encouraging breach of copyright, bowed to industry pressure and modified the product to become a "game-

busting cartridge". Like the Game Genie, codes are distributed through MEGA and a telephone helpline.

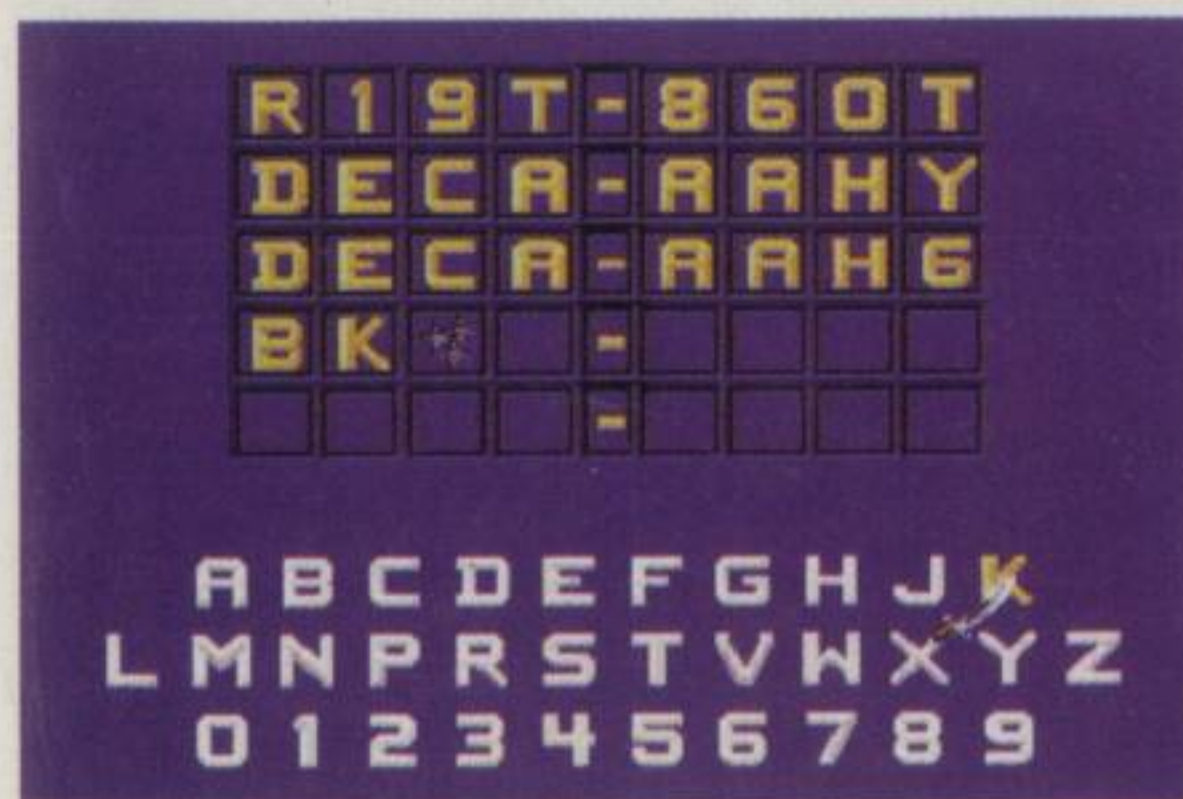
The Action Replay also features a built-in "cheatfinder" that enables you to create your own codes, and functions as a universal adaptor, allowing you to play imported games on a UK Mega Drive and to use codelocked UK cartridges on an imported console (if the correct code is known). With this feature, cheat codes

that have been found on an official version of a game will even work on imported versions of the same game.

SO WHICH DO I GO FOR?

With its "cheatfinder" and "import-buster" features, Action Replay certainly has the edge, but at a price; Datel's device, at £49.99, is £10 more expensive than the Game Genie. However, any reasonably serious gamer will probably find the prospect of creating new cheats and special effects so easily for their games sufficiently enticing. Those looking for a simpler product should go for the Game Genie, which is licensed by Sega (unlike the Action Replay), but they'll find it harder to experience the unsurpassable thrill of discovering an entirely original

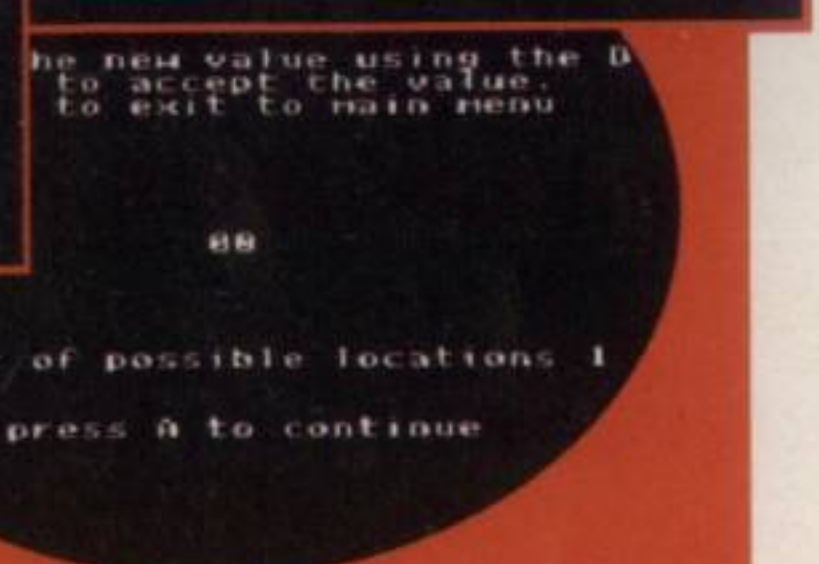
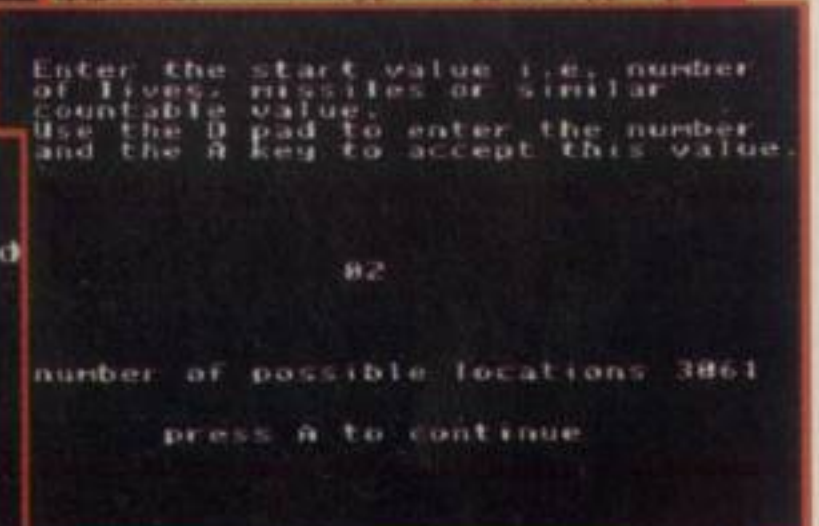
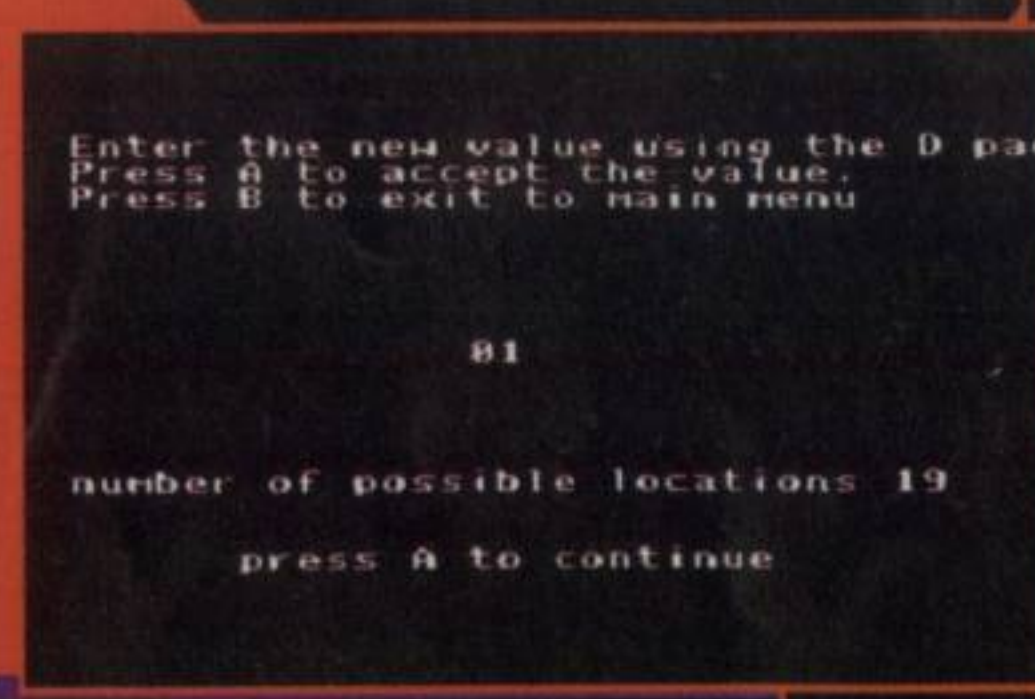
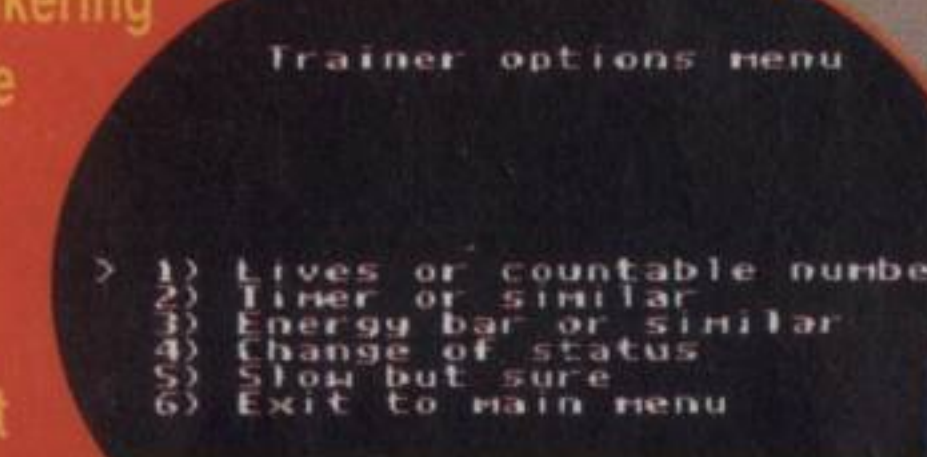
Discovering an original cheat is a real thrill



With the Game Genie, however, you can have up to five codes running simultaneously. Cool!

CHEATING FETE

It is possible to create your own cheats using the Game Genie, by tinkering with published codes, but the Action Replay includes a comprehensive and rather clever "trainer" option, to make the whole process a lot easier. And to prove it, I've decided to discover an infinite lives cheat for the spanking-new *The Chaos Engine*. It's quite a simple one, so it only takes a few steps.



The trainer searches the Mega Drive's memory...



... and only takes three tries, reducing the number of lives each time, before it discovers the memory location where the number of lives is stored. Enter the code, and they'll never run out. It's magic!

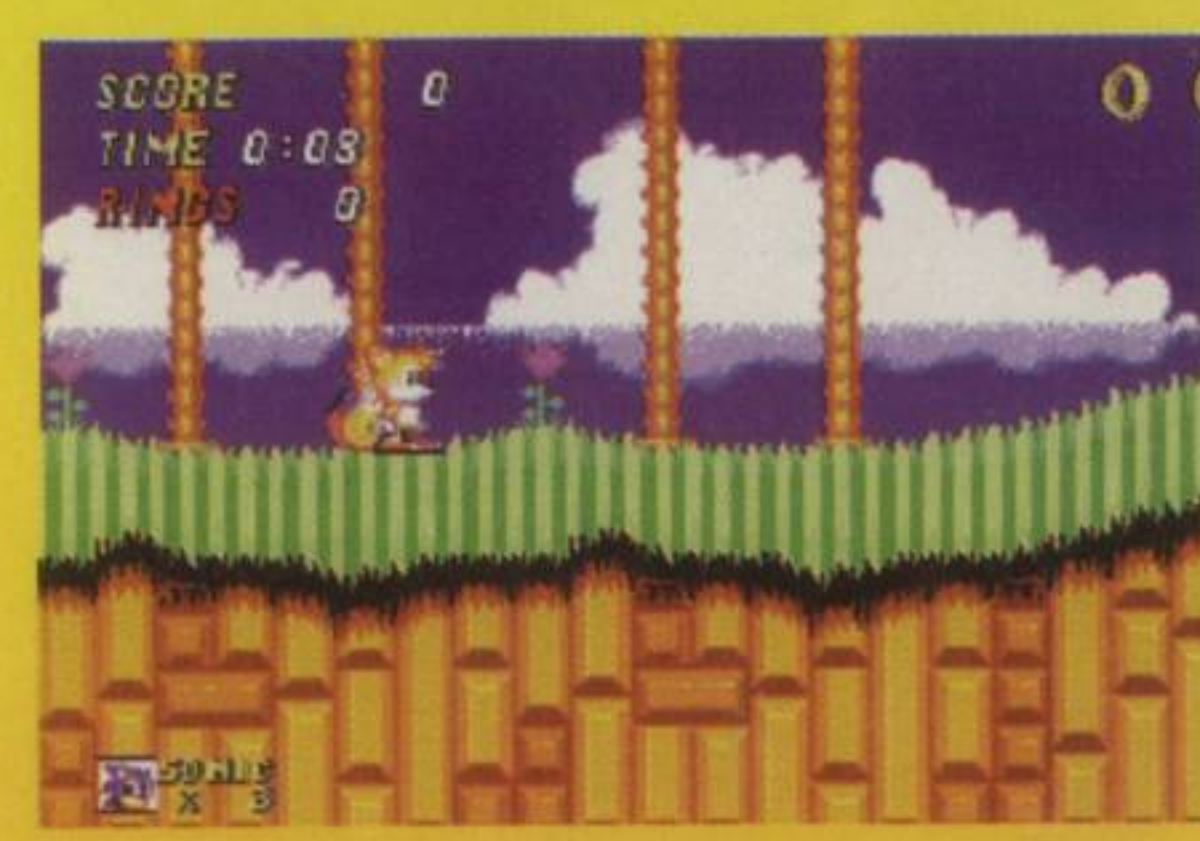


SAFETY

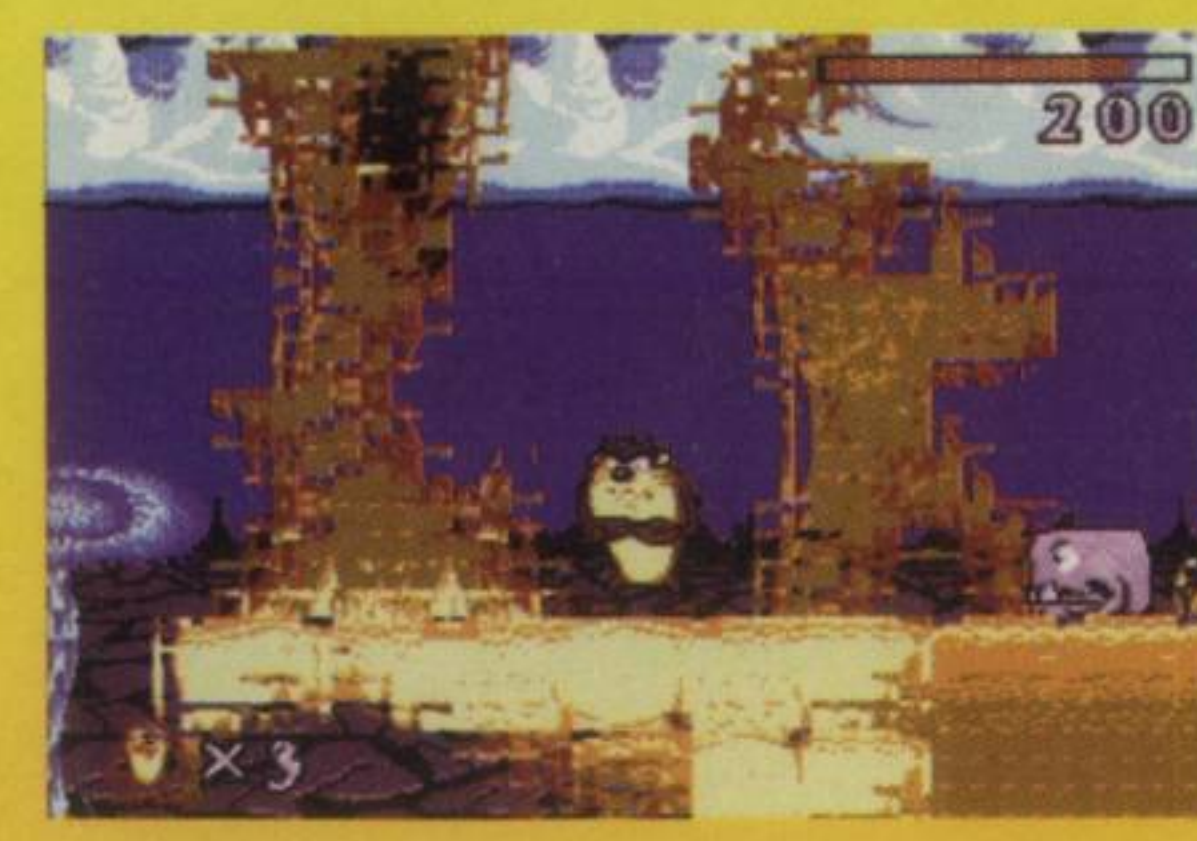
Both the Game Genie and the Action Replay are totally safe and, if used properly, will not damage either your cartridges or your Mega Drive. The changes they make to your games' operation are impermanent, and will disappear when the console is turned off.

GAME GENIE

The Game Genie has a reputation for producing some of the more "wacky" codes. Codes like A44T AA5T, for example, to remove the bends from the road in *Road Rash 2*, or SDXA D9XN, that'll make *Alien 3*'s heroine, Ripley, explode whenever she tries to jump. It's just as able to cope with the more helpful cheats, though; Hornby publish codes covering every major official release, from *Aladdin* (ATCB 0A30 - invincibility) to the much older *Revenge of Shinobi* (BMVT GA6L - infinite energy).



ALAT CA8J will turn the old hedgehog invisible and invincible at the start of a game of *Sonic 2*



AK1T AAAA will mess up the background graphics in *Taz-Mania*. Taz is clearly quite upset about it



With R19T 860T, DECA AAHY and DECA AAH6, both teams start with 25 points in *Team USA Basketball*

ARENA

Risking life and limb (some of these envelopes have really sharp edges) Paul Mellerick brings you yet another selection of wacky happenings for your Mega Drive and Mega CD games...

This month's ARENA section is looking busier than ever before, and that's because we've extended our weird happenings section to accommodate all your fabulous finds. We've also managed to persuade Electronic Arts to cough up a free cart for the person who sends in the best ARENA contribution each month, so now there's even more reason than ever to get wacky.

WACKY CHALLENGES

Right, let's get straight into the meat of this section, with the wacky challenges. Read through them, try them out, and then think of some of your own; it's really not that difficult.

1 FIFA INTERNATIONAL SOCCER

So you're good at *FIFA International Soccer* are you? Well, set the game up for a full 45-minutes-per-half game and then try to score more than 50 goals. Easy? Yes, but the other team can't score more than 10, and all of your players must score at least one goal. Not so easy, eh?

Glenn Mathieson, Victoria, Australia



Well, number 10 has scored his goal, only ten more players to go

2 COLUMNS

This is a bit complicated to set up, but hey, you've got to pay the price for zaniness. Set the height to 0 and play the game. Now stack up the left-hand side of the screen and then play with only the right-hand side. Try to reach level five without depleting the stack on the left-hand side.

John Welton, Fulwood, Preston

3 SONIC CD

It's time for the old speed-test treatment for this top CD game. The level is Palmtree Panic and we want you to not only play the first act, but the second and third as well. Try these times: Act 1 - 25.16 seconds; Act 2 - 27.48 seconds; Act 3 - 24.20 seconds.

Graeme McCoy, Eltham, London



Oooh, what an incredibly fast and stupendous time that wasn't

4 STREETS OF RAGE 2

Pump the volume right up to complete this challenge. Get to the end of level four and then try to defeat the boss without the crowd in the background cheering. It's very tough indeed, as you'll soon find out.

Dominic Palterman, Wokingham, Berks

5 ANY GAME

A funny one this. Choose any game you like, but blindfold one person before you choose it. Now enter the options screen (assuming the game has got one) and play the sound effects. Now the blindfolded person must try to guess which game is being played.

Graeme McCoy, Eltham London



Choose something other than a Sonic game for a really tough challenge

6 SENSIBLE SOCCER

Enter the Edit Team option and pick two teams. Now change their kits (both home and away) to all white, and then exit. Now choose these two teams in a friendly match and let the mayhem commence. It all gets very confusing.

Helen McLindon, Liverpool



Having both teams kitted out in white makes the game very difficult

WEIRD AND WONDERFUL HAPPENINGS

There are so many weird happenings out there (probably something to do with all these new games and stuff) that this month we've extended this column a little bit to give all these fab happenings the space they deserve. And if we get some even more fantastic happenings in time for next month's ARENA, we may do the same thing again. Then again we might not. Right enough useless wibbling, let's get on with these happenings shall we? Go on then... Look I've finished, just go will you...



1 STREET FIGHTER 2

I don't know if you've ever noticed this, but when you select Sagat on the player-select screen, his eye patch changes from his right to left eye. Not exactly stunning, but weird nonetheless.

Richard Barrett, Peterborough

2 SONIC CD

Leave Sonic standing still for about three mins, and he'll shout "I'm outta here" and jump off screen. Collect all the emeralds on the very last level and he'll shout "I admire you" and jump off screen. You'll then get the Game Over screen.

A Wilson, Lincoln; D Maleolmson, Belfast



3 JAMES POND 3

Go to the password screen, don't do anything for three minutes and watch a mouse come on and hug the piece of cheese. Move the pointer, and the mouse will get in a strop and chase after it.

Ed Lomas, Rochester, Kent

WIN A CART OF YOUR CHOICE!

Right, after a good few months of crazy Game Genie codes we've decided to open this up to both Action Replay and Game Genie owners. We want crazy codes for any game, using either device, and the person who sends in the best code each month will win a game (of their choice). Take a look at some of the codes we've got in this month's section, to give you a good idea of what we want.

ACTION REPLAY CODES

FIFA International Soccer

FFFFC 20001 - Throws in from the centre spot

Sonic 2

FFFB0 48000 - Sonic turns black

FFB01 C0001 - Sonic won't spin when he jumps

And here's Sonic looking all black and hard, like



GAME GENIE CODES

Street Fighter 2: SCE

4GGT AAV4 - Press START when playing, for slow-mo with a normal pad

CEJT AAEE - Throws are fatal



Above: And this little code makes the game very useless indeed. Still, it's wacky

Left: And here we see the lovely Ryu using a fireball for a head

AAFA AAFA - There is no collision detection

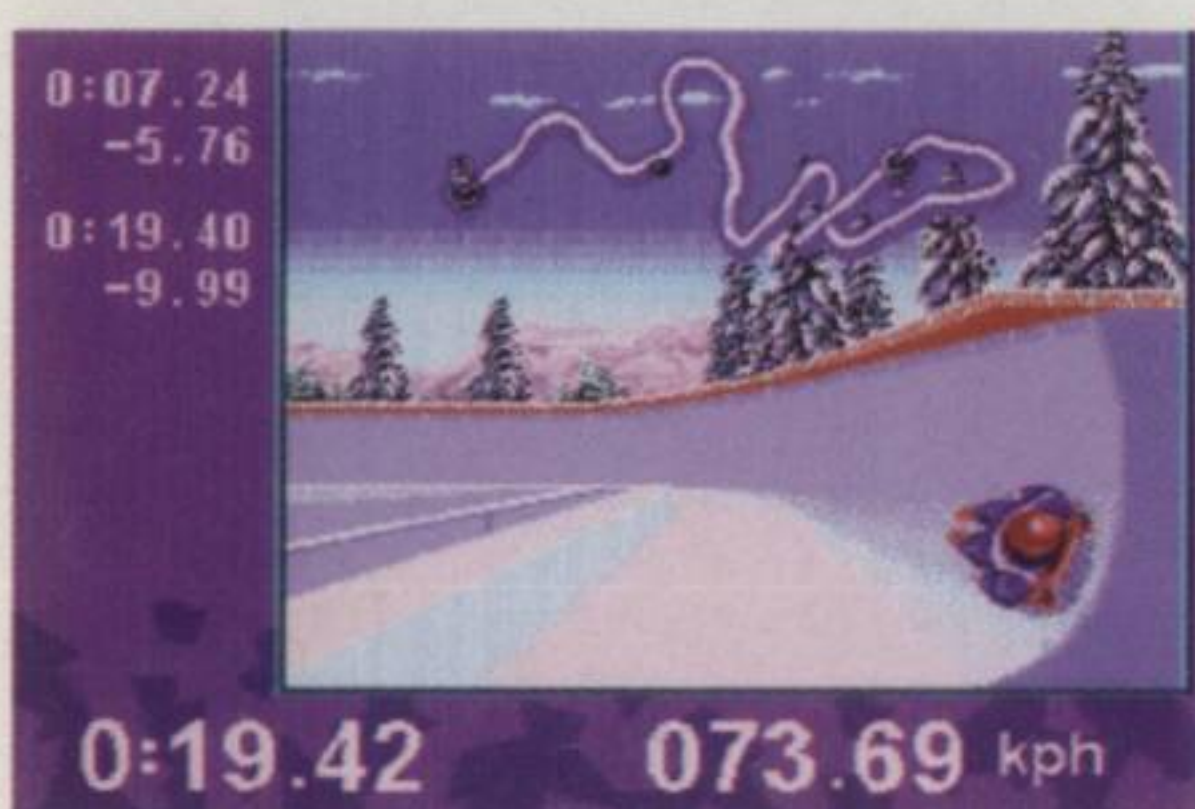
FIFA International Soccer

A4ST AAEC - When goalie rolls the ball, it bounces straight up

7 **NHL HOCKEY '94**
Let's take the thuggery out of ice hockey and get down to pure skill. Turn the fouls off and get to the play-offs. Now play through and win the final without getting a player sent to the sin bin. This doesn't count if you get done for fighting, because that happens automatically.

Iolo Edwards, Gwymedd, N. Wales

8 **WINTER OLYMPICS**
Fancy yourself as a bit of an Olympic athlete do you? Well, get ready for the Luge. You're going to need



You really need to time those corners to get some speed up

plenty of practice for this. Get through the course but only take advantage of the right-hand bends (as shown in the screenshot) to build up the speed. Try to complete the course in under 1 minute 16 seconds. A difficult task.

9 GROUND ZERO TEXAS

Try to get through the first level by shooting only the scenes in which your contacts are being attacked (to give you the access codes). You should find that your camera shield comes in very handy for this challenge.



Did you know that in real life this guy's Dad is called Danny?

10 **SONIC 3**
The game is on the streets now (What do you mean you didn't know?), and the challenge is simple. Play the first level and finish it in the fastest time. Then keep it to yourself and don't tell anyone. Especially me!

Paul Mellerick, Bath

MORE CARTS UP FOR GRABS

Having exhausted our supply of mystery prizes, we've done a deal with everyone's favourite software company, Electronic Arts, to give away a cartridge every month to the best ARENA contributor. This month the winner is **Helen McLindon** from Liverpool, so get in touch, Helen, and let us know what you would like. So now that there's a cartridge up for grabs every month we expect some top quality stuff from you lot, and the sillier it is the better. Send your contributions to ARENA, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



4 **MORTAL KOMBAT**
For those who think they have done everything with this game, try reversing your tactics. Plug a joypad into the second port and now start the game as normal. You will now play with your chosen character from the right-hand side of the screen.

Ian Phillips, Colerne, Wiltshire



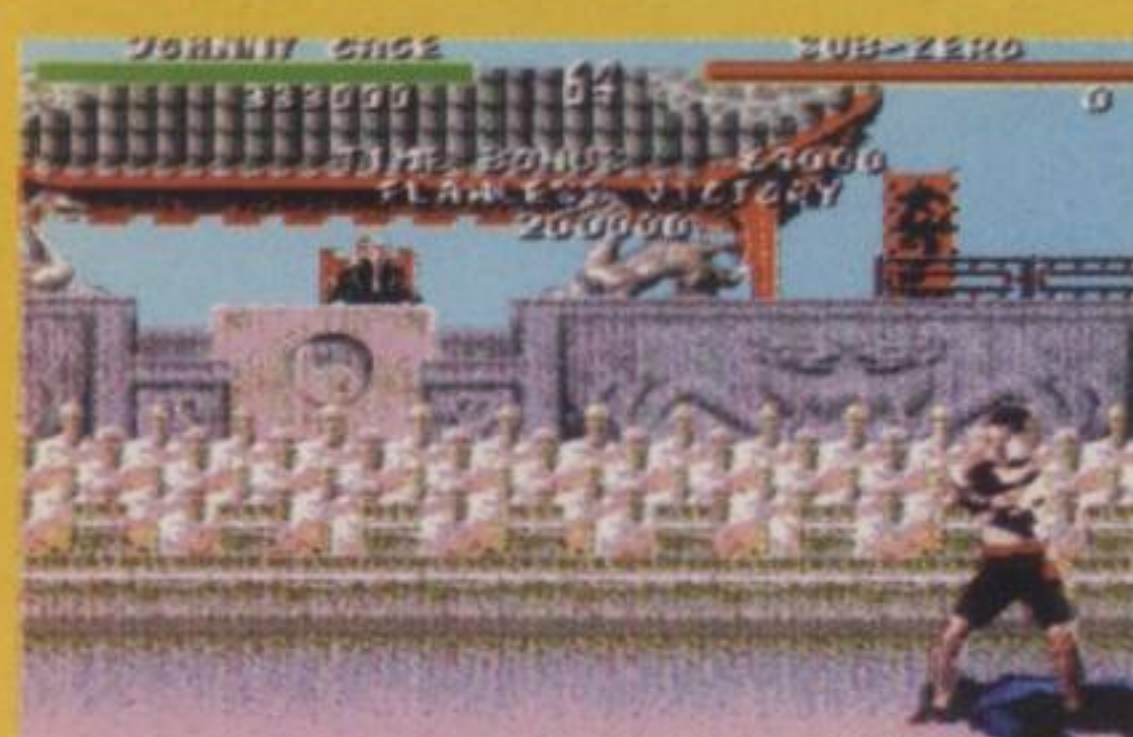
5 MUTANT LEAGUE FOOTBALL

To make the most of the half-time show, watch what happens when you press the following buttons. Press **D** to make the crowd go "Yeah!", press **B** to go "Booh!" and button **C** to throw bombs at the cheerleaders.

Ian Clays, Wrexham

6 **MORTAL KOMBAT**
Another *Mortal Kombat* weird happening. Pick Johnny Cage or Kano as your fighter and beat up the guy just enough so that when you throw him you will finish him off. Get to the right-hand side of the screen and throw, for something really weird.

Aaron Ogden, Wardale, Rochdale



GAME OVER

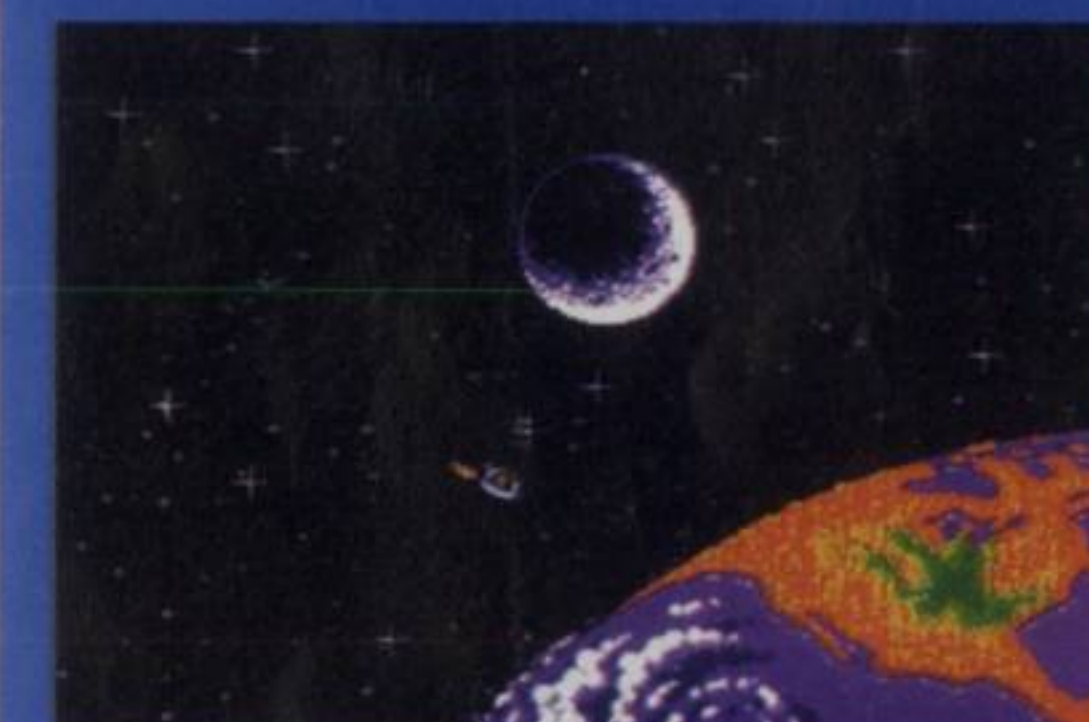
COSMIC SPACEHEAD

We didn't have enough room in last month's complete solution to show you the end sequence to this game, and because it's the first game

we've played in a long time to have something like a proper finale we thought we'd show it to you now.



Everything completed, our friend Cosmic jumps into his little spacecraft and sets off for planet Earth



Before he even has a chance to take a nap after his ordeal, he arrives on Earth and heads straight for America



All Cosmic needs is one quick snap of something impressive (this'll do) and he can prove the existence of Earth



Job done, and it's the end. Thanks very much for playing, now go away and do something less boring instead...

FANTASTIC

DIZZY

With lots of tricky puzzles and no save facility, this cracking little game may already have found its way to the back of your games cupboard. Time, then, to get it out again and unscramble the puzzles with our four-page complete *Dizzy* solution

Before we start on the complete solution, you'll need to know a couple of important things about this game. Firstly, the whole game is split into several sections. You can get to most of the different sections at any time, which you'll need to do, as different objects from all over the place are needed for some puzzles. Secondly, you may like to know that you can get an extra life by holding down LEFT, B, and START as you start the game.

We're going to start by assuming you had the ability to get out of Dizzy's hut by picking up the key and using it to open the door. If you haven't managed that, there's one question you should be asking yourself; why are you reading this solution when you can only have played the game normally for about five minutes? Go away and give the game your best shot, NOW.

Right then, for those of you who are sure you want our help on this game, this is how the solution is going to work. This may be a complete solution, but we're *not* going to run you through the game star by star. Instead, we'll give you access to every single area of the game, but it's up to you to pick up the stars as you pass them, and explore more fully any areas through which the guide takes you (though obviously we'll help you out if things are going to get particularly tricky).

THE TREEHOUSE VILLAGE

As far as we're concerned, the Treehouse Village is separated into floors, from the ground upwards. You can tell when you're moving up or down by a floor because the screen flicks up or down as opposed to scrolling. To complete the village section you'll have to help each inhabitant with their various problems.

To get to the rest of the village, you'll have to make your way to Daisy's hut, past the carnivorous plant, which can be killed with the weedkiller you'll find to the right of the ground floor. To get hold of this, you'll need to take the plank of wood that can be found to the left of Dizzy's hut, and lay it over the pit of spikes on the ground floor (travel to the right from Dizzy's hut, dropping down as many gaps as you can find, and you'll soon find the floor). It's just here that you might want to travel to the right, out of the Treehouse Village, to explore the Non-Eggy Village (it'd help you save on elevator keys if you don't make too many trips in and out of the Treehouse Village).

Anyway, once you've got the can of Snappy Weedkiller, you can get back into the Treehouse Village by taking the elevator key (which actually looks more like a harpoon, but don't be put off by that) and using it in the elevator. After you've killed the plant, you'll be able to get to Daisy's hut. You'll need some of the bits and bobs inside to carry on with the game, so you'll need the key that's to the left of the hut on the next floor up. Now you'll need to help out all of the following village inhabitants, starting with the lovely Dora.

DORA

The first person you need to help out is Dora. She's a frog, OK? It's not easy to just come right out and say that kind of thing in public, but there's no use in hiding the fact any longer. You'll find her hut to the left and higher than Dylan's hut, and the key on the same floor but on the left-hand side of the complex. You'll need to take Dora out of her house and back down to the Prince on the ground, who'll kiss her, then turn her back into herself. As payment in kind, the Prince will give you a crossbow, which you should put somewhere safe, as you'll need it later.



DYLAN

Next you'll need to help Dylan, and to get to him, you'll need to use his elevator (which is to the left of the third floor), by using the key which is just to the right of that. His key is visible to the left of his hut, but you'll need to walk underneath it and use the rope from the other side to get it (you'll find that on the platform above the dangerous plant you killed earlier). To help the guy, you'll need to catch Pogio with the cage from Daisy's hut, and take it to Dylan. He'll then give you a pygmy cow.



You'll now need to get higher up the treehouse complex. Once you've reached the highest point, you should find a ledge that's too high to jump to, and has a hook in the wrong position for a rope. If you attach the weight that's under it to the hook, though, the ledge will drop slightly, and you can carry on climbing.

DENZIL

To get to Denzil you'll need a key to his elevator (which can be found to the left of Dizzy's hut). He's been frozen solid, and needs to be thawed. Failing that, fried would be good. We'll go with fried (yeerrsss). You'll find some nice, dry straw underneath his hut, and you'll need the match that's next to the leprechaun (you have been to the



graveyard after the boat section, haven't you?). With hands shaking in nervous anticipation, you can place the straw underneath Denzil and, with a gleam in your eye, flick the match, and feel free to get out any marshmallows if you want. Once Denzil's thawed, he'll give you his flippers – he survived the fire. Bugger.

DOZY

To wake the aptly named Dozy from his deep sleep, you'll need his key from Daisy's hut (she really does seem to have a hell of a lot of stuff, including people's house keys), and the cymbals, which are a bit harder to get. You'll need to take the axe from the Underwater Mine, and hack the bridge near the mine entrance to bits, letting you get to the Underwater Cave, where you'll find what you're looking for. As you've probably worked out by now, using the cymbals next to Dozy will wake him up, and as a token of thanks from the bottom of his soul, he'll give you a... rug. Cheers.



GRAND DIZZY

Near the very top of the whole tree affair (to the left, slightly below Dora's hut), you'll find Grand Dizzy's hut, and providing you've got the key for it from the meeting hall above Dizzy's hut, you'll be able to go inside and find him in bed, ill. The recipe in his room will tell you to get the plant from below Grand Dizzy's hut, the mushroom next to the mine entrance, and an empty bottle which is lying near Grand Dizzy's hut. If you throw them all into the cauldron in his room, the full potion bottle will fly out, and the ancient elder tribal egg chief Grand Dizzy can be cured. When he's finished his tap dance, he'll give you a golden egg.



