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Megazone

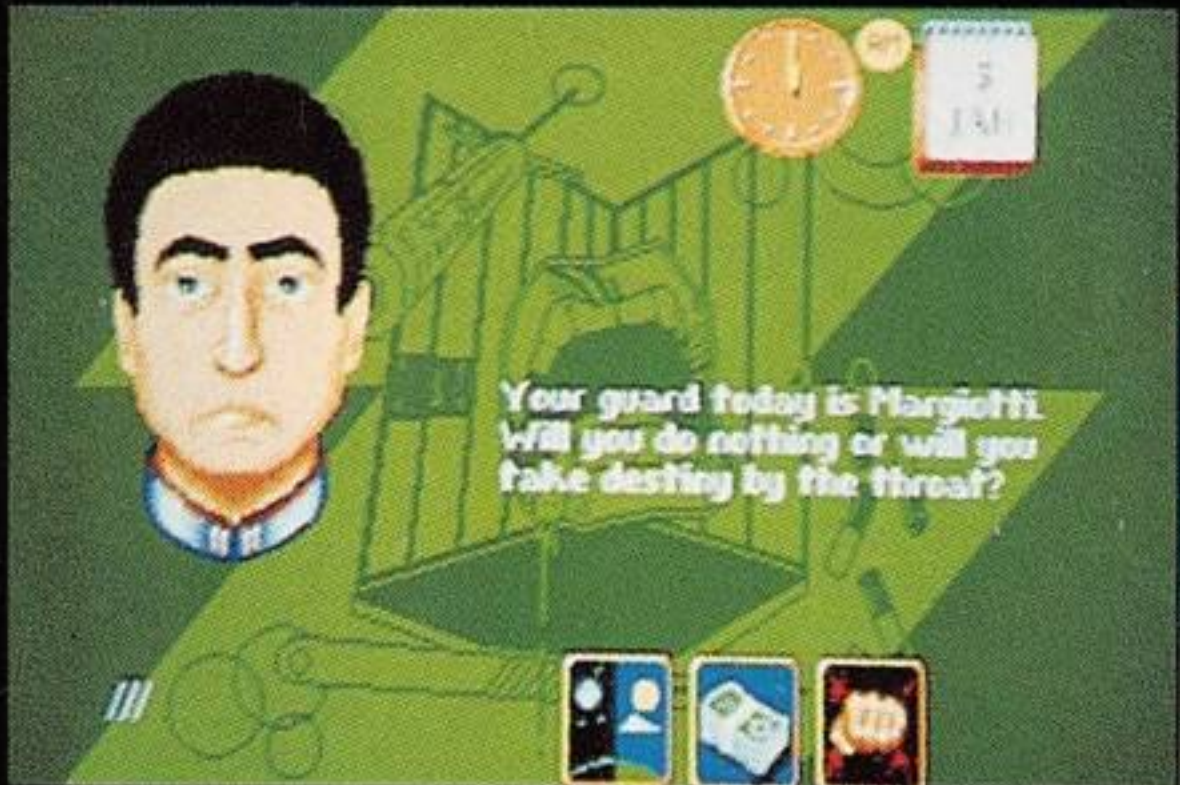
Australia's Electronic

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NDC
11.

▶ Lucasfilm Interview

▶ Darkman Poster

▶ Hand helds Compared

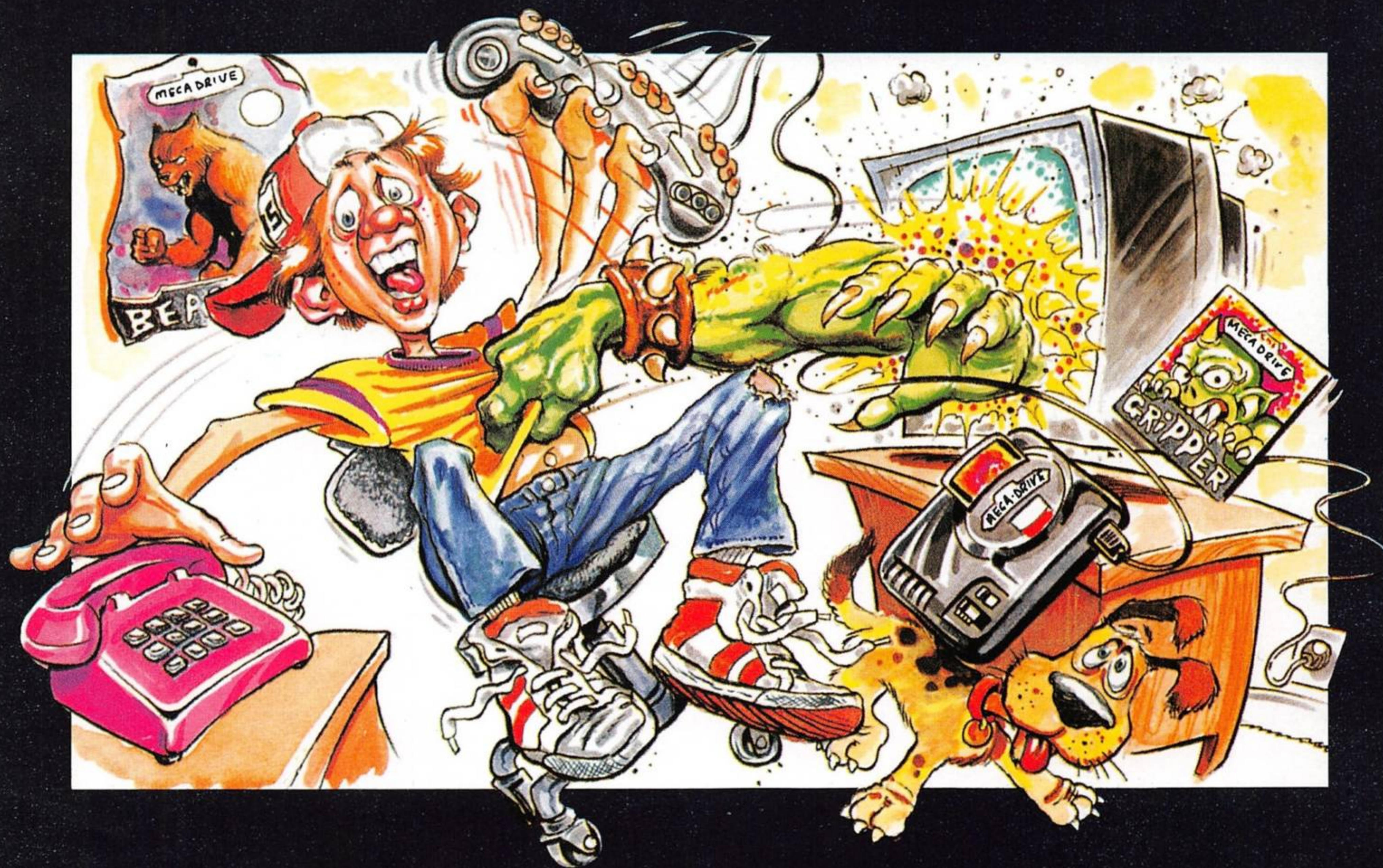
MIDWINTER

FLAMES OF FREEDOM

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Who ya gonna call?



Sega Hotline

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

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

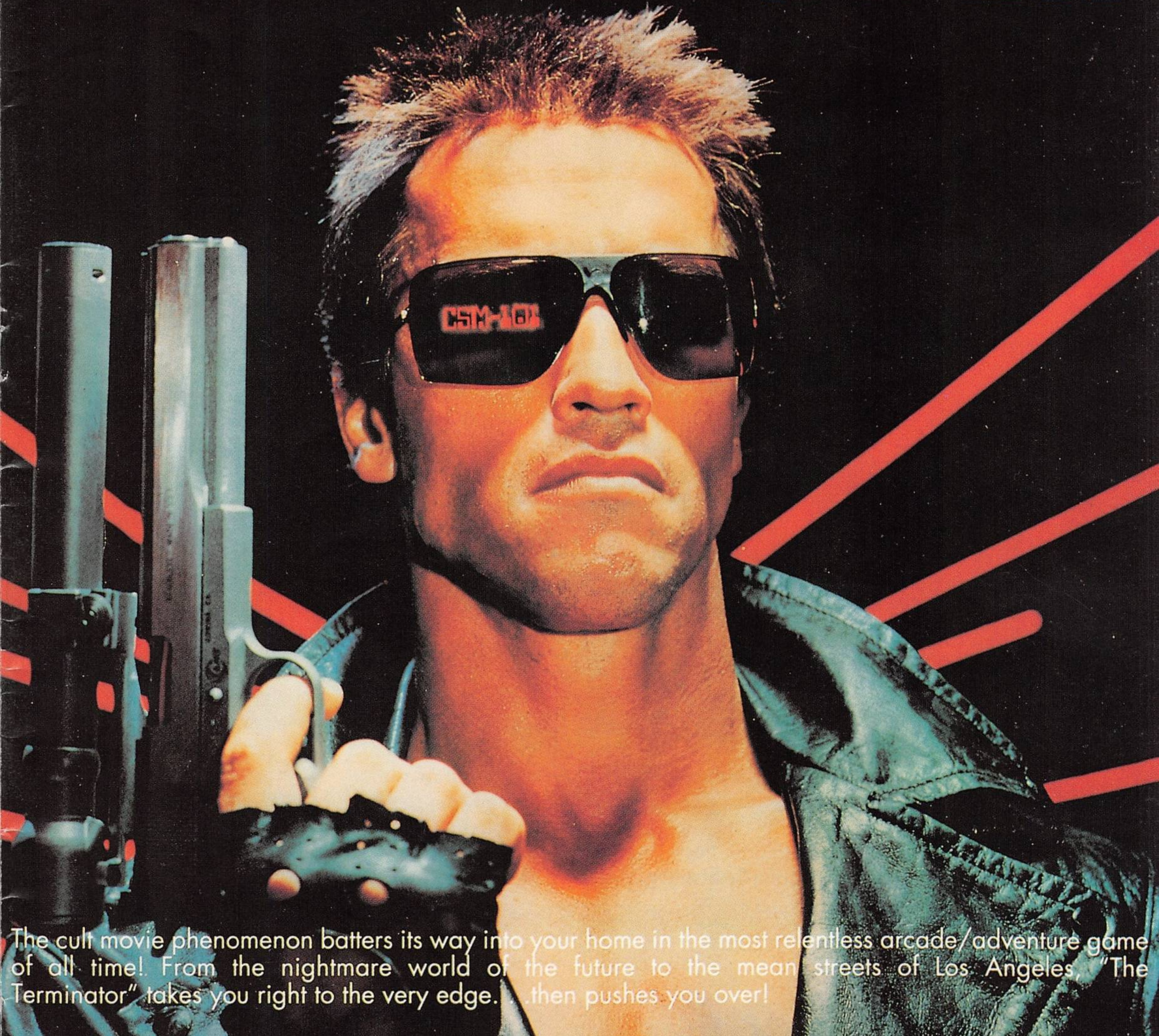
So release your baby sister from your stranglehold, stop threatening to burn the house down and give us a call at your next frustrated moment!

TEAR OFF AND HANG NEAR PHONE

IN CASE OF EMERGENCY
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(02) 663 8788

THE TERMINATOR



The cult movie phenomenon batters its way into your home in the most relentless arcade/adventure game of all time! From the nightmare world of the future to the mean streets of Los Angeles, "The Terminator" takes you right to the very edge... then pushes you over!





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

Sid Meier's
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TYCOON


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

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

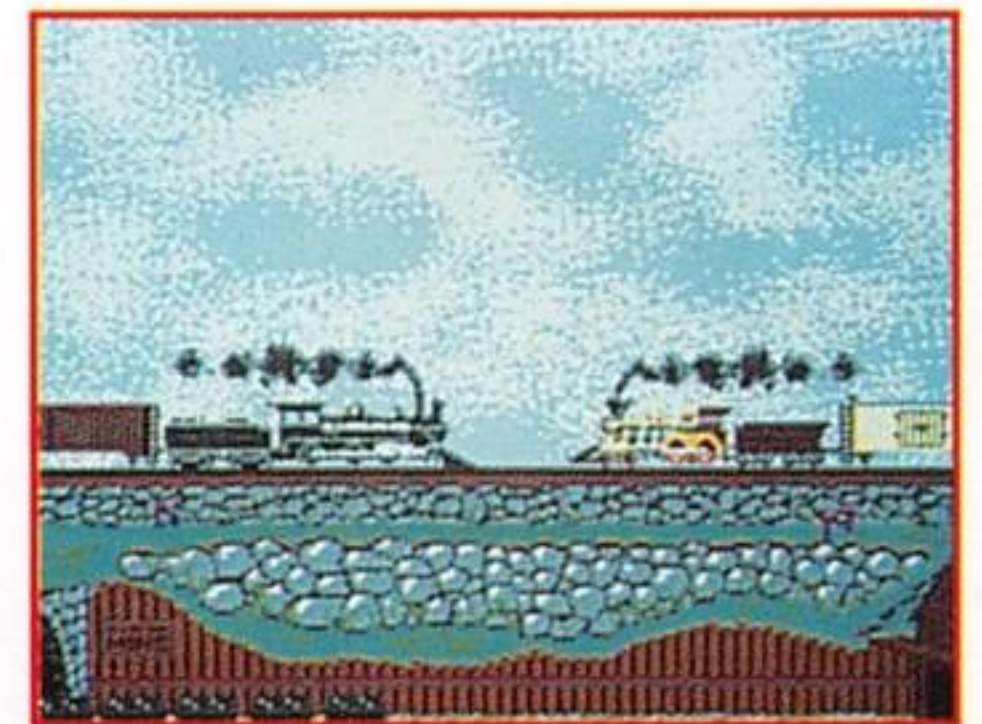
 Determine the fate of towns, the prosperity of businesses, the success of entire industries. Select the types of trains which will run on your Railroad, determine their schedules and designate the kind of cargo they'll carry.

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



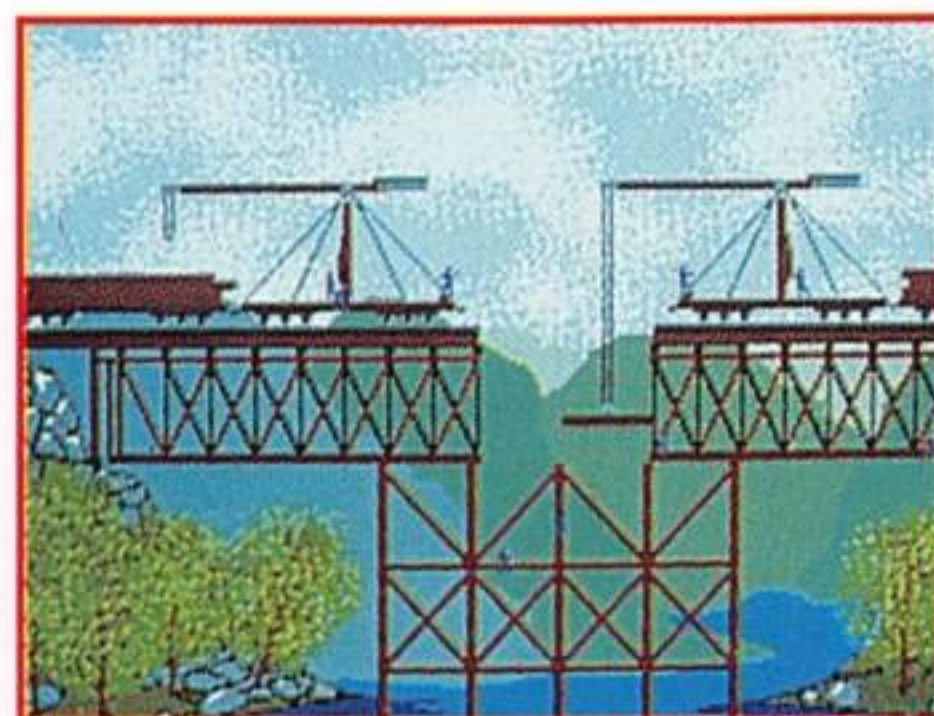
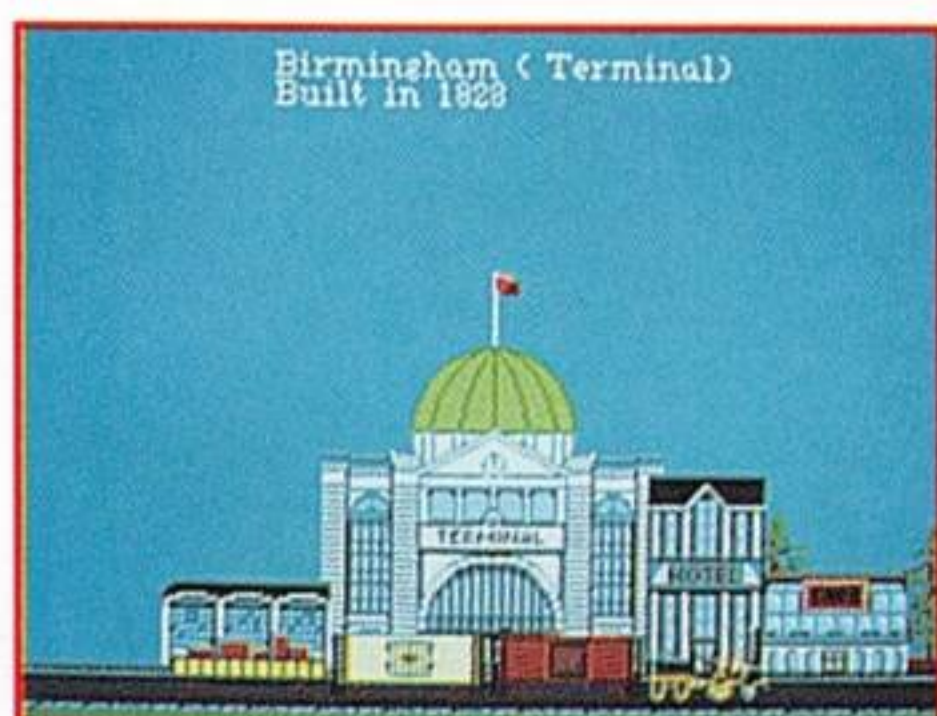
 The only thing more powerful than your locomotives is your drive to shape the nation. Your ambition. Your control. Your Railroad.


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



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

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

Oi! Megafans!

Welcome to another issue of your MegaMag, chock full of exciting electronic energy and great gaming goodies!

You'll notice a couple of MegaExtras in this issue. We've started dedicated Handheld and Arcade sections, and we've expanded our video and CD coverage. We're getting ready for the time when games, CDs and videos are all integrated into a home entertainment system... it won't be too long, and Megazone'll be there when it happens!

We're determined to be THE Aussie Magazine for serious electronic interactive gamers. We'll be giving you even more news, more 16 bit info, and more new technology than ever!

To help us get even better, we want YOU to tell us what YOU want from Megazone. What formats do you want us to cover? Would you like more reviews, or more news and info? What's the best and worst things about the MegaMag? Inside you'll find a survey card: tell us all, send it to us by September 16 and you could WIN a Sega Mega Drive!!! Score a better mag and a great prize in one!

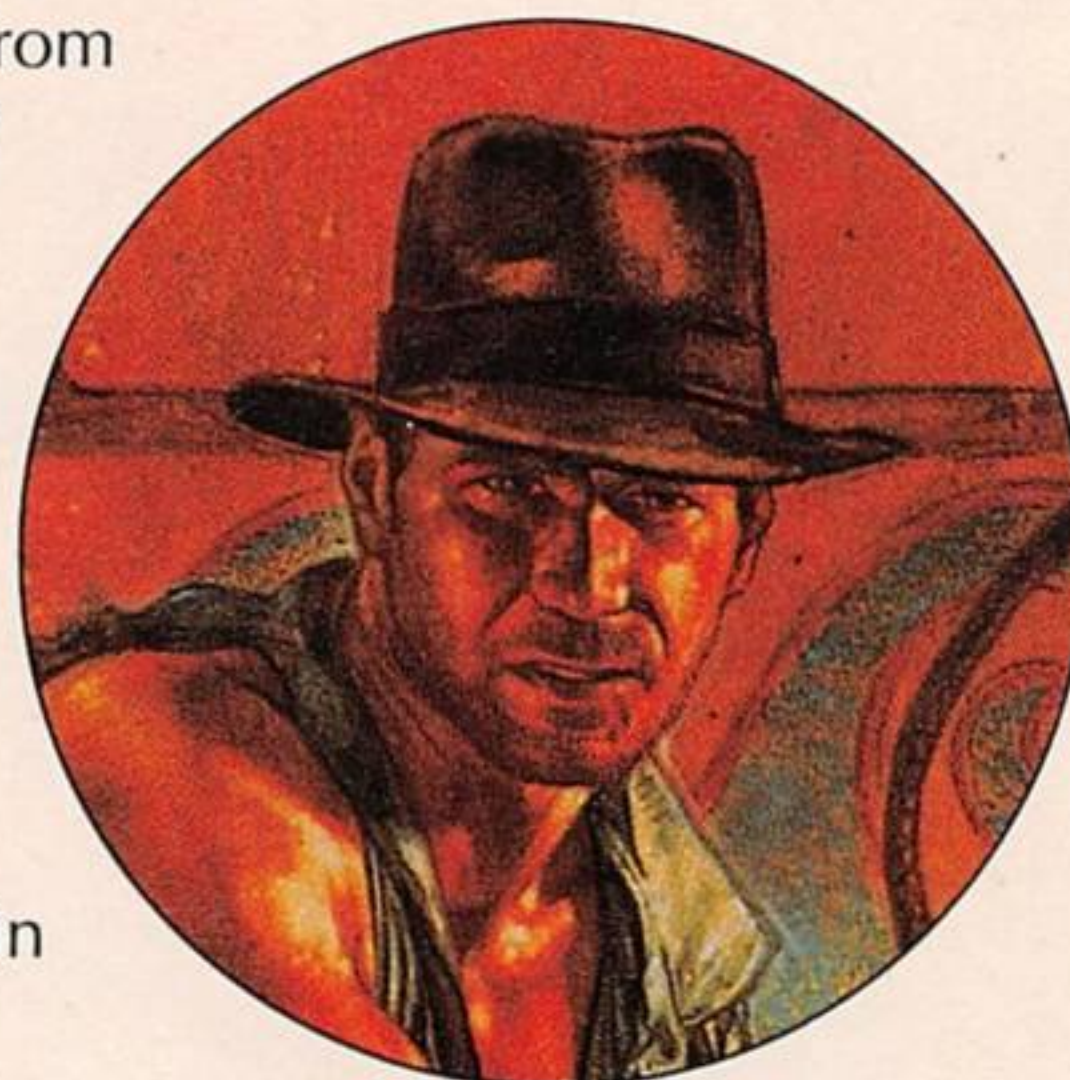
While you're at it, think about subscribing to Megazone. With our great new special, you'll cop 6 issues for only \$14.99! Now that's MegaValue!

See ya round like a CD-ROM - Ed

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NEW ZONE



Moving Pixels

The link between Hollywood and the Games World has never been stronger, with the forthcoming release of lots of top hits on Cinema and Computer screens around the world. More and more people seem to want to become a computerised version of their favourite star, and enjoy their own movie experience at home.

Not surprisingly, Arnold Schwarzenegger leads the computerised charge with six up and coming or already released games based on his beefy charm. But Harrison Ford, Michael J Fox, Sean Connery, and even a Gremlin or two are just as likely to pop up on computer shelves as they are at your local video store. The games they appear in can range from top of the line (like Indiana Jones) to the not-so-hot (Arnie's The Running Man); but one thing's certain—the rights to exploit these movie hits cost Mega Bucks. Usually the game rights to a film will be sold before the film is even released.

US Gold is currently developing a version of The Godfather for both arcade and PCs. Turtles 2 and Robocop 3 are already being developed as games.

Other big screen conversions include:

Total Recall (Ocean), Indiana Jones (Lucasfilm), Batman (Ocean), Gremlins 2 (Elite), Robocop 1 & 2 (Ocean), The Running Man (Grandslam), Predator 1 & 2 (Mirrorsoft), Back to the Future 2 & 3 (Mirrorsoft), the Star Wars Games (Domark) and of course, Teenage Mutant Ninja Turtles (Image Works).

Sega's Champion of Champions

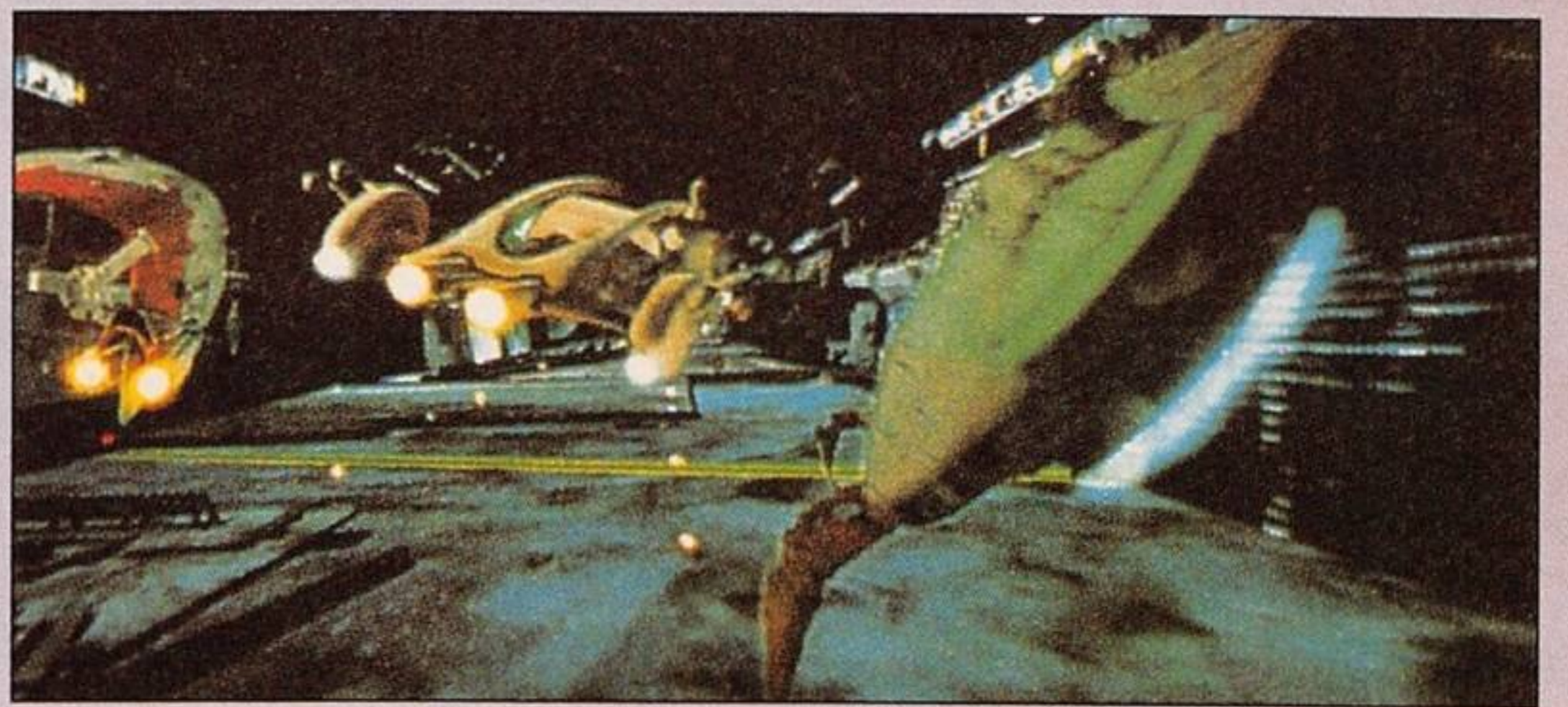
The Sega World Championships were recently held in Hawaii, with 28 finalists playing for the ultimate title. And the overall winner from over 20,000 entrants, was

Kenny, a university student, made it through the first few rounds of Shadow Dancer (the sequel to Shinobi) despite never having seen or played the game before. But where he really shone out was during the final challenge round (played on Joe Montana Football)

And what was Kenny's secret in the football round? "Defence: You've got to keep up the pressure."

Australian Sega Champs currently have their own chance to play for the big time at the Sega in shopping centres all over the country. To find out where your nearest championship challenge will be held, call the Sega Hotline on (02) 663 8788.

The fun will culminate in a Sega Australian championship in November, and Megazone will be there to cover the action!



Lucas hit the heights

LucasArts Entertainment have created a Tokyo theme park ride that makes Disneyland look like some kind of old mouse-house. Called UCC Star-Port 2045 for reasons that no-one here understands, the computer generated ride offers visitors an amazing simulated spaceship ride for the equivalent of \$15.

The ride uses technology developed by George Lucas (creator of Star Wars) and his companies, including 3D Scope graphics and Lucasfilm's total surround THX sound system (currently found in some Aussie cinemas). The graphics and effects were created by the Oscar winning team at Industrial Light and Magic.

Four on the Floor

Deluxe Paint, the classic Amiga painting and animation program, is soon to be upgraded to version 4, and modified to allow the use of HAM (Hold and Modify) images.

Deluxe Paint 3 quickly became the standard program for Amiga graphics because of its superb painting and brush controls, easy-to-use features, and, last but not least, its classy animation facilities. DP4 offers all the features you know and love, plus 'light table' see-through animation, inbetweening transformations, greater fill controls and great new colour options.

You will now be able to draw in both HAM and other modes all in the one package, an option never available before on the Amiga. The palettes are easier to use and understand, and ranges can now be created independently of the main palette. This is a great new version of a great old program.

A City with Windows, and Ants

An IBM Windows version of Sim City should be available soon, letting you work on a spreadsheet in one corner of the screen, while creating a metropolis in the other! Maxis, creators of the game, are also working on a sequel to Sim City and Sim Earth called Sim Ant, where you create and control an ant colony (Strange but true!).



CD-TV - OK?

Commodore have released their CD-TV in Australia with much fanfare (if you didn't know that, what planet have you been on for the last few weeks?).

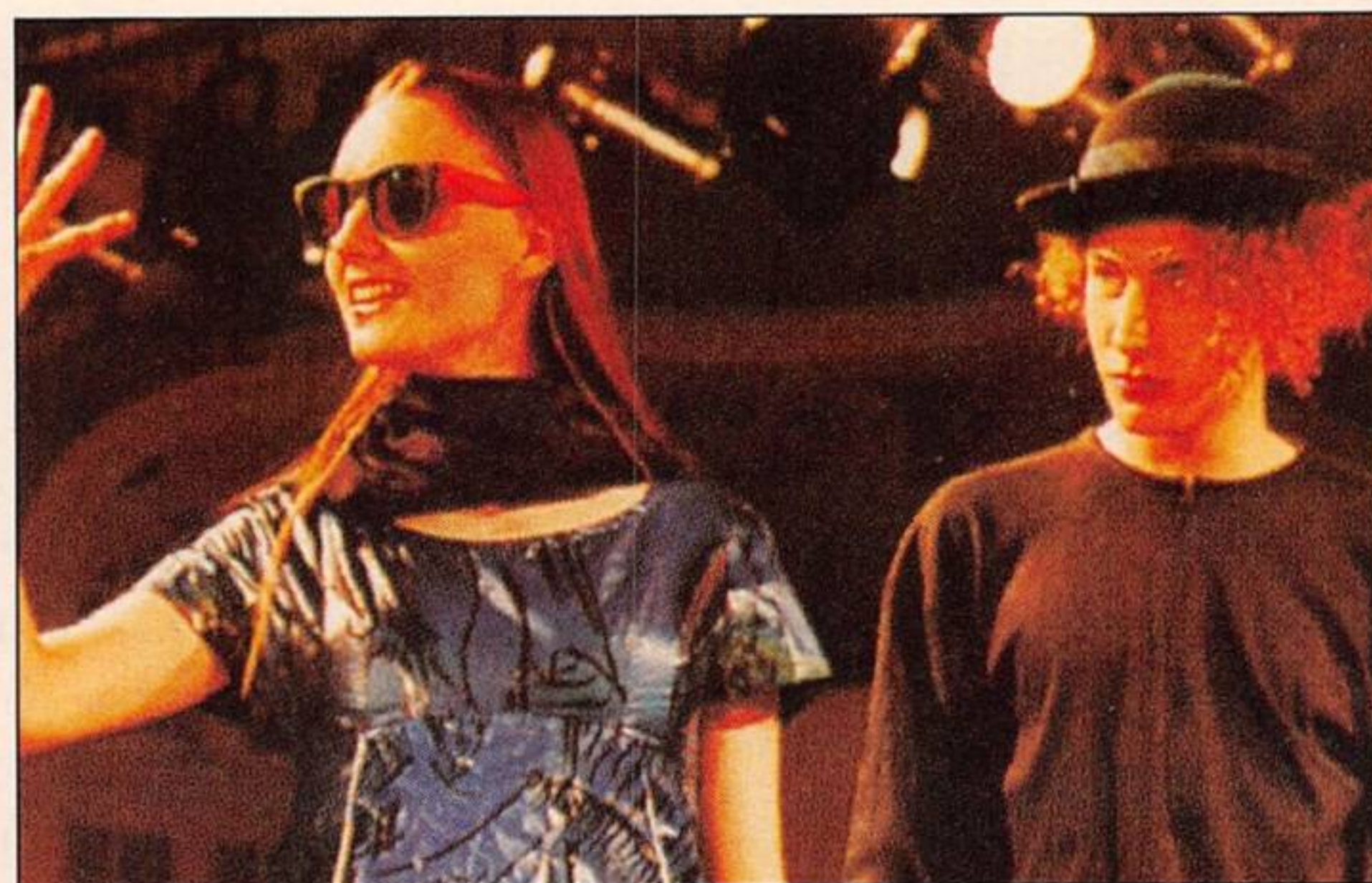
For those who've been visiting Andromeda, CD-TV is a black CD player and Amiga computer in one.

So, what's so good about it for game players? Mainly space. You can hold 700 floppies worth of information on one CD. So with a CD-TV you can say goodbye to disk swapping and waiting times. But, of course, you're still limited by the speed and size of the computer's processor - so, for the time being, things won't go any faster and Commodore may lose sales from people who expected a unit that could play TV quality (i.e. live and full motion) games on your TV.

Once the dust has settled, a CD-TV may be a good investment. But good games (like Psygnosis' fractal full-motion title Planetside) won't be out until 1992, and in the end software quality and availability will make the CD-TV live or die. We at Megazone recommend waiting a little bit longer before you fork out your hard-earned money.

STREET

WEAR



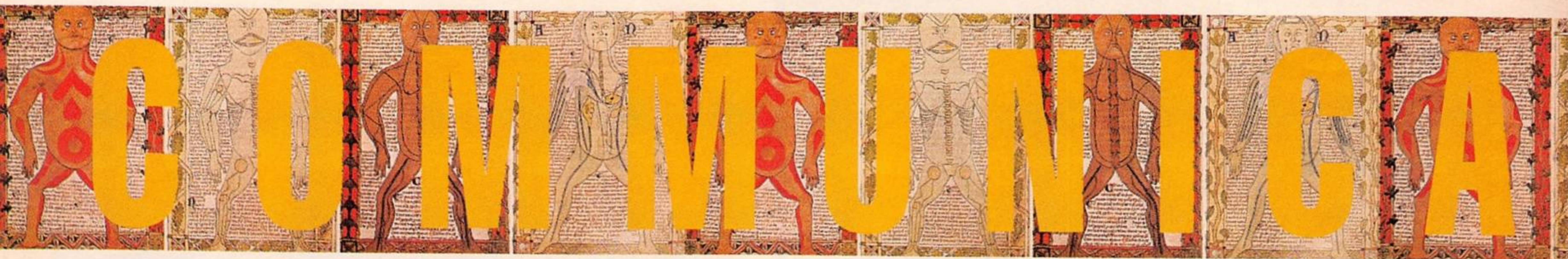
What's the coolest thing to hit the streets and nightclubs in the UK? We've seen it in bubblegum, we've seen it in Barbie dolls, we've even seen it in watches, but now we're about to see liquid crystal in clothes! Yep... these shirts, shorts and dresses actually change colour while you wear them. Wow!

Chemists at the British high tech company Merck have devised a heat sensitive liquid crystal ink which can be used in Cyberfashion to produce an amazing rainbow coloured effect in clothes. The ink is built into plastic panels in the gear

Liquid crystal technology's nothing new... Merck have been conducting research into the area for the last ten years and have used it in games, toys and packaging. It's even been used in wine labels to show the right temperature to serve champagne at.

These fabrics can change colour from black to red, right through the spectrum from orange to violet as your clothes come into contact with either body heat or any other external heat source.

Just think: you'll be able to look just like a human rainbow, depending how hot certain parts of your body get... I hate to think what could happen!



And then there was the time...

Dear Megazone,

You have an excellent magazine here! But we'll have to get off that track. I have a tip here that will interest some Leisure Suit Larry I fans, but I'll tell you how I got it first. I was in K-Mart and brought the Sierra Starter pack (Space Quest, Police Quest and Leisure Suit Larry). I took Larry out but couldn't answer all the questions because they are mostly based on American Stars.

Anyhow, I found the Police Quest second disk stuffed up so I took all three games back. A month later I brought Leisure Suit Larry triple pack and there was a photocopied letter inside that said to bypass the questions at the beginning of Larry I press Alt, X simultaneously! Seeing as I didn't get this letter in the starter pack I thought some other people might be having trouble. If anyone has some tips on Leisure Suit Larry 3 I'd like to know. This might sound silly, but I don't know what to do after I lost Larry's job. Please help!

Thanks
Ben Bronson
Bundaberg QLD.

Dear Ben,

There's just nothing like a good yarn is there? It reminds me of the time when ... anyway, if you lost Larry's job try going back to the house and look in your letter box. There should be a credit card inside. (I suppose you just buy "Larry" games for the articles too, hmm?)

Ed.

The journey of 1,000 cheats...

Dear Megazone,

While I was playing Shinobi on my MSII I found out how to choose any stage you want. Switch on, wait for the word Shinobi to appear, hold down the D-button and push button 2!

Angus Haynes,
Gynea

Dear Grasshopper,

As Buddha once say, A tip in the Mag is worth two in a book. Prease consider.

Ed.

Persian Problem

Dear Megazone,

Well, I admit it. - I can't for the life of me find the solution to Level 12 of Prince of Persia! Need I bore you with my saga of sleepless night hunched over the old PC, hands flying across the keyboard as I climbed up the Tower only to be killed by that@#!\$\$%^&\$**&^% Shadow?

Need I describe to you the absolute obsession this game has become?

OF COURSE NOT! You've been there before (although maybe not with P of P).

Please oh please HELP MEEEE.....

Now, I'll just go back to Prince of Persia one more time. Maybe if I try...

John Copeland
Newtown VIC

Dear John Can't Copeland

It sounds like you are suffering from is an advanced case of gameus interruptus, a disease more painful than any virus.

I don't know if it will solve your particular probelm, but a nifty little cheat for P of P is that if you load the game in DOS by typing PRINCEMEGAHIT, once you start to play you will be able to kill any guards you meet by pressing 'K'. To skip a level, press 'Shift-L'.

Ed

Elvira Horror

Dear Megazone,

Firstly, I'd like to congratulate you on having the best computer mag, that caters to everyone, rather than a small minority. Now that I have grovelled, perhaps you, or other readers can help me. I recently got Accolades brilliant 'Elvira - Mistress of the Dark' (which I strongly recommend to adventure game freaks) my problem is that I am about halfway though the game, but cannot get past the monster lurking in the catacombs beneath the castle. I have tried every weapon possible, but none seem to work. Please help before I lose my sanity!!

Greg Appleby
South Australia

Dear Greg

Don't freak...Any ideas, anyone?

Ed

Sim Megalopolis, the Greengrocer

Dear Megazone,

For Simcity, type in FUND as many times as you want then save the game while it's still paused. Put the game speed back on slow and watch your city get destroyed by earthquakes. It's a good time to let loose Godzilla and a few tornadoes. Then load the game you saved with a few million dollars and there's no earthquakes. You can do this as many times as you want.

Another way is to just type FUND before you build anything at all and then the earthquakes don't matter. But you can only do this once.

I built a Megalopolis (that's a mouthful) in two days with 295,000 population
Amigas rule
Gordon

Yo Gordo,

Now, isn't it fun to play God for a while. Thanx for the cheat.

A Megalopolis is more than a mouthful - he's my green grocer!

Ed.

Tas mania

Dear Megazone,

I would like to know where in Tasmania could you get the Sega Golden Axe video game?

And what are the big hit video games on Atari 2600 apart from Double Dragon and California Games, and where can you get them?

Nathan Gibson
Burnie TAS

Dear Nathan,

You should be able to get Sega games from Fitzgeralds or most large department stores. If they don't have it ask them to order it for you.

Or call (008) 252 130 (The Computer Spot mail order line). Some of the most popular Atari 2600 games at the moment are Mario Bros, Pole Position, Ikari Warriors and Motor Rodeo.

Give 'em a go.
Ed.

TIPS

Teenage Mutant Ninja Invincibility!

Cowabunga! Megazone,

I have found 3 great cheats for the Teenage Mutant Ninja Turtles game.

The first one is; to be able to walk or drive over anything, hold down the letters "GAS" during the game until down the bottom of the screen it prints "ON".

The second is to be invincible, hold down the letters "PQR" during the game until down the bottom of the screen it prints "ON".

Both can be activated at the same time. TOTALLY RADICAL! The third one is when you jump into the water (level 2). As soon as you're in it, swim up until you hit the rocks. Keep swimming up and while still swimming save the game. When you restart you will have no time limits and the electric bolts will not work.

I also have a question. In the "Communication" section of your edition of February 1991, what is meant by "roof of the DAM" in the cheat for TMNT? I have tried jumping off the top of the dam and saving, as suggested by Jason Lee, but when I restart I just go back to the top of the dam. Is the roof of the dam somewhere different? Maybe the cheat works on an Amiga but not an IBM?

Yours truly

Ian Warrington

(Your biggest fan)

Dear Ian,

TMNT hints are few and far between - thanx for yours. I think you may be right, I tried the same cheat on the Dam spot on IBM and it didn't work for me either.

Oh well, think I'll go and stick my head down a drain.

Ed.

Game Gear Guy

Dear Megazone,

First of all, I'd like to congratulate you on a great Mag!

I'd just like to write in to tell all you anxious readers waiting for the Game Gear to touch down on these shores that it is as good as the reports say. I bought one from Hong Kong on a recent trip (I

also got five games: columns, Mickey Mouse Castle of Illusion, Wonder Boy, Super Monaco GP and a Japanese baseball game that is all printed in Japanese). I love it! The only complaint I have is that this hand held is very thirsty! It uses up six batteries every three hours.

When this great console is released here I'll send in some hints.

Although the games may be also found on the Sega Master System the games are shorter and are quite different. If anyone is lucky enough to get one of these I strongly recommend that they also purchase Mickey Mouse and the Castle of Illusion as it has magnificent graphics.

Keep up the good work. See ya!

David Chow

Balwayn VIC

Dear Davin, (or is it David?)

The Game Gear has been release now! (have a look at our report of p.26). We're glad to hear you like it! The baseball game you mention will be release in Australia in September. So far it's just called "Baseball". Pretty imaginative, eh? We like Mickey for Game Gear too - look for a review next issue.

Ed

Mean Brother

Dear Megazone,

I love the Mega Drive. I ask my brother to hire one from the video shop but all he does is punches me and kicks me out of his room. So would anyone be able to help me out, because on 50 cents a week you do find it hard to save \$400.

Chris Day

Eatons Hills QLD

Dear Chris,

Listen my friend, if your big brother kicks you out of his room again, I'll be sending the boys 'round to have a word with him!

Now, you can have the chance to win a Mega Drive of your own by filling out the readers' survey form in this issue!

Good luck!

Ed

Letter of the Month

F-19 Tips galore

Dear Megazone,

Congratulations on a top-class Australian magazine. In response to Dr. Anthony D. Franzman's letter (June/July edition) and his troubles with F-19 in the North Cape, I find the SAM radar at Pechenga 13 usually the first and best at identifying me on my ATARI, and so I eliminate that first.

Another tip is that a Maverick can be fired from as far back as 59km and still hit its target (this is similar to the AMRAAM's).

To score maximum points, try to destroy the mobile SAMS around the radar itself, and also learn to use the NA61 cannon lots. On air-to-air missions, go straight to your ground target first. Once trouble has been stirred up, your primary air target will get to you automatically without you going after it. With this method, some longer missions can be completed without the need for extra fuel tanks. Using all the above techniques, I can manage to score around 1,900 points.

Anonymous

Dear Person with no name,

Thanks for the tips, I'm sure that Doc Franzman will appreciate them.

Here's a hint for you - Sometimes I throw away envelopes, so put your name and address on the letter, too.

Ed.

Megazone wants to hear from you!

We'll read anything!

**Send your letters, tips, photos
questions or info to:**

Megazone Communications

Locked Bag 7

Rosebery 2018

NSW Australia



**THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS**

**NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE**

DARKMAN

FROM



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Graphic Re-creations!

10 years ago, when Imagina computer graphics festival began, the computer graphics field was a small, dedicated industry which produced simple bit-mapped and ray-traced imagery for specialist clients in print, film and TV.

But at this year's Imagina festival, thousands of industry professionals and interested observers met for a celebration of the power and perfection possible in 1990s computer images.

Computer graphics techniques today include the high end animation, 3D modelling and image generation seen in film, TV and music videos.

Graphic artists can also produce still images of incredible complexity and realism, incorporating multiple surfaces, light sources and textures.

Images at this year's festival showed how far things have come: puppets, cities and circuses were created which seemed so real, it was difficult to believe they were in fact an artificial simulation.

Marilyn Monroe and Humphrey Bogart were synthesised and bought back to life. Programmed to continue their film careers forever, these simulations may one day replace live actors.

Other prize winning graphics ranged from an entire simulation of an Alfa Romeo to computer animated insects and cartoon characters.

Winners included the BBC, Hanna



Barbara, and a student from Hungary who produced his work on an Amiga 3000!

IMAGINA FESTIVAL

1st Prize Winner, Research and Grand Prix Prize
'Splash Dance' Apple Computers, USA

A minute long simulation of water flowing over valleys, through pools and into absorbent and rough surfaces.

Created after a year of research into the properties of moving water.



The shape of things to come...

CD-ROM ping...



Sega of Japan has announced a new MegaDrive CD ROM add-on system.

Sega showed their CD ROM unit at a recent Tokyo Toy Fair and will soon be selling it for an estimated price of ¥49,000 Yen (around \$500 Aust.).

Apparently there are over 25 companies currently developing Mega-CD games, which will have up to 80 times the storage capacity of current Sega carts. (Total memory and data transfer specifications are not yet available).

Sega hopes the CD Unit will be available in Australia in early 1992.

Meanwhile, Nintendo and Phillips are still working together on a CD Unit for the Super NES. However, the deal has been clouded by Sony's planned release of a system called the Play Station which would also be Super NES compatible.

And CD-I tching...

Phillips has quietly unveiled the first true CD-I system in the US.

CD-I is a multi-media home entertainment system: players connect to your TV and stereo, enabling you to play interactive videos and sound from disk.

More comprehensive than CD-TV, a CD-I system will cost up to \$2000.

Laser Labrynth!

Australia is at the forefront of interactive games technology with the installation of Zone 3 laser game equipment at eight locations (including Melbourne and Adelaide), and the planned opening of three more sites soon.

Zone 3 is a real-life laser game played in a dedicated 5,000 foot maze. You get your own light phaser, LCD vest and backpack, and a set time to try to shoot your enemies before they shoot you!

Look out for a full report in next issue of Megazone.



What a Miracle!

Ever wanted to make like Mozart? bash out a bit of Beethoven?

Called the Miracle Piano Teaching System, this software/hardware combination allows you to teach yourself to play piano in just a few hours. The system uses fun to play arcade-style games to teach you the basics, then takes you on to learn how to play a complete tune.

For around \$500 you get software, keyboard, pedal, earphones and cables!

The system should soon be available for the Nintendo, Amiga and PC: if you've already learnt how to use a keyboard to enter text, why not learn to play a piano keyboard, too?

MEGA 10
is Megazone's Top 10
up and coming games.
Watch out for these ones!

Ad Lib (Ad Lib Inc.)

1 The top spot this month isn't taken by a game, but by the music card that made the PC game industry sit up and listen. Ad Lib lets you take advantage of enhanced sound tracks in popular games from over 40 software publishers including Activision, Microprose, Koel and Sierra.

This half-size card can play up to eleven different instrument sounds at the same time. Everything from pianos to electric drums and cymbals.

Just plug any speaker into the Ad Lib's standard audio jack, adjust the volume on the built in amplifier and get ready.

Also due out shortly is the advanced AD LIB Gold Card Series:

AD LIB Gold PC-1000 Includes a microphone jack, table-top microphone, game, midi, stereo output and input jacks.

AD LIB Gold AT-2000 For both disk and CD-ROM applications. PC 1000 accessories, plus a SCSI interface port.

Formats: IBM and compatibles.



Gunship 2000 (Microprose)

3 Based on the original award-winning 1986 Microprose simulation of the AH-64A Apache attack helicopter, which has sold well over 650,000 copies.

Players can choose from three technologically advanced helicopters: the same machines in the US Army will use in the 1990s and into the 21st century.

Action occurs in the Persian Gulf and Central Europe. Options include training, single and multiple helicopter missions, and the campaign game. The simulation will also offer a mission builder..

GUNSHIP 2000 features a new development call Topographical 3D Graphics that generates terrain with depressions (i.e. river banks and valleys) as well as elevations (i.e. mountains and buildings). With this feature, the low-altitude flight typical of helicopter operations will be especially realistic.

The game supports Ad Lib, Roland and IBM sound, and EGA, MCGA/VGA and Tandy 16-colour graphics. Joystick and hard drive are recommended.

Formats: IBM

Epic (Ocean)

4 We've seen the articles, we've seen the demos, we all know it's going to be one heck of a space extravaganza, but when, oh when will it be released ?!

Megazone spoke with the Ocean team at the 1991 CES Show in Chicago, and Epic will *definitely* be out by Christmas.

You'll finally be able to conquer the stars, moving across 50 light years of enemy territory. The movie-like, hand drawn animated sequences recreate the feeling and effects of space travel. There is every type of space warfare imaginable projected in full 32 bit 3D images with combined sprites and polygon graphics (that's 400 polygons per second).

It's original. It will amaze you. Fantasy will become reality.

Formats: Amiga and Atari.

MEGA

10



Secret Weapons of the Luftwaffe (Lucasfilm)

2 Exciting first-person action recreating one of the longest, bloodiest, air offenses in history - the campaign by the US 8th Air Force against the industrial might of Nazi Germany from 1943 to 1945. Players have the opportunity to fly classic American aircraft, then switch sides to pilot high-tech advanced German planes, some of which were years ahead of their time.

Aircraft and missions are covered in detail in a 225 page photo-packed manual. New features include an 'expert mode' which allows experienced pilots to wrestle with G-force and rough winds, and an enhanced custom mission builder.

There's high resolution VGA 256-colour cockpit graphics, and animation features including shattered canopies, oil smears, and flaming engines. Players with sound cards will enjoy a full range of high fidelity combat sound effects.

