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# Mega

# POWER



**JUNE 1994**

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**ISSUE 11**

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Please note: demo CD not available with overseas copies of Mega Power.  
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**REVIEWED INSIDE!**

**Sensible Soccer and  
Mortal Kombat on Mega-CD!**

**FEATURED**

**BATTLECORPS • SENSIBLE SOCCER CD • MORTAL KOMBAT CD WING COMMANDER  
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**INSIDE**

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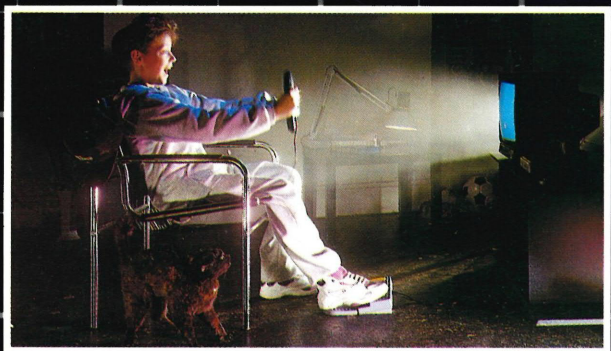
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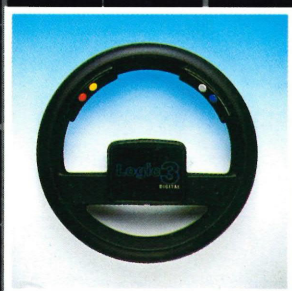
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# PRESS

# s t a r t

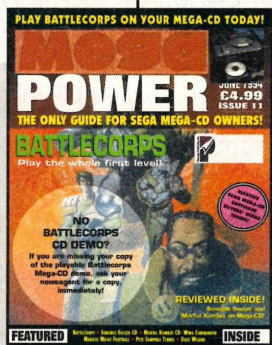
**W**elcome to Mega Power once again, the only magazine dedicated to Mega-CD owners, and the only one to covermount a CD demo every month. We thought last issue's scintillating Soulstar demo would be hard to equal, but we have another stunner from Core Design this month. Battlecorps uses similar sprite scaling and rotation techniques for texture-mapped 3-D landscapes and incredibly detailed objects and enemies. We're sure you'll enjoy playing the entire first level on our demo disc to get a taste of this blockbuster game. Many thanks once again to Core.

We have some equally impressive CD demos lined up for you over the coming months, some of which we managed to negotiate at the recent European Computer Trade Show in London. Held at Islington's Business Design Centre, the ECTS was more upbeat and busy than ever. With the amount of CD product on show, there was no doubt where the future of gaming was headed. The CD revolution is at last fully underway.

This included a creditable number of Mega-CD titles in the offing, although many were at too early a stage to be exhibited at ECTS. In addition, much of the PC CD product on show could well find its way to Mega-CD in the coming months, particularly from the likes of Psygnosis and Cyberdreams – the latter have promised to release all their 1995 CD titles on Mega-CD!

In fact, the future for the Mega-CD has probably never looked brighter as more and more software publishers flock to it. They appreciate the low cost (and hence low risk) of producing games on CD compared to cart, as well as the ease of converting titles from other CD machines – particularly when the Mega 32 add-on enables much higher-quality FMV and vastly improved processing speed. It's time for the knockers to shut up, because Mega-CD owners are about to have the last laugh.

phil king



## phil king



Has success gone to Phil's head? Well, he did recently pay a whopping £15 to have his locks chopped at Bournemouth's poshest salon. We wonder if he's trying to impress someone, as the slob has started shaving more than once a week, and bought his first new pair of jeans since he's been at Paragon!

Most surprising of all is that 'The Kingster' has managed to lose weight due to a healthier diet – he's even stopped going to Burger King every day. He has been known to have the occasional binge, though, and was recently spotted wolfing down a huge chicken curry with chips and fried rice – no wonder they call him 'the pig' at the local Chinese takeaway.

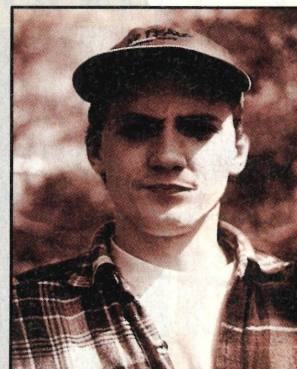
On the gamesplaying front, Phil was delighted to have another chance to prove his Sensible Soccer skills after getting thrashed a couple of times on the cart version. This time he brought in his trusty joystick and insisted on playing on Expert mode. The tactics worked and he reasserted his position as office champion, but he's still miffed at not being invited to the 1994 Sensible Soccer championship, claiming it was because they knew he was too good!

**Playing:** Battlecorps demo, Sensible Soccer, Pete Sampras Tennis.

**Listening to:** Compulsion, Depeche Mode, Nine Inch Nails.

**Watching:** Food File (he thinks the woman presenter's tasty!), The Riff Raff Element, Neighbours.

## alan russell



24-year-old Alan was brought up in St Albans and his first job after leaving school was as a trainee chef (potato peeler). He soon realised this was not his vocation, however, and went off to art college which he describes as the best time of his life.

Having worked for Paragon for the past year, Alan has taken over the design of Mega Power, in addition to running Paragon's outputting bureau. However, two jobs just weren't enough for Alan, so he insisted on playing all the games and writing reviews as well!

In fact, this isn't as strange as it first seems. Alan has been designing Sega Pro Germany for a while, so he's familiar with all the latest Sega games. He's also a veteran gamesplayer, ever since he bought a Commodore Vic 20 when he was 16 years old. Since then he's built up an impressive collection of consoles and computers including Mega Drive, Mega-CD, Master System, SNES, Lynx, Gameboy, Amiga 500 and Amiga 1200. So you can be sure his opinions on games are based on vast experience.

**Playing:** Sensible Soccer, NBA Jam, Thunderhawk.

**Listening to:** Pink Floyd, U2, Genesis, Peter Gabriel.

**Watching:** He says he hates TV. He did once laugh at a Harry Enfield joke, but the only show he really likes is Married With Children (he models himself on Al Bundy!).

Extra-special thanks to DREAM MACHINES in Hartlepool (0429 869 459) and VIDEO GAMES CENTRE in Bournemouth (0202 527 314) for supplying our import games.

## MEGA POWER

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Other fine console titles from Paragon include...

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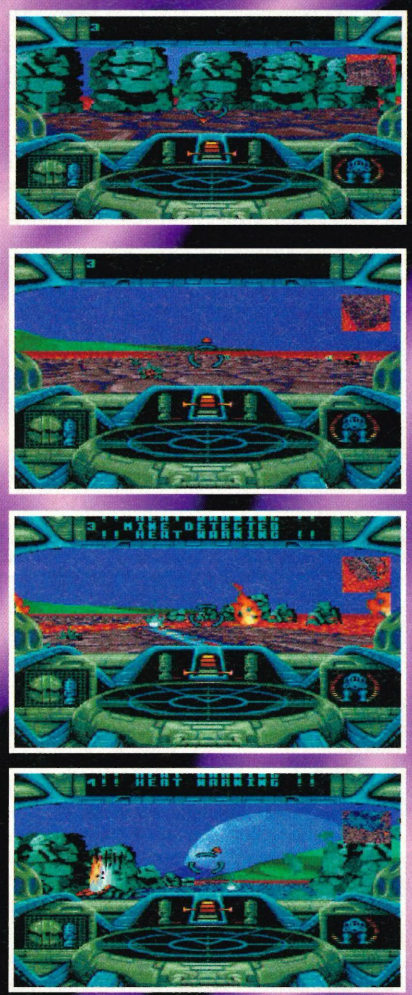


# MEGA-CD CONT

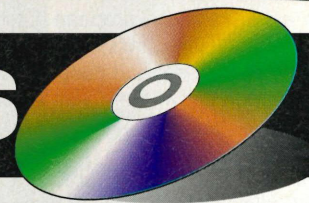
## BATTLECORPS

So you've taken your exclusive covermounted CD demo out of its wallet... what next? We tell you everything you need to know to play it, and give you the latest work-in-progress report on how *Battlecorps* is shaping up.

cover disc

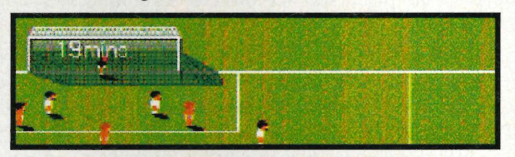


## reviews



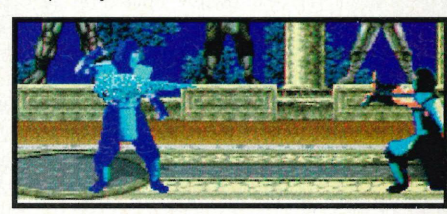
### SENSIBLE SOCCER..... 22

The first-ever footy game on Mega-CD gets the crowd roaring with excitement.



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Prepare yourself for the bloodiest, most accurate conversion of the classic coin-op.



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Launch into space to enjoy classic dogfighting action in this slick 3-D shoot-'em-up.



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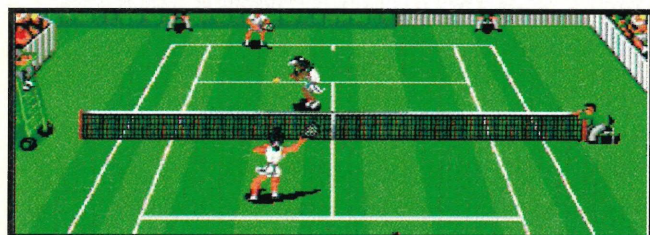
## MARKO'S MAGIC FOOTBALL.....30

Combine platform action with football and what have you got? A corking game.



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Four-player action without an adaptor in the most realistic tennis sim yet.



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MEGA POWER

# the News

# DOMARK

Located in one of the large conference rooms, Domark were heavily promoting Marko's Magic Football with an appearance by larger-than-life Marko himself (and his ball). The game will appear on the Mega-CD in October, with numerous enhancements.

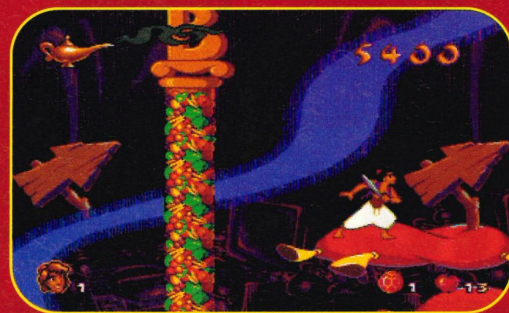
Domark also had demos of upcoming products, including AV8B Harrier Assault on Mega-CD. Due for release in July, the game is a complex flight sim where you take on the forces of Indonesia to liberate the island of East Timor which it seized in 1975. It's ironic, then, that you fly your Harrier from the flight deck of the USS Tarawa, as in real life the USA shamefully ignored the pleas of East Timor to protect it (news of the invasion was even censored in the American press).