DAISY

We'll get to her later, but by now you'll have a collection of truly useless crap from the Yolk Folk, who seem to be getting a pretty good deal – have your life saved for the price of a rug, why don't you.



PUBLISHER: Codemasters

PRICE: £34.99

RELEASE: December '93

CARTRIDGE: 8 Mbit

MEGA SAYS: Something a bit different from the norm, and hence a very good thing indeed. It's well worth a try.

80%

THE NON-EGGY TOWN

To get to Keldor Village, you'll want to travel left, out of the Treehouse Village. You might want to take the rope with you, as it'll come in handy later. On your way out, just past the Prince (guarded by a bright orange bird), you'll find a leg of meat. Pick it up and get ready to use it, as you'll need it pretty soon. Anyway, jump off the ground floor of the village, and you'll find a huge open path leading off to the left, with a massive purple, erm, wart-hog charging towards you. Now would be a good time to use the meat, as the wart-hog will eat that instead of you. As you carry on to the left, you'll come to Crystal Falls.



To cross the falls, you'll need to wait for a barrel to fall from the top, disappear into the middle of the water, and reappear, so you can use it as a stepping stone. Jump quickly though, as the barrel doesn't hang around for too long.

Just after Crystal Falls, you'll come across a puzzle, which looks like a piece of paper. It's actually one of those irritating little sliding puzzles that you'd normally only ever even think about trying



"Just back off, man," said Dizzy. Derek walked very slowly backwards, making no sudden movements

out on the first Sunday afternoon after Armageddon, but give it a try anyway.

If you travel left from here, you'll find Keldor Village. At the very beginning of the town, you'll find an umbrella, which will protect you from the drops of acid rain you'll come up against in the tunnels, mines, and on the ship.

The next thing you should come across is a door. This can be entered by either hitting B or UP on the joypad.

You will be stopped from going up the passage by a blockage in the shape of a guard, who can be bribed with the bag of gold you'll hopefully have had the sense to pick up just before Crystal Falls.

When he's slid out of the passage, you can go right through, coming out on Bridge Street. Walk to the right, across the bridge, and you'll find a barrel of rum. Now retrace your steps until you come out back at the beginning of town on Castle Street, and walk to the left, going down the next passage, coming out on Dock Street. If you walk to the right now, you'll come up to a gang plank, and Blackheart the Pirate, who'll move out of the way if you give him the barrel of rum.

Once you're on the ship, you can explore the lower decks easily, being careful to avoid the rats as they have an irritating habit of killing you. In most cases, even though the roof is low, you can jump over them. Any objects you find on the ship should be left on the deck where you can get to them easily again.

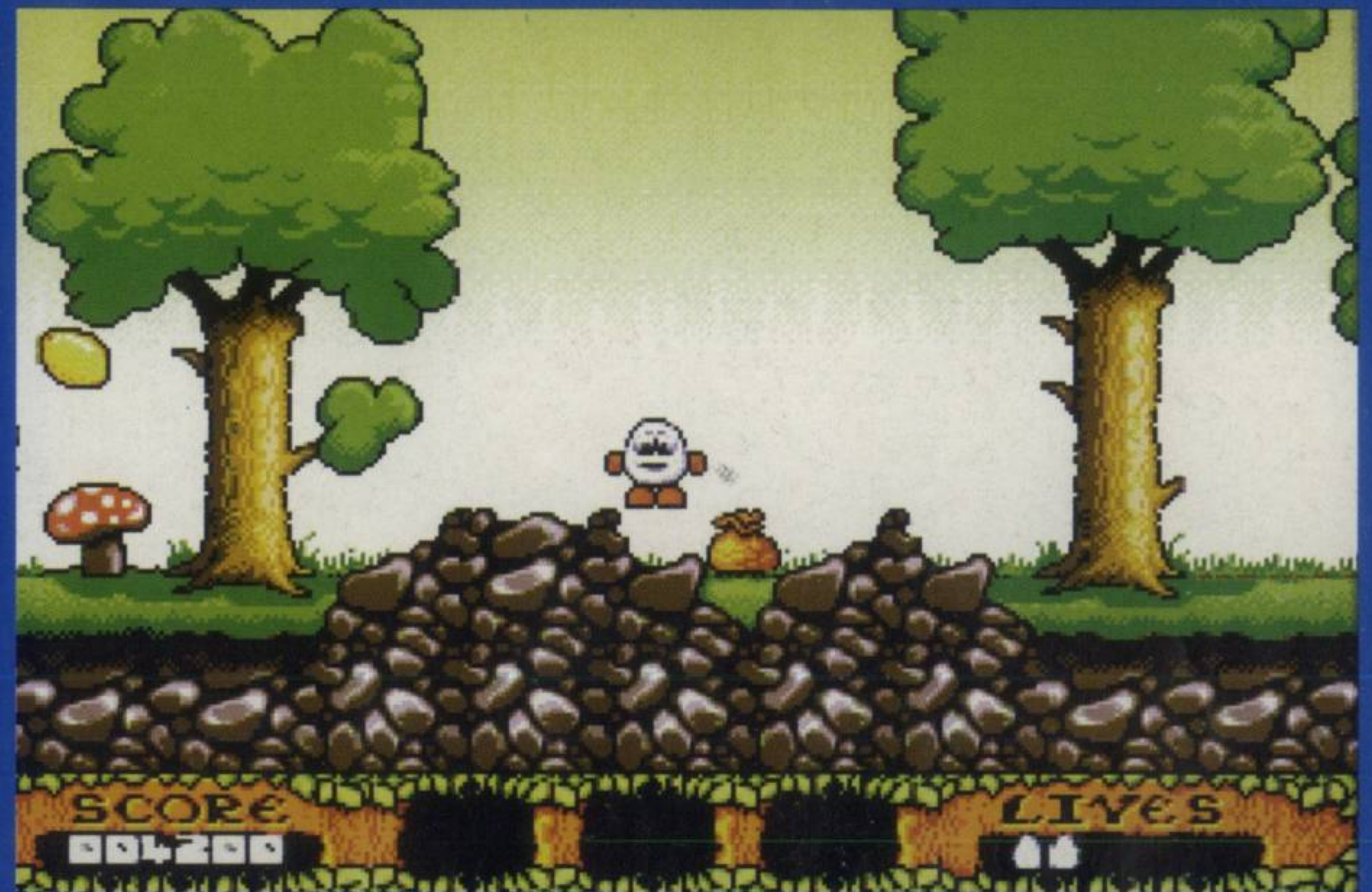
One other object hidden on the ship is a winch wheel, which you'll need later to open the portcullis of Keldor Castle. This can be found by climbing up onto the masts, and



Turn Over



Once you get the edges sorted out, the rest just falls into place



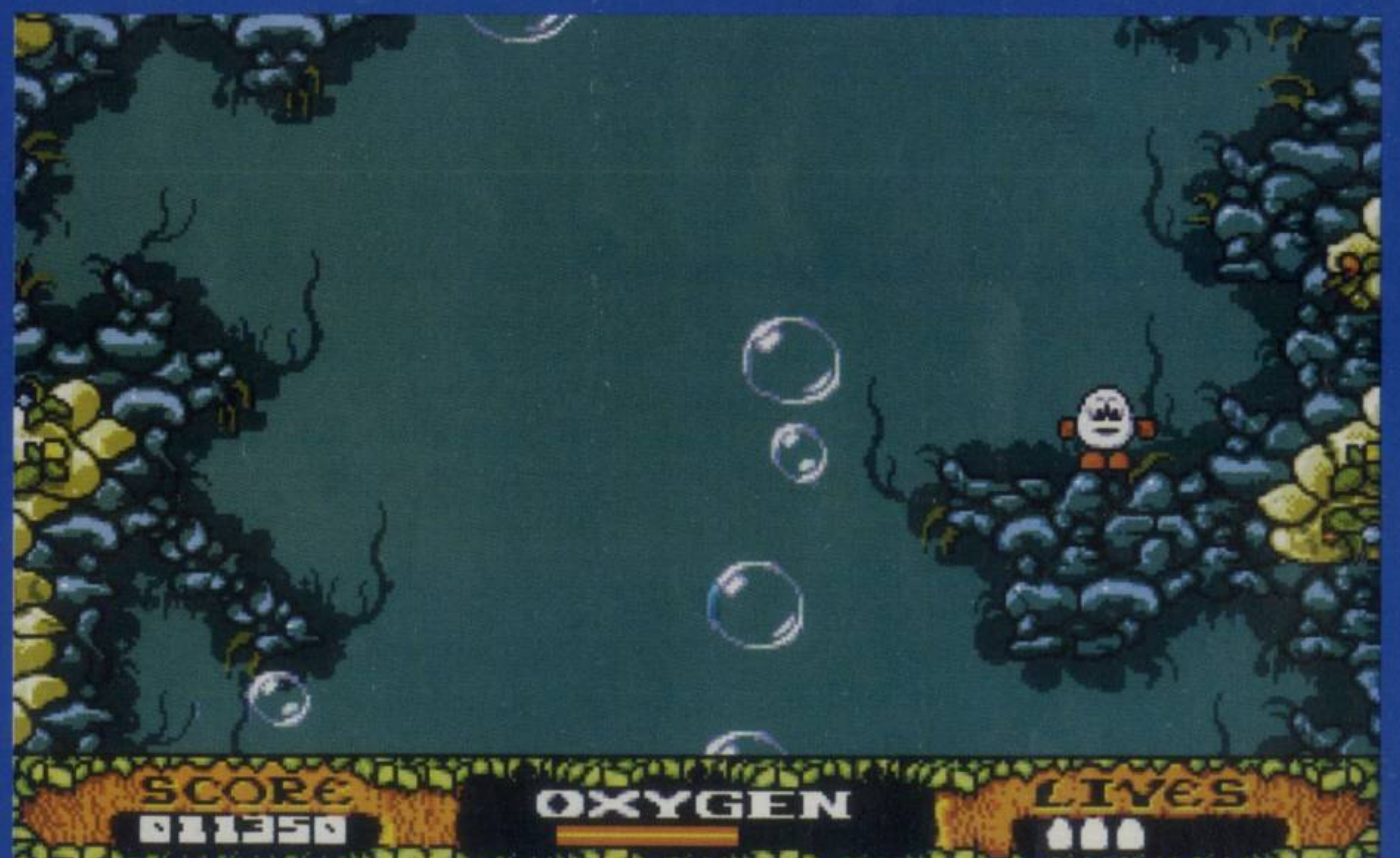
Pick up the bag of gold on the way to the Crystal Falls, because you'll need it to bribe the guard who's blocking the passage inside the first doorway in Keldor Village. No bag of gold, no stroll down Bridge Street



The tunnels in the town give you access to every street and destination. You should plan your route around the walls in advance though, as you won't have time once you're on the move



Give Blackheart the Pirate a barrel of rum and he'll move out of the way for you. You can now board the ship and have a good look around



If Dizzy gets short of air when he's fallen off the pirate ship, he can rise to the surface in one of the bubbles. He could do with an aqualung, really

Complete Solution



Above: Find the rock to the left of this ship, move it with a pickaxe and a secret cave will open up to you. You'd be well advised not to enter it until you've got Denzil's flippers

Right: Give the leprechaun the golden shamrock from the Dragon's Lair and he'll get out of your way



using the rope to swing from platform to platform until you get to where you want to go. The mast you'll need to start from is in the middle of the upper deck, and the wheel is to the left of that.

If you walk near the plank of the pirate ship, Blackheart will jump down from the rigging and make you walk the plank. You needn't worry about this, but a bit of pensive (if not panicky) jumping around should please the crowd no end, and completely disarm them for what happens next.

Once you've hit the water and sunk, you'll see bubbles rising up to the surface. You can use these to travel upwards and back to the air (hurry, or you'll run out) above. Once you've made it on the bubbles to the island to the right, you'll find an aqualung on the beach which, as long as you're holding it and don't put it down once you get there, will allow you to explore underwater, and in particular the sea bed. When you're down there, you'll come across a shipwreck with an empty treasure chest on board. To the left of this ship is a rock which, when moved with the pickaxe from the beach, will open up to reveal a cave below. A



Find the aqualung on the beach and you can then explore the sea bed more thoroughly

word of advice; don't bother with this cave until you've got Denzil's flippers. When you have got them, though, you'll find a coin and several stars, and you can use the bubble released by the rock to carry you up to a second beach.

In order to climb the cliff at the right of the beach, you'll need to stand on the treasure chest. Once you've climbed the cliff, you'll come across a broken bridge over a rocky pool with a sunken log. If you drop the bag of salt from the beach into the water, though, the log will rise, allowing you to cross safely (be careful, though).

From here, you could walk to the graveyard, were it not for a leprechaun standing in your way. To get him to move, you'll need to give him the golden shamrock from the Dragon's Lair, that can be found deep in the mines.

THE MINES

The elevators in the mines don't work, but you can fix the machine that drives them using the wrench that's just to the right of the bridge near the mine entrance. As you get deeper into the mines, you'll come across a molten lava pit that you'll have to cross (no tips on that here, as it's just a dexterity thing), and finally a "danger" sign. It's here that you'll need the dynamite you should have found on board the pirate ship, so put it near the pile of rocks (at the end of the fuse) and push the plunger of the detonator.



You'll need to find the wrench before you can get the mine lift machine working properly

Once you're in the Dragon's Lair, the dragon will nuzzle you for the fun of it, unless you have the golden egg that Grand Dizzy gave you, that'd make the dragon sit back and let you get on with things. So, you're gonna have to walk to the back of the cave, drop the egg, and take the shamrock.

If you go down the mine entrance at the right-hand side of the ground floor of the Treehouse Village, you'll come across a mine cart, so jump in for a ride. The mine has four exits in total, the first getting you deeper into the mine safely, the second bringing you out on the beach at the other side of the bay, the third bringing you out near the leprechaun (letting you get an extra life whilst you're at it), and the fourth letting you get hold of the grave-digger's spade (mentioned earlier).



The simple solution to this little sub-game seems to involved sticking to the right-hand side of the tracks, only venturing to the left for stars and exits



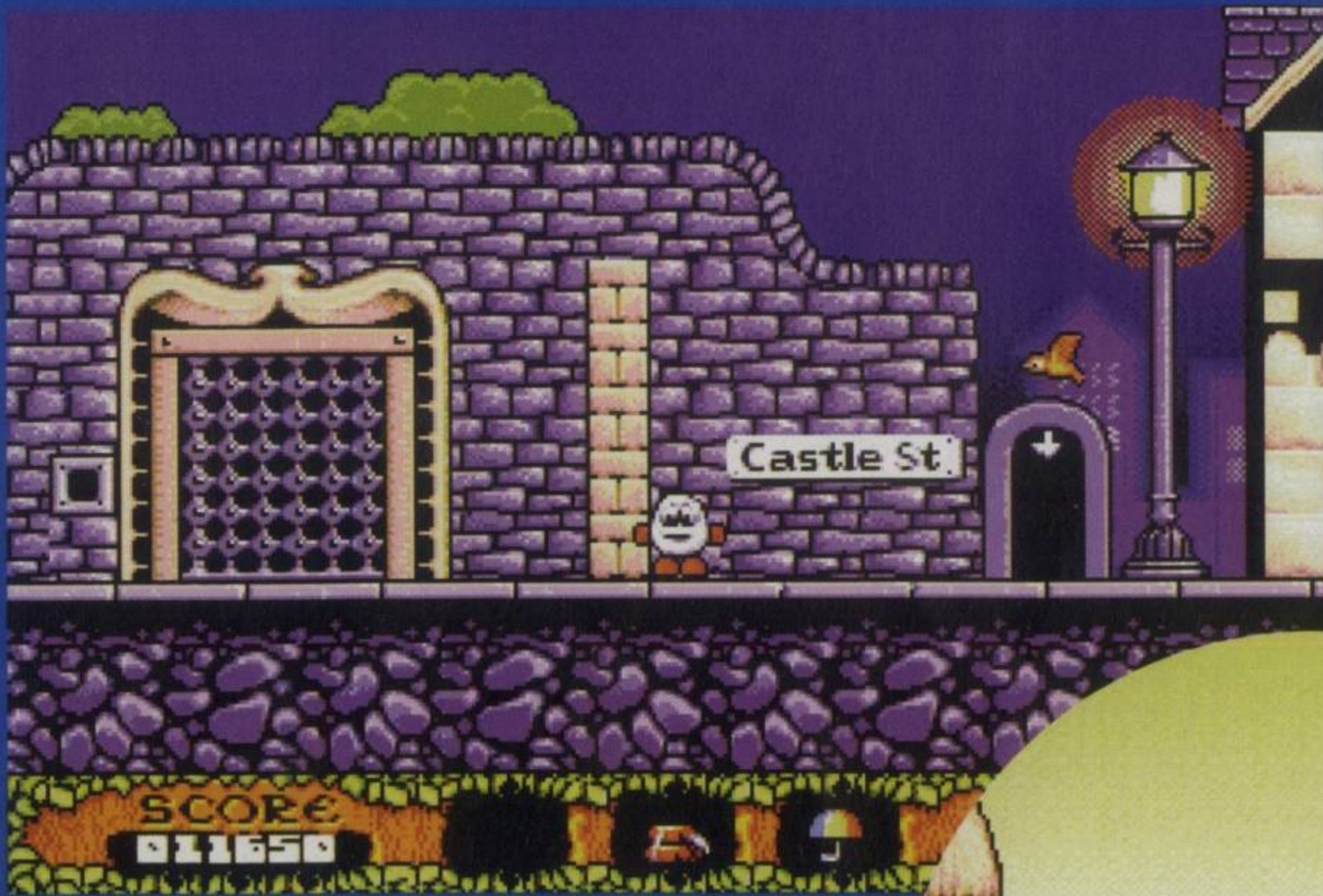
Go for a ride in the mine cart and then jump down one of the four exits. Where will you end up?



The one problem with Keldor is the size of the mosquitoes



There's this egg, and some dynamite. Dizzy's got an idea...



Above: The entrance to Keldor Castle
Right: This bloke doesn't feature in the solution at all. In fact, no-one knows who the hell he is

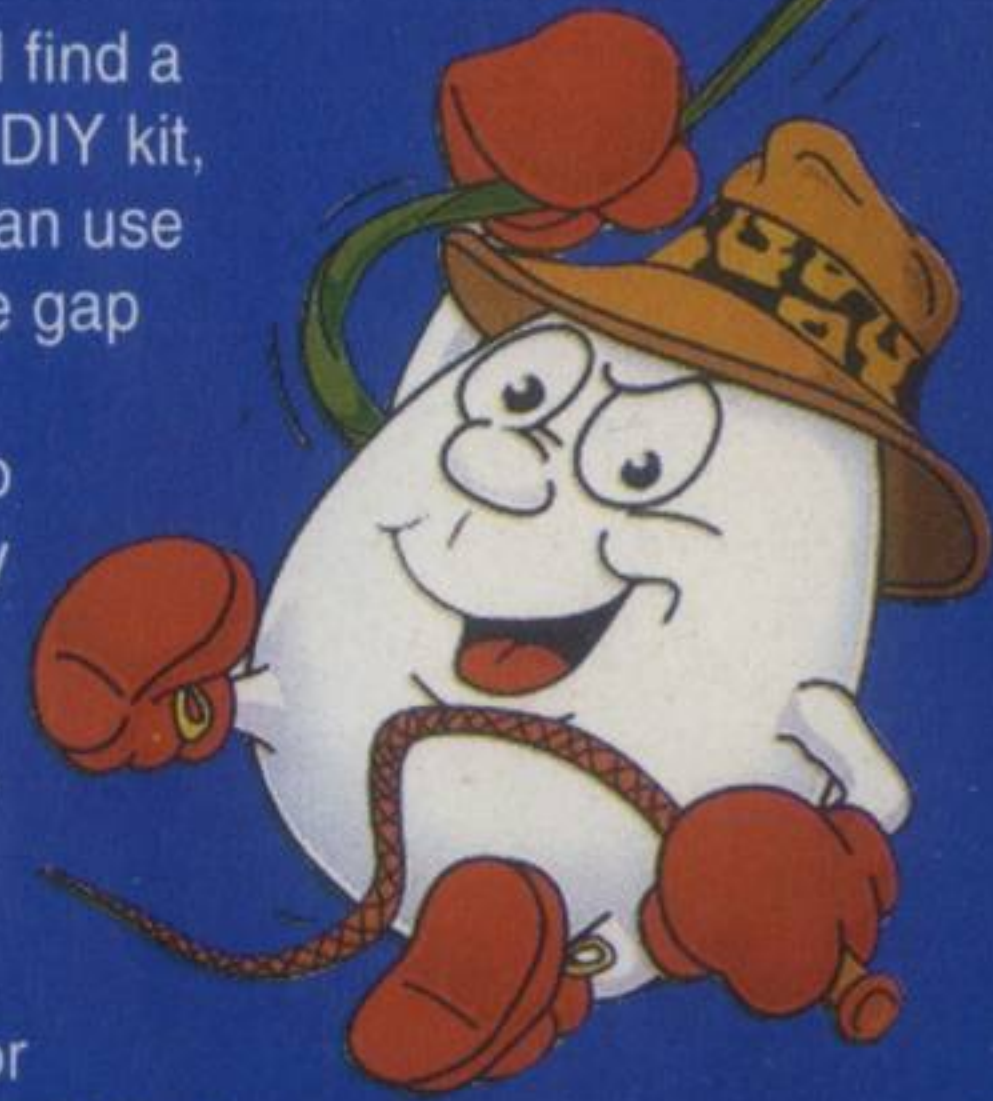


Either kill the guards with the crossbow the Prince gave you, or sit back and enjoy watching an egg slowly get mashed with fast-moving objects. The choice is yours, but we think you'll do the former

KELDOR CASTLE AND VILLAGE

To get inside Keldor Castle, you'll need the winch wheel from the Pirate Ship, and once inside, you'll need to defeat the guards using the crossbow the Prince gave you in return for the dodgy little liaison with Dora. You'll get on better if you also enter with room to pick up one object. Keep the crossbow aimed roughly into the centre of the castle, as this is where most of the guards appear, and shoot them with A. If a guard throws a rock at you, duck using B, and as soon as you have hit them four more times than they've hit you, they'll surrender and let you pass. Further into the

castle, you'll find a rope bridge DIY kit, which you can use to bridge the gap from the graveyard to the skull key which you'll need to get inside Zaks' Cloud Castle.



In Keldor Village, there'll be a grave-digger's spade which is too high to be collected as you are. To get the spade, you'll need to complete the mine cart game. Once you've got the spade, you can go to the graveyard and start digging yourself some corpse. Much to the censor's delight, no decomposing bodies are forthcoming, as a secret cave is revealed instead. Inside this cave, you'll find some more stars, and a bucket, which you'll need to fill by going underwater. To get back out of the cave, you should place the springy trampoline under the hole you're aiming for, and jump onto it.

Right, now you're on to the last level, which means it's your big chance to rescue Daisy.



The guards usually appear toward the centre of the screen, by the way. Crossbows at the ready...



Use the rope bridge DIY kit to bridge the gap between the graveyard and Zaks' Cloud Castle

THE GRAND FINALE

Once you've completed the rest of the game (you'll need to if you want to get all the objects needed for this part), it's time to rescue Daisy, the poor innocent bimbo egg that Wizard Zaks has kidnapped. First of all we need to grow a beanstalk, so take the pygmy cow that Dylan so generously gave you to the shopkeeper in Castle Street, who'll give you a bean in return. Plant this bean in the graveyard by the bean sign, and the beanstalk will grow.

Once it's finished flourishing, climb up the leaves to the top, and climb up using the clouds from then on. When you stand on a cloud, you'll slowly sink, so be quick, though simply jumping straight up will put you back on top of the cloud you were sinking through if you start to fall a bit too far.

When you get to the entrance to the

Cloud Castle, you'll need the winch handle from the Pirate Ship to open the door. Next, you'll need the skull key you built the bridge to from the graveyard to operate the elevator, and at the top of the elevator you'll need the thick rug you were rewarded from earlier favours to cover the knives and cross them. Next, you'll come up to a fire, which you can put out with the bucket of water you filled not long back.

Now all that's left to do is swing around the castle collecting the remaining stars, until you come to Daisy's tower. If you haven't collected the full 250 stars, a magical beam will block the door to the tower, so travel back round the map and pick up any you missed the first time.

The tower itself is full of Zaks' tumbling balls, which will just have to be avoided until you can climb to the top, where you can defeat Zaks and walk off with the egg of your dreams, and get a mortgage on a saucepan in the green hills somewhere.



It may look like Daisy's a kleptomaniac, but a few visits to her hut from time to time should help you out no end with the rest of the game. Indeed, the more things you collect from her hut, the more chance you have of saving her

PLATFORM

Put a platform game together with a puzzle game, and you get a platform puzzler. Jon Smith takes a good hard look at the genre and rates every game of the type that's ever been released, with the minimum of fuss and bother



The pesky Lemmings is one of the best games ever

Let's face it, the Mega Drive has had more than its fair share of platform games. Much much much more, in fact. But from amongst the endless streams of repetitive running and jumping tedium, a few cartridges have stood out as being rather more interesting than the run of the mill, by incorporating – with varying success – an element of puzzling challenge. Taxing the old brain cells alongside the more over-used hand-eye reflexes usually associated with the platform genre tends to produce a more rounded and interesting game.

With this month's *Bubba 'n' Stix* exemplifying the strengths of the genre, we thought it was time to take a glance back through the catalogue, and see how some other examples have performed over the years.

I'd define a "platform puzzler" as a platform game in which it's possible to get stuck, unable to progress until a particular challenge – more subtle than just defeating a series of enemies – has been overcome. The genre is a fairly recent development, burgeoning with the popularity of home consoles. Platform puzzlers create a more involving challenge than the arcade action games popular of yore, offering more value for money, and better suiting the domestic gamers who have the time and patience to persevere with a tricky puzzle.

One of most appealing aspects of the platform puzzler is that there is no set formula – every game has to have a different approach to its puzzles, or else they wouldn't be puzzles (because you'd immediately know how

to solve them). There are, however, a number of typical elements – most games rely heavily on finding something, then taking it somewhere else; keys are a particular favourite. Sets of levers, sometimes scattered across a level, are also oft-recurring.

This simplistic approach to puzzles – turning the game into a sort of "move-'em-up" – can become repetitive. Most of the solutions are little more than trial and error, and slogging from one location to another once you've solved a particular challenge quickly becomes frustrating. But while some of the Mega Drive's attempts have fallen disappointingly into these traps, one of its most notable

Some platform puzzlers will have you in their addictive grip for weeks

successes – *Flashback* – won lavish acclaim by spicing up the formula with gripping graphics, action and effects.

The greatest challenges come from the most original approaches to the format. *Lemmings* and *The Lost Vikings*, in particular, are stunningly inventive and utterly absorbing games that'll have you in their addictive grip for many weeks. *Bubba 'n' Stix* doesn't quite match up to this level of gameplay, but it still has more than its fair share of beautifully-crafted graphics and demanding puzzles.

Speaking personally, I love nearly all of these games. The best titles combine the strategy and intellectual challenge of a role-playing game with the excitement of a short-term arcade-style thrill, to keep the adrenaline pumping through the frustrating longeurs when you're up against a puzzle you can't solve. Even something as flawed as *Prince of Persia* can afford a much more enjoyable gaming experience than the most colourfully action-packed of carts, if you're in the right mood. Keep on playing those mind games.

The Prince of Persia comes to a bit of a sticky end



Conrad Hart, hero of the quite brilliant Flashback, makes a daring leap across a seemingly unleapable gap... what will meet him on the other side?

PUZZLE GAMES



Not a particularly interesting bit of the game, this one



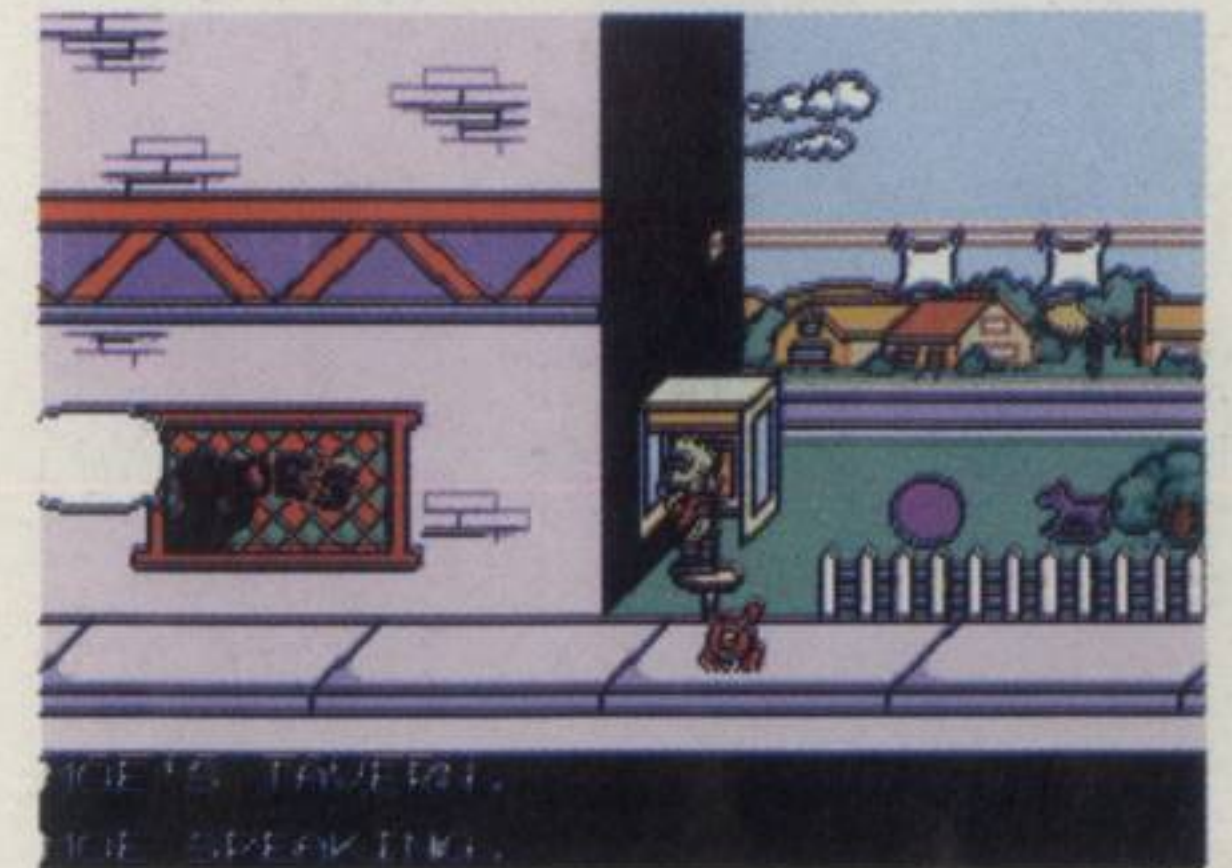
Humans is a tricky and colourful little game. Indeed, it's a refreshing and taxing challenge



Puggsy features a rather complex and interesting approach to object manipulation

PUZZLING EVIDENCE

GAME NAME	RELEASE DATE	MEGA RATING
Stormlord (Import)	September 1991	45%
Dark Castle	November 1991	44%
Shadow of the Beast	February 1992	48%
Bart vs the Space Mutants	August 1992	80%
Prince of Persia CD	September 1992	41% (Issue 1)
Krusty's Super Fun House	October 1992	80% (Issue 1)
Lemmings	December 1992	90% (Issue 2)
Shadow of the Beast 2	February 1993	70% (Issue 4)
Rolo To the Rescue	March 1993	89% (Issue 5)
Humans (Import)	March 1993	81% (Issue 5)
Another World	April 1993	73% (Issue 6)
Flashback	July 1993	94% (Issue 9)
Gods (Import)	August 1993	76%
Puggsy	October 1993	78% (Issue 12)
Fantastic Dizzy	November 1993	80% (Issue 13)
The Lost Vikings	April 1993	91% (Issue 16)
Prince of Persia	April 1993	68% (Issue 18)
Bubba 'n' Stix	May 1993	84% (Issue 19)



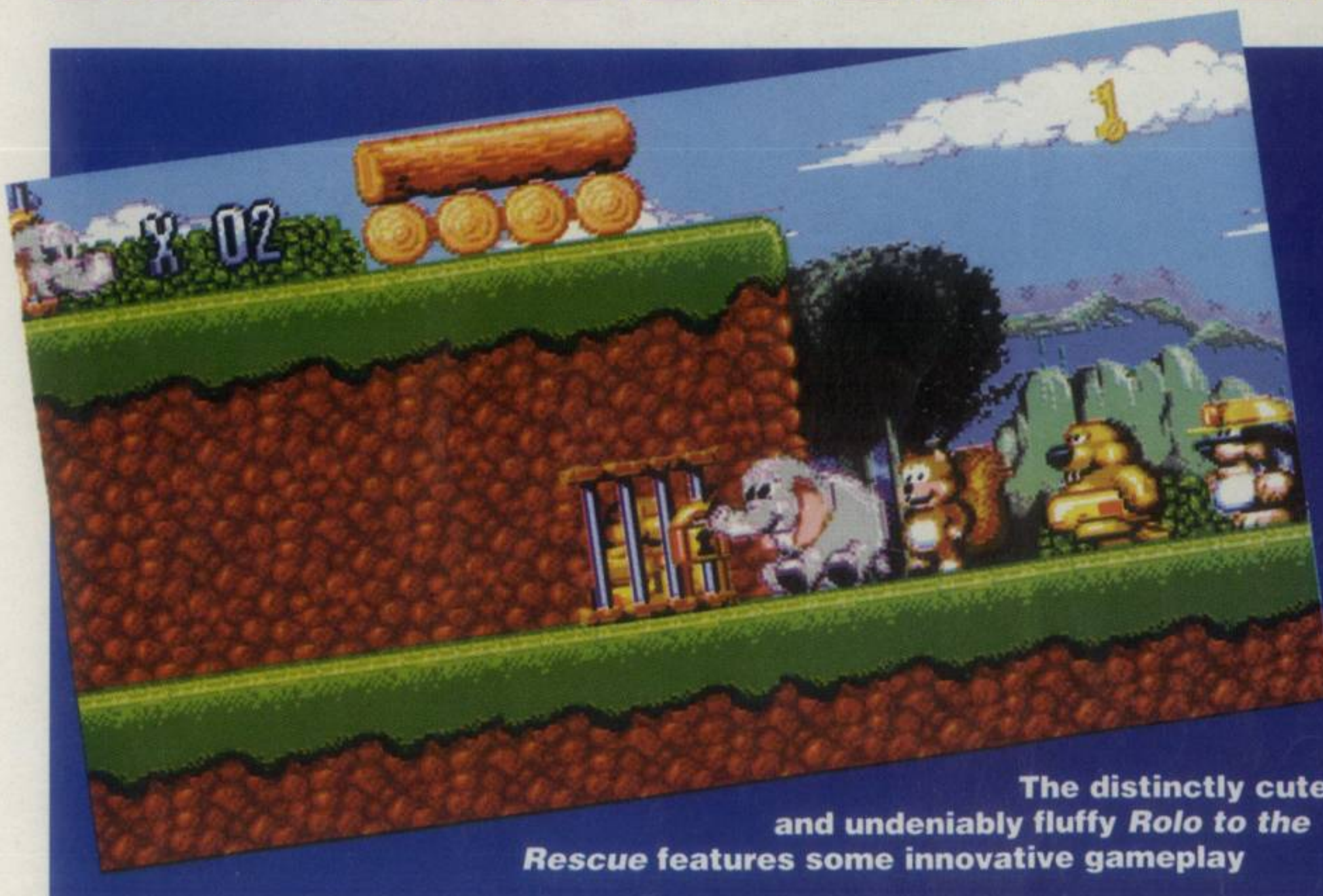
It's that cheeky funster Bart, with his own puzzle game and everything



The precursor of Flashback, Another World features similarly puzzling gameplay and striking graphics



Bigger than most games, Fantastic Dizzy is an intriguing and taxing egg-based adventure



The distinctly cute and undeniably fluffy Rolo to the Rescue features some innovative gameplay

AT A GLANCE...

Here, in a nutshell, are the Mega Drive's top five platform puzzlers:

1. Flashback
2. The Lost Vikings
3. Lemmings
4. Rolo to the Rescue
5. Bubba 'n' Stix

There's no question that Flashback is the pick of the bunch, with its cinematic majesty and dazzling attention to detail. The order of the subsequent trio, however, is very much a matter of personal opinion. They all take a very

different approach, and each has its passionate advocates.

I find the colourful graphics and constantly surprising variety of The Lost Vikings just pips Lemmings, which despite its absorbing challenge is a very consistent and unthrilling game. Some might find The Lost Vikings a bit slow and difficult to control, but the complexity of the character control system is utterly necessary, allowing the puzzling to develop to its huge potential.

Rolo to the Rescue appears to be a very straightforward "cute" platformer, but its fluffy surface masks a game with plenty of challenge that requires some pretty thorough application of logical reasoning, as the different animals need to be deployed in ever-more ingenious ways.

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THE GREAT MEGA UNDERWEAR WORD SEARCH

Has anybody ever told you that we thought it would be a bit of fun anyway? Well, now you can try it for yourself. It's a really a wonderful business and we're desperate about it. The goal is to find 15 underwear-related words hidden horizontally, vertically, diagonally, backwards and forwards in the grid below. Put a line through each word you find and start out it and send it to: MEGA, PO Box 100, 20 Barnwell Street, Ipswich, Suffolk, IP1 3PH. The first five correct entries we receive will win a prize.

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A few people have written in to say that we should ditch this section of the mag. We think this is an absolutely outrageous suggestion, not only because the constantly-updated TOP 100 and TIPS LIST provide an invaluable reference guide, but also because we give you the opportunity to pick up a bargain cart from one of more than 200 reader ads!

