

# MEGATECH THE ULTIMATE GUIDE TO THE GAMES AND THE HARDWARE



# MEGA-CD

**ALL  
THESE  
GAMES  
AND  
MORE  
INSIDE  
PLUS A  
CHANCE TO**

**WIN A MEGA-CD**



36 page Guide  
**FREE**

# CONTENTS

**W**elcome to MegaTech's guide to the Mega-CD. Over the next thirty pages or so, we'll tell you all you need to know (and some things you don't) about Sega's £270 CD baby and the games you'll be able to play on it. Well what are you waiting for? Read on!

## **4. WHAT IS THE MEGA-CD?**

This section, not surprisingly, provides the answer to the question, 'What is the Mega-CD?'

## **10. TECH SPEC**

If you want facts at your fingertips to show off to your chums and chumesses, consult this section.

## **12. FREE SOFTWARE!**

We're not giving it away, but Sega are. These are the games and other goodies you get when you buy a Mega-CD.

## **15. THE MAGNIFICENT SEVEN**

These are the first set of games to be released for the Mega-CD. They came, we saw them, we reviewed them.

## **30. COMING SOON...**

Sink your teeth into our juicy previews of mouth-watering games. This section tells you what's due and when (but not why, where, or how).



# What is the MEGA CD?

You've picked up the booklet, you've read the Contents page, and now you think this section is going to tell you what it's all about. Huh! What do you think this is some kind of free, concise, handy guide to the Mega-CD? Well, actually, you're right. It is... Sorry.



▼ The Mega-CD lets you experience The Jimi Hendrix Experience on CD+G (Compact Disc + Graphics).



The Mega-CD is Sega's CD-ROM unit, which plugs into the Megadrive to provide it with graphics and sound capabilities on a par with, or better than, those of the Super Nintendo. Mega-CD programmes have the potential to create games larger than the 16 megabits currently possible. They can then use the rest of the CD for storing masses of graphics, audio and level data.

## What is CD-ROM?

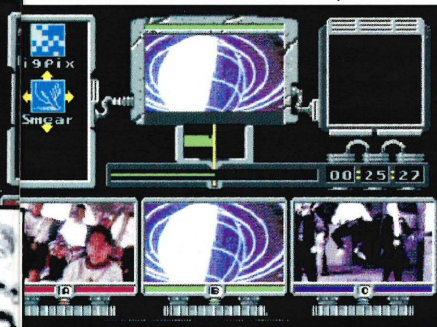
Getting technical, huh? OK, buster: CD-ROM stands for Compact Disc Read Only Memory. It's basically a method of storing computer data (such as games) on a compact disc and yes, it's the same kind of CD that you stick into your hi-fi.



## HOW IT WORKS

It's quite simple. The Mega-CD is like a huge disk drive which plugs into your Megadrive and sits underneath it. Instead of slotting in your cartridge, you put your game disc in the Mega-CD and it transfers the program on the disc, piece by piece, into the Megadrive.

▼ Full Motion Video fun with Kriss Kross in Make My Video.



three dimensions. These two features make the potential for 3D games enormous.

The other gadget the Mega-CD has inside it is a new sound chip which uses a method called Pulse Code Modulation (PCM) to synthesise sound. This is a lot more versatile than the Megadrive's own sound chip and can create a much wider range of effects and better music.

The capacity of Mega-CD discs provides space for digitising film footage so that it can be played back during the game, allowing you to interact with real talking characters rather than just sprites. This is what's known as full-motion video.

◆ High speed shoot 'em up action in Robo Aleste on CD.

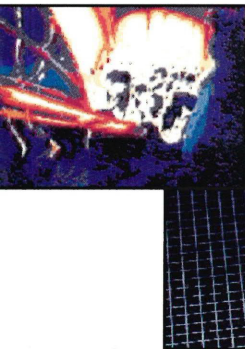
## What it does for MEGADRIVE GAMES

Inside the Mega-CD there are a few new graphics and audio features which the Megadrive can call upon to enhance the way a game looks and sounds.

Scaling and rotation are a couple of graphics tricks allowing the Megadrive to take a sprite and instantly shrink it down or blow it up to any size, and then spin it to any angle or even flip it into



It requires more storage space than even the Mega-CD can provide to hold high quality video, though, and so far most FMV sequences have been restricted to about one-third of the screen area and are quite grainy. However, it's the addition of high-quality speech and real characters that makes for a new level of interaction which home video games haven't been capable of until now, and you can expect a lot of CD games to use the technique somewhere.



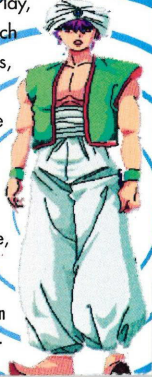
▼ Fit the Mega-CD to your Megadrive and you have explosive graphics and sounds at your disposal!



## MEGA-CD AS AN AUDIO COMPONENT

As well as playing games discs, the Mega-CD plays standard audio CDs. All you have to do is stick an audio disc (single or album) into the tray when the machine starts up, and you're presented with a screen displaying a selection of CD player controls. Play, Pause, Stop, and Track Search are all there, plus a pair of level meters for each stereo channel and controls for programming a selection of tracks, intro scans, repeats and random play.