Anyway, the game uses bitmapped 3-D graphics, although these had yet to put into the ECTS demo which was using 'dummy' ones taken from MiG 29 – hence no screenshots. Nevertheless, AV8B looks promising with its vast range of weapons and enemies, and we hope to bring you an exclusive preview next month.

Unfortunately there was no demo of Kawasaki Superbikes on Mega Drive (although we did play the Game Gear version). The only news was that the high-speed bike-racing game's sales and distribution will now be handled by Time Warner Interactive (Tengen).

## THAT'S SHOWBIZ!

The European Computer Trade Show (ECTS) Spring '94 took place at Islington's Business Design Centre on April 10–12, attracting its biggest ever attendance. The trade-only event was certainly buzzing, with all the major hardware and software companies exhibiting their latest wares, barring a few exceptions such as Electronic Arts and Acclaim. There was plenty of software on show on myriad formats, including a creditable amount of Mega-CD stuff from the likes of Core, Sega, Domark, Mindscape, Sony and Virgin.



The media were also there in abundance, including several TV crews and, naturally, Paragon Publishing – we had our own stand to promote our range of top games magazines. In fact, mega Power editor Phil King somehow managed to get into the national press, unwittingly appearing in an ECTS photo in the Daily Telegraph.

On the Monday night, the prestigious ECTS awards ceremony took place at the Regent Hotel, hosted by Radio 1 DJ Mark Goodier. There were also special guest appearances by Dominik Diamond and Jesus Jones lead singer Mike Edwards. There were 18 categories in all, but the main awards went to: Aladdin (best video game), Virgin (software publisher), the Atari Jaguar (hardware), Syndicate (most original game – now being converted Mega Drive), and Rebel Assault (best CD game – soon to appear on Mega-CD).



# SEGA

Unsurprisingly, Sega's coin-op filled hospitality suite attracted crowds of visitors – software marketing manager Andrew Wright reckoned 1,200 people visited the stand on the first day alone!

The main products on show were Virtua Racing and Streets Of Rage 3 on Mega Drive, and Tomcat Alley on Mega-CD (all reviewed in the last Mega Power). Also on show was the Multi-Mega



machine, a Discman-sized portable combination of Mega Drive and Mega-CD. The good news here is that it'll now be priced at £349 rather than the feared £399 – still a bit of a flashy yuppie toy, though!

Disappointingly, there was little new information about the new 32-bit Saturn CD machine, although we did some stunning video footage of it in action, playing a conversion of Daytona Racing which looked astonishingly like the arcade machine – Sega insisted it wasn't!

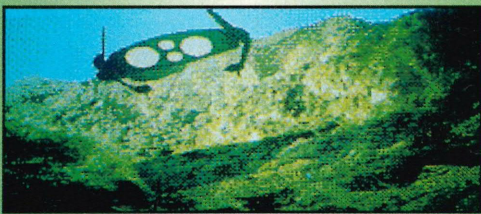
There wasn't much more on the Mega 32 add-on (to soup up the Mega Drive and Mega-CD) either,

apart from the bad news that Virtua Racing Deluxe Version and Virtua Fighter are now likely to only appear on cartridge, not CD too. However, Sega promise there will be a range of special Mega 32 CD titles using the 32-bit technology for much higher-quality 256-colour Full Motion Video. About six or seven of these will be available at the time of the Mega 32's Christmas launch.

As for standard Mega Drive and Mega-CD software, Sega's summer release schedules are looking more than a little bare, mainly consisting of titles that have slipped from earlier months. On Mega Drive, the much-delayed blast-'em-up Body Count (compatible with the Menacer light gun) will now appear in June, along with the official release of Mega-CD titles such as Prize Fighter, Dragon's Lair and Double Switch. The only new software on show was Dynamite Headdy on Mega Drive, a colourful platform romp that Sega are billing as their big autumn release.

# SONY

Although Sony had a host of new titles lined up for the Mega Drive, the Mega-CD product consisted of two games whose release dates have slipped considerably and still remain undecided. Apparently Cliffhanger was delayed by, among other things, the Los Angeles earthquake –



what, not an avalanche? The superslick arcade adventure Flashback is also taking longer than expected, although Mega Power hopes to bring you an exclusive demo soon. There was no news of the Frankenstein movie licence either, and Sony were amazed we'd found out about their secret project!

A couple of big movie licences were announced on Mega Drive, though. Addams Family Values (October) will use a top-down 3-D viewpoint reminiscent of The Chaos Engine, as you control Fester trying to rescue baby Addams from a serial-killer child-minder. The Flintstones (September) is based more on the soon-to-be-released film than the cartoon, as Fred makes his way through the quarry, jungle, volcano etc,



facing sabre toothed tigers and dinosaurs.

The other major news on Mega Drive is the conversion of the classic space trading game Elite (November), which is likely to be done by original programmer David Braben himself. Additional cart releases include Mighty Max (November), based on the inch-high toy and cartoon star; and Fun 'N' Games (June), a five-program art-and-music package aimed at youngsters.

# CODE MASTERS

The Codemasters stand was packed with people playing their new Pete Sampras Tennis game (reviewed in this issue). The good news is that the ingenious four-player J-cart (incorporating two extra joypad ports) will also be used by many future sports sims, including soccer, ice hockey, basketball and American football. It'll also be used for the eagerly awaited racing sequel Micro Machines 2 (winter '94) and Psycho Pinball (November).

Other Mega Drive titles on their way are: Captain Dynamo (June), Sink Or Swim (September), Capt'n Havoc (released on import as High Seas Havoc), Excellent Dizzy (three-game compilation, August) Aarnie! (formerly known as Smaartvark!, October), and Dino Racer (split-screen prehistoric racing, October).

# JUNE 1994

## GAMESWORLD MAGAZINE



Erstwhile Mega Power editor Dave Perry has finally revealed what he's been hiding under his bandanna for the last couple of months: a new magazine version of Sky TV's Gamesworld! Licensed from Hewland International's video-game TV show (shown daily on Sky One), the monthly 132-page magazine will be heavily preview-based, with sneak looks at upcoming games on all console and computer formats.

There will also be special features on the Gamesworld TV show and its stars, including the Videators, Big Boy Barry and The Games Mistress. See the ad in this Mega Power for more details.

# SCI

While Time Warner Interactive (Tengen) are handling the cart version of The Lawnmower Man, the more spectacular Mega-CD game will be released by developers SCI (Sales Curve Interactive) themselves in October.

Based on the recent PC CD game, it follows on from the story line of the movie which was released a couple of years ago. A simple gardener is turned into a psychopath Cyberjobe by the Virtual Reality experiments of Dr Lawrence Angelo. In the game Cyberjobe enters into a Virtual Reality world within the global computer network to seek revenge against Dr Angelo. You play the latter, pitting your intellectual powers against Cyberjobe and his friends in ten varied platform and puzzle levels. These include some stunning full-screen animation and FMV footage from the movie as you fly through Virtual Reality. In fact, there are over 500Mb of graphics and sound, and the game speed is comparable to the 486 PC version. We hope to bring you a full preview soon.

Also due from SCI is Mr Tuff, a 40-level platform romp to appear on Mega Drive in September. An expert at demolishing derelict buildings, the droid Mr Tuff uses a multitude of weapons and vehicles against the nasty military robots trying to take over the planet. He also uses his huge fists to smash the support pillars of building, sending them crashing to the ground.

With a host of new games in the offing, Virgin pushed the boat out with a hospitality suite and a large stand in the main hall. The latter's innovative design included metal walls, with the many monitors mounted on rusting iron bars sticking out of rock. It was very hot and claustrophobic inside, though, so we rapidly convened to the nearest bar!

Virgin's strong Mega-CD line-up looks set to continue with Demolition Man (also on cart) in September, plus a CD version of Sensible Software's hilarious Cannon Fodder in January – the cart will be a Christmas release. Before that, July will see the appearance of the Links golf sim and the animated adventure Another World 2: Heart Of The Alien which includes the first game too – we hope to have a review next ish. By the time you read this, the much-delayed Dune and Terminator CD games should finally be in the shops.

If CD product is plentiful, Virgin are absolutely bombarding the Mega Drive with top-quality carts: Jammit (basketball game, June), Jungle Book (July), Rock 'N' Roll Racing (it was great on SNES, July), Demolition Man (September), Dragon (Bruce Lee beat-'em-up, September), Goal! (Dino Dini's football game, September), Jimmy White's Whirlwind Snooker (September), Cannon Fodder (November) and The Lion King (Disney movie licence, November). Phew, and if that wasn't enough, prepare yourself for the reappearance of Cool Spot in a new platform romp Spot Goes To Hollywood, due for release in spring 1995.

# VIRGIN

Mega POWER

# CHARTS

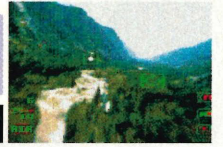
## HIGH STREET CHARTS

Compiled by Gallup in association with ELSPA



## INDEPENDENT CHARTS

Compiled with the help of Dream Machines



### MEGA-CD

position	last month	months in chart	game title
1	(1)	3	Ground Zero Texas
2	(NE)	1	WWF Rage In The Cage
3	(2)	2	NHL Hockey '94
4	(8)	5	Lethal Enforcers
5	(7)	4	Thunderhawk
6	(6)	4	Night Trap
7	(4)	5	Sonic CD
8	(10)	4	Silpheed
9	(3)	3	Microcosm
10	(9)	4	Ecco



### MEGA-CD

position	last month	months in chart	game title
1	(1)	2	Tomcat Alley
2	(4)	2	Rise Of The Dragon
3	(3)	4	Lunar - The Silver Star
4	(6)	2	Revenge Of The Ninja
5	(NE)	1	Microcosm
6	(2)	2	AX-101
7	(7)	2	Third World War
8	(5)	2	Mansion Of The Hidden Souls
9	(8)	3	NHL Hockey '94
10	(9)	3	WWF: Rage In The Cage

### MEGA DRIVE

1	(3)	2	Sonic 3
2	(2)	3	FIFA International Soccer
3	(NE)	1	PGA European Tour Golf
4	(1)	2	NBA Jam
5	(4)	6	Aladdin

### MEGA DRIVE

1	(1)	2	Virtua Racing
2	(4)	2	PGA European Tour Golf
3	(2)	2	Streets Of Rage 3
4	(NE)	1	Sub-Terrania
5	(3)	2	Mega Turrican

# RECOMMENDED

Phil and Alan reveal the games they've been playing this month...

## SENSIBLE SOCCER

Mega-CD

When released on cart last Christmas, this had to contend with the graphically slicker *FIFA International Soccer*. However, play it properly (ie not in Novice mode) with a joystick and you begin to appreciate what made *Sensible Soccer* such a massive hit on the computer formats. You need skill and good tactics to plan moves and score goals in many different ways. The CD version is even better with impressive rendered 3-D sequences and brilliant crowd FX.