TOP 100 MEGA DRIVE GAME POSITIONS

Aero Blasters	35	Mean Bean Machine	9
Afterburner 2	91	Mega-Lo-Mania	31
Aladdin	2	Micro Machines	10
Alien 3	61	MIG-29	83
Another World	80	Mortal Kombat	44
Aquatic Games	97	NBA Jam	7
Asterix	50	NHL Hockey '94	13
Bio-Hazard Battle	99	PGA Tour Golf 2	16
Blaster Master 2	92	Populous 2	76
Boxing Legends of the Ring	45	PowerMonger	54
Bubsy	81	Puggsy	82
Castle of Illusion	63	Quackshot	23
Chakan	48	Rainbow Islands	34
Chuck Rock 2	98	Ranger X	74
Columns 3	64	Revenge of Shinobi	86
Cool Spot	25	Road Rash 2	15
Cyborg Justice	96	Rocket Knight Adventures	57
Davis Cup Tennis	24	Rolling Thunder 2	79
Decap Attack	93	Rolo to the Rescue	28
Desert Strike	39	Royal Rumble	37
Dragon's Fury	95	Sensible Soccer	5
Dune 2	66	Shining Force	30
Ecco the Dolphin	21	Shinobi 3	55
ESWAT	85	Side Pocket	53
Ex-Mutants	77	Skitchin'	41
F1	17	Sonic	33
F-15	49	Sonic 3	4
Fantastic Dizzy	58	Sonic Spinball	41
FIFA International Soccer	5	Speedball 2	71
Flashback	8	Street Fighter 2	3
Gauntlet 4	26	Streets Of Rage	47
Ghouls 'n' Ghosts	69	Streets Of Rage 2	22
Golden Axe 2	68	Strider	84
Golden Axe 3	38	Super Kick Off	73
Greatest Heavyweights	78	Super Monaco GP 2	40
Hellfire	14	Taz-Mania	67
Humans	56	Teenage Mutant Ninja Turtles:	
International Rugby	72	The Hyperstone Heist	52
James Pond 3	27	Terminator	90
Joe Montana 3	88	Terminator 2	60
John Madden Football '94	1	Thunderforce 3	94
Jungle Strike	11	Thunderforce 4	43
Kid Chameleon	87	Tiny Toon Adventures	29
Klax	100	ToeJam And Earl	70
Krusty's Super Fun House	89	ToeJam And Earl 2	12
Landstalker	18	Ultimate Soccer	75
Lemmings	20	Winter Olympics	62
Lethal Enforcers	32	World of Illusion	46
LHX Attack Chopper	65	X-Men	36
Lost Vikings	19	Zombies Ate My	
Lotus Turbo Challenge	59	Neighbours	51

TOP 10 MEGA CD GAME POSITIONS

Double Switch	7	Lethal Enforcers	4
Dragon's Lair	10	Lunar the Silver Star	6
Dune CD	8	Silpheed	3
Final Fight	5	Sonic CD	2
Jurassic Park	9	Thunderhawk	1

1. MADDEN NFL '94 (INC. JOHN MADDEN FOOTBALL, JOHN MADDEN FOOTBALL '92 AND JOHN MADDEN FOOTBALL '93)

Publisher: EASN • Price: £49.99
Reviewed in Issue 14 of MEGA



Although *Madden '94* is quite different in terms of graphics to the other three previous games, it's still basically the same game. But with the addition, finally, of a league, the sponsorship of the NFL (so you get all the real teams), more plays, and loads more stats, this is the definitive version of the game. **MEGA says:** For two-player head-to-head action this is simply unbeatable and now, with the addition of a league and proper play-offs, the one-player game is so much better as well. Some people might like the old graphics compared to the new ones, but that's only a minor niggle.

FOR SALE: *John Madden Football*
£10 - 0224 482905
FOR SALE: *John Madden '92*
£10 - 0734 861949
£20 - 0533 710370
£20 - 0799 527925

2. ALADDIN

Publisher: Sega • Price: £44.99
Reviewed in Issue 14 of MEGA



Just when you thought that all platform games were the same, along comes this. Using every trick in the book, inventing a few more and then adding some of the best graphics and sound ever seen or heard in a game, this is going to give you hours and hours of enjoyment. This should sell loads because of the film tie-in, but for once both the game and the film are amazing.

MEGA says: With the arrival of games like this one, the boundaries of platform games are now really being pushed to the limit.

FOR SALE: *Aladdin*
£35 - 0225 705061
£20 - 0773 550366

£30 - 0926 484322
£35/Swap for *Sensible Soccer* - 0375 376696
TO SWAP: *Aladdin*
Swap for *Zool* - 0501 743950
WANTED: *Aladdin*
081 346 7873

3. STREET FIGHTER 2: SPECIAL CHAMPION EDITION

Publisher: Sega/Capcom • Price: £59.99
Reviewed in Issue 14 of MEGA



Not the amazing force of a game it is on the SNES, simply because there are so many good games for the Mega Drive already. However, this is still the best beat-'em-up ever and it's also an amazingly playable game that anyone, no matter how incompetent, can enjoy. With that special Turbo mode, the chance to control all the bosses and the bonus Elimination match-up to play, you're never going to get bored, and that's a promise. **MEGA says:** This 24-Mbit game is a polished, playable and spot-on conversion of the arcade machine. It's a bit on the pricey side, but you'll still be playing it this time next year.

FOR SALE: *Street Fighter 2*
£45 - 081 3115739
£40 - 081 311 5739
TO SWAP: *Street Fighter 2*
Swap for *FIFA International Soccer* - 081 693 2579

4. SONIC 3

Publisher: Sega • Price: £59.99
Reviewed in Issue 18 of MEGA



Sonic's back (again) and there's yet another new character. Knuckles the Ant-eater is tricked by Dr Robotnik into thinking that Sonic is trying to steal the Chaos Emeralds (not *our* Sonic surely). This sets us up for another Sonic platform adventure of the calibre we've come to expect. The graphics are nicer, the levels three times larger and the whole thing is full of Sonic-isms.

MEGA says: If you like Sonic, and you want the best Sonic game there is, you're going to have to pay for it.

5. FIFA SOCCER

Publisher: EA Sports • Price: £49.99
Reviewed in Issue 15 of MEGA



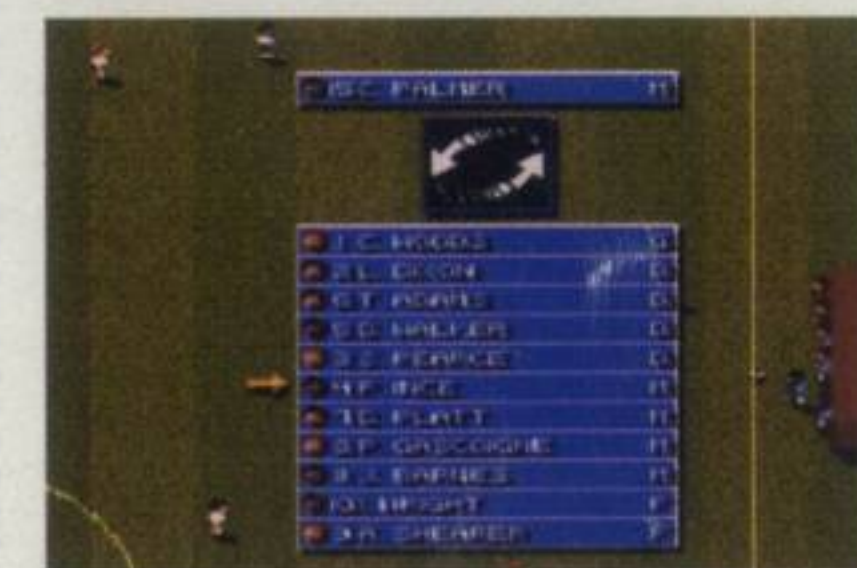
After almost three years the Mega Drive finally gets a top football game. It's all here; a league, international championships, fantastic gameplay, great graphics, superb sound and loads of atmosphere.

MEGA says: EA Sports come up with the goods once again and with that lovely 4-Way Play adaptor you can even get three of your mates to play at the same time. But wait, what about the other fabulous footy game below?

WANTED: *FIFA International Soccer*
081 346 7873
061 945 6186
081 675 2120
0394 382010

5. SENSIBLE SOCCER

Publisher: Sony • Price: £39.99
Reviewed in Issue 15 of MEGA



Yep, we thought long and hard about this, but we couldn't separate the two games. And the reason? Well, even though they're both football games, they go about the task in different ways and are both good in different ways. *Sensible Soccer* is a faster paced, even arcade, game with some seriously good gaming options. So we've decided to give them both the same position in the TOP 100.

MEGA says: If you're going to buy a football game, it has to be one of these two. Try them both and see which one best suits your gaming needs.

TO SWAP: *Sensible Soccer*
Swap for *John Madden '94* - 0501 743950

7. NBA JAM

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 18 of MEGA



It's been said "that you cannae change the laws of physics", and while that may be true it doesn't mean you can't mess about with the laws of basketball. And that's exactly what *NBA Jam* does brilliantly. There are no confusing stats to get in the way, just pure arcade action and loads of fun. And with that lovely simultaneous four-player game it's fun for all the family. **MEGA says:** And they said basketball was dead. Well, they didn't say that exactly, but if they had done, they would have been wrong.

8. FLASHBACK

Publisher: US Gold • Price: £39.99
Reviewed in Issue 9 of MEGA



Stick some nice animation into a game, and most people will tend to get very excited about it, ignoring the rest of the game completely. With *Flashback* though you can sit down, watch the animation and then get completely involved in a great arcade adventure.

MEGA says: This is in many ways a perfect game. It's absolutely amazing to look at, it sounds brilliant, it's tough, involving, easy to control and thoroughly addictive. What more could you really ask for? Well not very much really, so rush out and buy this now.

FOR SALE: *Flashback*
£20 - 0773 550366
£30 - 0308 424400
£35 - 05395 36409
£30 - 0926 484322
TO SWAP: *Flashback*
Swap for *Jungle Strike* or *FIFA* - 081 675 2120

9. DR ROBOTNIK'S MEAN BEAN MACHINE

Publisher: Sega • Price: £39.99
Reviewed in Issue 16 of MEGA



Right, let's get one thing sorted right from the off, this may be a twee and horribly cute game, but it's also the Mega Drive's top single- or two-player puzzle game. Ingeniously devised so that as you play you develop a gaming strategy, this is one of those games that because it's been

well programmed, is just as good with a mate as it is when you're trying to get through the game and defeat the evil Dr Robotnik. You'll probably finish the game in one-player mode someday, but with a mate you'll be playing this for a long time to come.

MEGA says: Everything stops in the office for a game of *Mean Bean Machine*; we've even set up a little knock-out tournament to show how sad we are.

10. MICRO MACHINES

Publisher: Codemasters • **Price:** £34.99
Reviewed in Issue 5 of MEGA

It may not be the best looking or sounding game in the world, but the gameplay and playability are amazing and the head-to-head fun rivals that of even *John Madden Football*.

With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be slotted into your Mega Drive for a very long time to come.

MEGA says: Frantic two-player action and a tough one-player challenge make for an absolutely fantastic little driving game.

FOR SALE: *Micro Machines*
£30 - 0308 424400

11. JUNGLE STRIKE

Publisher: EA • **Price:** £39.99
Reviewed in Issue 9 of MEGA

This is the fabulous follow-up to the brilliant *Desert Strike*, and this sequel has everything you could wish for and more. There are more missions (50 in total), more campaigns (9 this time around) and there's even the chance to get behind the controls of some different vehicles. The gameplay, though similar to the original, is varied enough to provide some real interest.

MEGA says: This game is tough, even better looking than the original and just good clean shoot-'em-up fun. *Desert Strike* was an incredibly popular game, but this is a classic Mega Drive game.

FOR SALE: *Jungle Strike*
£30 - 0843 582093

£20 - 0275 393632

WANTED: *Jungle Strike*
081 675 2120

12. TOEJAM AND EARL 2

Publisher: Sega • **Price:** £49.99
Reviewed in Issue 16 of MEGA



The first game was a success because of its two cult characters and the fabulous action in two-player mode. And the sequel just goes to show that there's still some life left in the platform game. Gone is the strange 3D look of the old game and in comes an in-ye-face close-up view of their home planet, Funkotron. With gags all the way through the game, some top platform action and a challenge, this is a real joy to play. The best thing about *ToeJam & Earl 2*, however, is that (unlike the original game) you get just as much from playing the game by yourself.

MEGA says: There aren't many sequels which are as eagerly awaited as this one was, and to find that it's even better than the original game is a really big bonus. If it's wacky platform fun you're after, you won't go wrong with this.

13. NHL HOCKEY '94 (INC. NHLPA HOCKEY AND EA HOCKEY)

Publisher: EA • **Price:** £44.99
Reviewed in Issue 12 of MEGA



This is the third in the series and there are yet even more additions and improvements. The old question of whether this should be bought over the other two raises its head again and it's a tough one to answer. If you're new to ice hockey, this will amaze, astound and completely satisfy you, but anyone who owns one of the two previous games may be left wondering "is that all". Still, it's top-rate Mega Drive action, so make absolutely sure you own at least one of these hockey games.

MEGA says: You *must* have one of these hockey games, so go out and get one now.

FOR SALE: *NHLPA Hockey '93*

£15/Swap - 081 671 2753

£20 - 0224 482905

£25 - 0533 710370

£25 - 081 311 5739

FOR SALE: *EA Hockey*

£20 - 0799 527925

£25 - 0308 424400

TO SWAP: *EA Hockey*

0222 515787

14. HELLFIRE

Publisher: Sega • **Price:** £34.99

Aero Blasters is the only serious competition to *Hellfire* in the space-blast department. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes the game a bit easy to complete, but nothing's perfect huh? Although we must admit that this does come damn close.

MEGA says: *Hellfire* is really great stuff, and although *Aero Blasters* is equally as impressive, if it's a bit too demanding, this'll be right up your street.

FOR SALE: *Hellfire*
(Jap) £17 - 0474 703423

15. ROAD RASH 2 (INC. ROAD RASH)

Publisher: EA • **Price:** £39.99
Reviewed in Issue 4 of MEGA

Not entirely different to *Road Rash*, but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement.

MEGA says: Speed, violence and bikes - what more could you ask for?

FOR SALE: *Road Rash*

£15 - 0224 482905

£13/Swap - 081 671 2753

£30/Swap - 081 304 6664

£20/Swap for *Micro Machines* or *Cool Spot* - 081 549 1924

£10 - 081 890 8741 (evenings)

FOR SALE: *Road Rash 2*

£10 - 0734 861949

£30 - 081 3115739

£25 - 081 311 5739

TO SWAP: *Road Rash 2*

Swap for *Jungle Strike* or *FIFA Soccer* - 081 675 2120

16. PGA TOUR GOLF 2 (INC. PGA TOUR GOLF)

Publisher: EA • **Price:** £44.99
Reviewed in Issue 5 of MEGA

What was wrong with the original *PGA Tour Golf*? Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well, that's what *PGA Tour Golf 2* does. There are three more courses and the chance to put draw and fade on the ball.

MEGA says: The best multi-player game has been improved and if you and your mates like nothing better than playing a round, this is for you. Be careful though if you've got the original, because this one isn't drastically different.

FOR SALE: *PGA Tour Golf*
£12 - 0536 525051

17. F1

Publisher: Domark • **Price:** £39.99
Reviewed in Issue 11 of MEGA



While *Super Monaco GP* wins hands down on realism and looks, *F1* beats it into first place for speed and playability. And if you think you can handle more than the normal speed of the game, there's always the turbo mode. With all the 16 Formula One courses, battery back-up for ten games and a simultaneous two-player game, *F1* has all the right ingredients to make it a top ten game, and indeed, that's where it is.

MEGA says: Thrills, spills and a lot of crashes. That's what's in store for you with this game. For speed freaks and Ford Fiesta owners alike, this is a must buy.

WANTED: *F1*
£25 - 0843 582093

061 945 6186

18. LANDSTALKER

Publisher: Sega • **Price:** £49.99
Reviewed in Issue 14 of MEGA



Our hero Nigel must combat all manner of strange beings and solve intriguing puzzles if he's ever going to find King Nole's treasure in what has got to be one of the most eagerly-awaited games every. A large, brilliant and new-style RPG that will appeal to experienced gamers and novices alike. Superb!

MEGA says: Paul has actually been playing this for ages, and he doesn't usually like role-playing games. So that's a recommendation if ever there was one.

FOR SALE: *Landstalker*

£38 - 0304 826546

£20 - 0773 550366

£30 - 071 286 5859

WANTED: *Landstalker*

071 402 3604



AFTER BURNER 2

- On the intro screen hold down A, B, C and Start. When the carrier appears, select your start level with Left and Right.
- When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.
- For 100 missiles press Left and B on stage 3, Right and B on stage 5, B on stage 9 and Right and B on stage 11.
- For 100 missiles press Left and B on stage 13, Right and B on stage 16, B on stage 19 and Right and B on stage 21.

ALADDIN

- Pause the game, press A, B, B, A, A, B, B, A, and you can skip any level.

ALIEN 3

- Using pad one, enter the options screen. On pad two, press C, Up, Right, Down, Left, A, Right and Down. Listen for the sound, then start the game as normal and pause. On pad one press Start to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS

- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.

- To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press Left and C together, and Bart will skid off. Touch only button C, but keep Left pressed until you pass the door. Stop, press Right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)

- On the options screen highlight Game Type. Move it to Driving and hold the pad Left and press the B button. Move the pad down to Difficulty, hold Left and press the B button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER

- Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BIO-HAZARD BATTLE

- Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joystick: Up, Up-Right, Right, Down-Right, Down, Down-Left, Left, Up-Left and Up. Then press Start.

BLACK HOLE ASSAULT

- For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.

- To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press Start on the second pad and your opponent will fall over.

- For invincibility, do the same as above but your name is MUTEKI.

B.O.B.

- Hold down all the buttons on both pads when you see the "Foley Presents" screen; you'll hear a sound. Now when you play the game you'll miraculously start with full ammo and remotes and infinite lives.

BULLS VS LAKERS

- Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

OPPOSITION:

- Eastern: B - Bucks, C - Bulls, D - Celtics, F - Pistons, P - 76ers, R - Hawks, S - Pacers, M - Seattle

- Western: V - Golden State, W - Blazers, X - Lakers, Y - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, Q - Seattle

YOUR TEAM:

- Eastern: D - Bucks, X - Bulls, N - Celtics, S - Pistons, 8 - 76ers, 4 - Hawks, J - Knicks, 0 - Pacers

- Western: 6 - Golden State, B - Blazers, L - Lakers, G - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, Q - Seattle

CASTLE OF ILLUSION

- When you have finished a level, press Start while your score's being added, for extra lives.

- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CHAKAN

- Select practice mode and start the game. Above the air portal you'll see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK

- While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press Up while holding A to advance a level.

CHUCK ROCK 2: SON OF CHUCK

- Pause the game, and press B, A, Right, A, C, Up, Down then A and unpause the game. Now pause it again, and press A and Right to go up a level, or you could press A and Up to skip the entire zone.

CHUCK ROCK CD

- Here are some passwords: Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNXF, Level 5: TSFNVP

COBRA COMMAND

- Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press Up, Left, Right, Right and Up. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press Left or Right to move through the numbers. Pressing Start while you are playing a level will mean you complete it.

COLUMNS

- Build a column of blocks on one side of the screen. Position a magic block so that only two of the three blocks fit on the screen. The third block will fall separately.

COOL SPOT

- Pause the game. Now press A, B, C, B, A, C, A, B, C, B, A and C. The game will now finish the level you're on for you.

CORPORATION

- The most important weapon is the bomb, but don't use it until you're in prison.
- If thrown in prison, check your pockets...
- Don't buy a lock-pick, simply find one.
- The crab monster is only a hologram, but sometimes it's hiding something infinitely more dangerous, so beware CRUE BALL.

- Go to the music demo bit and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the level screen comes up, hold B and press Up to choose your level.

CYBORG JUSTICE

- For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode.

DAVID ROBINSON'S BASKETBALL

- Here are some passwords: CABCOEA1F - LA vs Detroit, ASTURBQIE - Chicago vs New York, FMJCLY1B - New York vs Detroit, WYBCDEAYU - Detroit vs LA.

DEADLY MOVES

- Here are some character codes: Warren - XXI E4T2 0ZY, Vagnad - WBY MFDI HOZ, Li Yong - WBY E4ZQ UZI, Baraki - HB1 Y9JK D4W, Bu-oh - HB8 MFO6 NNN, Gaolun - HY6 Z9J3 W47.

DECAP ATTACK

- Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE

- Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.

DRAGON'S FURY

- For ten lives instead of three, enter code: BQQQAEZ.

DRAGON'S FURY

- Enter UUBV99BQRE for 73 halls and 505,705,300 points. Enter ALCLAEBECK for 21 balls and the end-of-game sequence.

ECCO

- This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

EURO CLUB SOCCER

- Here are the codes for the levels: The Undercaves - WEFIDNMP, The Vents - PUDPXJDK, The Lagoon - TCXSXJDT, Ridge Water - QZOMOOLE, Open Ocean - KEQKALGF, Ice Zone - FJTZCLGZ, Hard Water - TRAWCLGZ, Cold Water - IBRWXREO, Island Zone - WTCVAVREH, Deep Water - UHPHVREN, Marble Sea - ELNLXREF, The Library - TSGPXREX, Deep City - TOVHXREB, City of Forever - GACTXRET, Jurassic Beach - QDZAVNLK, Pierandon Pond - BQVVAPEA, Origin Beach - GRPZAPEE, Trilobite Circle - UCJDBPEC, Dark Water - ZDCHBPEF, Deep Water - YBDIBPEG, City of Forever - YUPIGLY, The Tube - MIBFKMLH, Welcome to the Machine - VUFBKMLC, The Last Fight - KTPMLMLM

EURO CLUB SOCCER

- Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.

EURO CLUB SOCCER

- For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press Right, B, C, B, C, Down, C then Up.

EURO CLUB SOCCER

- Take your pick of the following English teams to play as in the final: Norwich City - 373UAA4IGC (vs Rangers),

- Liverpool - SAHEAA8ICA (vs Celtic), Aston Villa - BEDUAA7ICA (vs Real Sociedad), Spurs - JCUAA8IHA (vs Celtic), Arsenal - ZWNEAA9IAE (vs Bordeaux), Nottingham Forest - KQAEABAIIE (vs PSV Eindhoven).

- Enter your password as THREE SHREDED WHEAT, with each word on a separate line, and your player will be able to kick incredibly hard.

- Enter your password as QUITTER and when you quit a match you won't forfeit the game - the score will remain the same.

- Enter your password as THREE SHREDED WHEAT, with each word on a separate line, and your player will be able to kick incredibly hard.

- Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing Start. Shannon will say "too easy" and a cheat screen will appear.

- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

- Start the British Grand Prix in a McLaren's car: NABCTPHSNQKTXBDEE GMHUJOKLMTFV HOHLKL LONVORQX LQMW

- Teleport to the final HQ message in the final two levels: Russian challenge - KSQGV, Aces - MH01K1, Korean - BIOF8P, Iraqi - GTGESV, American - 6PGE02

- To increase your continues, press and hold Up on the continue screen and then press A, B and C together.

- On the game-selection screen, press and hold Left. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.

- On the options screen select the Time option. Press and hold A and press Left. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press Left while holding button B until the point goes to 0. You now need to win 99,999 matches.

- On the explanation screen hold A, C and Up. Press Start and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

- Choose five lives and then press buttons A, B, C and Start together. Rotate the pad clockwise. On the title screen press Start and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and Start. Now press Left and Right until the title screen appears. Then press Start and when you run out of lives, nine more will appear.

- For a level select

TOP 10 MEGA CD GAMES

Well, it's been quite a month for Mega CD gamers, with four new entries in this month's top ten Mega CD games listing. There's no movement in the top five places though, and *Thunderhawk* still stands proud at the top of the list. Things don't look like changing next month either; check out the reviews section to see what we mean.

1. THUNDERHAWK

Publisher: Core • Price: £39.99

Reviewed in issue 13 of MEGA



Take one look at the amazing graphics for this game and you'll see that the CD (as a machine to blow everyone's socks off) has finally made it. But it's not only the graphics that make this game stunning. With non-stop adrenaline-pumping shoot-'em-up action you're gonna get a real kick out of this. You really are going to love it. MEGA says: Although we've all been blown away by the graphics, there's an immensely playable and addictive game in here too.

2. SONIC CD

Publisher: Sega • Price: £44.99

Reviewed in Issue 13 of MEGA



We all expected it to be good, and it is. The game is still very much *Sonic* but it now has some depth. To finish this you're actually going to have to play the game. Oh, and the graphics on the special stages are stunning.

MEGA says: Ever since everyone who bought the original *Sonic* finished it in a couple of days we've wanted a *Sonic* game with a challenge. Well, we had to wait for the CD version to provide it, but at least it's finally here.

3. SILPHEED

Publisher: Sega • Price: £39.99

Reviewed in Issue 13 of MEGA



Touted as the most amazing graphical game yet to appear on the CD, *Silpheed* has been slightly upstaged by *Thunderhawk*. Still, the speed and realism of this space shoot-'em-up can't be overlooked. Addictive, fun, and stunning to look at. MEGA says: If this and *Thunderhawk* are the shape of things to come, we're in for a real treat.

19. LOST VIKINGS

Publisher: Virgin • Price: £39.99

Reviewed in Issue 16 of MEGA



Imagine, if you can, a three-character-orientated puzzling platform game in which you must control each of the abilities of the three sprites in order to get them out of each level. Now add some incredibly top puzzles, some cool graphics and the odd bit of humour and you've got a game that taxes the old grey cells, takes a while to play through and is a real blast while you're doing it. Welcome to *Lost Vikings*.

MEGA says: When this came in, it took Jon days to leave it alone, and if that's not a recommendation, we don't what is.

20. LEMMINGS

Publisher: Sega • Price: £39.99

Reviewed in Issue 2 of MEGA

180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and an easy control system make this a must for all gamers. MEGA says: It's addictive, brain teasing and once you get into it, you'll be reluctant to get out again...What more of a recommendation do you need?

FOR SALE: *Lemmings*

£19 - 0304 826546

£23 - 051 531 7284

21. ECCO

Publisher: Sega • Price: £39.99

Reviewed in Issue 6 of MEGA

Once in a while a game comes along that is just that little bit different to the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deepunderwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits.

MEGA says: It brings a whole new realm of gameplay to the Mega Drive. It's tough, beautiful, and an absolute joy to play.

FOR SALE: *Ecco The Dolphin*

£15 - 0734 861949

£20/Swap - 0245 400011

£20 - 0224 482905

£20 - 0773 550366

£25 - 0799 527925

£17 - 0602 372667

22. STREETS OF RAGE 2

Publisher: Sega • Price: £44.99

Reviewed in Issue 4 of MEGA

You won't find a better beat-'em-up on the Mega Drive (except for *Street Fighter 2* of course) and it's even better than some arcade ones too. Improvements on the original include two new characters (Max and Skate), a head-to-head mini game, amazing graphics and playability as well.

MEGA says: You won't find it tough enough if you play on easy level with loads continues. So if you're a hotshot gamesplayer, do yourself a favour and play the game on hard level with only a couple of continues.

FOR SALE: *Streets of Rage 2*

£20 - 0843 582093

£20 - 081 979 3697

£25 - 081 311 5739

£25 - 081 3115739

£25 - 0308 424400

TO SWAP: *Streets of Rage 2*

081 883 1484

23. QUACKSHOT

Publisher: Sega • Price: £39.99

Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia* should have been. It looks lush, sounds lovely, and it's action-quacked (sorry) from start to finish.

MEGA says: It's quite an old game now, but we still think you should get it!

FOR SALE: *Quackshot*

£20 - 0536 525051

£20 - 0533 710370

£15 - 091 384 9926

£20 - 081 311 5739

£20 - 081 3115739

£20/Swap for *Mortal Kombat* or *Jungle Strike* - 081 549 1924

TO SWAP: *Quackshot*

Swap for *World of Illusion* - 0501 743950

24. DAVIS CUP TENNIS

Publisher: Domark • Price: £39.99

Reviewed in Issue 12 of MEGA

We've waited ages for a tennis game which will knock our socks off - well here it is. It's fast, intricate, and it has a lovely technical learning curve and a stonking two-player option.

MEGA says: Definitely more of a two-player game than a single-player-against-the-computer one, this will bring out the real competitor in you.

25. COOL SPOT

Publisher: Virgin • Price: £39.99

Reviewed in Issue 9 of MEGA

This ultra-cool, cute and loveable little dude sits brilliantly inside this fabulous platform game.

MEGA says: Playable, cute, large, difficult game with a great soundtrack.

FOR SALE: *Cool Spot*

£22 - 0375 376696

£30 - 0308 424400

£25 - 0446 740658

£20 - 0935 78705

£30/Swap - 081 675 2120

26. GAUNTLET 4

Publisher: Tengen • Price: £39.99

Reviewed in Issue 13 of MEGA

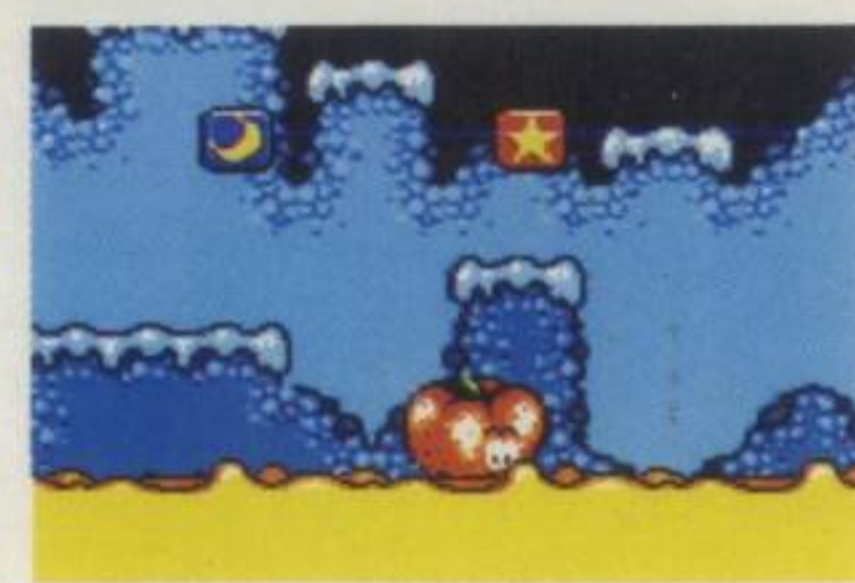


What an amazing coin-op *Gauntlet* was. Many a misspent youth has been spent shoving ten-pence pieces into the mammoth arcade machine. And now those days are back. And by adding three different modes and using the four-player tap for maximum hilarity, it's even better than ever. MEGA says: A top arcade game gets the conversion treatment and actually ends up being better than the coin-op. Hoorah for Tengen!

27. JAMES POND 3: OPERATION STARFISH

Publisher: EA • Price: £49.99

Reviewed in Issue 14 of MEGA



The first *Pond* was OK, the second was OK as well, but a bit better than the first.

Pond 3 is loads better than the second and very good to boot. There is large Mario-style gameplay in the usual platform style, but with loads to do and lots of levels to do it in, this is another seriously good platformer for the Mega Drive.

MEGA says: Andy hates the other two *Pond* games, but he loves this one. Looks like it's third time lucky for old Jimbo.

28. ROLO TO THE RESCUE

Publisher: EA • Price: £39.99

Reviewed in Issue 5 of MEGA



Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then, when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game.

MEGA says: Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out, and bosses to defeat.

29. TINY TOONS

Publisher: Konami • Price: £39.99

Reviewed in Issue 8 of MEGA



Cute, big and easy to play, this platformer has got it all. With a password for each level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores very highly in all gameplaying areas.

MEGA says: Fast, colourful, cute, playable... the list of qualities in this game is endless.

FOR SALE: *Tiny Toons*

£25 - 081 311 5739

£20 - 071 286 5859

30. SHINING FORCE

Publisher: Sega • Price: £39.99

Reviewed in Issue 10 of MEGA

We all complain when games are too easy to finish and we also complain that the hardest games to complete, RPGs, are boring. Well if you're of that ilk, you should definitely check this out 'cos you're in for a surprise. It's got cute characters, a do-the-right-thing storyline and gameplay most games can only dream about.

MEGA says: Very soon we're going to have to stop taking the mick out of role-playing games, because they're getting quite good now.

FOR SALE: *Shining Force*

£20 - 0773 550366

£15 (no box) - 071 286 5859

31. MEGA-LO-MANIA

Publisher: Virgin • Price: £39.99

Reviewed in Issue 6 of MEGA

Ever wanted to know why a "God-game" is called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do

whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.

MEGA says: Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

FOR SALE: *Mega-Lo-Mania*

£25 - 0275 393632

£25 - 0308 424400

£20 - 0446 740658

32. LETHAL ENFORCERS

Publisher: Konami • Price: £64.99

Reviewed in Issue 15 of MEGA



It's amazing how a perfectly good first-person perspective shoot-'em-up can be turned into a classic game just by the addition of a small Dirty Harry light gun. The coin-op was great fun because of the gun, and thanks to Konami you can now re-live that arcade experience on the Mega Drive.

MEGA says: The gun is cool (and a lot cheaper than the Menacer) and the two-player simultaneous game is a real hoot.

33. SONIC 2

Publisher: Sega • Price: £39.99

Reviewed in Issue 2 of MEGA

This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at.

MEGA says: You might find it too easy to finish, but it does leave the original game sobbing in a dark, damp corner.

FOR SALE: *Sonic 2*

£20 - 081 979 3697

£20 - 081 311 5739

£18 - 081 690 8360

34. RAINBOW ISLANDS

Publisher: Taito • Price: (see importer)



Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer. MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and addictive.

35. AERO BLASTERS

Publisher: Kemco (Import) • Price: £40

If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what an absolutely fantastic, all-action, exciting and varied blastathon it is. If you aren't one of those people, then be told right now - *Aero Blasters* is one of the fastest, sexiest, joy-pad-grippingliest, shoot-'em-ups there's ever been.

It is more impressive looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.

MEGA says: This is one of the best Mega Drive shoot-'em-ups ever, without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

36. X-MEN

Publisher: Sega • Price: £39.99

Reviewed in Issue 9 of MEGA



Although superheroes are popular sources of games, the games themselves usually end up being dire little platformers. This is a platform game, but thanks to the ingenious use of the characters and the team effort needed to play the game, it lifts itself above the rest.

MEGA says: Paul loves this game for two reasons; 1) He's a big X-Men fan, and 2) the game is fab. So, if it's good enough for him, it's good enough for everyone else.

37. ROYAL RUMBLE

Publisher: Acclaim • Price: £49.99

Reviewed in Issue 14 of MEGA



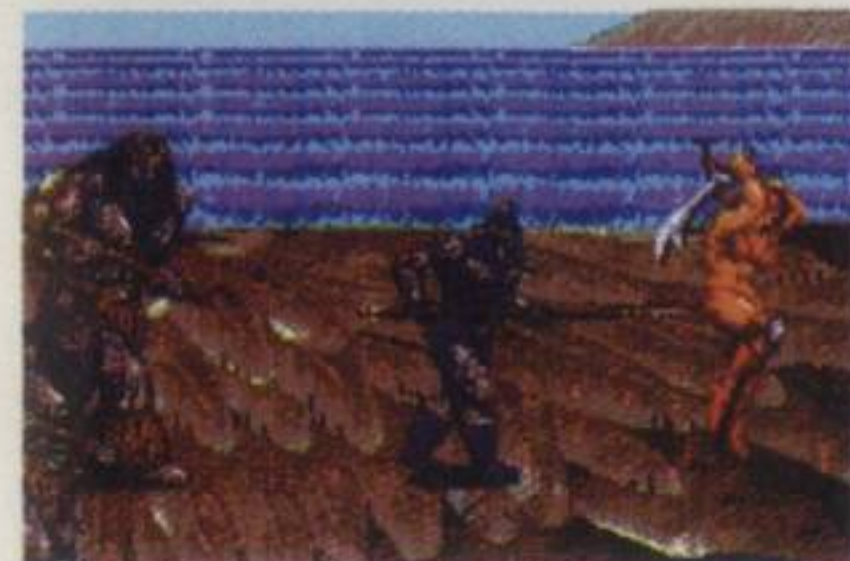
Wrestling may not be the most "honest" sport in the world, but with up to 12 people in the ring at once, it's entertaining if nothing else. And, thankfully, this captures the fun element of that competition.

MEGA says: Two-player, one-player, tag-team and Royal Rumble - it's all here and jolly good fun it is too.

38. GOLDEN AXE 3

Publisher: Sega Japan • Price: £39.99

Reviewed in Issue 12 of MEGA



Completely replacing *Golden Axe 2* (and *Golden Axe* for that matter) this takes the old formula, improves on it slightly by updating the graphics, adding some more sound and giving you four characters to choose from. The classic gameplay is still here and although it hasn't changed very much over the years, the feeling at MEGA

is that it doesn't have to.

MEGA says: Well, it's one of Andy's fave games and it's a classic. It's not one to fight your next door neighbour's pit bull terrier for, but it's definitely worth a play.

39. DESERT STRIKE

Publisher: EA • Price: £34.99



Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this action-packed shoot-'em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. This is a great game, and that's what matters.

FOR SALE: Desert Strike
£20 - 071 790 8860
£20 - 0734 344161

40. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

Publisher: Sega • Price: £44.99

Super Monaco GP was the most popular driving coin-op before *Out Run*, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot - the graphics may only be alright, but the gameplay is astonishing. *Super Monaco GP2* is superb, definable control, high-speed adrenaline-pumping driving action, and it also has a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game especially in the area of car handling, but with something that started off as fab as *Super Monaco GP*, that's still just window-dressing.

MEGA says: This comes close to *F1* from Domark (although Paul Mellerick actually prefers *SM GP2*), but in the speed and playability departments *Super Monaco GP2* can't really touch it. Mind you, you'd have to go a long, long way to find any other driving game to better this.

FOR SALE: Super Monaco GP
£18 - 0799 527925

41. SONIC SPINBALL

Publisher: Sega • Price: £44.99

Reviewed in Issue 15 of MEGA



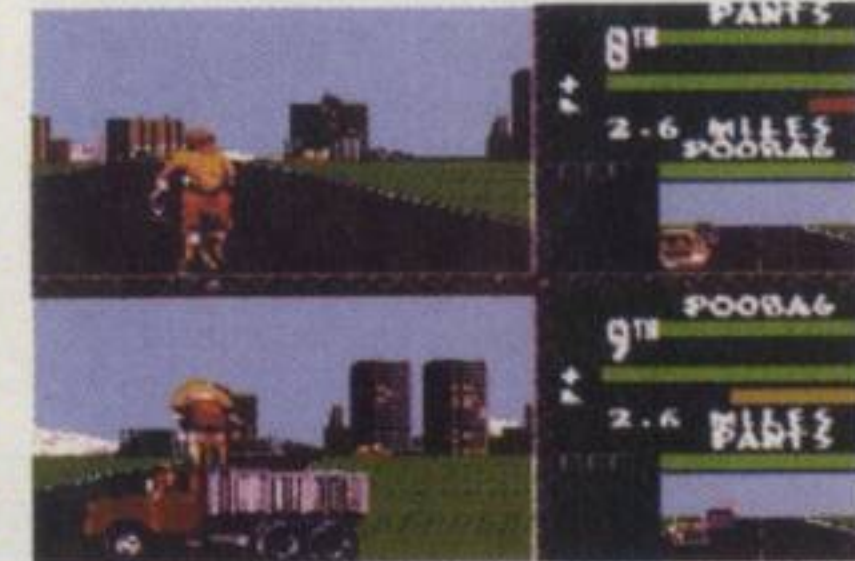
Although some people were quite cynical about the prospect of a Sonic pinball game, Sega have come up with an ingenious and very imaginative little game, which is still very much a Sonic game as well as a fun pinball game. However, it's not as spectacular as the platform games and there are only four tables to complete.

MEGA says: Good fun, but what's with only four tables? Still, you can always go back and try to beat your top score.

42. SKITCHIN'

Publisher: EA • Price: £49.99

Reviewed in Issue 18 of MEGA



If you're after a new game, but want something a bit different from the usual stuff, try *Skitchin'*. A cross between rollerblading and *Road Rash*, this street-wise race game sees you racing across America, beating up other Skitchers, and hanging onto as many cars as you can. The higher element of strategy over *Road Rash* is welcome, but the game loses something of the in-yr-face action of its relative.