The joypad controls a pointer which activates the controls but you can also use combinations of joypad buttons to select tracks and play them. However, you can't operate the Mega-CD as a CD player independent of the Megadrive. Plugging the Mega-CD into an amplifier via the two RCA phono sockets on the back of the unit results in, of course, CD-quality sound. You can, of course, also listen to your audio CDs via the Megadrive's headphone socket.



❖ Who is this turbaned fellow? Find out in the Mega-CD version of Prince of Persia.

## INTERNATIONAL INCOMPATIBILITY

Sega's policy of doing everything they can to stop grey imports extends to the Mega-CD. If you're using a British Megadrive you need an official British Mega-CD. Mix your nationalities and all you get on the screen is a message saying that the two units aren't compatible with each other. Having a Japanese Megadrive is a real bummer in this situation because software also has to pass the compatibility test, so if you've got a Japanese system you'll only be able to play Japanese versions of Mega-CD games, with Japanese text and speech. At least you don't have that trouble with American games, but, at the moment at least, they're usually pretty expensive simply because they're imported. So it seems the only way to avoid disappointment is to buy official.



❖ The Sega-Logo-Flying-Around-The-Clouds display which appeared when you switched on the Japanese version of the Mega-CD has been replaced with this space scene in the European machine.



## TECH SPEC

OK, so you now know all about what the Mega-CD does but what's it actually like inside? For the techno-boffs among you, here's the low-down on the innards of the beast:

**CENTRAL PROCESSING UNIT**

Motorola 68000, running at 12MHz.

This is the 16-bit processor which runs the whole show.

**GRAPHICS PROCESSOR**

Custom ASIC.

A specially designed piece of hardware which is handy for dealing with all that full-motion video stuff.

**RAM**

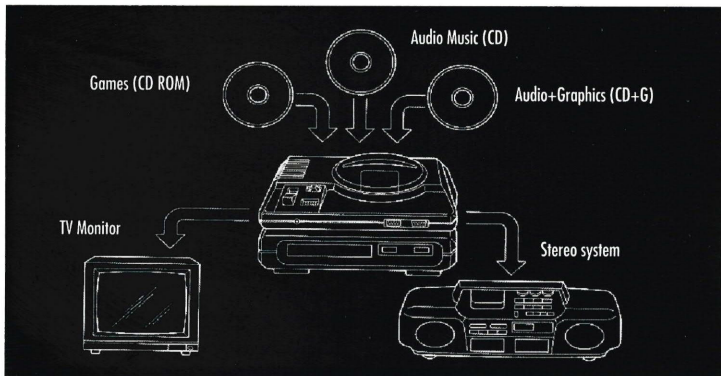
6 megabit (program, picture and sound data)

128 kilobits (CD-ROM data cache memory)

512 kilobits (PCM waveform memory)

64 kilobits (backup memory)

The Mega-CD can read info off the CD and temporarily store it in its own memory until the processor needs it. The backup memory is where the Mega-CD stores saved games, and the PCM waveform memory is used for those high-quality sound effects.



## TECH SPEC

**BOOT ROM**

1 megabit (CD game BIOS, CD player software, CD+G player software).

This is the permanent memory where the programs to run the Mega-CD's different functions are stored.

**SOUND CIRCUITRY**

PCM sound source: stereo, 8 channels, sampling wave length 32 KHz maximum.

8 channels means that you can have up to eight different stereo sounds simultaneously.

16 bit D/A convertor: 8 x internal over-sampling digital filter, PCM and CD sound mixing, mixing with mixing terminal possible.

**AUDIO CHARACTERISTICS**

Frequency range: 20 Hz 20 KHz

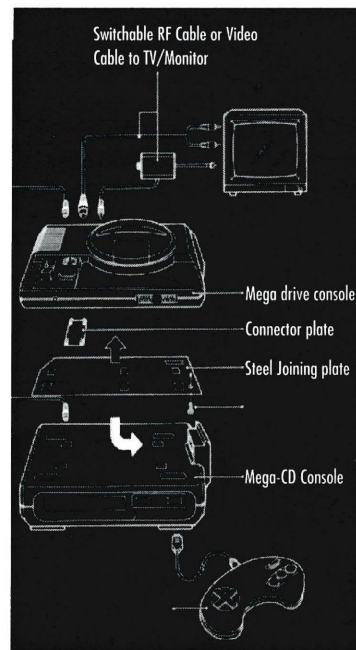
Signal to noise ratio: >90 Db at 1 KHz

Channel separation: >90 Db

What does all this mean? Well, to put it simply, the Mega-CD isn't quite an all-conquering, top-of-the-range music CD player (which, considering the price, it shouldn't be), but you should have few complaints about what it does with your Arrested Development album.

**AUDIO OUTPUT (STEREO)**

Line out: RCA pin jack x 2 (left and right). This allows you to connect the Mega-CD to a hi-fi.



Hooking up the Mega-CD to the Megadrive is a piece of cake.

# In the box

**F**or a penny short of £270, not only does the Mega-CD package offer you fabulous gameplay, graphics and sound potential, it also gives you seven free games and a couple of other goodies to be getting along with. What are they? Read on.