**PHIL SAYS** "Excellent. Play it with a joystick to get the best out of it."



**ALAN SAYS:** "Never mind those titchy graphics, this is a really playable footy game."

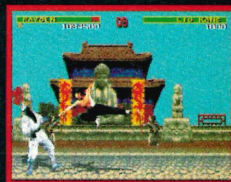
## MORTAL KOMBAT

Mega-CD

Acclaim have really made an effort to make this more than your average enhanced CD conversion. Not only does it feature all the blood and gore from the coin-op (with no code needed), but also all the animation frames and backdrops (some of which were omitted or cut down on cart). Combined with improved sound and speech, this makes it a very worthwhile conversion. The brutal beat-'em-up action remains just as playable as ever.

**PHIL SAYS:** "The graphics are much better and the action's bloody playable."

**ALAN SAYS** A brilliant beat-'em-up - anyone who doesn't like this is a wussy!"



## PETE SAMPRAS TENNIS

Mega Drive

Codemasters' tennis sim is the first to use their ingenious J-Cart, which comes with two extra joypad ports so you can have four-player matches without the need for a joypad adaptor. Not only that, but the gameplay is the best simulation of tennis yet. The controls are tricky at first, but enable you to play an almost infinite range of shots with varying spin. It makes it all the more satisfying when you hit a really good winner against the tough computer opponents.

**PHIL SAYS:** "Superbly playable, it's by far the most realistic tennis sim yet."



**ALAN SAYS:** "The best tennis game around. Game, set and match to Codemasters."



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# CD32

# GAMER



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EXCLUSIVE

## ARMAGEDDON AT LAST!

Virgin finally pull out the big guns with the warfare game, *Cannon Fodder*. Needless to say, the best CD32 games magazine has a world exclusive.



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# BATTLECORPS

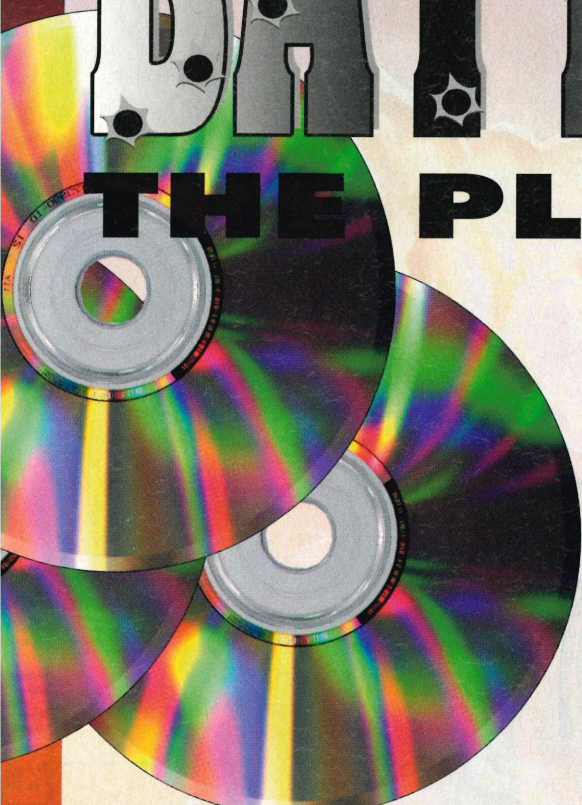


Mega POWER

**As promised, the monthly CD demo is here to stay. Last month's Soulstar demo was so good we thought we'd have a hard time equalling it, but we reckon we've done it with the brilliant Battlecorps, again from Core Design. Read on to discover how to play your demo, how to get through its fully playable first level, and how the rest of the game is shaping up...**

# BATTLECORPS

## THE PLAYABLE DEMO



### How to play your CD

The demo contains the entire first level of the game, with a massive 360° landscape to explore. It's set in one of the lava terrains on the planet known as Mandelbrot's World.

You are in control of a Bipedal Attack Machine (BAM), an armoured 'walker' equipped with guns, missiles and grenades. As you walk around the stunning texture-mapped landscape, you come up against a variety of enemies, such as ground-based gun turrets, towers, robotic tanks and caterpillars. All of these fire streams of bullets at you, reducing your energy on contact. To kill them, select the desired weapon, target them in your sights and blast away – most need several hits to destroy.

A complex control system enables you to turn just your head, so you can aim at enemies while walking in a different direction. You can also look up to aim at airborne enemies, or to launch grenades over obstacles. The controls are tricky at

### OVERSEAS READERS!

Unfortunately the stunning *Battlecorps* demo CD doesn't come bundled with overseas copies of MEGA POWER, but you can obtain a copy by ordering it directly from MEGA POWER. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: **Mega Power #11 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.** Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through on: +44 202 299900.

first, so read the 'Controls' section in this feature carefully – or check out the 'Troubleshooter's guide'.

In the demo, you have to get to the base at the end of the level. To help you navigate, a small map appears in the top-right corner of the display, while an arrow on your target sight (centre of the screen) indicates which direction to go in next. Sometimes you'll need to traverse treacherous hot lava, so this is best done at high speed. Eventually you'll reach the target base, which has a forcefield around it – to remove this, you'll need to blast the three central gun towers and two ground turrets each side.

It's a tough mission, but we're sure you'll enjoy the challenge. The finished game will feature no less than 16 such zones, taking you through six different terrain types including ice, underwater and underground. Find out how the rest of the game is shaping up on pages 16 and 17.

### Controls

As you're inserted into your armoured Walker, one of your comrades hands you the top-secret instructions direct from MEGA POWER HQ...

**Up:** Increases your speed (as shown in the top-middle of your status display) one notch every time you tap UP. You can walk forward at three different speeds.

**Down:** Reduces your speed by one notch every time you tap DOWN. Do this when you're static and you start walking backwards. You have two possible reverse speeds.

**Left:** Rotates the whole Walker to the left to change the direction you're heading in. You can turn a full 360 degrees.

**Right:** Rotates the whole Walker to the right, changing the direction you're heading in.

**A + Up:** Moves your view down to look at the ground (when you've been looking upwards).

**A + Down:** Moves your head up to look up and aim at airborne enemies.

**A + Left:** Rotates only your head to the left, so you carry on walking in the same direction. This enables you to walk one way and fire in another direction.

**A + Right:** Rotates only your head to the right. Naturally, you can only turn your head so far!

**B:** Fires the current weapon shown in the left

window of your status display. You can hold it down for a rapid stream of fire, but note that some weapons have a limited supply so don't waste them. Also, your standard guns gradually heat up (as shown by the two bars either side of the speed indicator) and eventually overheat – so you have to let them cool down.

**C:** Toggles between available weapons, shown in the left window of your status display.

**Start:** Pauses the game, enabling you to change the function of the A button to control either the Walker's head or speed.

### Enemies



**Robot Tanks:** There are two types of these in the demo, firing and moving at slightly different rates. Once they spot you, they're onto you like a shot.



**Mines:** These float in midair, gradually drifting towards you until they detonate, causing great damage. Watch out for the mine warnings at the top of the display.



**Turrets:** These little white domes stick up out of the ground, firing the odd shot at you. They're not the deadliest enemies, but are hard to hit from afar.



**Gun Towers:** These large white towers fire streams of plasma bolts when you get in range. They take quite a bit of normal gun fire to destroy. Bigger gun? Yes!



**Caterpillars:** These robotic creepy-crawlies weave around you, firing lots of plasma bolts. They can also push you backwards into the hot lava, so watch out. To kill a caterpillar, aim for its head to destroy the rest of its segments in an impressive chain reaction.

## GET ON THE CASE

As requested by many readers, the powers that be at MEGA POWER bring you a special cutout inlay so you can store your *Battlecorps* demo disc with style in a proper CD case. The inlay has been designed to fit either slimline jewel cases (as used by singles) or standard ones (albums).

For a slimline case, simply cut around the RED dotted line, score along the red fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess (the GREEN crop lines are there to help you). It's really that simple.

Look out for next issue of MEGA POWER as we'll be doing a feature on where you can get cases of all sorts and sizes to keep your collection of demo and full-game CDs safe and secure. You'll never believe the choice.

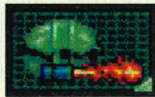
Until next issue...

## Weapons

You start the demo with a supply of weapons. Apart from the standard cannon, these are all in limited supply.



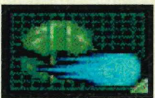
**Twin Cannon:** Your standard weapon, but keep firing too long and it overheats. If it does, you have to let it cool down.



**Flamethrower:** Fires a stream of deadly plasma-based flame from your left weapon pod. Good for frazzling enemies at close range.



**Mortar:** Launches a spherical grenade at a 45° angle. Look upwards and you can fire it even higher. Useful.



**Blast 'em:** A more powerful gun that destroys enemies with far fewer shots than the normal Twin Cannon. Use sparingly.



MEGA POWER PRESENTS

# BATTLECORPS

PLAYABLE DEMO

MEGA POWER PRESENTS

# BATTLECORPS

MEGA POWER

BATTLECORPS PLAYABLE DEMO

DISC 4

## THE DEMO

Strap yourself into a walking war machine to play the whole first level of Core Design's *Battlecorps*. Droll at the gorgeous 3-D graphics as you explore the 360° texture-mapped landscape, blasting the enemy into oblivion.

## CONTROLS

- D-pad Accelerate and brake, and left/right to change direction
- Button A Hold and move D-pad up/down to look and aim
- Button B Fires your current weapon
- Button C Toggles between weapons

## WEAPONS

You start the playable demo with a supply of weapons, most of them limited in supply.

- Twin Cannon Your standard weapon, over use overheats.
- Flamethrower Fires a stream of flame.
- Mortar Launches a spherical grenade.
- Blast 'em A more powerful gun.
- Homing Missile Heads straight for enemies.

## CREDITS

- Many thanks to Core Design for all their cooperation.
- Special thanks to Richard Barclay and Susie Hamilton.
- *Soulstar* © & ™ Core Design Ltd, 1993 & 1994

4 FOUR



MEGA POWER

4



FOUR



### Troubleshooter's guide

Having trouble getting to grips with the tricky control system? Keep going the wrong way or looking straight up into the air by mistake? Well, here are a few tips to help you out...

- It's best not to go too fast at first, so keep to the slowest speed, particularly when approaching enemies.

- Looking upwards may be good for shooting certain aerial baddies, but it's not very good for seeing where you're going! Press up on its own to move the view down again.

- Another problem you may encounter is that when you move left/right on its own, you only move your head, so you carry on walking the same way as before. This can get you into all sorts of trouble, so it's best to hold down a and move left/right to walk in the direction you're looking.

- The arrow on your targeting sight (in the middle of the view) will tell you which general direction you should be heading in, but sometimes you need to go round corners to clear obstacles and hazards. The little map in the top-right corner should help you.

- At certain points you have to cross the hot lava, which causes the screen border to go red as you get heated up – eventually reducing your energy. Make sure you're pointing the right way to get to the next safe 'island' in the lava, then leg it across at the highest speed (by holding a and pressing up three times).

- When the 'mine detected' warning appears, look at your radar (bottom-middle of status display) to see where it's coming from. Turn round to face it (so it's at the top of the radar) and blast the little sucker before it hits you.