MEGA says: *Road Rash* addicts who can't get enough will die for this. The rest of us will just enjoy playing it for a while.

43. THUNDERFORCE 4

Publisher: Sega • Price: £39.99

Reviewed in Issue 1 of MEGA

The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics get in the way of the action - there's too much going on on-screen at any one time.

MEGA says: Looks great, lots of blasting action, looks great, solid shoot-'em-up action, looks great and, er, nothing really that could be described as particularly different from its predecessors. It's a great-looking game though.

44. MORTAL KOMBAT

Publisher: Acclaim • Price: £49.99

Reviewed in Issue 13 of MEGA



Another stunning and very popular coin-op gets the conversion treatment and loses very little in the progress. Obviously the graphics aren't as sharp as they were, but they're still good. The playability is cool and with all the death moves intact, this will satisfy any fight fan's appetite.

MEGA says: A cool beat-'em-up, but it's too easy in one-player mode.

FOR SALE: Mortal Kombat
£35 - 0843 582093
£40 - 05395 36409
£35 - 0308 424400
£30 - 081 311 5739
£25 - 0225 744045

45. BOXING LEGENDS OF THE RING

Publisher: Electro Brain • Price: £44.95

Reviewed in Issue 16 of MEGA



Boxing games don't usually hit the mark,

GOLDEN AXE 2

• Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.

• Press A, B, C and Start on the titles, select options, keep holding A, hit B and C again, move to exit, keep holding A and hit B and C until you get to character select. Hold A and Up and hit B and C. Now pick your level.

GOLDEN AXE 3

• When choosing a character, move the cursor to the character you want to play, and quickly press A four times, Start once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.

GREENDOG

• Here's a level skip. Pause the game, then press C, A, B, A, Left and Left again.

HELLFIRE

• Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.

• Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

HOOK

• On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS

• Here are some level-select codes:
Level 20 - WDFGNXGRMPN
Level 40 - NSFLKXCBJDWF
Level 60 - YNTBXYJYNLWK
Level 80 - XPMNWJKFNQZC

IMMORTAL (THE)

• On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.

• In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

• Wait until the level name appears and then hold A until the game appears. The game is paused. Release A for invincibility.

INDIANA JONES

• When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

JAGUAR XJ220

• Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.

JAMES POND

• On mission one there are hidden entrances to level 11 (on the far left, out of the water) and on level 6 (on the far left of the sea bed, just before the cliff).

• Collect all the letters in the baddy rooms to spell out James Pond and earn a bonus.

JAMES POND 2: ROBOCOD

• Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.

• To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A, B. Unpause and you've completed the level.

• On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.

• On the title screen hold Down/Left and A and C, then press Start for a level select.

• At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

JOE MONTANA 2

• Enter your league password as JOHN MADDEN and you'll be transported to week 13 of the season as Indianapolis.

JOE MONTANA 3

• Enter the code by the side of the team you wish to play as, then add YNTSKBC.

DLB - Bears

HCB - Cowboys

ZLB - Eagles

XTB - Giants

RLB - Rams

VLB - Saints

CDB - Bills

SDB - Dolphins

4LB - 49ers

QDB - Raiders

6LB - Redskins

TLB - Vikings

JOHN MADDEN FOOTBALL

• Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.

• Play in the snow: 5504500

JOHN MADDEN FOOTBALL '92

• At the end of the final, when the display of the pitch is shown, press Up, C, Down, C, Left, C, Right, C, Up, B, Down, B, Left, B, Right, B, Up, C, Down, C, Left, C, Right, C. The screen should display the fireworks.

• Choose the team you'd like to play as in the finals by using the following codes:
Buffalo (vs SF) - BXMMCSM1
Chicago (vs Denver) - CG8JYLC1

Dallas (vs Miami) - BDNT6NX7

LA (vs Miami) - CNYGOYHL

Miami (vs SF) - B6KKGYOL

New Orleans (vs Kansas City) - B2709V41

Oakland (vs Washington) - COLLB7LM

SF (vs Denver) - B3DFN05K

Washington (vs Oakland) - CZSK2TMR

KID CHAMELEON

• At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press Down-Right while holding jump and special to warp to the last boss.

KLAX

• Press Up and Left, buttons A, B, C and Start on the title screen to make it tougher.

• On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

LAKERS VERSUS CELTICS

• To get to the final as the Bulls with a 3-1 lead, enter 087 ROS.

LHX ATTACK CHOPPER

• Here are the codes for VERY HARD.

Majestic Twelve - CBAAEC, Anterior Nova - CBCEAIEC, Reindeer Flotilla - CBCEAIEC, Phoenix - CBCEAIEC, Rainbow Veil - CBCEAIEC, Chess - CBCEAIEC, Lobster Quadrille - CBCEAIEC, Hen House - CBCEAIEC, Desert Two - CBCEAIEC, Flaming Arrow - CBCEAIEC, Plain Aria - CBCEAIEC, Lobster Quadrille - CBCEAIEC, Flaming Arrow - CBCEAIEC, Hen House - CBCEAIEC, Lava Lamp - CBCEAIEC, Anterior Nova - CBCEAIEC, Gemini - CBCEAIEC, Chess - CBCEAIEC, Binary Rainstorm - CBCEAIEC, Freedom Train - CBCEAIEC, Arc Lite - CBCEAIEC, Anterior Nova - CBCEAIEC, Reindeer Flotilla - CBCEAIEC, Hop Toad - CBCEAIEC, Olympic Torch - CBCEAIEC, Lobster Quadrille - CBCEAIEC, Grand Theft Hokum - CBCEAIEC, Flaming Arrow - CBCEAIEC.

LOTUS TURBO CHALLENGE

• Enter MANSELI on the password screen and you'll qualify every time.

• Enter SLUGPACE for infinite turbos.

MARVEL LAND

• Enter the code TRIDENT for the last level.

MAZIN WARS

• To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

MEGA-LO-MANIA

• Here are the codes for some epochs:

2nd - YABDQCYXSL, 4th - UKBDFXSH, 6th - QUBDQYFJTA, 8th - MECDMAMYXSQ, 9th - EKFDCEBSBYS.

• Final level code: JDDVBJVJONH

• Enter the word JOOLS on the password screen for a hidden game of Asteroids.

MICRO MACHINES

• For infinite lives press B, Down, C, Down, Up, Down, Left and Down.

• To increase your vehicle's grip press A, Up, B, Down, C, Left, Start and Right.

• To increase the impact of the collisions press C, Up, Left, Right, A, B, A then C.

• For more speed press Up, Down, A, B, Left, Right, C and Start.

• For a harder game press Left, Right, Left, Right, Up, Down, Start and Down.

• For an even harder game press Left, Down, Up, Down, Right, Down, A and Down.

MORTAL KOMBAT

• Press Down, Up, Left, Left, A, Right and Down on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.

• For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press Up, Down, Left Right on pad one, and C, B, A, C, B, A etc on pad two.

MUTANT LEAGUE FOOTBALL

• Here are some passwords:

Play as: Against: Code:

Slammers Slayers CNL111111Y

Razors Slayers 1CK111111H

Vulgars Dragons 4CK111111L

NHLPA HOCKEY

• Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Now change all your players and go back to the game. When the sin bin time is over, the player(s) will come back onto the ice. You can now have up to seven players on the ice at one time.

• Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD - Housley, RW - Yzerman, C - Reonick, LW - Fedrov, LD - Chellos. Now you should always win.

• Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press Start, and on the options screen use the other pad to move down to Edit Lines and/or Change Goals. Now you can change the line-up.

OUTRUN

• Enter your name as ENDING to see the end sequence.

• Press Start to reach the option icon. Press the C button ten times, then press Start to access a Hyper difficulty level.

PGA TOUR GOLF 2

• To play at the amateur level in a tournament or skins challenge, do this: Select Tournament Play or Skins

Challenge. Save your game on the first tee.

Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will stop at the amateur tees.

PHANTASY STAR 2

• Continually turn the status screen on and off during action to avoid being attacked.

• Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.

• Once you have all the Nel Items, go to Lutz for the Neisword.

POPULOUS

• Here are some level-select codes:

100 - CALEOLD, 200 - EOAMPMET, 300 - BILQAZOUT, 400 - BADMEILL.

• For six continues press C, A, B, A, C and A on the chapter one screen.

POWERMONGER

• 2MNOA2WSD enables you to have conquered all the worlds.

PREDATOR 2

• Here are some passwords:

Level 2 - KILLERS, Level 3 - CAMOUFLAGE, Level 4 - LOS ANGELES, Level 5 - SUBTERROR.

QUACKSHOT

• In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat as you like to maximise out your lives.

RAINBOW ISLANDS

• Press Up, B, Down, Left, C, A, A, B and C on the title screen for full power-ups.

• On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.

RANGER X

• Go to the options screen and press A, B, C three times quickly. You should hear a tone. This allows you to select "Easy".

• Pause the game and press Up, Down, Up, Down, Up, Down, C, B, A, Right then Left. When the background music starts up, press B to skip to the next level.

• Here's a level-skip cheat. Pause the game and press Up, Down, Up, Down, Up, Down, C, B, A, Right, Left on pad one. The music should start up again; press B and the screen will fade and start on the next level.

RBI BASEBALL

4. LETHAL ENFORCERS

Publisher: Konami • Price: £54.99

Reviewed in issue 15 of MEGA



There are several advantages that the CD version has over the cartridge game; price, speed and music. But it's the same game, and a top one too. Blast those enemies as they come on the screen, and work through the ranks of the police force as you deal with crime in your own special way. MEGA says: A top CD and a real hoot. And it's £10 cheaper than the cartridge version. Not bad.

5. FINAL FIGHT

Publisher: Sega • Price: £44.99

Reviewed in Issue 8 of MEGA



The arcade gameplay in this game moves this CD conversion instantly into classic status. Including as much fighting action as you could ask for and a simultaneous two-player option, this should satisfy the appetite of any CD gamer. MEGA says: Fight, fight and then fight some more (if you're still alive). It looks good, plays like a dream and should quieten those Mega CD critics.

6. LUNAR THE SILVER STAR

Publisher: Working Designs • Price: £44.99

Reviewed in Issue 18 of MEGA



When the Mega CD first appeared, the Japanese started working on some incredible RPGs; they were popular over there but unfortunately they were never translated. *Lunar* is one game, however, that made it over here. A classic RPG with a fantasy scenario involving cute children with big eyes and loads of monsters, this is one game you'll lose several weeks of your life playing. MEGA says: Using the CD storage space to its best abilities, this RPG is a real treat.

7. DOUBLE SWITCH

Publisher: Sega • Price: £49.99

Reviewed in Issue 18 of MEGA



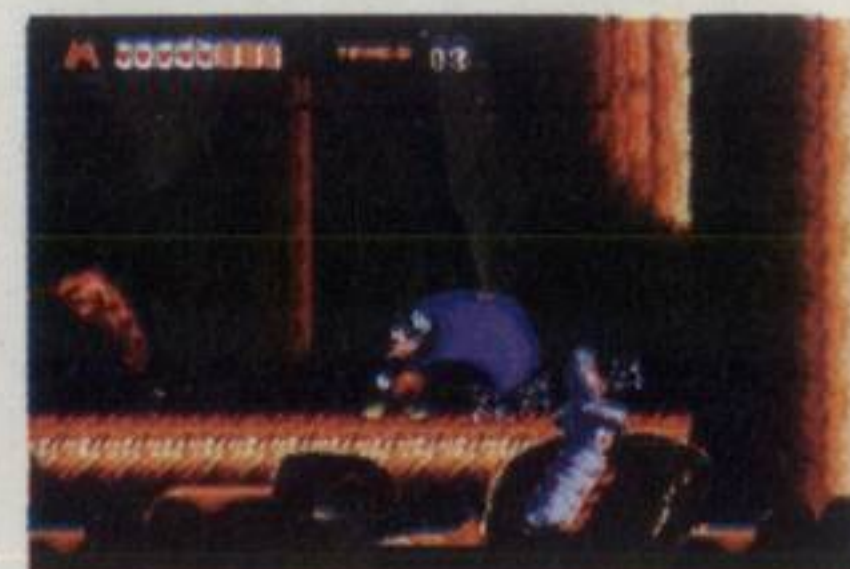
because they are either badly programmed, try to do too much, or don't incorporate enough stuff. *Boxing Legends*, however, has all the punches you'll need, some top middleweight boxers and a comprehensive but easy-to-use control system.

MEGA says: The two-player option lets you get rid of some pent-up aggression.

46. WORLD OF ILLUSION

Publisher: Sega • Price: £39.99

Reviewed in Issue 3 of MEGA



This game is way too easy in one-player mode, but for its brilliant two-player game it earns this position. It's gorgeous, hard, interactive fun.

MEGA says: Don't for a moment think about buying this unless you've got a mate to play it with.

FOR SALE: *World of Illusion*

£30/Swap - 081 304 6664

£15 - 0225 744045

TO SWAP: *World of Illusion*

Swap for *PGA Tour 2* - 0375 376696

47. STREETS OF RAGE

Publisher: Sega • Price: £34.99



If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question that *Streets Of Rage* doesn't have to answer, because it's great stuff.

Lovely backdrops, loads of athletic fighting moves, excellent two-player action and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy, for example) all go together to make this one of the best games in the genre.

MEGA says: This is well worth more than a passing look.

FOR SALE: *Streets of Rage*

£15/Swap - 081 671 2753

£20 - 0308 424400

(Jap) £17 - 0474 703423

TO SWAP: *Streets of Rage*

Swap for *Dragon's Fury* - 0501 743950

48. CHAKAN

Publisher: Sega • Price: £39.99

Reviewed in Issue 6 of MEGA



A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive.

MEGA says: Very nicely done and engrossing too, but very similar to lots of other stuff already on the market. All you long-term Mega Drive owners will have seen it all before, but you newbies should check it out.

49. F-15

Publisher: Microprose • Price: £39.99

Reviewed in Issue 12 of MEGA



This game is definitely the best flight sim on the Mega Drive and as such gets its place here above all the rest.

MEGA says: Very technical and very realistic, if you like flight sims.

50. ASTERIX

Publisher: Sega • Price: £39.99

Reviewed in Issue 14 of MEGA



Cartoon characters don't come with much more of a cult following than Asterix, and so a game starring this Gallic hero was bound to happen. Yes, of course it's a platform game, but it's a good one so that's OK. Having the option of controlling Asterix or his sidekick Obelix is a good idea and there's that lovely little clock ticking down as you play the game. At times things do get a bit frustrating, but *Asterix* is still very playable.

MEGA says: Very cartoony, very wacky and good platform stuff, but just too average compared to some of the Mega Drive's other software.

FOR SALE: *Asterix*

£25 - 0446 740658

51. ZOMBIES ATE MY NEIGHBOURS

Publisher: Konami • Price: £39.99

Reviewed in Issue 14 of MEGA



Some games are strange and some are really strange. *Zombies* (for short) is way above strange and borders on the surreal. Select your character, rescue your neighbours and kill those zombies. Very much a kitsch version of *Gauntlet*, this is just as manic and just as much fun.

However, there are 55 levels and tedium may well set in after a while.

MEGA says: Very good fun and much like *Gauntlet*, but the levels are all a bit samey.

52. TURTLES: THE HYPERSTONE HEIST

Publisher: Konami • Price: £35

Reviewed in Issue 7 of MEGA

Now that Konami are in the Sega business we can look forward to some cracking games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game.

MEGA says: OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game great fun.

FOR SALE: *Turtles: The Hyperstone Heist*

£20 - 071 263 1958

53. SIDE POCKET

Publisher: Data East • Price: £35

Reviewed in Issue 2 of MEGA

A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

MEGA says: We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.

54. POWERMONGER

Publisher: EA • Price: £39.99

Reviewed in Issue 5 of MEGA

If you're looking for some serious head-scratching stuff and you like to dominate, *PowerMonger* could be for you.

MEGA says: This game is very in-depth and very tough.

55. SHINOBI 3

Publisher: Sega • Price: £39.99

Reviewed in Issue 13 of MEGA

This is so much better than *Revenge of Shinobi* that although it isn't exactly a great leap forward in gaming terms, it's still a stonking game. Don't expect anything but ninja-related platform action and you won't be disappointed.

MEGA says: If you like ninjas, platforms and you reckon you're a bit of a hard geezer, this game is most definitely for you.

FOR SALE: *Shinobi 3*

(Jap) £15/Swap - 081 671 2753

56. THE HUMANS

Publisher: Imagitec • Price: £39.99

Reviewed in Issue 5 of MEGA

If you're going to bring out a puzzle game, then you've got to make sure it's a bit different from the rest of the genre to guarantee success. *The Humans* is much like *Lemmings*, but it has enough differences to make it worth a look. If you've tried *Lemmings* and have had enough of it, *The Humans* should fill that missing puzzle gap in your life.

MEGA says: Initially a bit complex, but give it a few goes before you condemn it. Try before you buy.

57. ROCKET KNIGHT ADVENTURES

Publisher: Konami • Price: £39.99

Reviewed in Issue 12 of MEGA



This is a top-class platform game and there's no doubt that newcomers Konami definitely know their games. With some very nice graphical touches, difficult stages to think about and some very original ideas, this is a constant surprise the more you play it.

MEGA says: It's easy to slag off games for not being very original, but what do you say when a game is? Er... see what we mean, we're lost for words.

58. FANTASTIC DIZZY

Publisher: Codemasters • Price: £39.99

Reviewed in Issue 13 of MEGA



These Codemasters chaps can do no

wrong. After the success of *Micro Machines* they've taken little Dizzy (the egg that made them famous) and come up with this lovely Mega Drive game. Use all your arcade adventure skills to solve the puzzles and save Daisy.

MEGA says: Although you may think of a *Dizzy* game as being too simple for a console like ours, this turns out to be a refreshing change and a good game too.

59. LOTUS 2 (INC. LOTUS TURBO CHALLENGE)

Publisher: EA • Price: £44.99

Reviewed in Issue 15 of MEGA



Although sequels are usually better than the original (and graphically, this one most certainly is), the gameplay here remains very much the same. Yes, there's a new construction system to play about with and the races themselves are much larger, but if you've got the original, this isn't significantly different to warrant you spending another £45 on.

MEGA says: Yep, some more Lotus-related action, but for hardened race fans there's better stuff out there.

FOR SALE: *Lotus Turbo Challenge*

£23 - 0533 710370

60. TERMINATOR 2

Publisher: Arena • Price: £39.99

Reviewed in Issue 4 of MEGA



The first *Operation Wolf*-type game that's appeared on the Mega Drive, and it's even better for the fact that it's compatible with the Menacer light gun. It also plays well with a joystick.

MEGA says: A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and some nice gameplay.

61. ALIEN 3

Publisher: Acclaim • Price: £39.99

Film licences don't tend to be of high quality, but for platform shoot-'em-ups you'd have to go quite a long way to find one better than this. With lovely graphics and sound, this is one tough game, that keeps you coming back for more and more.

MEGA says: A top-quality film licence, which proves you can make a good enough game on the back of a film if you try hard enough.

FOR SALE: *Alien 3*

£20 - 081 979 3697

62. WINTER OLYMPICS

Publisher: US Gold • Price: £49.99

Reviewed in Issue 17 of MEGA



Multi-sports games are a funny breed. The graphics may be excellent or they may be

poor, there may be any number of events, and the game will probably have a theme as well. Despite all this, it's the control system and amount of varied events which will really sell the game. Thankfully, *Winter Olympics* is not only very nice to look at and has ten different events, it's also intricate and fun.

MEGA says: As with most sports sims, the gameplay seems pretty daunting at first, but practice makes perfect.

63. CASTLE OF ILLUSION

Publisher: Sega • Price: £39.99



Mickey Mouse appears in this lovely platform adventure, with all manner of strange and beautiful Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel.

MEGA says: This is a lovely platform epic. It's absolutely gorgeous to look at and gorgeous to play. The whole family will love this one.

64. COLUMNS 3

Publisher: Sega • Price: £44.99

Reviewed in Issue 17 of MEGA



When the original *Columns* appeared we were all taken aback by the simple, yet addictive, nature of the game. And now we've got *Columns 3*. The basic gameplay remains the same; you bring down a vertical line of jewels, change the running order and get a line of three or more in any direction to make them disappear. But *Columns 3* adds a competitive edge similar to that of *Mean Bean Machine*, because you always play against an opponent. When you score ten points or more, by clearing the jewels, you can add a solid line to the other player's grid, giving him less room to manoeuvre.

MEGA says: Not as much fun on your own as the classic *Mean Bean Machine*, but with four or five players on screen at once, it's a real riot.

65. LHX ATTACK CHOPPER

Publisher: EA • Price: £39.99

Reviewed in Issue 1 of MEGA



The Mega Drive's first chopper-'em-up and only the second genuine flight sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.

MEGA says: Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and

completing a whole *Eastenders* (long drawn-out series) of missions will find plenty to get their teeth stuck in to.

66. DUNE 2

Publisher: Virgin • Price: £39.99

Reviewed in Issue 16 of MEGA

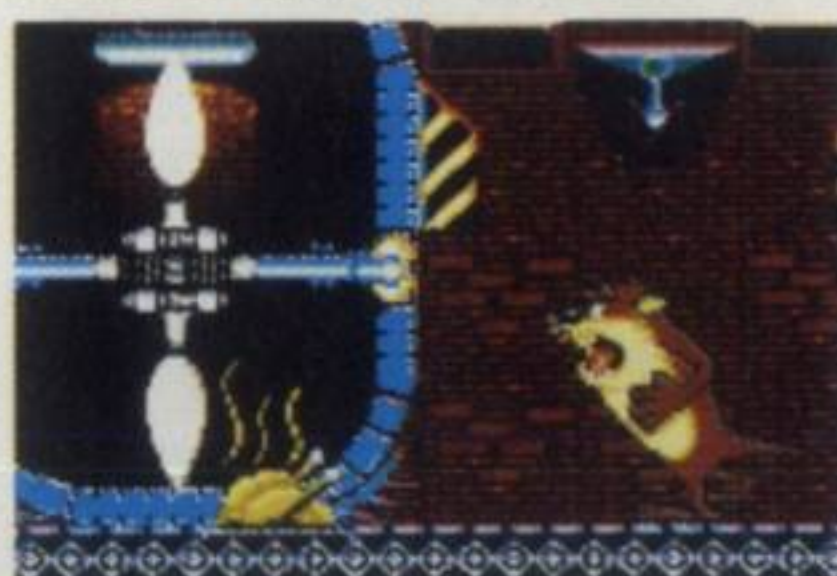


The real trouble with some puzzle games is the amount of time you spend waiting for something to happen. And while *Dune 2: Battle for Arrakis* is as guilty of this as any other game, it is a complex but enthralling strategy game. If you're a big fan of the film or the book, you'll like the tie-in, but even if you're not, the game still packs a head-scratching punch.

MEGA says: If you like your games a bit on the slow and mental side, this should suit you well enough.

67. TAZ-MANIA

Publisher: Sega • Price: £39.99



The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tasmanian Devil, in a *Sonic*-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you are a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

MEGA says: *Taz-Mania* is brilliantly entertaining, but not all that demanding.

FOR SALE: *Taz-Mania*

£10 - 0734 861949

£15 - 071 790 8860

£15 - 0225 744045

£20/Swap - 081 304 6664

68. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega • Price: £19.99



You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe* a lot.

The sequel did nothing to alter the linear gameplay (Ax, Gillius or Tyriss still start heading right and just keep going) and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-when-ever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to finish it.

MEGA says: This is the best game in a limited genre, but why are beat-'em-ups always so easy to complete? Who knows? Just buy it and enjoy.

FOR SALE: *Golden Axe*

£15 - 0536 525051

£12 - 0202 527686

TO SWAP: *Golden Axe*

0323 487210

FOR SALE: *Golden Axe 2*

£10 - 081 311 5739

£10 - 0862 87297

£15/Swap - 0375 844813

69. GHOULS 'N' GHOSTS

Publisher: Sega • Price: £44.99



A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.

MEGA says: *Ghouls 'n' Ghosts* is the business - and the tough difficulty tuning guarantees decent value for money.

70. TOEJAM AND EARL

Publisher: Sega • Price: £19.99



Multi-player action doesn't get a lot more entertaining than this. ToeJam and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.

MEGA says: Another OK game, which becomes completely essential when played with someone else.

71. SPEEDBALL 2

Publisher: Virgin Games • Price: £34.99

Reviewed in Issue 1 of MEGA



This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means that for an all-round sporting experience this is hard to beat - especially in two-player mode.

SHINING IN THE DARKNESS

- Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the next day and you'll get loads of money.
- The vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears. Take the Vial from Theos.
- Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.

SILPHEED

- To replenish your shields, press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up and then Start on joystick one on the first demo screen, straight after the Game Arts logo has come up, and start the game.
- Every time you press A on joystick two during play, your shields will go up by one.
- For a stage-select option press Down, Down, Up, Up, Right, Left, A, B and Start on the opening intro.

SONIC

- On the intro screen press Up, Down, Left, Right and then A and Start for a level select.
- Press Up, C, Down, C, Left, C, Right, C, hold down A and press Start. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
- Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

- When you collect a Chaos Emerald, reset the game. Now enter the options menu and press Start. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.
- Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.
- Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press Start to go back to the title screen then hold down button A and Start to enter a level select.
- Enter the level select as above and on the Sound Test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.
- When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. C will make Sonic jump and A will reset.
- To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press Start to play.
- To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press Start. Your score should now be a series of letters and numbers.
- Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SONIC CD

- Here's a level select. Press Up, Down, Down, Left, Right and B on the title screen. You'll hear a chime, and the level select screen will appear. Alternatively, you can press Down, Down, Down, Left, Right then A on the title screen, and you'll be given a soundtest screen.
- If you enter the numbers FM40, PCM12 and DA11 on this screen and press Start, a new hidden screen featuring a once-famous character will appear. When you then press Start and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B button. In edit mode, you can move around the level completely at will, change your shape by pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with A and C together.

SPEEDBALL 2

- Enter LCLJ CWAF O6XE ya3q 2bst -1s1 gVc to enter division one.
- Save your cash for the first few games, then you can buy some better players.
- Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. You (Deluxe) and the Renegades will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDER-MAN CD

- Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit.
- On Nightmare mode at the warehouse, climb onto the first pile of crates, swing onto the next pile, beat up the bad guy, swing over the guard dog and land on the

next pile then start crawling.

- At the Sandman, go right to the edge of the screen to collect a full-life power-up.
- If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.
- Plug in two controllers. On pad one enter the options menu. On pad two, hold down Start. On pad one hold down A, B and C. Using the D-pad flick through the difficulty settings until you see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press Start to bring up the normal in-game menu. Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and C to skip the level.

SPIDER-MAN CD

- Here are some passwords:

2. ELECTRO	6. HELPINHAND
3. WALLABY	7. PUBLIC 45
4. GALLON66	8. KIDNEY2
5. FALCON499	9. PENCIL6

SPLATTERHOUSE 3

- Here are some stage passwords:

- Stage 2 - REISOR, stage 4 - TABRAE, stage 6 - PHENIX.
- To enter stage X, which is a sort of bonus room, defeat the boss on levels one or two with more than three minutes left.

STREET FIGHTER 2

- After the Street Fighter 2 logo has come up, press Down, Z, Up, X, A, Y, B, C on pad one and you should hear Ken shout. Press Start, highlight Champion mode and press Right to select up to five start of speed.
- To pick the same character twice, when you are asked to choose between Match Play and Elimination, press Down, Z, Up, X, A, Y, B, C on pad two.
- Press Down, Z, Up, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.

STREETS OF RAGE

- Press Left, Left, B, B, B, C, C, C and then Start when Game Over appears for continues.
- Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".
- Move to options. On pad two press and hold Right then hold A, B, then C. Press Start on pad one and select your lives/level.

STREETS OF RAGE 2

- Here's the level select. Press Start as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons A and B on pad two, then press Start on pad one. Now choose your level, and play the game.
- On the title screen hold down Right and button B on pad one. On pad two hold down Left and button A. Now hit button C on pad two to move to the select screen. Release and start a two-player game. Now you can both choose the same character.

SUNSET RIDERS

- Set the sound-select option to 0E, then press Start and select your player by pressing button A. When the fellow smiles at you, press A, B, C until the game starts, and you'll be rewarded with 100 continues.

SUPER MONACO GP

- Here is a level-select code:

Race 16 - Monaco:	1QJ1	42A3	9050	0000
	000K	0023	4H67	59CA
	B8DE	FG9H	0010	0001
	0000	0000	F200	65DA

- Start in the Madonna team, with a World Championship title:

4000	0000	0000	0000
0000	GGDS	3627	B14C
FA89	E000	0000	0001
0000	0000	G300	FA0F

- Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish on the wet circuit and you'll hold up your head instead of a trophy.

SUPER SHINOBI 2

- Pause the game then press A, B and C followed by Up and Down for a level select.
- On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins.
- On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA AND GETUFU in that order. You'll now be invincible.

TAZ-MANIA

- Plug in two pads, press A, B, C and Start on both of them simultaneously on the title screen. Pause the game, press B and then unpauses the game for invincibility or C then unpauses to select a level.
- On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

TEAM USA BASKETBALL

- Here are the codes to get seven of the teams through to the final.

CIS vs Yugoslavia	- P4T3DB9
ANGOLA vs Yugoslavia	- 0DR7BBQ
CANADA vs Yugoslavia	- FDT32B3

AUSTRALIA vs Italy - R0T7LBY

CHINA vs Slovenia - YN17GB9

CROATIA vs USA - 08TWNBN

USA vs China - SXT7RC0

Your best formations (for the USA) are:

Mullin - Forward, Drexler - Forward,

Jordan - Center, Guard - Stockton,

Guard - Johnson. And then sub them into this formation: Laethner - Forward,

Robinson - Forward, Ewing - Center,

Pippen - Guard, Jordan - Guard.

Here are the codes for the final:

France - F0T7PBB (vs USA)

Italy - 64T7SDS (vs China)

Lithuania - Q4T7KBY (vs Canada)

Netherlands - 2J7T7BN (vs France)

Slovenia - 40T7CB4 (vs Netherlands)

Spain - JDT7MCJ (vs Croatia)

Yugoslavia - 90T7FBB (vs France)

TEENAGE MUTANT NINJA TURTLES

- Here's a level select. Wait until the Konami logo appears and press C, B, B, A, A, A, B and C. When the title screen appears press A, B, B, C, C, C, B and A.

TERMINATOR 2

- When the words "PRESS START" appear on the title screen, press Up, Down, Left and Right twice. Arnie should say "excellent". Start the game, and, during play, pause. Press B and C together and you'll be taken to the end-of-level screen, where you will get a performance analysis.

THUNDERFORCE 4

- Select zero stock ship on the options menu, move to the exit and hold down A, B and C. Press Start until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have all 99 lives.

TIME GAL (CD)

- For a level select, go to the options screen and press Up, Left, Right and Up.

TINY TOON ADVENTURES

- This code allows you to play any level: NGQW WQWQ QKWQ QWQW WGRY.

TOEJAM & EARL

- Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.
- The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.
- At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.

TWIN COBRA

- Hit start to get to the green title screen, then press Up, Down, Right, Left, A, B, C and Start to see the end credits.
- For maximum weaponry, pause the game and press Up, Down, Left, Right and hold A while pressing Start to resume the game.

TWINKLE TALE

- Here's the level select. Start the game and wait for the storybook to appear. Now hold down the Up/Left diagonal and buttons A and C. Press Start and you can now pick your starting stage.

WORLD OF ILLUSION

- On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll be able to collect again.

XENON 2

- Play the game, get a high score and then enter your name as ARM. Play again, but get a lower score than before. Enter your name as OUR and the high-score table will show ARM and OUR in first and second place. Wait for the game to go to Attract mode and press Reset. You'll be indestructible.
- For infinite lives do as above but enter your names as OLD and AGE.

X-MEN

- Switch the game on and hold Down, A and C. On the title screen press Start and unplug the pad. Plug it into port two and hit Start. Plug another pad into port one and hit Start again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.

ZERO WING

- Switch on with A, C and Down held on pad one. Press and hold Start until Magneto's face appears. Now unplug pad one and put it into port two. Then press Start. Select your difficulty level and begin the game. When you pause and unpauses, your power bar will go back to max.

ZOO

- Watch all the animated intro screens and then play the game and collect nothing but the green power-ups. When you're up to full power, the next power-up should be a purple mega power-up. If it isn't, you should change weapons and power up that colour.

ZOOL

- Hold Start and press C, Right, A, B, B, A, Left, Left, A and Down and you'll activate the level-select cheat. When you release Start, the first two digits can be set to the world and level numbers. Then press A, B and C while pausing to return to the title page, and the game will start on the selected level.

- To get 240 energy units and 999 time units, pause the game, keep the Start button held down and press Right, A, Down, A, Right, B, Left, Up and Right.

With improved production and actors like Corey Haim and the lovely Deborah Harry, *Double Switch* is basically a more polished *Night Trap*. The gameplay is the same, but the pace is pumped up, and the fun element is straight from the Benny Hill School of Comedy.

MEGA says: Those wanting more *Night Trap* thrills will have their appetite more than satisfied by this.

8. DUNE CD

Publisher: Virgin • Price: £49.99
Reviewed in Issue 14 of MEGA



Very spooky and moody, *Dune* follows the film very closely, which is a real bonus. It's a character-interactive RPG in which you've got to talk to everyone, remember that information and act upon it. A first class role-playing game which uses the CD's capabilities to produce some nice flying effects, loads of speech and some mean and moody FMV taken from the film.

MEGA says: A classic RPG that intrigues and then rewards your efforts. Satisfying and difficult too.

9. JURASSIC PARK

Publisher: Sega • Price: £39.99
Reviewed in Issue 18 of MEGA



You'd think that a big licence like this would go straight for the gaming jugular (all platforms and weapons), but instead it goes for a more gentle approach, taking place after Dr Grant and everyone have escaped from the island. It throws you right in at the deep end and, using your brain and some arcade skills, you've got to complete your mission. MEGA says: A change of pace from most CD games, but not a role-playing game as such.

10. DRAGON'S LAIR

Publisher: Readysoft/Sega • Price: £39.99
Reviewed in Issue 18 of MEGA



Arcade fans have waited ten years for this game to look reasonable on some format or other, and the first format to achieve this is the Mega CD.

Colourful, fast and very smooth, this game does everything the Mega CD is good at. But this is *Dragon's Lair* we're talking about, and that famous "restricted" playability is still there.

MEGA says: Everything the arcade machine was, including the, ahem, gameplay.

MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), *Speedball 2* is about as good as arcade sports games get.

FOR SALE: *Speedball 2*
£20 - 0224 482905
£26 - 0799 527925

72. INTERNATIONAL RUGBY

Publisher: Domark • Price: £39.99
Reviewed in Issue 11 of MEGA



Rugby isn't the first sport that springs to mind when you think of console games, but thanks to Domark, all you rigger players can not only get your fix of the action, but you can enjoy it as well. With all the international teams you could dream of, a World Cup tournament, friendlies, the obligatory two-player game and more stats that you could shake a large mathematician at, *International Rugby* will satisfy a lot of people.

MEGA says: A lot of people may be put off by the fact that it's rugby, but don't worry; the game is not overly difficult to understand, so you can enjoy a good old romp in one- or two-player mode.

73. SUPER KICK OFF

Publisher: US Gold • Price: £39.99
Reviewed in Issue 6 of MEGA

The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.

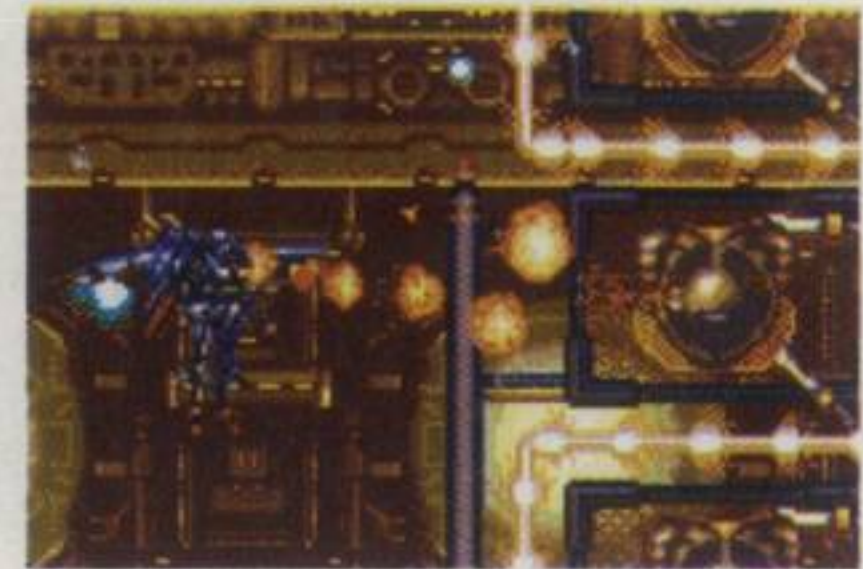
MEGA says: It plays well and there are loads of options in there too. To get the best out of the game though, you'll have to play this with another person. Check out *FIFA* and *Sensible Soccer* first.

FOR SALE: *Super Kick-Off*
£25/Swap - 081 304 6664
£20 - 0734 344161
£20 - 0405 761893
£19 - 0394 382010

TO SWAP: *Super Kick-Off*
Swap for *Fatal Fury* - 0924 460703
Swap for *Speedball 2* - 0375 376696

74. RANGER X

Publisher: Sega • Price: £39.99
Reviewed in Issue 10 of MEGA



With no big licence behind it or even the privilege of being a coin-op conversion, you could be forgiven for categorising *Ranger-X* as just another dull shoot-'em-up. Well don't, because if you bother to sit down and play this, three hours later you'll still be there. With the help of some lovely original gameplay and graphical touches, you can't help but be drawn into the proceedings.

MEGA says: Don't categorise this without trying it. It's a tough and original blaster that gets more exciting and challenging the more you play it.

75. ULTIMATE SOCCER

Publisher: Sega • Price: £39.99
Reviewed in Issue 11 of MEGA



Another playable and fun football game for the Mega Drive. And there are more options in here than, er, well, a thing with a lot of options. Using the well-practiced *Madden*-style viewpoint and some very quick and bouncy scrolling, this is a top-quality game by any standards.

MEGA says: A good all-round footy game.