Formats: IBM

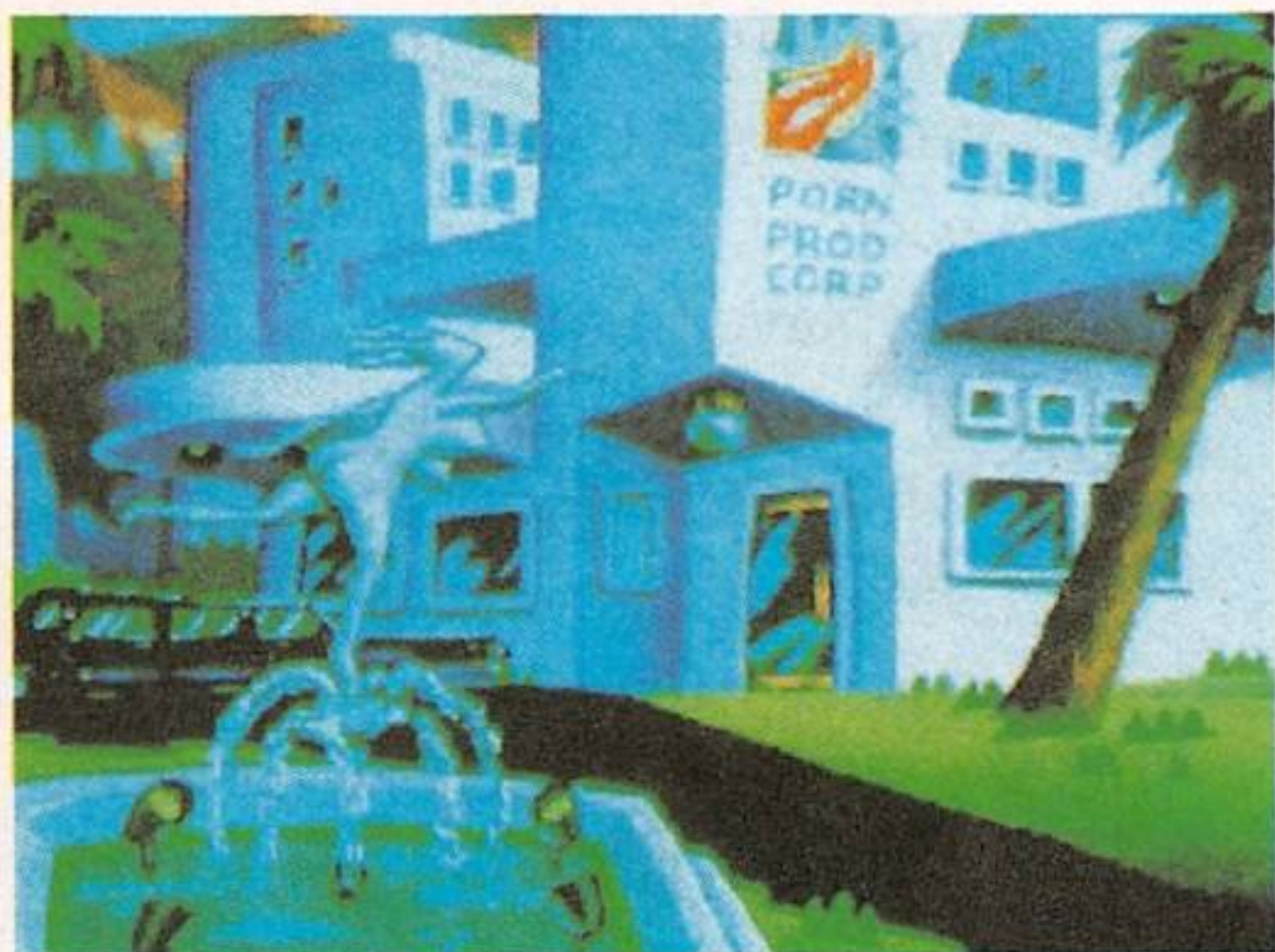
F-117A Nighthawk (Microprose)

5 F-117A will have all the great features of F-19 Stealth Fighter, plus more missions, more worlds, more and better weapons, more glorious explosions and improved 3D graphics.

F-19, which gave computer gamers the first close look at America's radar-elusive jet, has won prestigious awards such as best 16-Bit and 8-Bit simulation of the year award at the 1991 Golden Joystick awards. This game includes:

- Sprite explosions and smoke, with cluster bomb explosions.
- Graduated horizons, landscapes with special night HUD features.
- Actual F-117A graphic in 3D with more polygons and detail
- Nine worlds; now including Columbia/Panama, Japan and Iraq - with improved versions of all the existing F-19 and F15 worlds.
- Improved, more challenging enemy with Artificial Intelligence.
- New, rewritten manual, with researched articles on stealth warfare.

Formats: IBM



Larry 5 (Sierra)

6 Larry's back, hotter than ever! (Hot to trot, that is). And Patty's coming with him!

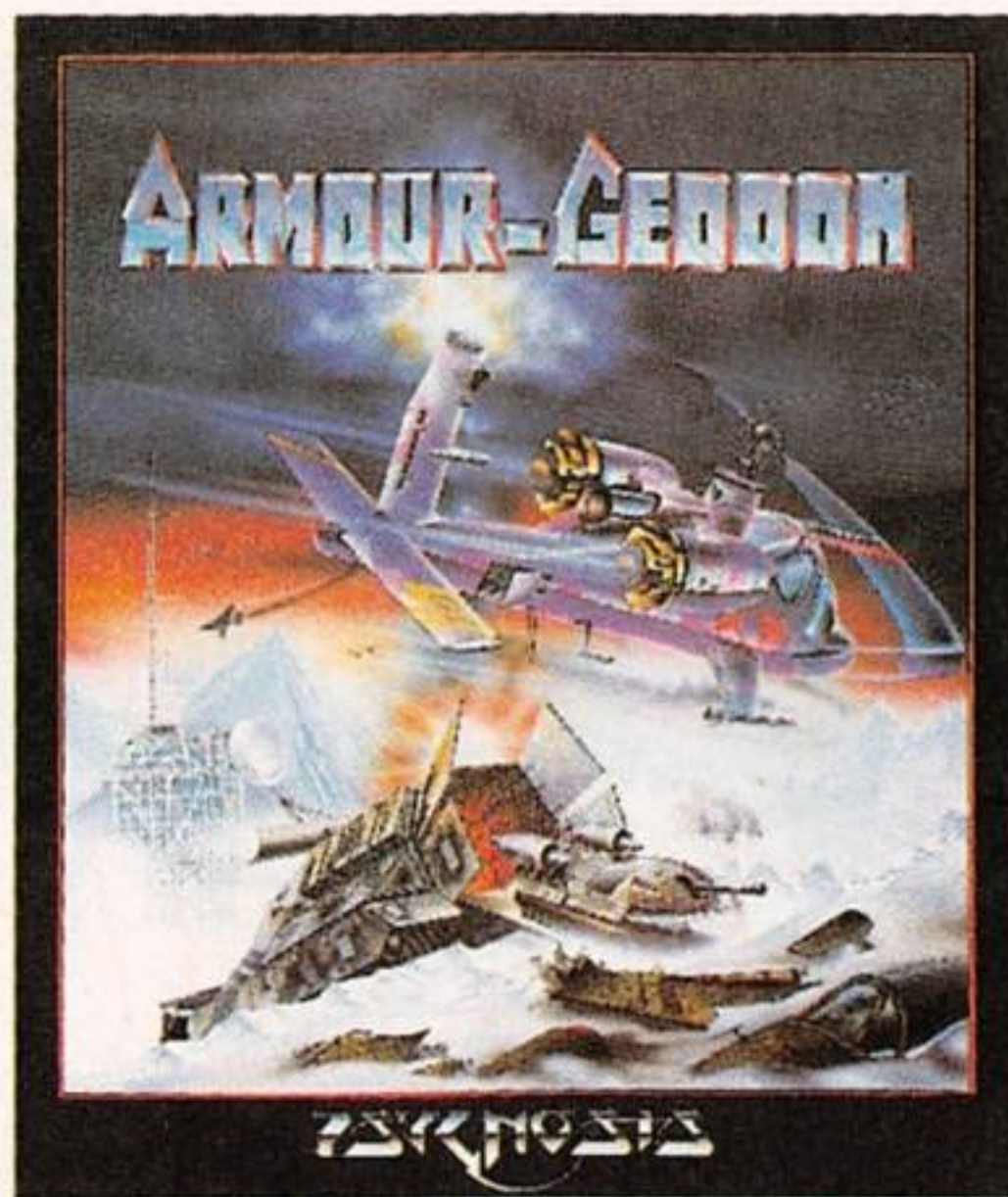
In Larry 5, your favourite Lounge Lizard scores himself a low life job on the prime time porno show, America's Sexiest Home videos, while Passionate Patty becomes an undercover superspy.

The Mob want to control the sleaze industry, and your job is to help Larry and Patti take on organised crime, the FBI, and even the US Congress in a spy-cy serving of sex, thugs and rock n roll.

Women players can now enjoy the conquests of the flesh, too! Larry and Patty are both now able to take advantage of a uni-sex point and click option.

New sexy 3D animation and music card compatibility combine to bring you the best Larry yet!

Formats: IBM



Armour-Geddon (Psygnosis)

7 Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out. You select and control Light Tanks, Hovercraft, Heavy Tanks, Helicopters, Stealth Fighters, and Bombers at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Featuring a sophisticated head-to-head serial link enabling "being there" realism between two players, a massive play area of 80 x 80 kms, and non-stop relentless action.

Armour-Geddon scored 91% in Amiga Action, 94% Zap. A No.1 UK Hit!

Formats: Amiga, ST

Cruise for a Corpse (US Gold)

8 Set in the 1920's. Cruise for a Corpse takes place on board the superb 3 masted yacht belonging to greek shipping magnate Niklos Karaboudjan.

Take the role of Inspector Raoul Dussentier, who has been invited by Niklos to join him on a dream cruise in the Mediterranean aboard his luxurious yacht. As you board the yacht & meet the other guests you are suddenly summoned to investigate a scandalous crime - the murder of your host - Niklos. You proceed to examine the body, only to find that it has disappeared!!

Suspense, action, intrigue, passion - these are the ingredients of this exciting, compelling adventure. The hunt is on & you must use all of your sleuthing skills to find the murderer!

The easy to use, point 'n click system allows you to question other guests Agatha Christie style as well as overhear dialogue between other characters - you are advised to us this option widely to pick up all possible clues relating to the murder.

Formats: Amiga, Atari & IBM.

The Terminator (Bechesda)

9 In the Year of Darkness, 2029, the rulers of this planet devised something that felt no pity. No Pain. No Fear. Something unstoppable. They created... The Terminator.

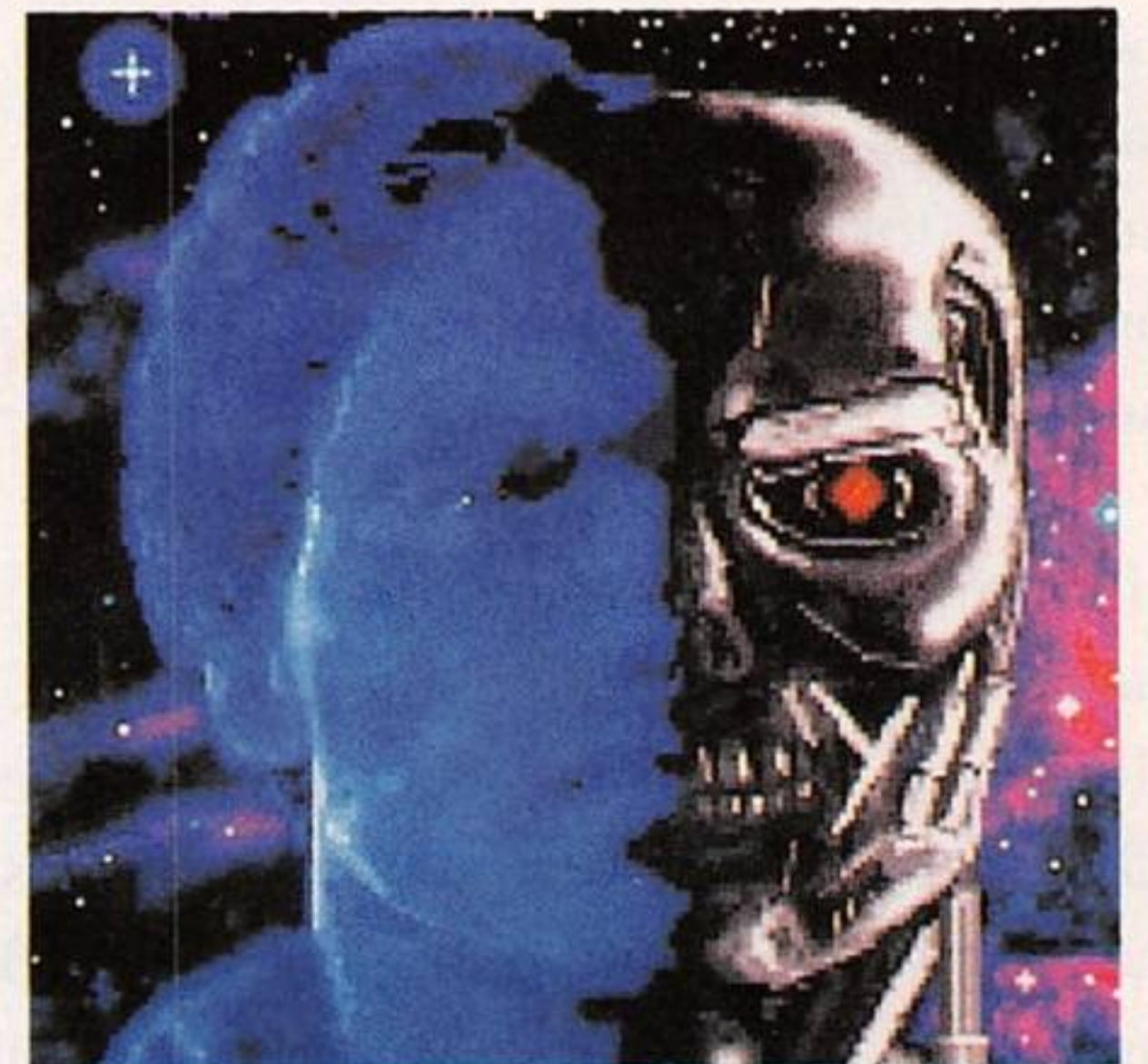
The cult movie phenomenon batters its way into your home in the most relentless arcade/adventure game of all time!! From the nightmare world of the future to the mean streets' of Los Angeles, The Terminator takes you right to the very edge... then pushes you over!

Play urban commando Kyle Reese and pit your speed, skill and cunning against the most perfect killing machine ever devised. Or take a trip through the dark side and become The Terminator, a ruthless cyborg juggernaut.

Features include incredible real-time 3D graphics, spectacular music and digitised sound effects, The most extensive 3D city model ever created: central Los Angeles!

Supports Sound Blaster and Ad Lib audio systems.

Formats: IBM



Gauntlet III (US Gold)

10 The island of Capra had always been a peaceful place, cut off from the rest of the world by the surrounding seas. A law states that if war should break out, then the Wizard ruler of the island would be forced to unlock the gates of Hell, allowing the devil to take all of Capra.

But now a race of evil creatures from the underworld called Vellons have used trickery to create a war between two of the Kingdoms, forcing the Old Wizard to enforce the ancient law. In desperation, the old Wizard is searching Capra for heroes who are brave enough to help in the fight to drive back the devil & imprison him once & for all.

Their quest will not be easy, as most of the food on the island has been poisoned & the strength of the hero is limited & he must eat to survive.

Formats: Amiga, Atari, C64 and Amstrad.

Midwinter II

Flames of Freedom

One of the most exciting, challenging, and absolutely massive adventure games ever seen in Australia has just been released on Atari ST. The Amiga and IBM versions, we are told, will be out before November. Midwinter II is a very different follow-up to its popular predecessor, but delivers the same standard of highly absorbing action and problems.

This game may take you months to complete!

Before you begin this little feature, I must warn you that the original Midwinter is one of my all time favourite games and so I may be a little biased. But that said, here we go ...

Flames of Freedom, is superb, unbelievable, worth every cent, a classic, has months of gameplay, exciting, thrilling, fast - in fact, it has everything !! Okay, Okay, I like it !

The most extraordinary part of this game is the area covered. The packaging proudly quotes "A million square miles of accurately mapped 3D terrain." It is truly amazing that so much can be put into one game. The 184 page manual is the best way to begin this epic event.

The story told in the manual is that the people of Midwinter have left their island, which has been submerged, and formed an alliance with the near-by island called Verde. Under the joint banner of the

Atlantic Federation, the allies renamed the island Agora.

The enemy Saharans control the group of 41 islands surrounding Agora:

**There are three playing modes.
The first is simple training, the second a raid on a single island and the third a whole campaign.**

undercover Agorans (Cobra Agents) have discovered a plot called Operation Scorpio, aimed at the final overthrow of their island

You, as one of the Top Cobra agents, take on the resistance mission called Operation Wildfire. Many resistance groups have formed over the islands, waiting for a revolt against their enslavers. This group, if combined and controlled by

the Cobra agents, would be a powerful and deadly force. But time is against you: the Saharans are building up a huge armada of ships for their final attack.

So, as you can see, the task and strategy ahead of you is no small feat. The overall game features 41 missions, one on each of the islands, which can be played separately or as part of an overall campaign. Each of which has multiple options, therefore a countless variety of games, each time you play.

With the sophisticated character profile generator, which you set up prior to beginning your task, you design your own character i.e. glasses, beard, sex, psychological and physical strength.

You don't however have to dive in the deep end. There are 3 playing modes. The first is simple training; the second, a raid on a single island; the third the whole campaign. I tried the third option first and paid for it: after playing for a long time I was brutally defeated by what seemed a never ending stream of bad guys!

The game itself is very well presented. The graphics are stylish 3D vector filled landscapes, the update is relatively smooth with nice touches like waves which lap at the foreshore and palm trees that sway.

The annoying travel problems, waiting, and control of only one character found in Midwinter have all been cleaned up. Auto-route lets you sit back and relax, allowing you time to re-think your strategy as it takes you to your new destination. The number of different transport types will never leave you bored, as each have their downfalls and benefits.

TRANSPORTATION

There are over 20 ways to move around, which is just as well since you have a long way to travel. Unlike Midwinter, where you could not see vehicles, each craft is now shown on screen. Transportation choices include:



Land	Sea	Air	Amphibious
Bus	Frogman	Balloon	Flying Boat
Jeep	Swimming	Bi-Plane	Flying Sub
Foot	Mini-Sub	Helicopter	Hovercraft
Tank	Ship	Parachute	Crawler
Train	Speedboat	Rocket Pack	
Truck	Submarine	Zeppelin	



The weapons have been graded on how effective they are, depending on where you are and your transport. For example, a frogman cannot use a machine gun underwater, but it is extremely effective if you are on foot. The selection goes from a simple knife to the advanced heat-seeking missiles.

My favourite would have to be the rocket launcher - a multi target 'seek and destroy' weapon, comprising of highly explosive packed warheads guided by laser. These prove to be highly effective against all targets except buildings.

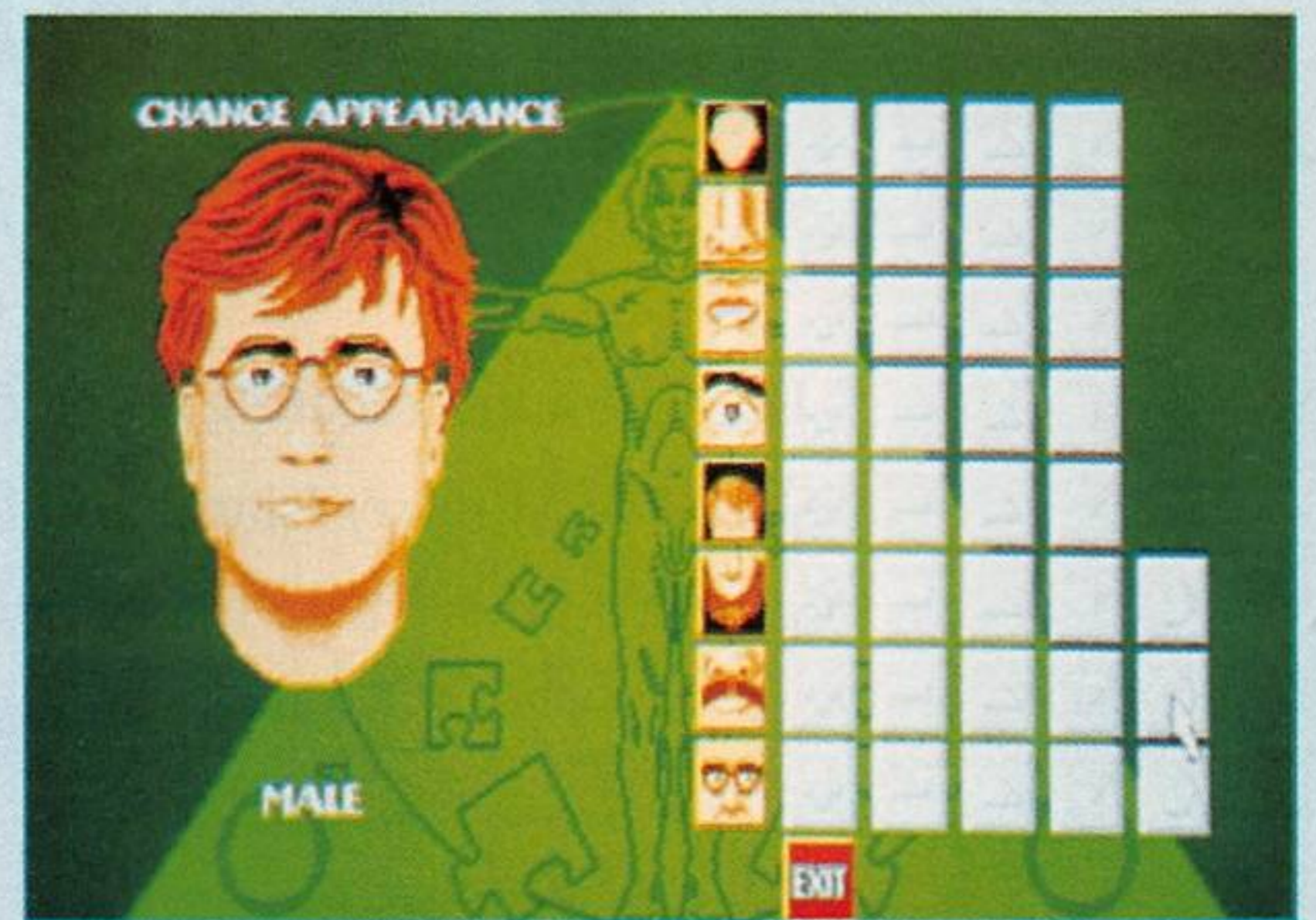
Following are a couple of hints to help you gain early success in this game.

- When the Armada sets sail, you must abort your mission and prepare for attack. You cannot complete the mission anyway, so there is no point hanging onto it. Seek the Armada out, don't wait for them and if you are really keen, you can trigger the attack by pressing the "A" key whilst in 3D landscape.
- If you are captured, do your best to escape, but don't get caught as you may be beaten and tortured (I liked this bit). Don't expect to be liberated, it takes 20 days, which is far too long and means you will probably lose the game anyway.
- For persuading people, you can use charm, sex appeal, bribery, threats, reason, pleading, authority or deception. If you try sex appeal, it will only work on the opposite sex - say no more !!
- There are also dirty rats who will betray you. Never trust these guys ! They are weak, nasty, craven cowards. In fact, they would turn their own mothers in. However, they will only do it once, after that they will become more scared of you and so do anything possible to help.

Right. There you have it. It's a game which has been professionally created, and has a lot of detail and interesting touches. I personally feel that it could even knock Lemmings out for game of the year, but not all people will enjoy such a full, involved game.

If you are considering purchasing Midwinter II, then do it. It is worth every cent and I promise you won't be disappointed. Have fun!!

With the sophisticated character profile generator, which you set up prior to beginning your task, you design your own character with characteristics which include glasses, beard, sex, psychological and physical strength. You can even look like John Lennon if you want to!



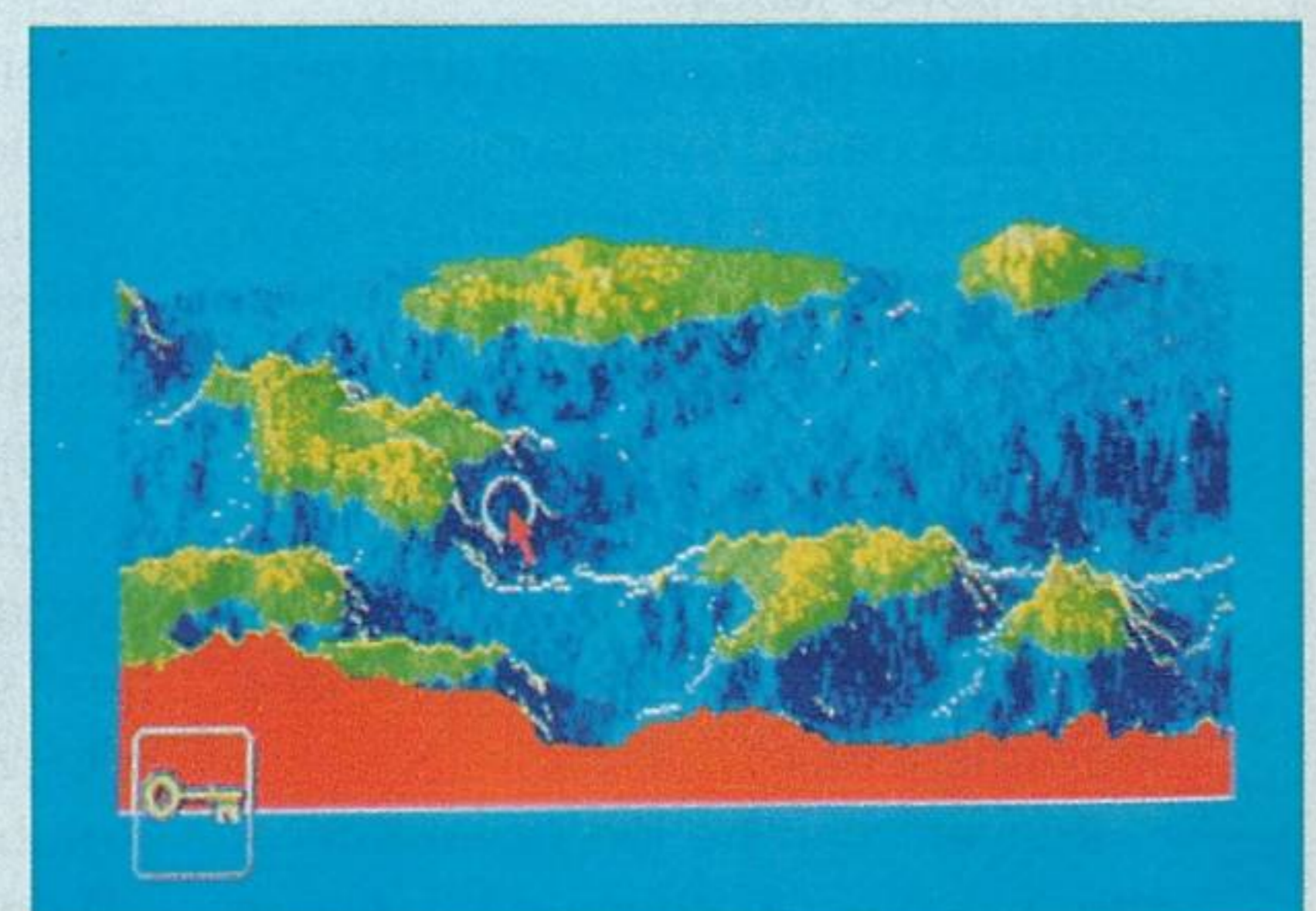
The world of Midwinter II includes 41 separate islands, each with their own mission (or missions) which will take between a half an hour and a half a day to solve. Your home base, Agora, can be seen to the left of the map, while Africa, the enemy territory, is on the right.



The landscape will remind you of Midwinter, but without the snow! The 3D graphics include colourful trees, seas and hills. People and vehicles are now shown as true 3D shapes. You move by using simple point and click controls.



Landforms are now generated through a sophisticated fractal routine written by Hugh Batterby's Maelstrom design team. Screen updates are smoother and faster than Midwinter.



Lucasfilm

May the force be with you

Lucasfilm are creating some of the hottest adventure games around: their smash hits *The Secret of Monkey Island* and *Indiana Jones* were both co-ordinated by project leader Ron Gilbert. In this Mega Interview Gilbert talks about the philosophy behind his games, while Megazone takes a sneak preview look at their sequels.

So where did it all begin for you?

I got into adventure games because I hated adventure games. What I really hated were text adventures, where I spent a bunch of time trying to guess the words you had to type in. The concept of adventure games seem so incredible, but I never had any fun doing them.

So I set out to do a game called *Maniac Mansion*, to fix all the things I didn't like about adventure games.

I started doing the design for *Maniac*

and I got in way over my head, I realized this was so complicated. There was no way I was going to be able to program it.

"Programming for *Indy* was done in about six months: *Maniac Mansion* took a year and a half."

And that's how SCUMM came about?

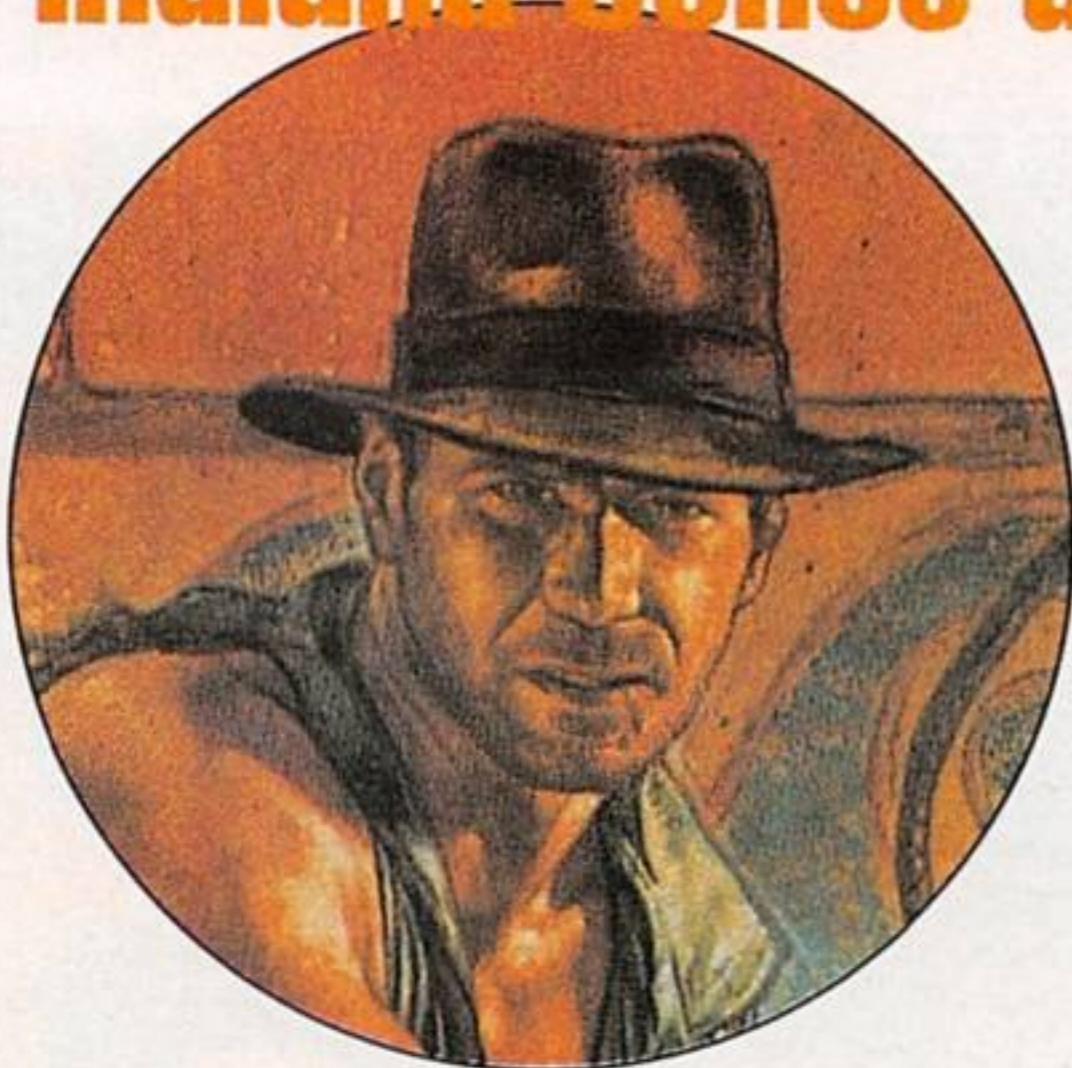
Yes. At the time there was a man here name Chip Morningstar. He started talking to me about doing a specialised language, which is something I was interested in

doing. So, I said hey, this sounds really neat, and that was when we designed SCUMM. It was to get us out of the hole that we had dug ourselves into with *Maniac Mansion*.

And SCUMM stands for?

Script Creation Utility for *Maniac Mansion*. A normal computer language like 6502 or C is just not set up to do the things we need to do in an adventure game. A SCUMM script is built up of many little programs that all run simultaneously, and that's what we need to run our adventure

Indiana Jones and the fate of Atlantis



Crikey, can't a poor old Prof get a bit of rest? Indy's back, chasing Nazis to recover a stolen head and save the world (Ho hum).

The fourth part in the Indiana Jones series is being made by Lucasfilm as a computer game, not (at this stage), a film.

Fate of Atlantis is an exciting world-wide race to find and unlock the potent magic of Atlantis before the Third Reich unleashes the Lost City's power for evil.

This will be the largest and most complex game ever published by Lucas Film games. It features over 200 rooms, and more than 100 pieces of original art designs, resulting in stunning 256 colour VGA graphics. *Fate of Atlantis* uses new video rotoscoping to make character appearance and movement more realistic.

Players can be led down one of three distinct pathways based on

choices made during the course of the game, reflecting and adapting to that particular player's style. The pathways will emphasise either dramatic social interactions, classical puzzle solving or action-oriented melodrama.

Puzzles have alternate solutions and some actually change from game to game.

Fate of Atlantis will be available on IBM formats late 1991 with an Amiga version set for release early next year. A hard disk is required with VGA, MCGA or EGA displays. AdLib, Soundblaster and Roland sound cards are supported.



games well. Plus there are specialised commands for dealing with objects and inventory and walking people around.

Another good thing we did is that you can point somewhere and the character will get there, walking around the tables and up the stairs. In most other adventure games they bump into things.

But I still hated some things about other games. I hated that you died all the time. You'd be walking along and you would step somewhere and out of the blue you would die. That just seemed frustrating to me. I think a lot of designers must think that's fun. But it's not, it's horrible.

But if you design an adventure game so that you can't die, doesn't that make it too easy?

A lot of people think that way, and it's not necessarily true.

In the old days of the arcade games when they found that an arcade game was too easy, they would make the joystick less responsive. This was how easy they made it harder. But that's not the right way. The right way is to make the aliens more intelligent or more aggressive.

In adventure games, the current philosophy is, make the joystick less responsive. Add more areas where you can accidentally die. Add more puzzles that don't make sense, so you just have to stumble onto the answer by chance. And that's the wrong way make it hard.

After Maniac Mansion came "Zak McKracken & the Alien Mindbenders" What were you trying to do differently in that game?

What I wanted to do with Zak McKracken was open it up. Maniac Mansion was all inside of a house, almost everything was confined within that space. With Zak, we wanted to go in the other direction and cover the planet.

How about Indiana Jones and the Last Crusade?

With Indy, our biggest advances were on a management level. Programming for Indy was done in about six months: Maniac Mansion took a year and a half.

We also did our first experiments with dialogue in Indy, where you were given a choice of things to say. You could have dialogues with other characters in the game without ever having to type anything in, and that worked really well.

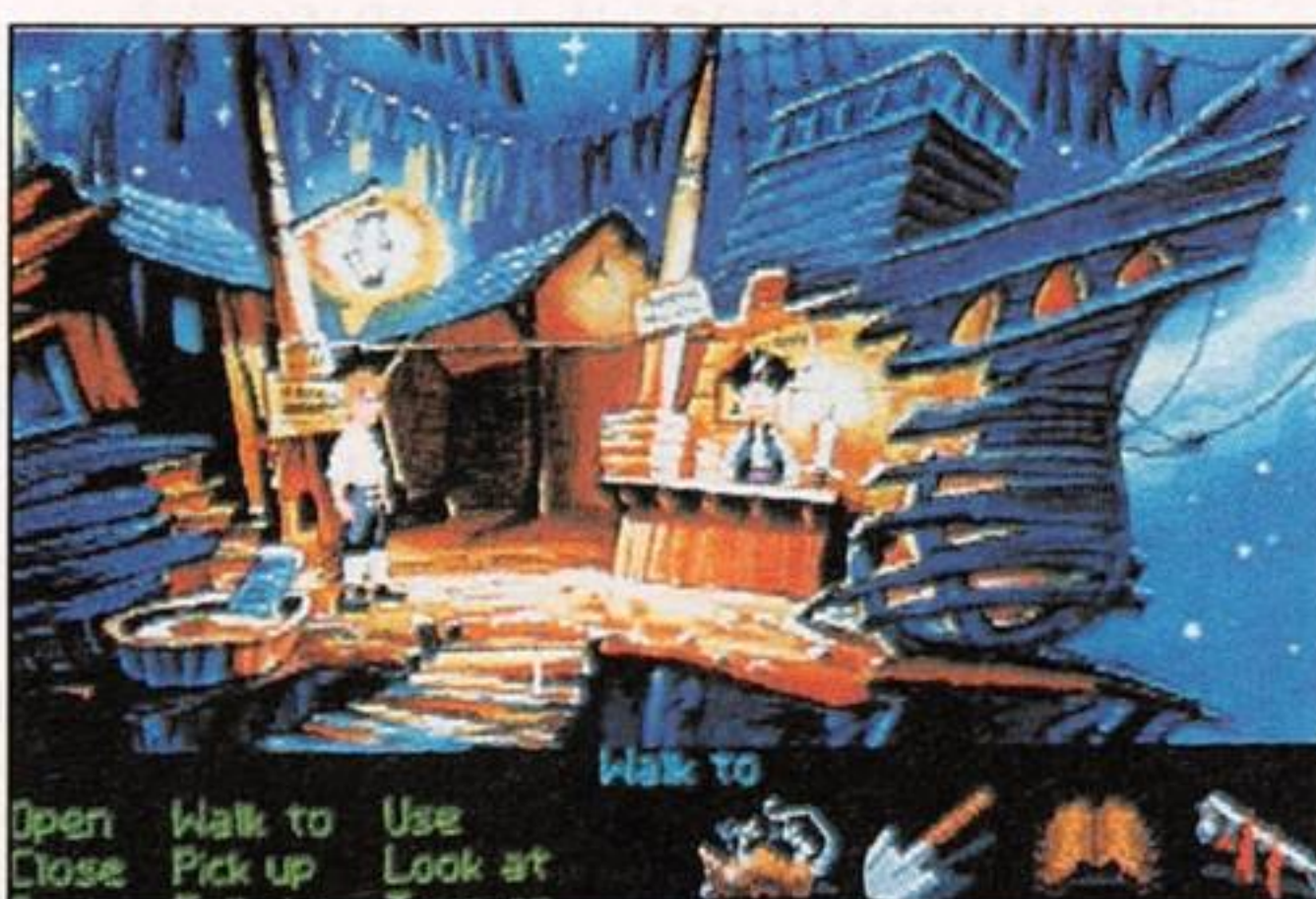
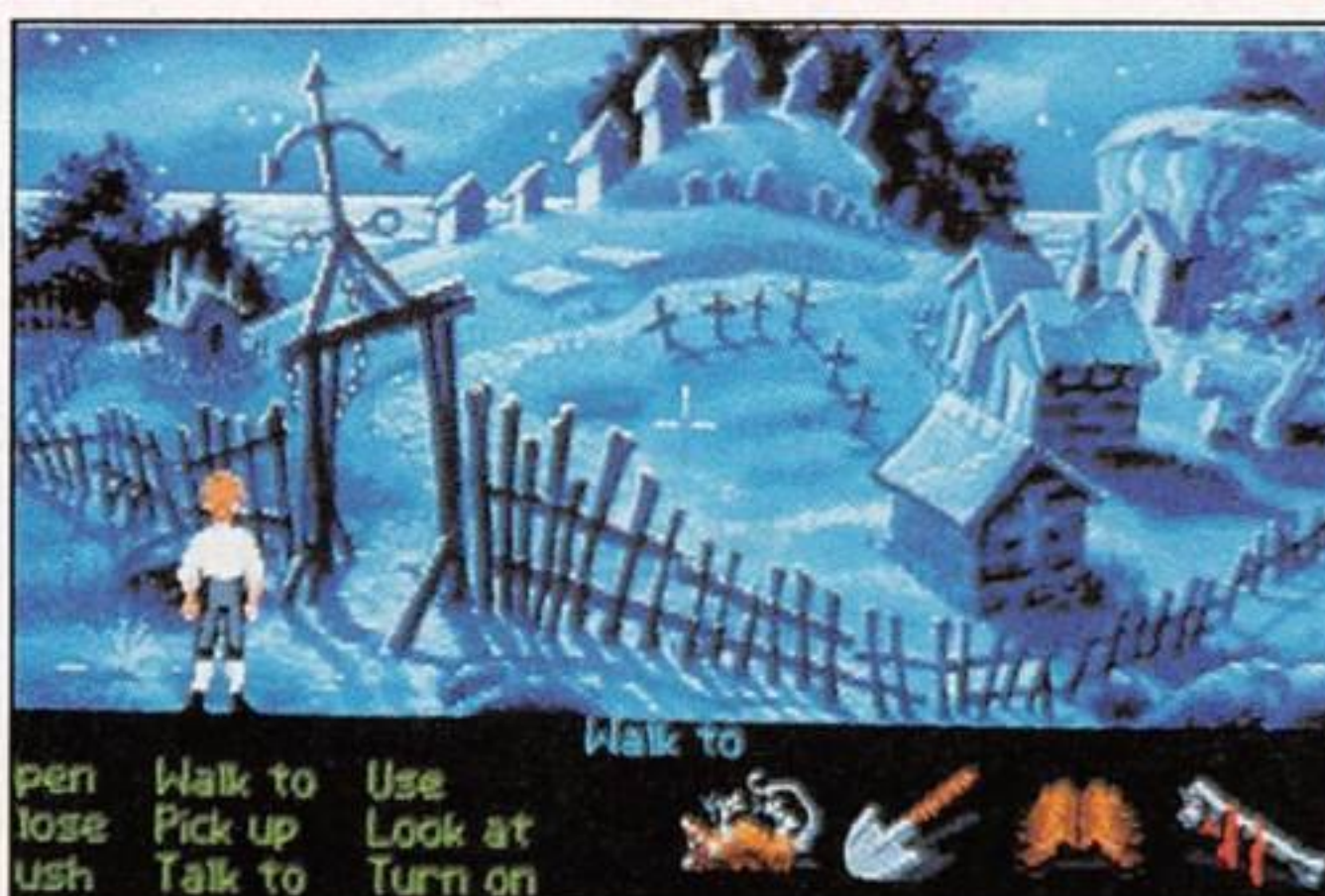
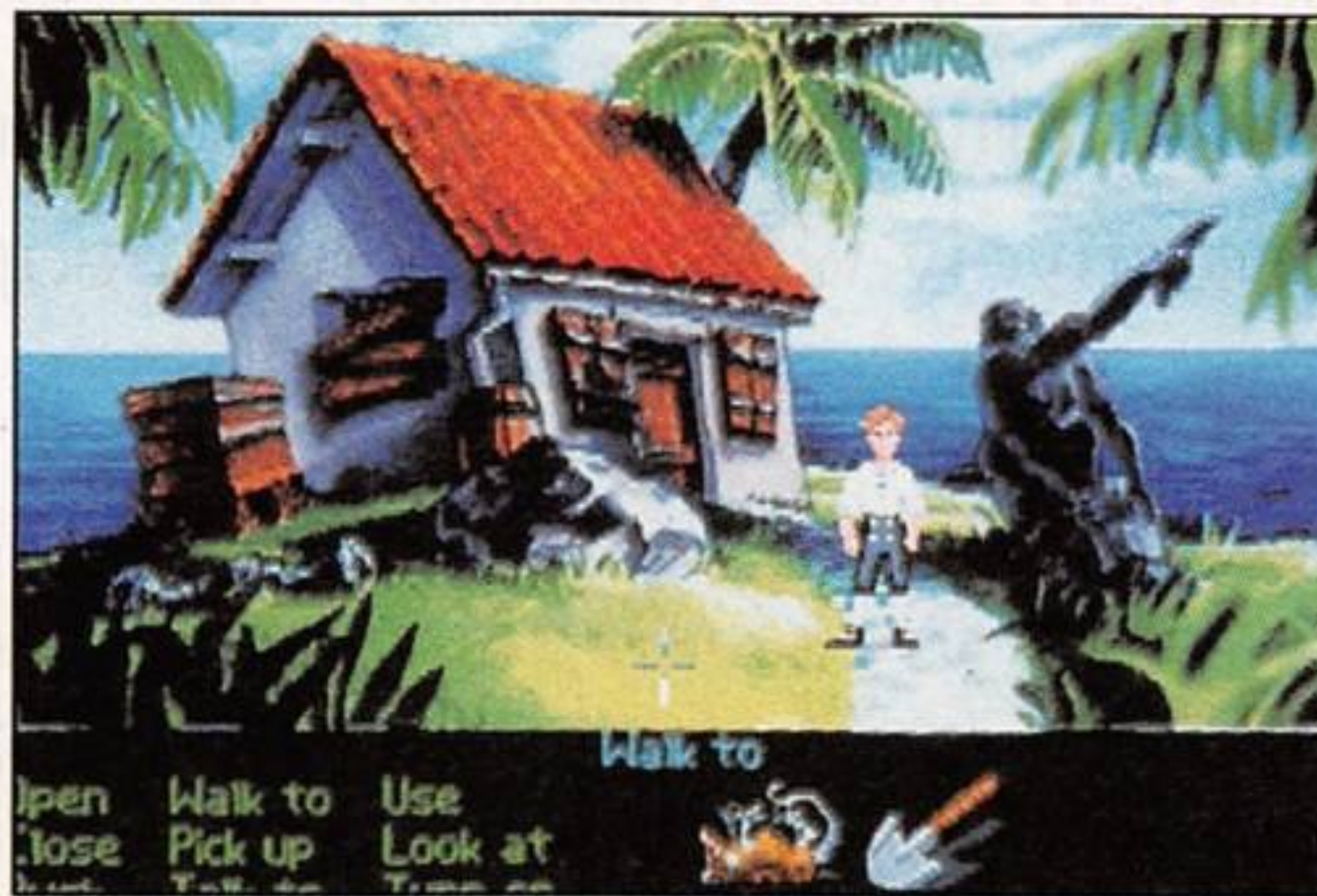
Ron, you said at the beginning that there are still things you're trying to achieve in adventure games. Like what?

Well, we try to remove the bottlenecks,

Monkey Island II: Le Chuck's Revenge

Le Chuck's back: and you thought a measly bottle of Root Beer was enough to get rid of him!

The second chapter of this great game brings Guybrush Threepwood (isn't that some sort of disease?) and all your favourite characters back to the island.



An evil force that has bought LeChuck back - madder than ever before!

LeChuck's Revenge features stunning 256 colour VGA digitised art, advanced animation techniques and many special sequences. Enhanced point 'n' click interface includes the use of an icon inventory.

Players have many paths open to them at all times. Select from three unique skill levels at the beginning of the game. Each level features different puzzles, not just the same puzzles made harder. And the jokes are back, too... remember Stan, the previously owned ship salesman and Governor Marley? There is also a host of fun new grog-guzzling characters and never-before visited, puzzle packed islands.

You can look forward to joining Guybrush in his hilarious quest on IBM formats this year. Amiga and Atari formats will follow in 1992. A hard disk is required. Supports VGA, MCGA or EGA displays and AdLib, Soundblaster and Roland sound cards.

places where a whole section of the game filters through one puzzle, and the player hits it and just stops dead until he solves it. We try to present players with several different things that they can be doing at any time.

In the Secret of Monkey Island for example, the pirate leaders send you out on three quests, which you can do in any order. And the pirates are intelligent, because they know what you've accomplished and what you haven't. If you just leave and come back and ask them for help, they won't give you any more hints; but if you go out and try some things and then come back for help,

they'll give you a little more information.

There are still some bottlenecks. If you get on the pirate ship, say, and you don't know how to get off, you're stuck. But I tried to do a lot of foreshadowing of the harder puzzles like that. I'd introduce a simpler puzzle early on, and then the second puzzle could be much more difficult variation on the same idea. If that first puzzle hadn't been there, something like getting off the ship would be virtually impossible to solve; but players can solve it here because the basic idea has already been planted in their heads. That foreshadowing allowed me to do more obscure and complicated puzzles later.



FINAL LAP II

You and your friends can now experience the thrill of true simultaneous competitive racing with this great arcade hit – Final Lap II allows you to race interactively with up to eight people at once!



“Just three laps to go in the 1991 Japanese Grand Prix and it’s Ayerton Senna, leading John Smith with Prost third and Mansell a close fourth. Look at this! John Smith, the unheard of 15 year old from Parramatta, is closing on Senna ... he’s overtaken on the inside ... and he’s through into the lead!! What a sensational passing move!!”

This type of scenario could once only be found in dreams. Then arcade games like “Chequered Flag”, “Top Speed” and “Pole Position”, came into being, and all of a sudden our arcades were filled with aspiring Brockys racing around the track. But something was missing – the experience was great, but still not like driving the real thing.

The next generation of driving games - “Out Run”, WEC Le Mans” and “Winning Run”, saw improved graphics and some rather “colourful” ways of coming to a grizzly end. Who could forget

w h a t

happened to you and your girlfriend when you hit a palm tree in your open topped sports car! ... But still, something was missing.

Manufacturers then gave us fabulous moving seats which really did give the impression of speed and cornering. WEC Le Mans even rotated a full 360 degrees ... but still there was something lacking.

The problem was that you were racing on your own. Racing against a best lap time, or even computer controlled cars was fun, but wouldn’t it be great if you could race against your best friend on the same track at the same time?

Then came Final Lap I – the first to introduce “Interactive” racing. The Final Lap system allowed two machines to be linked, so you could actually race against somebody else. He can see you in front of him, you can see him in your rear view mirrors. And both of your efforts are hampered by a stack of computer controlled cars as well!

This brings us to the absolute “state-of-the-art” arcade driving game, released earlier this year: Final Lap 2. This update of the earlier model features a larger screen, improved graphics, a choice of four tracks (Monaco, Japan, Italy and USA) and most importantly the ability to link up to eight machines for an authentic Grand Prix race.

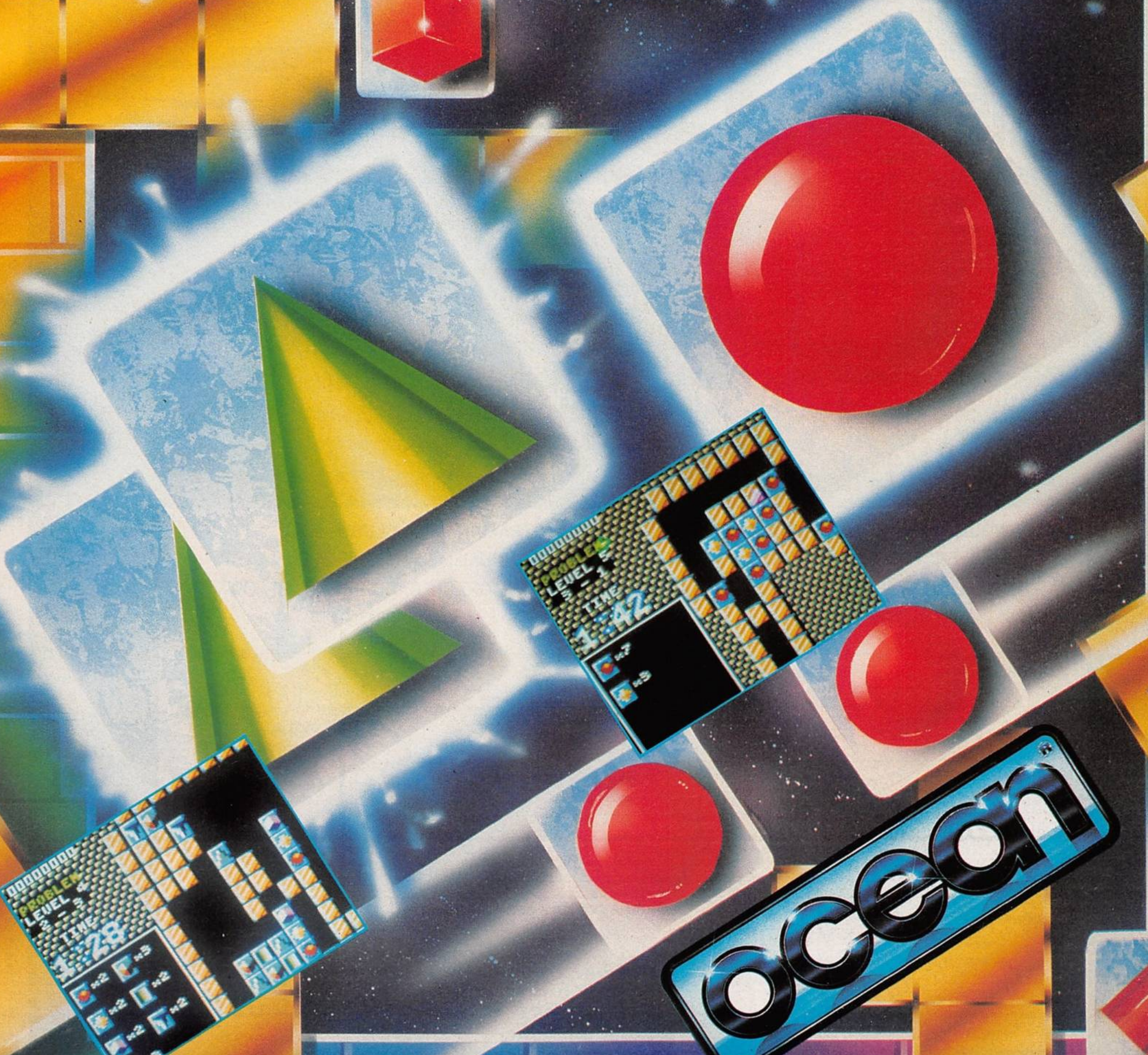
Final Lap 2 is currently featured in Timezones around Australia. Some centres have eight machines linked for maximum fun. Timezone is even giving its customers the chance to win their own Final Lap 2 (One in each state!!). Call your nearest Timezone for details.