- If you're very low on energy, your only chance is to reach one of the recharge points: a blue line on the ground with little lights running through it. Simply stand on it to replenish your energy level (shown by the two bars around your Walker in the bottom-right window).



# STAGE STAGE STAGE STAGE



You start the level facing a load of rocks. Note that the arrow on your targeting sight is telling you to go the other way, so press LEFT/RIGHT to turn round (until the arrow's at the top of the sight).



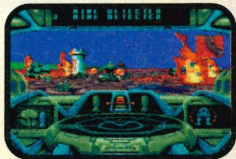
Now you're facing the right way, tap up once to start walking slowly forwards. Note that you can hold down A and move LEFT/RIGHT to rotate your view without changing the direction you're walking in.



When you get so far, you need to turn to avoid obstacles (or blast them out of the way). You also encounter floating mines which gradually drift towards you - shoot them before they get you.



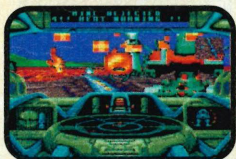
The first ground-based enemy you meet is a gun turret. Stop, get it in your sights and blast it - a few hits with ordinary guns should destroy it.



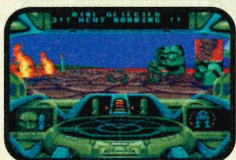
Turn the corner by the tower (which you can blast, if you want) and the real battle begins as a couple of tanks spot you. It might be worth selecting a more powerful weapon.



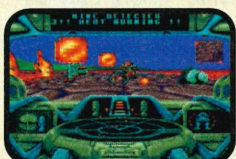
You come under heavy fire from the tower in the distance. The blue line on the ground in front is a recharge point, so quickly run towards it and stand still on top of it to replenish your energy.



Once on the recharge point, you can take on all-comers without any worries, as any energy you lose is rapidly replenished. Blast that tower and approaching tanks to smithereens.



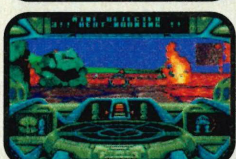
As you pass the recharge point, you may notice that the arrow that guided you to it has disappeared. Don't worry, just carry on walking forward and following the landscape round: it will soon reappear.



More robots attack you, so blast them with whatever weapons you prefer. The flashing radio masts are harmless, but can be blown up if you're in a destructive mood.



As you come under fire from two gun towers, the best idea is to blast them with missiles or grenades. If you suffer much damage, you could always go back to the last recharge point.

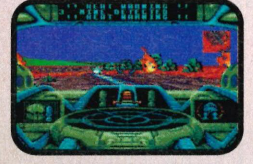


Which way now? That's right, you have to leg it over the hot coals! Point towards that 'island' ahead and accelerate to top speed to avoid as much damage as possible.



It's a good idea to stop for a breather on each 'island' before heading for the next one. This also enables you to blast the mines floating towards you.

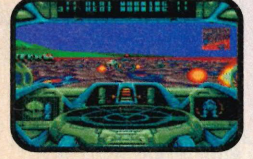
After hopping across to about three islands, you get to another recharge point. Stand on it to replenish your undoubtedly depleted energy level.



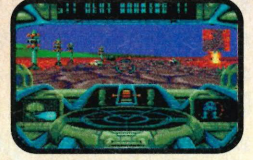
After crossing the last stretch of lava, you reach the 'mainland' again. However, you're immediately confronted by a crawling caterpillar which fires plasma bolts.



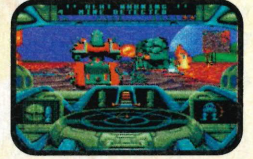
Get to the land and you're also attacked by two gun turrets. Take these out before dealing with the caterpillar - hit its head with a powerful weapon (or several gun shots) to destroy it.



After dealing with a few more caterpillars and the odd robot tank, you come up against some more gun turrets. Just give them each a few blasts of gunfire.



Round the corner a couple of robot tanks ambush you. Once you've dealt with them, though, you can replenish your energy once again at the nearby recharge point.



Keep going forward, deal with yet another tank, and your guiding arrow reappears, telling you it's time once again to hot-foot it across that hot lava. Follow the same island-hopping process as before.



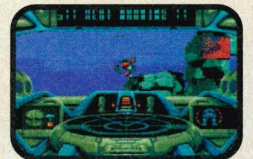
After hopping across island to the next bit of mainland, you come under heavy fire from gun turrets and robot tanks. Those radar dishes don't hurt you, but you can blow them up for fun.



Now comes the really tricky bit as you reach the target base with its three central gun towers and turrets either side. A forcefield stops you getting close, but you can still fire through it.



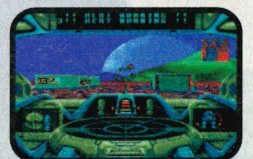
One technique is to go to one side and take out the small gun turret. Hiding behind the rocks, you can look up to lob grenades over them onto the towers.



When the towers are destroyed, the invisible forcefield is broken and you walk through the central gap in the rocks, following the arrow onwards.



After a short while, and with no more enemies left to worry about, you reach the target zone. Head towards the middle (between the two hangar-like buildings).



The red patch on the floor is the target zone. Simply walk onto and stop and you're lowered down out of the level. This is the end of this demo - in the finished game you'll be able to save your position before proceeding.



MOSS POWER

# BATTLECORPS

## BATTLE IN PROGRESS

**After playing this month's dazzling demo, you'll surely want to know more about Battlecorps. For the latest top-secret military report, the Mega Power veterans got in their Walkers and strode up to Core Design's Derby HQ...**

It seems there's no stopping Core Design when it comes to pushing the Mega-CD's capabilities ever further. They were the first company to really use the machine's sprite scaling and rotation functions

to the full, to create the brilliant helicopter blast-'em-up *Thunderhawk* last autumn. On last month's MEGA POWER coverdisc we saw how they'd improved on that graphics system in the new shoot-'em-up *Soulstar*. And now the same amazing 3-D graphics engine is being used for *Battlecorps*.

Programmer Jon Hilliard and graphic artist Jason Gee have been working nonstop on *Battlecorps* for the past six months. They originally wanted to do a game using the same kind of textured terrain as *Thunderhawk*, and had a brainstorming session to decide exactly how to use it (even considering doing a golf game).

### Instant expertise

Amazingly, both Jon and Jason are newcomers to the Mega-CD – in fact, Jon is the only one with any

### BATTLECORPS STORY

In the year 2064, the Corporate Wars are raging between Interplanetary Mining Corporation (IMC) and BioMechanical Incorporated. These rival mining companies will do anything to get their hands on the rare element Meridium which is needed by the new turbo-breeder 'Super Fission' Reactors that power all their weapons.

When IMC discover Meridium eight light years from Earth on the planet known as Mandelbrot's World, they establish a successful mining colony using the latest mining and defence machines: the Battlebots. However, it's only a small matter of time before BioMech arrive on the scene. By infecting the colony's bio-computerised operating system (known as MOSES) with a virus, they get the Battlebots to turn on the colonists and transform Mandelbrot into a heavily armed fortress.

There's only one thing for IMC to do: send out the Battlecorps, an elite group of battle-hardened Corporate War veterans. In their Liberator Class, Bipedal Attack Machines, they must take back the planet, battling through 16 hostile levels to destroy the MOSES Nerve Centre...



The icy levels are like a winter wonderland with the snow falling continually: there are even footprints and tracks in it on the ground. This is no Santa's grotto, though, with hordes of enemies waiting to ambush you round every corner. These include little blokes on top of the buildings – it's great fun shooting them and seeing their bodies go flying into the air!



The mine shafts are made up of labyrinthine tunnels to explore, with lots of robotic enemies to blast.



The final cyberzone is where the MOSES computer is located. It's full of huge superbaddies like this one.



Another wintry scene shows you being attacked by one of the many robots. There are different types in the game.



## BATTLECORPS TEAM

Programmer: Jon Hilliard  
 Designer & Graphic Artist: Jason Gee  
 Game Design & Story: Jason Gee  
 Jon Hilliard  
 Guy Miller  
 Music & Sound FX: Martin Iveson  
 Live Guitar: Anthony Wheeldon  
 Voices: Guy Miller  
 Product Manager: Guy Miller  
 Producer: Jeremy Smith

buildings and rocky/metallic walls, as well as for the ground. On the musical side, the funk-metal soundtrack (ten different tunes) is being written by Martin Iveson, with live guitar solos by Anthony Wheeldon (who worked on *Thunderhawk*).

Although still essentially a shoot-'em-up, *Battlecorps* has a completely different style to the *Thunderhawk* and *Soulstar*. Rather than controlling an airborne vehicle, it places you into a Walker-style Bipedal Attack Machine to stride around unwelcoming landscapes. The view even bounces up and down realistically as you walk along, blasting away at robotic adversaries with an assortment of weapons. As in the 360° sections of *Soulstar*, you have complete freedom to explore the landscape, by rotating and heading in any direction. However, in some levels (including this month's demo) you are guided to your destination by a compass arrow.

### Change the world

Jon and Jason have had to alter the game design somewhat from their original ideas. They were initially going to have three different moons, but the action is now set on one planet, with six terrain types used for the 16 levels: hot lava (as in the demo), icy wastes (with snow falling), underwater (with wobbling screen and fish), sewers (with thick slime to bog you down), mining labyrinth (network of tunnels) and the final cyber zone containing the computer nerve centre that you have to destroy.

Another thing that's changed is the dropping of the planned power-ups, as Jon explains, "We used to have weapon pickups, but everyone preferred having all the weapons already mounted, but limited in number." As for the gameplay, Jon says, "Most missions are a straightforward action, blast, survival-type thing, but there should be a few variations such as protection and rescue missions."

Before each new level, you get the chance to save your position. You then view an animation sequence showing your commander Lieutenant Calgary giving you orders in CD speech (as spoken by *Battlecorps* product manager Guy Miller). At the start of the game there's also a rendered 3-D intro, plus a sequence showing the chosen gunjock being placed into the BAM. There are three characters to choose from, each with



Blam! Some of the most impressive scaled graphics are the flames and spectacular explosions.

## GAMES WITH SCALE

The only other games to use the Mega-CD's sprite-scaling hardware to the full are also from Core Design...

### Thunderhawk

Released in autumn 1993, *Thunderhawk* showed just what the Mega-CD was capable of. It was the first game to use the machine's sprite scaling and rotation abilities to create a stunning 3-D texture-mapped landscape that rotates and tilts as you fly over it in your helicopter gunship. Combining this with a superb CD soundtrack and stonking blasting action, it's no wonder *Thunderhawk* went straight to the top of the charts.

A playable demo of the game was featured on the ground-breaking MEGA POWER #4 coverdisc (still available - see pages 33 and 64).