76. POPULOUS 2

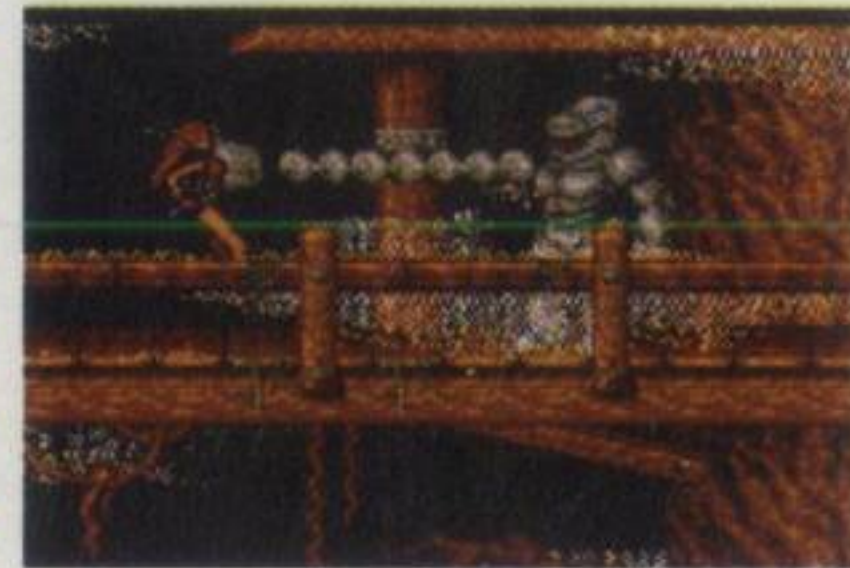
Publisher: Virgin • Price: £39.99
Reviewed in Issue 12 of MEGA

As this enters the Top 100 it pushes out the original *Populous* (there can only be one God game and this is it). *Populous 2* improves on the original in all areas, and there is more than enough for everyone who couldn't get enough of *Populous*.

MEGA says: It's a real toss up between this and *Powermonger*, but we think the latter comes out just ahead. But hey, if you're rich enough, why don't you buy them both?

77. EX-MUTANTS

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA



Another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again it's nothing to set the originality fires burning. It is very playable though and fairly tough in places.

MEGA says: Although the comic book is not that well known, the game *does* succeed on its comic book feel. It's not the most original game, but it is surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

78. GREATEST HEAVYWEIGHTS

Publisher: Sega • Price: £39.99
Reviewed in Issue 17 of MEGA



For some reason, the sport of boxing seems to be the in-thing at the moment in terms of gaming. But when you see this game you may well be struck by a touch of déjà vu. The reason is simple; the graphics engine and main set-up are from a game called *Evander Holyfield's Real Deal Boxing*, but its gameplay has been drastically altered, which is a good thing. The game moves at a fast pace and there are plenty of boxers to fight, tournaments to enter and even the choice of eight all-time heavyweight boxers.

MEGA says: The one-player mode becomes tedious after a while, but the two-player bash gives the game some life.

79. ROLLING THUNDER 2

Publisher: Sega • Price: £39.99

A direct copy of the arcade version, this basic shoot-'em-up does what every shoot-'em-up should do - makes you come back for more.

MEGA says: Simple, and some may say boring. But stick with it for a while and you'll find a highly playable, spot-on arcade conversion.

80. ANOTHER WORLD

Publisher: Virgin • Price: £39.99
Reviewed in Issue 6 of MEGA

This game has got gorgeous graphics, puzzling gameplay, and it's even quite difficult at times. It's also got lovely presentation, brilliant movement and controllability and a plot most novel-writers would die for. *Another World* is a fab game because of all these ingredients.

MEGA says: Once you finish it you'll never come back to it.

WANTED: *Another World*
061 945 6186

81. BUBSY

Publisher: Accolade • Price: £39.99
Reviewed in Issue 12 of MEGA



Ever since the appearance of *Sonic*, platform games with characters behind them are the norm. And the characters don't get much weirder than a bobcat called Bubsy. With the usual protect-the-world-from-nasties plot, jumping around platforms and big scrolling levels, you couldn't really use the word original to describe this. It is playable, however, but just not as smooth as *Sonic*.

MEGA says: A polished and very playable platformer that would have gone down a storm about a year and a half ago, but these days it just isn't top-grade enough stuff.

FOR SALE: *Bubsy The Bobcat*
£30/Swap - 061 945 6186
£20 - 0935 78705

82. PUGGSY

Publisher: Psygnosis • Price: £39.99
Reviewed in Issue 12 of MEGA

Some platform games are fast and fluffy, and some are fast and not very fluffy. Thankfully, *Puggsy* isn't either of these.

Yes it's got platforms in it and at times it does pick up speed (a bit), but it's the puzzley gameplay that makes this one a bit different. Each level must be negotiated using various items, and you've got to find them, place them and then use them. Unfortunately, the game suffers from repetitive gameplay, and some will find the lack of speed a bore.

MEGA says: Slightly different from the norm (which is a good thing in this case), but you may get bored of the samey levels after a while.

83. MIG-29

Publisher: Domark • Price: £39.99
Reviewed in Issue 9 of MEGA

The more they say you can't do something, the more you try to do it. At least that's the way it works with flight sims on the Mega Drive. This famous PC sim has been simplified for the Mega Drive, but still provides you with a great flying experience.

MEGA says: Although this is a great achievement, as a game, it does fall a bit

flat along the way. It is in no way your typical console game, but it's definitely worth a look from the more cerebral among you.

84. STRIDER

Publisher: Sega • Price: £19.99



Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.

MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic the Hedgehog 2*) that'll make them go "gosh, wow" the most.

85. ESWAT

Publisher: Sega • Price: £34.99

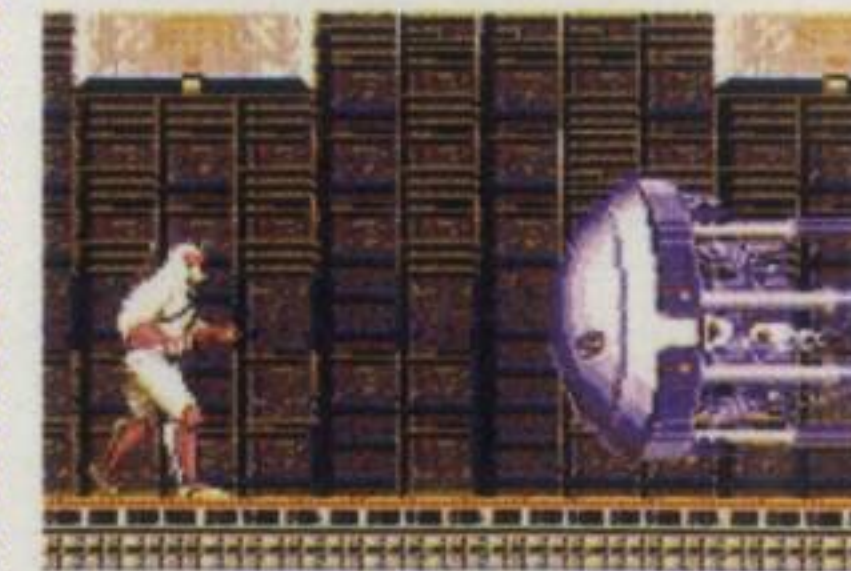
Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the very end.

MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

FOR SALE: *ESWAT*
£15 - 0405 761893

86. REVENGE OF SHINOBI

Publisher: Sega • Price: £19.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you'll have seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

MEGA says: *Revenge of Shinobi* is super stuff, with top special effects and very special gameplay.

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87. KID CHAMELEON

Publisher: Sega • Price: £34.99

Kid Chameleon is an ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did *Sonic The Hedgehog*, so they must have been more than a bit disappointed

with its lack-lustre performance sales-wise. The game isn't at all bad, and remember - you don't have to be great to be good.

MEGA says: This is a bit old now, but if large cutesy platform games are your thing, then *Kid Chameleon* might be the game for you.

FOR SALE: *Kid Chameleon*
£20 - 081 979 3697
£18 - 081 690 8360

88. JOE MONTANA 3

Publisher: Sega • **Price:** £39.99
Reviewed in Issue 3 of MEGA

The only serious threat to the *John Madden* crown comes back for a third time. It's got a league, three different viewpoints and a zoom-in mode. However, it's not as playable or friendly to use.

MEGA says: Sega try again to top *Madden*, but they fall just short. However, this is definitely worth checking out if American football is your thang.

89. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge • **Price:** £39.99
Reviewed in Issue 1 of MEGA



The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There are lots of puzzles, lots of gameplaying fun and lots of cartoony graphics in here.

MEGA says: *Krusty's* is one of a rare breed of game: a licensed title that manages to combine a big name with a more than decent game.

FOR SALE: *Krusty's Super Fun House*
£22 - 051 531 7284

90. TERMINATOR

Publisher: Virgin • **Price:** £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it.

MEGA says: Lovely game, but there's not nearly enough of it.

91. AFTERBURNER 2

Publisher: Sega • **Price:** £34.99



The arcade version of *Afterburner* threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. You never know though, you might enjoy it enough without the jiggling.

MEGA says: *Afterburner 2* (ie *Afterburner*) is excellent short-term

blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* first.

92. BLASTER MASTER 2

Publisher: Sunsoft (Import) • **Price:** £40
Reviewed in Issue 12 of MEGA

A traditional shoot-'em-up in the sense that you've got to wipe out everything you come across, this one works better than the rest of the pile for having a bit of strategy thrown in. It's very similar in pace and difficulty to *Ranger-X* and well worth a look if you're bored with the normal shoot-'em-up.

MEGA says: As the Mega Drive gets on a bit and more software comes out, games are getting stranger and stranger. Some work, some don't. This one does.

93. DECAP ATTACK

Publisher: Sega • **Price:** £39.99

Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

MEGA says: Ropyish graphics, but don't let that put you off this gorgeous and funny platformer.

FOR SALE: *Decap Attack*
£17 - 051 531 7284

94. THUNDERFORCE 3

Publisher: Sega • **Price:** £35.99



Of course, with *Thunderforce 4* now available, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Woo!" at some of the best visual effects yet seen on the Mega Drive.

MEGA says: *Thunderforce 3* is an incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's just so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre would be better off checking out *Hellfire* or *Aero Blasters* first.

95. DRAGON'S FURY

Publisher: Tengen • **Price:** £39.99
Reviewed in Issue 1 of MEGA

This is the best pinball game you can so far get for the Mega Drive. Get a copy today, or miss out on...

MEGA says: ... classic pinball action which shouldn't be missed.

FOR SALE: *Dragon's Fury*
£10 - 0734 861949

96. CYBORG JUSTICE

Publisher: Sega • **Price:** £34.99
Reviewed in Issue 9 of MEGA

Walking along level after level of other

Cyborgs, beating seven shades of shimmering metal out of them and then repeating the process may not sound like the best game idea in the world, but thanks to some fabulous gameplay and graphics, it soon turns into a really good romp.

MEGA says: A fab off-the-wall beat-'em-up which has the very nice addition of allowing you to take the bits from the Cyborg you've just beaten up and use them as part of your own armour. It's a novel idea and a very playable one too. Try it and see for yourself.

97. AQUATIC GAMES

Publisher: EA • **Price:** £39.99

Reviewed in Issue 1 of MEGA

James Pond is back. This time, however, he's taking part in the Aquatic Games. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for the younger gamers.

MEGA says: It's button bashing all right, but not as we know it.

98. CHUCK ROCK 2: SON OF CHUCK

Publisher: Core • **Price:** £39.99
Reviewed in Issue 13 of MEGA



These guys at Core are really getting good at their games aren't they? Yep, they certainly are. By taking the well-used *Chuck Rock* formula, replacing Chuck with Chuck Jr and coming up with some more ingenious platform devices, they've given us yet another comedy-filled platform game.

MEGA says: This is classic platform stuff that will be as cool in a year's time as it is now. And that's a promise.

99. BIO-HAZARD BATTLE

Publisher: Sega • **Price:** £39.99
Reviewed in Issue 3 of MEGA



Sexy graphics and spooky sound don't make a game, but they do go an awfully long way. Thankfully, *Bio-Hazard Battle* has some exciting shooting action to go with the aforementioned.

MEGA says: There's nothing new in here, but it's very playable.

100. KLAX

Publisher: Domark • **Price:** £39.99

An old game it may be, but a good game nonetheless. The premise for this fast-moving head scratcher is as simple as you can get. Position the falling tiles into rows of the same colour and more than three in number to get rid of them. Each time you do it, you get a Klax. Get the right number of Klaxes and you can move onto the next level.

MEGA says: A very fast, colourful and addictive puzzler that has that annoying knack of making you think your next go will be better than the last, and that your next go will be your last.

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MEGA/ISSUE 19/0494

Over the next eight pages Paul Mellerick looks at nine soon-to-be-released Mega Drive titles, some of which will be reviewed next issue



If the pressure of flying around ever gets too much, take a well-earned rest and put your feet up

fact that it's based so heavily on a couple of truly classic games – *Thrust* (on the BBC, C64 and Spectrum computers) and *Oids* (on the Macintosh and Atari ST) – only gives it a solid foundation on which to build.



Sega • April

With stunning graphics, some very special effects and a whole heap of playability, this game should be a refreshing change, and a real treat

This is going to be one of the best games of the year, and the excellent graphics, brilliant music and superb sound effects have absolutely nothing to do with it. Stunning intro animations – who cares? Faultless presentation – no big deal. This game's got all that, of course, and more besides – it looks and sounds fantastic – but it also holds the key to unlock even the hardest heart, and bring delight to the most jaded gamer. *Playability.*

That elusive ingredient, the alchemist's stone, that has bestowed the status of "classic" upon games like *Micro Machines*, *Sensible Soccer* and *Street Fighter 2*, now



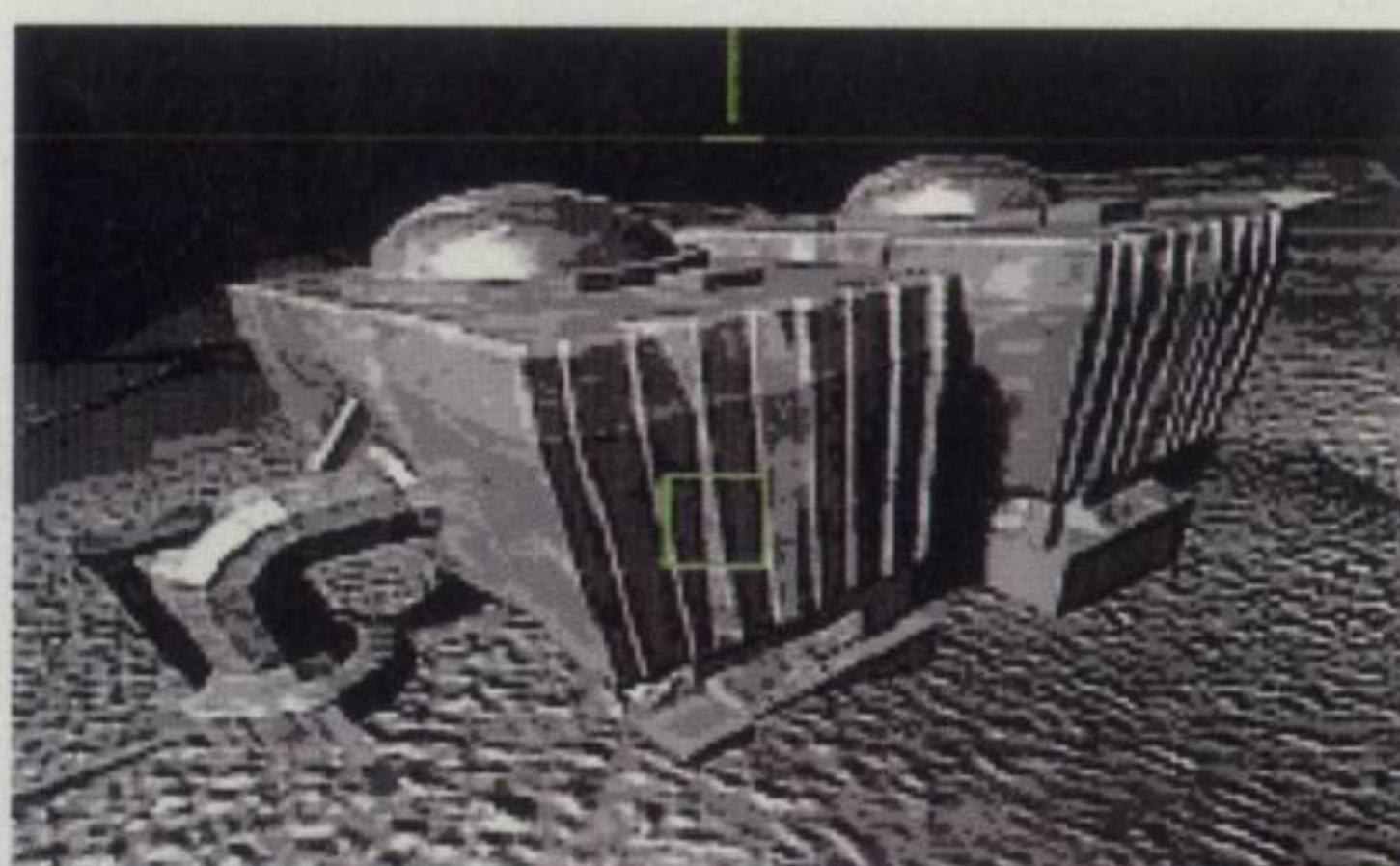
brings sparkle and distinction to *Sub-Terrania*. It's not an entirely original game, by any means, but the

The principle is simple; pilot your ship around a series of alien-infested levels, destroying the bad guys and rescuing the good guys. There are weapon power-ups and fuel pods to be collected, and plenty of variety in the missions, most of them involving some kind of puzzle element alongside the blasting action.

What you can't see from the screenshots, however, is the responsive control of your craft and the smoothness of the game's animation. Nor can you appreciate how much of a difference the implementation of gravity makes to the gameplay, as your ship is constantly pulled towards the ground.

You'll just have to take our word for it, then, that all these features will add up to a hugely enjoyable and quite remarkable gaming experience. We'll be checking out the game in much more detail in the next issue of MEGA, to make sure that the long-term play lives up to its initial promise, but from what we've seen of it so far, *Sub-Terrania* looks like being quite extraordinarily smart.

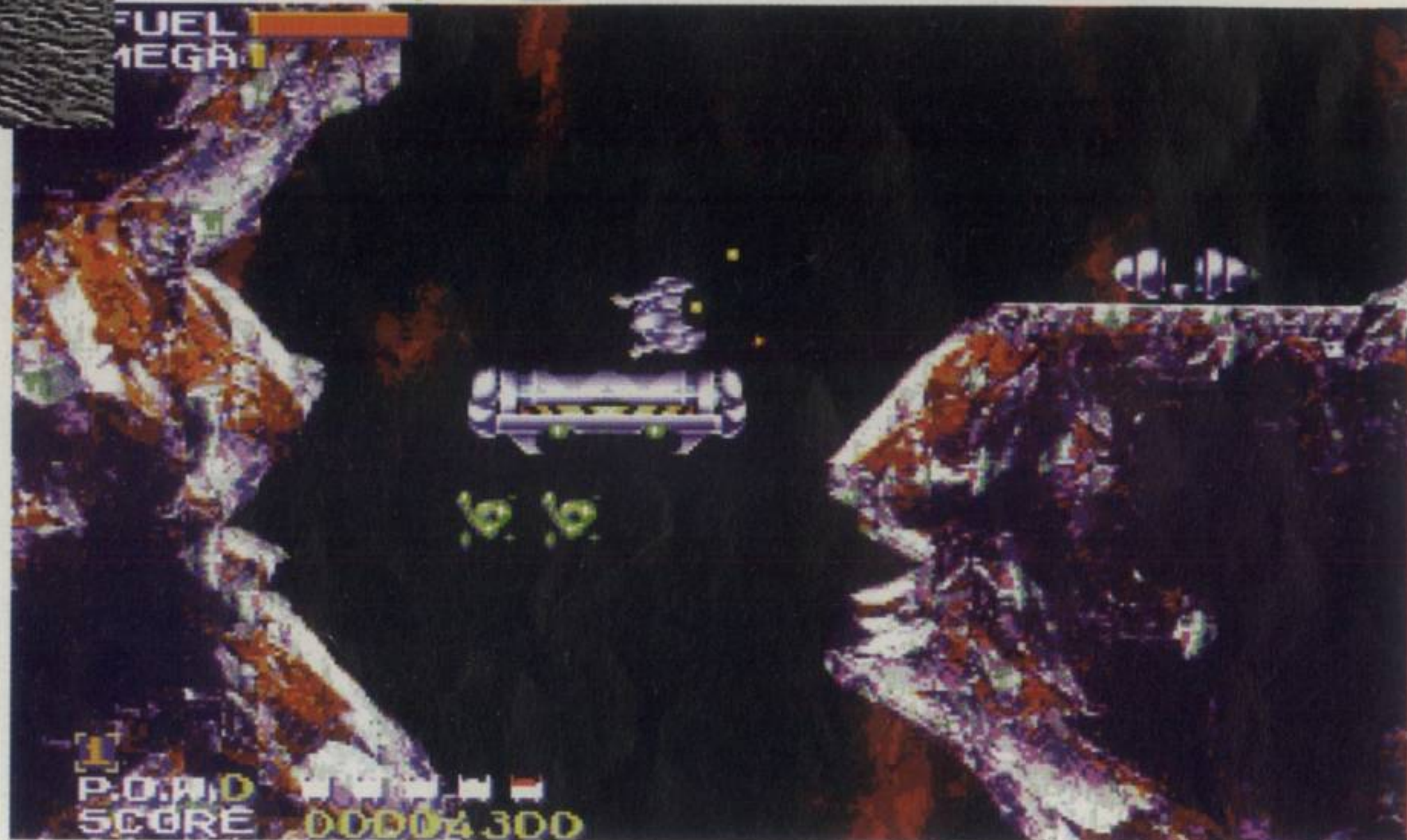
SUB-



The presentation is faultless, from beginning to end. This is a still from the fabulous intro animation



Shooting and explosions are handled with real graphical flair



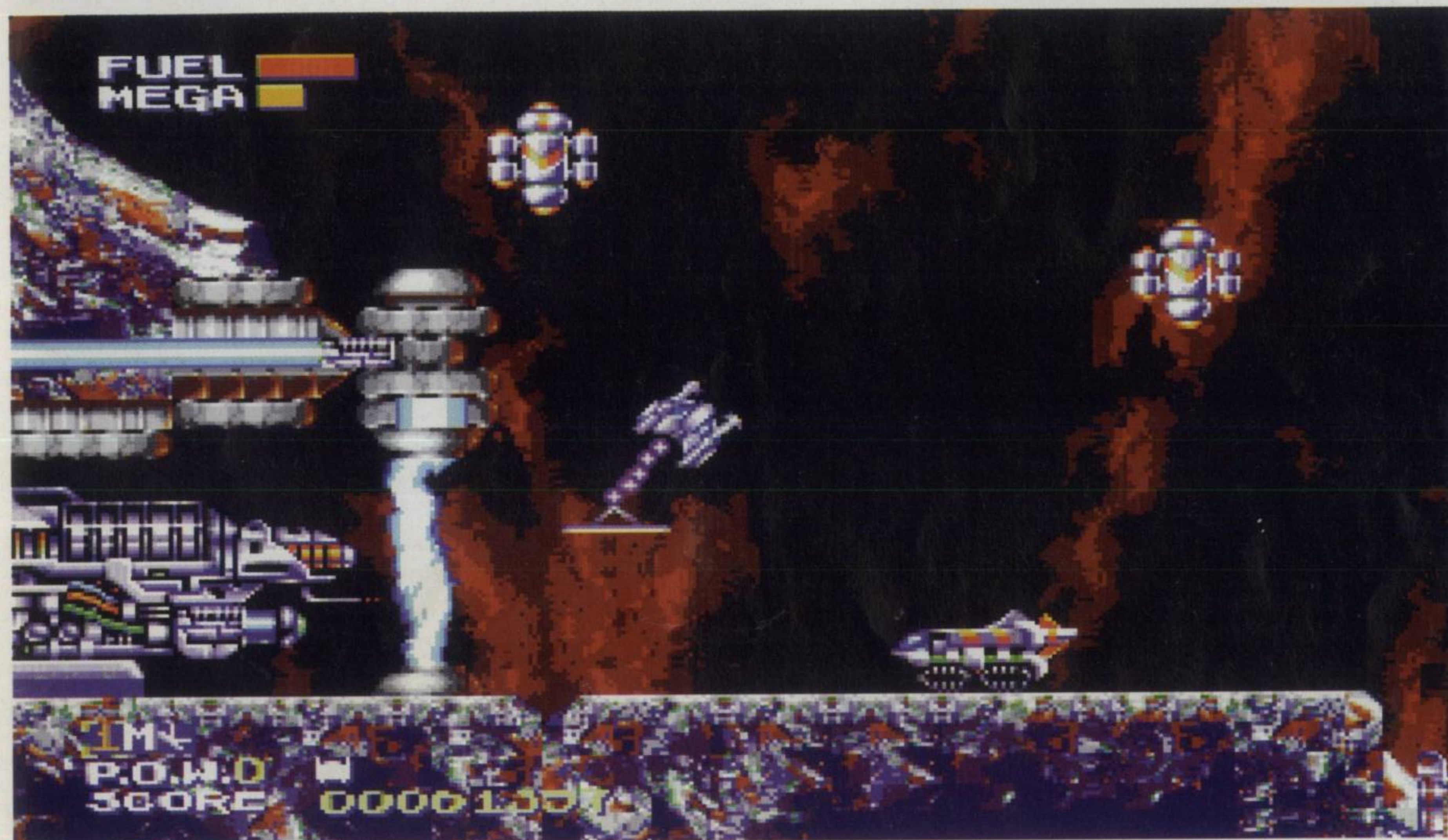
You'll often be called upon to move a platform which blocks your way – shoot it, and it'll fly straight towards you. You have to be pretty quick on your thrusters to get past before it manoeuvres itself back into place



Blast your way through the barrier, defeat the baddie and pick up the extra life



A map details your mission objectives before each level; another example of the luxurious presentation and attention to detail



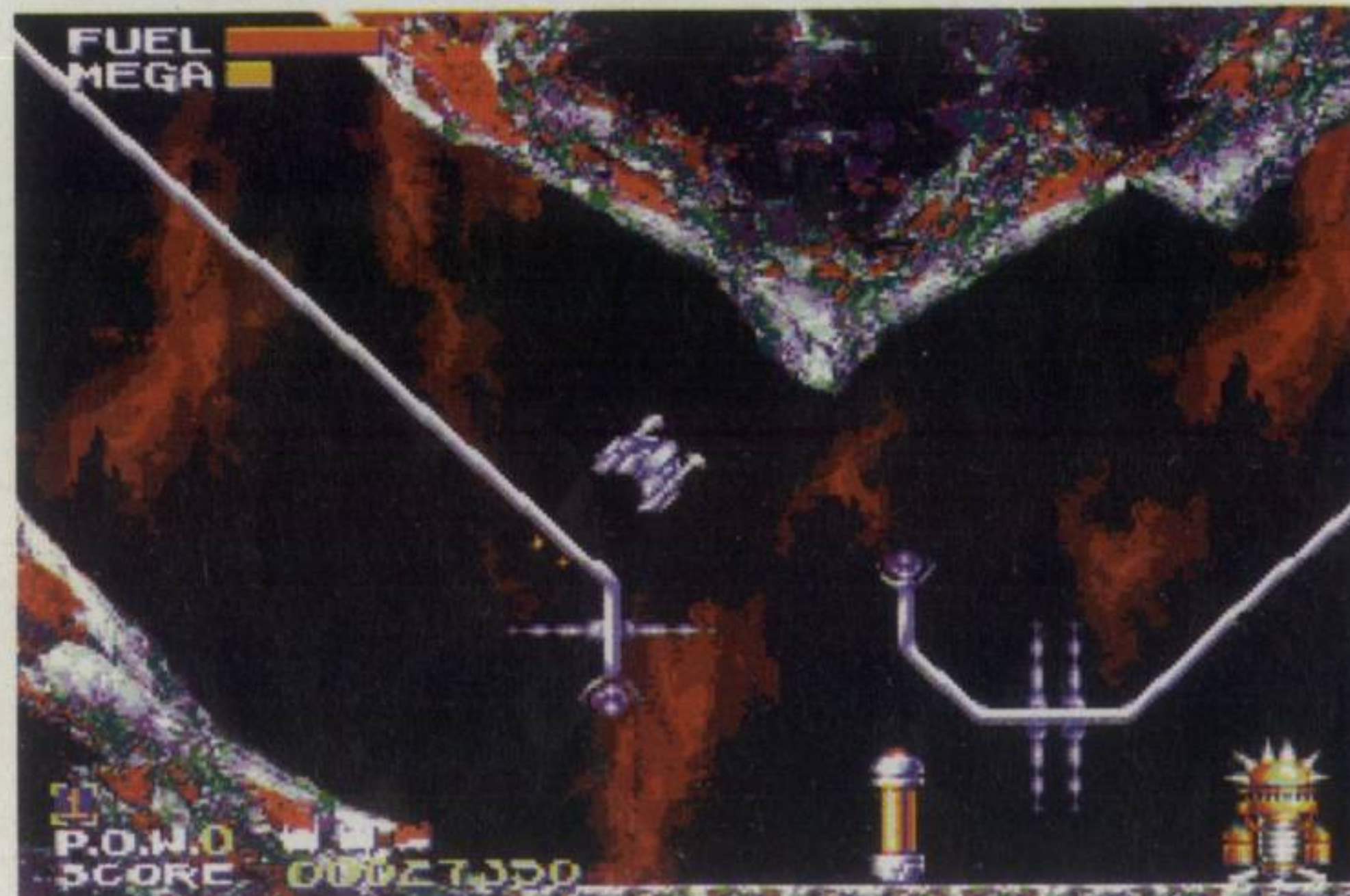
You start to get an idea of the trickiness of *Sub-Terrania's* puzzles in level three, deep in the mines. Using a complex arrangement of mirrors, you have to deflect this powerful last beam before you can progress

TERRANIA



You face this fellow fairly early on; blast his faces...

... and the masks fall away to reveal an even more ugly mug



These silver lines are actually magnetic tracks; your ship can move up and down them, without using any precious fuel

UP 'N' COMING

This is the part of the previews section where we get all crystal-bally and try to predict when games are actually going to hit the shelves. Not only that, we also try to find out a little bit about every game coming up for the Mega Drive, so that if there's nothing on the streets which takes your fancy at the moment, you can always get excited about stuff which is a few months off.

MARCH

Prize Fighter (CD) - Sega
Reviewed in Issue 18 - 48%

Technically impressive, but it's just not as exciting as we would have hoped.

McDonalds Treasureland - Sega
Reviewed in Issue 16 - 55%

A fun little platform game this one, with that definite kiddy appeal. A bit too bland and easy for experienced gamers.

Star Trek: The Next Generation - Sega
We've no idea at the moment what format this game is going to take. However, it's bound to be tied into the TV show somehow.

Body Count - Sega

The wait is almost over for those who've been waiting for another game for their Menacer light gun.

Ren & Stimpy: Stimpy's Invention - Sega
Reviewed in Issue 18 - 63%

Funny and original, but rather insubstantial. In essence, disappointing platform action.

Skitchin' - EA

Reviewed in Issue 18 - 80%

Take the hip (and dudest) pastime of rollerblading, cross it with something highly illegal, like Road Rashing, and you've got an explosive mixture ripe for a console game.

Mutant League Hockey - EA

Check out those mutants, and then when you've finished doing that you can try playing a game of ice hockey.

Normy - EA

Reviewed in Issue 18 - 48%

A couple of original ideas get bogged down in a quagmire of platform clichés and poor gameplay.

NBA Showdown '94 - EA

Reviewed in Issue 18 - 60%

A very realistic simulation with a certain element of playability, but this basketball game is ultimately dull.

Jurassic Park (CD) - Sega

Reviewed in Issue 18 - 84%

This fully exploits the film licence, gets the gameplay right and then tops it all by using the Mega CD's capabilities to good effect.

Mystery Mansion (CD) - Sega

If walking around a deserted house populated by butterflies (and yes, I said butterflies) is your idea of a good time, then this could be your sort of thing. Check out the review on page 32.

Dragon's Lair (CD) - Sega

Reviewed in Issue 18 - 80%

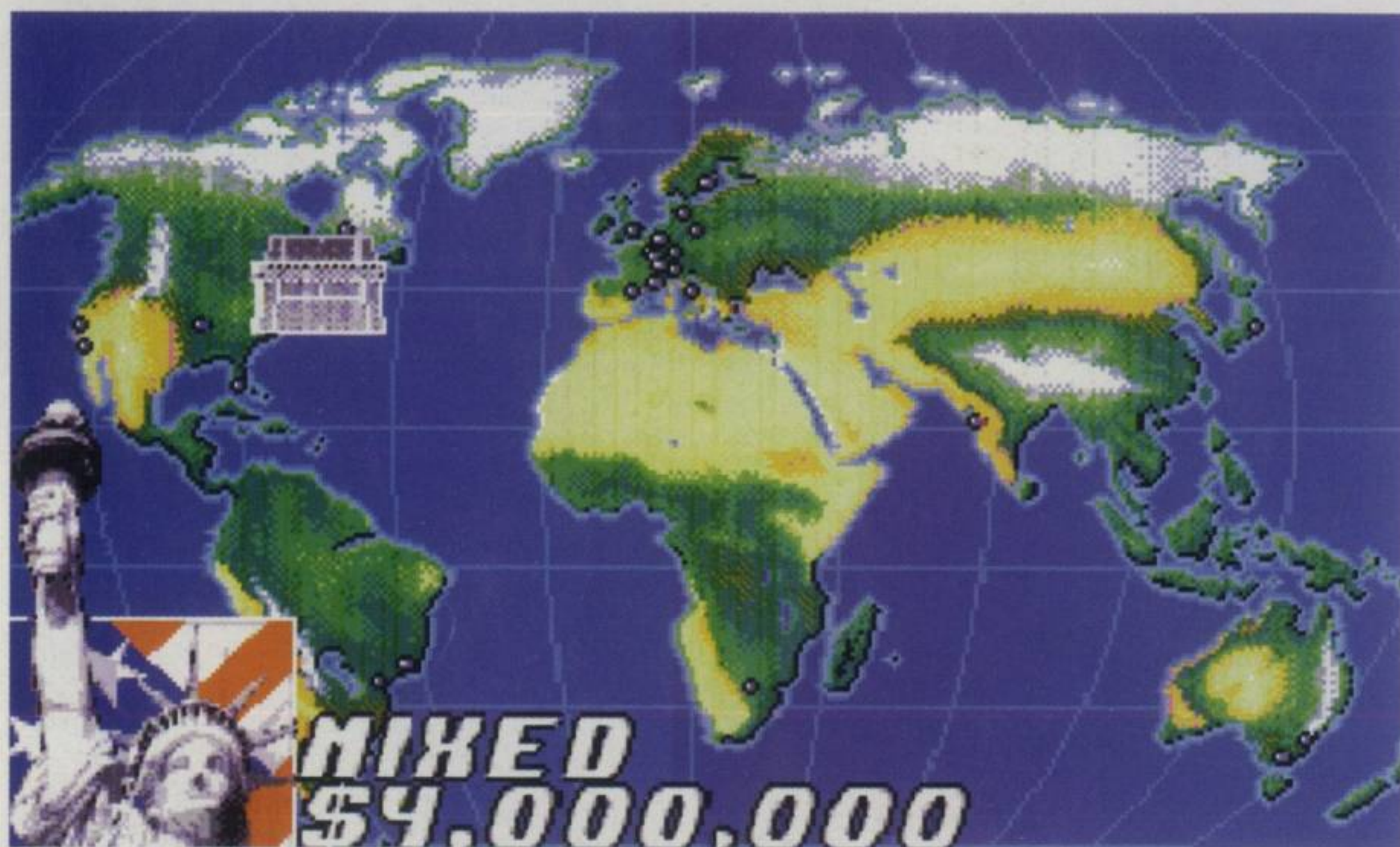
Anyone who remembers when this coin-op was the latest thing in the arcades will be more than pleased with the Mega CD version.

Dune (CD) - Virgin

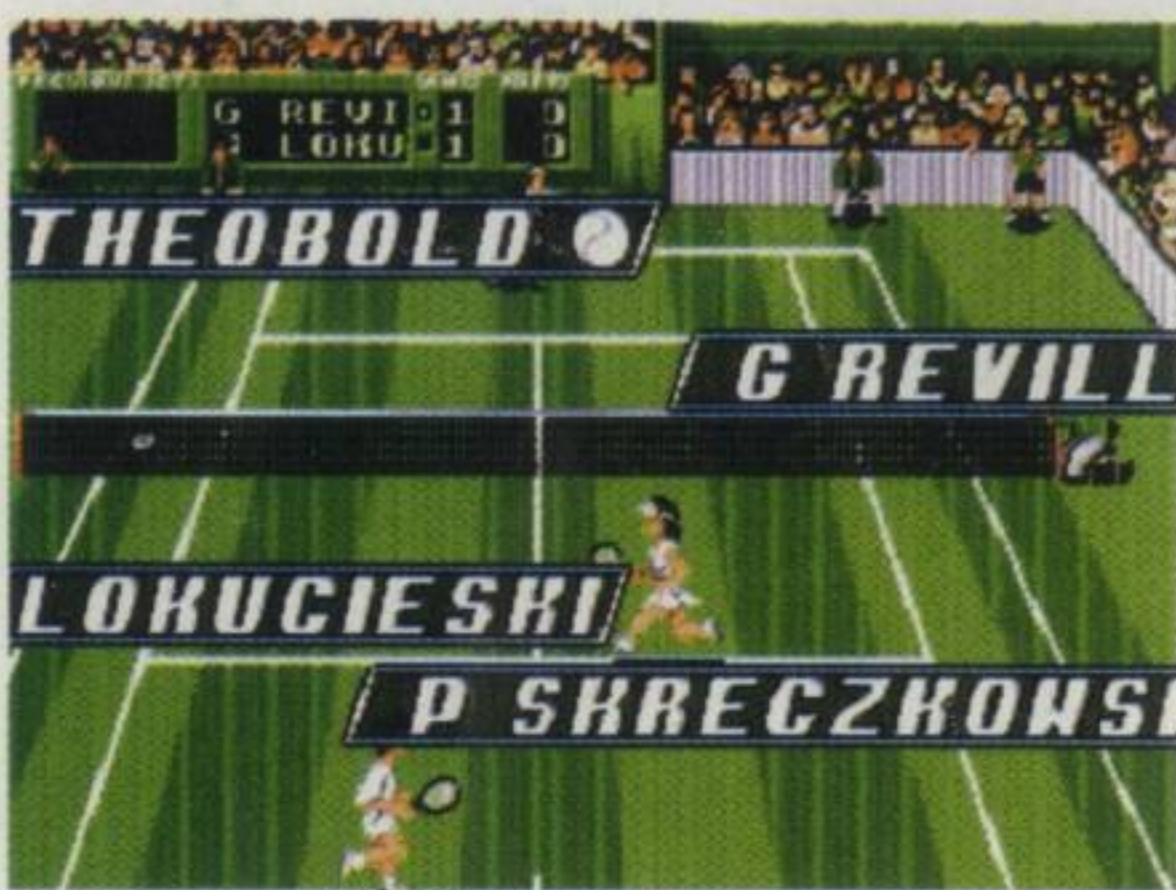
Reviewed in Issue 14 - 84%

After a few delays, and then some more delays, this cracking little role player is finally going to hit the streets.