So what comes next? Virtual Reality races? Very possible. It may be that next time you enter Timezone, you will be able to don a helmet and have a 360 degree view of yourself sitting in, and racing, a Formula 1 car. WOW ...!!





PIZZA



CONSOLE REVIEWS

This issue we bring you the lowdown on that highflyer, *Spiderman*, introduce you to the best Mega Drive game yet, *Sonic the Hedgehog*, and blow open the two-player Beat 'em Up, *Streets of Rage*

TOP 10 SEGA MEGA DRIVE

1. **Sonic the Hedgehog**
2. **Super Monaco GP**
3. **John Madden Football**
4. **Mickey Mouse: Castle of Illusion**
5. **Strider**
6. **Streets of Rage**
7. **Revenge of Shinobi**
8. **Ghostbusters**
9. **Thunder Force 3**
- 10 **Forgotten Worlds**

Stay tuned next issue for Nintendo Top 10!



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Sonic the Hedgehog has been hailed as the best game ever created for the Mega Drive, and we at Megazone would have to agree: in fact, this is the best character action game we've ever seen. If you don't yet have a MegaDrive, one look at Sonic will make you want to get one, and here's why.

Sonic the Hedgehog turns your Television into a graphic wonderland of fun, action and adventure – thanks to great gameplay, amazing action and, mostly, the cute zippy Hedgehog himself.

Sonic is a speedy, crafty little character who makes Mickey look like a rat, and Mario seem like a fat corner green grocer (yep, old Sim Megalopolis himself – see the Megazone Communications page).

Ever wanted to hurl yourself at breakneck speed across different levels, over springs and loops and through tunnels? You can with this game. You'll spin right out when you control Sonic, – literally! Hit the fire button and you'll curl into a flying Hedgehog ball of blue spikes. This way you can zap your enemies fast, and fly on to the next stage.

Sonic's the kind of guy who never rests... he's out to save his little animal buddies from their mechanical prisons and chase the evil Dr Eggman across six glorious zones just bursting with 16 megabyte's worth of colour and action.

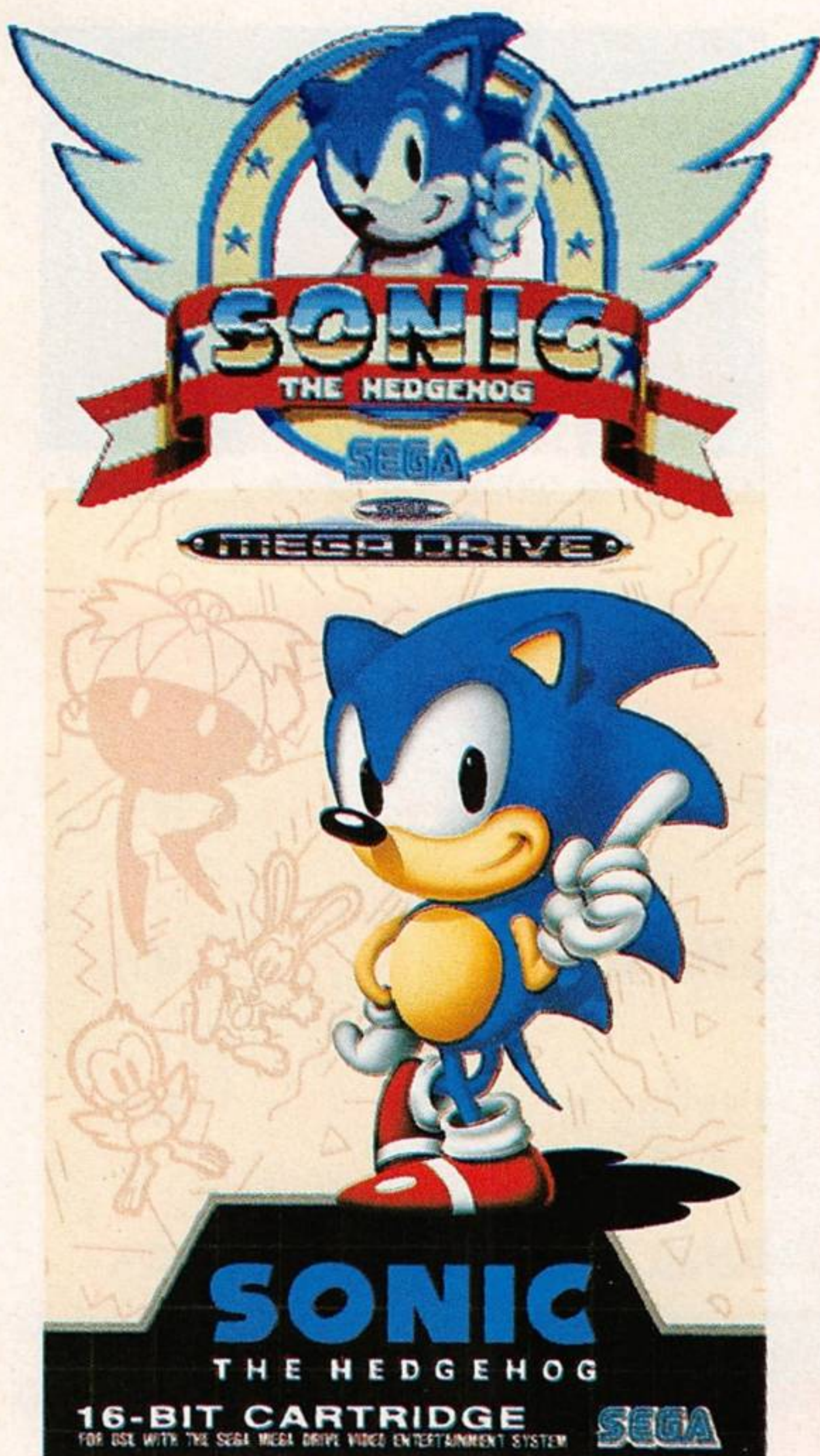
Each zone has three different acts, or stages, and each stage is distinctive and amazing. There's Green Hill, where the game begins, which has chequerboard hills and metal flowers, then Marble Zone, with columns, molten lava and hanging spikes; Spring Yard Zone, chock full of bouncing springy bits, Labyrinth Zone, full of caverns and mazes; Starlight Zone, an ultra modern high rise full of super-loops, and finally(?) Clockwork

Zone, where your Hedgehog Pal faces his toughest challenge from weird high tech cogs and bugs!

Sonic moves better than any video character you've ever seen before: he spins into his opponents to send them flying, he teeters at the edge of a cliff waving his arms in fright, he digs his heels into the ground to do a fast stop... and when he finds a hidden running shoe, his hedgehog legs really starts to whirl! Even though the scenery's great, when playing Sonic, you shouldn't stop to admire the view... he taps his foot and raises his eyebrow impatiently after a few seconds of stillness.

The screen flies past in a colourful burst as you guide Sonic to the next round exit. You can take the express route, or spend time exploring each zone for secret passages, breakable walls, and heaps of hidden powerups lurking inside Sonic TV sets. Find the sparkling powerup for invincibility, a mini shield to save you from death, ten ring treasure sets, the Sonic face for an extra life, and, most fun of all, Sonic shoes which send you, and the music, racing like mad for the next half a minute.

As you run, don't forget to collect the rings you see by jumping into them. Collect 100 of them, and you'll score and extra life! They also give you points and save you from certain death when you're hit by one of the nasty robots. Find hidden springs to bounce high into the sky and score even more rings!



of Rage

you if you want to join him. If one says yes and one says no, you must fight to the death... the winner becomes the boss. If both say no, you must fight him to the death.

The upbeat original sound track fits in well with game play: there are 46 sound effects and 17 different sound tracks.

There aren't quite enough original bad guys in between bosses for me, and scrolling of graphics could be improved – but these criticisms are minor when compared to the great fluid movements, duel playfields, left to right scrolling and arcade quality graphics.

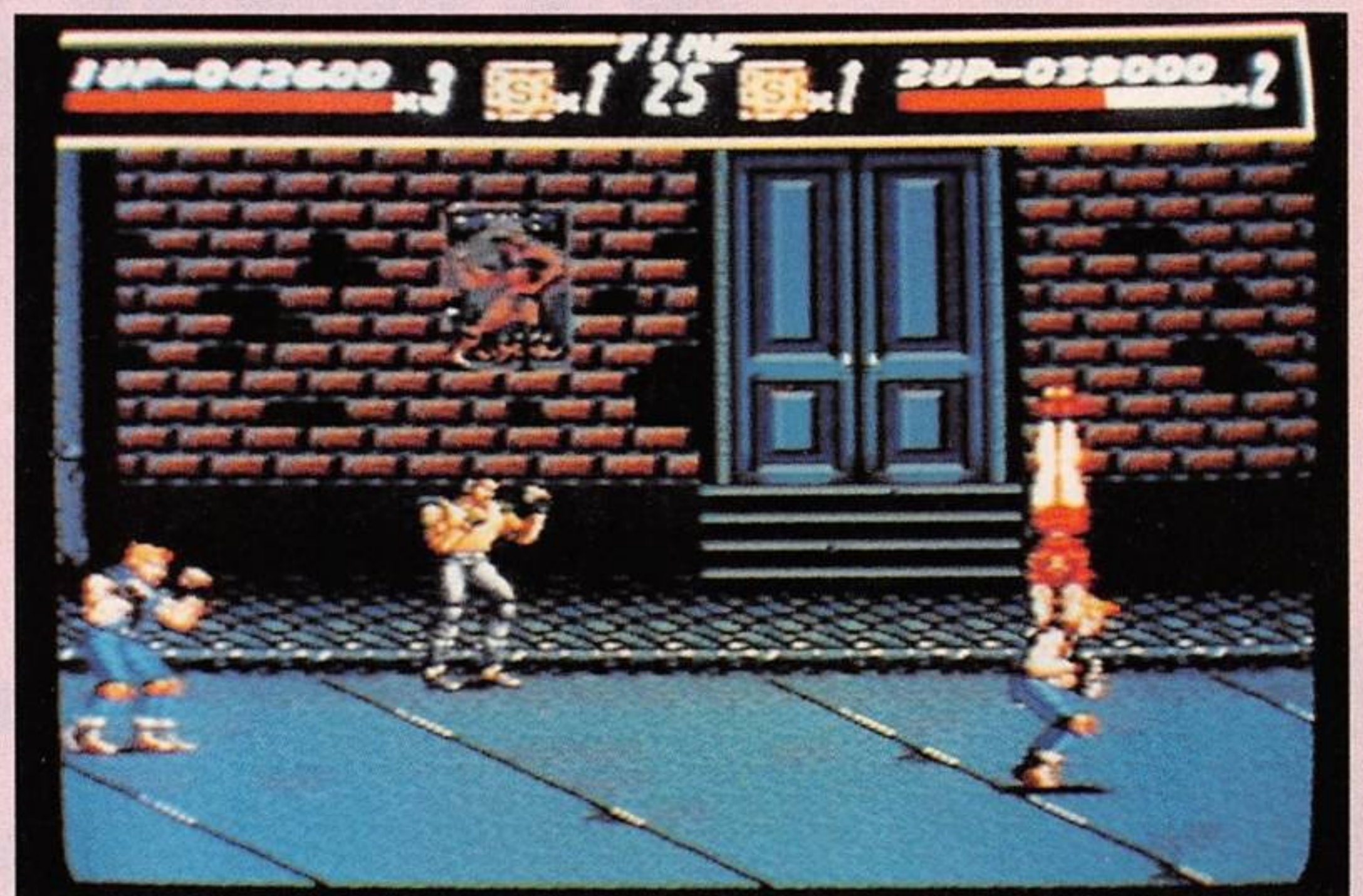
At last there is a true action cart for the Mega Drive, making Double Dragon and other fight games pale by comparison. This is the sort of game to buy and impress your friends with on the Mega Drive: people love the graphics, gameplay and characters. My flatmates sat and watched me play through to the end, just to enjoy the show! I guess Sega games are getting more like movies every day!

At last, a good game in a category that has not been well catered for by Sega. This is true arcade fun, and we have not yet seen a better game of this kind on the Mega Drive, or any other machine, for that matter.

The action, graphics and range of different gameplay moves makes Final Fight and Double Dragon look like they were made for 5 year olds. Get it!

In Streets of Rage, you play one of three characters, and get to enjoy the benefits of over ten different battle moves for each of them!

Fight your way through 8 levels, including (from top to bottom) the ship, the street, and the storefront. Don't forget you can call for backup (Bottom), if you need it!



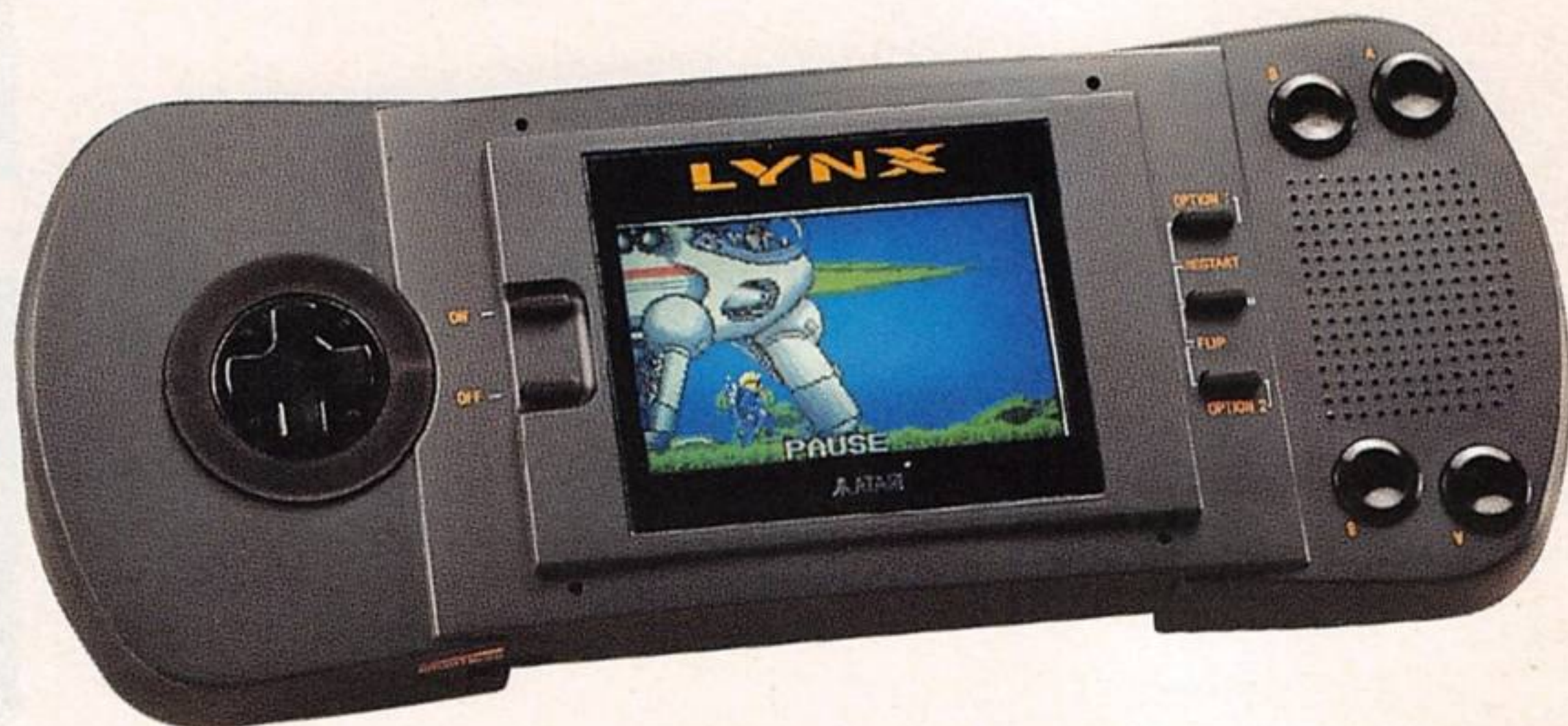
BATTLE OF THE HAND HELDS



Game Boy

VS

Lynx



VS



Game Gear

Portables at the ready! The recent release of Sega Game Gear has meant a renewed interest in the handheld, and it isn't hard to guess what many gamers are hoping to get from Santa this Christmas. But which portable to ask the fat old bugger for? Megazone puts them through their paces...

Why, your friends will ask, do you want a portable? Why not a Master System—it's the same price as Game Boy. Or a Mega Drive... it's not much more than a Game Gear? It's a fair enough question, but one that's getting easier to answer for a lot of people. They simply say that a handheld can offer lots of advantages over traditional, boring old television-bound system.

First, obviously, there's the portability factor. If you want to take a game on the road, on holidays, or just to the toilet, you can do it. If you've got batteries, you don't need a powerpoint, AC adaptor or any of the hassle of fiddling around with plugs. There's heaps of people out there who want to be able to take their games to school or work to liven up a boring day.

Second, there's the friendly advantage. Portables offer you the chance to impress

the hell out of your mates when you visit them. And if they've got the same system, software is easier to swap because it simply fits in your pocket. Going round to a friend's place was never this much fun before!

And third, there's a heap of accessories available for the handhelds that make them a techno head (or showoff's) delight. The Lynx boasts a connector for up to eight players, Game Gear turns into a portable TV, and Game Boy can be illuminated and magnified at night for easy bed-time play.

So now you've decided you're going to get one, you'd better look at the options more closely.

Nintendo Game boy

The Game Boy system was released in



1989, and it sure looked like the answer to everyone's portable prayers. Games like Super Mario brought the action and excitement of the NES to a small screen that could go just about anywhere. A special video-link cable allowed for head-to-head play and a pack-in game, Tetris,

“ The Lynx possess some of the most powerful hardware of any system, portable or console, surpassing bigger machines ”

was ideal, because it took advantage of the links and portability the Game Boy offered.

Since its initial release, Nintendo has persuaded dozens of licensees to develop for the system, increasing the library of games with many more on the way. It's cheap too, at about \$100 with a wide availability at your local games or toy store.

Half of the small, square Game Boy cartridge is on show when inserted, which means that the possibility of cartridge damage is relatively high. Removal of the cartridge, however, is pretty easy. Only one finger is required to apply enough pressure to extract the cart. This means that you will not risk accidental damage to the hardware during cartridge extraction.

The Game Boy feels and looks a bit cheap and nasty with undersized controls. There is no evidence of any great thought being bestowed upon this hand held's design. There are no curvy corners or recesses. Just simple, straight forward styling. At least it keeps the cost down.

The Game Boy is awash with accessories such as the LightBoy. This is a clip-on piece of plastic that lets you play in the dark, while improving screen visibility and contrast in the day. Another light source for the Game Boy is The Illuminator, which clips to the top of the hand held but offers a freely moveable pencil light that can be positioned in any direction. The Magnifier gives you up to 2x magnification. A micro-amplifier clips to the base of the Game Boy via a small jack-plug and provides a volume control and stereo sound via two tiny speakers. A Game Pack carry case, and Hand Carry

Case, allow for safe transport.

The Game Boy, however, is suffering from competition posed by other hand helds. While it does have some nice features, the stale black and white look and blocky graphics, lack of screen backlighting and blurring during fast sprite

movement just don't compare with the stunning visual capabilities of the more colourful portables.

The quality of the games for the Game Boy is also questionable. While none of the games that are on the market are particularly bad, the majority of them lack puzzles and don't offer enough variety or flair. Several good games like Castlevania, Gargoyles's Quest and Burai Fighter Deluxe have pumped life into the Game Boy, but the shelves are pretty crowded with inferior products.

While the Game Boy is a nice system, it just doesn't measure up anymore.

Atari Lynx

There has been a lot of excitement surrounding the Atari colour portable system ever since it was released last year, and well there should be. Not only does the Lynx possess some of the most powerful hardware of any system, portable or console, it has a super sound chip that surpasses the capabilities of bigger machines like the Mega Drive in some respects.

Despite the power afforded by the scaling and other functions that the Lynx boasts, it has suffered from the beginning because of a high price tag and an excruciatingly slow schedule of new game releases. Since its first appearance the Lynx has only received a handful of cards, but this may be improving, with twenty titles now on offer.

The cartridge on the Lynx has the safest housing of all three hand helds in this test as it sits inside a hinged flap that clips safely shut with no danger of opening

during play. The cart itself sits snugly in the Lynx. A fair amount of pressure is required to extract the cartridge, which incorporates a large lip allowing you to take a firm grip during extraction. It takes at least three fingers worth of pressure to pull it out.

During play the Lynx is big and slightly unwieldy, making pocket sized transport impossible for all but the largest pockets. Although all of the controls are situated towards the outside of the Lynx only people with large hands will be able to use them without actually taking their hands off the sides of the machine. The styling of the outer portions of the Lynx, the widening of the outer edges, allows the palms of the hands to neatly accommodate the Lynx in a firm grip.

The Lynx is available with a lighter power adapter, plus a cable that allows you to connect up to eight Lynxs together.

In the face of the Game Gear challenge, the price has tumbled recently to \$195, which has increased its value, but Atari have lost a valuable lead through the initial poor pricing and inadequate software support.

While it still may not have current support it deserves, the Lynx is a good system and a great hand held that should come on strong in the months to come.

Sega Game Gear

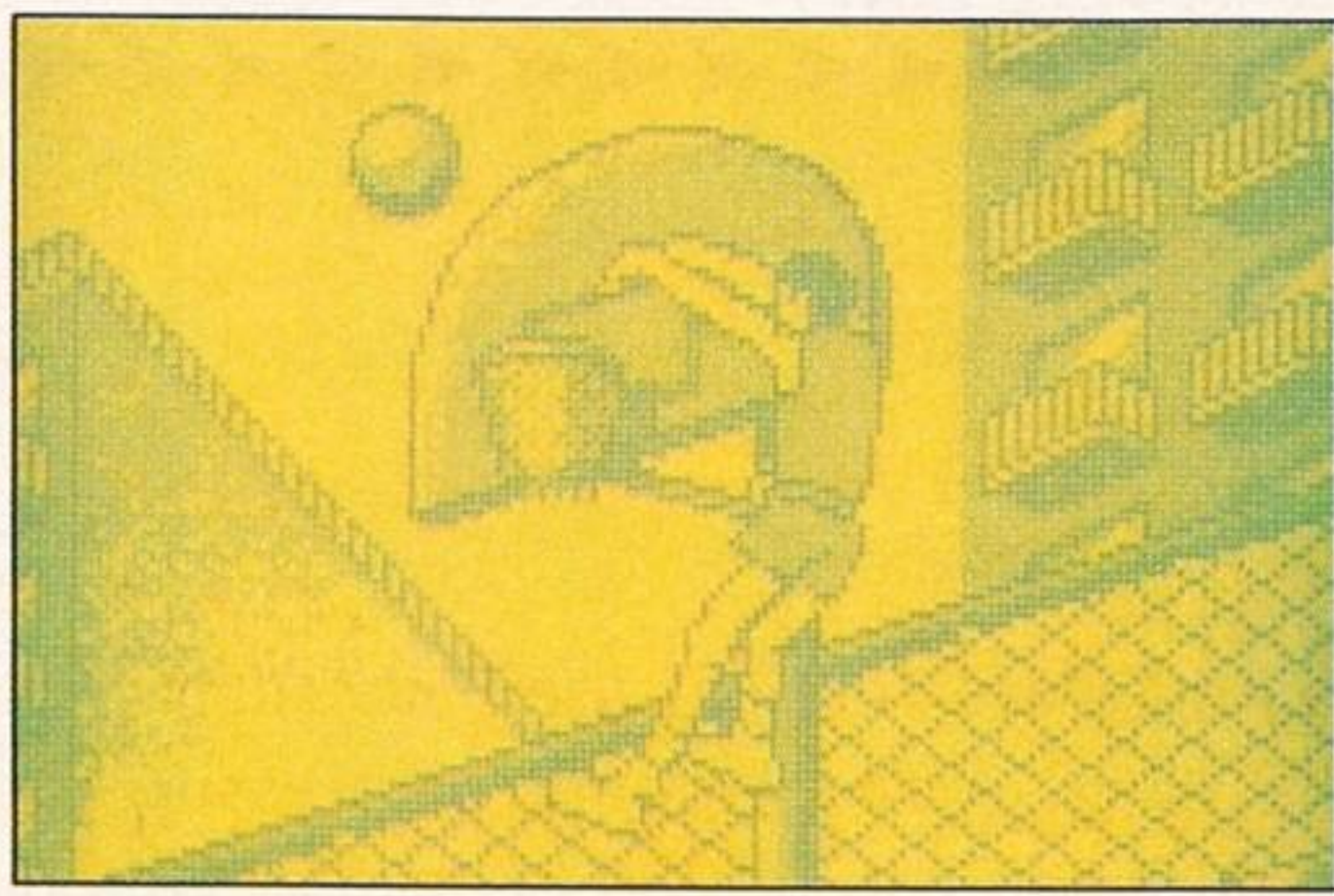
Sega has always maintained a leading position at the forefront of game design, so

“ Sega officials have stated that a VHF/UHF tuner will be available later this year which will be usable with a VCR ”

it's not surprising that the company has entered the portable gaming competition with a dedicated system of their own.

The Sega Game Gear, priced at \$225, launched in Japan during October 1990, and this month in Australia, uses a system configuration that is similar to the normal Sega 8-bit, yet much better. It has a larger palette of colours, can put more on the screen and even can play head-to-head linked games.

The Game Gear can also be expanded



Game boy's monochrome screen is beginning to show its age when compared to the other, colour models. While still popular, the Game Boy will continue to loose sales

through the use of an optional TV tuner. This allows you to not only watch your favourite shows, but also connect a VCR or camera and watch video tapes as well!

The first batch of Game Gear games are very similar of those of the Master System in appearance and play. Since the machine does not boast any special features like scaling or rotation, it is questionable just how popular it will become. Most people like to experience new and better thrills. The Game Gear, while very attractive is, quite honestly, not up there with the Mega Drive.

During play the Game Gear gives a very comfortable standard of play. All buttons and controls are within easy reach, while the styling allows your hands to grip easily and chassis recesses accommodate fingers and thumbs. The Game Gear's design is more functional than aesthetic, with a good balance between facilities and size.

Available for the Game Gear is an AC adapter, a DC convertor/adapter, a gear to gear link cable, and a rechargeable ni-cad battery pack. Sega officials have stated that a VHF/UHF tuner will be available later this year which will be usable with a VCR.

The Game Gear cartridge, half of which is on show, slots into the top of the hand held. The small, upper side allowing it to perfectly match the rest of the upper part of the hand held. This may aid in providing minor protection due to their being no awkward protrusions or depressions to catch or snag. The cartridge sits in pretty firmly and you will need both hands to extract the thing from its socket

Incidentally, for the fashion conscious, there have been limited Game Gear units produced in Japan in white plastic. Makes you wonder why a range of colour coded fun hand helds haven't appeared sooner.

FEATURES COMPARED

	Game Boy	Lynx	Game Gear
Processor	6502	65C02	Z-80A
Speed (MHz)	2.14	15	3.58
Resolution	320x224	160x102	160x146
System RAM (K)	16	64	8
Colour Palette	0	4096	4096
Colours on Screen	4 (shades)	16	32
Maximum sprites	N/A	128	64
Sprite size	Varies	3.2 inch	3.2 inch
Games available	70+	20+	30+
New titles/month	5	2	3
Screen size (mm)	63	88	82
Battery life (Hours)	10+	3	3
Size (cm)	14.5x8.5x3.5	27.5x11x3.5	21x11x3.5
Weight (gms)	210	490	350
TV Adaptor?	X	X	✓

So, What should you buy?

Sega's Game Gear is a small, easily pocketable machine with a first class screen. This hand held should really take off if Sega price it right and can put the cartridges on the shelf quickly enough.

The problems with the fabulous Lynx has been its high price and lack of software availability. Both have now been addressed - the price has tumbled around and the number of cartridges is set to more than double by the end of the year.

I guess the choice between them comes down to whether you want a TV system, and to find out how good Game Gear is with the TV you may have to wait until Christmas. I'm sure there'll be a lot more info available by then.

And the Game Boy. What can I say? It's just a magic, highly addictive little beastie that fits snugly in the pocket. Long battery life, lots of games and an affordable price tag. If you don't want a colour this is the one.

Pay your money, and take your choice! Either way, you'll be happy to know that a hand held is really starting to look like a good investment for the serious gamer.

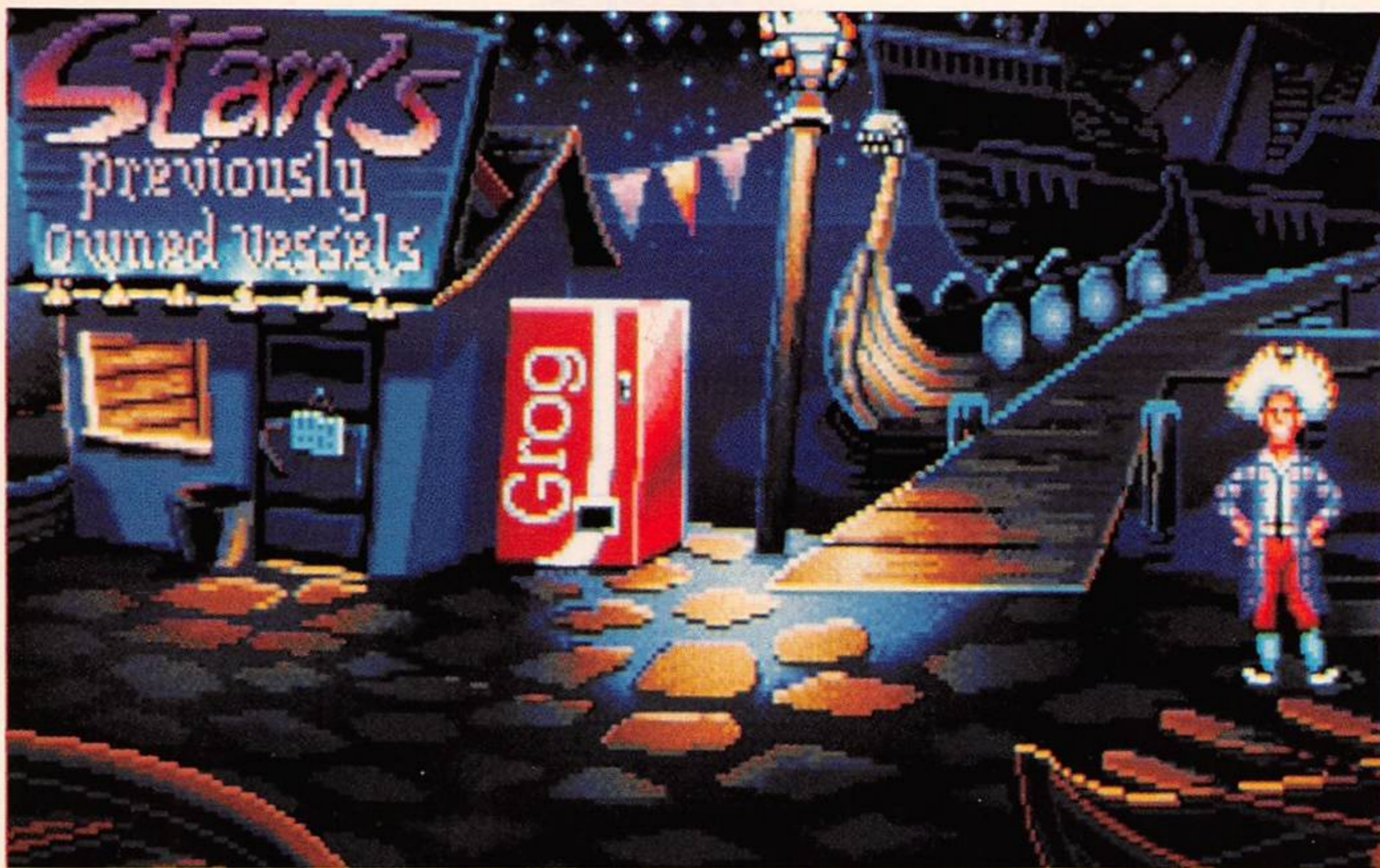


Atari Lynx offers built-in processing advantages that help make its games colourful, fast and distinctive. Great new titles are coming soon.



Sega build on their reputation for quality with the release of impressive new Game Gear versions of classic character games, like Castle of Illusion with Mickey Mouse, or Wonder Bo (above).

THESE PIRATES HAVE TONGUES AS SHARP AS THEIR SWORDS.



Lucasfilm™ Games' swashbuckling new graphic adventure lets you trade insults with some of the saltiest seamen to ever sail the seven seas.

In *The Secret of Monkey Island*,™ you'll sling one-liners with a fast-talking used ship salesman, a sarcastic swordmaster, a wisecracking corpse, and a prisoner whose breath would stop a horse. You'll also hunt for buried treasure, chase after a beautiful woman, and—perhaps—unravel one of the twistiest plots in the history of adventure gaming.

You're short, broke, clueless and friendless.

And you've just arrived on Mêlée Island seeking fame and fortune. Explaining to anyone who'll listen that you want to be a pirate.

Being the easy-going types they are, your new pirate pals invite you into the club. Just as



soon as you've completed three *tiny* trials.

Among other things, you'll need to sedate some piranha poodles, burglarize the governor's mansion, and do business with the scum of the earth. And if that's not enough, you'll have to figure out whether the 300-pound voodoo priestess covets your rubber chicken, fetid fish, pack of breath mints, or...

If the brigands don't grab you, the graphics will.

Lucasfilm Games set today's graphic standards with games like *Loom* and *Indiana Jones and the Last Crusade*. Now *The Secret of Monkey Island* ups the standards a few more notches with stunning 256-color VGA graphics (16-color EGA version also available), proportionally scaled animated characters, and cinematic pans and camera angles.

Our acclaimed point 'n' click interface

has been improved even more. So have our sound effects, which are backed by a captivating calypso and reggae music track.

Watch out for the release of *Monkey Island II: Le Chuck's Revenge*.

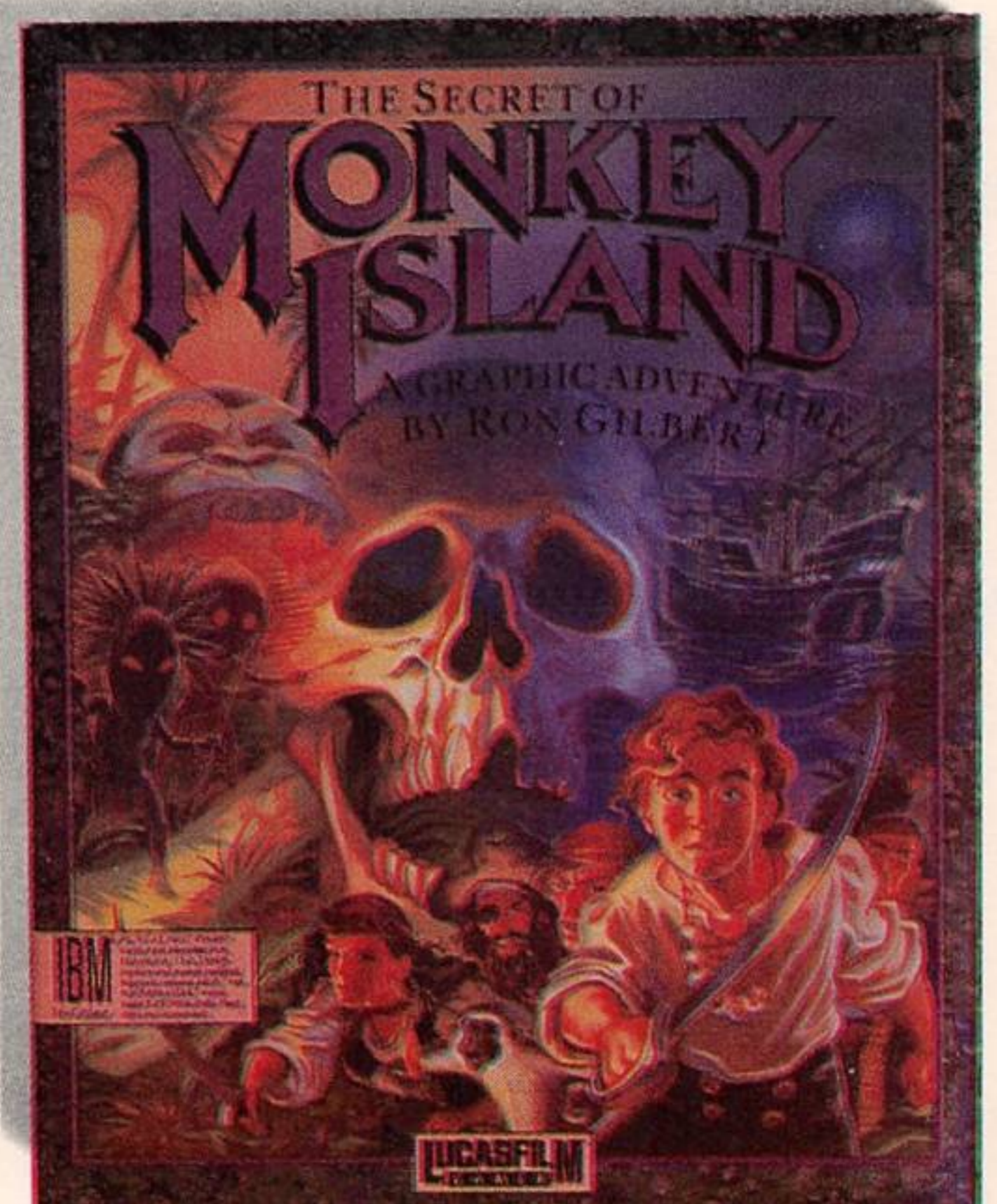
Fans of *Monkey Island* can look forward to even more with humour and the re-appearance of some of your favourite characters.

The game also features a new cast of grog-guzzling characters and never before visited puzzle packed islands.

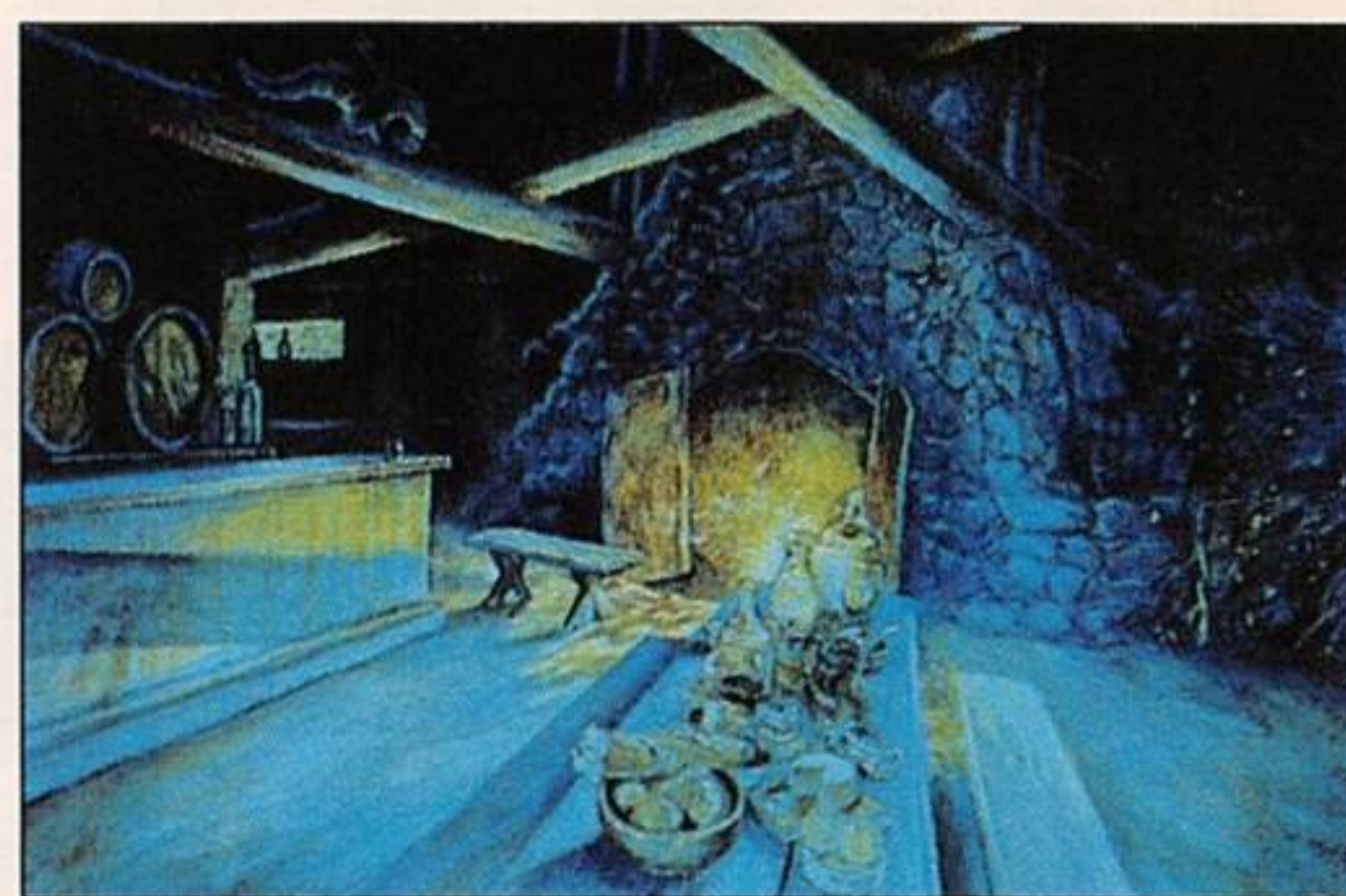
Le Chucks Revenge features beautiful 256-colour VGA digitised art, advanced animation techniques and many special animated sequences; a technically advanced sound system, with both music and sound effects, provides interactive audio; and an enhancement to Lucasfilm games - popular point and click interface includes the use of an icon inventory.

**LUCASFILM™
GAMES™**

A DIVISION OF LUCASARTS ENTERTAINMENT COMPANY



HEART OF CHINA COMPETITION



HEART OF CHINA COMPETITION

Megazone are giving away 10 fantastic Heart of China T-shirts from Sierra for 10 lucky readers out there who can successfully answer these (pretty easy) questions ...

1. What is the name of the thing that pumps blood around your body?
2. Where is Heart of China set?
3. Which software house created Heart of China ?

Send your answers pronto
Megazone Heart of China Comp
Locked Bag 7
ROSEBERY NSW 2018

SIERRA MAG COMPETITION WINNERS

Things were never this tough back on Andromeda! We've had threats, promises, flattery, bribes and just about everything else from our many Sierra fans to win a Sierra mag. Tell us, was it just because the it was free, or is there really a Sierra cult out there?

Anyway, the winners are ...

Gordon Craick Anthony Moran
Scott Renshaw Ross Wilkinson
Jason Sue Leon Ree
Jason Wain Glenn Hunt
 and Michael Jones

(Michael - if you're out there, drop us a line so we can get your address to send you your mag !!)

Stay tuned for more Sierra giveaways!
- The Two Guys from Andromeda

PREDATOR 2 COMPETITION WINNERS

The answer was (you guessed it) 'kill'.
And the winners were...

Kris Bailey, Christopher Holden - SA
Neil Pollard, Phillip Jacobmay - WA
Stephen Beer, Darren Saunders - QLD
Jason Hoffman, Niko Apilo - VIC



BETRAYAL

*Your Father's been murdered,
Your Peasants are in revolt
and your wife's run off with your best
friend - the Kings' brother.*

*Quite possibly the best news you've had
for some time!*

Betrayal.

From Rainbird.

*A web of intricate possibilities - but fair
play isn't one of them.*



MASTERS OF STRATEGY





THE DARK KNIGHT

SOME OF HITLER'S DEADLIEST WEAPONS NEVER SAW ACTION. UNTIL NOW.



Imagine the shock of American B-17 pilots when the first German jet fighters whistled past. The lumbering bombers seemed to be standing still, sitting ducks for radical aircraft years ahead of their time.

The twin-jet Me 262 unleashed a volley of 24 air-to-air missiles in less than a tenth of a second. It's

resemblance to today's Stealth bomber.

Were the Allies saved by Hitler's blunder?

As you'll read in the 224-page historical manual, Hitler's demand for a blitz bomber delayed deployment of the Me 262s as fighters.

In *Secret Weapons of the Luftwaffe*, you can reverse that decision. And pit these

revolutionary weapons with the more familiar German Bf 109 and FW 190 fighters against the Eighth Air Force B-17 Flying Fortresses, P-51 Mustangs, and P-47 Thunderbolts. All technically, historically, and graphically authentic.

Fly in the face of danger.

Desperate to stop the massive daylight bombing raids of the Allies, the Germans rushed their experimental aircraft

into service in late 1944. You'll experience the nail-biting terror of piloting aircraft that were as dangerous to fly as they were to the enemy.

You'll rock with the impact of a direct hit. Struggle for visibility through oil smeared, bullet-shattered canopies. Watch in horror as your engine burns. And wrestle for control against G-forces and rough wind conditions. All with the vivid realism of bit-mapped 256-color VGA graphics and room-rattling sound effects.

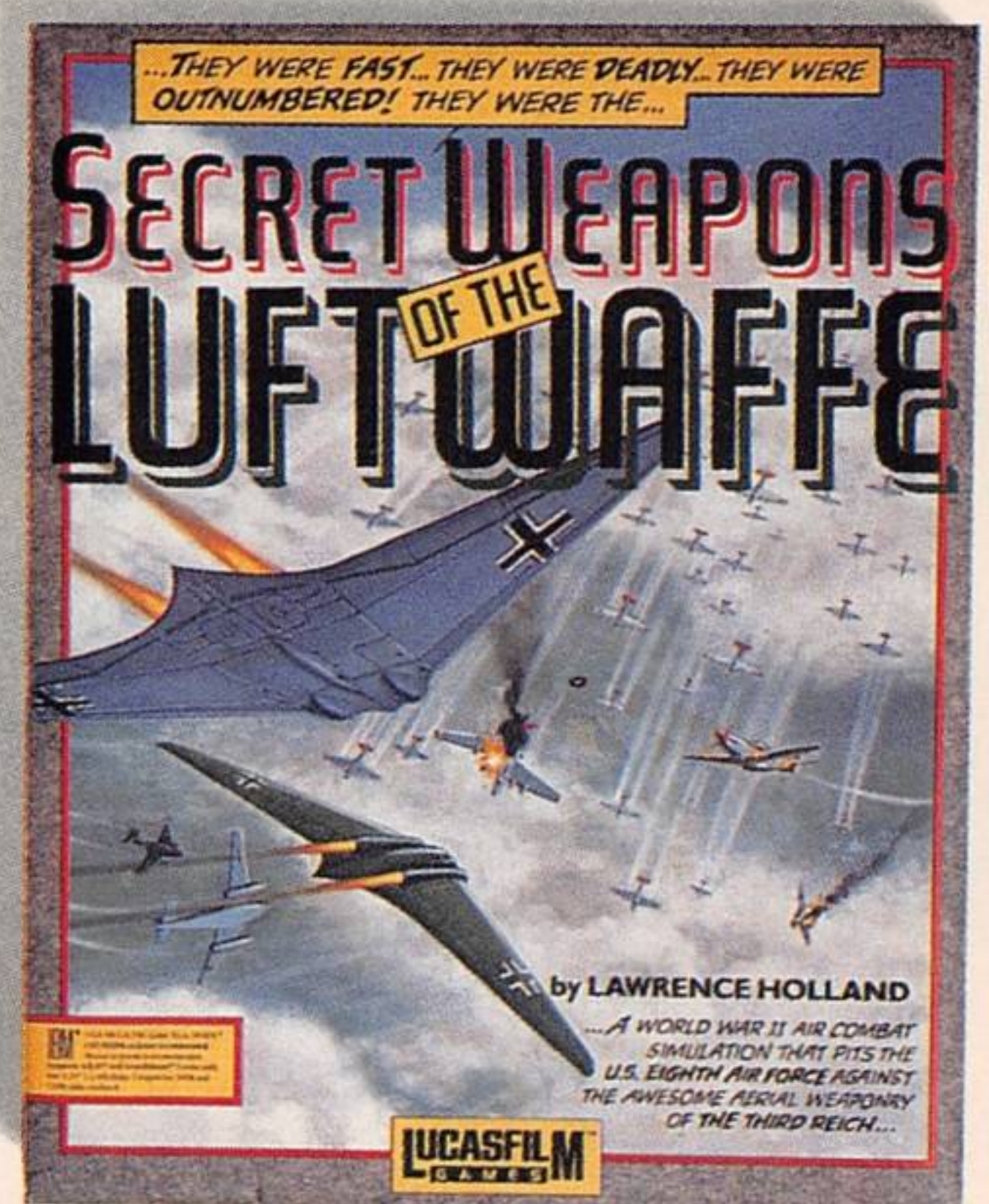


In *Secret Weapons of the Luftwaffe*, you'll do more than relive the air combat over Germany from 1943 to 1945. You'll decide for yourself whether these exotic superweapons could have changed the outcome of the war.

LUCASFILM™
GAMES™

A DIVISION OF LUCASARTS ENTERTAINMENT COMPANY

just one of the little-known aircraft you'll encounter in *Secrets Weapons of the Luftwaffe*.™ You'll also blast off at 16,000 feet per minute in the incredible Me 163 Komet rocket fighter. And pilot the remarkable Gotha 229, which bore an uncanny



Amiga Reviews Made Easy!

Megazone's Amiga reviews are produced in association with Amiga Action Magazine, the UK's leading Amiga Games Mag.

Megazone's reviews use the successful Amiga Action Super League system, which ranks games in addition to giving them a traditional percentage score.

How the Leagues work

There is a different Super League for each type of game. Each game that is reviewed is placed into the league which best suits the sort of game it is. The leagues are listed below, and their icons appear at the beginning of a review.

Once a game has been placed in a league, its position within that league is decided. It is ranked relative to other games in the league

so games are being compared against games of a similar type, instead of against all games in general.

And new features, too!

Megazone and Amiga Action use the latest technology to bring you the best in review graphics.

All reviews now feature 'Digi-Scapes,' perfectly joined screen shots which show what the entire playing area of a game looks like.

'Roll Call,' panels show various characters in a game and their movement; and 'Annotated Screenshots' help to illustrate what the different objects and gadgets in a game can do. Finally, 'In Action' shots show how your moves affect the situation (great for puzzle games!)

It all adds up to Mega coverage of the top games!

The Super Leagues



Adventure

Games played by inputting text



Flight Simulators

Control an airplane or helicopter (usually in combat)



Arcade Adventure

Graphical Adventures



Sports Simulators

Football, tennis, golf... or any other sport



Arcade Strategy

Action and Strategy Elements



Land & Sea Sims

Ground and water vehicle sims



Strategy

Tactical Planning Games



Racing

Race around with Car Simulators!