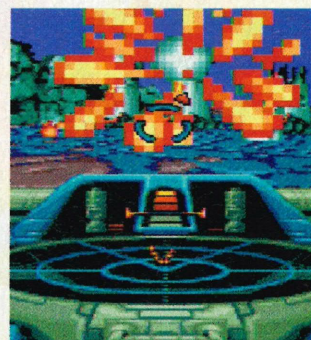
### Soulstar

Due for a June release, *Soulstar* is the most spectacular space shoot-'em-up ever. Like *Battlecorps*, it improves on *Thunderhawk* graphically with 64 colours instead of 16. The game comprises a mixture of set-path levels (à la *Microcosm*) and 360° landscapes, with the player controlling three different vehicle types. From what we've so far, *Soulstar* looks truly amazing - it's currently nearing completion so we should have a full review next month.


The game's first three stages (fully playable) were featured on last month's MEGA POWER cover CD (still available - see pages 33 and 64).

different attributes that affect the performance of the BAM: speed, gun power and armour level.


These sequences have yet to be added, but *Battlecorps* is certainly shaping up well. So far, all the six terrain types are complete, along with six of the 16 level maps. And from what we've seen already, it looks like another well-deserved Mega-CD smash hit for Core. We hope to have a full review next month.




## BATTLECORPS



1 player



invisible access



save position

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ANTICIPATION



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The subaqua levels feature a wobbly screen effect for the water, which is populated by fish and floating robots.

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# FEEDBACK

So, what do you think of the new-look Mega Power? We're always interested in hearing your views and ideas so we can improve the magazine even further. To have your say about Mega Power, the Mega-CD, Mega Drive, games or anything else, please drop us a line at: Feedback, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

## NEW IMPROVED DAZ!

Dear Phil,  
Firstly, I'd like to say congratulations on becoming Editor of this illustrious organ. Mega Power has gone from strength to strength since your arrival and I hope that now you have the POWER that you'll continue to keep the high standards set by you. Dave Perry was too egotistical to stomach and I was going to stop buying the mag and subscribe to Megatech until he ran off. Brill.

Anyway, I wanna say how great the latest issue of MP is. Issue 10, that is. The new look was really needed, and at last the mag doesn't look like it was done by a bunch of amateurs. I mean, the mag read great but it looked like a dead dog that's been chainsawed in half by a bus driver!??

Whoever did the new look deserves a medal! But as for Daz White. WHAT? Does he think he's got a future in journalism? Well, I'm afraid he's just a thick git from London if you ask me! And what he had to say about Tomcat Alley really did the game justice, didn't it? NOT! Sack 'im, kill 'im, stab 'im and maim 'im. Anything, but get a decent bloke to do a decent job!

Other than this though, the mag's never been finer. Being a Mega-CD owner, I welcome the cover CD with a big yippee, 'coz I can't afford to splash out cash willy nilly on games that could be right turkeys. Look at Microcosm and you'll see what I mean. I spent my birthday money on that pile of cat's p\*\*\*. I found that I spent 90% of the time just holding the joystick while I watched nice graphics. Cheers for nothing! Oh yeah, and Sonic 3 is nowhere near worth the money that NBA Jam is! That's another victim of 'where's the playability gone?'. I played Sonic 3 at my mate's house (Hiya Tickle!) and we just pressed right on the pads to get through the levels. Who's gonna spend all that money on a game that plays itself? It's enough to make you buy a SNES, innit?

Sorry to have a go, Phil, but it ain't fair is it? All this wicked hardware and a pile of tosh gets released for it! What do any other readers think?  
Signing off now.

Cheers Phil, and thanks for Soulstar. Kickin' mon!

**Martin Fletcher, Dorking**

*PS. How about a few girls writing in, and sending in some pics. Or is that sexist?, but I wouldn't mind a pen pals page!*

Thanks for writing, Martin. You certainly don't hold any punches, do you? It's just as well I managed to hide your letter from Dave 'The Kid' Perry or he'd have been right round to your house to give you a severe beating (on Street Fighter II, of course!). As for Daz White, he's gone back to London to play bass guitar in a group called The Deceased Kippers! It's a shame to lose such a fanatical gamesplayer, but we wish him all the best in his new musical career.

We're glad you like the covermounted CD so much, as well as the magazine's new look. Your views on Microcosm are a bit extreme,

though. Yeah, the game is a simple 3-D blaster, but we found it quite playable after the initial disappointment of it not being quite the mega-game we'd hoped for. And Sonic 3 is a very playable game, easily the best of the series. There's no way you could just press one direction to get through the levels – unless you've accidentally discovered some sort of cheat!

## DISC-RUNTLED READER

Dear Mega Power,  
How could you do it, eh? How could you turn my favourite Mega Drive mag on its head? I saw Issue 10 in my local newsagent and bought it immediately, despite the hefty £4.99 price tag. I'd bought the two previous CD-covermounted issues before, even though I don't own a Mega-CD, because at least the magazine still had plenty of reviews and features about the Mega Drive. But Issue 10 was almost completely Mega Drive free, with only a couple of small reviews for Streets Of Rage 3 and Virtua Racing (easily the biggest game of the year!). Nearly everything else in the magazine concerned CD games, with much bigger reviews than for the carts, as well as that huge CD A-Z section.

I mean, it's great news for all those Mega-CD owners, but what about us poor Mega Drive-only folks? When I discovered Mega Power last year, at last I thought I'd found an intelligent read for Mega Drive owners – the only one not to treat its readers like imbeciles. But now what am I supposed to do? All the other Mega Drive mags are extremely puerile, at least for us veteran games-players over the age of 10 (I'm 20 years old, by the way).

Reading some of Mega Power #10, I have to admit that the editorial standard is still as high as ever (despite the absence of Dave Perry), but I'm afraid I just can't continue to fork out five quid for a disc I can't use and a magazine mainly devoted to a peripheral I don't own. I feel very let down.

**Robert Davies, Solihull**

We are genuinely sorry to disappoint you, Robert, and all the other Mega Power readers who don't own Mega-CDs, but we couldn't please everyone no matter what we did. The previous covermounted issues were hugely popular with Mega-CD owners who were equally disappointed when later issues of the magazine lacked CD demos.

At that time we really had two distinct sets of readers – Mega-CD owners and non-Mega-CD owners – who we couldn't really please simultaneously, as some desperately wanted CD demos while the others definitely didn't. And as the earlier covermounted issues had been more successful than those lacking discs, we decided that was the right route to take.

Rather than being just one in a crowded field of Mega Drive magazines, Mega Power is now

unique in being the only Sega magazine to covermount playable demos, and the only one to concentrate on CD games. This way we can serve the interests of Mega-CD owners to the full, by covermounting a CD demo every month. It's a pity that we have to lose such loyal non-Mega-CD-owning readers such as yourself, but there are already a lot of Mega Drive and Sega magazines out there.

## QUESTION TIME

Dear Mega Power,  
First I want to say how good the last Mega-CD demo was. Puggsy and Wiz 'N' Liz were good, but I never got to see the game of Microcosm – it only had the intro on it.

1. When you go down to the Option on the Mega-CD disc menu, it says 'press any button' then it goes onto another menu which says: Format CD, Format RAM, Erase CD, Erase RAM, Copy CD To RAM, and Copy RAM to CD. Does this mean you can copy games – if so, why isn't mine highlighted?
2. Will Super Street Fighter II be coming out for Mega-CD?
3. Is there any game like Street Fighter II for the Mega-CD?
4. Will Virtua Fighter be coming out on the Mega-CD?
5. Will the Sega Saturn be out for Xmas and what game will be with it?
6. Which will be cheaper to buy: the Sega Saturn or the 3D0?

**Mr Anonymous, Anonyville**

You forgot to put your name and address on your letter, so we don't know who you are! Yes, we were also disappointed that the Microcosm demo was only the of the intro (spectacular though it is), which is why all future Mega Power cover demos will be playable.

1. These options refer to the battery-backed-up memory in the Mega-CD and the optional extra RAM cartridge for saving games – which hasn't yet been released. So when it says 'Copy CD to RAM', it means copying your game positions from the Mega-CD's internal memory to the RAM cartridge (which you haven't got, hence it isn't highlighted).
2. It'll probably be cart only.
3. There's Mortal Kombat, and there'll also be Rise Of The Robots later in the year, which looks very promising.
4. Sega say the Mega 32 versions of Virtua Fighter and Virtua Racing will now be released on cartridge only.
5. The Saturn's UK release is likely to be well into 1995. It could well be bundled with Virtua Fighter.
6. The Saturn will retail at around £400, while the 3D0 is more likely to be about £500 when it's officially released here.

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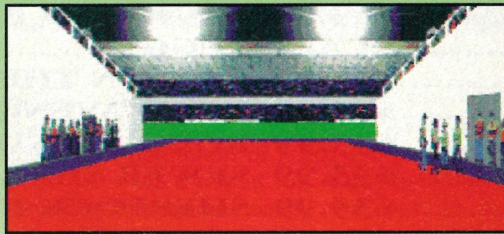
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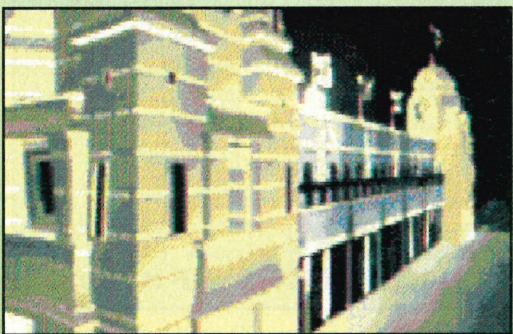
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# SENSIBLE



The crowd roars in appreciation as the first-ever Mega-CD soccer sim makes its debut. But what will the Mega Power pundits think back in the studio?



**M**OTTY: Well Trevor, it's kick off time and it'll be interesting to see how this new CD format performs.

TREV: Yes, obviously we're eager to know what changes the manager's made to make use of Mega-CD's considerable talents.

MOTTY: After all, the game's a tried and tested formula, having made its debut for Amiga City nearly two years ago. And what a stunning debut that was, kicking the tepid opposition into touch with its high-speed action and innovative ball control technique. You may also be interested to know that it topped the Amiga charts for a record 17 weeks.

TREV: Yeah, it may have rivalled Beardo for looks – I needed binoculars to see those tiny players whizzing around the scrolling pitch! – but it had his sort of silky ball control.

MOTTY: That's right, Trevor. The ball didn't stick to your foot like in other games, so you really had to be good with the old joystick to dribble it around. However, for its Mega Drive United transfer it had to adapt to the new joypad rule by making the ball a bit sticky, at least in Beginner mode. Once you got the hang of it, though, the Expert mode allowed full expression on the pitch.

TREV: Yeah, and it plays absolutely identically in its new Mega-CD Rovers outfit. Nothing's changed.

ANDY: So there innae a point to it being on CD then?

MOTTY: Where did you come from?

ANDY: The Sky, where you get far superior pre-match presentation.

DES: A bit like the improved intros and sound in this game, but how do they do that?

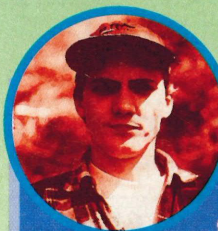
ROBBO: Well, you know, Incey's passed the ball to Giggsy and he's flown up the wing, you know, he's beaten a couple of defenders and he's sent the perfect cross into the box and, you know, I've dived and headed it into the back of the net. I'm over the moon, Brian.