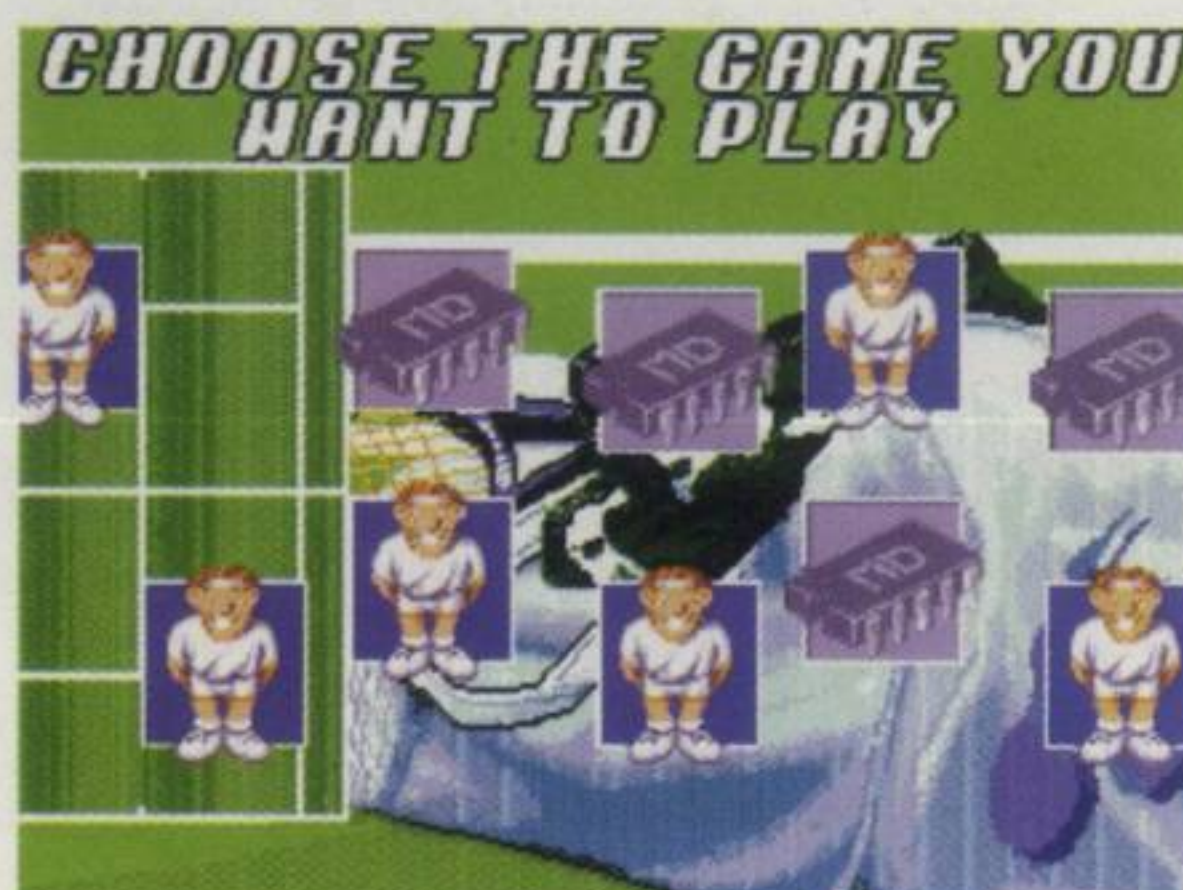
TENNIS ALL-STARS AND SINK OR SWIM



There are plenty of tournaments to enter and loads of money to be won as well, and it's all nicely shown in this colourful and accurate map of the world. And look, they even remembered to put in New Zealand



Just so you don't lose track of who is serving in the next game, the computer will tell you at the start



You can play one-on-one with the computer or with another player, or four people can play simultaneously



Crazy tennis is the name of the game, and Dizzy is the famous character which will appear on top of the net to try to put you off

Picture this; you've got this tennis game, and you want to have some simultaneous action. Trouble is, you don't just want the usual two-player stuff; you want four-player action. But you don't want to make people buy some sort of four-player adaptor costing something like £20, so what do you do? Well, if you're those incredibly clever people at CodeMasters, you decide to stick two joystick ports on to the cartridge and call it the J.Cart (four for all). And the first game to use the J.Cart will be *Tennis All-Stars*.

There is, however, much more to this game than just the new four-player facility; this is a top-class tennis game and no mistake. In fact, there are so many new features to this cracking little game that we're going to have to list

them for you. This game incorporates the following features:

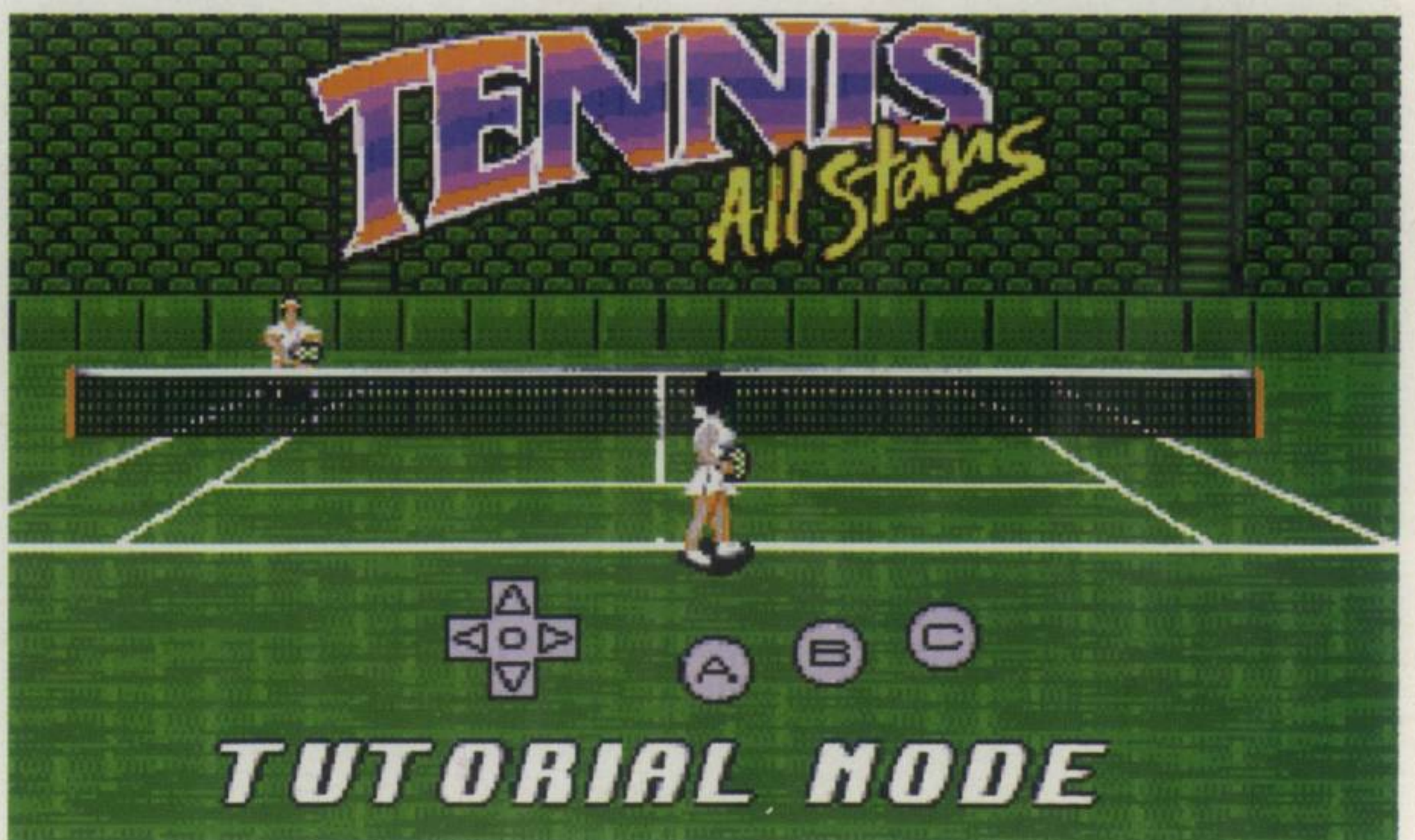
- Three different court surfaces (grass, asphalt and clay)
- Animated crowds, ball boys, net judges and line judges
- Full range of shots
- Tournaments or single matches
- Action replays and freeze frames
- 33 different tournaments which take place in 28 world cities
- One to eight human players can take part in tournament mode
- Crazy Tennis (with some really wacky stuff in it)
- Male and female tours
- Password system to store details
- Kraft World Tour and a genuine points system



With three very different surfaces, the ball is going to act differently in every tournament, so get practising

Phew! As you can see, there's plenty of scope of play, and you'll be pleased to know that the gameplay is up there with the likes of *Davis World Cup Tour*. Another bonus with the game, due out in May, is the price. Even using the J.Cart, CodeMasters are hoping to get the game out for a penny-pinching £34.99, but that hasn't been confirmed yet. Look out for this one, because it's certainly going to be a hit this summer.

One game at a time isn't enough for these CodeMasters guys, and that's where *Sink or Swim Starring Kevin Codner* (groan!) comes in. A platform



To help you get to grips with the game, there's a built-in tutorial mode to show you all the shots and moves you will ever need to know

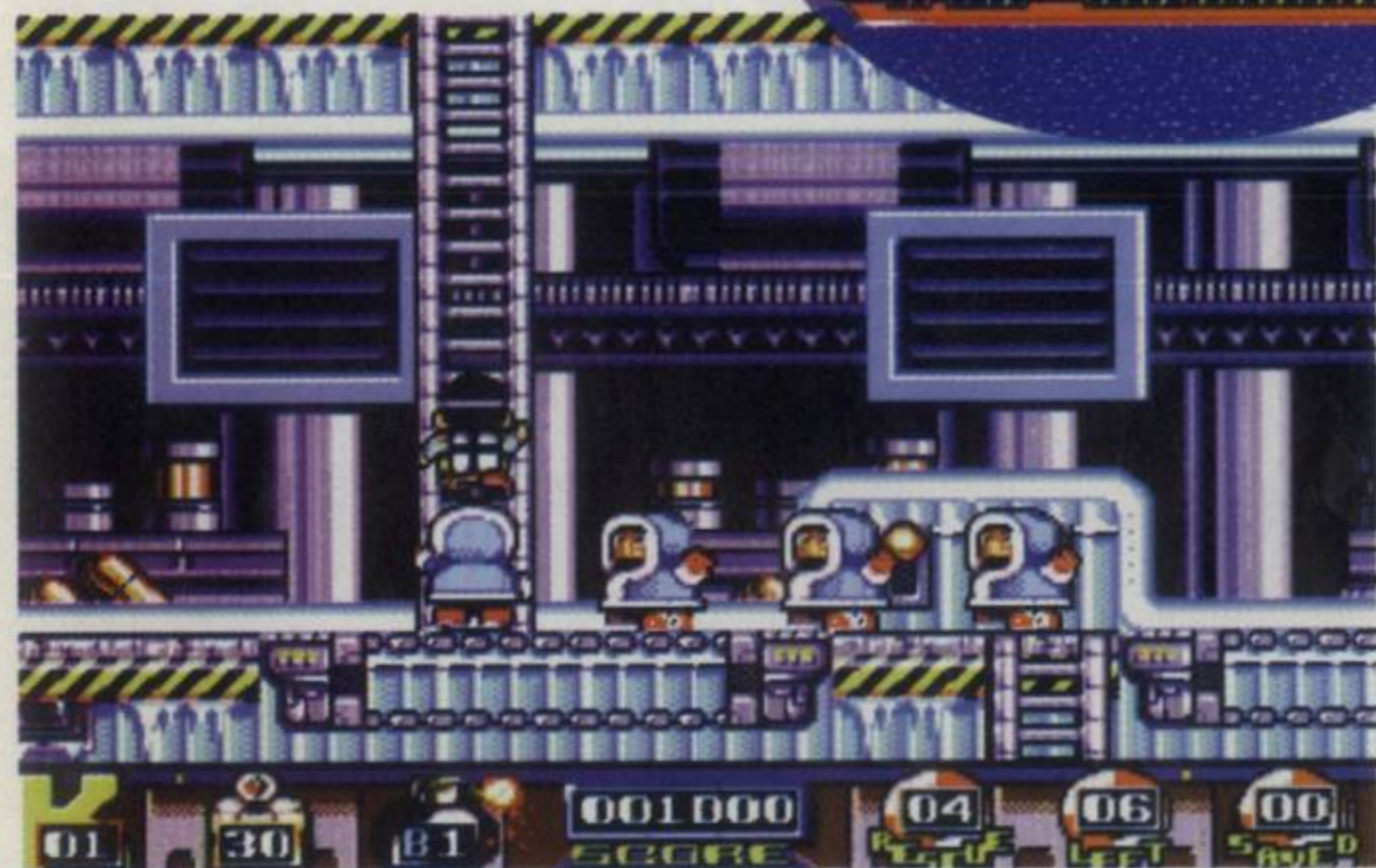
With one of the best games of 1993 under their belts (*Micro Machines*), CodeMasters are getting 1994 off to a blazing start with two more potentially cracking games. We take a look at what each has to offer...

puzzler, this fast-moving game has 100 levels of brain-aching action. You must guide the Dim Passengers through each level of the S.S. Lucifer as it sinks in the big blue briny sea. The thing is, they aren't called dim for nothing. They will only follow a certain path through each level, and so using your noodle you must flick switches, move blocks, cover up steaming pipes, plus all

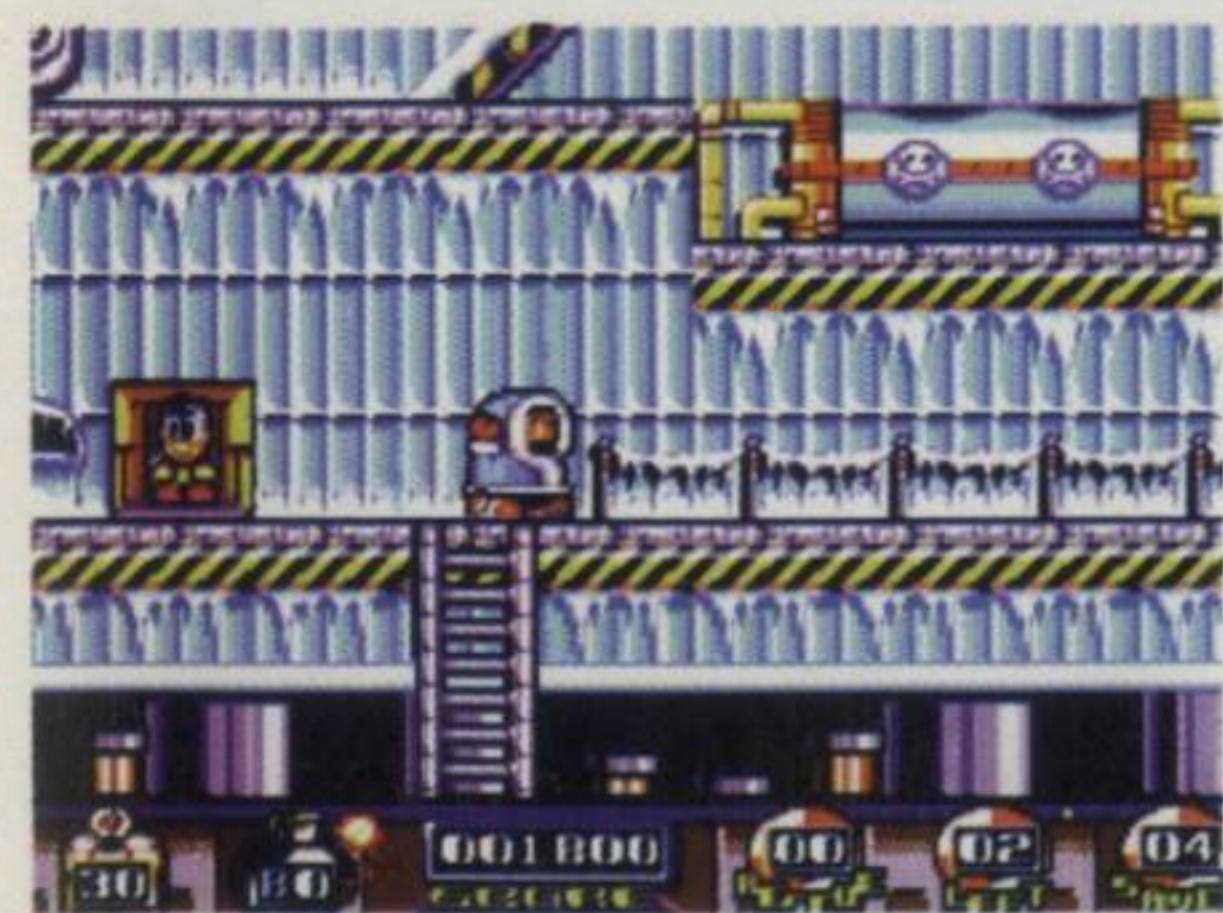
sorts of other stuff, to get said passengers to that level's exit. Although the levels are quite small (mostly two by three screens) there's a lot of action and an ever-rising water level to get the



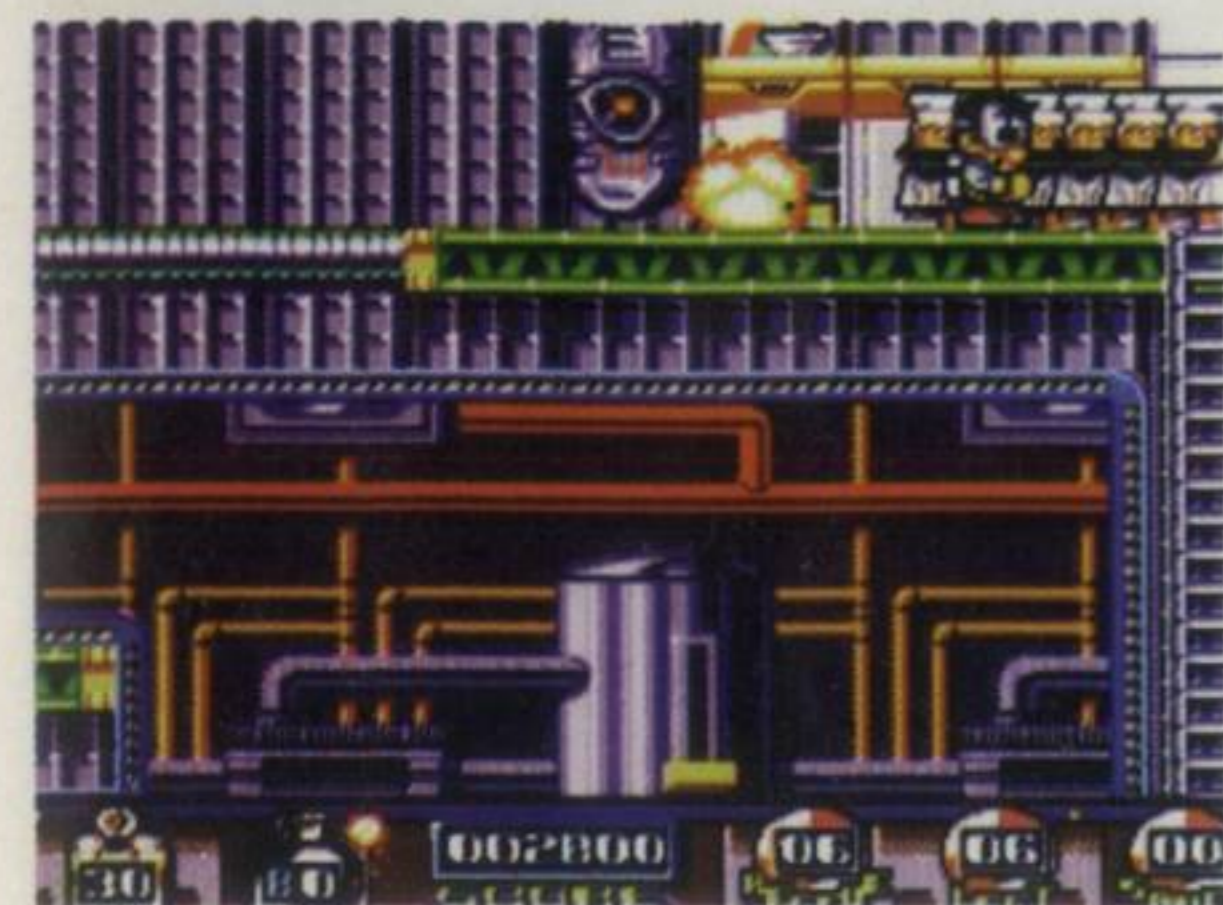
Every time you finish a level you get a password



Once you've flicked all the switches and set off all the right traps, the passengers will follow the route you set



Once you've got enough passengers off the level, the exit will open and you can then walk into it



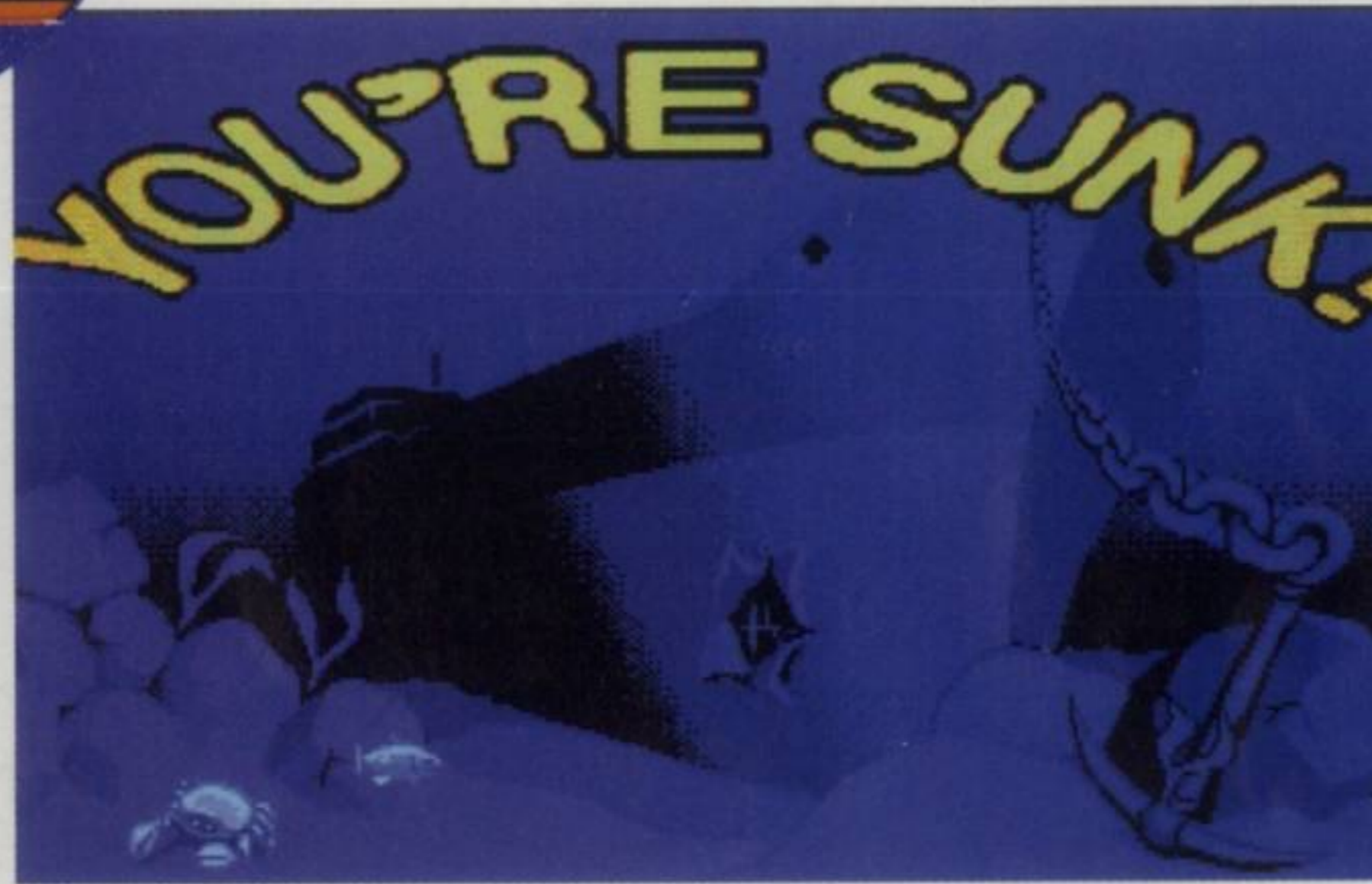
Kevin has plenty of equipment to help him through a level, including some very useful bombs



Here's our hero, Kevin, and he's telling you that you're about to begin level one of *Sink or Swim*

adrenaline flowing. Thankfully, there's a password for each level, and the early levels break you in gently.

The graphics are cute but practical, and the action is as fast-paced as any other platform puzzler we've seen. However, we've yet to find out whether or not you're going to be able to walk through the game, something we can only do when we review the game next month.



Fail, and the S.S. Lucifer is subjected to a life at the bottom of the sea, with our friend Colin the Crab

ONE FOUR ALL, AND ALL IN ONE CART

So what's this odd-looking J.Cart thing then? Well, that's exactly what we said to CodeMasters when they presented us with it. And any fears we might have had were quickly allayed when we found out that all it was was a four-player simultaneous cartridge that required no adaptor. This means that because the actual game cartridge incorporates two extra joypad ports, you don't have to fork out for any fancy adaptor; you can just get straight into the tennis action. The cartridge is just as nice and sturdy as any other, and is definitely a good move on CodeMasters' part. Look out for more J.Cart compatible games soon...



UP 'N' COMING

MARCH

Terminator - Virgin
Reviewed in Issue 16 - 67%

Er, oh dear. Sometimes poor old cartridge games should not be given the CD revamp treatment. This is a good case in point.

APRIL

Streets of Rage 3 - Sega

It's safe to say that *Streets of Rage 2* was a 100% improvement on the original. If they can make the same amount of improvements for *Streets of Rage 3*, it should be one hell of a scrolling beat-'em-up.

Dune 2: The Battle for Arrakis - Virgin

Reviewed in Issue 16 - 80%

A completely different game from the one you can get for the Mega CD, but still a fab strategy game. Hooray!

Bubba 'n' Stix - Core

For those who want something more from a platform game, take a look at our review of this exciting-looking game on page 34.

Lost Vikings - Virgin

Reviewed in Issue 16 - 91%

Take all the fun of *Lemmings* and then slow it down a bit, add some ingenious puzzles, some funny characters and a sense of humour and you've got one of Jon Smith's favourite Mega Drive games.

Tomcat Alley - Sega

After the failure of *AfterBurner 3* on the Mega CD, Sega have gone for the FMV approach to graphics. This could be a spring surprise.

Another World 2 (CD) - Virgin

Not only do you get the much improved and superb looking *Another World 2* on the CD, you also get the first game thrown in for free.

Soul Star - Core

So when you bring out a game like *Thunderhawk*, what do you do next? Well, program a space shoot-'em-up of course.

Speed Racer - Accolade

There seems to be a lot of this turn-cartoons-into-games malarkey going on, but *Speed Racer* has a cult following already, so this could be a hit.

MAY

Virtua Racing - Sega

Everything you could ever possibly want to know about this fabulous racing game is covered in our review, which starts over on page 22.

Battlecorps (CD) - Core

Although the graphics engine (a poncy expression meaning what it looks like) is similar to that of *Thunderhawk*, this game is going to be drastically different.

JUNE

Marko's Magic Football - Domark

Our mate Marko is a bit of a keen footballer, and he's also an all-round good egg. So when he discovers an Earth-threatening plot involving all sorts of dodgy slime and chemicals, he jumps to the rescue. Prat!

Dragon: The Bruce Lee Story - Virgin

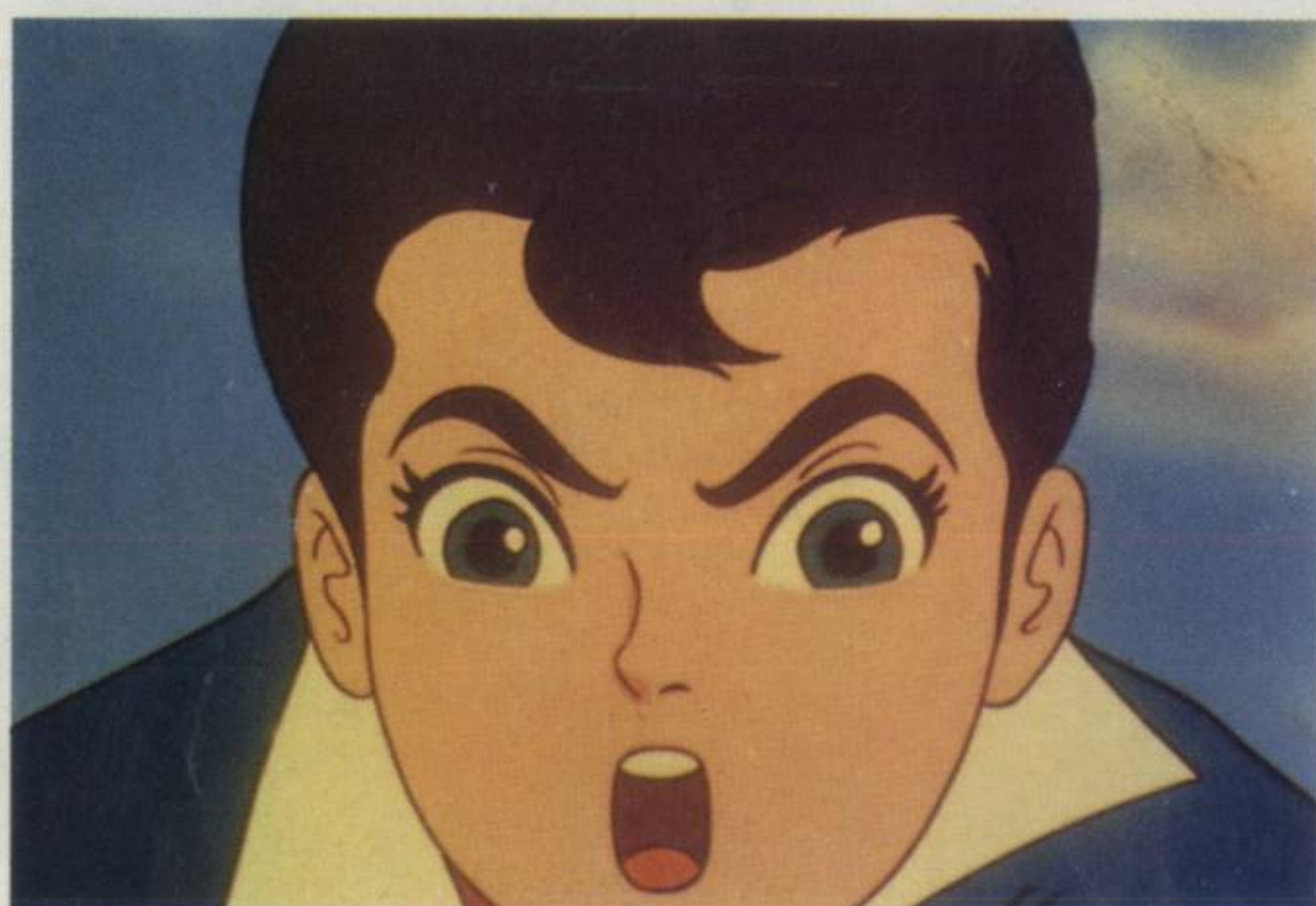
Bruce was indeed something of a martial arts god, and with more moves than you can shake a stick at, this could be a slick beat-'em-up.

SPEED

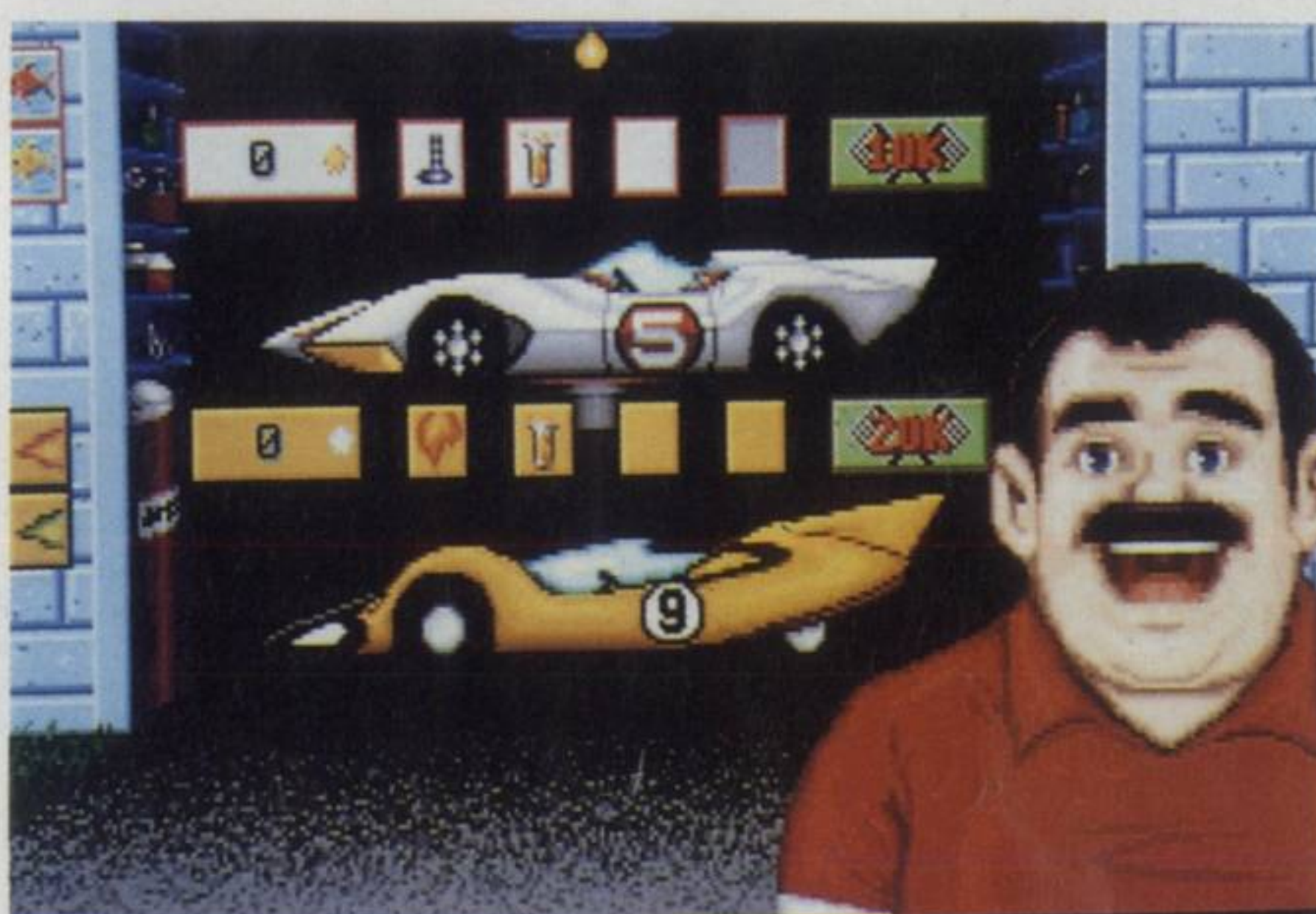


RACER

Just who exactly is this Speed Racer bloke anyway? And what's his problem?



A look of horror rapidly spread over Quiff Boy's face when he discovered that someone had stolen his lips



"Look guv'nor, I'm cutting me own throat 'ere. One careful lady owner, only three miles on the clock"... etc

showings of the original series on MTV. In fact, so successful has Speed Racer's resurgence of popularity been that his boyish little mug has been appearing over all sorts of merchandise, and most frightening of all is that the theme tune has been put on CD along with a rather obscene hardcore remix containing what can only be described as a "blatantly sexual" backing track.

What this means to us gamers is that Accolade are about to give us a wacky and, dare we say it, speedy (groan) racing game using as many features of the cartoon as possible. This means you get to use his famous(?) car, the Mach-5, and some other bloke's car, called the Shooting Star. All the normal bells and whistles have been included in the game; split-screen play, very different levels and plenty of characters.

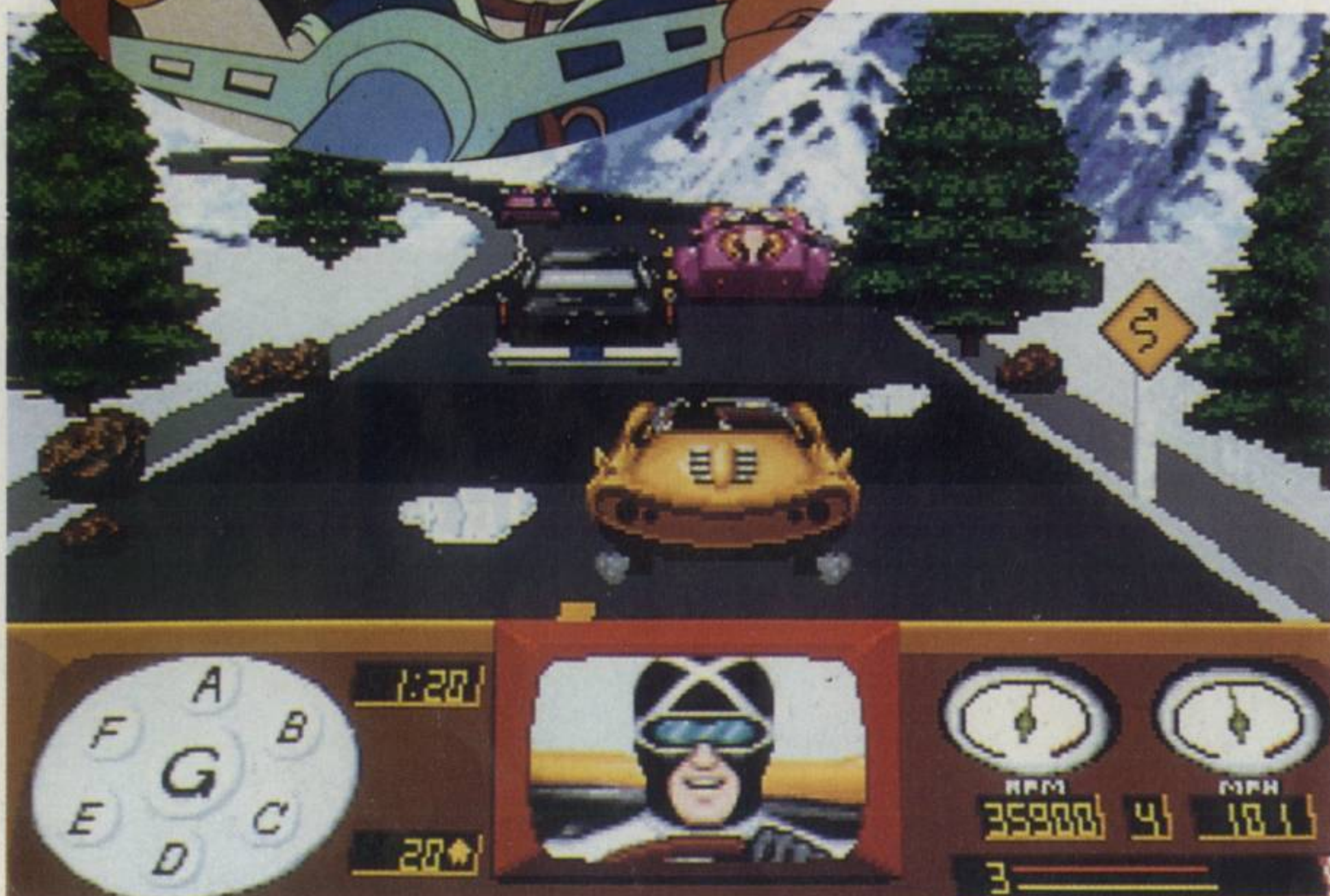
Unless they (and by they, I mean Radical Entertainment, the people who brought us *Pele*) do something drastically wrong with the game, this should be a lark. It's due to hit the streets in April, so we'll try to get hold of a review copy for our very next issue.