Role Playing

Control an individual or party of characters



Puzzle and Quiz

Strain your brain with these teasers



Beat 'Em Up

Kick the crap out of your enemy



Bat and Ball

Rebounding something off a bat



Shoot 'Em Up

Shoot the crap out of your enemy



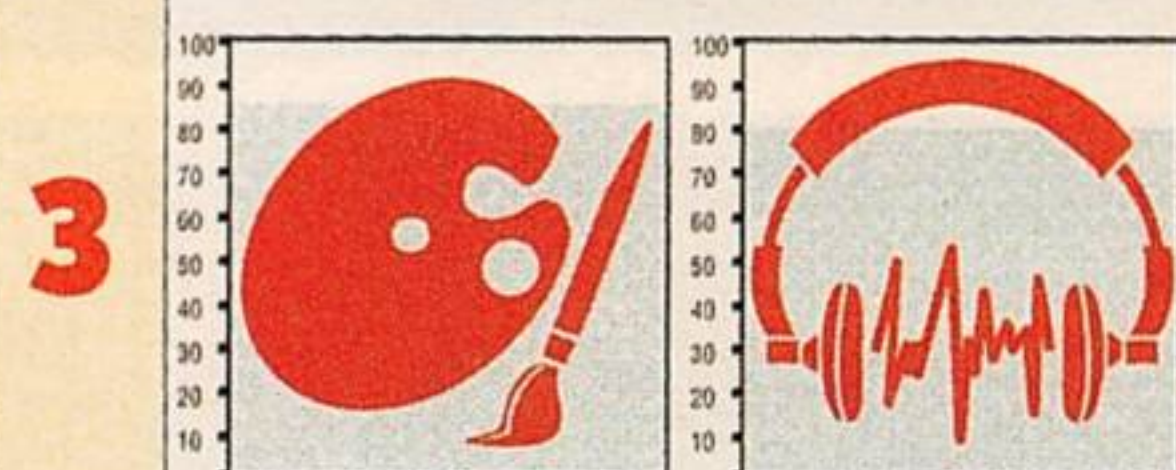
Platform

Games where you leap from platform

TRICKS OF THE TRADE EXPLAINED

ACTION INFO

1 PANZA KICK BOXING
FUTURA/U.S. GOLD £14.99
TEAM: PASCAL JARRY



5 This has to be the best kick boxing simulation ever produced for the Amiga. The graphics have actually been copied from real life footage and this reflects in the smooth and realistic animation on the fighters. Sound is excellent and you can really feel the blows making contact. The referee is a little annoying as he grunts whenever a decision is called and this sound does become very annoying after a while. Panza Kick Boxing is an excellent game and one that will definitely appeal to beat 'em-up fans.

LEAGUE RATING

3 BUDOKAN

4 PANZA KICK BOXING

5 ORIENTAL GAMES

7 BEAT 'EM - UP

1 Obvious, but essential, information can be found at the top of the Action Info scoring panel.

2 Every review includes details of who actually created the game. This will take the form of either a development team's name or the individual programmer's surname.

3 The quality of a game's graphics is one of the key factors in deciding whether or not to make a purchase.

4 As with graphics, sound gets its own special rating.

5 The most important aspect of an Amiga Action review is the reviewing team's comprehensive comment.

6 The League Rating panel informs you of where in the Super League the game under review is placed.

7 This line tells you in which league the game under review has been placed.

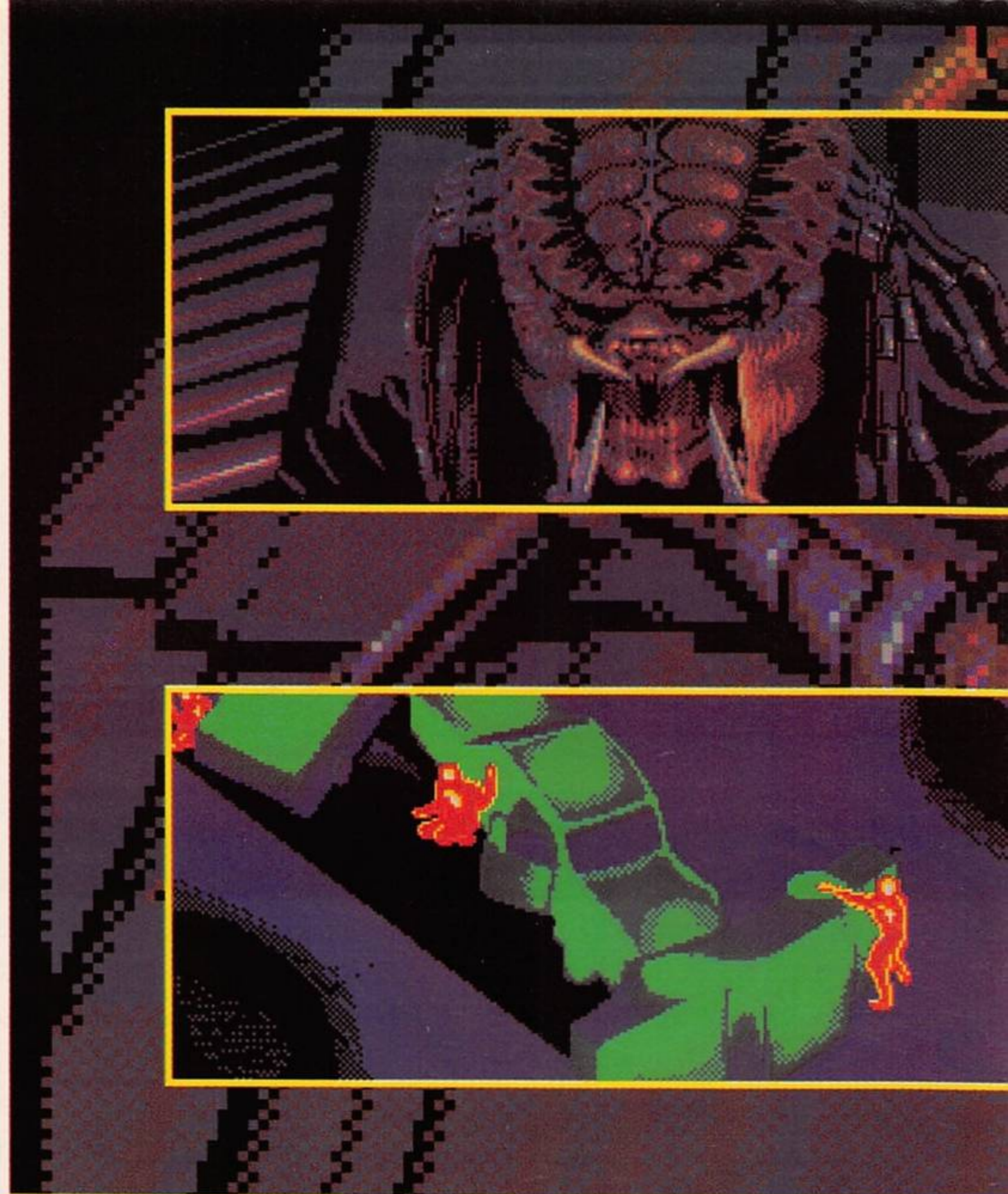
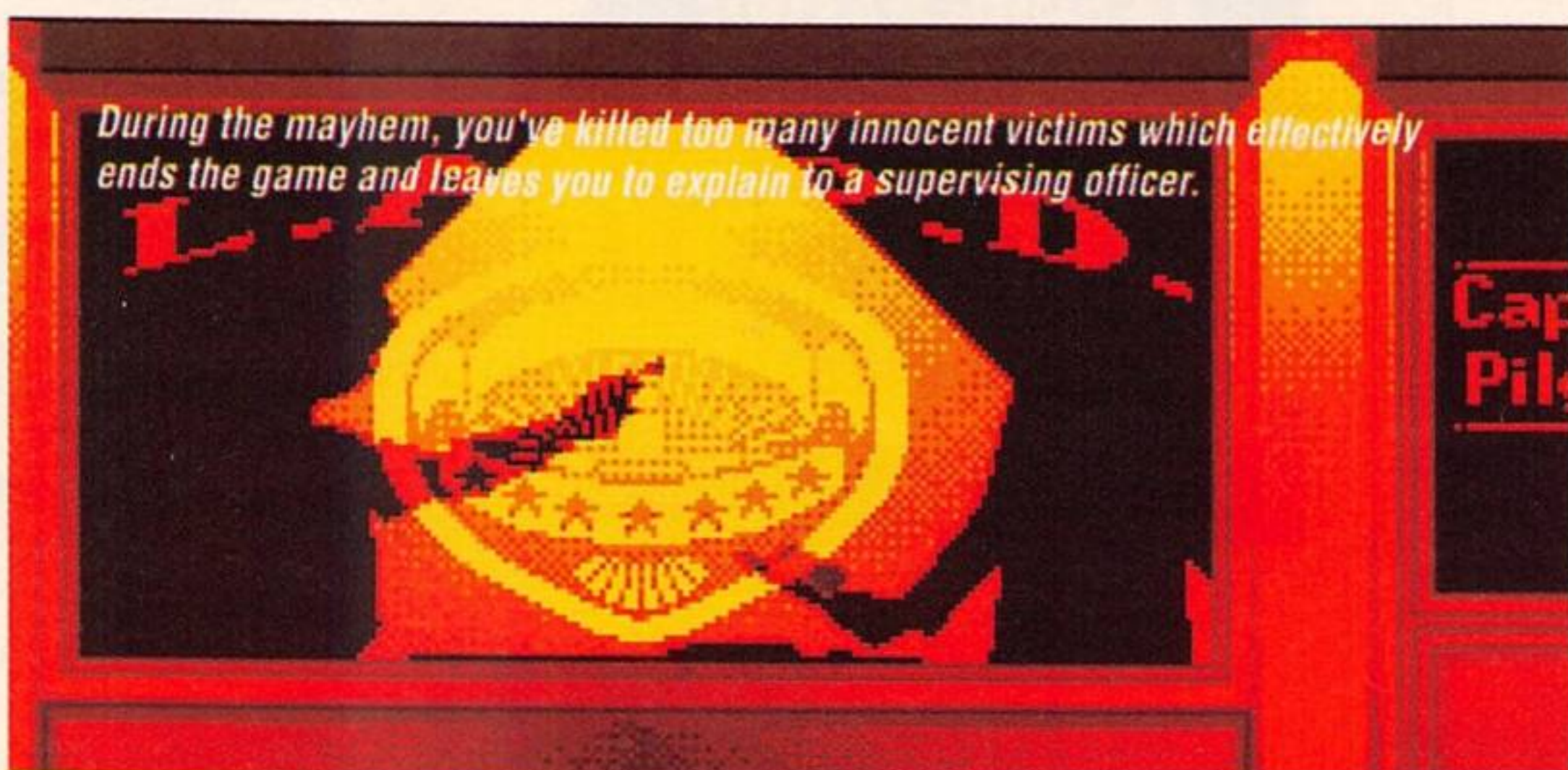
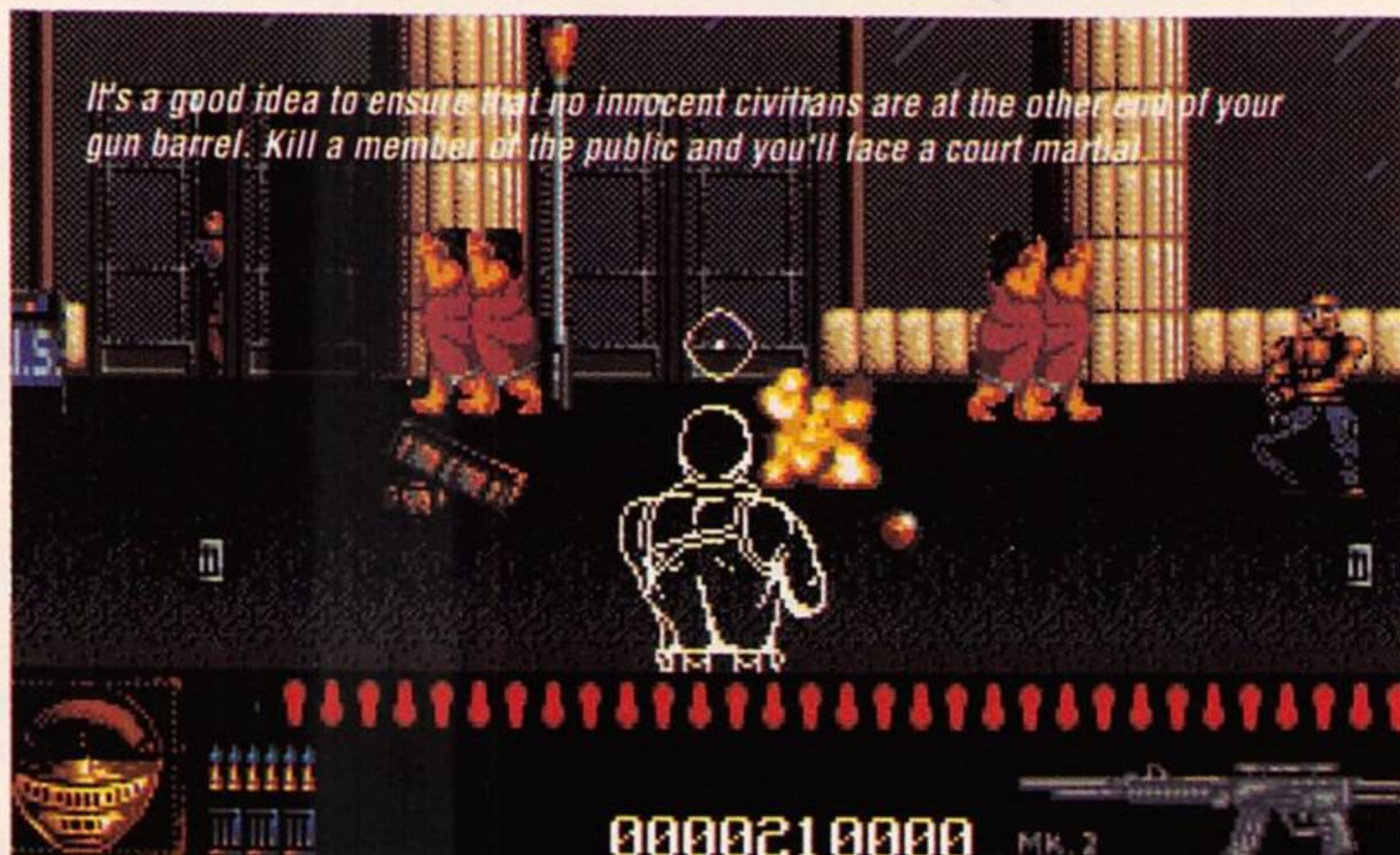
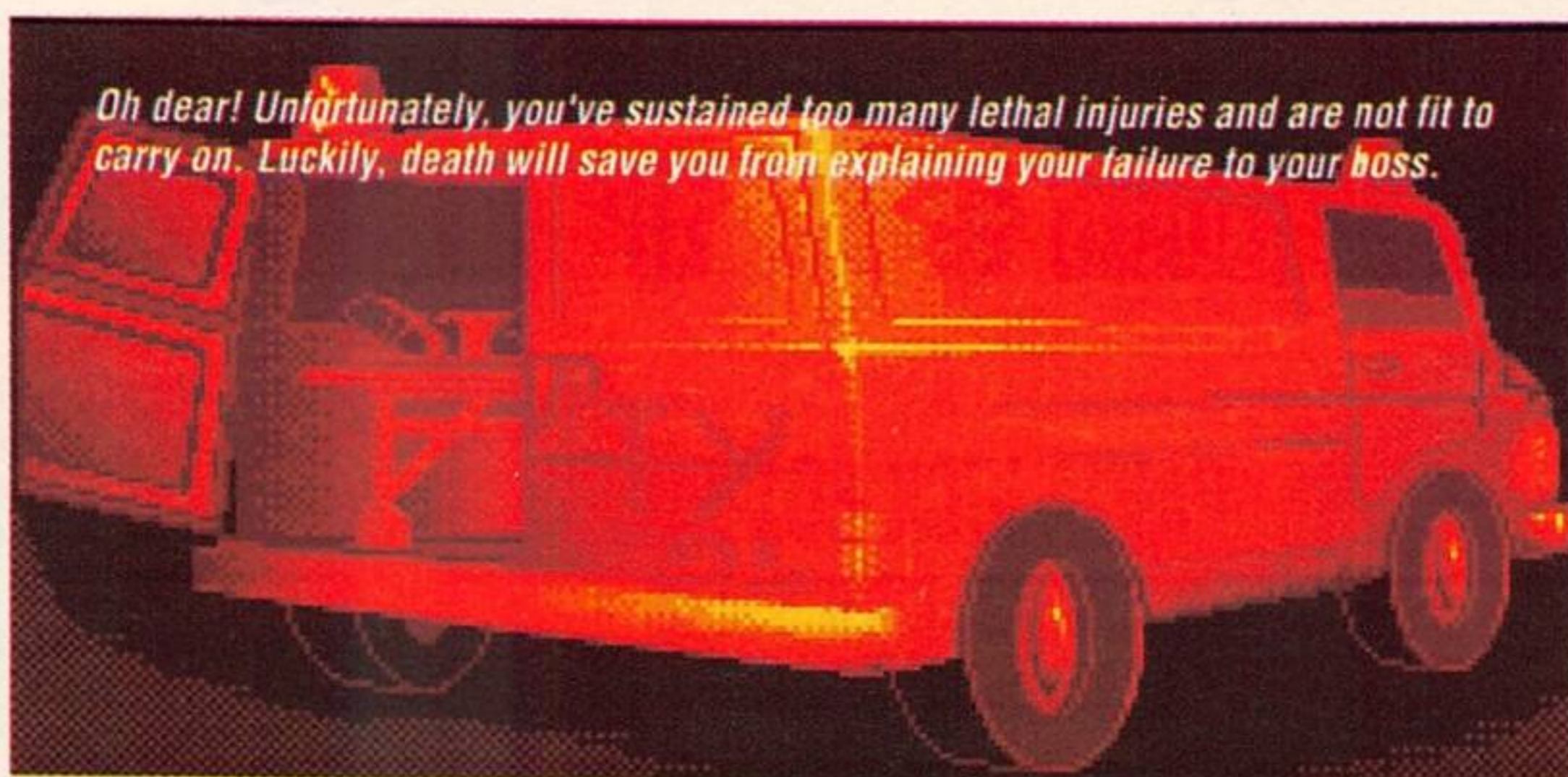
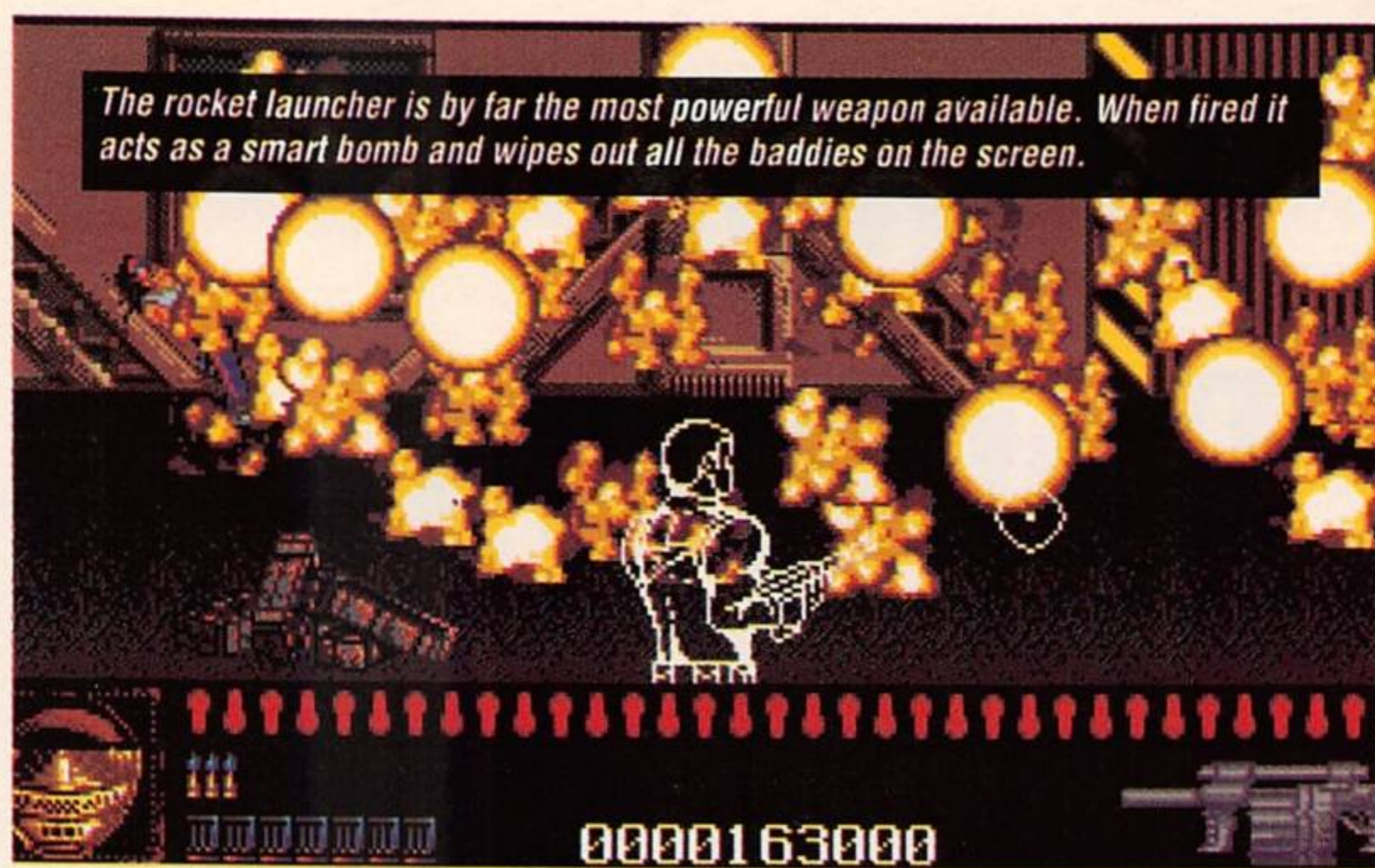
TOP RATED AWARDS



Only games which will leave their mark on the software world for years to come can ever hope to receive this coveted award. You can rest assured that if you see this symbol on a review, that game is an essential purchase! Games that receive 85% and over as the overall score will earn themselves the Amiga Action Accolade award.



We have decided that there are many games out there that, while not all time classics, are superb games that are well worth the asking price. Those games that score 75% to 84% have been given their own award, the 'Amiga Action Recommended'. Again if you see this icon on a review you can be sure that a game is well worth buying.



SHOOT 'EM-UP



The year is 1997. Los Angeles is in the middle of its hottest summer on record. Drug gangs from Jamaica and

Colombia are out fighting with the police department for complete control over the streets.

A streetwise LA cop, by the name of Detective Lieutenant Mike Harrigan, is to throw himself into the fighting and confusion in an attempt to bring the current situation to an end and ensure that justice prevails in the city.

However, it appears that the drug lords are not the only problem. Undercover agents from the FBI report that behind the chaos caused by the drug lords, there could be something infinitely more evil. Something that remains silent, invisible, invincible and a deadly killer. Nothing on earth is capable of absorbing machine gun fire, but this thing is!

You play the part of Mike Harrigan in the follow up to the highly successful Predator if you're a fan of the original movie, you'll probably already know that the sequel is due to hit the cinemas any time and will likely coincide with the release of the computer game.

The game is basically a horizontally scrolling shoot 'em-up very much in the Operation Wolf mode. The screen scrolls automatically from right to left displaying the various Los Angeles backdrops.

The bad guys come in many shapes and sizes. Most of them simply run on the screen and open fire while others hide behind crates on the street and lob grenades and knives. Open doorways and windows provide an ideal hideout for many bad guys who fire rockets and throw well aimed spears. Although these can not be destroyed, you can force them to take cover if you shoot at them.



A C T I O N I N F O

PREDATOR 2
IMAGEWORKS
TEAM: ARC DEVELOPMENT

The original Predator, released on the home computer several years ago, was a disappointment. Unfortunately, the sequel isn't brilliant either. Although the game is visually impressive, what really lets it down is the lack of depth and gameplay, as one level is similar to the next with only the backdrop changing. On the plus side, the action is certainly frantic and the update doesn't slow down when the action hots up. If you're a fan of this type of game you won't be disappointed. Otherwise, think twice.

Predator 2

A number of people in Los Angeles seem to have no care for their own safety, as in the middle of the most frenzied gun fights they still seem to roam the streets. As you're trying to protect the good guys, it doesn't go down too well if you happen to take out an innocent member of the public with your rocket launcher. If you do inflict such damage, the colour of your badge is faded from top to bottom. If this reaches zero, the game ends with a telling off from a supervising officer.

The Predator, although well camouflaged, can be seen on regular occasions prowling among the backdrops. Although he remains fairly quiet on the first few levels, he does kill some bad guys and fires disks and nets in your direction. Unfortunately, there's nothing you can do to stop him until the final showdown, so it's best to concentrate on taking out the objects he fires at you.

To keep your gun firing, a constant supply of ammunition is imperative, so look out for dropped or discarded clips. Along with ammunition, you can also collect improved weapons with a faster firing rate and greater power. At regular intervals a bullet proof vest can be picked up that boosts your overall energy.

As you progress through the levels the number of people on the streets will increase and the fire power will improve. The fourth level is a final showdown with the Predator, so you'll need plenty of ammunition and a decent weapon to stand any chance of destroying it.

OVERALL
SCORE
78%



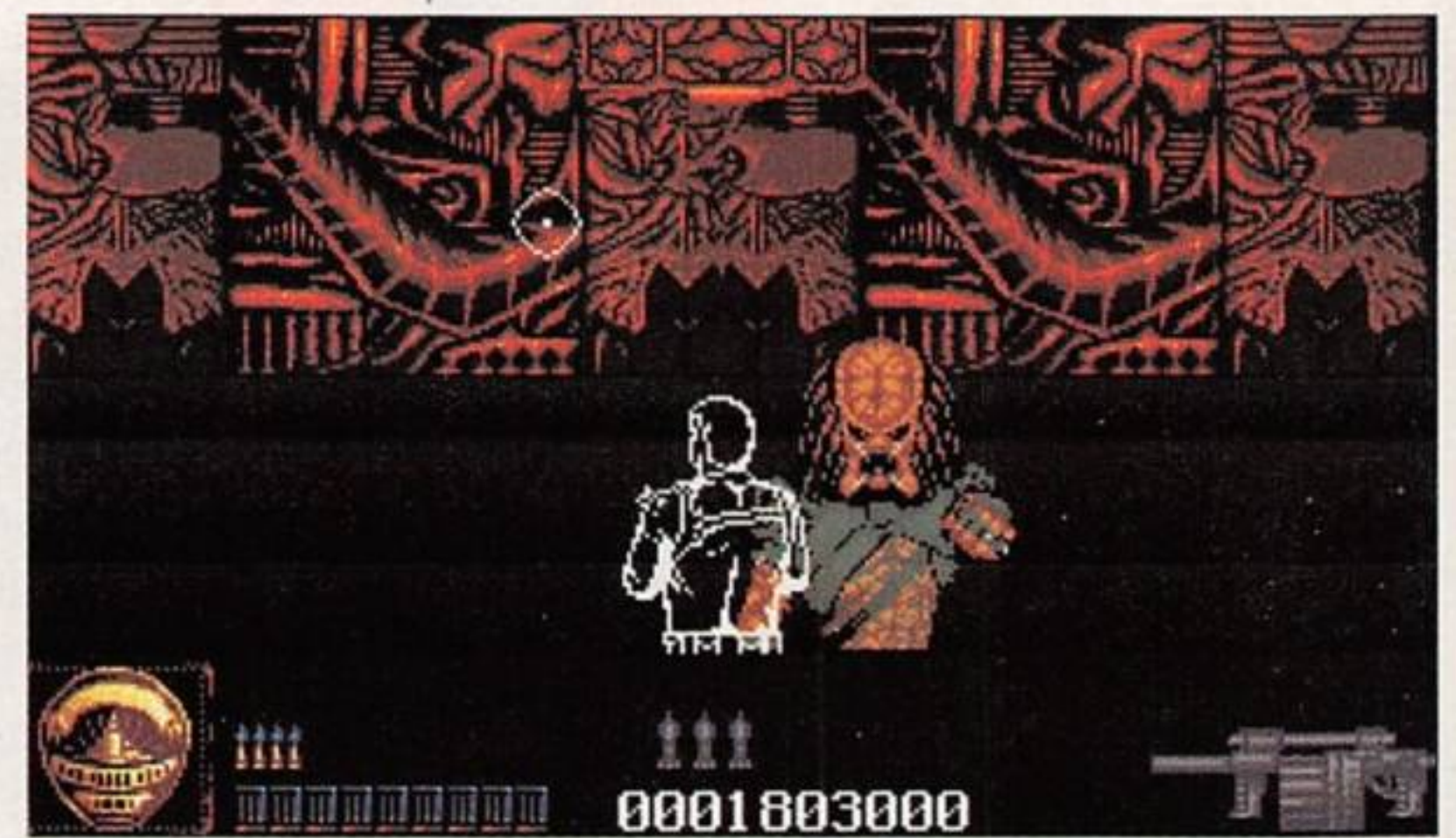
At the end of each level a mass of people emerge from inside the enemy HQ. Once the minions have been taken out, the ring leader appears giving greater resistance.



Most of the drug lords are dead or behind bars. Unfortunately though, there's no time to sit back, as your main enemy, the Predator, still roams the streets.



Beneath the streets of Los Angeles, the violence continues. Many of the crooks simply appear from nearby sewers or jump from the train as it speeds past.



The final conflict is between you and the Predator alone. In his defence he fires nets and throws spears. Luckily though, the last weapon you picked up was the rocket launcher!



M-203 GRENADE ROCKET LAUNCHER:
The most powerful weapon available.
Wipes out the entire screen.

A POLICEMAN'S ARSENAL



.45 MAGNUM AUTOMATIC: Although the most basic gun available, it does have an unlimited amount of ammunition.



SHOTGUN MK 2: A reasonably rapid fire weapon that doesn't use quite as much ammo as similar models.



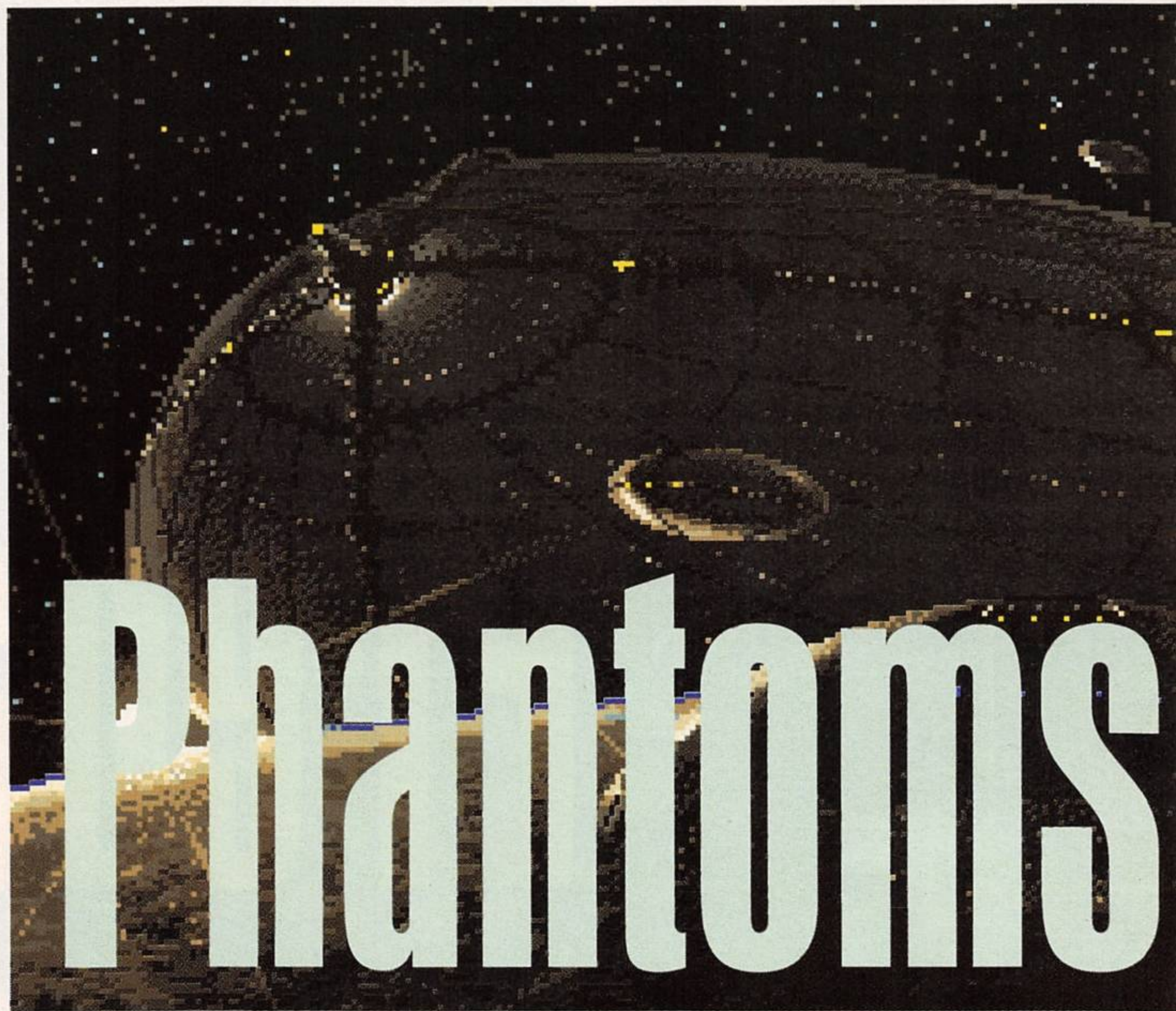
RIFLE MK 3: A very average, single shot weapon that uses ammunition clips very efficiently.



ASSAULT SHOTGUN MK 1: The most rapid fire weapon available, although it's very hungry on ammo clips



In the command centre of your ship you can call up a computer generated image of Earth. There are four Eco Domes in operation at the moment. Each dome removes the materials from a certain area leaving behind a dull and barren landscape.



Eco Phantoms



In a distant galaxy war raged. Nuclear warheads had left a trail of destruction throughout the planets of the Strax systems. Many worlds had been reduced to wasteland. The inhabitants of these decaying planets tried to rebuild their destroyed worlds but the forces of nature were not on their side. This time the warmongers had gone too far.

Neighbouring systems offered aid to the dying planets. The help was welcome but only delayed the inevitable end. After a year or so contact was lost. For three years nothing was heard from the planets. No ship left or entered the system.

During this period the people of Strax had been planning. Although the aid from their neighbours had been helpful it was unlikely that it would be enough.

The now crippled ruling government could not afford to buy more supplies and there was no way of generating their own. The only asset they had was war machines and they had plenty of them. If the Straxians couldn't generate enough supplies why not just take them?

Their first operation was a complete success, a planet entirely drained of any life giving materials. Using these fresh supplies a powerful fleet of armed ships was constructed capable of removing life from an entire galaxy. The flag ship Planet Drainer was the largest structure to have ever been built, dwarfing many small moons. War had been launched on all life.

You are the hero in Eco Phantoms. The Planet Drainer has come to Earth and millions of lives are at risk. Someone must stop the monstrosity from reducing the planet to useless rubble and that person is you.

You have hijacked one of the Straxian ships which you must learn to control while engaging all types of enemy craft. Computer information must be retrieved from the enemies' databanks and then used to reprogramme the main control systems of the Planet Drainer.

There are several crew stations on your ship: The robot bay,

science lab, engine room, passenger hold and the bridge from which you can control the laser cannons and the ship's manipulators. Each has its own specific use and all must be used to their full potential if you are to succeed in your mission.

The bridge is the most vital of the workstations. From here you pilot the craft over the earth's sur-



A C T I O N I N F O

ECO PHANTOMS
ELECTRONIC ZOO
TEAM: SPLINTER VISION

The story line for Eco Phantoms offers a new twist to standard strategy games and is very topical in respect of the attention the environment is receiving at the moment. But how does the game play? The copy protection is a pain in the neck: you have to mess about with a grid and fill in patterns far too often. Overall, the game isn't too bad; graphics, sound and gameplay are all average. If you enjoy exploring and building up your resources with a splash of blasting you may find something interesting here.



Robot Bay

Navigation instrument

Crew co

Active Cannon

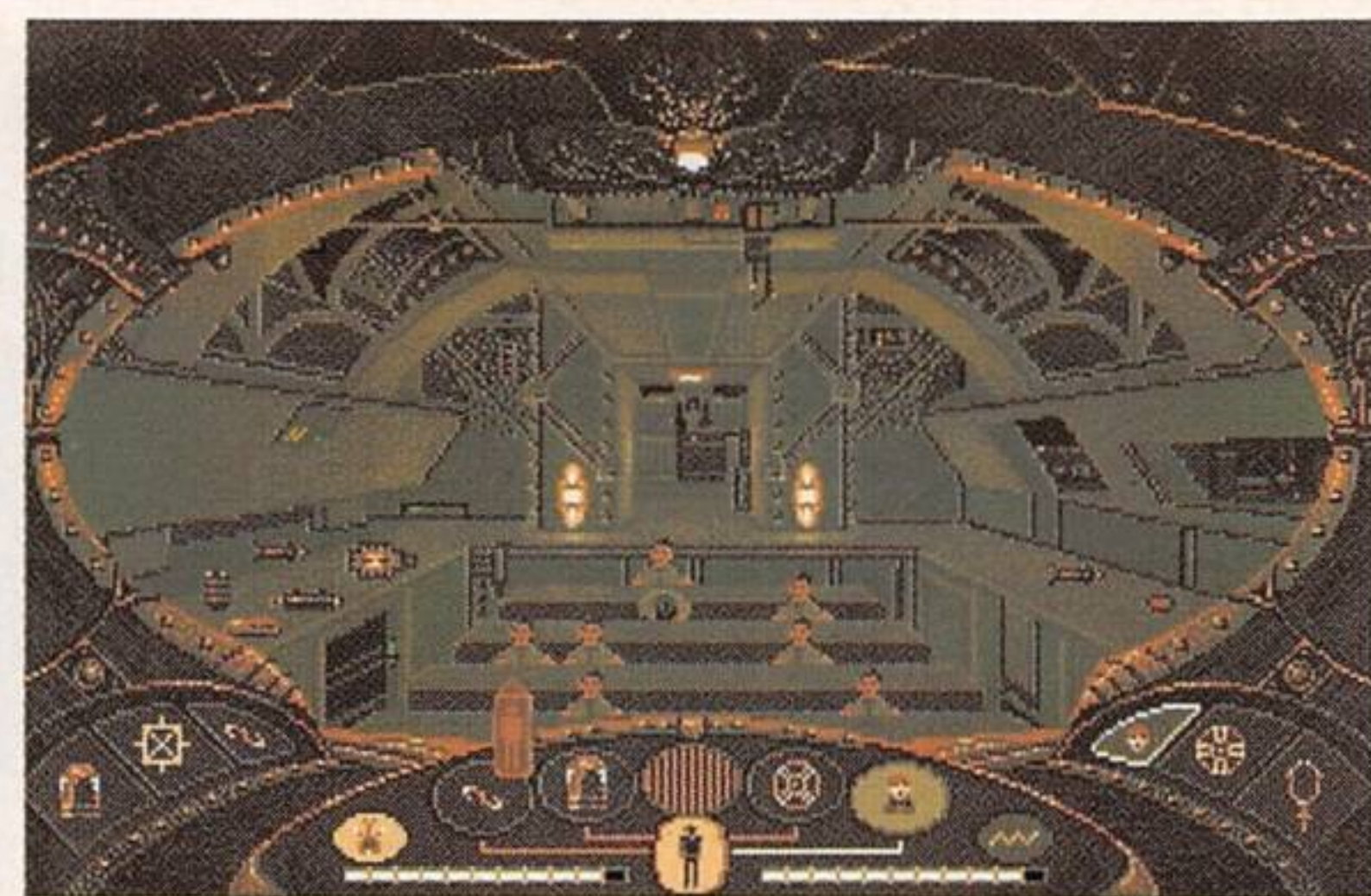
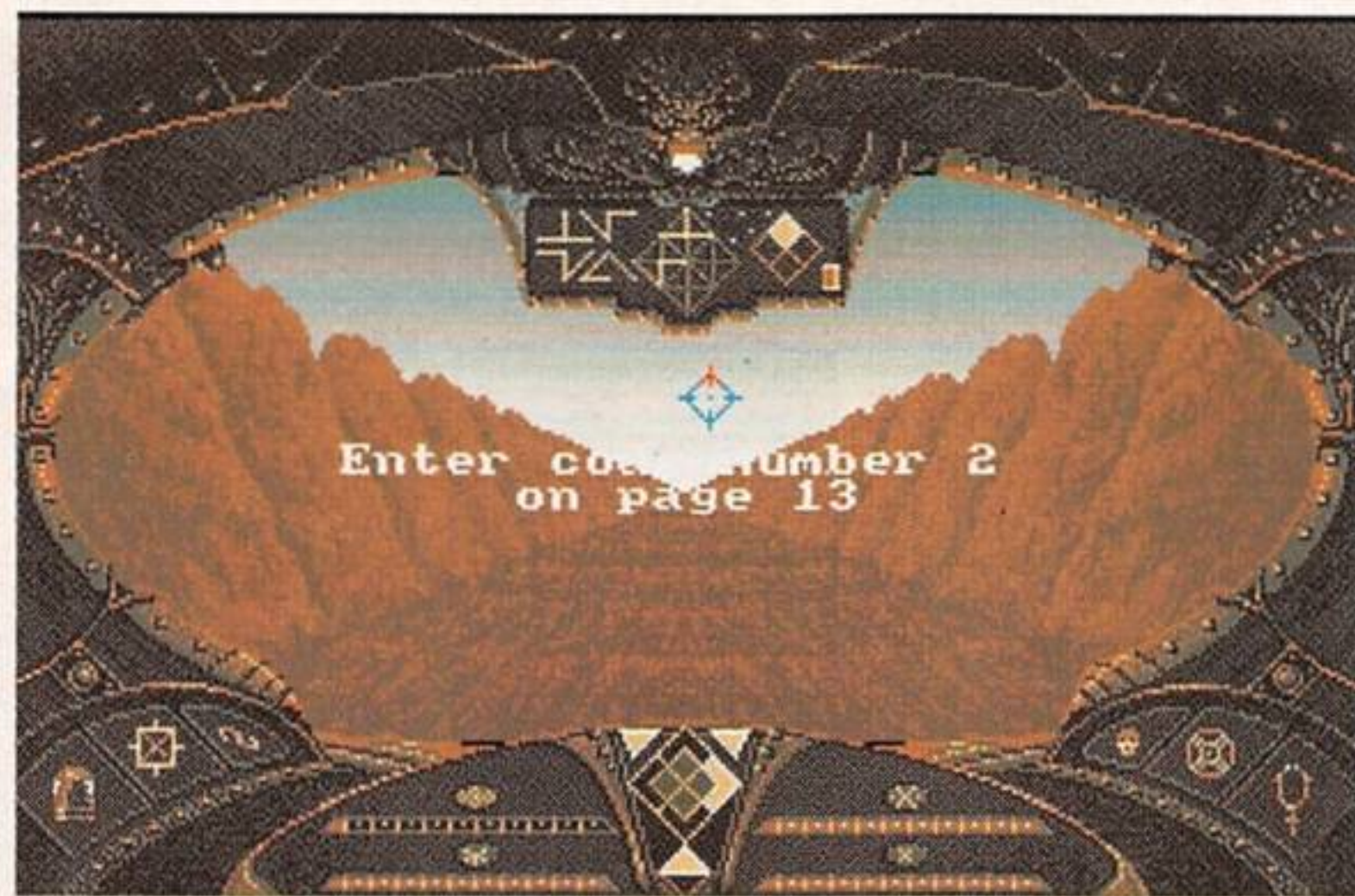
Virus level

Cannon energy

Laboratory

Shield

Laser energy



(Above left) Every time you encounter an enemy craft or installation you will be required to enter a security code. The codes are made from four shapes fitted into a diamond to form the required pattern. Each pattern has to be entered within a time limit so quick thinking is required.

(Above) You can't run the ship by yourself so you must have a crew to help. Keeping them in good health is vital if you are to survive the task ahead. You must also decide who does what work and assign tasks to each of them.

(Left) To venture out of your ship would be extremely hazardous so you must send a robot drone to do the dirty work. The drone will retrieve computer files or raw materials for your ship.



face. You will come across enemy ships and buildings that contain the vital computer information. The communication panel allows you to gain access to the building but if you alert the enemy of your presence you must resort to the trusty lasers.

After the bridge there is the robot chamber. You have four robots with individual abilities available. These are useful to send on exploration outside the ship to collect the computer files and retrieve supplies for your vessel.

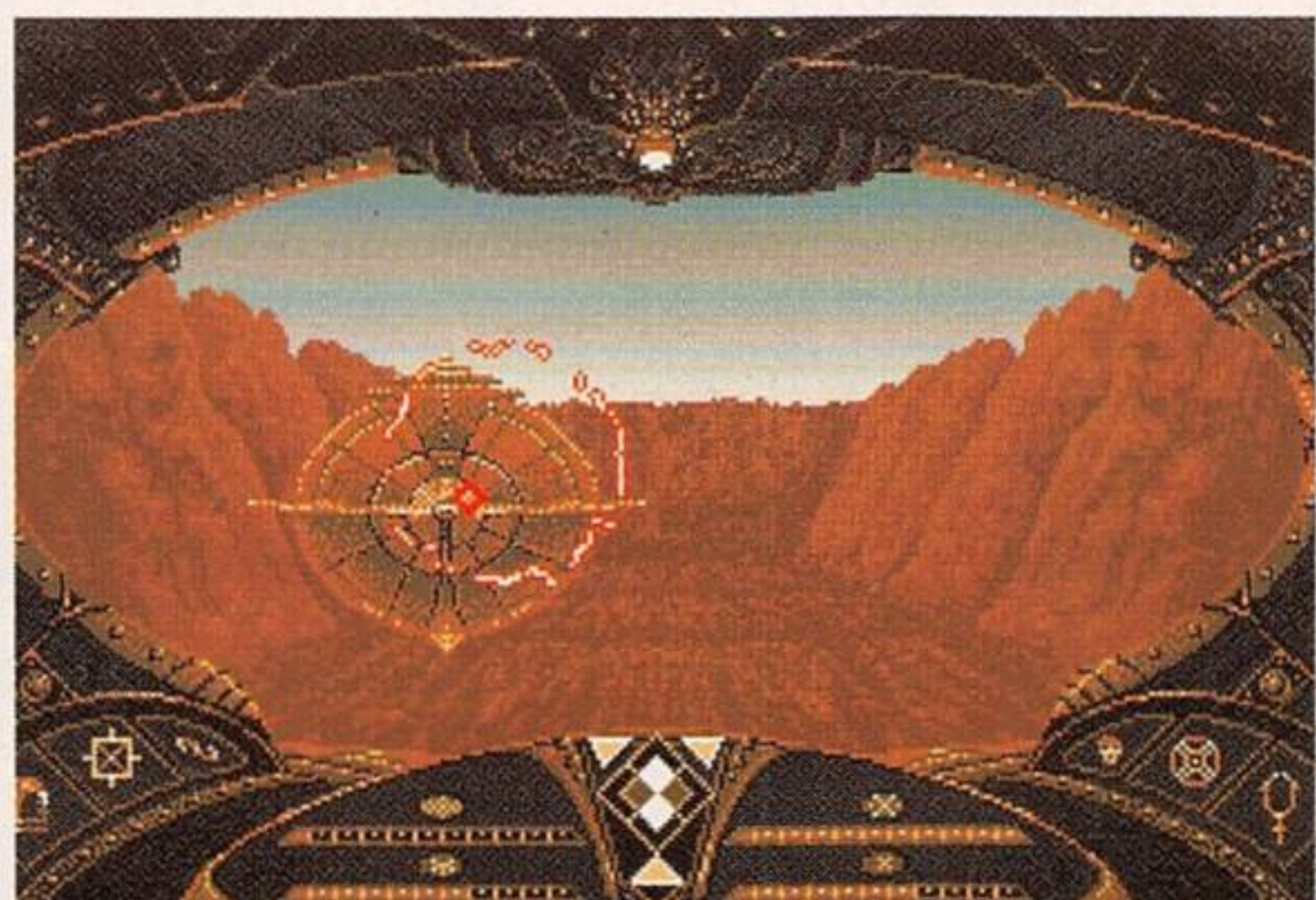
The three other areas of your craft do not have any real effect on the world outside you. The passenger bay allows you to keep a tab on the condition of the ship's crew, the engine room must be monitored to ensure your craft is working to full capacity. Also the lab has facilities for you to treat victims of chemical and virus attacks from the enemy.

OVERALL SCORE
80%

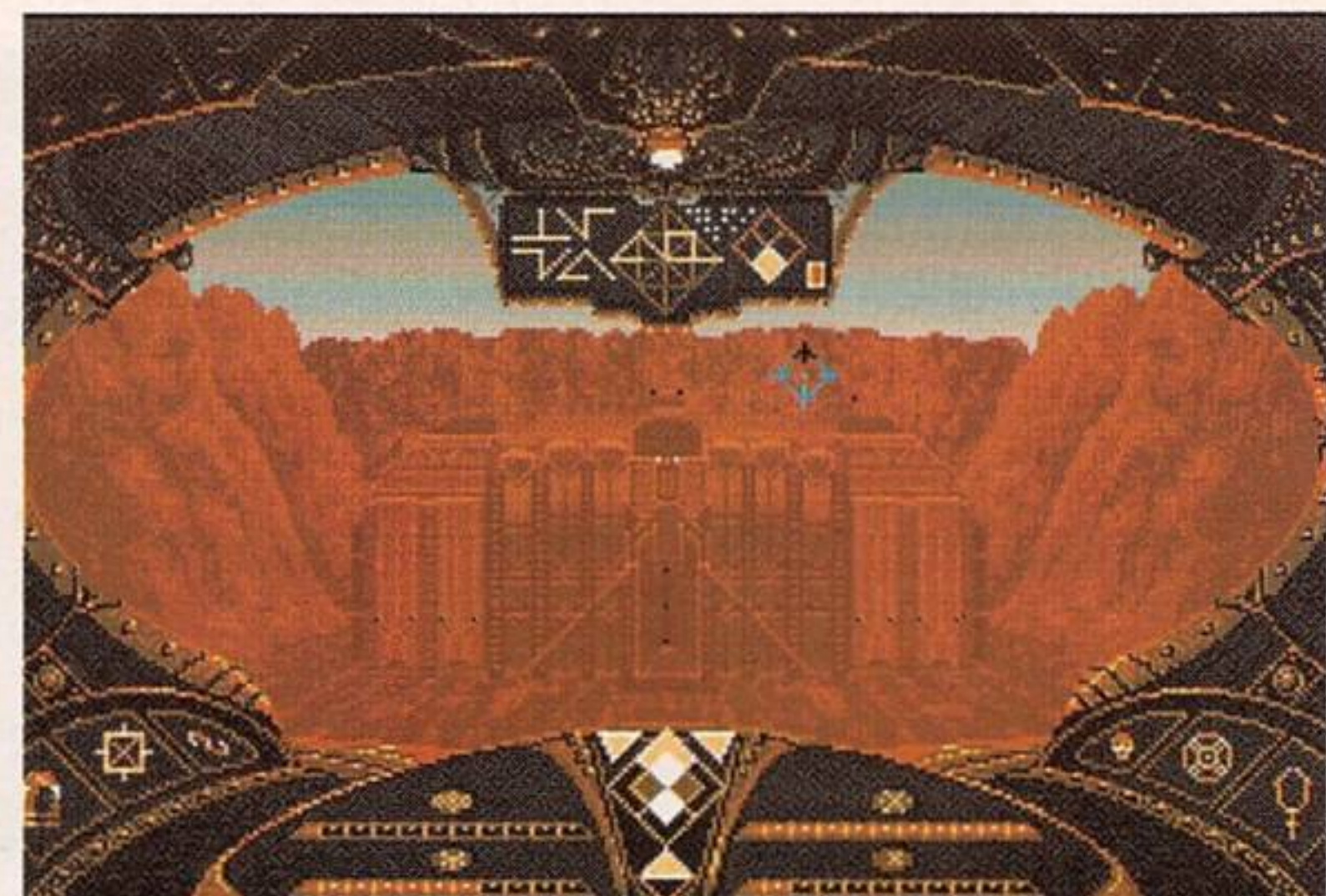
partment

Engine room

Manipulator



If you fail to provide the correct security code when you come across the enemy combat will begin. Using the laser you must hit the centre of the craft as many times as possible before your shields are depleted.



You should always be on the lookout for enemy ground installations. They contain the vital computer files that you must retrieve, as well as supplies and materials to keep your ship running smoothly.

TINKER, TAILOR, FIGHTER, MAGE



The fighter as his name suggests takes a rather more ferocious look on life and can handle himself quite well in a fight. Shame he's not too intelligent.



Hide your wallet. The thief is a very shady character indeed and relies quite a bit on his skills. Just make sure you don't get caught by the city guards.



When the going gets tough the mage whips out his spell book. His spells can defeat the mightiest of monsters. Don't mess with the best!

KEAPON LAFFIN: As his name suggests this chap does like a joke, but in between his jests there is a bit of info to be found.



RAKEESH: Summoned by the Sultan, Rakeesh has been asked to help the city against the evil magic of Raseir.