BRIAN: Obviously, but I think you forgot to mention the superb rendered graphics that appear at the start of

the game, and before each match, showing the stadium in all their rendered 3-D glory.

JIMMY: Yes, and as I've always said, the sound is much better after I told them to improve it. It's now full CD quality and you can really tell the difference as they go 'Oooohhh!' and 'Ahhhhhh!' and 'You're gonna get your f...'

MOTTY: I feel I must interrupt you there to note that it was all recorded at Tranmere Rovers matches and there are, in fact, over 100 different FX and chants. You also get CD tunes for the intro and menus. Marvellous.



Okay, so the gameplay's the same as on cart, but then it's always a bit difficult improving sports games for CD. Maybe they could have added a four-player mode, but I doubt it would've worked that well with the high-speed action.

I have to admit that when I first played the Mega Drive version, I wasn't too keen – particularly as I was already hooked on FIFA International Soccer. However, while the latter eventually got a bit boring, Sensible Soccer has grown on me. Play it in Beginner mode and you won't really appreciate the gameplay: there are no star players and it's far too easy to score. Only in Expert mode does it really come into its own, although a joystick is highly recommended to cope with the tricky dribbling and sensitive aftertouch. It's more satisfying than FIFA: the more you play, the better you get and the more you like it. I also like the way you can set up custom tournaments, so you can get all your mates round to play.

As far as the CD enhancements go, Psygnosis have made a decent effort. The rendered sequences are attractive and the chanting crowd improves the match atmosphere no end. Nice one.

ALAN

ALAN: Aye, and another thing, as a canny Scot I think I must mention the bargain basement price. At five pounds less than the cartridge, it really represents a shrewder buy than Eric Cantona.

MOTTY: Yes, and I can't see this player getting a red card, at least not from the fans. Even so, there are red cards in the game. In fact, if you've missed anything, Sensible Soccer has scored with high-speed dribbling, intelligent passing, aftertouch for swerving shots, powerful diving headers and sliding tackles. You may be interested to know that the latter can result in fouls and, subsequently, bookings and free-kicks where, incidentally, the defenders line up in a wall. You also get an impressive range of club and international teams to choose from, competing in a huge array of tournaments, including your own customised ones with any number of human players.

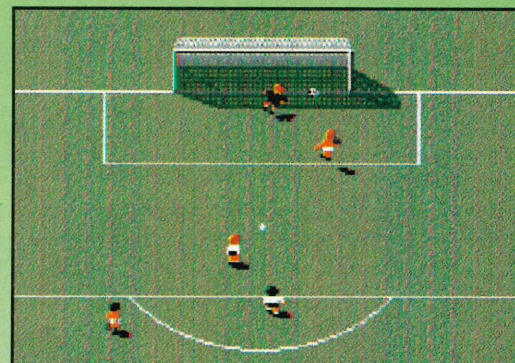
KEYSIE: And you'll be glad to know you can see full highlights in our live and exclusive playable CD demo, only on the next Mega Power. It's no wonder more and more games fans are tuning in!

...the vast range of crowd FX really gives the game added atmosphere

# SOCCER



After a cynical foul, a free kick is awarded on the edge of the penalty area. The defenders automatically line up into a wall to try and block the shot, but with skill you can swerve it around them and into the corner of the net. Liege are already 4-0 up with only five minutes left to play in the match.



The goalkeepers in the game are always computer controlled and they're very agile. But this time it looks like the English keeper's beaten as the Dutch forward heads it in from close range.



As in the cartridge version, the names of the real players have been slightly changed to avoid copyright problems. However, you can change them, and the strips, in the team editor.



The England defender slides in and brings down the flying Dutchman as he heads for goal. But was it inside or outside the box? A tough one to call.

As in real football, whether you get a booking depends on how grumpy the ref's feeling, but a foul outside the penalty area is more likely to earn you a yellow or red card. In tournaments these lead to match suspensions, as shown in the pre-match team selection screen above the main screenshot - the players with the red cards can't play in this match.



The computer-controlled keeper dives to make another spectacular save as the crowd roar "Oooohhhhhhh!" You really need to swerve the ball or tap it in from close range to beat these guys. Note that the players even have realistic hair and skin colour. Yes, *Sensible Soccer* is the only footy game around that contains black players, so Ian Wright (or rather 'Oan Wroght'!) really does look the part as he knocks them in for Arsenal (known here as 'Highbury').

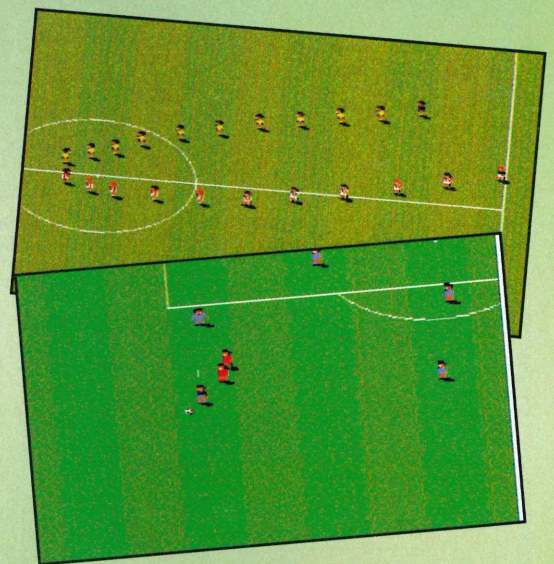


(Above) With 19 minutes played, it's still goalless between Holland and Turkey. The Dutch have earned a corner, always a good opportunity to score goals – particularly with headers – as the ball swerves into the area. (Right) The game complies with the new FIFA backpass rule, so when you pass the ball back to the goalie he can't pick it up and instead dribbles it around. If you're feeling cocky you can even dribble it up the other end of the pitch and try to score with your goalie!



One of my all-time favourite games reaches the Mega-CD, and it's the best version yet. This isn't the first time it's appeared on CD, having recently made it onto the CD32. Although very playable, that version had hardly any enhancements. Not so the Mega-CD game. First of all there's the brilliant Sportsnight-style rendered intro and pre-match stadium scenes. The only slight disappointment is the lack of the promised rendered goal-scoring sequence during play – instead you just get a normal replay. Nevertheless, the vast range of crowd FX that really gives the game added atmosphere. The crowd even react to what's happening on the field; eg chanting "one-nil, one-nil..." when you score the first goal. As for the football action, it's as supremely playable as ever. It may not have the graphical slickness of FIFA International Soccer, but I reckon it beats it with the sheer amount of freedom you have to plan your moves and score goals in an almost infinite number of ways. Best played with a joystick and on Expert mode, *Sensible Soccer* is the greatest.

PHIL



# MP

## FINAL VERDICT

"The best football game ever has been converted to the Mega-CD in fine style. The CD crowd sound is the best enhancement, making for that authentic match atmosphere."

10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
3	●	●	●
2	●	●	●
1	●	●	●
FIFA SOCCER	SENSIBLE SOCCER	ULTIMATE SOCCER	

# SENSIBLE SOCCER

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UK RELEASE

GAMEPLAY	93	<h1>OVERALL</h1> <h1>92</h1>
GRAPHICS	80	
SOUND	94	
ADDITION	91	



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# WING CO



There's little to time to get the bandits in your sights as they whizz towards you. The best dogfighting tactic is to try and get behind them so you can blast away with lasers or missiles.



If you've got time, you can even radio an insult to the alien pilots. Sometimes they return the favour and pop on your screen – usually when they're about to blast you to smithereens.



It's very hard to hit the target from this sort of distance, as you have to be very accurate. You really need to get much closer to get your shots in.



At certain points you have to negotiate asteroid fields. Here lots of the huge spinning rocks hurtle towards you, so don't go too fast. The best tactic is to keep zigzagging left and right.

"Bandit on my tail!" screams the starfighter pilot.

"Don't worry, we've got 'im right in our sights," say the MEGA POWER aces...

**O**riginally written for the PC by Origin Systems, *Wing Commander* is a 3-D space combat simulator, placing you in the cockpit of a high-tech starfighter. After appearing on numerous other formats (including Amiga and SNES), it's been developed for the Mega-CD in the States by Game Arts, and released there by Electronic Arts – they won't be releasing it officially in Europe.

It's the year 2654 and you are a rookie starfighter pilot hoping to save the Terran Confederation from destruction by the vicious cat-like aliens of the Kilrathi Empire. Your home is the huge Tiger's Claw spaceship and when the game begins, you're relaxing in the pilots' Lounge where you can talk to other pilots to get tips – in lengthy sampled speech. There's also a Training Simulator on which you can practise your combat skills against increasing numbers of enemy ships, targeting them in your sights and blasting them with laser or missiles. Once you're ready, you can go to the hangar to start your first real mission. An animated sequence shows the briefing from your commander, and you climbing into the cockpit of your starfighter.

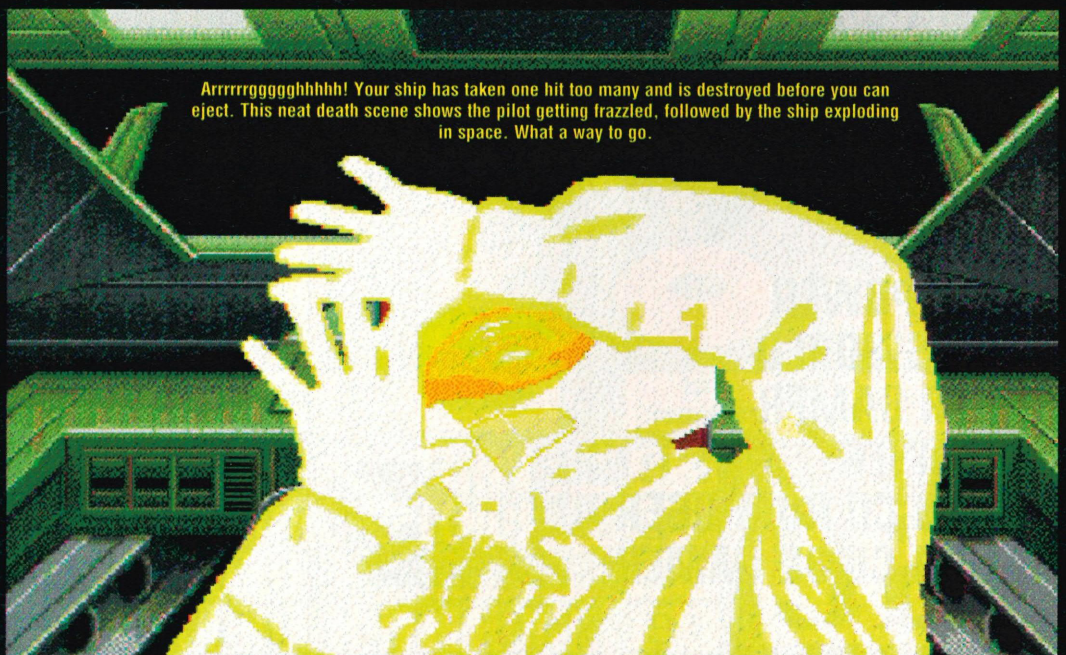
During the game you get to fly four different ships, each with a slightly different cockpit layout. However, they all contain the same dials and gauges. Most important is the radar, indicating the general position of enemy ships: behind, alongside

or in front. You can flick between front, side, back and exterior views to get a more accurate idea of their location. It's classic dogfighting action as you steer and rotate your ship and alter its speed to try and get the elusive bandits in your sights. When you do, they appear on the main screen with red brackets around them. Either blast them with lasers (requiring about seven hits) or fire one of your missiles – there are several types, including heat-seeking ones which require you to lock onto the enemy's tailpipe.