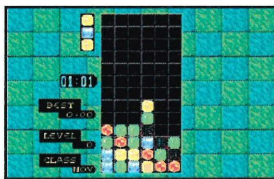
## 1: THE SEGA CLASSICS DISC

This is a quintet of five old but still impressive Megadrive games which originally appeared on cartridge but which have been put together on one disc and very slightly tweaked to take advantage of the improved sound facilities of the Mega-CD. The titles included are:



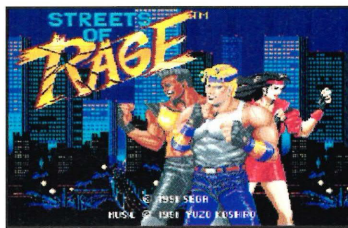
### Revenge of Shinobi

Guide ninja Joe Musashi around eight levels of platform/beat 'em up action. Ace graphics and superb gameplay.



### Columns

A superb Tetris-style puzzle game in which the objective is to put gems of the same colour together to form rows and 'columns'.



### Streets of Rage

This Double Dragon-style beat 'em up was the best on the Megadrive until it Streets of Rage 2 came along. Great one or two player action with superb music.



### Super Monaco GP

Drive the Monaco circuit (sort of) and many others in this high speed 3D driving game with great a great racing feel.

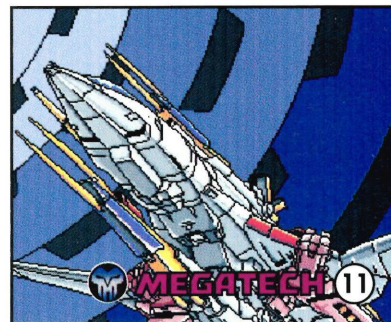


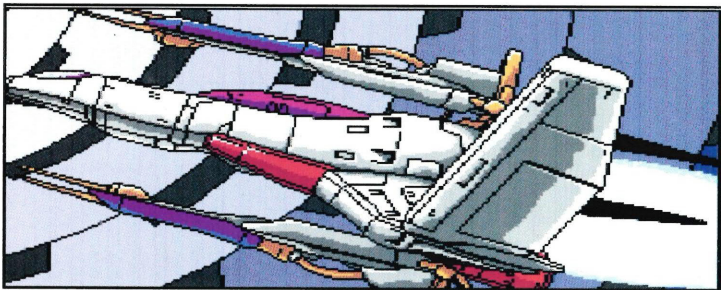
### Golden Axe

First-rate Conversion of the once-popular one or two player arcade beat 'em up which starred mythical monsters galore.

## 2: SOL-FAECE

This was one of the first Mega-CD games to be released in Japan and though it doesn't make massive use of the Mega-CD's hardware it's still quite an enjoyable and challenging sideways-scrolling shoot 'em up.

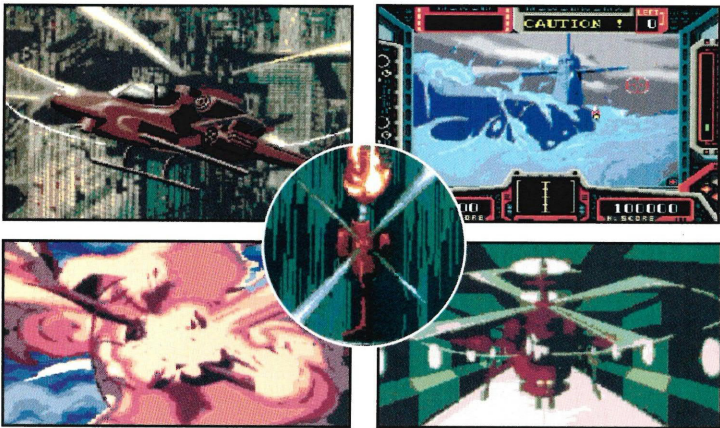




For some reason some of the nice sound effects and half of the long cartoon intro have been removed from the European version of the game.

### 3: COBRA COMMAND

Also known as Thunderstorm FX, this is a conversion of an old Data East laser disc game. It's a shoot 'em up with amazing graphics and sound in which you pilot your helicopter through ten cartoon levels, shooting at tanks, ships and aircraft.



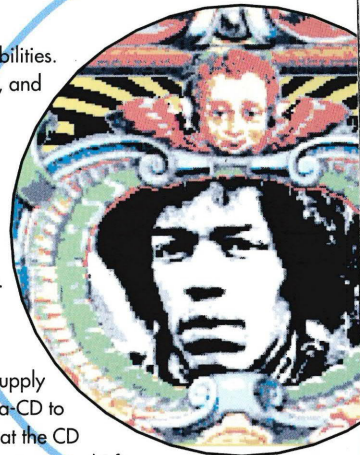
### 4: AUDIO SAMPLER CD

This is just a bunch of old music tracks from various American bands you probably won't have heard of. Fans of little-known musicians should enjoy it.

### 5: CD+G SAMPLER DISC

This demonstrates another of the Mega-CD's abilities. CD+G stands for Compact Disc with Graphics, and this disc contains ten music tracks which are accompanied by a display of Megadrive graphics. The tracks are taken from what would seem to be the only five CD+G discs in existence, and the artists included are such luminaries as Jimi Hendrix, Fleetwood Mac, Information Society, Little Feat and Chris Isaak. Well, it's quite interesting anyway.