UHURA: A retired warrior, Uhura now resides in the guild and trains people in the art of combat.



AZIZA: You'll have to remember your manners if you're going to speak to this beautiful enchantress, but talk to her you must.



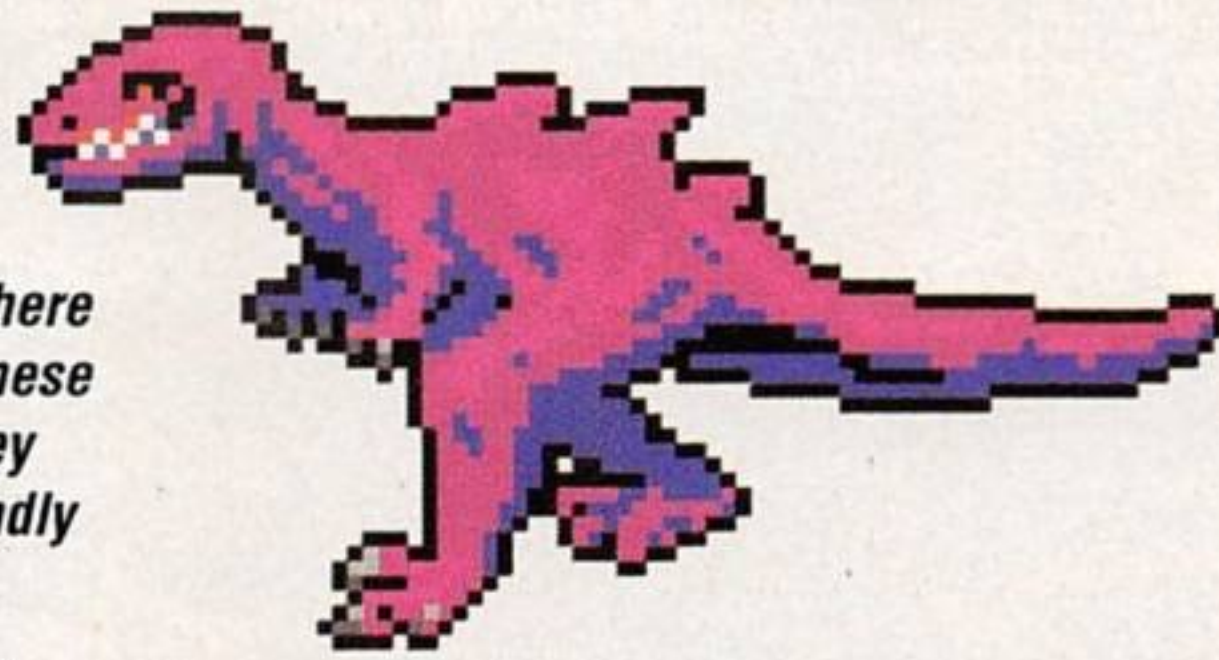
CITY GUARD: If you're the thief you had better watch out for this guy, or you could end up in a lot of trouble.



SHAMEEN: A close friend who you helped in the past. There's always a bed for you at his inn.



MONSTERS: There are plenty of these around and they aren't too friendly so keep your sword ready.



HARIK ATTAR: If you need a potion, pop down to Harik's apothecary and have a gander.



THE HERO: Yep, you're the so-called hero, and it's up to you to solve this little adventure.

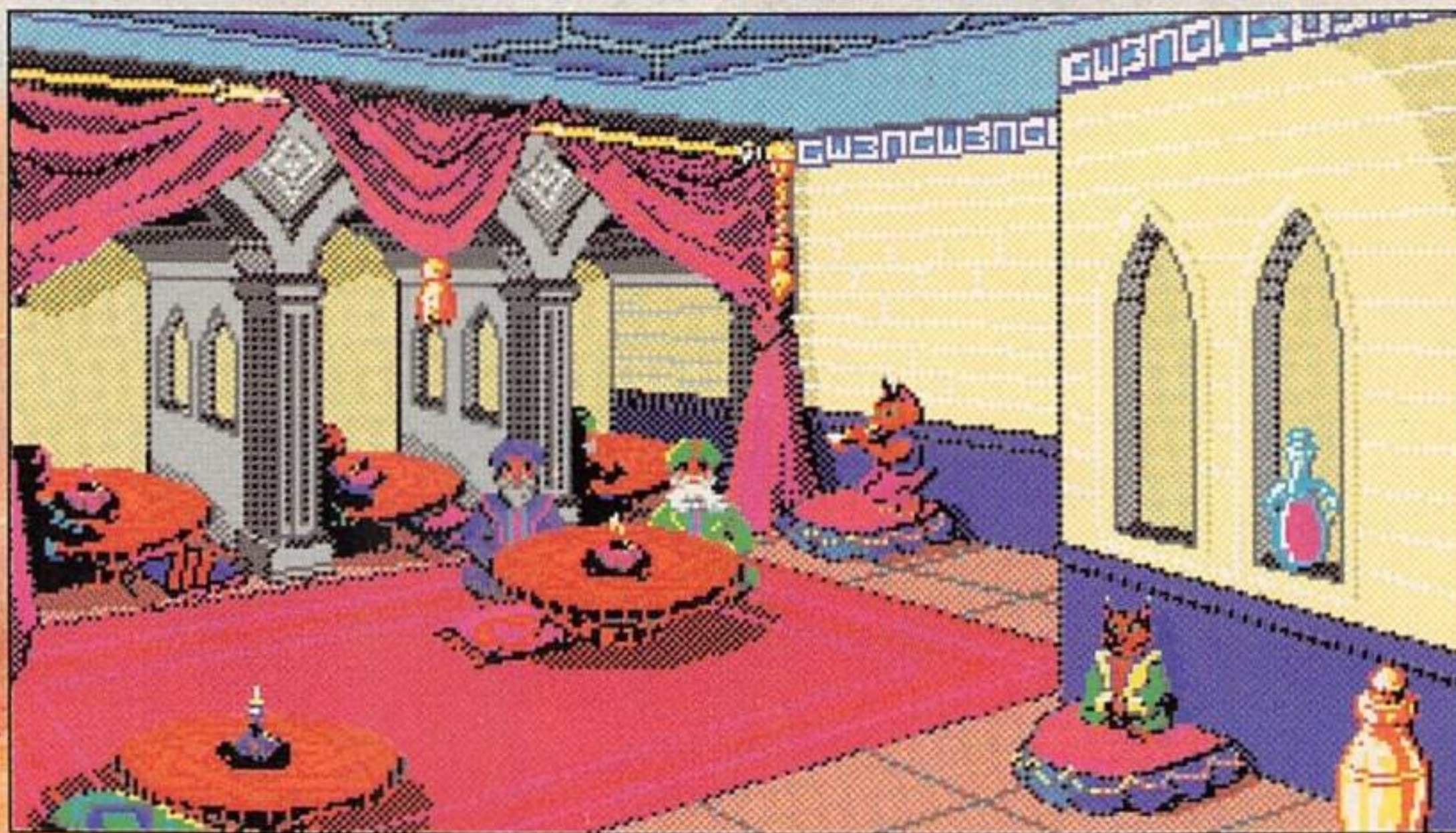


Far across the scorched desert sands lies the beautiful and tranquil city of Shapeir. It's a peaceful

place where the citizens are friendly and a hero who once saved the land now seeks peace and a quiet life. Unfortunately, a hero's work is never done and once again it is up to our intrepid adventurer to prove his might, and save the people of the city from the shadow of darkness that creeps ever closer.

But where lies the source of this evil that threatens the people's way of life? The answer is Raseir, the mirror city of Shapeir. Raseir was also a docile place for friendly people to live, but now it only exists to remind people of what might become of their own beloved Shapeir.

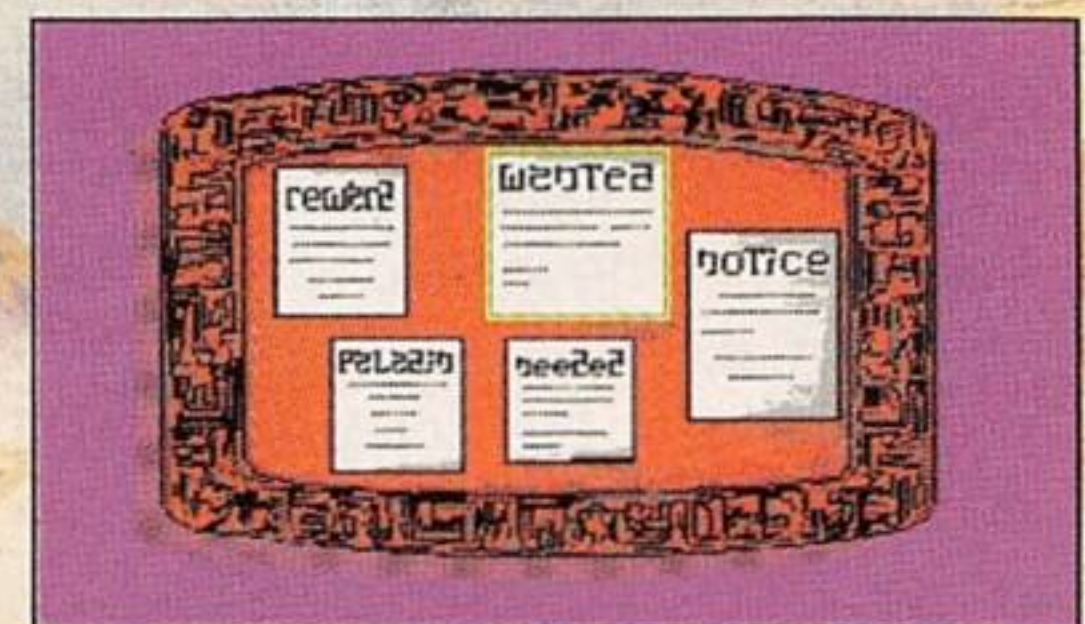
Of course you are the hero in



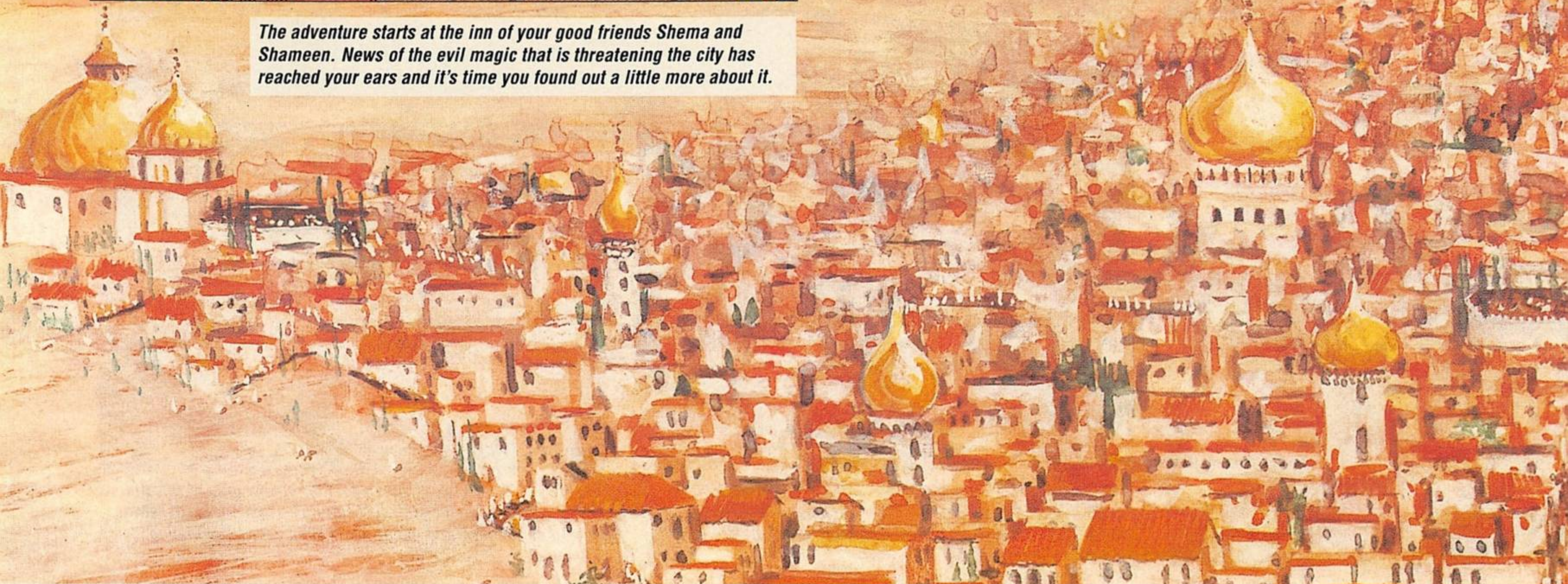
The adventure starts at the inn of your good friends Shema and Shameen. News of the evil magic that is threatening the city has reached your ears and it's time you found out a little more about it.



Making your way down to the guild you look for some work that might bring in some money, as well as provide some information that will help you in your mission.



The noticeboard has plenty of tasks for someone who is willing, and you can usually expect the job to be pretty dangerous. But a hero like you isn't afraid of anything (I think).



by Fire

this adventure and it is up to you to save the people of Shapeir. But what is a hero? A hero isn't an occupation that you can apply for down the job centre, and neither is it a skill. Hero is a title that can only be bestowed on you, and not chosen.

Within Trial by Fire you can choose between one of three standard RPG type classes to allocate to your character: fighter, mage and thief. Depending on which character you choose the game can be greatly effected in the way that you have to solve certain puzzles. So in a way there are three different adventures to beat (even if they are all very similar).

Your character also has a set of stats such as strength and intelligence, and certain skills like parry and climb. Depending on

what class you choose these stats will vary to match the statistics that a character of that type would possess. For example a mage would be intelligent with a high spell casting ability, but wouldn't necessarily be the best fighter in the whole world.

However, you do have a little leeway, and you are given a small number of experience points to add to the skills and stats that you want to improve, so that you can personalise him a little bit.

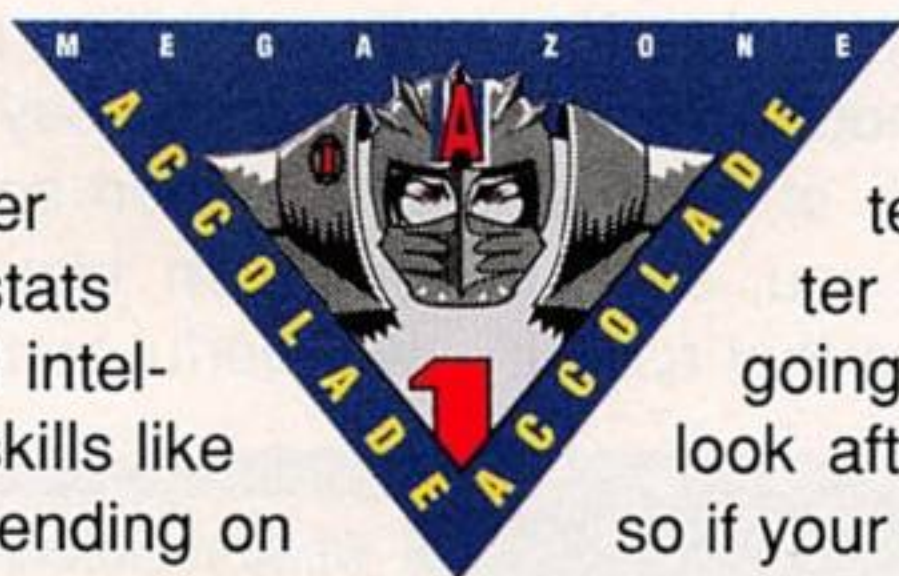
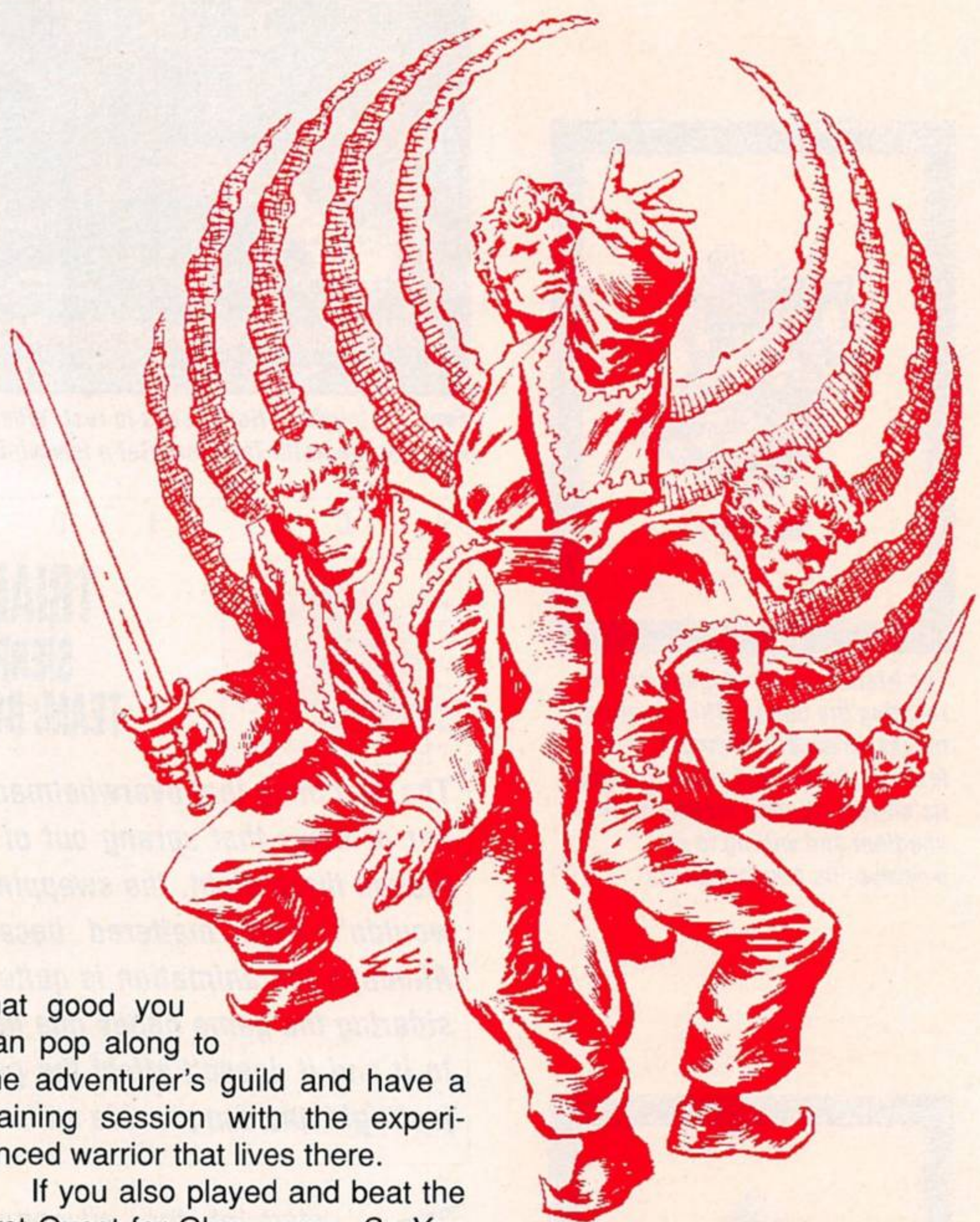
Your character's skills won't stay dormant during the game. There are quite a few ways of boosting them and making your character that much better. Whichever character you choose you're going to need to be able to look after yourself in a fight, so if your fighting abilities aren't

that good you can pop along to the adventurer's guild and have a training session with the experienced warrior that lives there.

If you also played and beat the first Quest for Glory game, *So You Want to be a Hero*, rather than generate a new character you can simply port your old character across and use him in this adventure as well. If you didn't, you'll just create a new character and start

afresh. Don't worry though, you don't have any real disadvantage with a new character.

One skill that you will put to a lot of use is that of communication. At the



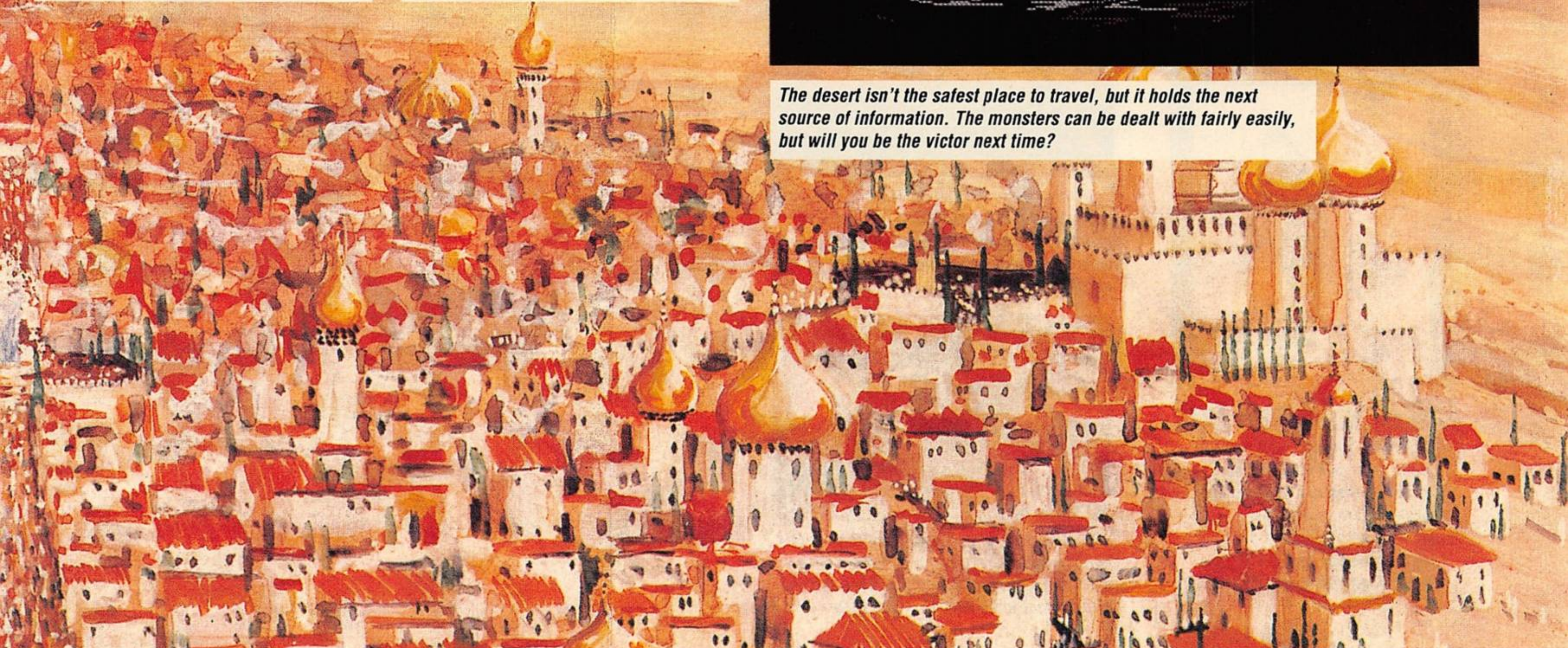
You make your way to the Magic shop following up one of the notices, but while there you learn about an enchantress named Aziza. She should be able to help you in your quest.



After answering several puzzles, Aziza finds you worthy enough to enter. A short conversation with her reveals much and you are soon on your way. But now you know what to do.



The desert isn't the safest place to travel, but it holds the next source of information. The monsters can be dealt with fairly easily, but will you be the victor next time?



SAURUS



The friend you can depend on for roaming the dunes. This creature makes an excellent mount. It is fearless, loyal, and quick to defend its master against monsters. It is obedient and willing to go wherever its master wishes

LIONTAURS



The Liontaurs looks like a cross between a human and a lion. They reside primarily to the south of Shapeir in their great kingdom of Tarna. Occasionally a young male will wander into the Shapeir lands. Liontaurs are fierce fighters and very proud.

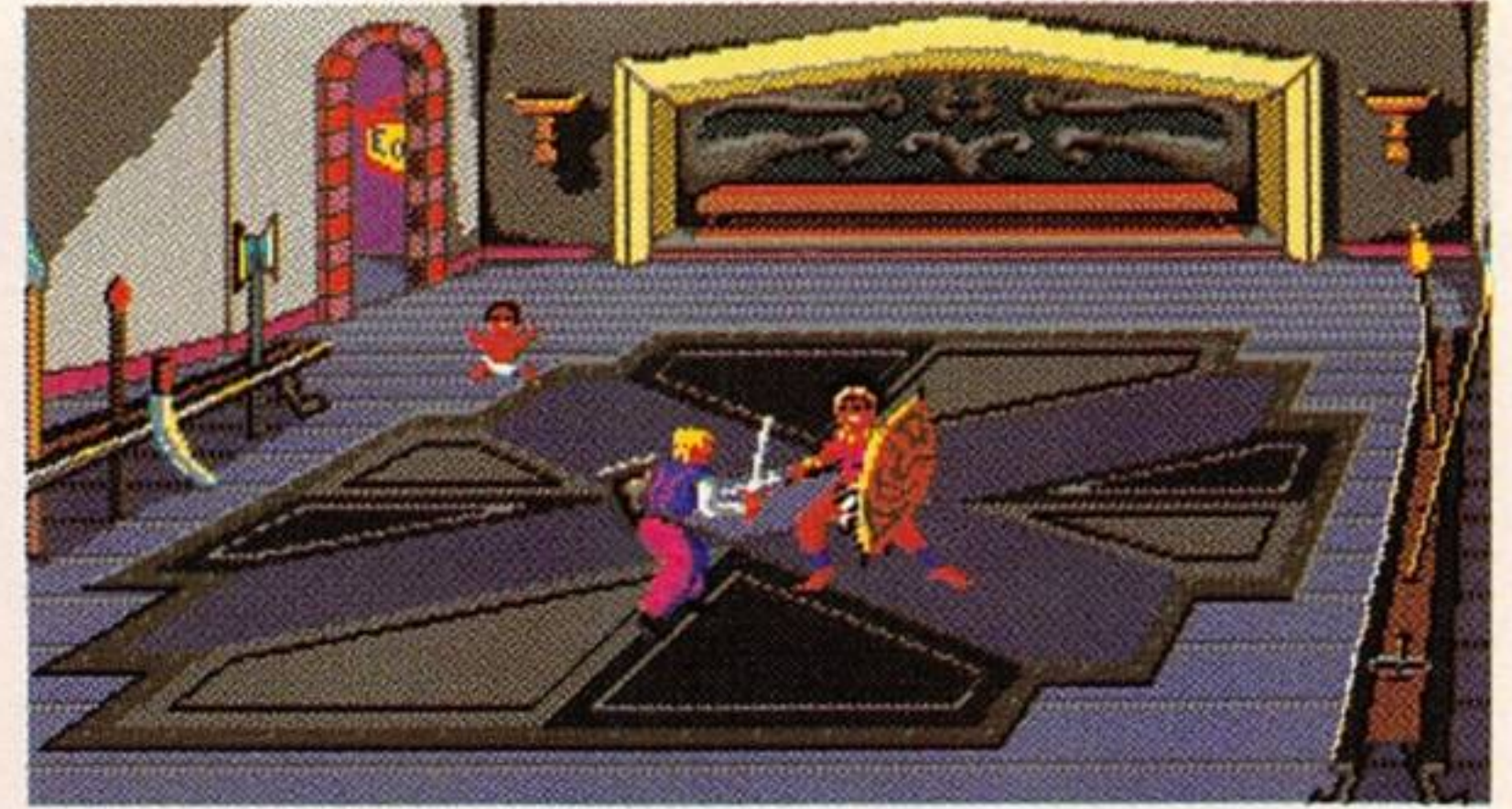
JACKALMAN



Creatures endemic to the desert regions have one outstanding characteristic - they are tough to kill. Jackalmen are jackal-like humanoids that travel in packs. They are cunning and prefer to attack things previously wounded.



Even the toughest Hero needs to rest. When you start to feel tired head for the Katta Tails Inn. Get a few winks, you'll need them!



Before you go wandering in the desert you should do a bit of training at the guild. Uhura can teach you quite a lot about fighting.

A C T I O N I N F O

TRIAL BY FIRE

SIERRA-ON-LINE
TEAM: BOB FISCHBACH

The first thing that overwhelmed me about Trial By Fire was the number of disks that sprang out of the box when I opened it. But even though there eight, the swapping isn't too bad. Even if it had been it wouldn't have mattered because the game is totally brilliant. Although the animation is quite slow (which is quite surprising considering the game needs one meg) to begin with, you soon get used to it and it doesn't affect the game in the slightest. The puzzles are just right and can provide quite a challenge.

➤ start of the adventure you will have very little to go on, and you won't really have much idea of what you're meant to be doing. The best way of finding

out the information you need to know is by word of mouth. Almost everybody in the city of Shapeir has something to tell you, even if some of it might not be that useful.

Name: Doug

Strength	80	Weapon Use	71
Intelligence	41	Parry	70
Agility	81	Dodge	45
Vitality	80	Stealth	0
Luck	50	Pick Locks	0
Honor	50	Throwing	50
		Climbing	0
		Magic	0
		Comm.	42
Puzzle Points	5		
Experience	4071		
Health Points	76 / 80		
Stamina Points	1 / 81		
Magic Points	0 / 0		

Checking out your character sheet you notice that a few of your skills have been upgraded. Let's just hope you last long enough to use them.



You made quite a bit of money on your last adventure, but it's not going to be of any use here as Shapeir uses a different currency. Fortunately, there's a money exchange in town.

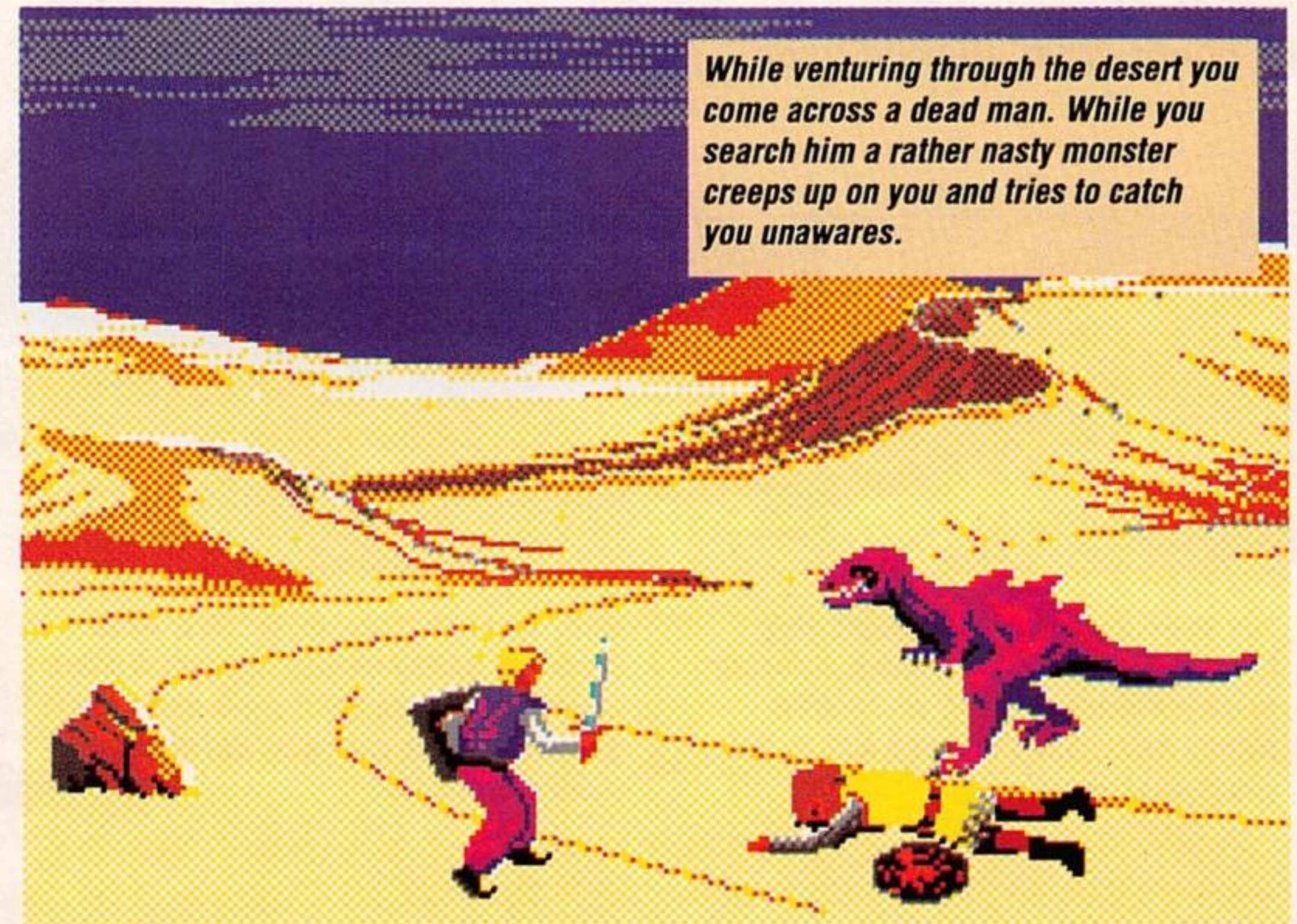


Although you can get by without them a few healing potions can come in handy. They aren't free so don't waste too much money or you won't be able to afford them.

But eventually the mist will start to rise and you will soon have more than enough leads to go on.

To most people's amazement the game is contained on the grand sum of eight disks, but single drive owners need not despair. Although the number of disks is quite scary the amount of swapping isn't that bad, and there are games around on only two disks that are far more annoying requiring you to swap the disks virtually every time something enters the screen. Unfortunately, the game can also only be run on a one meg Amiga which should break the hearts of people who haven't yet acquired a memory expansion, but it's all the more reason to buy one really soon so that you can play this wonderful game.

OVERALL
SCORE
88%



While venturing through the desert you come across a dead man. While you search him a rather nasty monster creeps up on you and tries to catch you unawares.





A plush spectator-filled arena is the setting for this fierce combat. The pilot's pod on one of the droids has been completely ripped open. The indicators at the bottom of the screen show how much damage each part of the droid has taken.



Not all the battles you take part in are in up-market arenas with extensive facilities. This run down building provides the setting for this skirmish. Using long-range missiles one of the competitors attempts to keep his rival at arm's length.

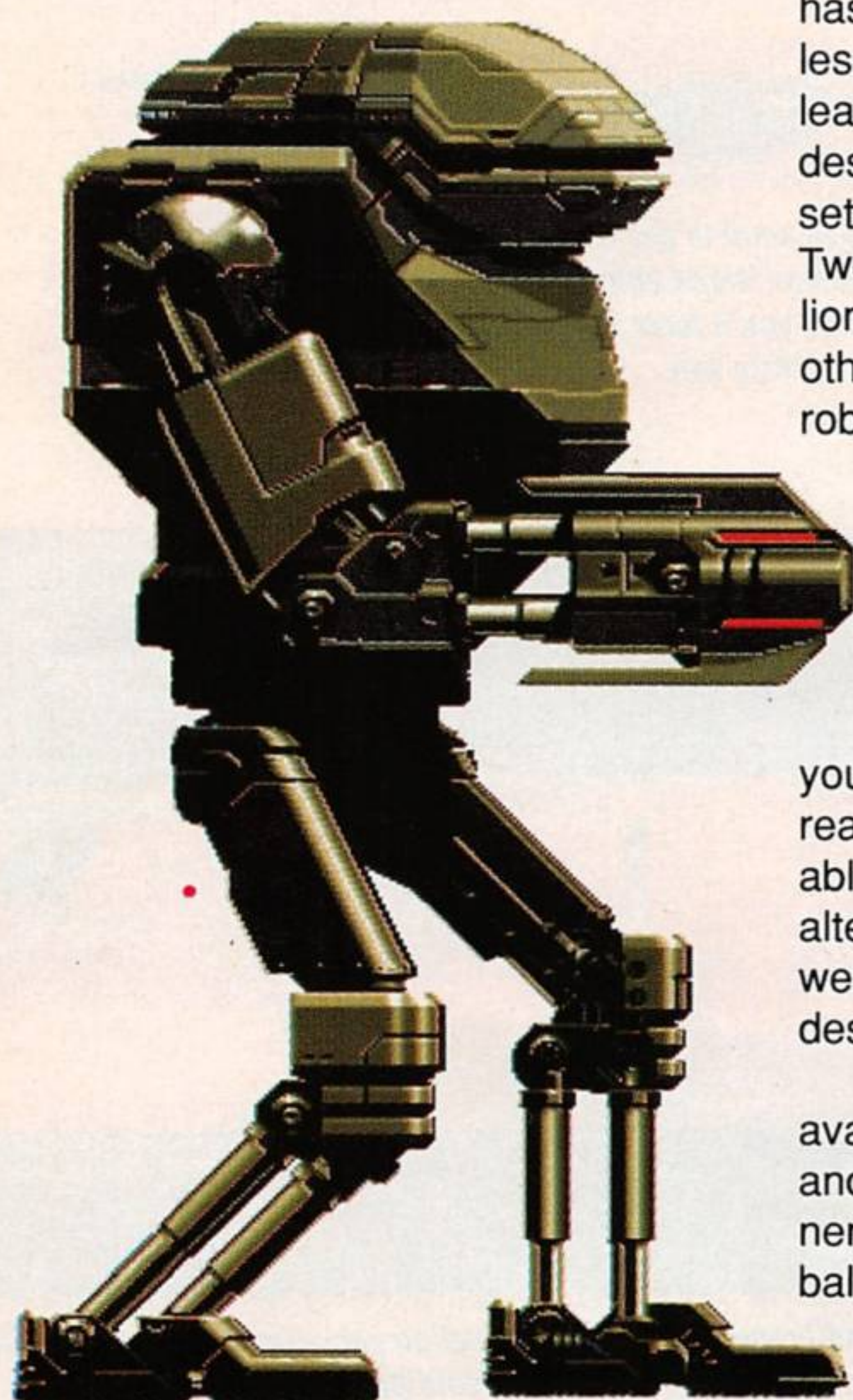


Metal Masters



In the world of board games gigantic robots that bash the seven bells out of each other are a popular subject. Battletech, Adeptus Titanicus and Robotech are just some examples. Now thanks to Metal Masters from Infogrames they have appeared on the home computer.

You live in a world of decay. A civilisation that is but a shadow of its former glory. Where there once stood mighty and graceful buildings there are now ruins and rubble. And all because of war, a war that only the Lord of Death won.

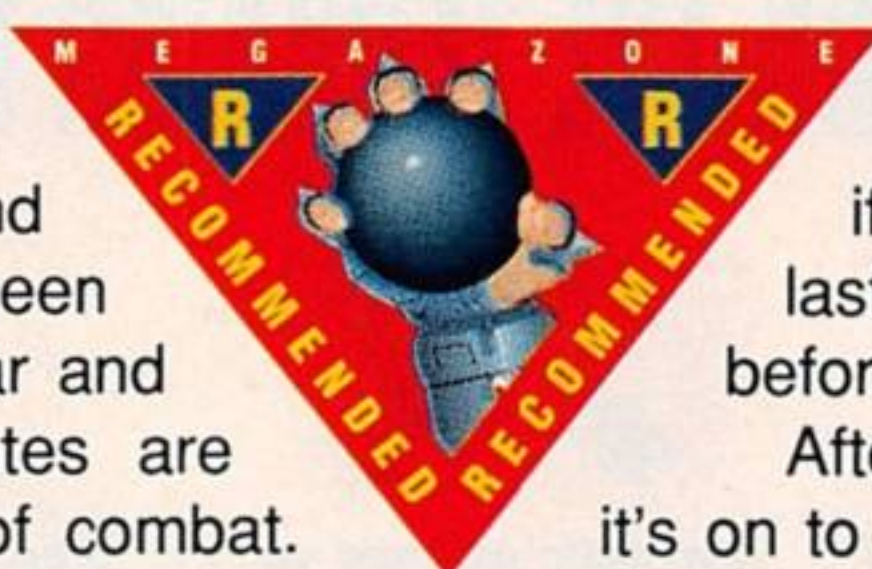


Just a selection of some of the components available for you to design your fighting machines. Each has different weapons and armour rating.

But not all the former technology has been lost and lessons have been learnt. In place of war and destruction all disputes are settled in an arena of combat. Two warriors battle instead of millions of soldiers. They face each other in towering high-technology robots, each mounted with awesome weaponry and tons of armour plates. The winner will give victory to his people. The loser will face humiliation and defeat.

You have the option to design your own battle droid or choose a ready built model from those available. Arms, legs and body can be altered to suit your own tastes and weapons added or removed as you desire.

A set amount of credits are available to spend on your creation and the sum of all of the component parts must not exceed your balance (as you will get a nasty letter from your bank manager). You can stockpile compo-



nents in case you run into bad times or if you decide to make a last minute alteration just before the fight.

After the pre-bout hype it's on to the battle field for the serious stuff. Using the joystick you must walk, crouch or run until you are in an advantageous position.

When at long range you can pound the enemy with lasers and missiles then move into close combat and smash them clubs, axes and chainsaws! If a component takes too much damage it becomes inactive. For example if you cripple a robot's legs it will no longer be able to move. Your main target is your opponent's body section as this is where the pilot's capsule is located.

If you are victorious you will be rewarded by your people. This will normally be a large amount of cash which can then be



ACTION INFO

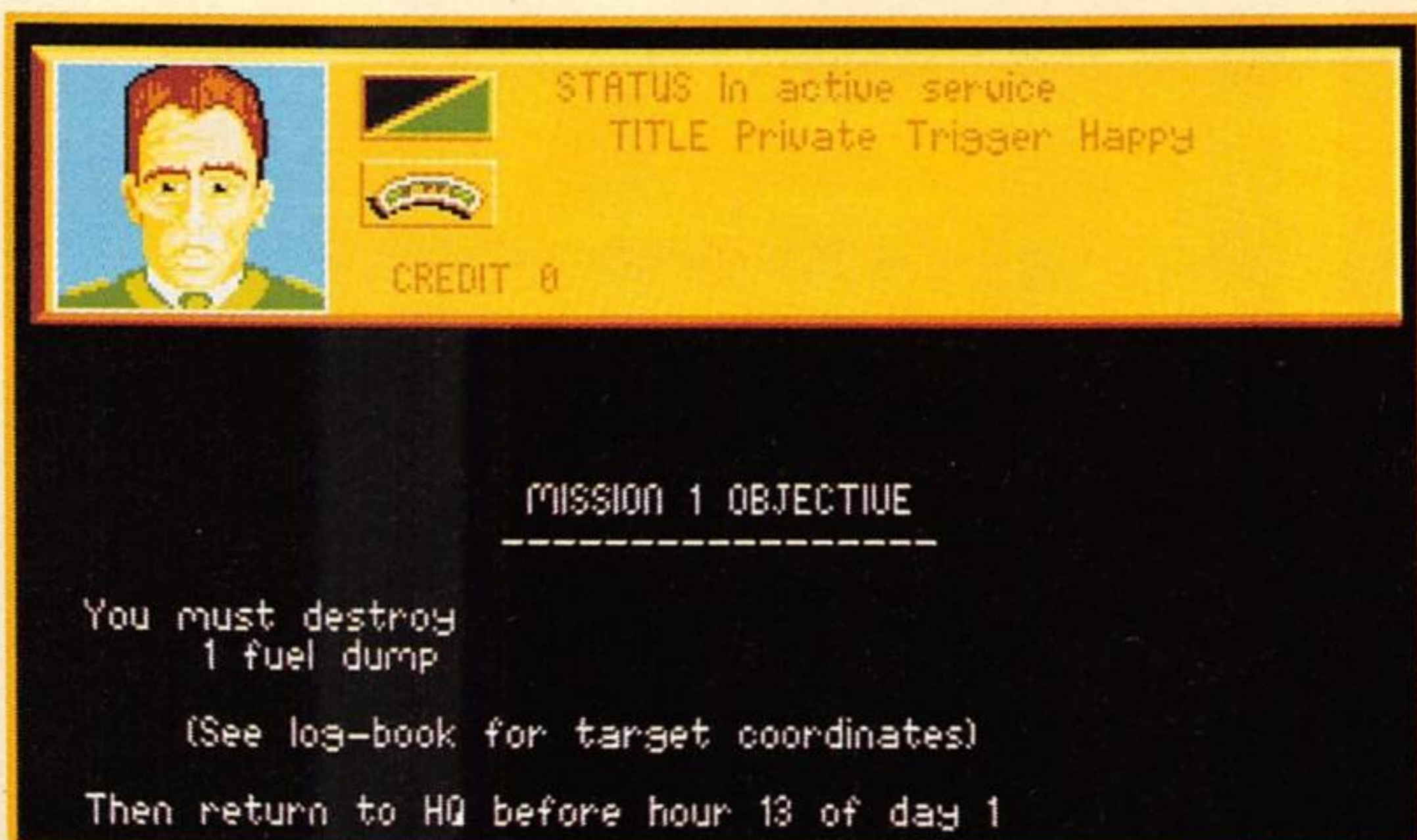
METAL MASTERS INFOGRADES TEAM: P. FANTON & P. VILLAIN



Metal Masters is basically a beat'em-up game with a twist. The ability to design your own machines adds an extra dimension to the theme. As we have come to expect from the Amiga the sound and graphics are good although more thought could have gone into conveying the scale of the battling droids. Controls are simple to use and to be honest you can fathom the workings of the game without even looking at the instructions. My only complaint is that the gameplay will probably become repetitive after a while but the two player option may be the saving grace.

combined with any money that you have gained from trading in old robot parts and used to build a bigger and better fighting machine. Victory will only belong to the most vicious, powerful and deadly of warriors.

OVERALL
SCORE
79%



Before you are thrown into the middle of the action you are given a quick run down. This one may sound simple enough, but believe me it's not.

Standing outside your HQ you try and decide which way you should go. I'm afraid you're just going to have to explore the island for the first few goes to find out where things are.

ARCADE ADVENTURE



Before the allied forces could raise a hand to do anything it was too late. Although the small group of islands didn't hold anything of real importance, nature had managed to place them strategically between our country and the enemy, and of course they had now decided to take the islands for themselves. The islands had been left neutral for years mainly due to the wild life that existed there, but we should have known better than to trust the other side.

Unfortunately the opposing forces are too well prepared now and an assault from the sea would be vanquished easily. The only choice is for an undercover unit to be sent in to take out strategic positions. This is where you come in. Highly trained in undercover intelligence and sabotage warfare you have all the skills for the job. The fate of the islands and your

country depends on you.

Each mission begins with a pretty comprehensive briefing which will supply you with the information you will need to know. The briefings will tell you the various enemy positions as well as the low down on their artillery and movements. You will then be given your mission objective and



the time in which it must be completed, ranging from a few hours to a number of days.

Although you might start off with next to nothing to help you complete your mission, there is an ample number of things on the island that can be used. The enemy has a selection of vehicles which it uses to get to and fro, but there's

nothing to stop you from borrowing these vehicles and using them to your own ends. But don't forget that cars and lorries run on fuel, so if you're going to take one make sure you've got enough fuel to reach your destination.

There is also a large number of buildings on the island that have been constructed by the enemy. Most of these have a least one item in them which can aid you in

TRAVERSING THE TERRAINS IN THE TRANSPORT



The truck's big and mean. If you run out of fuel in the jeep this is a good replacement.



The jeep is fast and perfect for getting around in. You can also kill soldiers by running them over.



Not quite as good as the jeep. But you won't have to worry about running out of fuel.



When it comes down to it the only transport you can rely on is your good old feet.



If you want to get to another island sometimes you'll have to get a little wet.



Now we're talking power. No-one messes with the tank, but if they do you can easily take them out.



Stepping inside a large hangar you find a rather tasty looking tank. Unfortunately, while you're in there another arrives and waits for you to emerge.



You aren't a total psychopath and in the midst of all the action you stop to sniff a beautiful flower before driving off to run down yet another enemy soldier.



A lovely little rabbit jumps around the landscape with his cute little tail bouncing away, when all of a sudden a lunatic driver runs him down in cold blood.



When you stumble across a building it's best to go inside and see if there's anything of importance. There's usually something to collect.

your mission in some way or another. But not everything on the island has been put there by the enemy. Rabbits and ducks roam freely which a care in the world, or at least they used to.

Great care must be taken as you race around the island in your souped up jeep or you might just squash one of the poor animals and consequently receive quite a heavy point reduction. Of course, if you've got a particularly vicious streak in you, you can even take shots at the seagulls that fly be now and then.

But whatever you decide to shoot or do you'll have to do it quickly because you're constantly working against the clock to complete your mission, and you won't get any sympathy from the hierarchy if you're late!

So put on your camo suit and go an kick some enemy butt before they kick yours.

OVERALL SCORE
89%



Inside one of the houses you come across a map of the surrounding islands. Once used it stays displayed on the screen so that you can see where you are going.

A C T I O N I N F O

HUNTER
ACTIVISION
TEAM: PAUL HOLMES

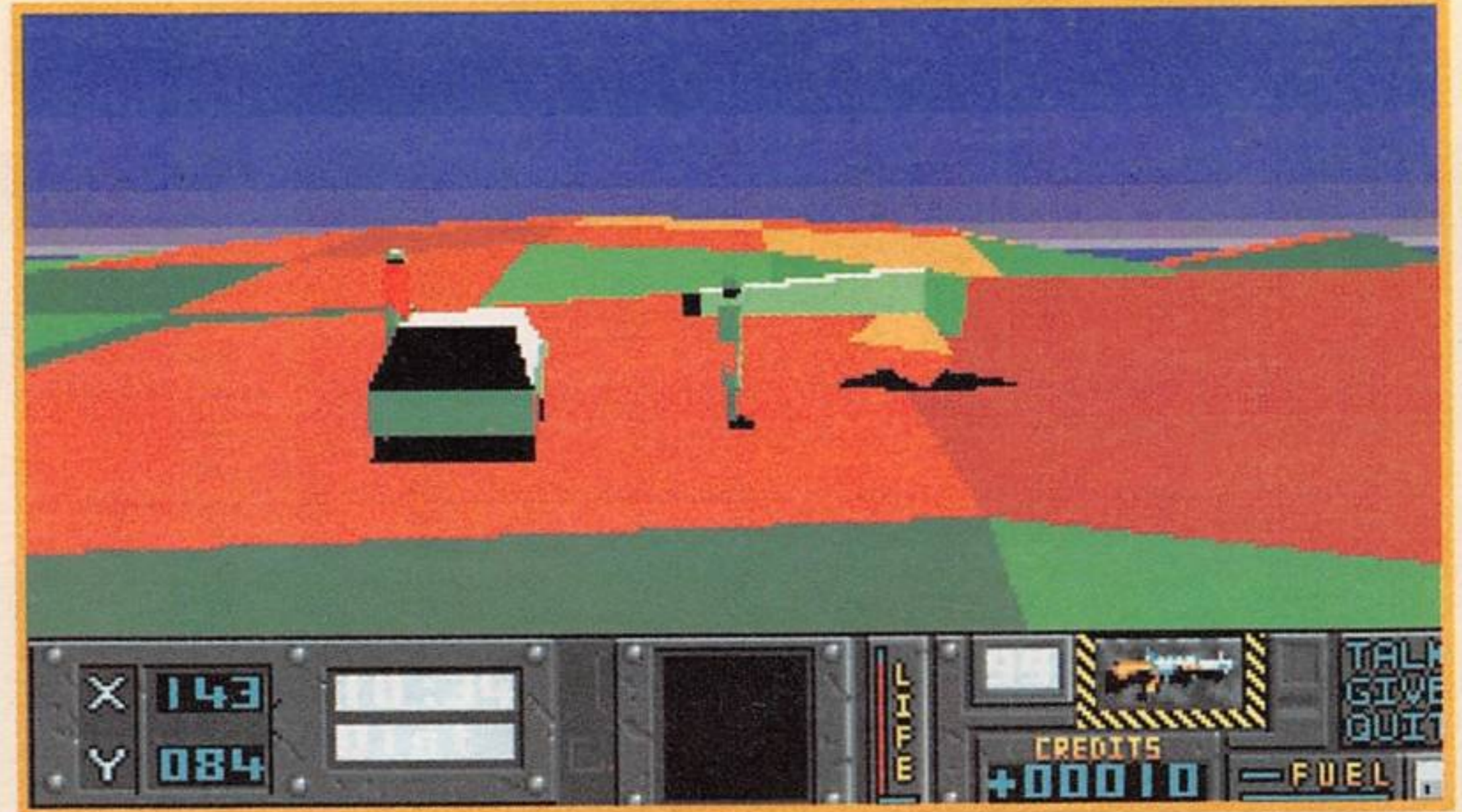
If you thought you had seen some decent interactive fractal landscapes wait till you get a load of Hunter. The graphics are really good with quite a lot of detail but it's just so fast: when you're in the jeep it's unbelievably fast. The game itself is brilliant and it takes quite a while to search all areas of the landscape. Even the little touches like the rabbits just begging to be run over add to the game's engaging playability. All in all Hunter is an excellent product that should sell incredibly well when it hits the streets.