Accolade • April

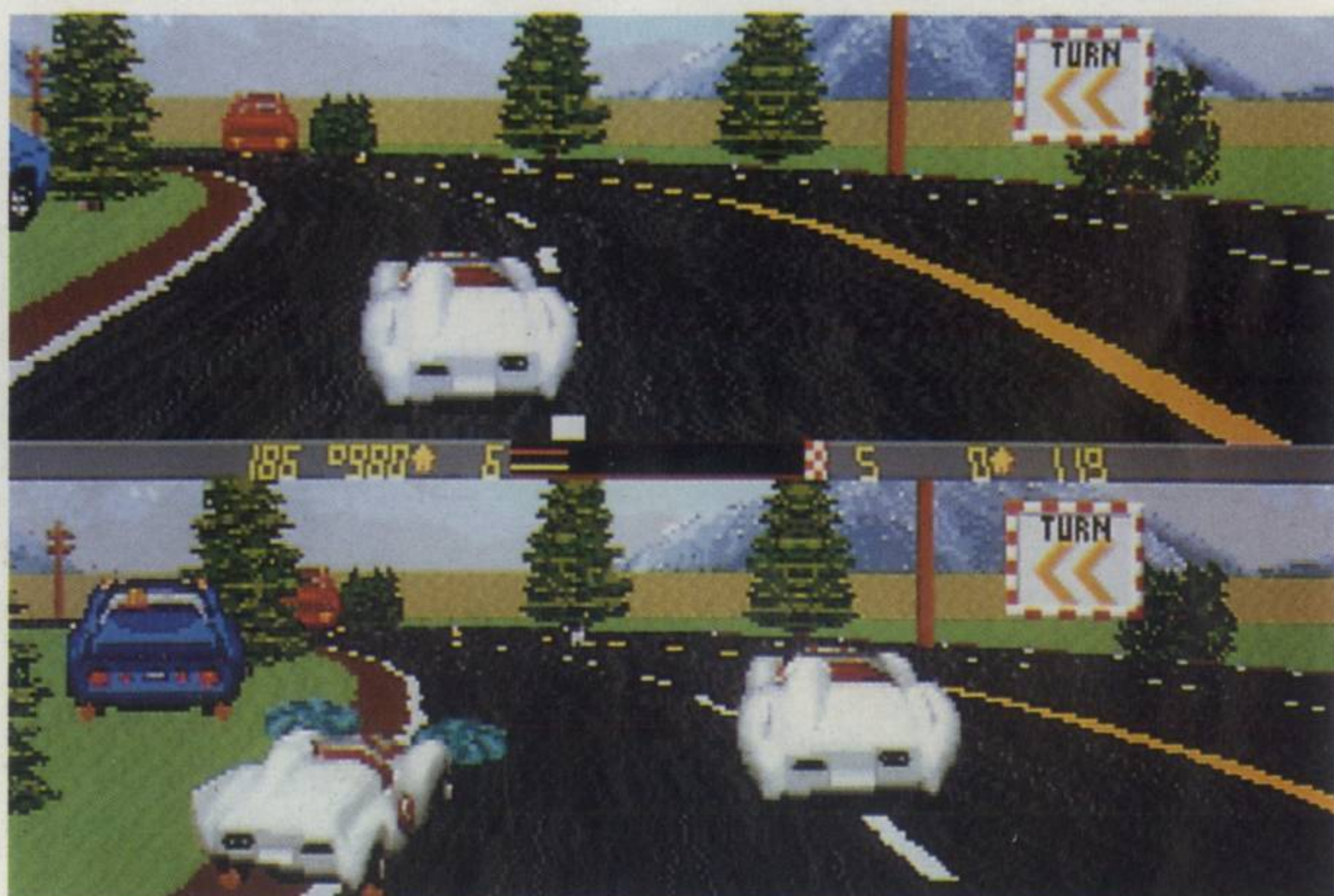
To be brutally blunt, *Speed Racer* is simply a no-holds-barred racing game using all the features and characters from the

cartoon series. Hold on though, what cartoon series?

I'm sure there are lots of people out there who, just like me, don't know anything about the adventures of this Speed Racer bloke, and because it's an American "thing" we're never likely to either. But it seems that this Sixties cartoon hero is experiencing something of a revival in the US due to regular



Well, much as I love living in my fictitious Manga-esque cartoon world, it can get disconcerting when one minute the place is knee deep in snow...



... and the next instant it's practically tropical and I'm driving two different cars at once. It's almost as bizarre as Andy Dyer's sense of humour

UP 'N' COMING

JUNE

Jungle Book - Virgin

Initially programmed by Dave Perry, this game is now being finished off over here. We'll have a review very soon indeed. Excited? You should be.

World Cup USA '94 - U.S. Gold

This game is supposed to be very much a mixture of the two top footie games (*FIFA* and *Sensible*), so it could be a big surprise playability wise.

Hurricanes - U.S. Gold

Apparently the cartoon series is a bit of a hit over here and in the U.S., and the game is being very faithful to it, so don't expect too many surprises.

Incredible Hulk - U.S. Gold

This was due to be released about now, but the game has been put back to undergo some final tweaking and things. Should be good when it actually arrives.

IN BRIEF...

What follows is a list of third-party releases which we currently know very little about. They are due from the software companies indicated, but whether they actually get an official release is another matter entirely. Anyway, there's no harm in looking eh?

MARCH

Caesar's Palace - Virgin

Chester Cheater 2 - Kaneko

Family Feud - Gametek

Fido Dido - Kaneko

Fun and Games - Tradewest

Jeopardy! Deluxe Edition - Gametek

Jim Power: Lost Dimension - Electro Brain

Mickey's Ultimate Challenge - Hi Tech

Expressions

My Paint - Saddleback Graphics

Nobunaga's Ambition - Koei

Rainbow Islands - Taito

Revenge of the Ninja (CD) - Renovation

Romance of Three Kingdoms 3 - Koei

Shadow of the Beast 3 - Psygnosis

Super Battleship - Software Toolworks

Sylvester and Tweety - TecMagik

Tom and Jerry Frantic Antics - Hi Tech

Expressions

Who Shot Johnny Rock? - ALG

Balls - Spectrum Holobyte

Brutal (CD) - Gametek

Bubble and Squeak - Sunsoft

Jeopardy! Sports Edition - Gametek

Mag Dog 2 - ALG

Magician's Castle - Psygnosis

Mega Turrican - Data East

Pirates of Dark Water - Sunsoft

Shanghai 2 - Activision

Snow White Happily Ever After - American

Software Corp.

Socks the Cat - Kaneko

Speed Racer in the Challenge of Racer X -

Accolade

Time Killers - T.H.Q.

Total Carnage (CD) - T.H.Q.

Total Carnage - T.H.Q.

Wing Commander 2 - EA

Wrath of the Gods - Virgin

Time Trax - T.H.Q.



For some unexplained reason it seems to be Halloween on this planet, and so there are lots of pumpkin bombs around. Watch your step very carefully indeed...



There are two approaches to this level; you can either leg it across the screen in the vain hope that you won't get shot or you can walk across carefully

You played the scientist in the first game, now you get to play that friendly pale-looking alien in the sequel. Will it make for a better game?

ANOTHER WORLD 2

Virgin • June

Guess what? Lester (that blokey from the original *Another World*) is dead. For those of you who played and finished the first game and watched as Lester was flown off to safety by that winged beast, this might come as a bit of a shock. However, he was only a wimpy scientist, and this time around you get to play as the hard alien.

Lester hasn't been lost completely though, because you control the alien at times when Lester met up with him in the original game. It all gets a bit confusing,

but hopefully when the storyline is completely finished all will become clear.

The game itself is a bit more graphically refined than the first game, but it still doesn't live up to the detailed standards and rotoscoping grace of *Flashback*, but then the characters are a lot bigger. The gameplay is very similar

to *Another World*, but there are lots more puzzles to solve and a few more moves to master.

With the first game included on the CD as well, you definitely get value for money, but we'll see just how much the sequel has to offer when we review the game in the not-too-distant future.



You start the second game at the point where the first one ended



Those nasty black beasts from the first game make another early appearance in the sequel. Run, you stupid alien, run

WORLD CUP USA '94

With another football game on the horizon, there's only one thing you can say... Do we really need anymore?

U.S. Gold • June

Did you know something like 31 billion people will watch the 1994 World Cup. (Hold on, aren't there only about 4 billion people in the world? – Andy) Don't be silly, I'm talking cumulatively. And with an audience like that, it's no wonder there was a lot of bidding to get hold of the World Cup licence. But does the Mega Drive really need another football game? Well, if it's better than *FIFA* or *Sensible Soccer*, then the answer to that has to be a big, YES SIREE BOB.



I'm not sure what all these boxes do, but I'm sure they'll be useful

And as you can from the screenshots, the graphics are looking very like a cross between the Mega Drive's best two footie games. The sprites are slightly bigger than those in *Sensible Soccer*, but they also have an element of detail akin to *FIFA Soccer*. This gives you the chance to perform all sorts of moves (overhead kicks, back flips, volleys...) yet still keep the game's speed up.

There are going to be all sorts of options imaginable (the cup competition itself, one-off matches, and you can even customise the event to your own specifications) and we all know how much footballers like options. There's still a couple of months of fine tuning to go on the game and we'll give it a more in-depth preview next month. Football, don't you just love it...



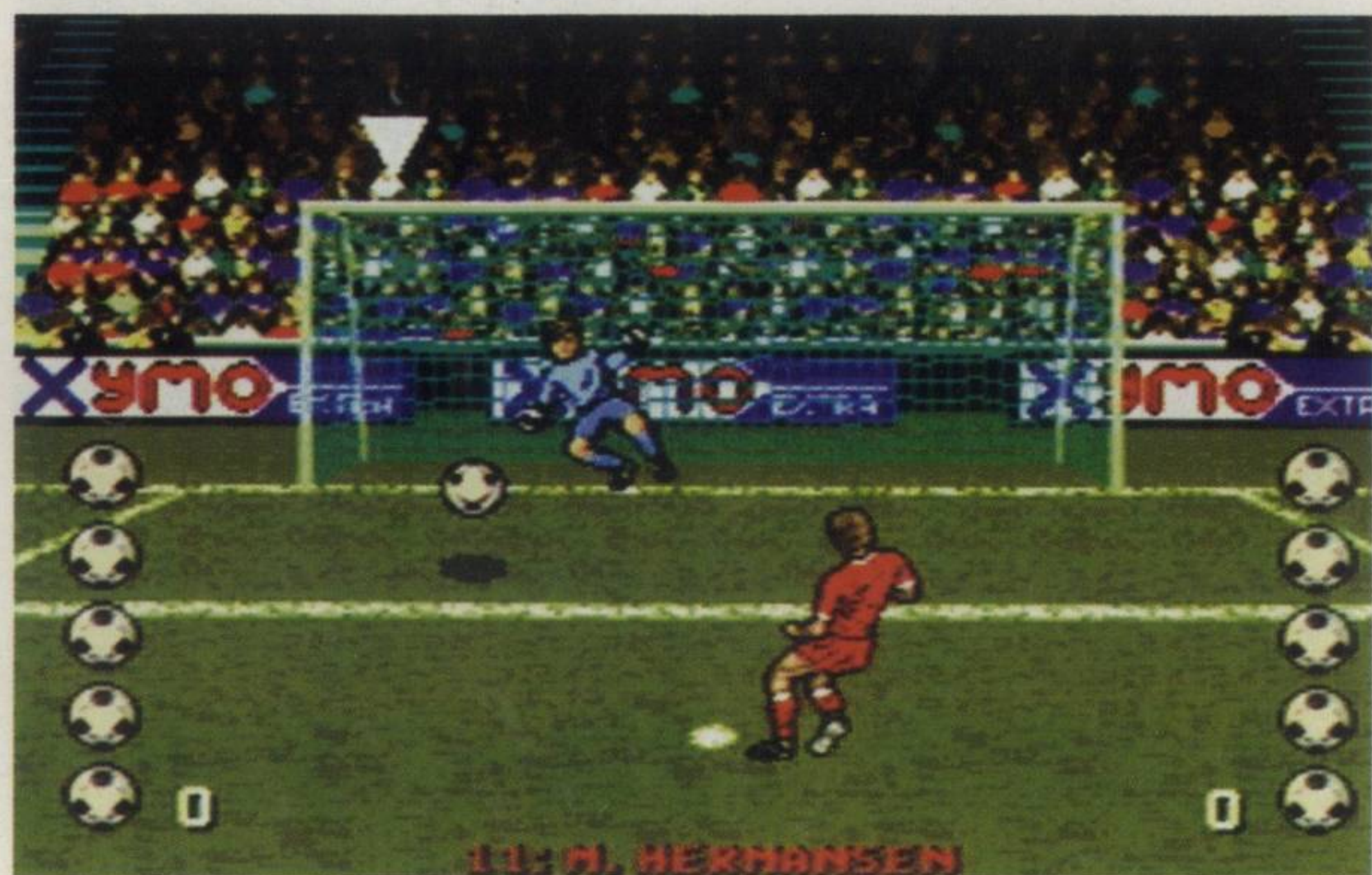
And what would a game of football be without penalties?



Don't forget to check the radar (top left) to see where your players are



Everyone knows how much football players like their options, and this game will have all the usual ones for you to mess around with



And that's a lovely shot of the bottom left-hand corner of the net, but the keeper has guessed it right and gone for it. Will he save it? We'll never know

INCREDIBLE HULK

He may be green, and he may be very mean, but he's not on your machine yet...

U.S. Gold • June



The sprites are looking dead good now. Yeah, go Hulk, go!

We previewed this a little while back, but there's been a lot more work done on it since then, so we thought we'd show you one of the latest screenshots.

As you can see, the Hulk is now a very impressive-looking sprite, and I don't know about you guys, but I can't wait to hear the sound effects for the Sonic Clap...

HURRICANES

There are yet more football antics from U.S. Gold, this time though it's all for a good cause

U.S. Gold • June

Keeping this whole football theme more alive than ever, U.S. Gold are about to bring the cartoon adventures of the Hurricanes (some children's cartoon, I'm told) vividly to life. In an arcade platform romp, you must take control of one of the Hurricanes as they battle against their arch-enemy, Stavros Garkos (nice chap, just misunderstood, that's all).

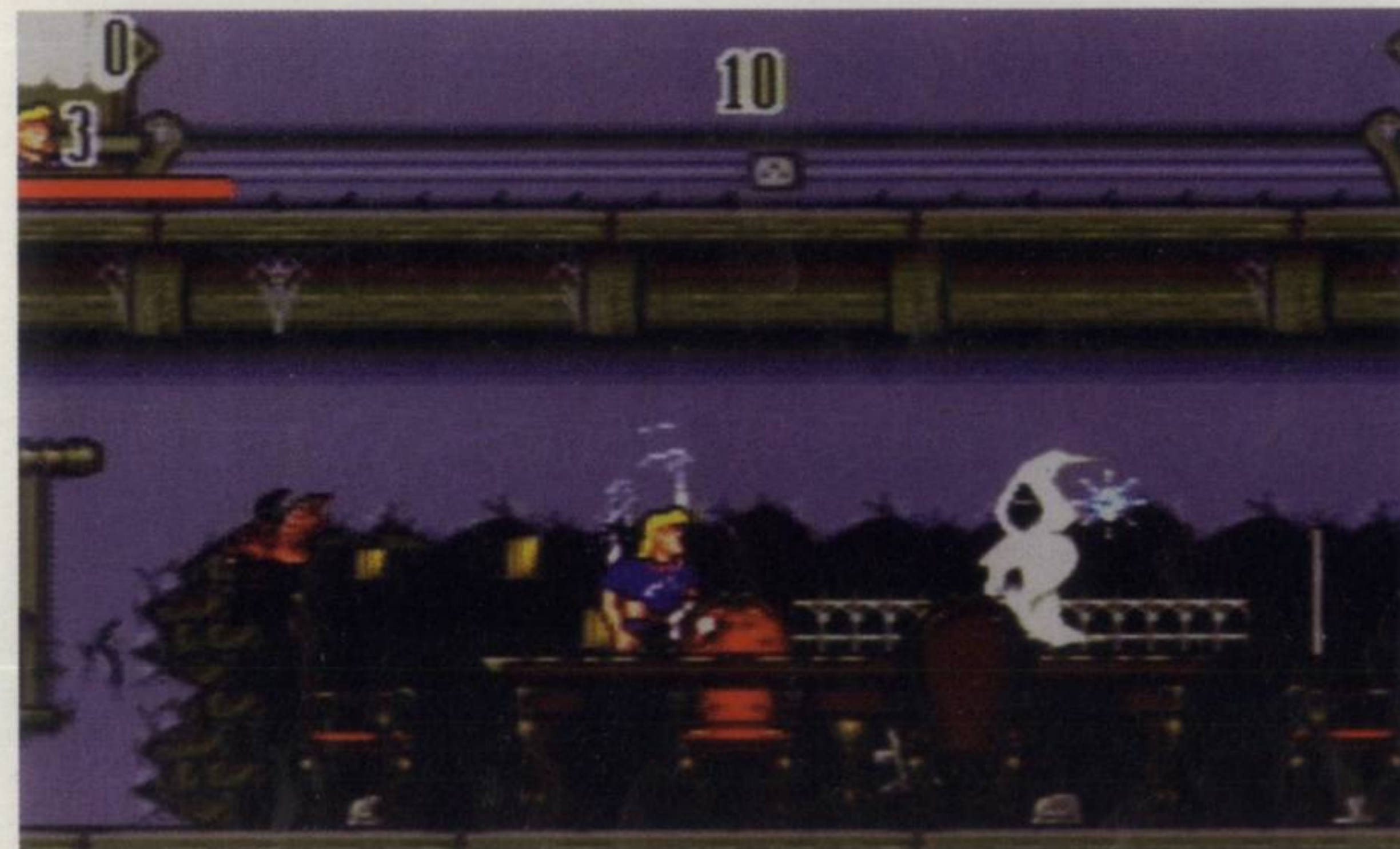
You must battle through five levels with only your trusty football as your

weapon, taking out the bad guys as they come along. The goal of all this platform posturing is to play in a charity football match worth \$100,000 to the winners.

This is another summer release, so we'll have more on it soon, and with a simultaneous two-player game and loads of cute characters, this is looking like it could be a platform hit.



Get up off the floor and play



Well, he's big, he's blond and he likes wearing blue shirts. Apart from that, I don't know anything about the main character in the game. Sorry

DEMOLITION MAN

This "sly" cart could well have a few surprises hidden up its proverbial sleeve

Virgin • June

Oh, I'd forgotten about this. I was looking forward to a nice few months without a film licence and then along comes this one. I

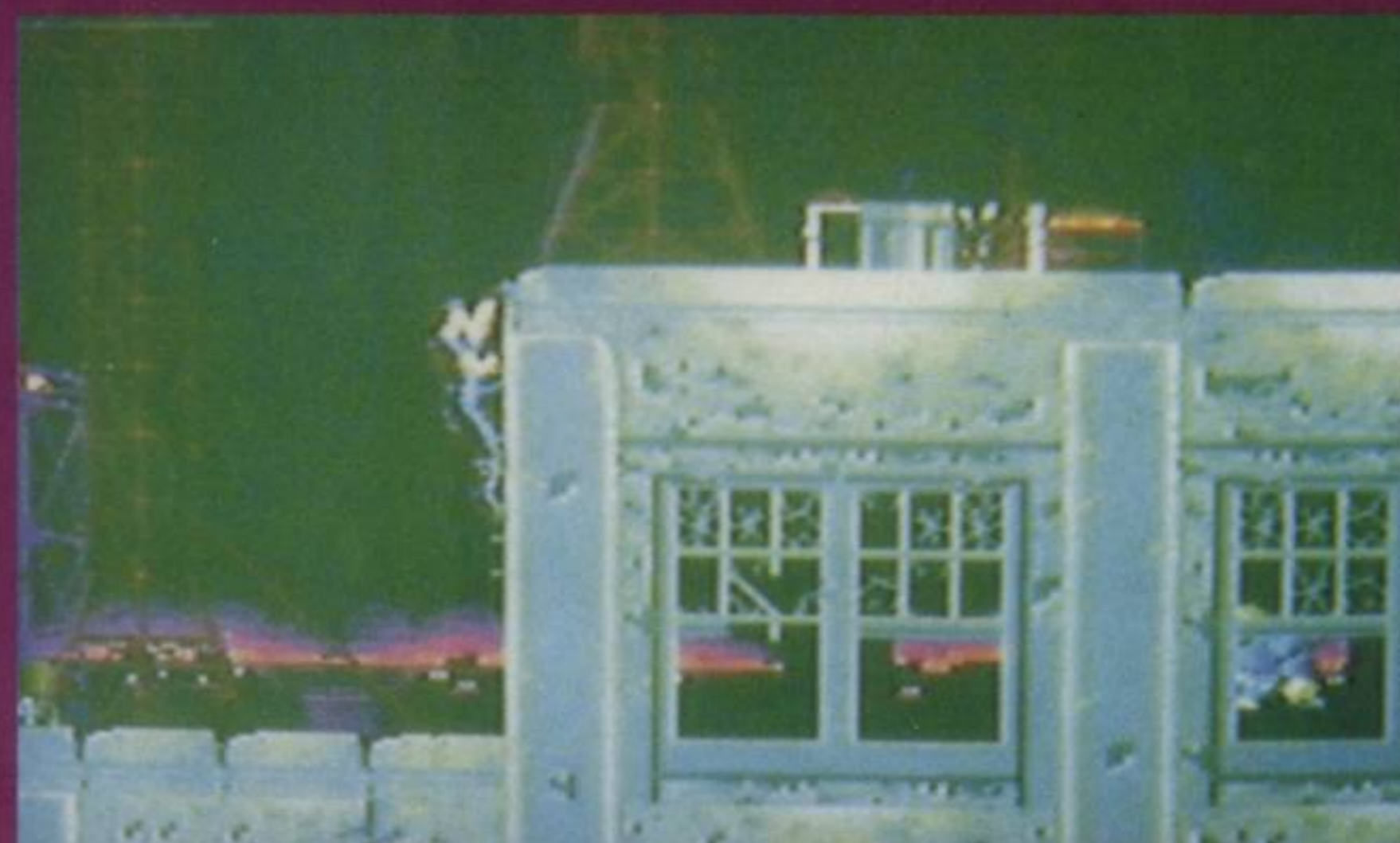
mean, the film was OK, I suppose (if you like that sort of thing), but from the look of this, it's going to be another platform-based shoot-'em-up with you as the hero (Sylvester Stallone) trying to catch the nasty villain (Wesley Snipes).

Most of the film is very confrontational,

so expect lots of scenes where you get to beat up loads of characters. However, unless they do something a bit special with this game, I fear it's not really worth holding your breath for. Anyway, while we're at it, we might as well show you a couple of screenshots. And here they are...



Look at the pecs on that, and he's only a sprite. He probably looks something like Sly Stallone in real life?



Do you remember the bit from the film where Sly climbs up the side of a building? No, neither do I

IN BRIEF

SPRING

Akira (CD) - T.HQ
 Andretti Racing - EA
 Battle Fantasy CD - Extreme
 Battletech - Extreme
 Crime Patrol - ALG
 Dick Vitale's "Awesome Baby" College Hoops - Tengen
 ESPN Baseball Tonight - Sony
 ESPN Baseball Tonight (CD) - Sony
 Fatal Fury 2 - Takara
 Grindstormer - Tengen
 Harrier CD - Domark
 Interplanetary Lizards of the Texas Plains - Tengen
 Itchy and Scratchy - Acclaim
 Jammit - Virgin
 Jeopardy! (CD) - Sony
 Kawasaki Challenge - Domark
 King of the Monsters 2 - Takara
 Lemmings 2: The Tribes - Psygnosis
 Mortal Kombat (CD) - Acclaim
 Operation Europe - Koei
 Popeye the Sailor Man - American Technos
 RBI Baseball '94 - Tengen
 Rebel Assault (CD) - JVC
 Rescue - Psygnosis
 Rise of the Robots (CD) - JVC
 Star Quest (CD) - Namco
 Steven Seagal - TecMagik
 Tecmo MLBPA Baseball - Tecmo
 The Magical Quest Starring Mickey Mouse - Capcom
 Tinhead - Spectrum Holobyte
 Vay (CD) - Working Designs
 We're Back - Hi Tech Expressions
 Wheel of Fortune (CD) - Sony
 World Cup USA '90 (CD) - U.S. Gold
 World Cup USA '94 - U.S. Gold

SUMMER

Akira - T.HQ
 Bill's Tomato Game - Psygnosis
 Kung Fu: The Legend Continues - Sunsoft
 MLBPA Baseball - Acclaim
 NFL Football Trivia Challenge - CapDisc
 Rise of the Robots - JVC
 Risk - Parker Brothers
 Top Gear 2 - Vic Tokai Inc.
 Walker - Psygnosis

AUTUMN

Alexandria CD - EduQuest
 Beavis and Butt-Head - Viacom
 Beethoven - Hi Tech Expressions
 ExoSquad - Playmates
 Globdule - Psygnosis
 Goofy's Hysterical History Tour - Absolute
 Indiana Jones and the Fate of Atlantis - JVC
 SeaQuest DSV - T.HQ
 Sid and Al's Incredible Toons - Dynamix
 Space Pirates - ALG
 Spider-Man and Venom: Maximum Carnage - Acclaim
 Star Trek: DS9 - Playmates
 The Simpsons: Virtual Bart - Acclaim
 USHRA Monster Truck Wars - Acclaim
 World Championship Rally - JVC

Right, that's that list over with. As we find out about more releases we'll let you know, and if any of the other releases make their way over here, you can be sure we will try to give 'em the full MEGA treatment.



GGG GAMES
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Issue Sixteen April 1994

MEGA DRIVE
Chaos Engine
Streets of Rage 3

SUPER NES
Mega Man X
Choplifter 3

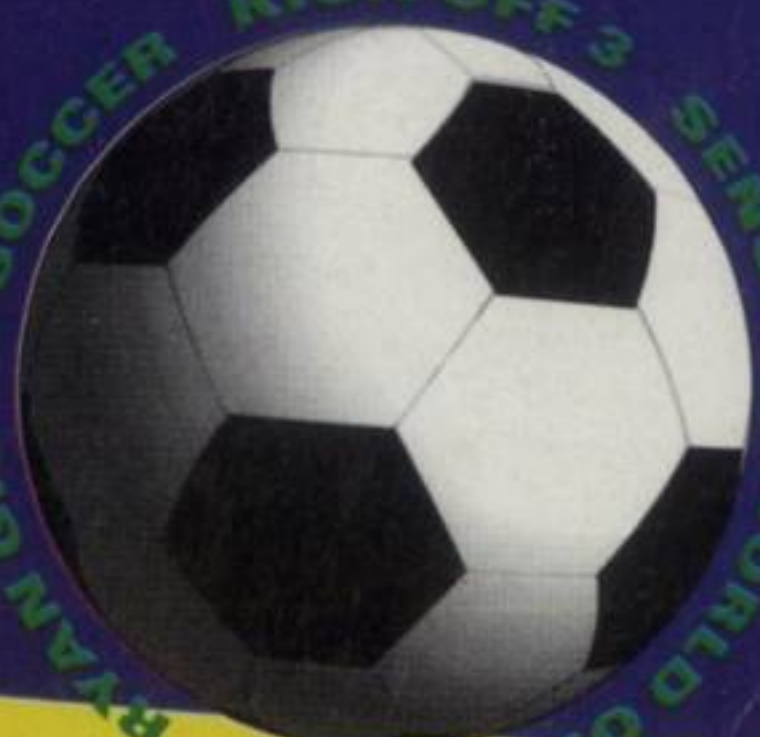
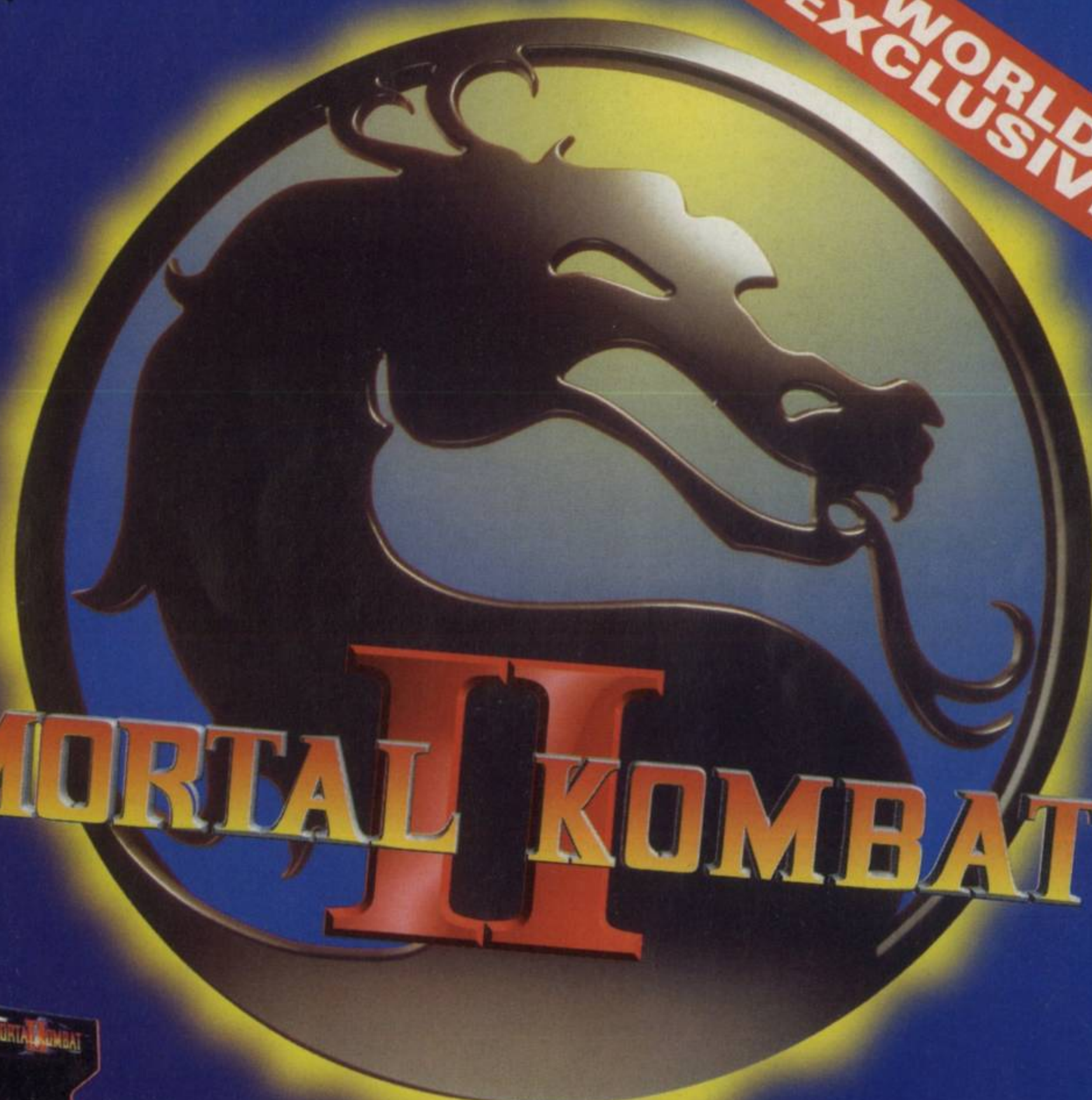
AMIGA
Beneath a Steel Sky
Legacy of Soracil

3DO
John Madden
Monster Manor

JAGUAR
Tempest 2000
Alien vs. Predator

PLUS!
First ever look at
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4

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Issue 16 on sale Thursday 24 March



One of Andy Dyer's teachers used to say "Good, better, best, never let it rest, 'til your good is better and your better, best". Here at MEGA, we prefer the laid-back sod-it style

WAITING FOR A MIRACLE

Dear MEGA,
In your April '93 issue of MEGA I read about a Miracle Keyboard, so my Dad and I phoned up Gamesville to find out if they had one in stock. Unfortunately, they had already sold out. They suggested we contact Mindscape, which we did, and they then sent us lots of information about it and told us where to get one. They also had a price list for Nintendo, IBM, Amiga and others but nothing on the Mega Drive version. We then phoned Tandy but they didn't have anything on the Mega Drive version either. What should I do? Where could I get one? Or should I buy a Nintendo (as they're so cheap now) and get a keyboard for that?
Peter Tandler, Fareham

Dear Peter,
There is always the Nintendo option, but to be honest, buying an 8-bit NES would be a bit of a waste of time. Also, the Super NES would be an expensive alternative. Sadly, the Miracle Keyboard has yet to be released in this country but it is on sale in the States and as such, should be available on import over here. As you've already said, Gamesville had sold out, but maybe you should ask them (or any other reputable mail order firm) if it would be possible to import more. If the answer is no, then your only other option is to go through



The Miracle Keyboard. Absolutely fab but, sadly, unobtainable

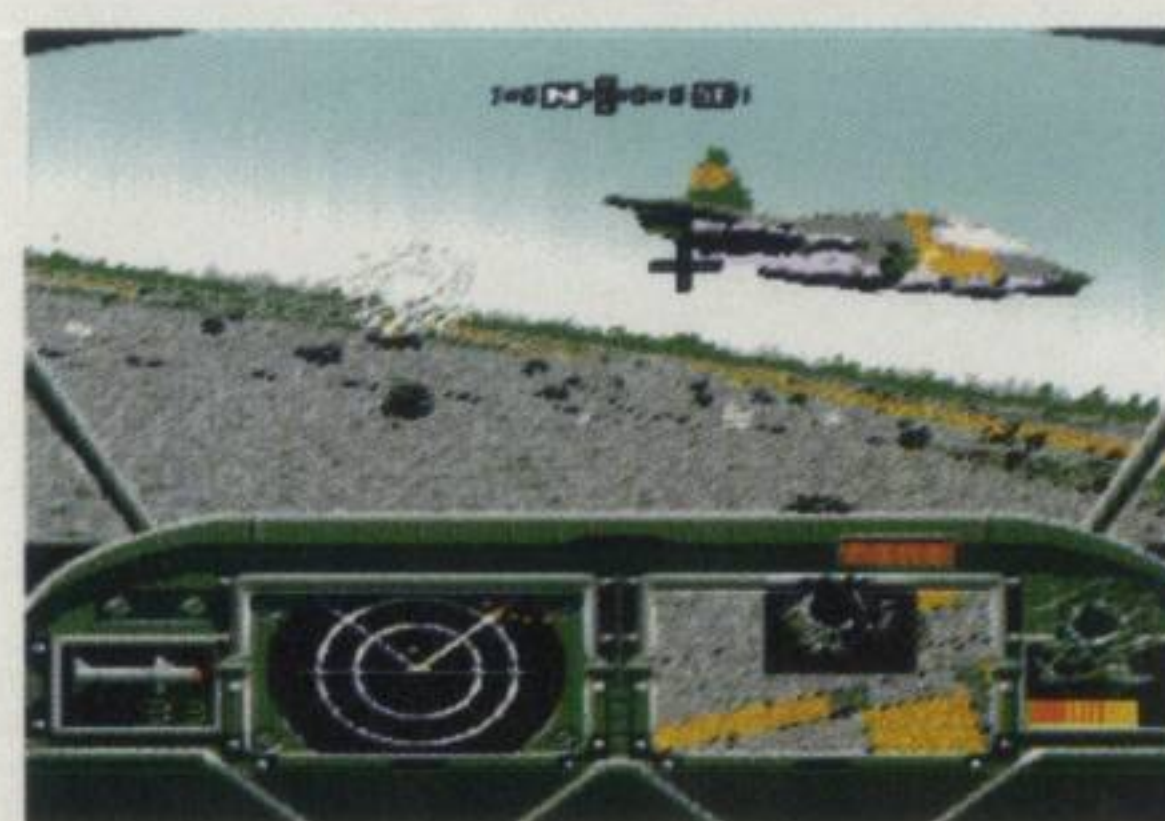
the Nintendo route. It simply depends on how desperate you are to get a Miracle Keyboard. **Andy**

DISAPPOINTING END SEQUENCES

Dear MEGA,
I am writing to you to give you my opinions on cinematic sequences and end screens, among other stuff.

It seems to me that everyone keeps complaining about software houses releasing Mega Drive games on CD with just a bit of music and a fancy intro sequence. I like them. I'm all for this "releasing" if the price is less than the cart by about £10 and houses keep releasing original stuff like *Thunderhawk* and *Mega Race*. If a balance is kept between new games and discount Mega Drive games, then I'm not worried. Any chance of *FIFA* getting the EA CD treatment?

One thing I am very disappointed with at the moment is the quality of end sequences. In my opinion, they're very important. There's nothing worse than



While software houses still develop full-price stunners like this...

spending hours trying to finish a game and then when you do, you find that all you get for your trouble is a dull static shot or a clichéd dialogue for a few seconds between a couple of the characters. You want to be rewarded for your triumph not frustrated by your effort. *Sonic CD* goes some way to make up for this, but you need something on cart too. I would rather not have an intro if it means a good ending.

On a different note, change the bloody charts. I would like to see more stats on the games in the charts, such as number of weeks in the Top 20 and number of copies sold etc.

My, my, another totally Sonic cover. Can it really be justified? A sixth of your total covers so far have been Sonic; a lot when you consider the amount of good games in your magazine.

Please make a change to your Top 100. Fine, have it every month, but every other month, just list the games with a percentage and put something a little more interesting in the saved space.

Teucos Laniorg, Exeter

Dear Teucos,
You have a very good point here. As long as original titles which use the Mega CD's capabilities to the full are still



... it's not so bad to have the standard cart games on disc but cheaper

STRAIGHT TO THE POINT

For those of you who are unfamiliar with the workings of MEGA (that makes most of the team) this is the bit where we take the overly wibblesome letters, pluck out any useful points the people have to make and answer them succinctly. In this way we can convey an awful lot of information without having to spread the letters pages over about a third of the mag. It's so simple, it's brilliant... unlike Jon Smith, our staff writer, who's just simple.

• Why don't you review the odd coin-op or two each month?

David Boyle, Lichfield

We've only ever really been a Mega Drive and Mega CD mag, and while coin-ops are all very interesting, we feel the space in the mag is better suited to the more relevant console stuff. Occasionally we've reported on Sega coin-ops, and that, we feel, is enough. **Andy**

• What does MBit mean?

Andrew Carey, Manchester

MBit means Mega Bit. Computers talk in a language using binary, and each weeny little unit of information is called a Bit. One million Bits is known as a Mega Bit. So a 16-Meg game

has 16 million Bits of information in it. **Andy**

• Why don't you review Game Gear games, as many people own these handhelds?