Apart from the Mega-CD and all the software mentioned above, you naturally get a power supply unit, a pair of metal plates to connect the Mega-CD to the Megadrive, and a stereo mixing lead so that the CD sound and the Megadrive sound can both be output to a hi-fi or separate amplifier.



## THE GAMES

Owning a fantastic, amazing, incredible piece of hardware is all well and good but if you haven't got any games to play on it you might as well go stick your head in a bucket. Well, you can leave that bucket where it is because in the next few pages we take a look at the first seven official Mega-CD releases for the Mega-CD which are on the shelves in April.

## BLACK HOLE ASSAULT

BY: MICRONET

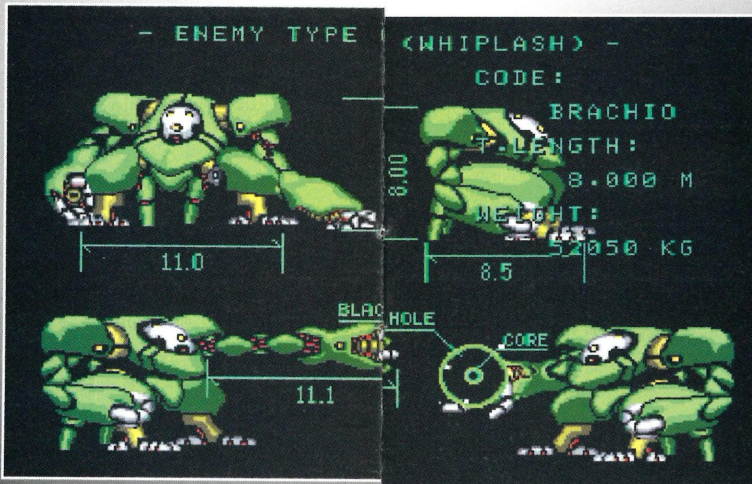
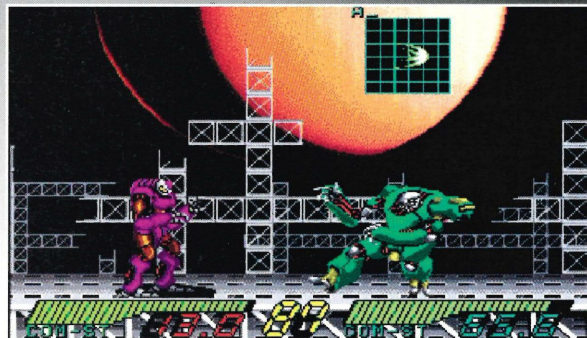
PRICE: £39.99

Like Robo Aleste (aka Nobunaga And His Ninja Force), this was reviewed in Issue 14, gaining a moderately creditable 61%. It's a one- or two-player beat 'em up, and a successor to the miserable and sluggish Heavy Nova.

You have a choice of eight robots in this sequel, each with three basic attacking moves (punch, kick and throw) and the ability to jump, duck and use a missile attack; individual robots then have their own unique combat moves. There are four basic games, including a three-fight Operation mode, an Exhibition mode in which you can set the computer's skill level from 0-99, a Tournament and a League.

The whole game is neatly packaged with a decent animated intro sequence, informative intermission screens and neat combat effects, but there's little else to recommend this because the gameplay is just too boring when you're playing alone. The two-player mode should provide laughs, though.

▼ Black Hole Assault's excellent presentation screens are just what you'd expect from a Mega-CD game...



▲ ...But the weak gameplay makes it disappointing.





# JAGUAR XJ-220

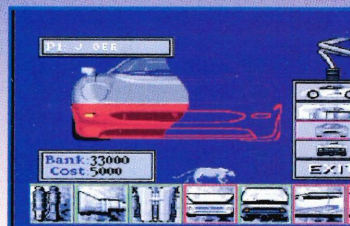
BY: JVC

PRICE: £39.99

always play the split-screen two player mode as long as you have a second joystick, that is.

Control over the car is moderately complex: you have to think about steering, brakes, accelerator and gearshift, but, as we mentioned above, you don't have to worry about little things such as crashing, because the Jag is apparently invincible.

Apart from that, impressively smooth graphics and a circuit editor with saveable course designs make this a good first purchase.



▲ Win cash, buy new bits for your car...



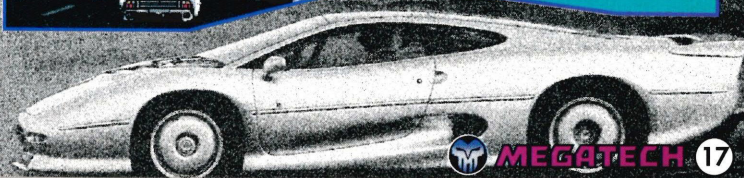
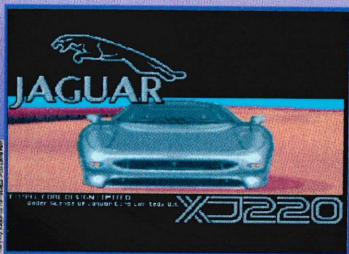
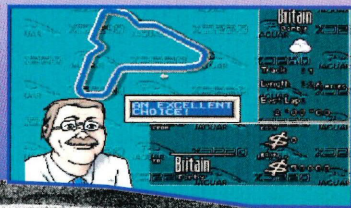
▲ Go on a practice circuit or save the game to memory...