Other cockpit displays include two VDUs. The left one can be toggled between weapons and damage screens, while the right one cycles between autotargeting, navigation and communication. In navigation mode, you can bring up a galaxy map, showing the nav points for your mission – when there are no hazards around, you can switch to autopilot. The communications screen lets you send orders to your comrades, as well as insults to enemies! Your comrades also talk to you in sampled speech.

Missions range from engaging enemy squadrons to escorting cruiser ships to their destinations. You can save your position after every successful sortie, receiving medals and promotions as you progress. On the other hand, get blown to bits before you can eject, and you receive a hero's funeral. As your commander says, "This is a war, not a flight simulator!"

...unlike other Mega-CD 3-D blasters you're in full control of your ship



Arrrrrrggggghhhh! Your ship has taken one hit too many and is destroyed before you can eject. This neat death scene shows the pilot getting trazzled, followed by the ship exploding in space. What a way to go.

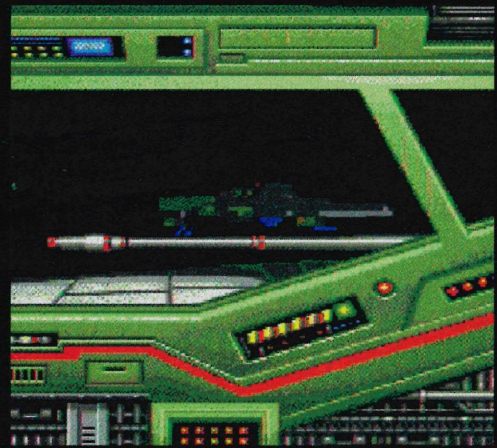
# MIMAMANDER



If I remember playing a version of this on the Amiga and the 3-D was painfully slow, even on a 32-bit A1200. Well there's no worries in that department on the Mega-CD with its famous hardware sprite scaling and rotation abilities. The 3-D combat action is plenty fast enough, and very exciting as you chase surprisingly intelligent enemy ships which weave and rotate to try and get you in their sights. It's really playable stuff, and unlike other Mega-CD 3-D blasters you're in full control of your ship.

A brilliant game atmosphere is created by the many animated scenes accompanied by sampled speech. The latter also comes in during the heat of battle when your comrades scream at you for assistance – if one gets blown up, everyone at the base even keeps telling you, "It wasn't your fault, he knew the risks...!" Such great presentation really enhances the combat action, and provides a great incentive to keep playing as you're regularly rewarded with new scenes, medals and even different ships to fly. Very addictive.

PHIL



In the crew quarters you can save and load missions, so you don't have to repeat earlier ones. You can also look at the medals you've earned along the way.



Awaken MISSION 2.



Mission Briefing, Enyo System, 06:00 hours, 2654. 111.

Before each mission, you get a lengthy animated briefing from the commander. He even answers questions from the pilots and points out things on the mission map so you know exactly what you have to do.

You can flick through the different camera views to look right around your ship. Here you see one of your comrades in formation on your right wing.

## on the button



- A** Fires the main laser guns. With **START** it toggles the left VDU. Pressed with **6** it fires the currently selected missile.
- B** Press twice to use afterburner. With **START** it locks onto target. With **u/o** alters speed. With **l/r** rotates ship.
- C** Cycles through options on VDUs. With **6** it activates the autopilot. With **START** it toggles the right VDU.



On the training simulator you can practise dogfighting against four types of enemy craft without fear of dying. You take on increasing numbers of ships at a time.

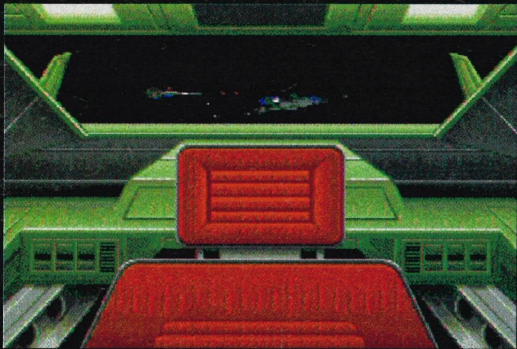
# WING COMMANDER



Don't shoot these guys: the blue brackets around them show that they're on your side! This ship is one step up from the one you start in. You only get it when you've completed a few missions.



Before each mission, there's a nice animated scramble sequence with the pilots running towards the hangar, then shown sitting inside the fighters before they're launched into space.



Another of the camera angles during play lets you look straight back to see what's happening behind your ship. This can be useful for avoiding enemy fire.

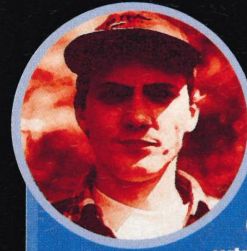
One of the ground crew checks everything's in order as you sit in the cockpit of your space fighter before the mission. This is followed by a Buck Rogers-style launch sequence.



This huge object is the Claw mothership and you're coming in to land after a successful mission. Landing isn't that tricky: just get near enough, radio for permission and it's automatic.



At any time during the mission, you can call up the navigation map which shows the various 'nav' points that you have to fly to. This screen also acts as a handy pause function.

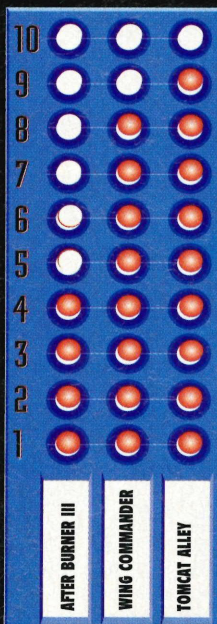


I must admit, I was all fingers and thumbs when I started playing Wing Commander. Your ship's controls certainly take a bit of getting used to, mainly because there are so flippin' many of them, requiring combinations of the three fire buttons and START — a six-button joystick comes in useful for accessing the VDU displays. You really need to practise on the Training Simulator to get the hang of space combat and have any chance of completing a mission. Once you do start the game proper, you're greeted with neat animated briefings (even if they do require lengthy CD accessing), plenty of options and, of course, lots of space combat. The action is fairly straightforward, but requires real skill to get those pesky enemy ships in your sights. One feature I liked was the way the other pilots radio you to tell you they're in trouble. I also appreciated the autopilot, enabling you to cut out all the boring space flight and get straight to the next bit of combat. On the downside, the often blocky 3-D graphics aren't exactly jaw-dropping and the various viewpoints aren't very useful. The combat is also much the same throughout the missions, so it could eventually get repetitive. Even so, this is a decent dogfighting blaster.

ALAN



(Above) The commander congratulates you on a successful mission and pins another medal to your chest (as shown below).



## WING COMMANDER

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1 PLAYER



SLOW ACCESS



SAVE 4 POSITIONS



US RELEASE

GAMEPLAY → 81

GRAPHICS → 75

SOUND → 90

ADDITION → 78

OVERALL

80



# MP

## FINAL VERDICT

"This has more depth than most Mega-CD 3-D blast-'em-ups, as you are in full control of the ship. However, the dogfighting action is a bit samey throughout the missions."

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# MARKO'S FOOTBALL

## MARKO'S MOVES



### CROUCH

Marko can crouch down to avoid hazards, which also scrolls the screen up so he can look below.



### DIVE

To avoid low-flying hazards, Marko can dive while running to scrape right along the ground.



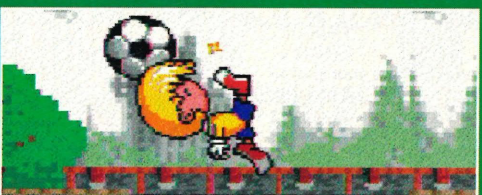
### HEADER

On me 'ead, son! Marko bounces the ball on his bonce: he can jump to knock it into baddies above.



### HIGH KICK

By pushing up while holding down the fire button, you make Marko kick the ball in a high trajectory.

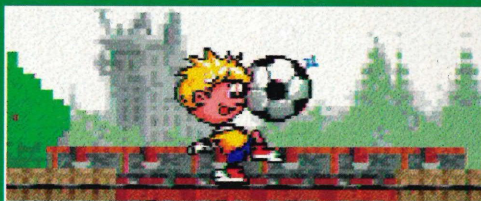


### HIGH OVERHEAD

With the ball on his knee, tap the button to make Marko do a high overhead kick.

### KNEE

Marko bounces the ball effortlessly on his knee. From here he can do an overhead kick.



### LOW KICK

Just tap the button and Marko does a lower kick than normal to hit nearby baddies.



### LOW OVERHEAD

By holding the button, Marko rotates further and slams the ball downwards.



### RUN

Hold down the A button and Marko runs instead of walking. He can now perform bigger leaps.



### RUNNING KICK

By kicking when he's running, Marko can hit a more powerful shot than usual.



At last, a platform game featuring some true innovation. The idea of kicking a football around to kill the baddies is certainly weird, but it works a treat. You need to use all the different types of kick for various situations. For example, if you're standing next to a barrel, you can't shoot the ball past it to hit a baddie behind – but you can hit him with one of those flashy overhead kicks. Marko's many moves are animated to perfection, even down to his superb facial expressions. The lad really is a star, and a nice change after all those cutesy animal platform heroes. Many of the level backdrops are also very attractive, featuring some nice parallax, while the action is accompanied by a large selection of cheerful tunes. The best thing about Marko's Magic Football, though, is its addictive platform action that keeps you coming back time and time again. The large levels have been very well designed with a perfect difficulty curve that provides a decent challenge without ever becoming too frustrating. Not only is this platform game refreshingly original, it's very playable too. Nice one.

PHIL

The MEGA POWER team practise their ball control in Domark's truly innovative platformer...

Platform games: love 'em or hate 'em, they're all pretty much the same... or are they? For *Marko's Magic Football*, Domark have come up with something new, mixing the usual platform formula with football action. The hero, a little lad called Marko, uses his considerable footy skills to send his magic ball bouncing the screen to kill baddies galore.