J S Lall, Chatham

Well, a lot of people own cars but we're hardly going to review the latest Ford now are we? We'd have put you in MEGA MORONS but we didn't have room. **Andy**

• My friend's girlfriend recently broke the aerial switch which changes from TV to computer. Where can I get another one?

Simon Livermore, Lancing

Ah, you'll be wanting to contact Sega directly then. The phone number is 071 373

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

While flicking through the utterly dire back catalogue of Stunt Mega Drives, we discovered this gem, sent in just before Christmas by **Kevin Shaw** of Durham. Ah well, Christmas may now be just a distant memory but perhaps this will rekindle the memories of merry making, presents and foul kisses from your bearded grandmother. Send your piccies to Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



Rudolph the red-nosed Mega Drive? Or hastily assembled pile of crap?

developed, there's really nothing wrong with releasing straight Mega Drive games on CD at a cheaper price. EA have started doing it, and, to be honest, when the gameplay on something like Madden is as good as it can get, what's the point of re-writing it for CD and bumping up the cost?

The end sequence argument is also a good one. More often than not you get a spectacular intro, a deep, involving game, and then after weeks of perseverance, a "The End" message. What a sodding waste of time. OK, end sequences are only cosmetic, but achievement should be rewarded. So how about it software-type peeps?

Ah, er, ermmm... criticism huh? Well, we can take it. The charts are indeed self-indulgent, but until someone comes up with a suitable replacement, they're staying. And much as I feel you are an intelligent bloke with interesting things to say, what's all this "number of weeks in the Top 20" stuff? Does anyone really care? To be honest, off the record, we've often wondered why the hell people like charts anyway. We couldn't care less what everyone else has been buying. But let's just keep that between ourselves eh?

Right well, we're running out of space for you now, but Sonic is THE biggest character on the Mega Drive, so to ignore him would be folly. True, MEGA has been adventurous with its covers, often going with a feature-based image, but mostly,

it's necessary to push a really big game on the cover, and at the time, the Sonic games were the biggest thing around.

And finally the Top 100. Standing copy could be seen as a waste of space but we believe it is an invaluable buying guide that can always easily be found at the back of the mag. What's more, we've also made sure it's more than just standing copy by updating it each month, including the Mega CD Top 10 and the massive Tips List. If thousands of people complain, we'll ditch it, but to be fair, most comments we have are very positive indeed. **Andy**

PC-TO-MEGA-CD CONVERSIONS

Dear MEGA, Is *Rebel Assault* coming to the Mega CD? And if so, will it be basically the same as the PC version? I've played it on a friend's PC and it is brilliant. Also, *The Secret Of Monkey Island* and *Kings Quest* have both come over from the world of PC gaming. Is this the beginning of a trend? If so, I would welcome it with open arms and a very broad smile. There are a lot of good games on the PC and it wouldn't hurt to have a few more titles in the Mega CD catalogue. With any luck, the prices would come down too, seeing as someone else did all the initial development of the game. Another game which is coming to the Mega CD is *Dracula Unleashed*, which also looks like a very good game. Have you any news

of other games being converted to the Mega CD from the PC?

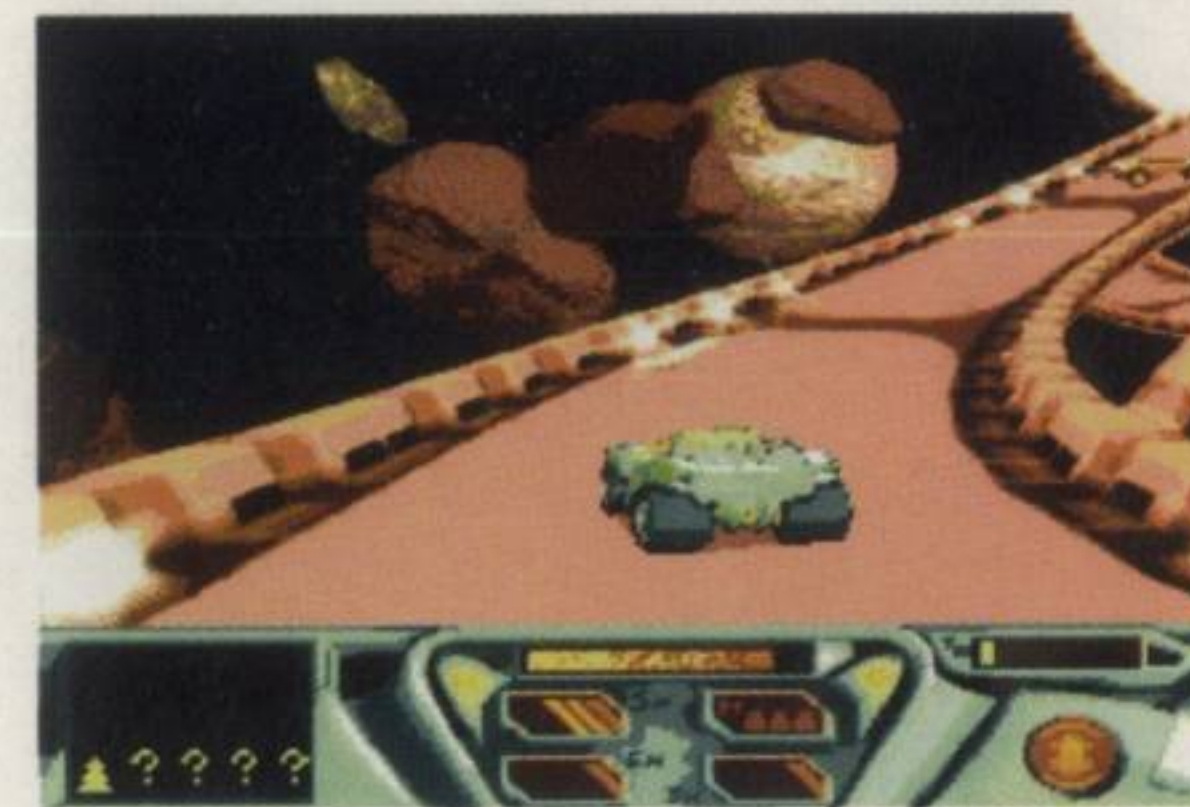
Richard Coley, Slough

Dear Richard,

There's a bit of doubt about the release of *Rebel Assault* on the Mega CD. It has been developed, but there doesn't appear to be a release slot for it yet, either here or in the States. We were rather looking forward to it too, so we'll find out more about it for the next issue.

Also, yes there does seem to be a trend of PC games being converted to the Mega Drive. While these games are all jolly good, it won't mean a drop in price, because the Mega Drive and Mega CD operate in a completely different way, so the conversion process is actually still pretty expensive ("And the companies involved are still out to make as much cash as possible" - Reader's voice).

As for other PC conversions, look out for *Rise Of The Robots*, *Mega Race* and *Indy Jones* and *The Fate Of Atlantis* to name but three. **Andy**



Mega Race. Just one of many great PC games coming to the Mega CD

GET IT RIGHT FIRST TIME

Dear MEGA, After being given *Super Monaco GP2* by my wife for Christmas, I read a review of *F1* in MEGA and decided to exchange my copy of *GP2* for *F1*. The only problem then was that the rather large retail chain refused to exchange the game and take the extra £10 involved. The manager was most insistent that the company policy had to be adhered to, as the game could have been played, copied, pirated etc. **Turn over**

3000 and simply ask to speak to customer services and they should be able to help you with this or any other Mega Drive-related queries you have. **Andy**

• Which do you reckon is the best racing game for the Mega Drive?

Chris McSherry, Newcastle

Until now it's been the brilliant *F1* from Domark, but, of course, now that *Virtua Racing* is almost upon us, things are about to change. However, whether you choose the expensive but brilliantly arcadey experience that is *Virtua Racing*, or you fancy the more simulation-esque thrills of *F1*, you won't go far wrong. **Andy**

• Could you give me any news on *Star Wars* for the Mega Drive, not the Mega CD?

Rafi Singer, Rickmansworth

Well, US Gold considered doing a version of it but for some reason dropped the idea some time ago. There's no news that anyone else has picked up the licence, so the only option for Sega gamers is to wait for the CD version of *Star Wars* to come from JVC. **Andy**

• Which computer and software would I need on which to design decent platform games?

Martin Ollivere, East Grinstead

If you'd asked this ten years ago, it would have been much easier to answer because many games developers were working from

their bedrooms on the the machines that the game was intended for. These days, a game project has dozens of people working on it, using a whole range of equipment including PCs and Silicon Graphics Workstations. Your best bet is to contact a few software houses and try to have a bit of a talk with a few programmers to find out any possible in-roads to this career. **Andy**

• I like fish and cheese. Which game should I buy next?

Jon Smith, Bath

Well, it has to be *James Pond 3*, which incorporates the best of both the aquatic and, dare we say it, fromagian worlds. **Andy**

BLAGGED!

Despite all the protests from the MEGA team to kill off this column, it's still around. So here are this month's pathetic attempts at "blagging" a free cart.

"My wife Michelle and I married on Valentine's day last year in a simple but beautiful civil ceremony surrounded by lots of our fri... urgh I have obtained an attack helicopter from the black market, and hav..."

We feel we have to interject at this point because this letter goes on for page after page, but basically the story is that this bloke and his bird both got seriously into Mega Drive gaming at the expense of any normal marital activities. Anyway, apparently this bloke's an invalid pensioner with a crap car, who can't afford to buy cartridges. This would seem to be bad enough, but he also has a pet Galah (rare Aussie bird) which has taken to beating them at Mega Drive games and now craves more of a challenge. Anyway, the upshot is that this bloke can't afford an anniversary gift for his wife or she, he. And the bird reckons that IAGO, the parrot out of *Aladdin* is actually a fellow Galah. And just when we thought the letter was finishing, so the geezer goes on to make some very well thought out arguments about MEGA, violence in video games and so on. Now, this poor bloke is quite obviously as mad as a spoon and full of crap but he was so entertaining, and the letter was so intelligently written, that we're simply going to have to give him a cart. So well done **K Adrian Bedford** of Australia. But just in case the rest of you are missing the usual drivel we print here, here's a few snippets of the other stuff we got in.

"I have always dreamed of being a racing driver and after much hard work I finally obtained my Super Licence. Then disaster struck. I found I was too short to reach the pedals."

S Shortstuff, Willenhall

So you'll be wanting *F1* or something then, yes? Well, forget it.

"Help us please. Dr Robotnik is trying to catch us, so General Bean is evacuating the area."

The beans, Edinburgh

Three guesses anyone?

"I am from the planet..."

No you're not!

"As a child I was abandoned in a Heinz beans factory."

R Singer, Rickmansworth

Goodbye readers...

Dear MEGA,
Have the marketing chaps at Sega got no brains, or are they all just even more money grabbing than we originally thought?

I've just seen the new SF2 pack in town and it boasts that it comes with the game and two controllers. Now, all the reviews of this particular game stated that if you buy SF2, you really do need to get yourself a couple of six-button joypads. So do Sega package it with two new pads? Pants do they! The poor sap that buys this bargain pack gets stuck with a couple of poxy three-button jobs, which sucks in a Hoover-type way.

My advice to potential buyers is to leave this well alone, and show Sega that they are a bunch of con artists. Buy the FIFA pack instead 'cos that's a cracking game. Speaking of FIFA, I re-read an interview with one of the programmer chaps and he said that you would be able to select particular crowd chants for your team and also that all the players would have their own individual looks. What a pile of Mellerick that was. Also, don't you just wish they had included a battery back-up so that you could save your own team names? Sensible did, but that's a totally smeggy-looking game compared to FIFA. Yes, I've played it and no, I don't like it.

Alan Holloway, Bristol

Dear Alan,
Well, we're in two minds about this one. On the one hand, SF2: SCE was designed to work very well with the three-button pads, and so for someone who wants a new Mega Drive (which normally only comes with one pad anyway) the SF2 pack does represent quite a saving. However, it's true that the six-button pad is a lot better, so for SF2 fanatics, yes, it probably would have been better to include six-button pads and up the price by £30 or so. The SF2 pack is by no means a con, but OK, it's fair to say that perhaps Sega haven't made the best of the options they had available.

As for FIFA, we spoke to EA and yes, the original intention was to include those features you mentioned. When a game is in production, the developers have a "wish list" of features they hope to include in the game. Obviously as the project nears completion and cartridge space is at a premium, the features have to be prioritised and inevitably the cosmetic aspects and less important features will get dropped. Fair enough, it would have been nice to tailor the chants and for each player to look different, but at the end of the day, during a heated match, do you really have the time to stop and admire the goalie's particularly fine handlebar moustache? I think not. Attention to detail is a very important thing in games, and FIFA is one of the best in this particular department so it's a bit unfair, in this case, to criticise Electronic Arts.

However, even though we don't agree with your points fully, we're still going to make you our MEGA STAR because anyone who uses the word "pants" and compares Paul Mellerick to a pile of poo is all right in our books. **Andy**

Apparently, the policy of non-exchange or refund is common among retailers. I decided to pursue the matter with head office. After much discussion and explaining that I was not a bootlegger, fraudster or a thief, they decided to allow me to exchange the game and pay the difference after I pointed out that their policy was not made clear to my wife or displayed in any prominent place in the store.

So next time you or any of your family decide to purchase a game, make sure it's the one you (or the person you buy it for) really want as I do not think a younger person would gain any satisfaction from a similar situation.

Mike Jolly, Bolton

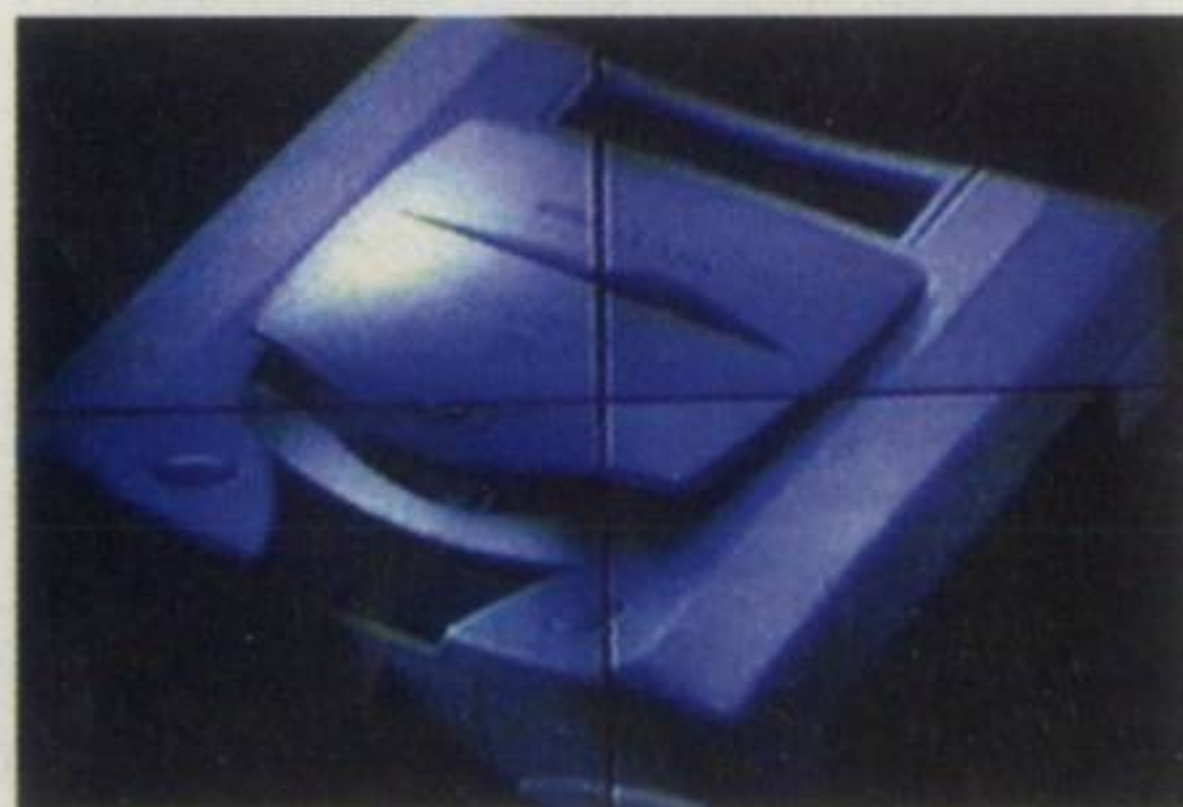
Dear Mike,
Wise words mate. If anyone out there is buying a game as a present, forget the surprise element and make sure it's the one they want, because under the Sale Of Goods Act, you're only entitled to a refund, replacement or credit slip if the goods are not of merchantable quality. Any other reason for return and you're stuffed. **Andy**

MORE SATURN NEWS

Dear MEGA,
I enjoyed reading your feature in issue 16 about the new Saturn, but I still have a few questions.

- 1) When is it due out?
- 2) How much will it cost and will it come as a package?
- 3) Will Mega CDs be compatible with the Saturn?
- 4) What is the connection with Sony?
- 5) Is it true that the games will be priced at around £25?

Stephen Cassidy, Alloa



There's still no really firm news about Sega's Saturn system

Dear Stephen,
1) The Saturn is still very much under development, but we should start seeing the fruits of Sega's labour towards the end of this year when, no doubt, they'll start showing it off to the public. The US release though, won't be until sometime next year, and unfortunately, due to the nature of hardware releases, there could be some slippage on the release so I wouldn't expect to see it until quite late next year. It's worth being patient though, because from what we've seen already, if Sega get this one right, it'll be incredible.
2) Sega have previously stated that

they're not interested in releasing a machine at more than \$400 (that's almost £300). Whether they'll actually be able to keep the price that low remains to be seen. It's far too early to say what will be bundled with the machine (but surely a Virtua something will be the most likely).

3) I very much doubt it old boy.

4) I don't know where you're getting all your information but it seems a little cockeyed. Hardware-wise Sony have no connection with the machine. Presumably Sony Imagesoft will ultimately develop games for it but that's as much as we can speculate on at the moment.

5) I doubt even Sega themselves know this at this point. **Andy**

CHEAPER CDS

Dear MEGA,
CDs are cheaper to produce than carts, I believe as much as £10 cheaper. So why don't the software publishers do us Mega CD owners a favour and bring out cheaper versions of their games on CD? Let me explain this better.

The average price of a cartridge game seems to be heading towards the £45 to £50 mark. When the publishers do CD versions (admittedly they have slightly better sound and a few more levels), they are still selling them for £40.

So my thought is this. Why don't the publishers do a version, but put that version on both CD and cart? The CD version could be quite a bit cheaper (they are not going to have to pay for the time of programming or the advertising twice). Then, both groups are catered for and those of us with the Mega CD will have the benefit of a cheaper game in return for the lack of Mega CD features.

When a game is produced for the Mega CD alone and it utilises the extra features, it can cost between £40 and £50 and Mega CD owners won't mind.

This would help promote the Mega CD and maybe more would sell. If people believed that as well as getting better quality games they were also getting cart games on CD at a cheaper price, surely that would influence them more.

Ashley Price, East Sussex

Dear Ashley,
You're a persistent little beggar aren't you? This must be about the millionth letter we've received from you.

Anyway, just read the reply to the last letter to see how we feel about the cheaper games on CD issue. But as so many people have written in along these lines this month, let's throw it over to you guys. What do Mega Drive and Mega CD owners feel about releasing the same game on both formats with a cheaper price point on CD? Send us your thoughts please, and make sure you mark them "Cheap CDs Please" or something. **Andy**

FRAUGHT OVER FIFA

Dear MEGA,
Could you please tell us how the brilliant FIFA Soccer works out who wins the league if the points are even at the end.

My friend and I both finished on level points, same games won, lost and drawn and I even had a better goal average, but for some reason he won. To top it all, I even scored more goals. The only thing I can think of is it's done on goals conceded if not by chance, and that would be a shame. Any ideas?

Stuart McLean, Fareham

Dear Stuart,
We phoned EA to find out what was going on. Because of the limitations of the battery back-up, in order to save every single league stat, the passwords would have to be ludicrously long and then memory becomes a problem. So instead, when a game is saved, all that



FIFA Soccer. Are the rules of the game entirely accurate? Hmmm...

MEGA MORONS

Dear MEGA,
In recent times, the following games have been released in

Australia before the issue of MEGA containing the review has arrived. In some cases, the gap between the release of the game and the review in MEGA has been quite considerable.

However, the magazine is easily the best Sega one available. Just try to get those reviews out a bit faster. Thanks.

Greg Pauling, Australia

Dear Greg,
It's not that your letter is particularly moronic or anything but just a little ill thought out. Sadly, MEGA takes a while to reach Australia,

so inevitably by the time it gets to you it's a bit out of date. There are three alternatives:

- 1) Buy an Australian Sega mag.
- 2) Start your own antipodean Sega Mag.
- 3) Or, at this end, we could review games that haven't even been written yet in the hope that we'll guess the scores correctly and get the review to you just in time for the game release. As you can probably understand, this would be a move of the greatest folly.

Erm, that's it really. Sorry and all that, and much as we love all you Aussies (apart from the really bronzed handsome ones who come over here, drink our beer, steal our women and generally make us look piss poor) there's not a lot we can do about it. Erm, thanks for writing. **Andy**

the cartridge remembers is the number of games won and lost. If the season ends as a draw, the victor is decided randomly. A shame, but EA are hoping to rectify this in the sequel (yes, rumour has it FIFA 2 is in the wings). **Andy**

WHATEVER HAPPENED TO PHANTASY STAR 3

Dear MEGA,
Could you please tell me what happened to *Phantasy Star 3* in your Top 100 games index? It appears to have disappeared between issues 12 and 13.

John Carroll, London

Dear John,
It fell out of the Top 100 because with games like *Shining Force* and *Landstalker* appearing, it was no longer a "must-buy" and the Top 100 is, after all, a buyer's guide. True it's still a very good game but pales beside the other two mentioned. The question to ask would be "Why buy *Phantasy Star 3* when you can get one of the other, superior, games?". **Andy**

WHERE'S JAPAN?

Dear MEGA,
I recently bought a copy of *F1* and after I had played it a few times decided to take another look at your review, where I noticed the box titled "The Course With The Most". This part of the review concentrated on Japan "with its pleasing blend of everything that's good". In my copy of the game, however, there is no Japan and instead I have France, which does not appear in the box at the bottom of the page. Can you tell me why please?
Duncan Cummings, Cardiff

Dear Duncan,
The answer is simplicity itself. When it came to finally getting the game on cart, it was impossible to squeeze all that luvverly quality in. There simply wasn't enough memory, so Domark dropped the Japanese course. I guess the alternative would have been to go up in cart size, thus increasing the price also. **Andy**

DON'T BE A TEDIOUS GIT!

That's right, we don't like tedious gits here at MEGA, so we don't want you to bother writing in to us if all you're going to do is wibble on about how you think the Mega CD is "quite good" because you "quite like" such and such a game. Instead, we want to hear your opinions on the high prices of some carts, like *Virtua Racing* and *Sonic 3*, as well as find out about any cheap retail outlets in your area.

Send your letters to MEGA MOUTH, 30 Monmouth Street, Bath, Avon BA1 2BW.

ARNE'S SOMEWHAT SERIOUS BIT



Dear MEGA,

I am writing to suggest what you could do to improve your great magazine.

Firstly, what about a page or half a page where some opinionated person could talk about controversial topics surrounding the Mega Drive scene. He or she could start debates, livening the letters pages. I know this has been done before but the only time I have ever seen it work was when Jeff Minter was writing for *Commodore User International*. I'm sure that you could make it work well.

As a Mega CD owner I have read with interest your reasons for not putting on a cover disc. I agree that there are too few Mega CD owners but why don't you introduce a similar system to your sister magazine *Amiga Format*, where people can pay a higher subscription rate and be sent a CD with every issue? You would be getting the money in advance to pay for the CDs and would get a firm Mega CD owner readership (rather than losing out to *Mega Power*).

I think your in-depth features are excellent, especially the ones on Anime and violence in games. I agree with Sega that a ratings system should be introduced to video games (one that rated sensibly, no more *Night Traps* please) but I cannot see Sega and Nintendo agreeing on a universal system. Films such as *Reservoir Dogs* and *True Romance* show the reality behind violence, unlike a lot of children's cartoons. Perhaps games should show this as well, with the same style as Quentin Tarantino's films and still be a good laugh?

Matt Deeprouse, Southampton

Dear Matt,

A good idea. And you'll no doubt be aware that we used to interview relevant industry bods each month. That is now not the case, simply because it would have simply degenerated into a "we ask Take That what they think of Sonic" type of thing. Instead, we now focus on in-depth features, which contain within them, interviews with many of the industry's biggest players. A regular column featuring a programmer might be a possibility, so we'll consider it seriously. We're constantly trying to improve MEGA, so the more people who write in to tell us what they want, the better.

Again, the subscriber CD idea is a nice one, but sadly, at the current time, the cost of catering for a very small number of punters is prohibitive.

Finally, another good point. But while a film can create an emotional response, and shock the viewer into seeing violence as the deplorable thing it is, video games are a different medium altogether, and extreme violence in games tends to merely become gratuitous gore and not a sensitively-placed and rather shocking tool to emphasise the unpleasant nature of violence. Games should be a good laugh, and violence shouldn't really need to be a part of the formula. But did you really find *Reservoir Dogs* a good laugh? Demanding and thought provoking certainly, but it's not intended to be a chuckle-fest by any means. **Andy**

TOP 50

BEST OF THE BEST

How good are the PC games in your collection? Reckon you've got everything worth having? Well, think again. This month, *PC Gamer* put an end to the arguments and uncertainty with a definitive list of the best PC games of all time – all 50 of 'em, in fact. Is your favourite PC game mentioned here – or not? Find out with our 14-page, fact-packed Top 50...

TWO COVERDISKS! We're not kidding – this April issue features not one but *two* covermounted high-density disks, each containing a fully-playable and utterly stunning demo from MicroProse. Here's your first chance to play the graphic adventure *Dragonsphere* and the futuristic strategy wargame *UFO: Enemy Unknown*. And all at no extra cost! How can you resist?

PLUS! We go over the top to bring you the first reviews of *Cannon Fodder* and *Battle Isle II*, the two best war-based games on the PC this year. Not to mention definitive verdicts on *UFO: Enemy Unknown*, *Starlord*, *NFL Pro League Football*, *Dragonsphere*, *The Lawnmower Man*, *In Extremis* and many more...

OH, AND... We've got a massive four-page player's guide to *Alone In The Dark 2*, including comprehensive maps, a town-planner's guide to *SimCity 2000* and exclusive first-looks at *Myst* from Electronic Arts, *The Chaos Engine* from Renegade and *Fleet Defender* from MicroProse.

With this much – and more – in the April issue, reading *PC Gamer* is like having too far much to eat and having to take your belt off and fall asleep on the sofa. We're not kidding.

April issue on sale Thursday 24 March

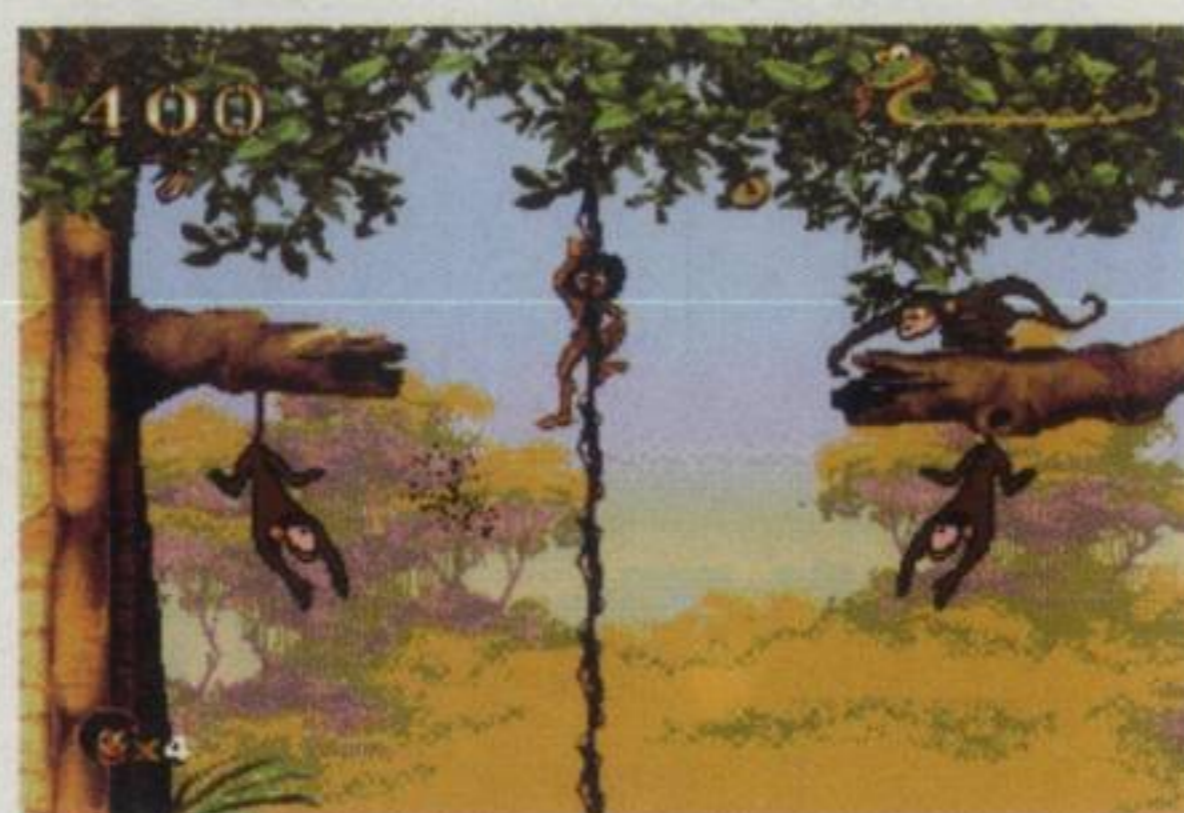
PC GAMER

Still smarter than the average
PC games magazine

A shadowy shape emerges from the darkness, and a hushed stillness settles over the audience. Who is this mysterious newcomer? A searchlight stabs across the stage, and... Good heavens! It's the very last page!

**MEGA
ISSUE 20
ON SALE
THURSDAY 21
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We've done it! It's taken an almost superhuman effort, but issue 19 of MEGA has now reached your hands, complete with most of the stuff we told you about in last month's SHUTDOWN... not to mention a number of extra-special surprises. (Well, we were surprised. I mean, *Virtua Racing*, eh – who'd have thought it?) But no sooner have we polished off one issue of Britain's best-selling Mega Drive magazine than it's time to look forward to the next quite-possibly-thrilling instalment. And, I can tell you right now, issue 20 is already shaping up into being one of the most exciting we've ever done.



Could *Jungle Book* be even better than *Aladdin*? We'll know next issue

**TIPS
SONIC SPINBALL
SOLUTION:
SORTED!**

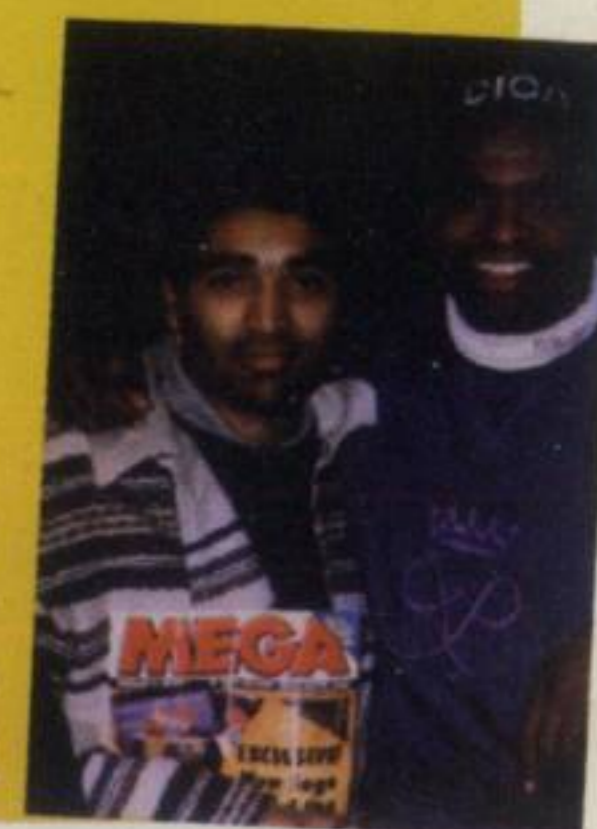
SHOOTING STARS COMPETITION

Granted, last month's celebrities were pretty special, but since we published pictures of *Gladiator* Scorpio and star-gazer Patrick Moore, a couple of other particularly stunning entries have caught our attention. Sadly, they arrived too late to snaffle the prizes, which we'd already sent out to last month's winners, but we thought that their efforts deserved adulation – and not a little admiration. Carshalton's **Christopher Grammie** gave us the extraordinary image of "Welsh mezzo soprano and international opera star" Della Jones perusing issue 17, and **Mo Kathrada** from Gloucester sent in a photo of hurdling supremo Kris Akabussi clutching a copy of issue 16.

But by far the most impressive piece of celeb-snapping must have been **Timothy Harding's** picture of movie legend Ian Holm. Admittedly, the poor chap doesn't appear too delighted to be set up in such a fashion, but we here at MEGA were utterly bowled over by the thought of such an esteemed hero in conjunction with our humble efforts. Star of *Alien*, *Brazil* and *The Borrowers*, and the world's only funny Polonius – Ian Holm, we salute you!



The casually-attired Ian Holm



The jovial and chirpy Kris Akabussi

Of course, there'll be all the usual stuff – probing features and fast-breaking news stories galore, along with previews of games like *Tomcat Alley*, *RBI Baseball '94* and *The Excellent Dizzy Collection*. But it's our reviews section that'll be raising the most eyebrows among the Mega Drive cognoscenti.

The superb *Sub-Terrania* should (Sega willing) be given the full marks-out-of-a-hundred treatment, alongside the long-awaited and rather smart-looking *Streets of Rage 3*. We'll be taking a look at *Body Count*, the Menacer-compatible shoot-'em-up previously known as *Visionary*, not to

mention *Tennis All-Stars* and *Sink or Swim* from Codemasters, and *Shadow of the Beast 2 CD* from Psygnosis.

But even this frighteningly sizeable array of quality product is no match for what could be the biggest coup since this month's *Virtua Racing* review. Negotiations are still under way, but we hope to bring you a comprehensive, in-depth and totally exclusive review of *The Jungle Book*, Virgin's follow-up to the phenomenally successful *Aladdin*. All this, and the MEGA antics you've come to know and – in a stiff-upper-lip "all lads together" kind of way – love.



THE AS ON THE BACK PAGE

It's the moment that anybody who took the time to answer the quiz on page 11 has been waiting for...

1. They are butterflies.
2. Soldiers of Fortune
3. "Sir" Charles Barkley, that's who
4. d) 'Cos it's a cartridge game, and the rest are CD titles
5. Four, matey
6. A stix. Sorry, a stick.
7. Robert and Ryo (no relation to Ryu, obviously)
8. That'll be Mr Nigel Mansell
9. *Roar of the Beast* and *Belle's Quest*
10. The Game Genie and Action Replay, don't you know

11. Daisy
12. Prof. Lester Chakin
13. Stephen King
14. Project Reality
15. *Sonic*
16. *Virtua Racing*
17. *Mutant League Hockey*
18. *The Chaos Engine*
19. *Hyperdunk*
20. *Terminator 2: Judgement Day*

1-8 points: Dreadful

3-21 points: Bad

19-12 points: Good

6.5-20 points: Superb-ish
More quick quiz antics next issue...

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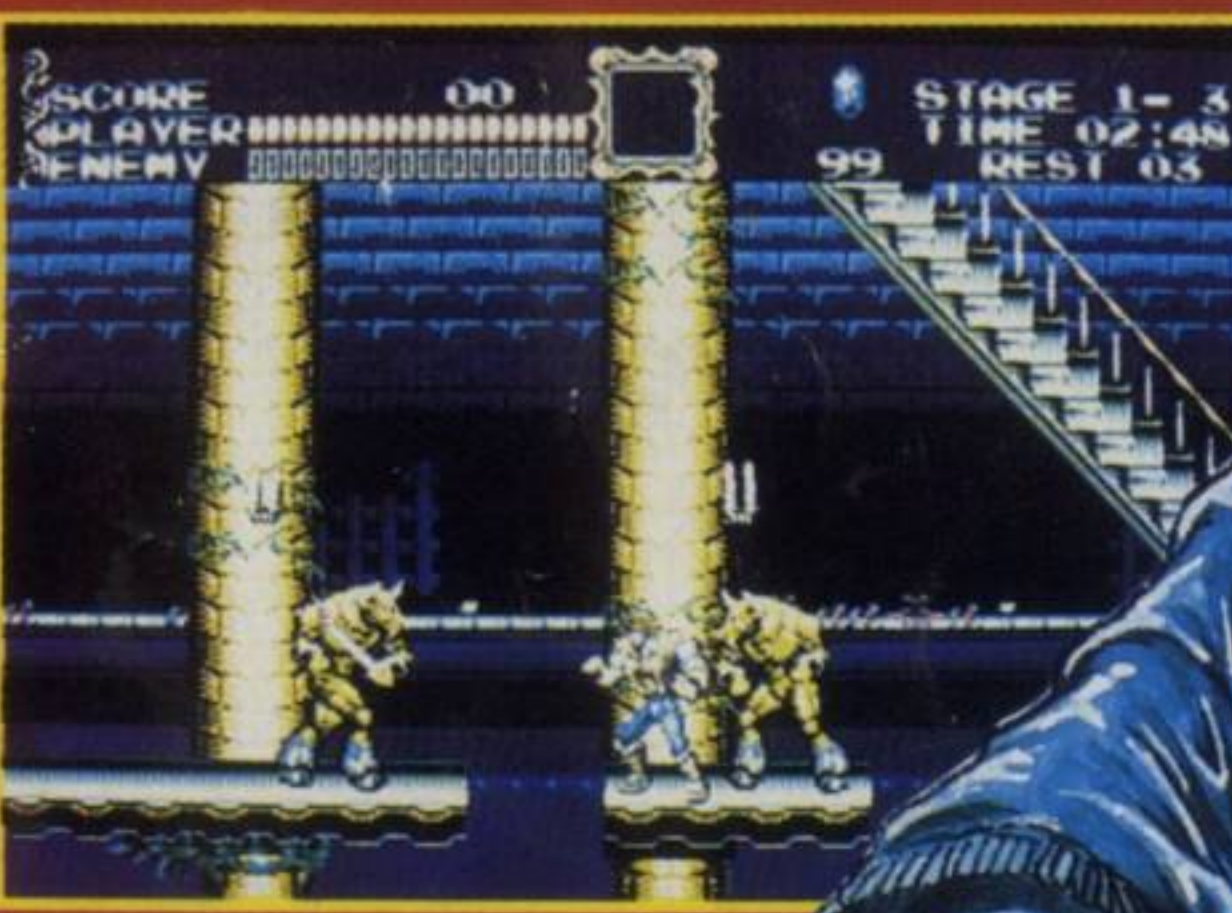
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