▲ Then go for a high-speed burn in one player...



▲ ...Or two player modes. Excellent!



# PRINCE of PERSIA

BY: JVC

PRICE: £39.99

The Sultan of Persia has hung up his curly-toed slippers and gone on holiday, leaving the Grand Vizier, Jaffar, in charge. The Grand Vizier has the hots for the Sultan's daughter. Unfortunately, the Sultan's daughter has the hots for her princely boyfriend. Jaffar has imprisoned her and her boyfriend and given her an hour to live unless she satisfies his carnal urges.

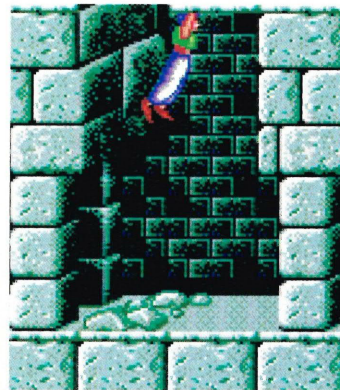
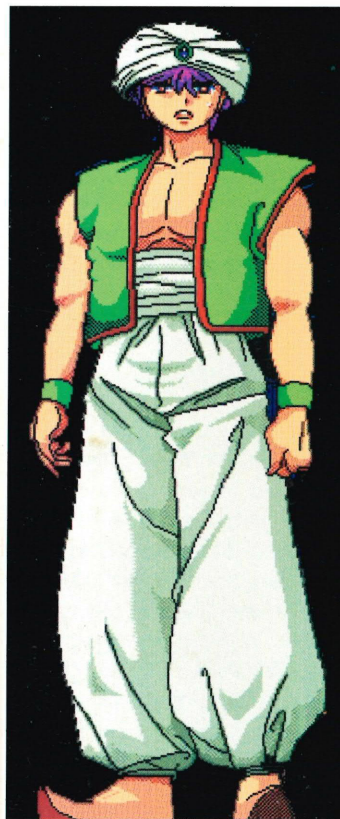
An hour is exactly how long you (as the prince) have to escape and rescue the Sultan's daughter. Twelve levels of platform and puzzle action lie ahead, with a bit of swordfighting thrown in for good measure. You control a brilliantly animated character who can climb, run, walk, slice up Jaffar's guards with a sword and

make death-defying leaps. The control method does take ages to get used to, but it's well worth persevering.

Apart from strong puzzles, great graphics, excellent effects and 24 superb tunes, Prince of Persia also has save game and it saves the highscore table to the Mega-CD's battery memory. If you're good, you can expect to finish it in a week; if you're not so good, you'll have a lot of fun trying.



▲ True love blossoms in the intro sequence.



▲ Yike! Hang on, Prince or your fragile body will be shattered into a mash of splintered bone and oozing offal! (Not really)



▲ En garde, foul infidel! Soon you will taste honest steel 'twixt your ribs!

# ROAD AVENGER

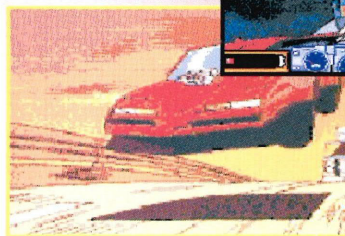
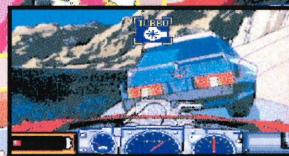
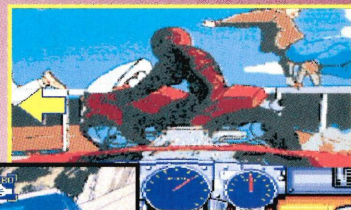
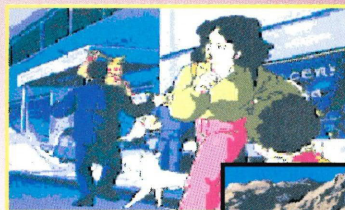
BY: WOLF TEAM

PRICE: £39.99

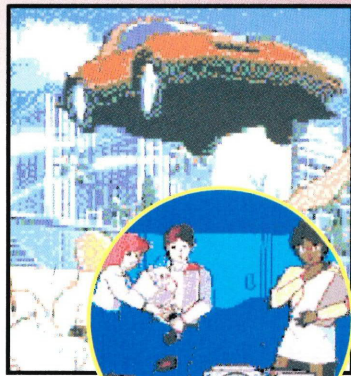
David Hasselhoff has a lot to answer for. Baywatch for one, and the slightly lesser charge of the collapse of civilisation. See, since about 1984 man has been striving to emulate KIT, the electronic talking car out of Knight Rider. Of course as technology advanced, this eventually became possible, and with mass-market versions available, the highways were soon filled with vicious gangs of road warriors killing and pillaging along the roads of the globe.

This tide of lawlessness could only be curbed by a small number of really dead good drivers, known as the Road Avengers. This is the tale of one such man. Actually, it's a Manga-type cartoon adventure where only your speed in obeying the commands that flash up onscreen can save the day.