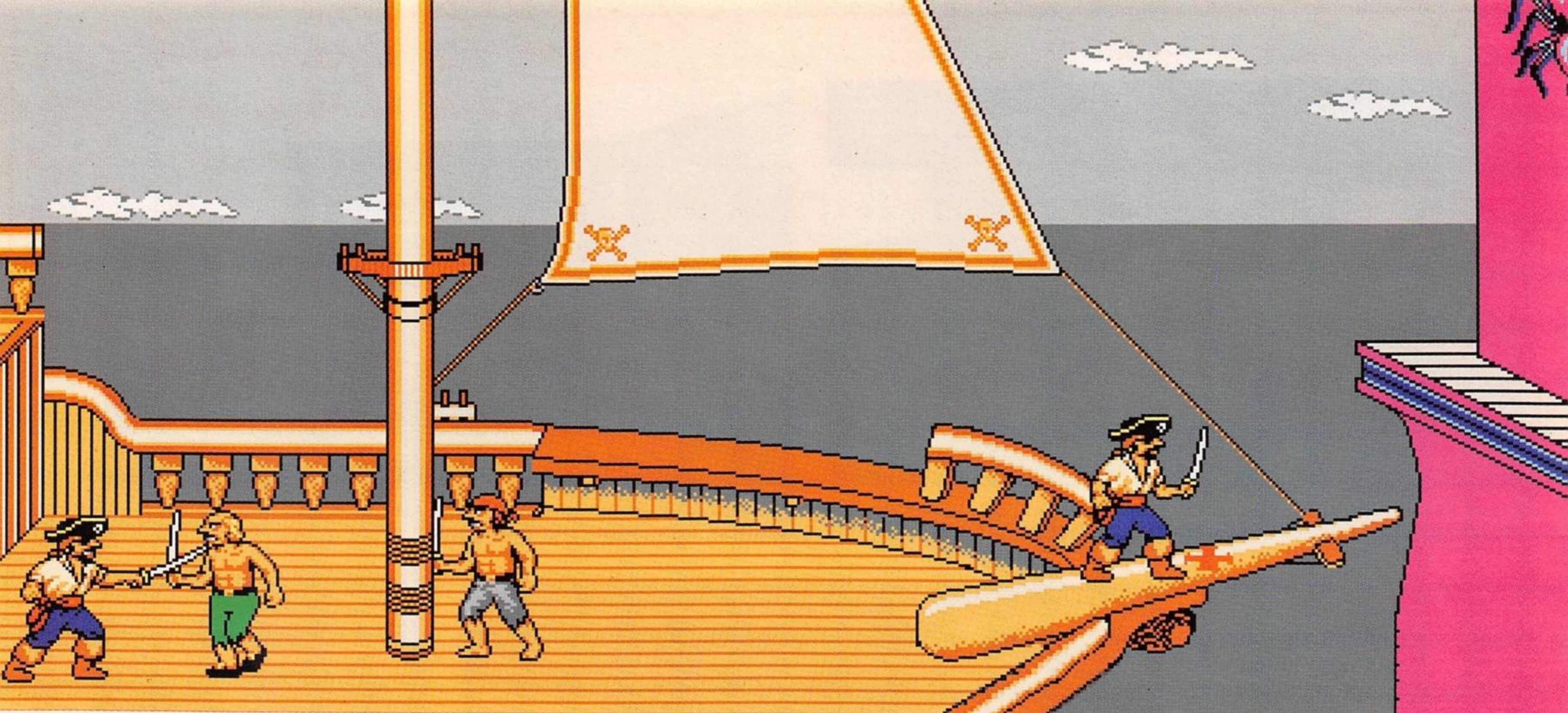
In case the maps of the islands aren't detailed enough for you there are some handy viewing devices that can be found and then launched into the air to give you a birds-eye view of the landscape



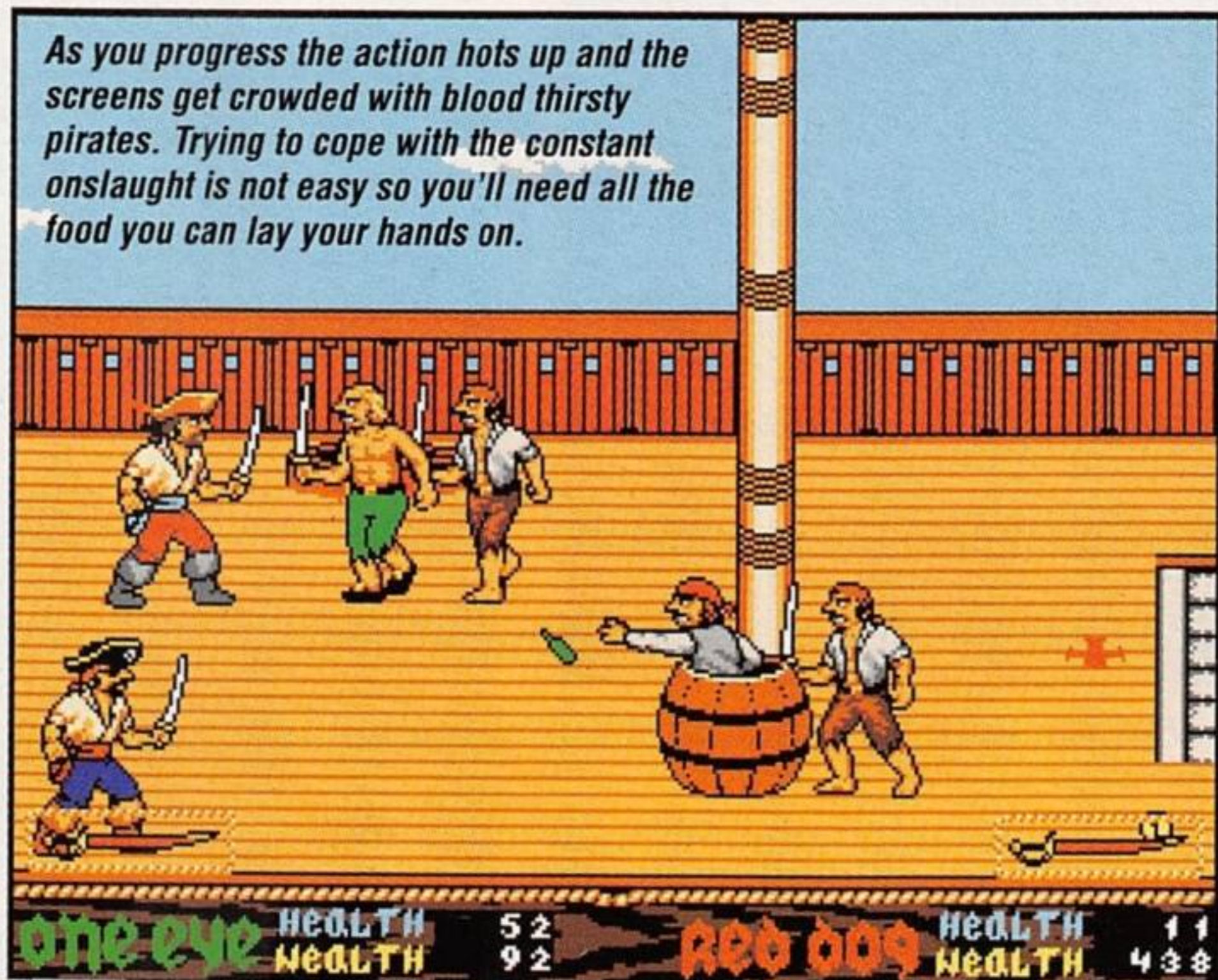
When you collect an item it is added to your inventory until you wish to use it. There are plenty of empty slots so don't worry about being overburdened.



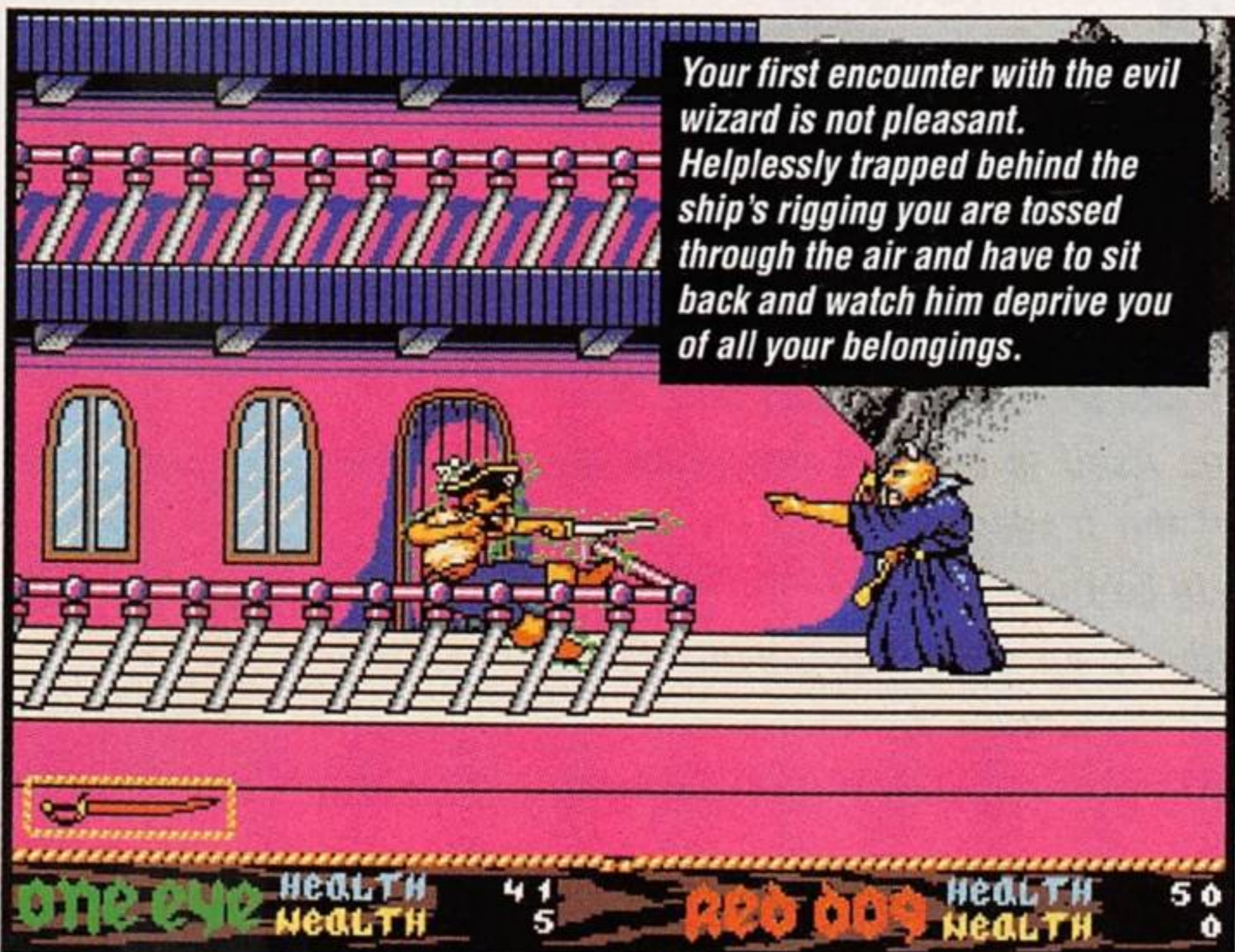
A huge artillery gun is positioned on top of the hill shooting at any vehicles that happen to drive too close to it. The quicker you destroy this the better.



As you progress the action hots up and the screens get crowded with blood thirsty pirates. Trying to cope with the constant onslaught is not easy so you'll need all the food you can lay your hands on.



Your first encounter with the evil wizard is not pleasant. Helplessly trapped behind the ship's rigging you are tossed through the air and have to sit back and watch him deprive you of all your belongings.



Skull and



Land ahoy ship-mates! And what an evil land it is too, me hearties. Not content with his wonderful powers, the evil wizard has nicked all the treasured belongings and influenced all the local pirates to help defend himself and keep hold of the goodies.

However, two young pirates by the names of One Eye and Red Dog have avoided the wizard and are all set to retrieve the ill-gotten treasures. You play the part of One Eye, who if necessary, can team up with Red Dog in the two-player mode.

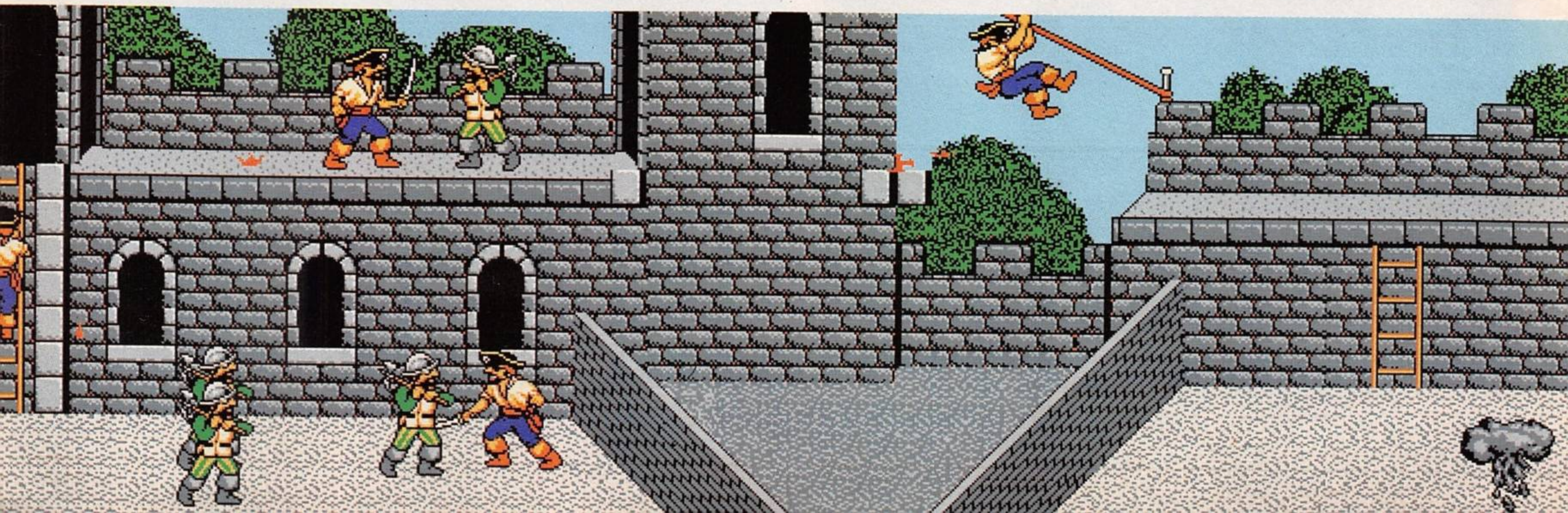
Using only your trusty sword, you must hack 'n' slash your way through eight increasingly difficult levels, fending off the wizard's loyal henchmen and retrieving your treasures.

The game takes place over a progressively scrolling, multi-directional backdrop consisting of large pirate ships, battlements and mythical lands. Ladders, jumps and rope slides help you to move around the screen.

As you progress you're bound to be hit numerous times by such objects as swords, axes, clubs and even flying bottles. Unfortunately, you (and your companion in two player mode) are not indestructible and will lose valuable health points when hit by such objects.

You start the game with 50 health points. Fall below 25 and you'll begin to bleed; reach zero and you'll collapse with the quest lost. Fortunately, there's plenty of foodstuffs lying around that you can use to boost your health.

The treasures are usually well buried beneath skulls and crossbones. The more valu-





Skull and Crossbones

ACTION INFO

SKULL AND CROSSBONES

DOMARK

TEAM: WALKING CIRCLES



As I've never laid eyes on the coin-op version of this game, I cannot compare the two versions. On the Amiga though, Skull and Crossbones is simply a mediocre beat 'em up. The sprites for instance, are very well drawn but are let down by very poor, garish backdrops. The animation is also substandard as most of the pirates seem to hobble around the screen unconvincingly. On the positive side the game does play fairly well and is initially quite addictive, though the number of moves available is fairly limited compared to similar style games. If beat 'em up games turn you on, you'll probably enjoy this challenge, otherwise try it before you buy it.

ables you collect the stronger you become. Fail to collect the treasures and you'll become weak and easily overwhelmed by the strength of the enemy.

At the end of each level, the wizard's strongest henchman looks over a prize treasure. If you defeat him the treasure is yours. In two-player mode both you and your partner want it so you'll have to be prepared to turn on him and duel for it.

If you battle your way through all eight domains, you meet the wizard face to face. You must defeat him in a gruesome head to head battle in a final attempt to gain wealth and power.

Both One Eye and Red Dog are controlled by joystick. If you hold down the fire button you are given full control of all the possible sword offensives and defensives.

OVERALL
SCORE
75%



In the two player mode, both you and your partner must face up to each other and duel for the right to take the treasure.



You're on the verge of rescuing the helpless wench. However, the henchman has just landed a fatal blow to the side of your head.

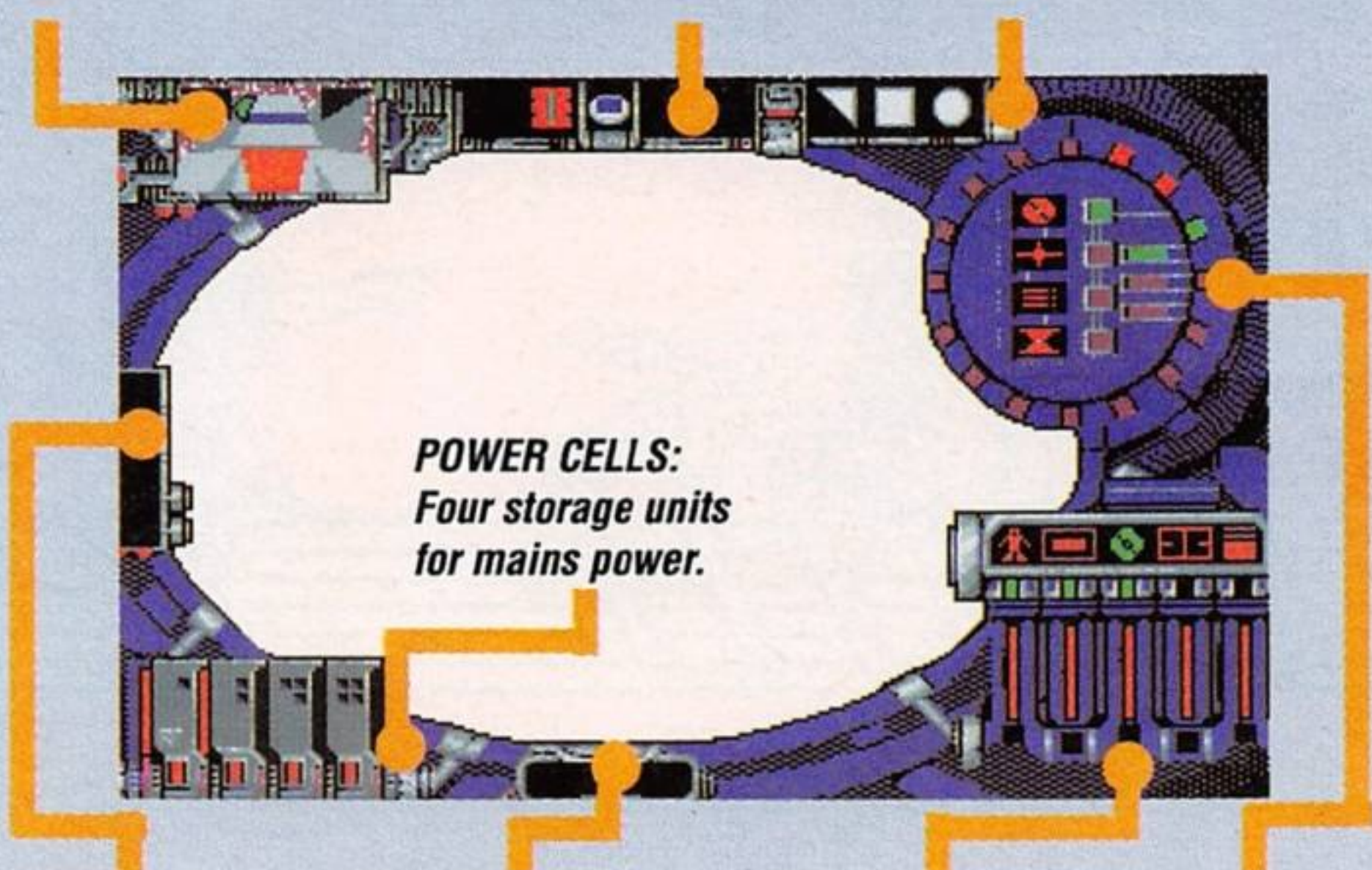


FIGHTING AGAINST ALL ODDS!

CAMERA: Can be ejected and viewed from here.

BACKPACK: Displays items currently held.

SONIC KEY: Used for interrogating objects.



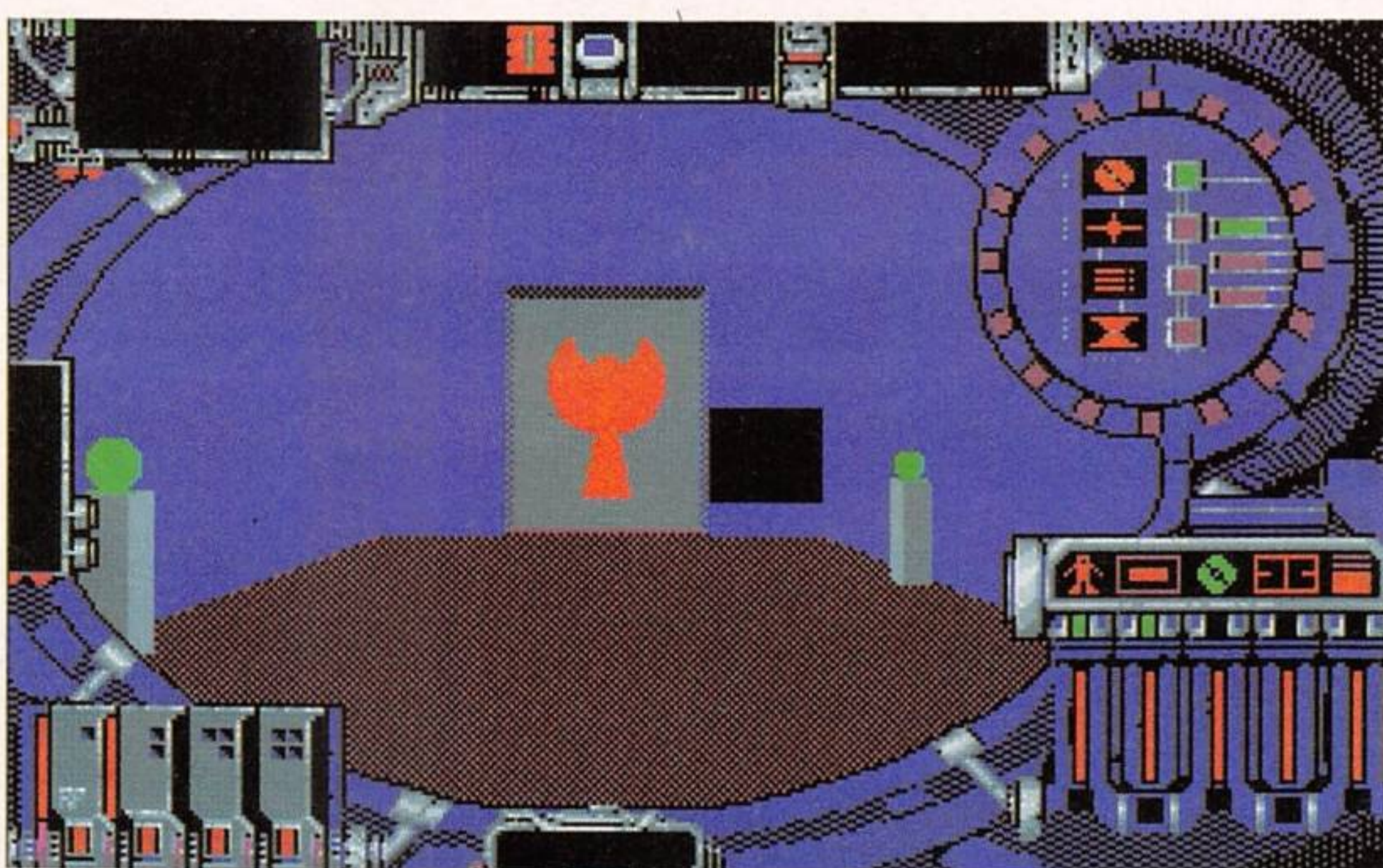
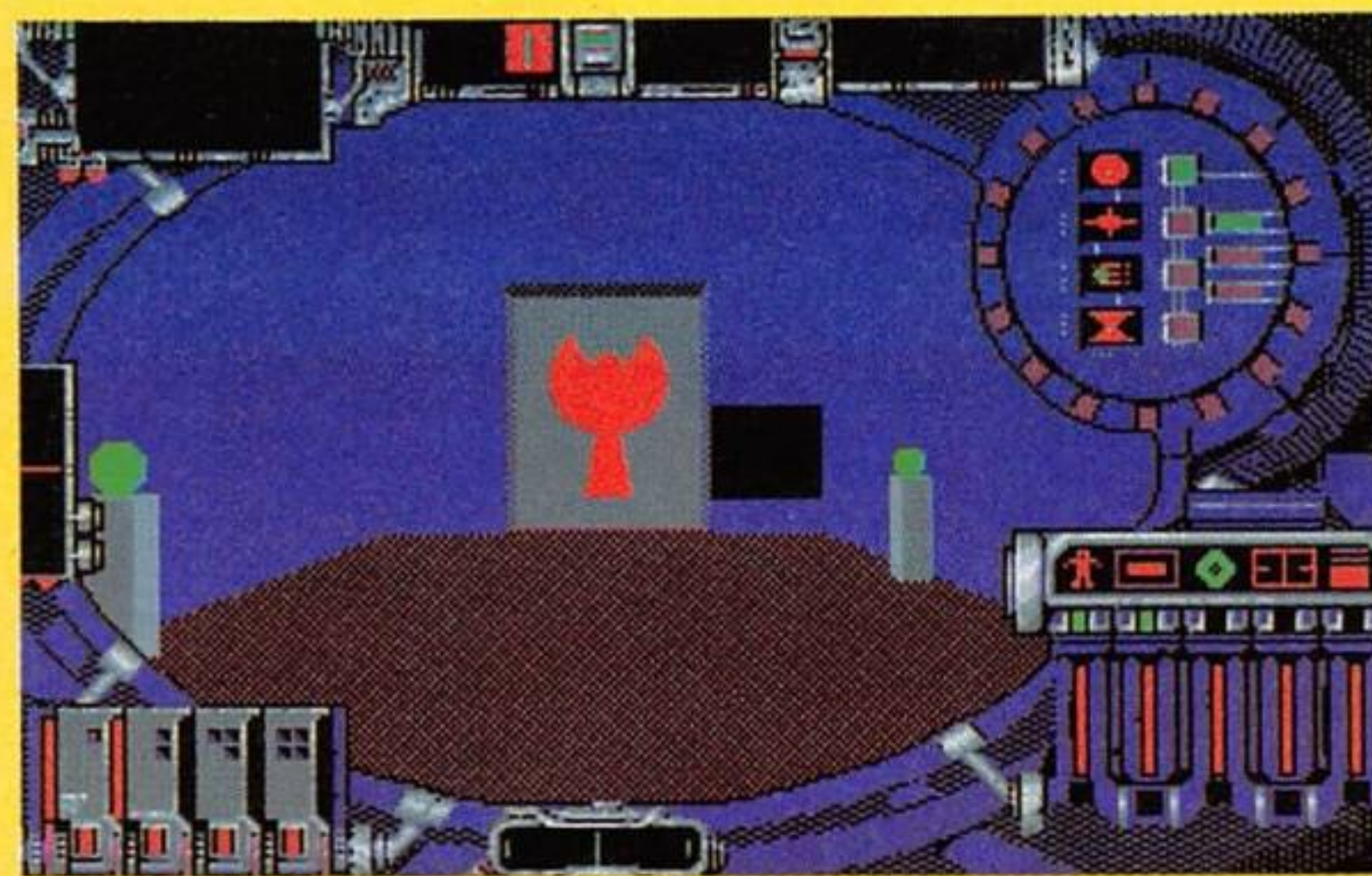
POWER CELLS:
Four storage units for mains power.

VERTICAL SCALE:
Angle of suit head.

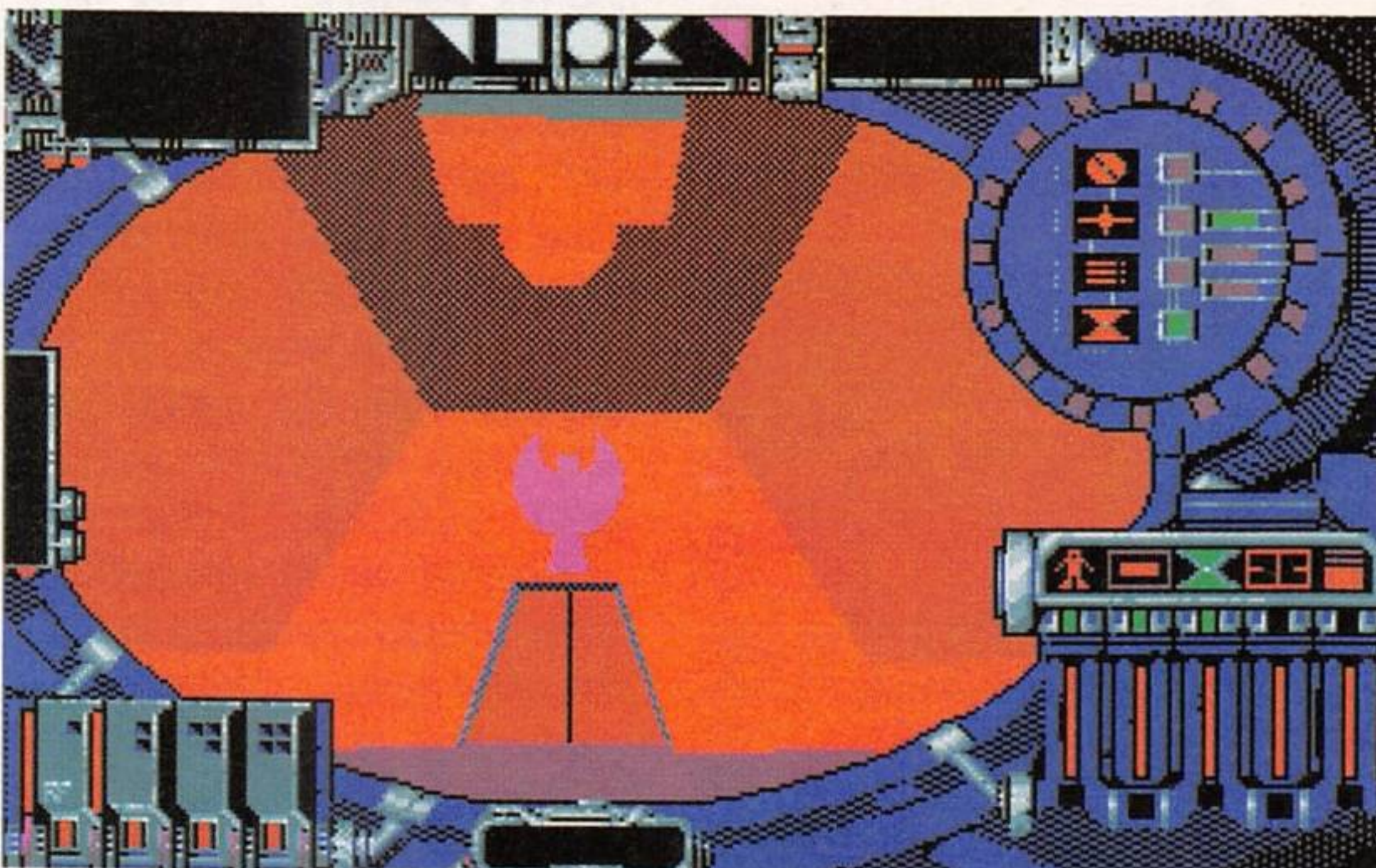
HEADING: Present compass direction.

MODE INDICATOR:
Present suit mode.

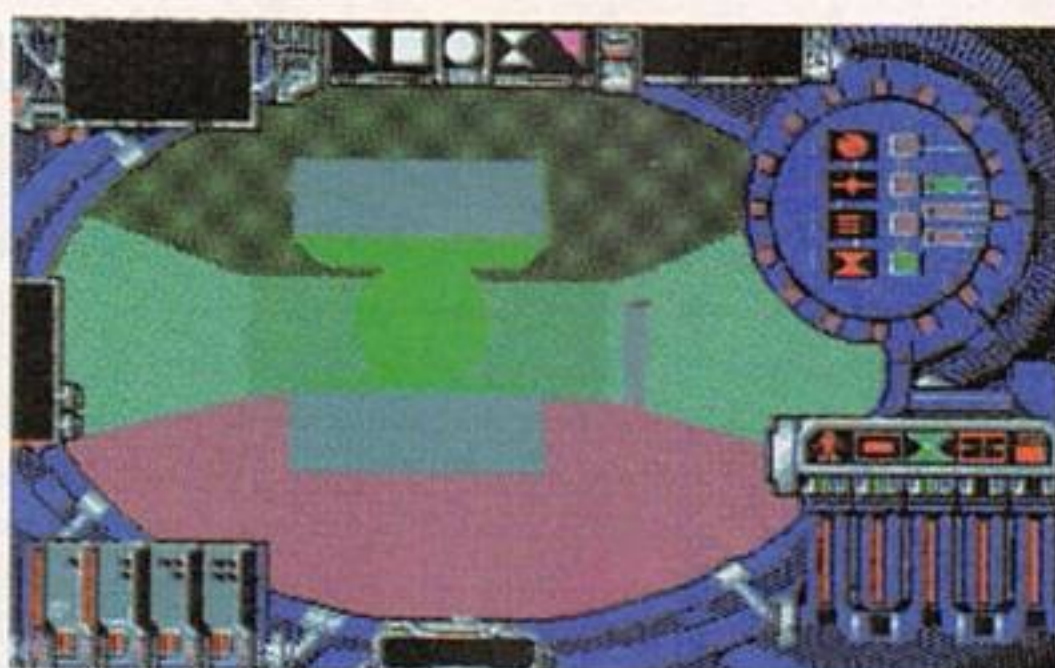
RADAR: Circular object scanner.



You are placed at the unguarded entrance to the Cybercon III complex and all seems fairly quiet. But how on earth will you get through the front door? This is your first opportunity to use the sonic key. The code is presented in a window to the right of the door.



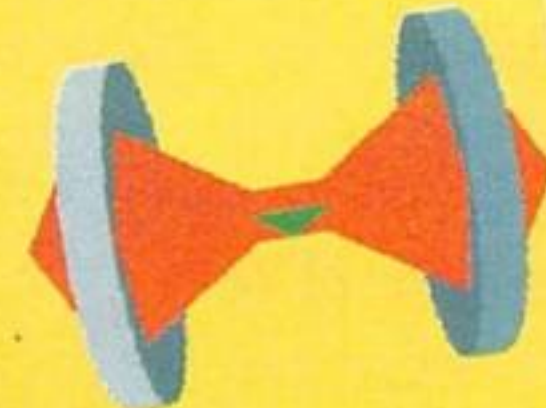
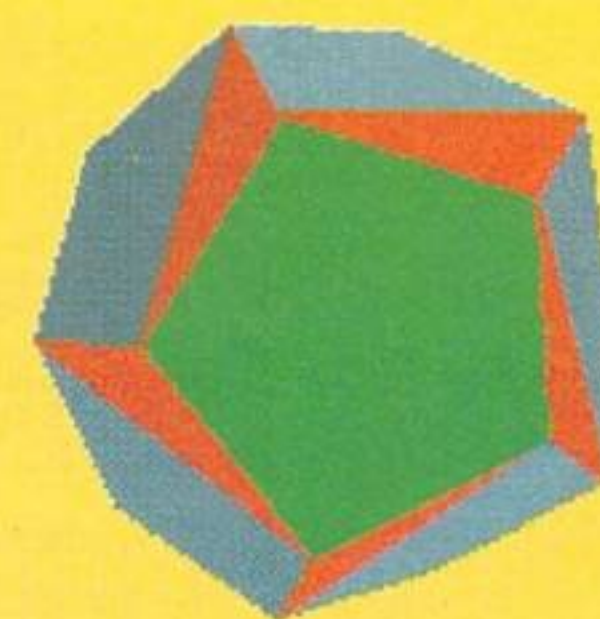
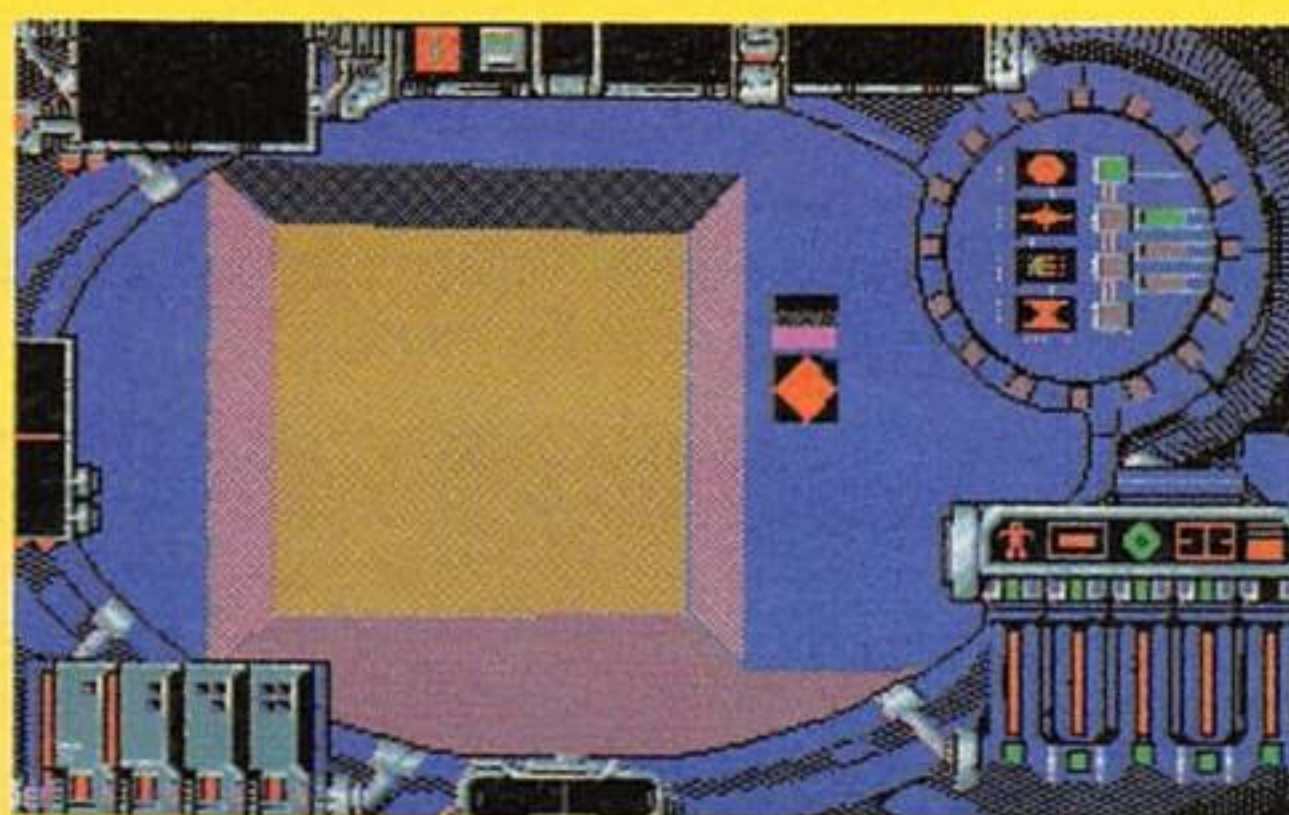
The passageways are long and extremely dangerous. At first your progress will be relatively unhindered but as you become more of a threat guards will be released by the brain stem to destroy you. Beware of laser emplacements also.



There are plenty of weird and wonderful objects to investigate. Most of them will help you in your quest on some way or another although there are objects that will hinder your progress.

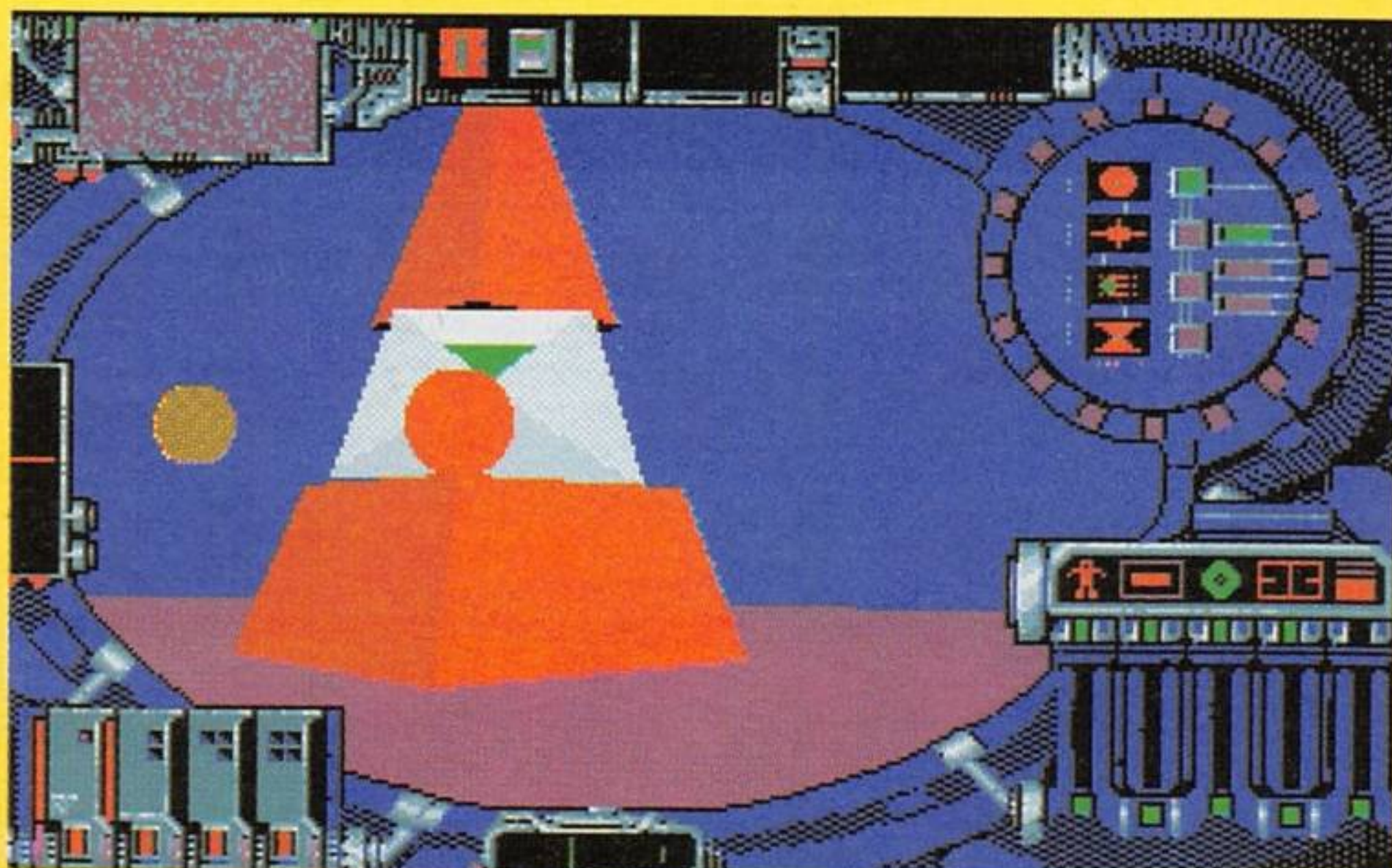
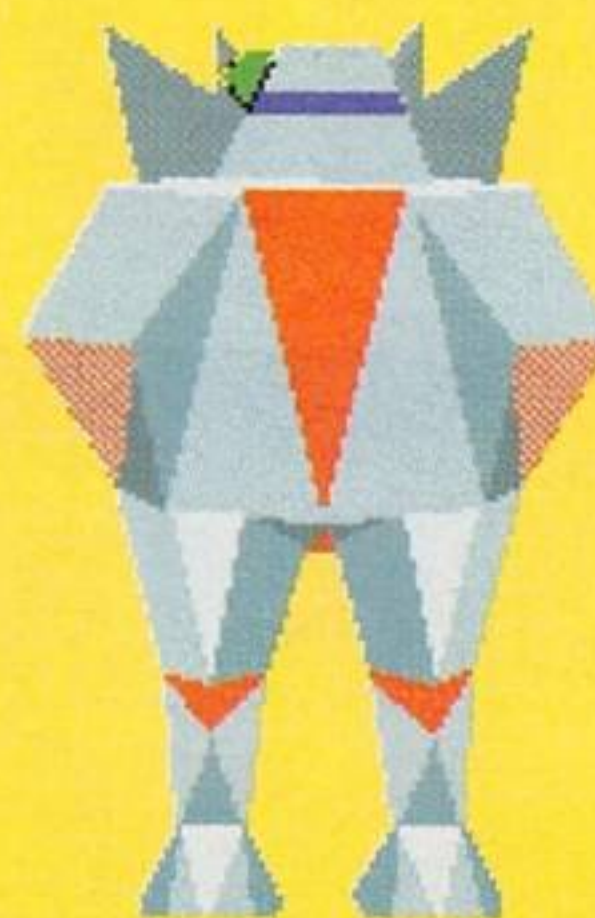


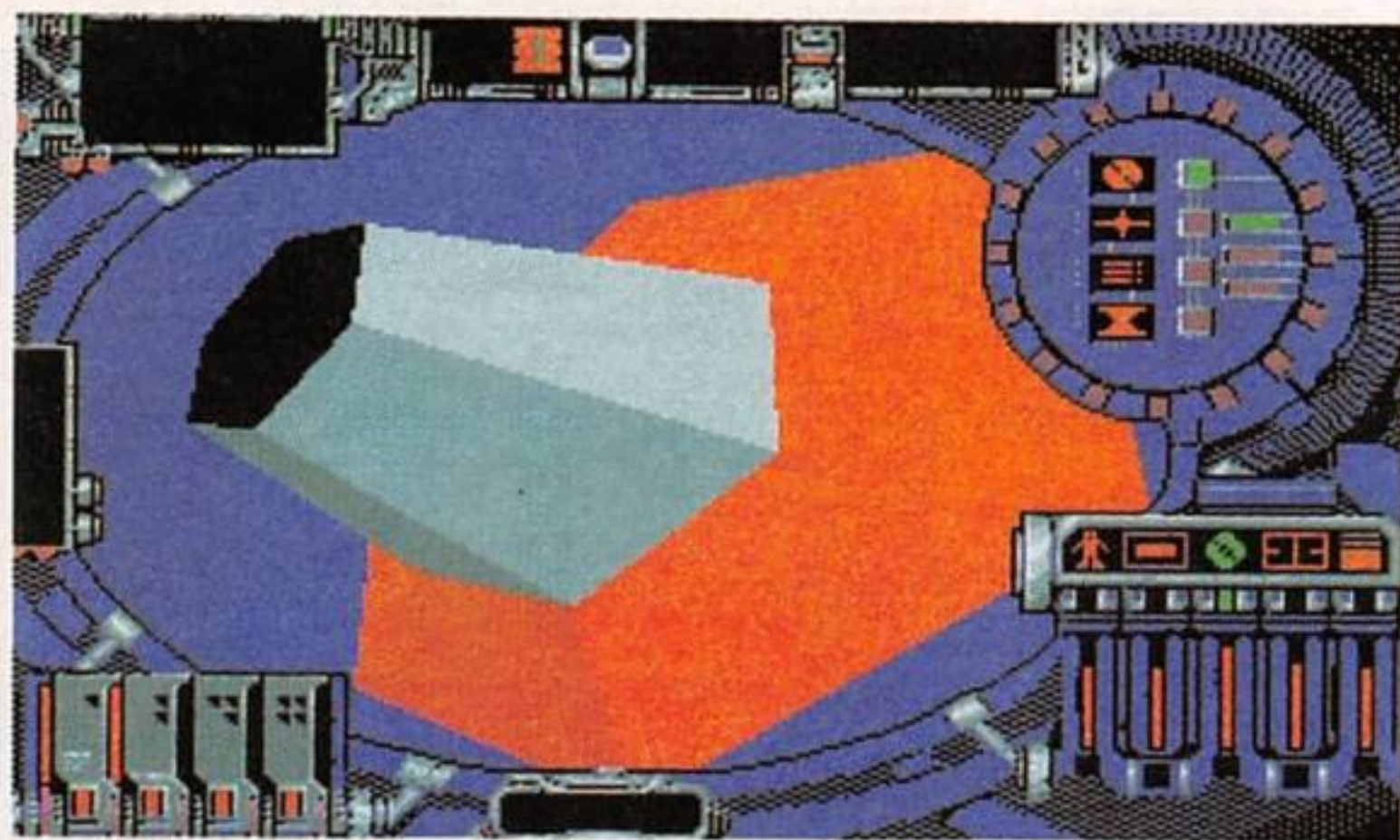
As well as patrol droids, the complex also features gun turrets and cone emplacements. The cone emplacements are extremely difficult to pass and almost invincible to your firepower.



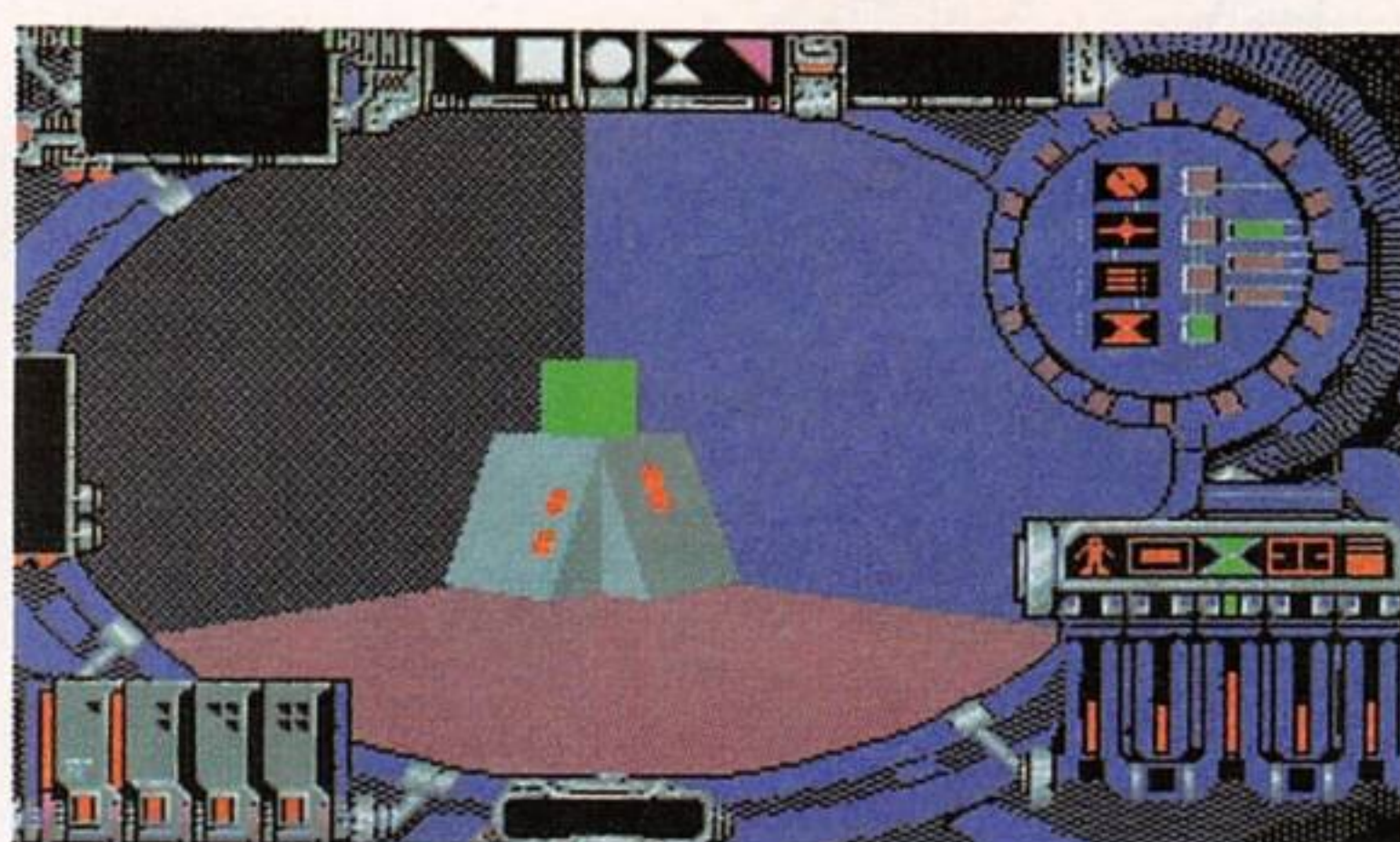
3D OR NOT 3D?