The graphics are very impressive indeed, more so even than the sort of real video FMV used in Sherlock Holmes because the colours available are put to much better use, with none of the graininess of port-across video. The action in the cartoon is really smart, with lots of smashing into other cars, James Bond-style jumping over chasms, driving on two wheels, even leaping out of skyscrapers! And there are bad guys constantly leaping on the bonnet trying to put axes through your windscreen. While the visuals are really exciting, the gameplay isn't quite as good.



Instead of having full control over the car, the player is expected simply to follow the arrows or button icons which flash up on screen, turning Road Avenger into little more than a reasonably complex reflex test. It's fun to go through the game once just to see it to the end, because it really is that impressive, but after that the real appeal quickly wanes.



BY: SEGA

PRICE: £39.99

Reviewed back in Issue 14, under the title of Nobunaga And His Ninja Force, this is a top class vertically scrolling shoot 'em up. As with most blasters the plot is irrelevant, so we won't bother you with it. All you need to know is that Nobunaga is half weedy person, half incredibly powerful robot-thing, and lots of people want to do him in.

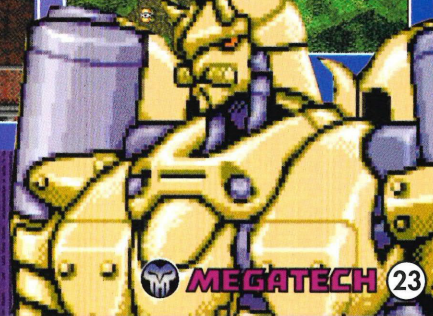
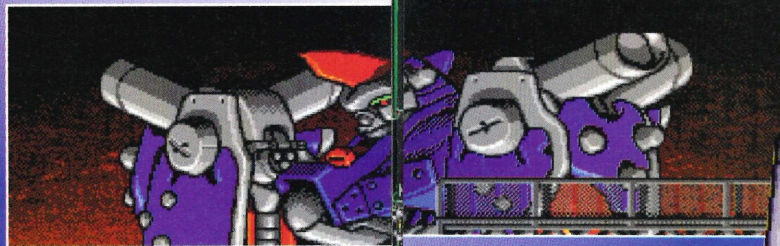
Nobunaga begins with twin forward-firing rockets and a couple of drones, but coloured power-up pods add super-spinning shuriken, twin fireballs, scatter bombs and laser fire. Each power-up you pick up can be enhanced even further by consistently choosing the same colour pod. This is good news because the range of enemies is

# Robo Aeste

huge and the quality of some of the end-of-level nasties is awesome.

With outstanding music, excellent graphics and frantic action this is one of the best shoot 'em ups you'll find. If you like a good blast, this is one of your Mega-CD

▼ Massive robots with big guns is what Robo Aeste is all about! Hoogo boy!



# Sherlock Holmes

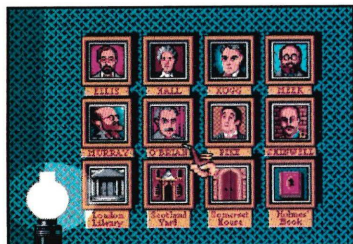
## Consulting Detective

BY: ICOM SIMULATIONS

PRICE: £44.99

Sherlock Holmes... the very name conjures up images of Victorian London, violins, mustache-widdling villains, Dr Watson's boxer shorts. ICOM Simulations have tried to capture the essence of Holmes with three murder intrigues for you to investigate.

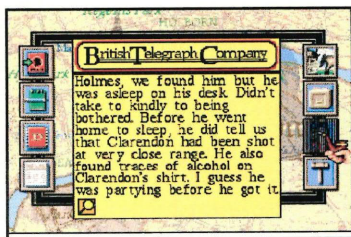
The basis for each mystery is this: after the outline of the case is explained, you get to peruse Sherlock's huge contact book and choose someone to interview.



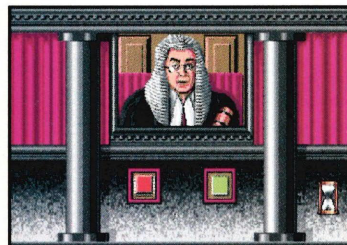
▲ Holme's sources are a mine of information.

These interviews aren't all they could have been apart from some atmospheric video sequences, the accents are pathetic, each of the characters only has one major piece of information to impart, and you have to look too long and too hard to piece the puzzles together. Additional help is available from Holmes' own extensive file of notes and a bunch of lads known as the Baker Street Irregulars.

If you have the patience to sit, notepad in hand, scrutinising every video sequence for a clue, this could be your cup of tea. If not, you're in for a long-winded struggle.



▲ Interviewing Inspector Lestrade in Full Motion Video. "Blimey, Mr 'Olmes! That's a funny accent."



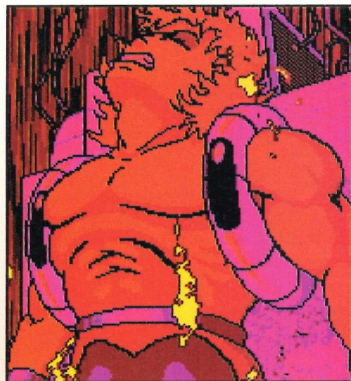
▲ Guilty? Or what? Only the judge can decide, so it's up to you to provide the evidence.



▲ "Ah! Well done Orinoco! I'm simply lost without my copy of the times. Hmnyeh!"

BY: JVC

PRICE: £39.99



This is a traditional platform blaster which was originally released on the Amiga. Though it hasn't quite made full use of the Mega-CD's capabilities, a cartoon intro and some impressively beefed-up sound make this the superior version.

The plot featuring yet another scientist (Dr Kal Morrow) dumb enough to get kidnapped and exploited by an arch-villain (Draxx) leads you through nine levels of climb 'n' maim action. Each stage is big enough to get lost in and features plenty of Draxx's mutant chums, such as lizardmen and slimy bugs. If these don't get you, there are enough nasty little hazards about to keep you on your toes.

You start off playing the son of the kidnapped scientist, Saul. Initially human with limited fighting abilities, Saul has the power to transform into Wolfchild with the aid of the right capsule, giving him unlimited basic shots and use of many weapons. The responsive feel of the zippy main sprite and the great sound make this well worth a look.



▲ Being a wolf man's not an easy job, you know, there's always someone after you



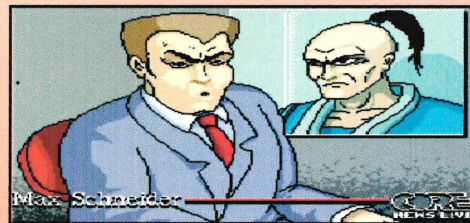
▲ "...mutated warriors, weird beasts and these horrible end of level bosses."



▲ Terror stalks the night on Draxx's spooky island. Scooby Doo! Where are you?



▲ Walking platform robots get you from one branch to the next in the jungle.



# WIN ONE OF THE FIRST OFFICIAL MEGA-CD SYSTEMS!

Shrikes! Now you've read all about the Mega-CD, you'll no doubt be thinking: "I'll tell you what, I certainly wouldn't mind be able to get my hands on one of them without having to pay for the blighter." So, being the caring, sharing MegaTech you know and love, we are of course going to grant you, our dear

readers, the opportunity of, ahem... getting your hands on one of them without, er... having to pay for the blighter, as you might say.

Indeed, we've got three Mega-CDs concealed in various places around the office, and if you can find them all... no, that's not right, is it? Actually, what you've got to do to win one of Sega's latest and greatest CD-ROM technology-based, home console

add-ons (not, of course, to be confused with the shelved Noodle Doodles-CD), is

**dial this number.**

You'll be asked three rather easy multiple choice questions and when you've got them all correct you'll be asked to leave your name and address so that you can be entered into the random prize draw. Like we say, we've got three official Mega-CD packs (including the seven games mentioned in IN THE BOX) to win and with any luck you could be

receiving one of them!

\*These are official machines and will only work with official British Megadrives not imported Japanese or American machines. Calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times). If you're under 18 please ask the permission of whoever pays the phone bill before you dial. Cost of call should not exceed £2. Closing Date for calls is 23rd May, 1993. Questions will also be available by writing to the editorial address and marking the envelope 'COMPETITION QUESTIONS'. No purchase necessary.

MEGATECH



**0839 900 039**



MEGATECH

If you're thinking about buying a Mega-CD but you're worried that the software will dry up, the good news is that Sega are planning to have a catalogue of 36 games by the end of this year. Some of these will be original titles, and the rest will be upgraded versions of existing cartridge games. This is a list (in alphabetical order) of what you can expect over the next few months though, as ever, dates and prices are subject to change at short notice.

### DRACULA – Psygnosis

Beat 'em up adventure based on the recent much-hyped movie, which features 14 minutes of full-screen, full-motion video from the film!



### HOOK – Sony Imagesoft

Join the lost boys and Tinkerbell in this colourful platform adventure based on the Spielberg movie.



### NIGHT TRAP – Sony Imagesoft

An unusual game in which you have to protect a party of teenage girls from humanoid aliens. Two discs packed with over an hour of full-motion video will make it a pretty pricey product, though.



### CHUCK ROCK – Sony Imagesoft

The cuddly caveman returns in a CD-enhanced version of Virgin's popular platform game.



### ANOTHER WORLD – Virgin

Enhanced version of the smart space adventure game awarded 86% in Issue 14. A cinematic extravaganza unlike anything else on the Megadrive.

### THE SECRET OF MONKEY ISLAND – Lucasfilm

One of the best graphic adventures around, with superb graphics, an engrossing plot and plenty of laughs. A good introduction to adventure games.

### SEWER SHARK – Sony Imagesoft

A full-motion video 3D shoot 'em up in which you navigate your freighter, the Hole Hog, through a vast network of mutant-infested sewers. Rated 87% last issue.



### WONDERDOG – JVC

Pretty (but easy) platform game starring cute canine characters. Rated 82% in issue 12.



## JUNE

### FINAL FIGHT – Capcom

A full-featured version of the smart arcade beat 'em up, with all three player characters and all the original levels. We've seen an early version of this and it really is amazing!



## AND BEYOND...

This company-by-company list is pieced together from US release schedules, and what we've heard from keeping our ears to the ground and our noses to the wind. As a result, you'll see there are no release dates at all but it would be surprising if Sega Europe decided to leave any of these games out of the UK lineup.