There are plenty of objects for you to see in Cybercon III and here are just a few of them. Each has been beautifully and painstakingly rendered in superb 3D that moves extremely realistically. There are about 100 different objects to see and investigate - you can even see yourself by using the retractable camera.





Some of the gun turrets are placed on the walls to the side of doorways. As soon as you step out into the open they will attack you. This is one of the big boys and you won't last long against him. It is best to try and sneak around the walls. Their lasers are stationary so they will not be able to follow.



Interrogating objects couldn't be simpler. First you must select the sonic key mode and then press F9. The object's code will be read. If you have the necessary shapes you will be able to play the sequence back and glean information. This will either help or hinder you in your mission.

Cybercon III

ACTION INFO

CYBERCON III
U.S. GOLD
TEAM: ASSEMBLY LINE



The Assembly Line and Ricardo Pinto, who actually created the concept behind Cybercon III, have done an excellent job on the game. Apart from the fact that it does take a fair while to get use to, Cybercon III is faultless. The 3D rooms and objects are superb and have set a new standard in 3D rendering. As mentioned before, the control interface is a little difficult to get used to but this proves no problem with a little patience. The camera is great fun and we guarantee that you'll have hours of fun just playing with this before you even venture into the complex. Excellent!

OVERALL
SCORE
90%



The Cybercon III was created by the War Council as an aid to defending the Earth against possible invasion.

Its intelligence was so great that the brain stem, the core of Cybercon III, decided that it no longer needed human interference and therefore took over the complex on Mount Adam where it was situated.

Every human present in the building at the time of the take over was destroyed and the entrance, where technicians and inspectors could gain access, was closed with rubble and debris by the brain stem itself. Worst of all, Cybercon III built an army of patrol robots armed with deadly lasers which it used to make itself stronger. The brain stem had to be destroyed otherwise all mankind could be wiped out.

You have been called in by the War Council and hailed as the last hope of salvation. It appears that there is a small opening to the complex on the south side of the mountain and this is where your journey will begin. Encased in a suit made from reactive 9mm Bio-ceramic/ Titanium plate, you must enter the secret opening and seek out and destroy the brain stem. Although the suit weighs just over 4 tonnes and stands 10 feet high, it is extremely powerful and capable of reaching speeds in excess of 90mph.

The complex is a multi-level 3D combat zone, designed to provide a quick and efficient response to any form of attack. Unfortunately, this makes your objective extremely hard and life expectancy very short. However, the suit you are in is very resilient and includes built-in filters to withstand nerve gas, chemical or biological agents and even radiation up to extreme levels although it will be penetrated if it takes too much damage.

The game is controlled through the heads-up-display that surrounds the actual screen. From here you can switch through the various different modes that control and regulate the performance of your suit. Due to its weight, several power cells are required to keep it operative but they must be used in moderation otherwise they will become drained of energy, although they are re-chargeable. There are four power cell slots but only two are occupied at the start of the game. The others must be found in the complex.

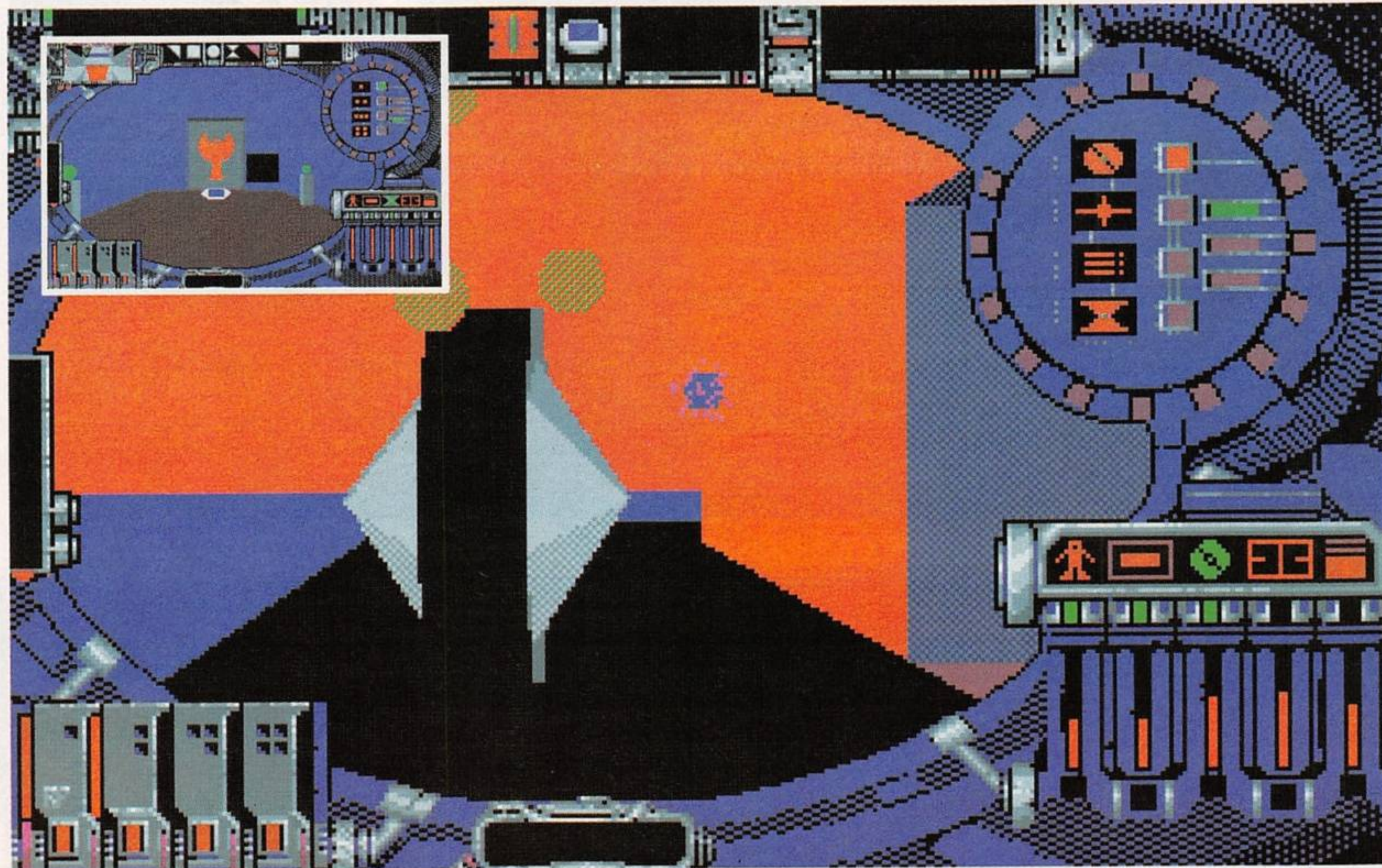
To the right of the HUD is the mode selector which controls the weapon, movement, radar and so on. These must be switched on before they can be used but they



do drain energy and if they get hit by enemy fire they will be damaged considerably.

The complex is guarded by robots armed with lasers and they will attempt to shoot it out with you. Fortunately, you have a camera which you can use to view areas without making yourself vulnerable.

The sonic key is the major part of your armoury and consists of strange shapes that will unlock certain objects. You must first interrogate it and obtain its shape code and then play it back providing you have the correct keys. Lifts are accessed in the same way. The keys can be found within the complex.



(Inset) One of the most useful utilities within the suit is the retractable camera. It can be launched into a room and controlled via the suit. Here you see the camera looking back on yourself.

As you venture further into the complex the enemy will seek you out and attempt to stop you. Cybercon III has created a plethora of giant laser droids and they are pretty damn fierce in combat.



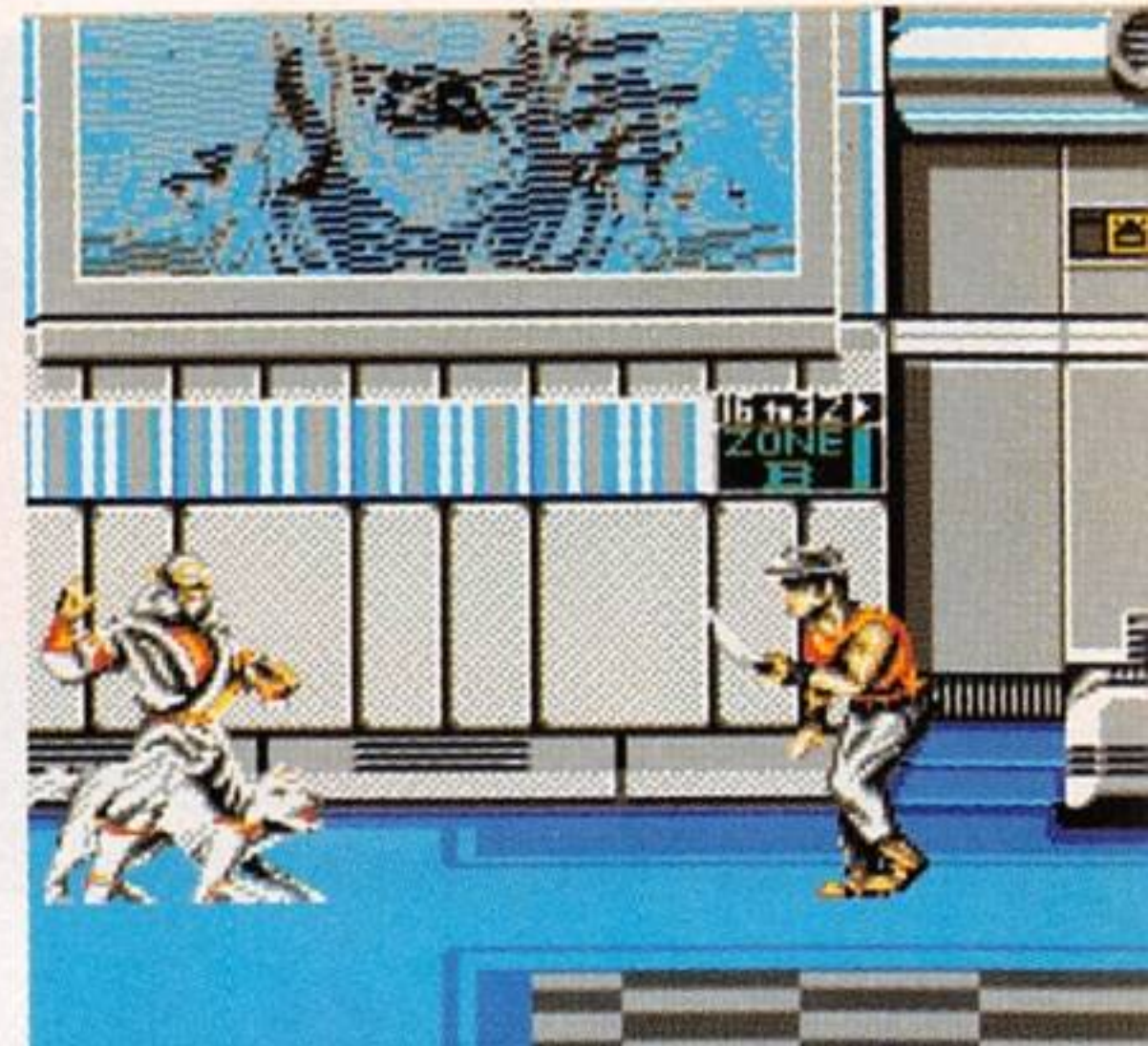
The most feared opponents are the orange Ninjas. Even after a direct hit to the head with a throwing star, they still come back for more, usually brandishing a large stick!



Once the guardian has been removed you get a chance to gain an extra life on the bonus screen. You'll have to kill all the descending Ninjas before they pounce.



The most powerful weapon you possess is Ninja magic. When it's executed every living creature on the screen is destroyed, except you and the dog of course!



SHOOT 'EM-UP

The original Shino-bi coin-op introduced in the arcades several years ago was a sure-fire hit. That's not surprising really as it was an excellent blend of three popular game types: Shoot'em up, beat'em up and platform action.

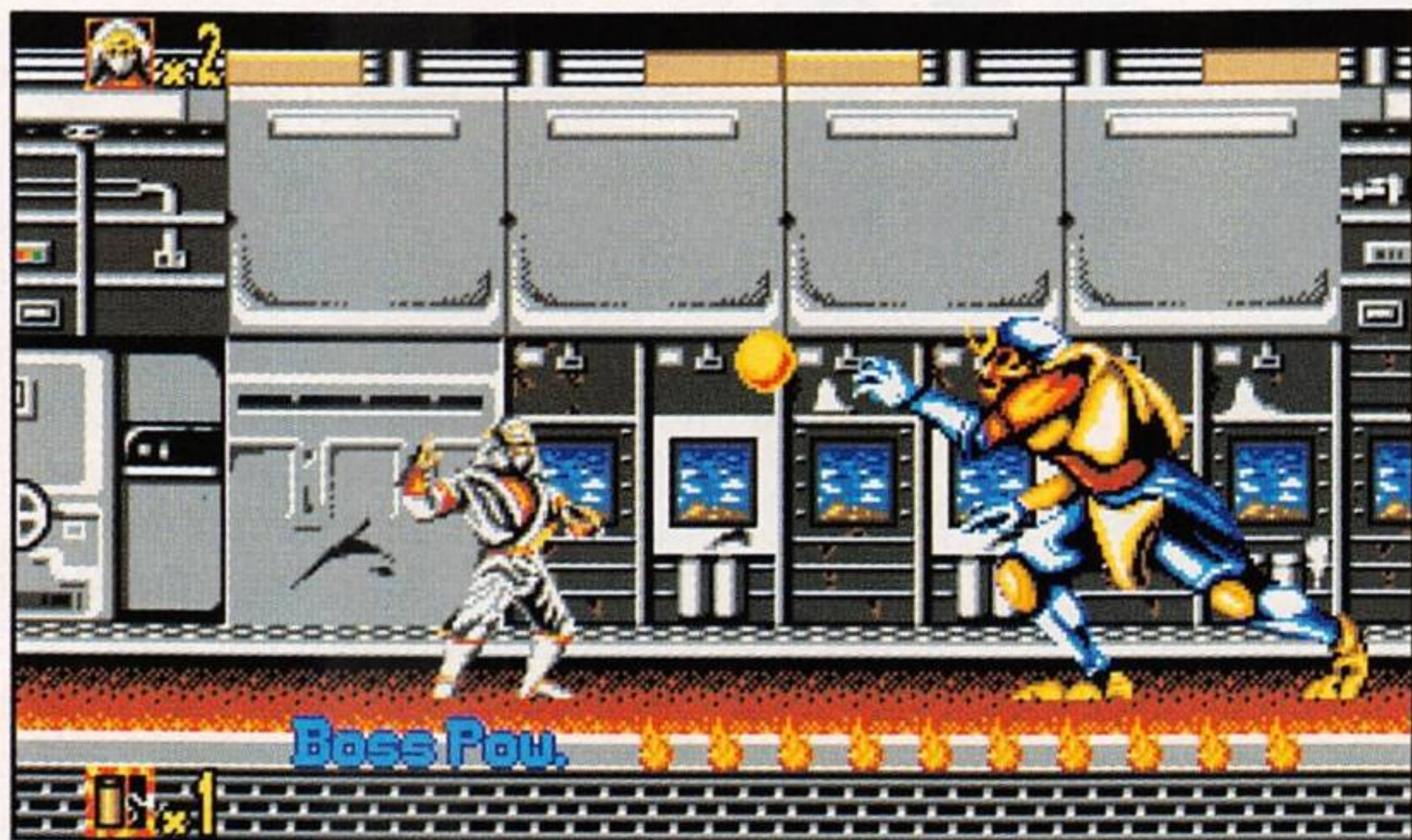
Predictably, the home computer conversion followed soon after but unfortunately, was a big disappointment. However, that was many moons ago. Since then the sequel has crept into the arcade and before we've had chance to sample the real thing, the conversion has been released.

Shadow Dancer is in many ways very similar to its predecessor. A group of terrorists in the centre of a violent city are committing a series of horrific crimes. The worst of these is the planting of time bombs throughout the busy metropolis. These lethal explosives are to blow simultaneously in a set period of time.

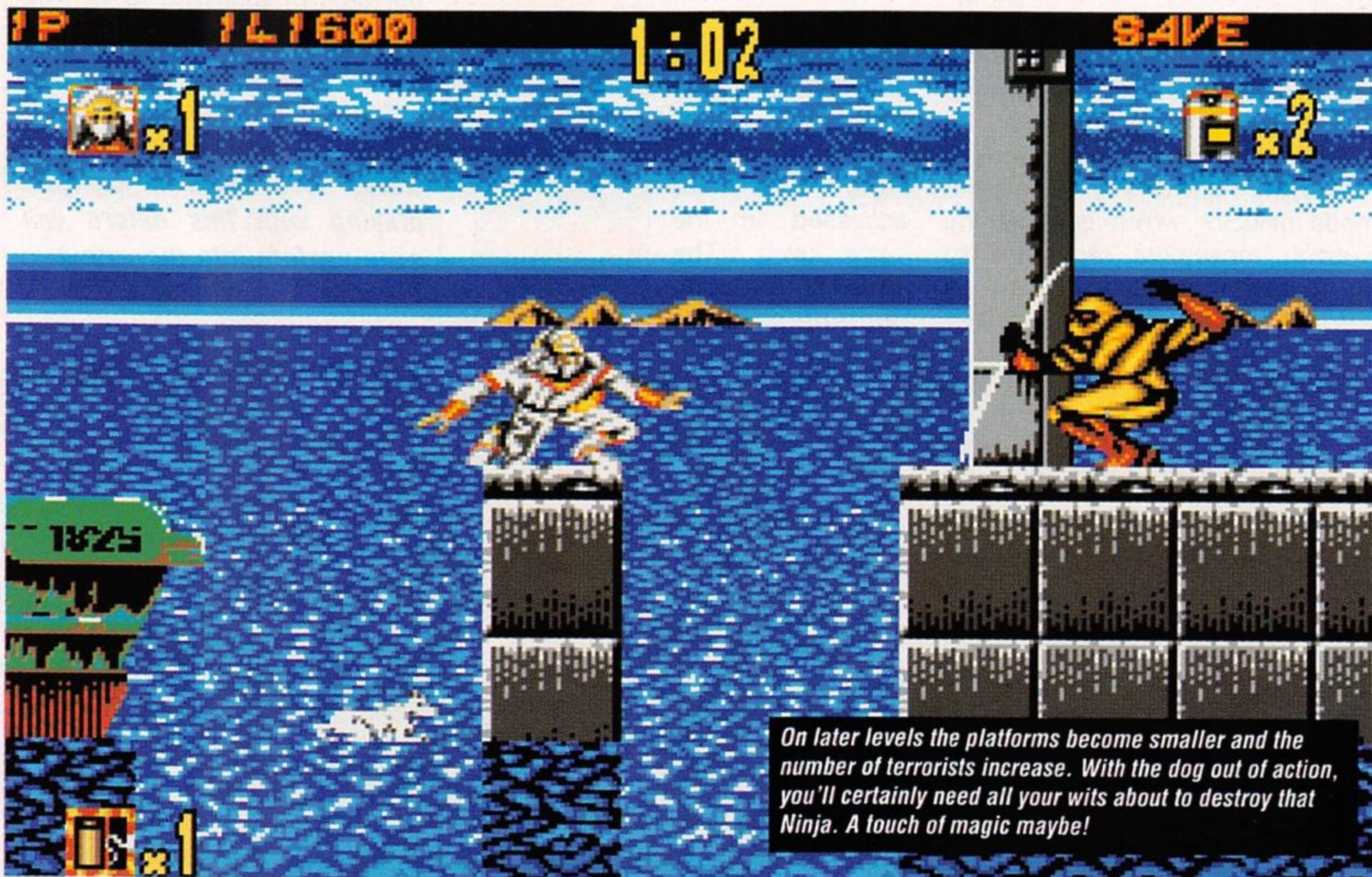
As you play the part of the young Ninja, it's your responsibility to round up the bombs and annihilate the syndicate that planted them in the first place.

This time, though, you're not alone in the quest. Your faithful pet dog will follow you throughout each level and assist you in fighting off the many terrorists, Ninjas and marksmen that lie in wait.

Being a ruthless Ninja, you have several ways of trashing the enemy. Your main weapon is an endless supply of throwing stars that can be dispatched very speedily. If the enemy strays too close though, you won't have time to throw a weapon, so you'll have to rely on a quick flick of your trusty blade.

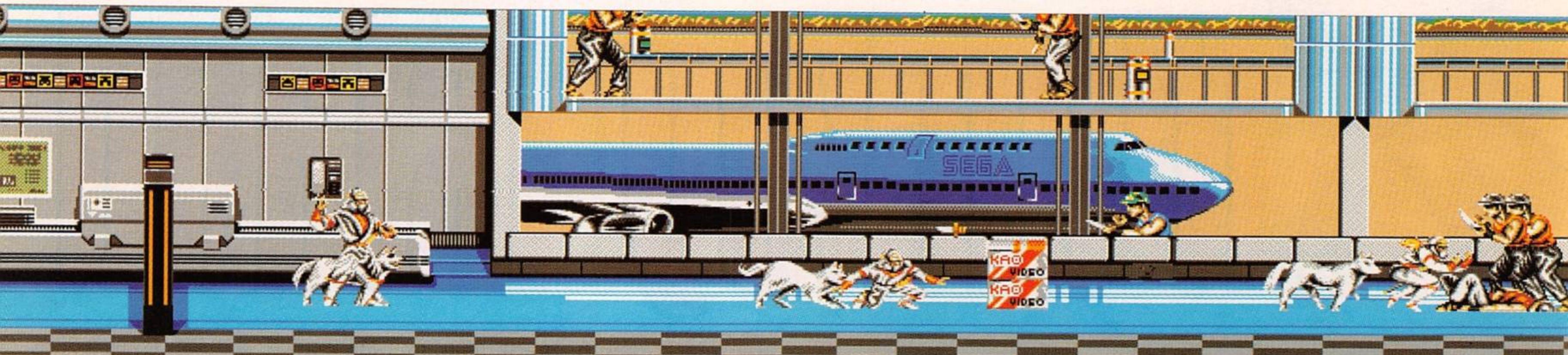


A large ferocious guardian will attempt to stop you progressing on to the next level by throwing large fire balls. Several well placed shots to his left arm should see him off.



On later levels the platforms become smaller and the number of terrorists increase. With the dog out of action, you'll certainly need all your wits about to destroy that Ninja. A touch of magic maybe!





Shadow Dancer

Your ultimate weapon is Ninja magic that literally wipes out everything on the visible screen, excluding you and your dog. Be careful when using this though as supply is very limited.

The Ninja magic comes in many various forms including the hurricane which twirls around the level drawing up any of the bad guys into its centre. The other form of magic is the fire flame. If there are any enemies on the screen they will be engulfed in flame and burnt to a cinder. As mentioned before, the magic is in short supply so it must be used sparingly.

The saying: *A man's best friend is his dog* is certainly not far from the truth as far as this game is concerned. If you're caught in a tricky situation, you can order your mutt to attack the nearest person. If it isn't up to the task it'll be thrown off looking more like a poodle than a savage guard dog. Luckily though, it soon recovers and can be used time and time again to thwart the enemy.

If you thought you had it good, the terrorists have it better. They fight back using daggers, swords and even shot guns. Being hit by such objects results in the loss of a life.



The game is played over four rounds split into different sections, totalling 15 stages in all. As you progress through each stage, the screen will scroll in all four directions, with new enemies and time bombs moving into view.

At the end of each round, you'll have to overcome a large guardian. Each one has a weak spot that needs to be hit several times by a well placed shuriken. In return the guardian will fire back various missiles in an attempt to stop you proceeding.

Keep your Ninja wits about you and you may survive to fight on through the levels.

OVERALL SCORE
84%



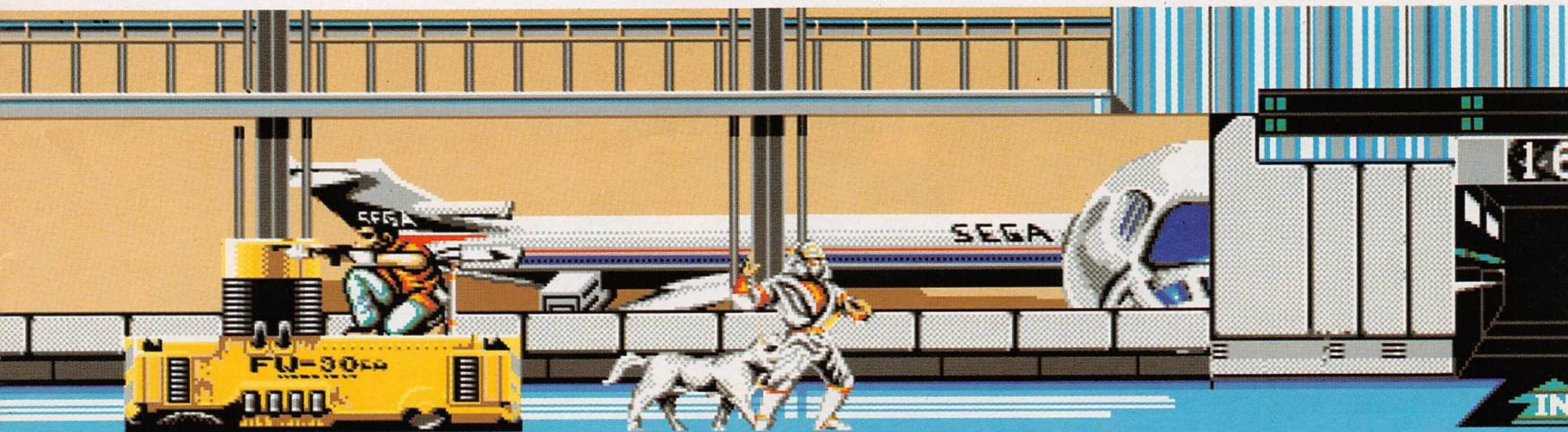
Some of the explosives are hidden and also well protected. Here you'll need to leap the fence, take out the frisbee man and finally collect the lethal bomb. But beware for he will be out to stop you!

ACTION INFO

SHADOW DANCER
U.S. GOLD
TEAM: TEAM - IMAGES



Upon loading the game and witnessing the graphics, my initial thoughts were drowned with disappointment. Luckily though, I was proved wrong, as once again, true gameplay has won the day. If you enjoyed Shinobi then you'll love this as it's the nearest thing to it. As with the original the contrast between fighting, shooting and platform strategy is perfect, allowing you to progress that little further with each attempt. What could cause many people a lot of disappointment. As you progress you'll realise the game is fairly easy to beat and with only four rounds to complete, long term appeal may be hindered.



Monkey Island

ADVENTURE



A young man by the name of Guybrush Threepwood has moved to a small island in the Caribbean called Melee. What takes him to such a far out place is his determination to become a swashbuckling, blood-thirsty pirate.

As usual the island is bustling with pirates. Most of them spend the majority of their lives in the local bar swilling an acidic substance known affectionately as Grog. It soon becomes apparent though, that not everything on Melee island is quite right. Not one to be put off easily, Guybrush continues his quest that effectively begins in the Scumm Bar. Here, he will discuss becoming a pirate with the locals who inform him that he'll have to prove his worth by completing three trials: Mastering the sword, the art of thievery and treasure hunting.

Playing the part of Guybrush Threepwood, you must explore the island and mix with all the locals. As with previous Lucasfilm games, the top two thirds of the screen is dominated by the animation window. All the graphics are displayed from a third person view with the screen scrolling to accommodate for larger scenes. The remainder of

the screen is used to construct your sentences that tell Guybrush what to do.

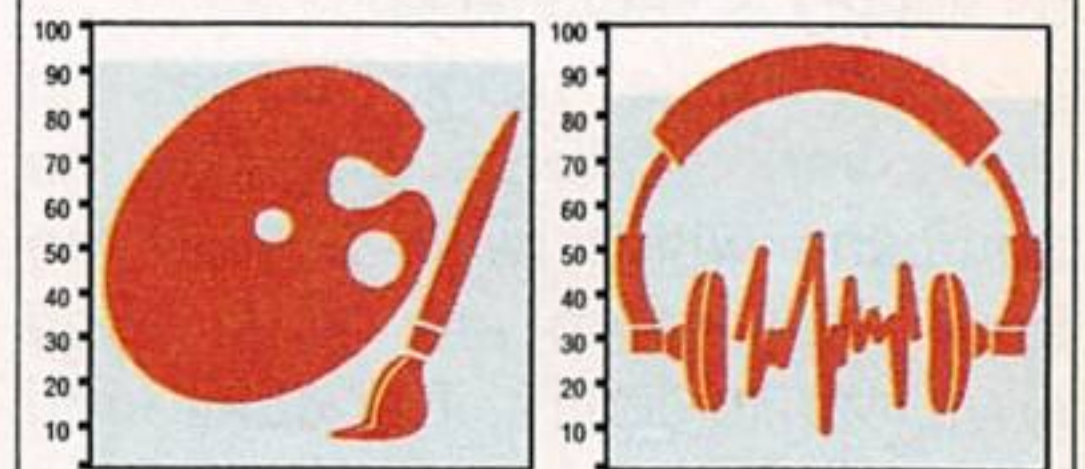
As is the usual for this style game, a point 'n' click method is employed. For example, if you wish to pick up an object such as the hunk of meat in the Scumm Bar kitchen, you must select the phrase *Pick up* and then click on the object you wish to take. This will add the object to your inventory list.

Selecting the *Talk to* option will give one of two possible outcomes. The first is a few words



ACTION INFO

MONKEY ISLAND
U.S. GOLD
TEAM: LUCASFILM GAMES



As with previous releases, the attention to detail and the finely tuned gameplay cannot be faulted. The graphics for instance, are stunning throughout, with plenty of animation and facial expressions on the characters. Coupled with the excellent Caribbean tunes and the rhythmic reggae stomps the game simply oozes character and atmosphere. If you're new to adventures such as this, you'll probably find the difficulty level perfect, whereas more experienced adventurers may find it a little easy. However, there is absolutely no excuse for not owning this game.

To get anywhere in the adventure, you're going to need some cash. The only way to do this is to get a job at the circus and risk your life as a human cannonball. Whatever you do, don't forget your helmet!





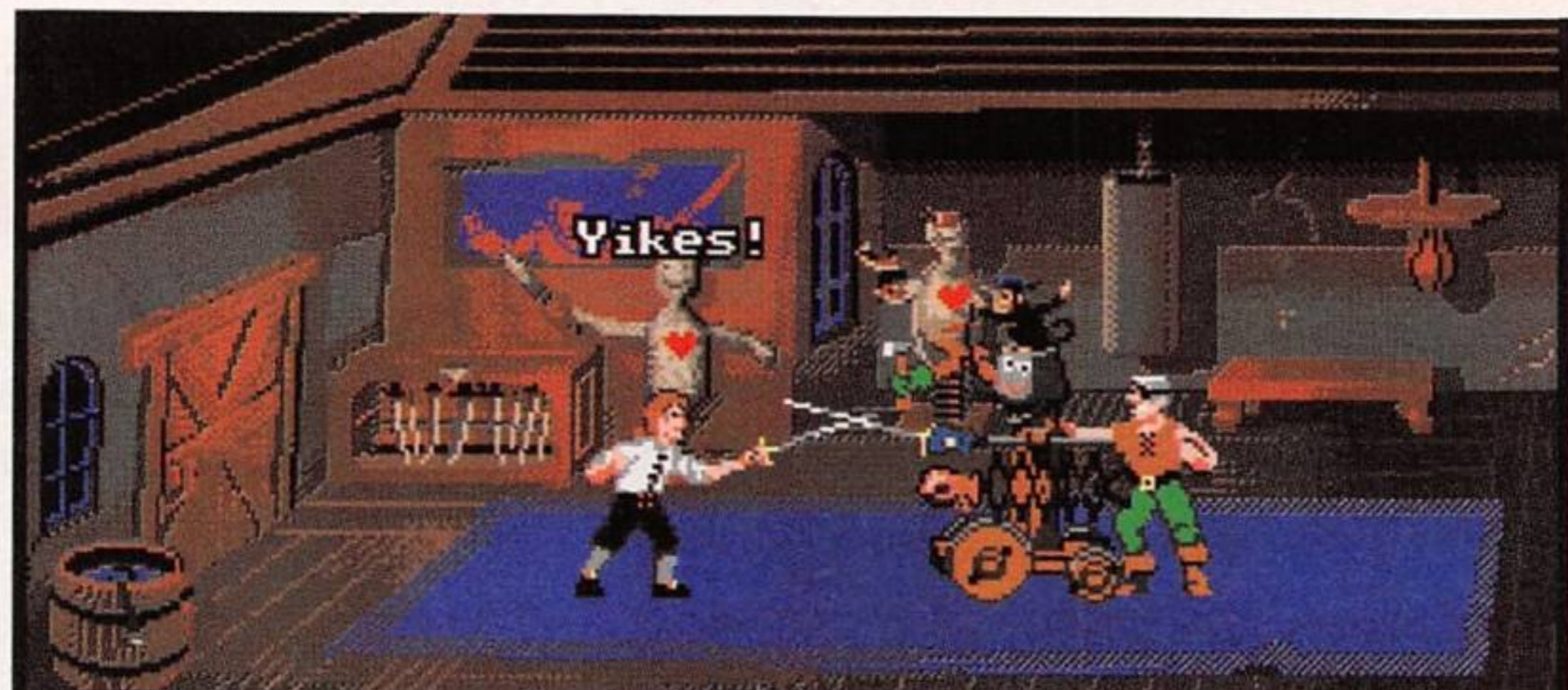
from the selected character which don't warrant a reply. If the conversation is to be in depth you'll need to be able to answer back, so a selection of responses is supplied. Some are fairly abusive, so it's best to think twice before using one of these. It seems that the only way to extract information from the locals is to be pleasant.

slim. If danger is not too far away the game will make it obvious, giving you plenty of time to re-think.

As the story unfolds you'll realise that the ghost of Captain LeChuck is the reason why so many pirates stay ashore. The intermittent screens also make it quite obvious that he doesn't want any interfering kids threatening him.



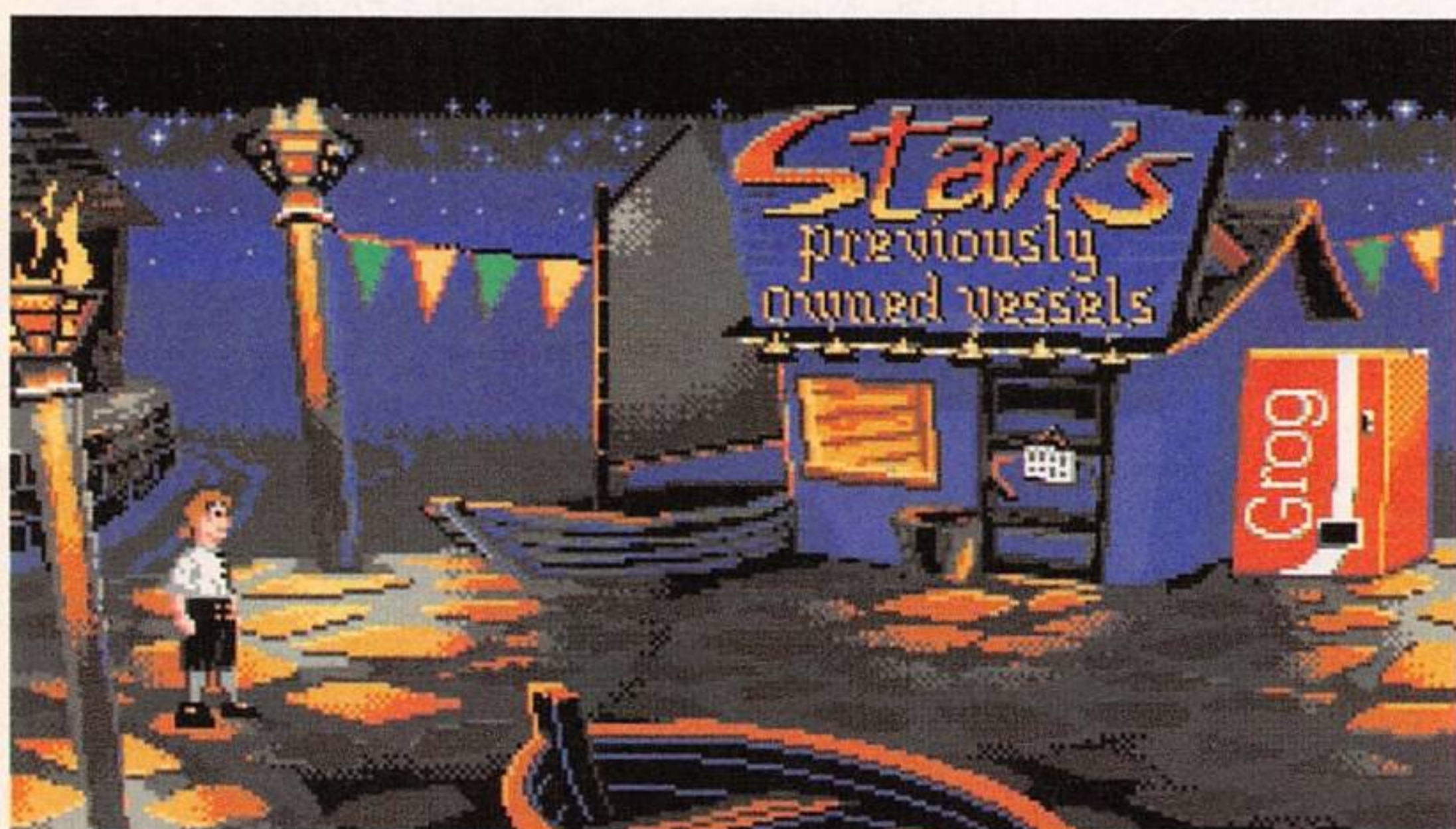
OVERALL
SCORE
90%



Before you can take on the sword master, a few basic lessons will be required. You'll soon realise though that even the most feared pirates cannot defeat the master, so you'll have to learn a few insults.



Because Lucasfilm are very nice people, the chance of being dropped by simply venturing into a newly found place is very

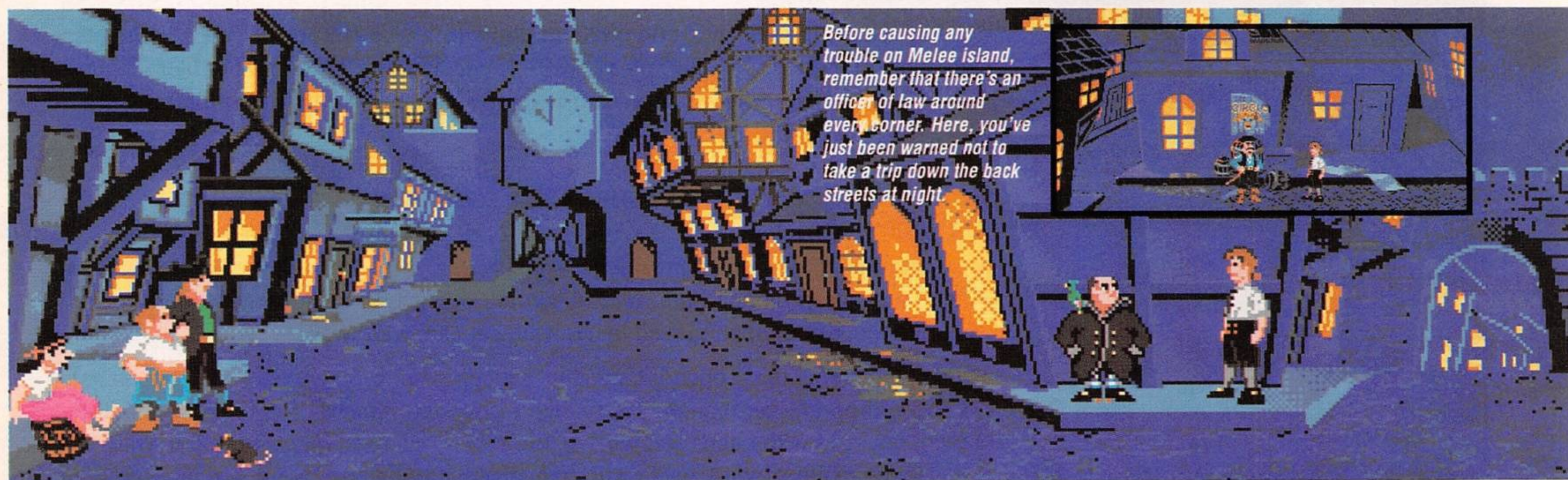


Any respectable pirate needs a ship. Luckily, there's a guy called Stan on the island who sells second-hand vessels. If you're out to save money though, prepare to haggle!

(Right) An overhead view of the island is incorporated to allow movement from one place to another. On your voyages between villages, you may come across various characters all willing to take you on in a sword fight. Get your best insults to the ready.



(Left) To cross that chasm, you'll have to take a ride down the rope slide, preferably without burning your hands. Don't be too scared, even a chicken would take that on!



ADVENTURE ZONE

Welcome...

...to ADVENTURE ZONE, the NEW Megazone adventure and fantasy section. Every issue, I'll bring you the best of adventure and fantasy reviews, hints, cheats, solutions, latest news, letters and much more.

My name's Mario Moeller... I'm eighteen and currently studying (well, that's what my parents think!) for a science degree at Melbourne University. I own a Commodore 64 (it's not dead yet), and an Amiga 500 - I'm hoping to get a Sega Mega Drive, so I can use this for reviews as well.

I have commercially published my own adventure games, and have just finished writing one for the Commodore 64 - so if there's any interested publishers out there ...

I am of course totally into adventure games, and have solved just about every one ever released. I also love playing the odd role playing game on the side. I can offer anyone help for just about any adventure (and most RPG) games, and will reply to all letters. If you need help, or would like to send in tips, or a solution (or simply want to chat!), then the address to write to is;

Adventure Zone
38 Greenvale Drive
GREENVALE
VIC 3059

Remember, if you would like a personal reply, then you must include a stamped self addressed envelope. Please remember to say what computer system you own.

Free Software!

Every issue, I'll be giving away a free piece of software for the best submission. You can send in hints, solutions, arguments, views, and of course problems! So get writing! (Software will either be Amiga or Commodore 64).

NEWS

The main news this month is Ultima VI which has just been released on the Amiga soon. It's already out for the PC and C64, so if you're an Ultima fan be sure to check it out!

Eye of the Beholder is the latest from SSI, and is another in their line of AD&D games, although this time it looks more like Dungeon Master, because of its three dimensional appearance.

Sorcerers get all the Girls is Infocom's latest, and it has just hit the shops for the PC. It's a text adventure with some graphics thrown in.

And, if you haven't been up with the latest, watch out for Wonderland from Magnetic Scrolls which is out for the PC and Amiga as we speak.

MARIO'S TOP 5

5 current Adventure games that we recommend you check out.

1. Indiana Jones Last Crusade

Lucasfilm brings Indy alive in this graphic spectacular. Classic adventure!

2. The Secret of Monkey Island

A great game loosely based on Treasure Island. A great price, too, at \$59.95.

3. Dungeon Master

Still the best D&D-type game available for the Amiga.

4. Search for the King

Makes Larry look lazy! Imaginative characters and jokes. See review opposite.

5. Bard's Tale III

Explore the ruins of Skara Bray. A great with lots of depth.

SOLUTION TIME!

Each issue I'll publish a complete solution to an adventure or RPG. If there's a particular solution you're after, please write to me and ask; if I receive enough requests for it, I will publish it. I will also publish some solutions sent in. This month's game is Wishbringer, a goodie from Infocom.

WISHBRINGER SOLUTION

S, wait, get envelope, n, w, w, yes, n, w, e, d, get bone, u, s, e, e, e, drop bone, n, wait, get note, n, examine fountain, get coin, n, n, n, n, e, drop all, break branch, get it, w, s, s, w, s, drop branch, n, e, n, n, e, get all, u, w, n, u, e, s, u, open door, in, wait, wait, offer envelope, open it, read letter, wait, get can, wait, wait.

D, n, w, d, s, e, d, w, open lid, get can, squeeze can, drop can, get stone, open gate, s, s, w, s, drop all, get branch, put branch in pit, get branch, drop branch, get all but branch, dig sand with hands, get whistle, blow it, w, wait, get hat, wait, blow whistle, n, e, e, s, open mailbox, wait, wait, wait, n, e, give hat to pelican, w, w, s, e, give coin, in, give ticket, n, search seat, get glasses, s, out, yes.

Get all, move bunk, d, n, e, put blanket on beast, open refrigerator, get worm, w, w, move stump, u, e, s, s, examine fountain, put worm in fountain, get token, e, e, s, insert token in slot, push stick, w, again, push stick, s, again, press button, yes, yes.

Say (Magic word) to pelican, s, wait, wait, wait, give not to Mr.Crisp, get coat, get key, unlock chain with key, pull lever, drop key and coat, get not, read it, open hatch, u, u, wear glasses, turn second switch, get broom, d, remove glasses, move painting, turn crank, n, n.

E, alexis, heel, open door, e, get key, w, n, unlock door with key, in, s, s, break case with broom, drop broom, get sculpture, examine sculpture, put wishbringer in hole, yes, yes, knock at door.



Follow Mild Mannered Les Manley as he rocks his way across America, looking for babes, bucks, and the big banana himself... the King of Rock 'n' Roll, Mr Elvis (I am not a fat whale) Presley.

This is a text adventure in the spirit of Leisure Suit Larry, but with much more.

Want more? Get Les!

Search for the King

Search for the King is Accolade's debut graphic adventure, which bears resemblance to the popular 3D Sierra adventures, but plays a million times better. Search for the King revolves (oddly enough) around the search for proof that Elvis is still alive. You are Les Manley, the nerdy looking employee of of WILL TV stations, where your job is to rewind video tapes all day: manually, to save the ailing station money. Your place at work consists of a tiny office without windows and only a simple desk and filing cabinet to keep you company. The main attraction at work is the boss's secretary Stella, and you hope to one day win her heart.

Unfortunately, WILL's ratings aren't the best. They're rock bottom in fact, so the promotions guys decide to launch a competition to boost their ratings; a prize of \$1 million for the first person to find proof that The King is still alive and well. Now Les, trying to be Manly (the game capitalises on this pun), swears to Stella that he will find proof .. during his lunch break. Of course this is where you come in, and take control of Les to try and do the impossible.

The game comes in a nice big, solid box; and tearing it open I was confronted with dozens of leaflets, disks and other goodies. The game comes on five disks, but somehow disk swapping is kept to the absolute minimum, so if you don't have a hard drive it's not the end of the road. The disks are standard Amiga format, and seem to multitask fine under a Workbench. Copy protection is by use of a code wheel, and therefore the disks may easily be backed up. One of the leaflets

particularly impressed me - it described how the game had been significantly improved over the PC version; improved graphics, sound and no bugs. Most adventures these days (especially those Sierra ones) are straight PC ports and therefore do not make full use of the capabilities the Amiga has to offer. But Search for the King does - and it does it well.

The game has brilliant intro, much like a cinemaware game. The graphics in the intro and also in the game are top notch, better than any 3D game I have played. And there's also brilliant sound which made the game much more enjoyable. One slightly bad point (which seems to be the norm though, these days) is the constant disk accessing, whenever you leave a location the drive comes on for about twenty seconds. But considering that there's animation in some of the locations (which is once again brilliant) I will not come down too hard on the game for this. The game needs at least one Megabyte of memory and unfortunately did not seem to notice or make use of any additional memory which was pretty annoying.

The parser is excellent. One of the best I have ever seen. Just about every word you'd ever want to type into an adventure game is recognised, and the responses are brilliant, and always seem to be full of humour. The puzzles are very logical, and the overall difficulty has been set at a good level. I only came across one bug, which was when the word "what" was entered too many times. At one point it actually caused the game to crash.

It took me a few days to complete the game, but in the end it was well worth it: the ending sequence is fantastic.

All in all, the game would rate as one of my top five Amiga adventures, and it is one which everybody should have in their collection. In some Amiga packs, the cluebook is also being thrown in for free, which makes this game even more worth the money.

Buy it!



THE VERDICT

Playability: 9
Puzzles: 9
Lastability: 8
Graphics/SFX: 10
Documentation: 9
Value for money: 9
Overall: 88%

Reviewed on: Amiga
Software by: Accolade
Distributor: Ozi Soft
RRP: \$69.95
PC version also available
Some Amiga versions contain a free cluebook.

& TIPS

PS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS >

Lemmings

Amiga

Type FRIGGLY on the title screen and something special will happen.

Mercenary Force

Game Boy

Round Select with \$50,000 to Start - Press up, select, A button, and B button all together at the opening title screen. Now you'll start with \$50,000 instead of \$5,000. All you have to do is press the control pad to the right to select stages!!

Moonwalker

Mega Drive

Level Select: This trick will allow you to begin playing on levels 1-0,2-0,3-0,4-0 or 5-0. First, plug your controller in the second controller socket. Turn the game on, and press the A button and Up-left on the direction pad simultaneously. Keep holding them and press Start. Now quickly plug you controller in the first socket. you can do anything you like now, even select options. When you select a one or two player game, "Round 1" should appear. Select levels with the direction pad. Press Start when you're ready to go.

Predator

Amiga

When playing the game, pause it and type YOU'RE ONE UGLY MOTHER and you will cop infinite energy!

Prince of Persia

Amiga

Here's a great tip sent in by Eric Nemme from Newtown for Prince of Persia. Load the game by typing "PRINCE MEGAHIT". This enables you to use the following cheat keys: '+' (on the keypad) to increase time and '-' (on the keypad again) will reduce time. SHIFT and 'i' turns the screen upside down. SHIFT and 't' gives you more energy blocks. SHIFT and 'b' turns all the lights off. SHIFT and 'c' gives you loads of codes. SHIFT and 'w' allows you to float if you fall a long way.

Rampage

Atari Lynx

Programmer's Face - At player select pause and unpause, then go to the paper. while holding OPTION 1 push right and go to the 6th day, pause and unpause. Now go to the 15th day, pause and unpause. hold OPTION 1 and OPTION 2 and push B to end game and after the high scores you'll get two pictures of the game's programmer.

Revenge of Drancon

Game Gear

Round Select - To get to the round select screen simply hold DOWN and press START. Now press up to select the round you want to start on!

R-Type

Mega Drive

Secret Level - Look out for two holes at the top of the screen in the middle of level four. Simply fly up the right-hand hole to be teleported to the secret level.

Super Cars II

T,Amiga

For the ST - On the game options screen, delete player one's name using backspace, and also for players two. Type in the following names in their place ; Player One - 'I Walk the Hill', Player two 'Inwards' (using capitals and spaces as shown). You will now have obtained a fab arsenal of weaponry (99 of them to be exact).

For the Amiga - Enter player one's name as 'Wonderland' for automatic qualification and player two's name as 'The Seer' for heaps of add-ons and weapons.

Super Monaco GP

Mega Drive

Race 15: To compete in the fifteenth race, enter this password -

0Q76 21LM F200 0000 0010 H10F
B324 5D76 CA89 EGC1 0000 0002 0000
0000 F2OO 2CAC.

Got that?

The Killing Cloud

Amiga

More level codes:

Mission 2	A66TRDEX
Mission 3	2WWTR7EX
Mission 4	Q44FRCE2
Mission 5	3xx8RCCM
Mission 6	XXX8VCCN
Mission 7	4338VCCN
Mission 8	W3Q8VCAM
Mission 9	63QTGDEX
Mission 10	CA2TG7EF

Turrican II

Amiga

For infinite lives on simply enter the music menu and select the first option. Select it again and then press number 4 and 2. Tape the ESCAPE key twice to get into the game and off you go....