## SEGA

### BATMAN RETURNS

An enhanced version of last year's platform game, with full-motion video from the movie and excellent sprite-scaled 3D driving sequences.

### CITIZEN X

No details so far but the word is that it's some kind of adventure game



**SHERLOCK HOLMES II**

A further trio of baffling cases for the Baker Street sleuth to solve. It should be similar in style to the review you saw earlier on in this booklet.

**SONIC CD**

The one we're all waiting for. His Hedgehogness returns with more platform action, and even some lengthy cartoon intro bits in which Sonic speaks!

**SPIDERMAN**

No details on this one, either. Could it be an enhanced version of Webhead's Megadrive debut (a platform game which we rated at 91%) or something to do with the soon-to-be-released James Cameron movie?

**STAR TREK: THE NEXT GENERATION**

Featuring specially filmed full-motion video footage, this is a potentially amazing action/adventure game based on the hit TV show.

**RISE OF THE DRAGON**

A superb Cyberpunk graphic adventure set in a Blade Runner-style city of the future.

**WING COMMANDER**

3D space shoot 'em up and strategy game with impressive cinematic intro sequences and lots of depth.

**SONY IMAGESOFT****MAKE MY VIDEO**

Five initial releases are planned in this series:

MAKE MY VIDEO: KRISS KROSS

MAKE MY VIDEO: INXS

MAKE MY VIDEO: C+C MUSIC FACTORY

MAKE MY VIDEO: MARKY MARK

MAKE MY VIDEO: U2

Take the tracks from your fave bands along with loads of video clips and make your own promo!

**THE LAST ACTION HERO**

Based on the forthcoming Arnold Schwarzenegger movie in which he plays just about every Arnold Schwarzenegger character ever, all in one.

**SIERRA ON-LINE****STELLAR 7**

Remember that classic 3D tank-blastin' coin-op, BattleZone? This is an advanced version, with loads of flash graphics. Should be a good blast.

**LEISURE SUIT LARRY**

A graphic adventure game aimed at adults, in which you have to help sad, unhip Larry find fun and frolics.

**MIXED-UP MOTHER GOOSE**

At the other end of the scale, this graphic adventure with a nursery rhyme theme is aimed squarely at youngsters.

**KING'S QUEST V**

Another superb graphic adventure from Sierra in which you travel to an enchanted land and clear up evil-doers. Plenty of depth and lots of good puzzles for novice/medium role-players.

**VIRGIN****THE TERMINATOR**

Shoot 'em up based on the infamous Arnie movie, reviewed back in issue 6 but snatches of the movie abound.

**JVC****HEIMDALL**

An action-packed Viking role-playing game with great graphics. From the creators of Wonderdog, Chuck Rock and Jaguar XI-220.

**DUNGEON MASTER: SKULL KEEP**

Mega-CD version of one of the best RPGs of all time, with superb 3D monster graphics. If it lives up to its potential, it should be a truly brilliant game.

**THUNDERHAWK**

3D helicopter shoot 'em up which, gameplay-wise, is about halfway between Steel Talons and LHX Attack Chopper. It looks as if it's going to be better than both, though!

**US GOLD****FLASHBACK**

A souped-up version of the astonishing arcade adventure from the designers of Another World.

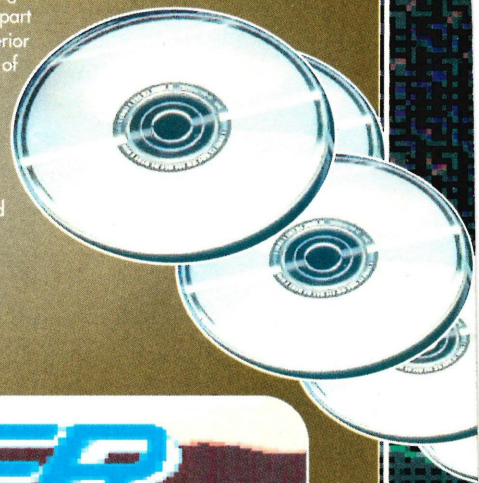
**AMERICAN LASER GAMES****WHO SHOT JOHNNY ROCK****SPACE PIRATES****MAD DOG MCCREE****GALLAGHER'S GALLERY**

All conversions of the laser disc arcade games (except Gallagher's Gallery) which let you use your joypad or Menacer to shoot it out with gangsters, intergalactic outlaws, no-good cowpokes and soft fruit respectively.

**SO IS THE MEGA-CD REALLY WORTH IT?**

If you're looking for something really new (and we mean REALLY new) from a Megadrive game, apart from simply more levels, then the Mega-CD is well worth considering. It's not yet likely to use all that disc space to produce a 100-level blaster or a beat 'em up with dozens of versatile characters (the costs in terms of programming effort and time would be too expensive), but it will push back the barriers of gaming technology.

Fans of role-playing games should do particularly well out of owning a Mega-CD, but everyone else should get a big boost in terms of audio visual entertainment, too. Apart from the obvious advantages of superior sound and graphics, the possibilities of full-motion video 'real' characters talking to you in high-quality stereo sound combined with non-stop player interaction, really do create a lot of potential for the future of console games. The Mega-CD should be the start of something big.



# GAME OVER