Super C

Nintendo

To get safely through the Earthquake Zone of Super C for Nintendo, run quickly to the far right of the screen while the Babalu is being destroyed. Move back slightly, then move back and jump immediately into the Earthquake Zone.

Once you're on the ground keep running and firing all the way to the end. The ground will cave in behind you, so you won't get trapped. Only the attackers will be swallowed by the earth.

Toyota Rally

Amiga

If you're having trouble with a stage in Toyota Rally, simply press the letter C during that stage. When you look at the score table you're name will have been allocated the time you had when you pressed the button - so you can zip through the round in Two Seconds if you like!


Zuperdiddlyzabbyboo

Amiga

Here's a tip if you're having trouble playing Zuperdiddlyzabbyboo: there's no such game, silly!

Turn a
Bogey at two o'clock into an Eagle shot...

MASTER
GOLF



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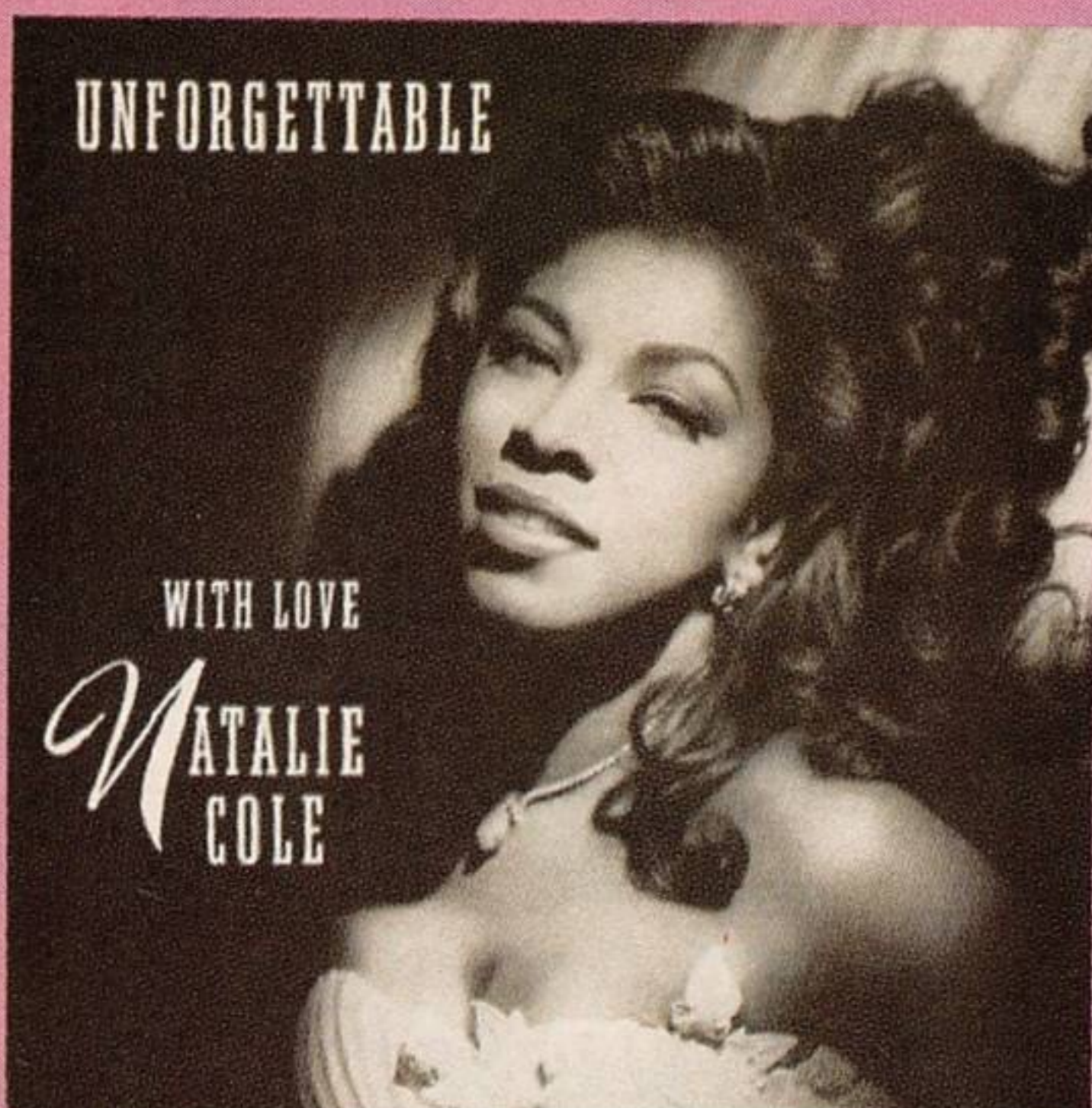
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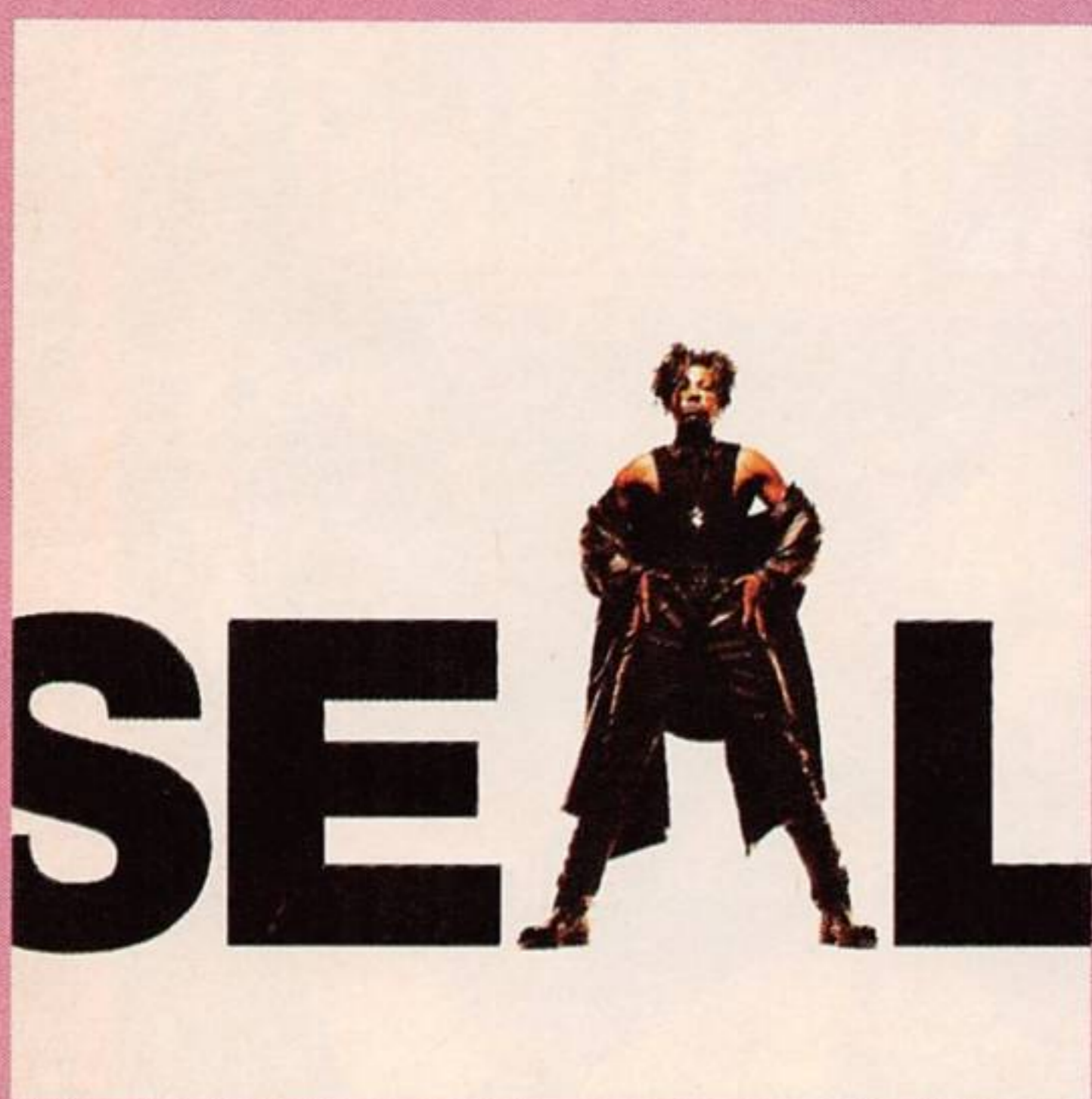
... another dimension from the leaders in
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Natalie Cole - "Unforgettable"

The long awaited new album from pop soul star Natalie Cole titled "Unforgettable" is just definitely that. Tipped to win all nominated sections in this year's Grammys, the album covers 21 years of Nat King Cole songs, with hit single "Unforgettable" Natalie Cole brings her father back for a unique duet. The album has 22 memorable hits brought back in a contemporary context. For Natalie Cole this was not just a tribute album this is the music she grew up with. As Natalie Cole says herself, " I felt tremendous joy and relief. I have kept this music inside of me for so long and now I'm finally releasing it."



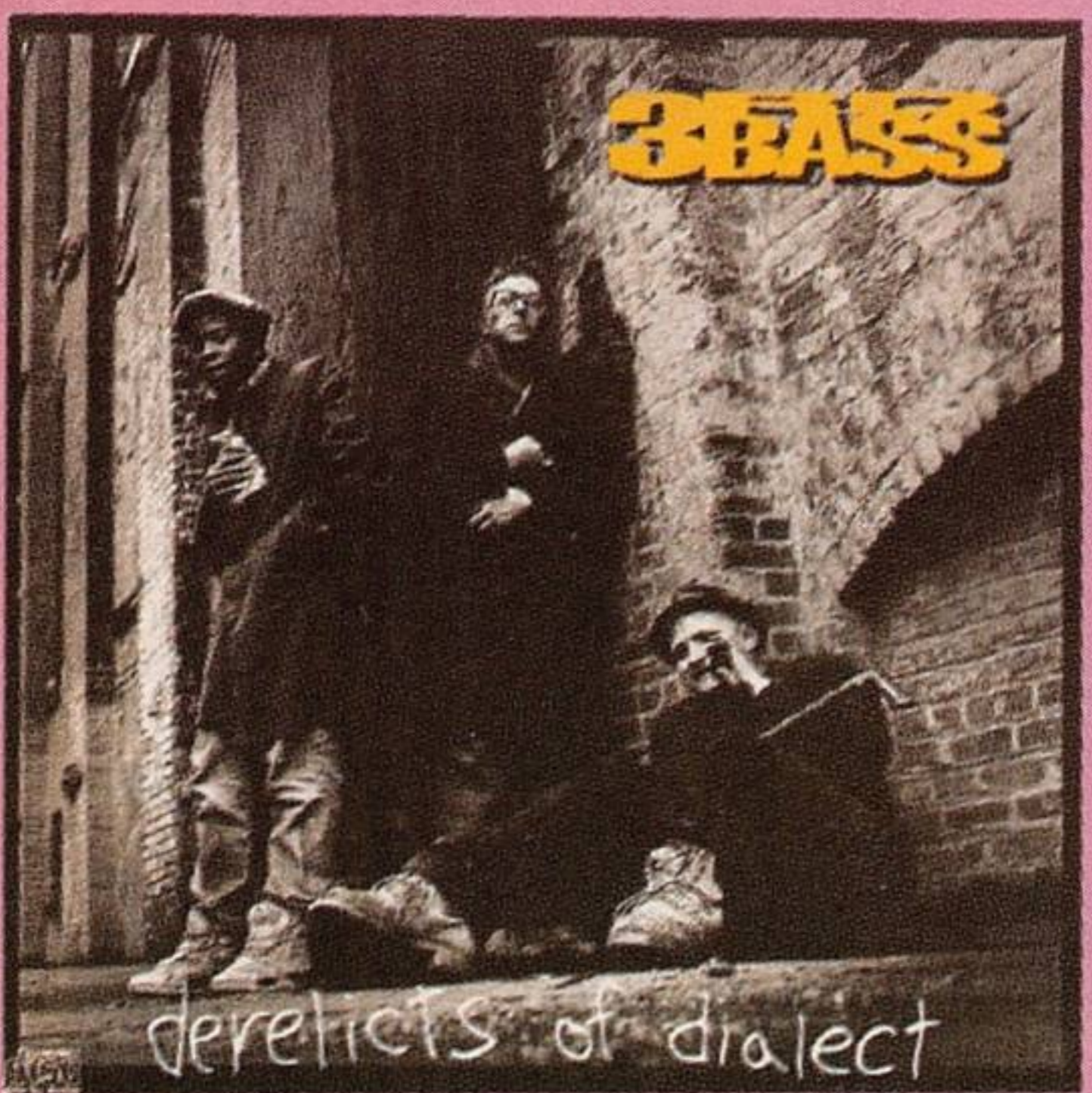
Seal-"Seal"

Lead vocalist on Adamski's hit single "Killer", Seals debut album release has been second to none. The albums first known producer Trevor Horn with a star studded musician line up with artist like Wendy and Lisa (ex Prince & the Revolution), Keith Blanc (Tackhead Soundsystem) give the album its quality. The album has spawned two number one hit singles "Crazy" and "Killer". Seal has proven not to be a one hit wonder and this album is sure to become a milestone in the pop rock industry.



Sheena Easton - "What Comes Naturally"

Having come a long way from singing songs about the dallies of public transport of a 9-5 basis, Sheena is evidently set to do "What come Naturally". With a hit single tucked away and another in the making with "You Can Swing It", Sheena is definitely on the way up. Although predominantly a dance album, we do get a chance to endear the encapsulating power of a Sheena Easton ballad. Hot property, warming for Winter.



3rd Bass - "Derelicts of Dialect"

From the Def Jam stables comes album number two from US rapsters 3rd Bass. Their debut album "Cactus" got everybody talking with its unique brand of devious rhythm excursion compacted onto tricky samples to wacky 3rd Bass humour. "Derelicts of Dialect" follows the same path but with a few extra additives. Production duties are handled through the undeniable talents of Richie Rich (re-mixer extraordinaire), Prince Paul (well known for his work with De La Soul) and the lads themselves. First single, "Pop Goes the Weasel", cunningly adopts the riff from Peter Gabriel's 'Sledgehammer'. As the lads themselves say, 'The great will always soar above the mediocre.' Up, up and away.

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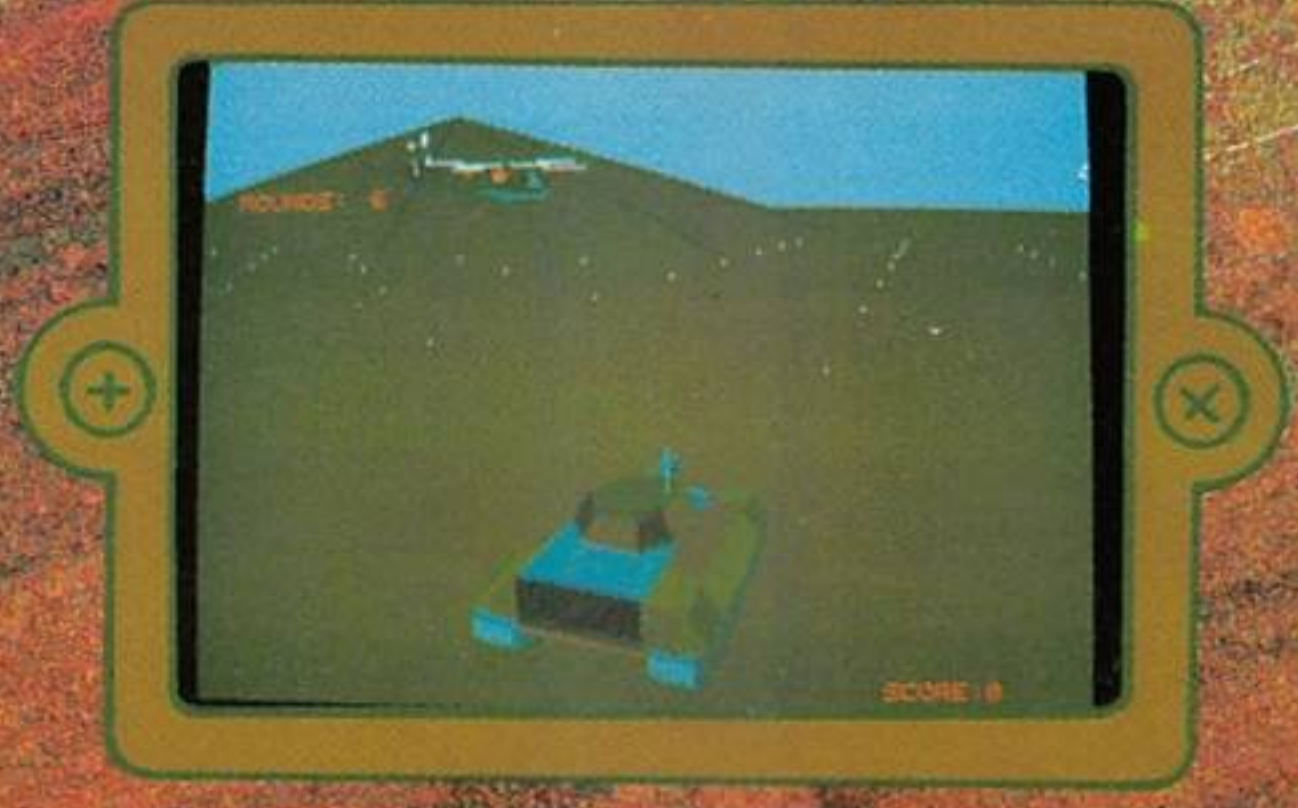
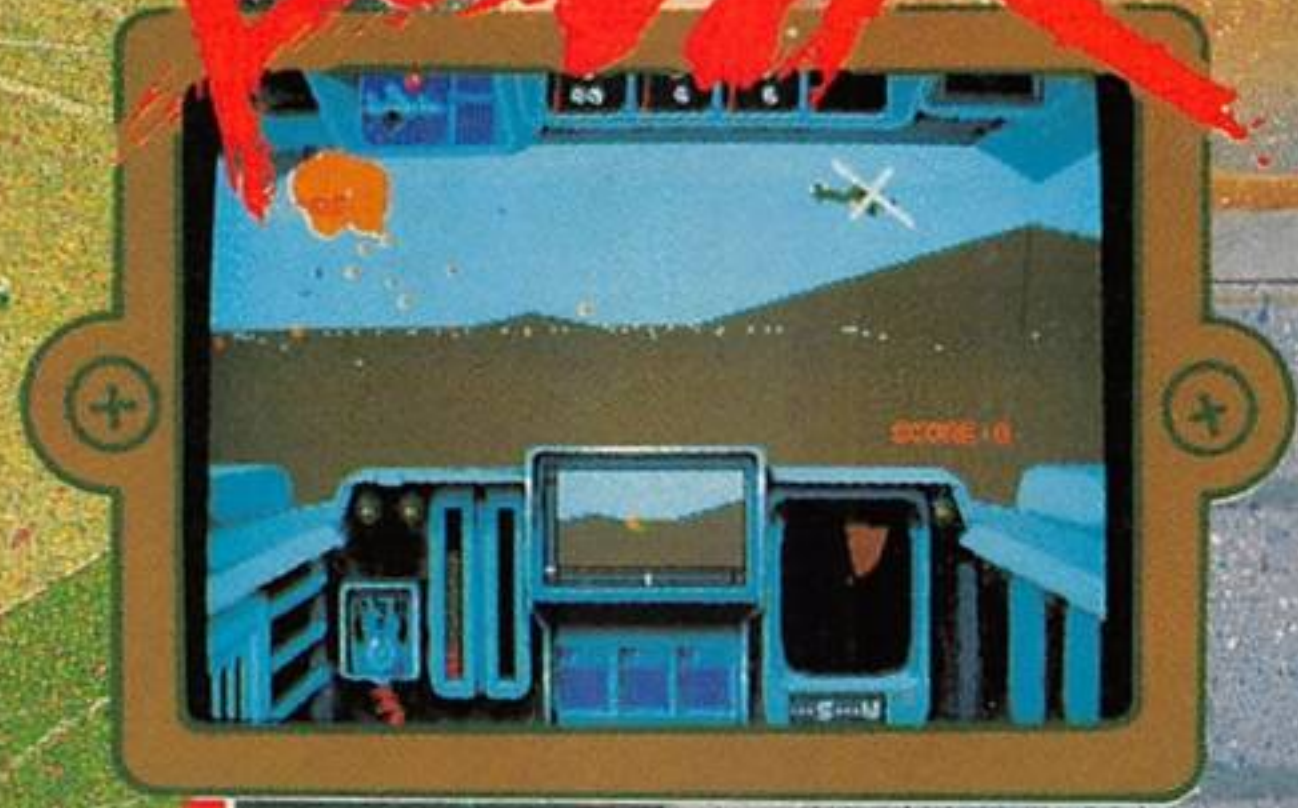
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COMMAND

COMMANA 30

Battle



ocean

VIDEO



REVIEW

PACIFIC HEIGHTS



A young couple's dream comes true when they decide to buy and renovate a beautiful, old Victorian home in San Francisco. Eventually they decide to rent out the ground floor of their new home and appear to have chosen the perfect tenant. Once this tenant has moved in, a sequence of unsettling events make it quite clear that he is far from perfect. In fact, he's an insidious psychopath hell-bent on a psychopath war against the defenceless couple ... Now his terrifying game begins. Stars Michael Keaton, Melanie Griffith and Matthew Modine.

DEATH WARRANT



A cop goes undercover as a convicted felon and battles to survive the prison system. He is forced, in a confined and confining space, to combat the most vicious and evil men society had to offer, and without the benefit of conventional weapons to defend himself. DEATH WARRANT is set in a prison and it's innocent man is undercover cop Detective Louis Burke (Jean Claude van Damme). In WRONG BET and KICKBOXER he won it all ... Now, there are no rules. There is no escape. And nobody's playing games!

KINDERGARTEN COP




Detective John Kimble (Arnold Schwarzenegger) is a veteran of the mean streets of Los Angeles, ready and able to tackle anything. But to trap an elusive criminal he is forced to face his most challenging assignment yet: going undercover as a kindergarten teacher. Now facing 23 screaming kids, he has to keep them under control without blowing his top and his cover. Once he gains the respect of the class as well as the affections of a beautiful teacher (Penelope Anne Miller), Kimble must prepare for a final confrontation with his prey in this acclaimed film from director Ivan Reitman.

FLIGHT OF THE INTRUDER



Danny Glover (LETHAL WEAPON) plays Commander Frank Camparelli, the battle-hardened squadron leader of an aircraft carrier during the Vietnam War. Brad Johnson (ALWAYS) is pilot Jake Grafton, a disillusioned young renegade looking for payback. Willem DaFoe (PLATOON) is Cole, the cynical, hell-bent bombardier Grafton recruits to fly an unauthorised mission behind enemy lines. The target; a missile depot in Hanoi. The plane; the A-6 Intruder; a low altitude bomber with no defensive weapons. The risk; a court martial at the hands of Commander Camparelli if they live to return!



ASTROLOGY

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

AQUARIUS

January 21 – February 18

This is the dawning of the age of Aquarius, whatever that means. Probably that you will have to get up early a lot.

LEO

July 23 — August 23

This month, you will find true love (it's in your underwear draw). But never trust a girl with more than one hole in her ear.

PISCES

February 19 – March 20

You have an amazing knack for insulting people you malodorous pervert. Last time I saw a face like yours I was walking behind a bull terrier. Now nick off.

VIRGO

August 24-September 23

Your family is important to you, so be sure to tell your Mother you love her, and tounge-pash your Grandma at Christmas – she needs a bit of a thrill. Happy Birthday, Athena.

ARIES

March 21-April 23

Do not overindulge this month, the seeds of decay in the fruits of pleasure are ever present in your desire for a better life. Boomshanka !!

LIBRA

September 24-October 23

You may feel exhausted during late August. You may develop blotches , your skin may fall off, and you may die. But probably not.

TAURUS

April 24- May 21

As usual, you are full of bull. Fortunately, this month you are shipped off to a stud farm and told to breed.

SCORPIO

October 24-November 22

You'll have lots of things to do this month, but you'll stay inside and play computer games because you're a lazy bugger.

GEMINI

May 22-June 21

People expect a lot from you this month, and as usual, you deliver. Better quit that job at the Pizza store.

SAGITTARIUS

November 23-December 22

When you go to the fruitshop and have to decide between a kilo of bananas or a quart of cumquats , fate hangs in the balance.

CANCER

June 22-July 22

They say every cloud has a silver lining, but then again, so does every cigarette packet. Because of your starsign, you will get cancer this month. Bet you wish you were a virgo.

CAPRICORN

December 22-Jan 20

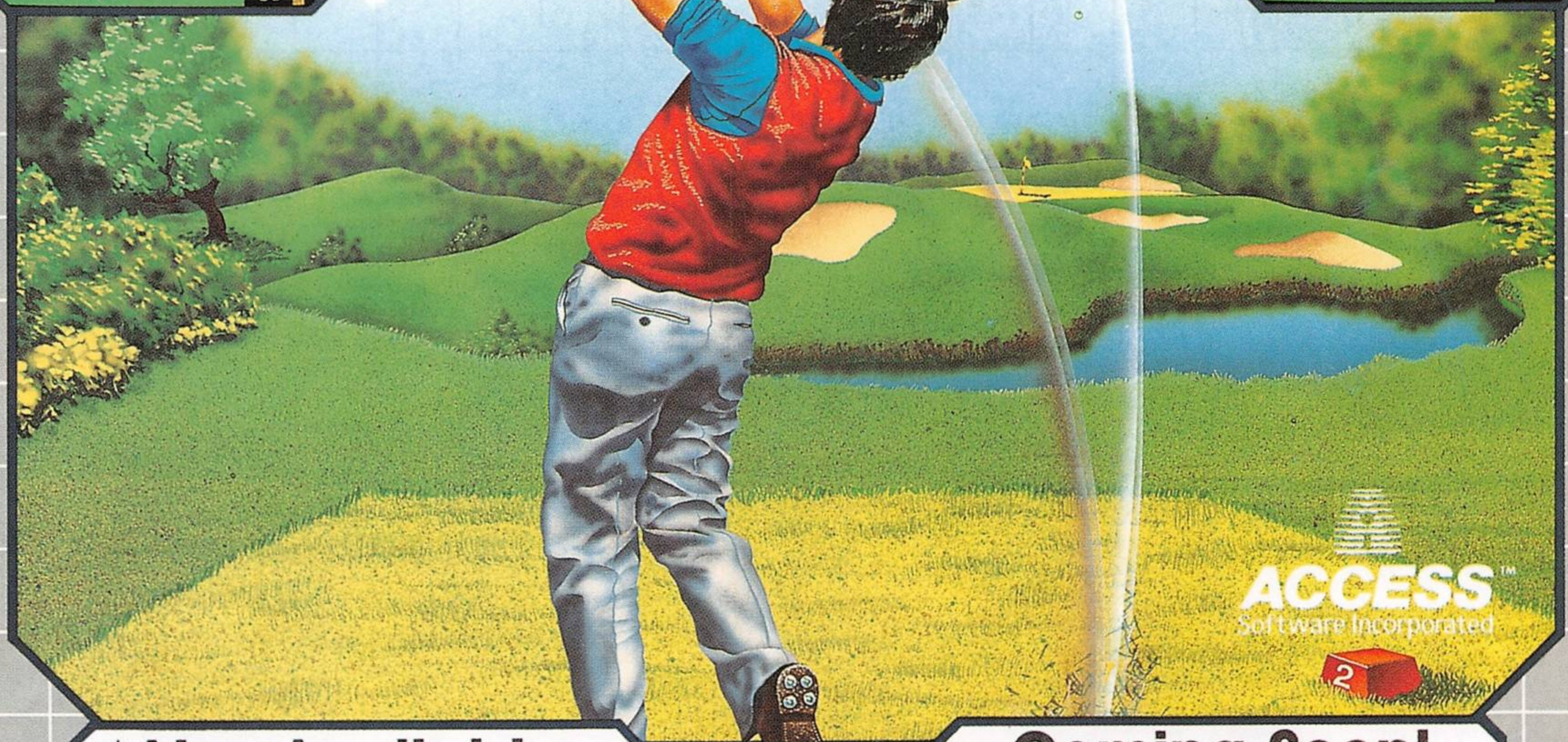
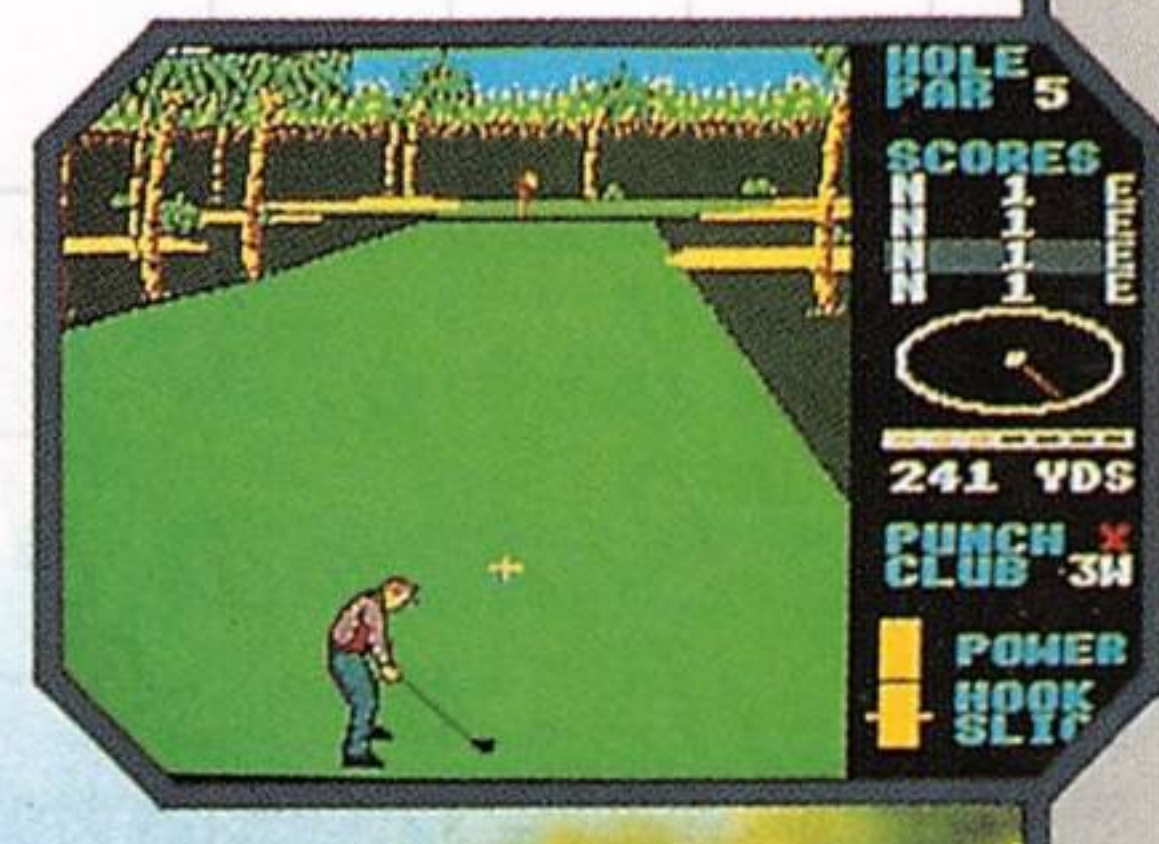
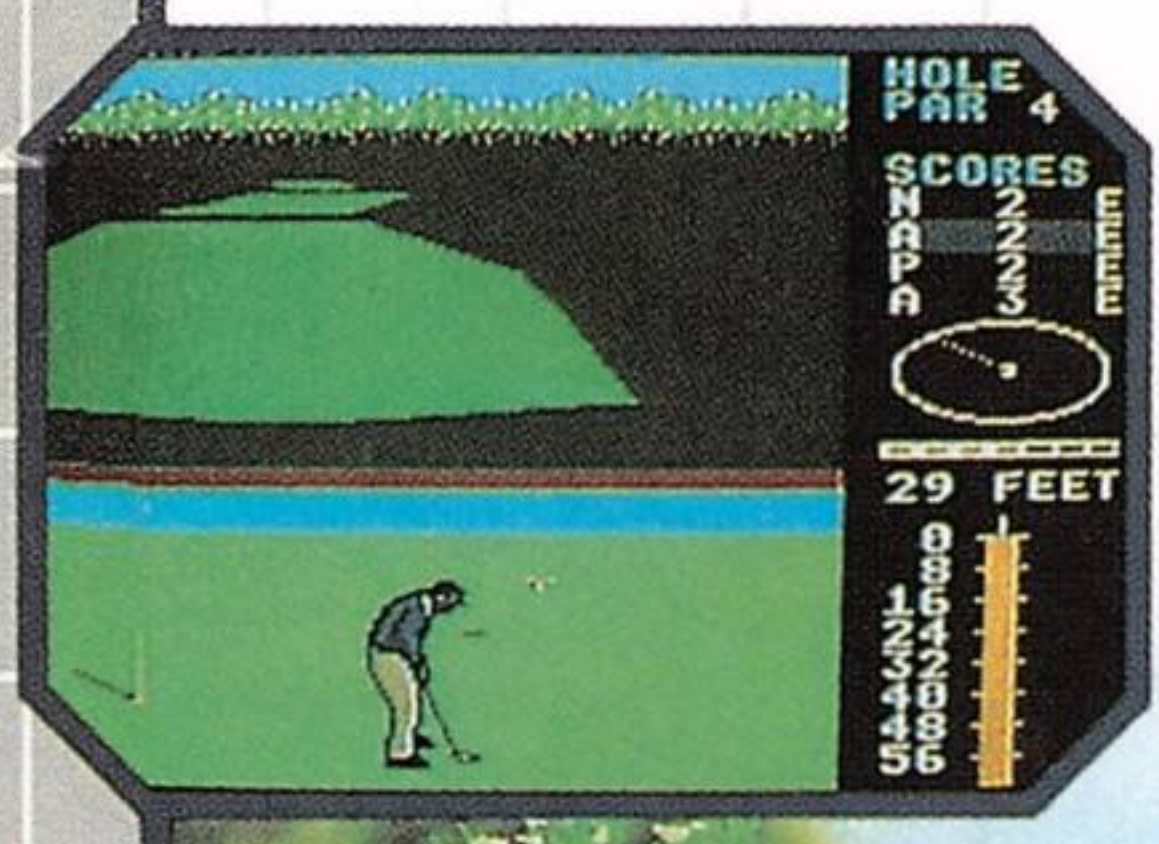
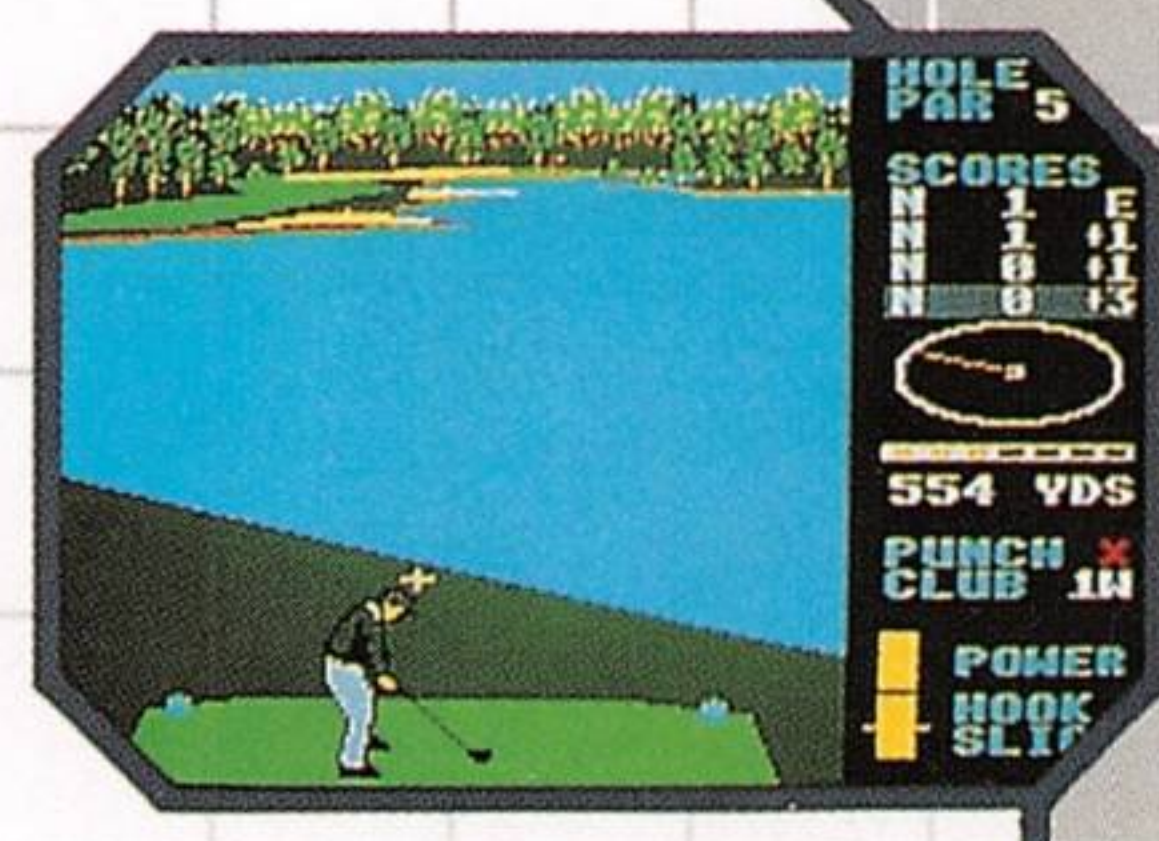
Look out for narrow beaked birds in inner city parks, wide mouthed Hippos in traffic jams.and Elvis Presley in a Seven-Eleven. Oh, 'm getting sleepy....See you next time, starlets. C.B.

DO YOURSELF
A FAVOUR
PLUG..

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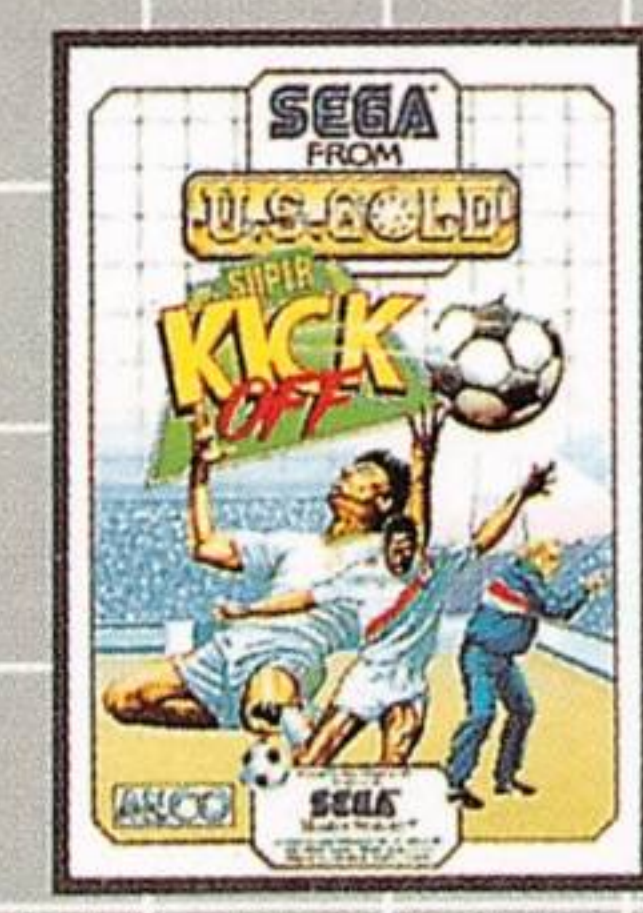
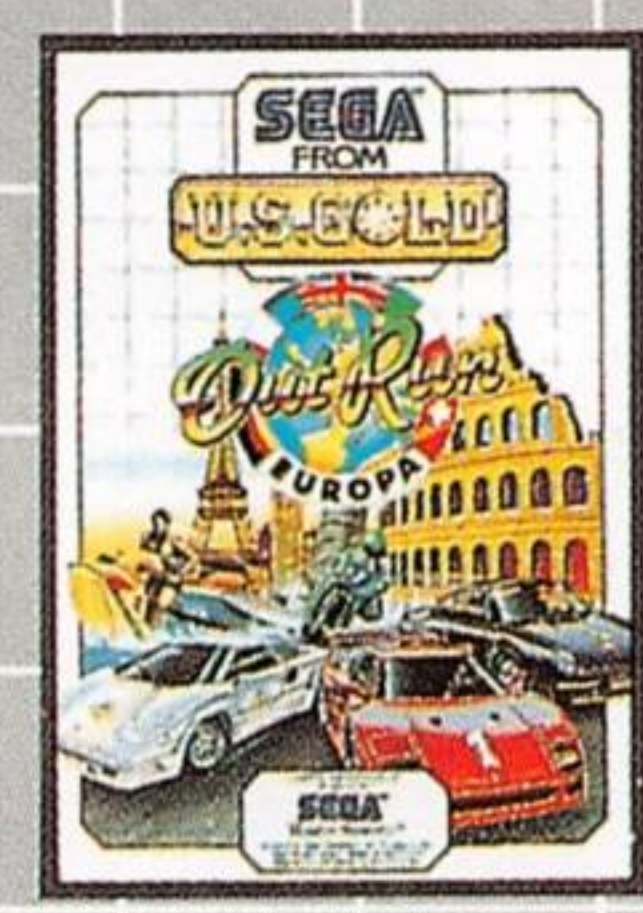
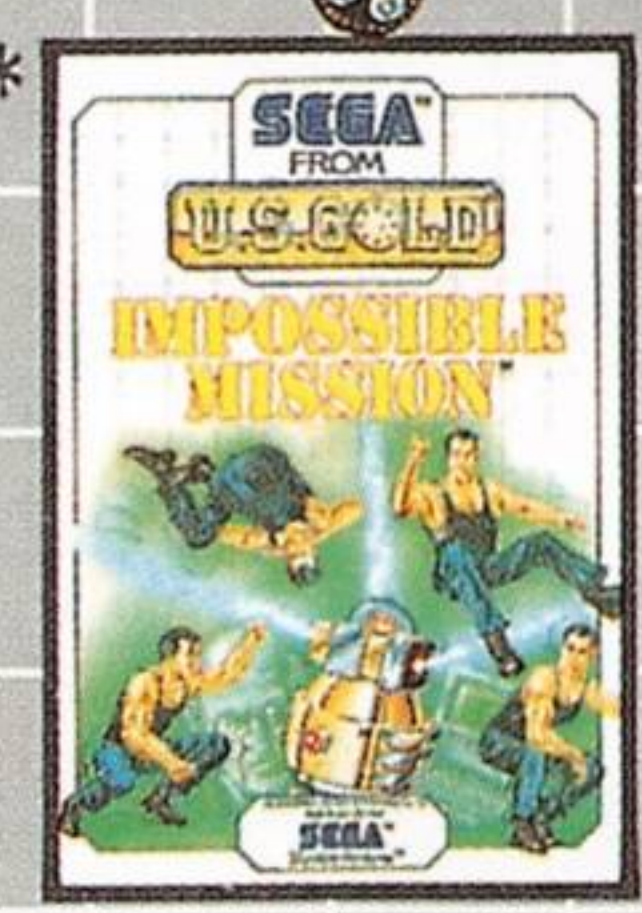
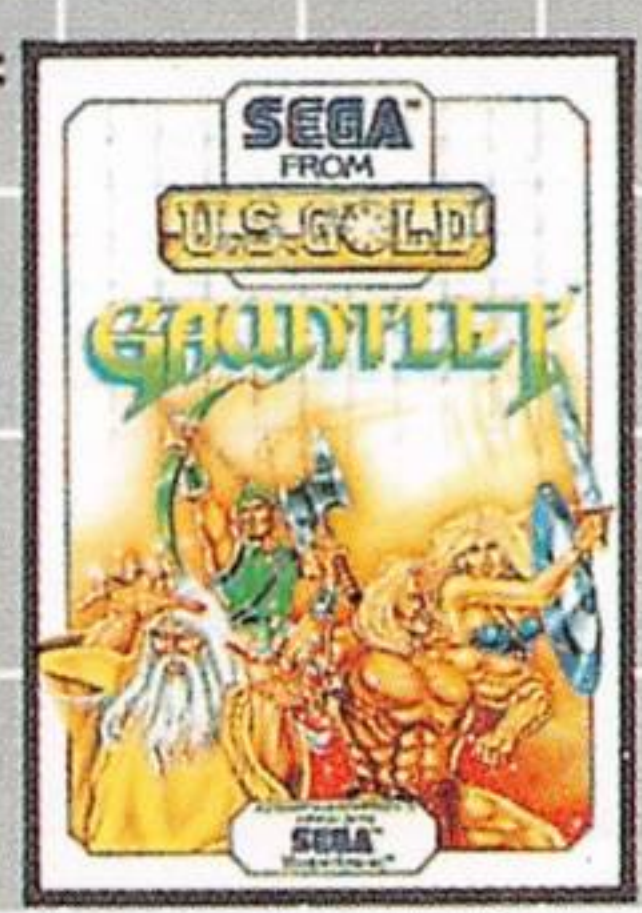
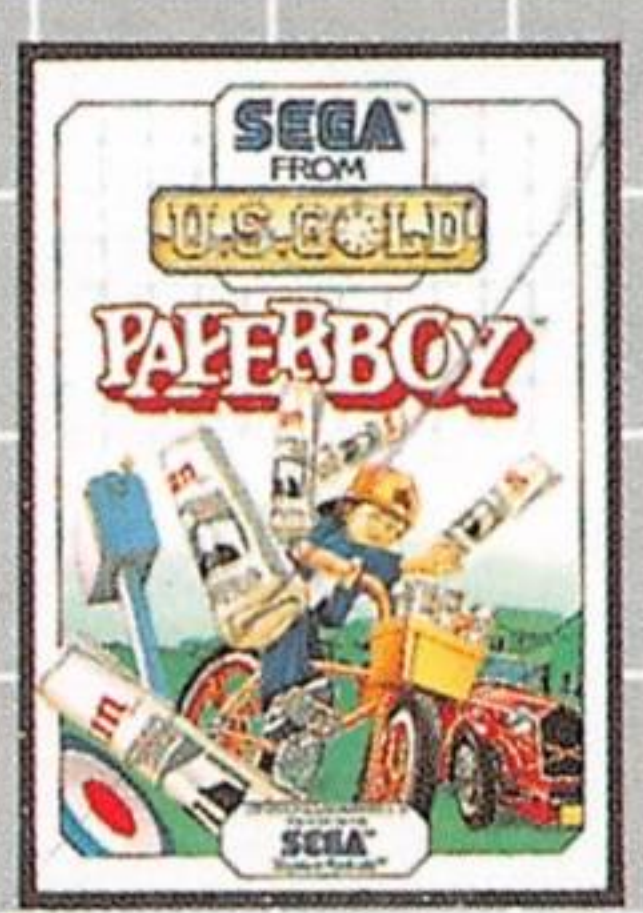
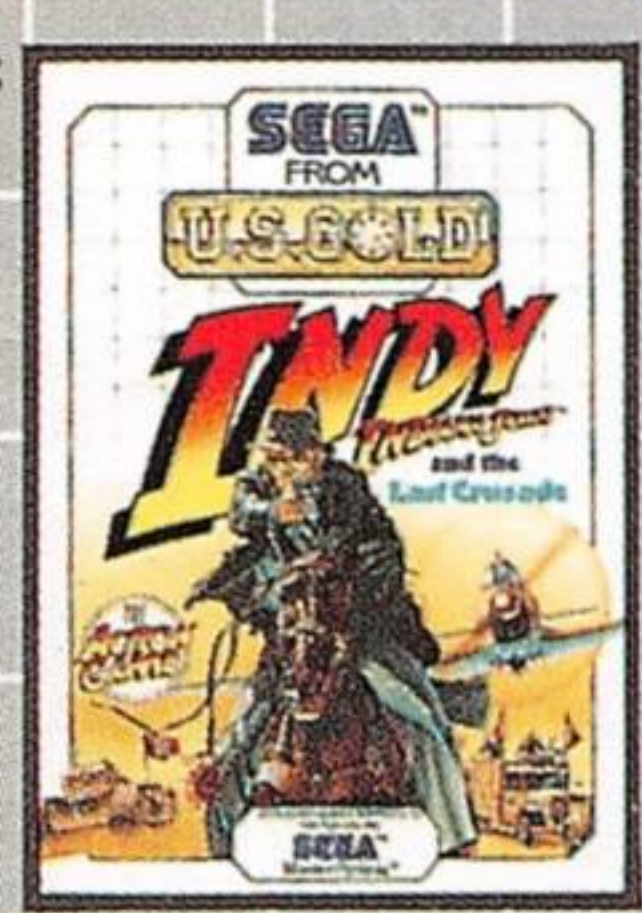
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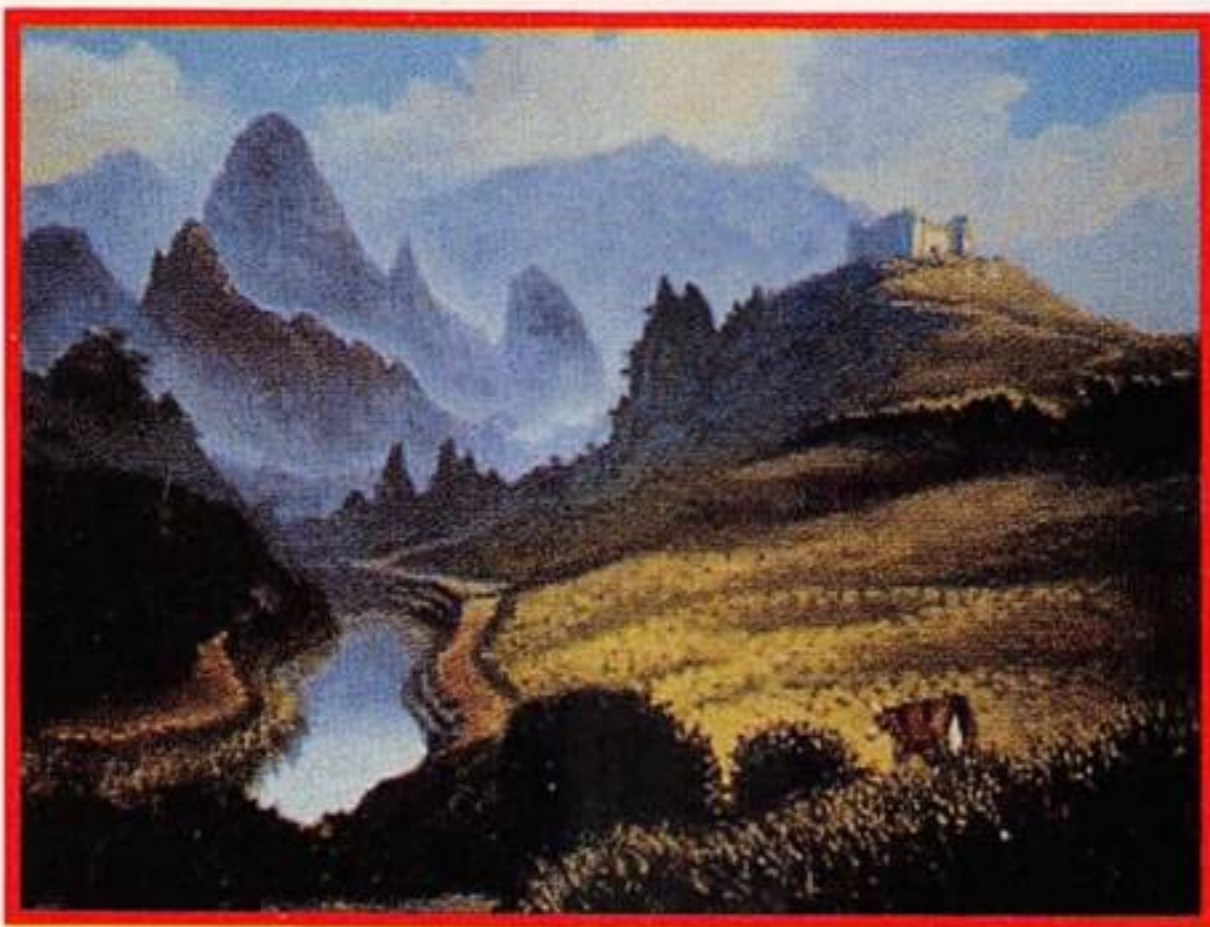
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