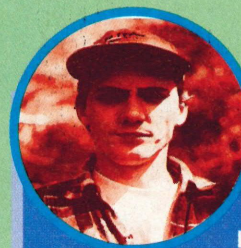
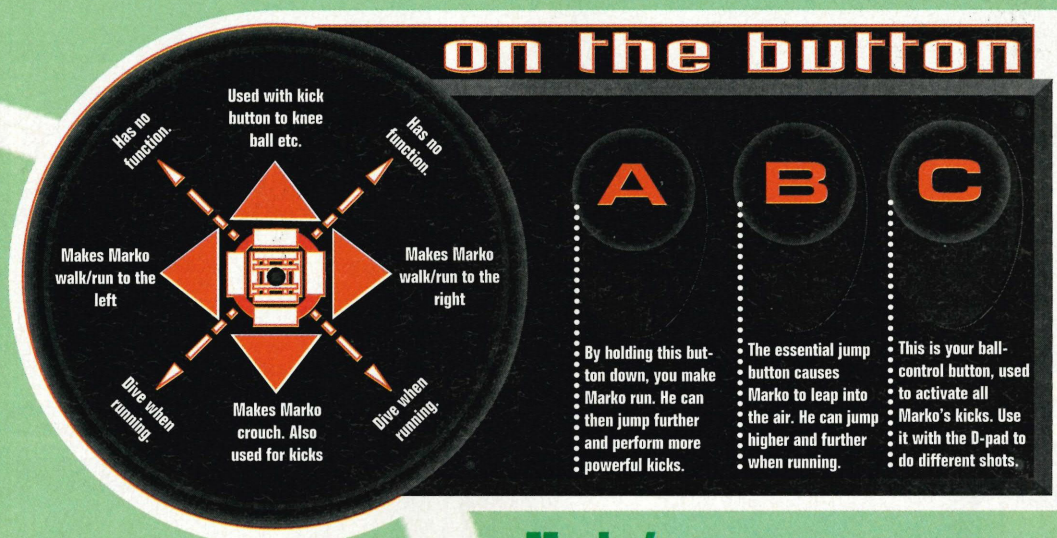
Marko was playing football in his back yard one day, when his ball went over the fence. Going into the street to retrieve it, he witnessed a strange sight: workmen were pouring a strange green sludge into the sewers.

It turns out that the sludge has been created by Colonel Brown, the owner of the local toy factory. When the strange substance makes contact with animals it alters their genetic structure, turning them into slavering sludge monsters. Using these, the power-crazed Colonel plans to take over the town of North Sterlington.

However, when Marko finds his ball lying in a pool of sludge, he discovers it has 'mutated' into a superball with which he can defeat Colonel Brown. As Marko travels through multiway-scrolling levels, he can knock out the Colonel's cronies by kicking his ball at them in myriad different ways. The lad can kick it in different trajectories, volley it, do headers

# MARKO'S MAGIC FOOTBALL

84



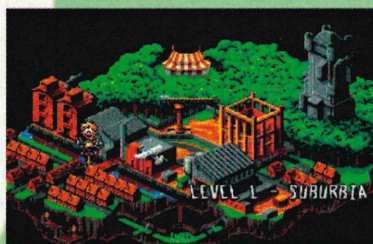
The only other game I've seen that's remotely like this was Soccer Kid on the Amiga, whose hero also kicked around a football. But in terms of sheer playability, Marko's Magic Football wipes the floor with it. Getting to grips with the controls is quite tricky at first, as Marko has a whole nutful of marvellous moves at his disposal. So, it's just as well there's the optional Back Yard level to practise your kicks before the game proper. Even so, in the heat of the moment it's still very easy for an expert to fluff it and do the wrong shot. However, this is the only rare frustration as the levels are well designed to play hard but fair – just like in the Sonic games, although with slower-paced action. Just when I had begun to think the end of the platform genre was nigh, what with all those horribly derivative examples we've seen lately, Marko's gives it a much-needed kick up the backside! Now I can't wait for the enhanced CD version, due in October.

ALAN

Marko's many moves are animated to absolute perfection, even down to his superb quirky facial expressions.



Marko is an agile little chap who can easily climb up ropes. However, he can't kick his ball while doing this, so he's a bit vulnerable to attacks.



Before each level, this attractive map shows where you are in the town. It also provides you with level passwords.

Heh heh! Marko knocks PC Ploot over with his magic football. Collect the cans scattered around the levels for a points bonus.



Ouch! Marko's about to be toasted by this mad flamethrower-wielding haddie. You need to hit him several times with the ball to kill him.

and more powerful overhead kicks. And rather than have to retrieve the ball manually, you can simply press the button to make it magically reappear at Marko's feet – very handy.

Controlling so many different shots with only one 'ball control' button requires using it in combination with D-pad directions. The moves take a while to become instinctive, but you can practise them in the optional pre-game Back Yard level, aiming shots at loads of targets.

As well as the kickin' action, there's a lot of platform gameplay too, as Marko runs and leaps over hazards, destroys sludge cans and flicks switches to open doors. He also collects power-ups including a gun, smart bomb and temporary invincibility; plus plenty of bonus stars and supercans for lots more points.

The 14 large levels take Marko through the various areas of the town, including the sewers and a hazard-packed industrial site. Passwords are given after most levels, but does Marko have enough balls to make it through them all and stop the Colonel?

## MARKO'S MAGIC FOOTBALL

10 ● ● ●

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4 ● ● ●

3 ● ● ●

2 ● ● ●

1 ● ● ●

1 PLAYER

16Mbit

LEVEL PASSWORD

UK RELEASE

GAMEPLAY	86
GRAPHICS	91
SOUND	81
ADDICTION	80

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**OUT JULY**

**OVERALL**

# 84

ISSUE 11

JUNE 94

REVIEW

# Pete Sampras

# TENNIS

OVERALL 7  
**91**

**T**he Mega Drive has played host to a few tennis sims in its time, most notably Sega's recent Wimbledon which allowed four players to compete simultaneously – as long as you owned a Sega Tap joypad adaptor. However, Codemasters' new tennis game offers four-way play without the need for any such peripheral, as it comes with two extra joypad ports built into the cartridge. Indeed, this ingenious new 'J-Cart' will be used for some future Codemasters releases including Micro Machines 2.



**Codemasters serve up an innovative tennis sim, and the superfit Mega Power lads can't wait to make a racket...**

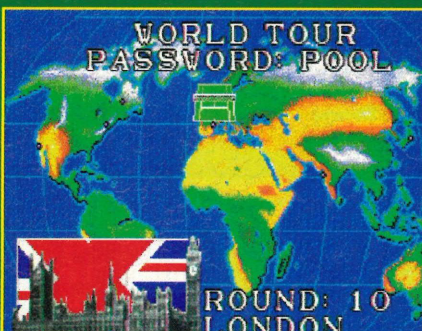
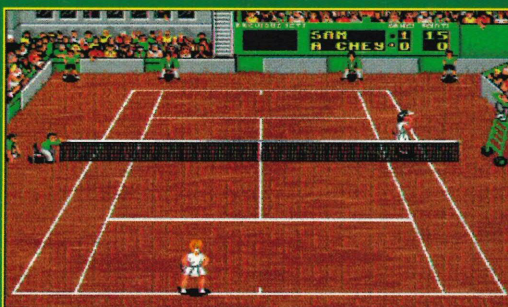
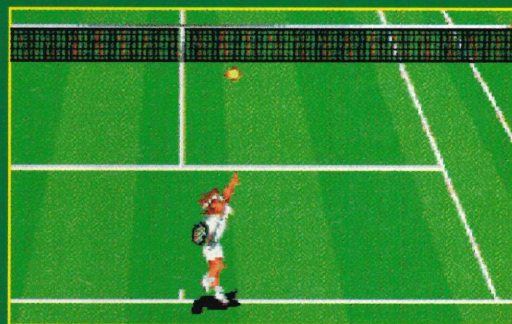
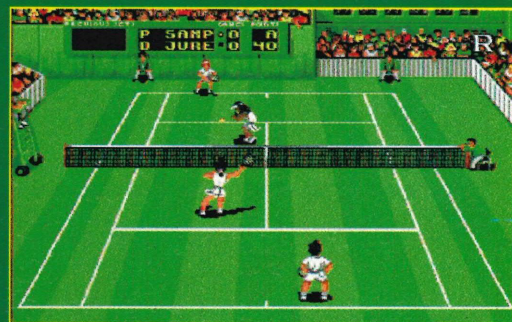
Just get a few friends round, plug in your pads and you can play exciting four-player doubles matches. If you don't have enough friends, computer players make up the numbers – or you can play a friend in a singles match. Before all 1–5 set matches, you get to choose your players from the 30 female and male players on offer – all seeded, so a novice can compete fairly against an expert (by giving the latter a lesser player).

Alternatively 4–8 players can compete in a knockout tournament, or a single player can go on the World Tour. The latter takes you to 33 international locations with varying court surfaces: hard, grass or clay. It's a bit disappointing you don't get to play a full tournament in each place – instead you just have one match. Win it and you're given a password to the next destination, where you play a slightly better opponent.

Out on the court, the view is the usual TV-style one, with the players alternating sides every two games to avoid any advantage – it's always a bit harder playing at the top. The action is accompanied by some neat hitting FX, player grunts and a sampled-speech scoreline after every point (even if it does sound disjointed).

What's most unusual is the range of shots you can play. Although you have only one button with which to perform normal shots (the other two are for lobs and dives), by combining it with different D-pad movements you can skilfully direct them with varying power. Even better, the longer you hold down a direction, the more effect it has, enabling a near-infinite number of possible shots. You can even put top- and backspin on after you've hit the ball.

Although in your first few games you'll be struggling with the controls – often slicing shots way into the crowd – with practice you can perform some great cross-court passes and backspin dropshots. And it's all the more satisfying because you know that it was all your own work, rather than a set shot selected by a D-pad direction as in many other tennis sims. This subtle control system makes for a much more realistic and playable simulation than ever before, truly adding a new dimension to computer tennis. Ace.



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WIMBLEDON  
PETE SAMPRAS TENNIS  
DAVIS CUP TOUR

## PETE SAMPRAS TENNIS

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1-4 PLAYER



8 Mbit



Tour Password



UK Release

GAMEPLAY	94
GRAPHICS	84
SOUND	81
ADDICTION	88

**OVERALL**  
**91**



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# DARK

## THE LEADERS

You can select your ruler from these four very distinct characters, all with different reasons for destroying the evil wizard Velonese...



**AMON**  
This king of vampires is the ruler of Cheshire's undead. As well as mauling his opponents in combat, he has some blood-draining vampire spells at his disposal, some of which he can cast at very long range.



**ARMER IX**  
The son and heir of King Wynrick VIII, Armer is intent on avenging the deaths of his father and his beloved Chelsea. As well as being a mighty soldier in hand-to-hand combat, he can summon up some neat fire spells to frazzle the enemy.



Being a former Dungeons & Dragons devotee, what really appeals to me about Dark Wizard is the way you can build up your characters throughout the whole adventure. You get a great sense of achievement when one of your personally created and named characters jumps up a class, enabling them to use better weapons and spells. So it really is heart-breaking when one of your veterans gets killed in action.

Beating the first few waves of enemies is easy enough, but as the game progresses you need to work out good battle strategies to avoid needlessly losing men. This includes efficient use of magic, ensuring your men evacuate the danger area first – I was devastated when I accidentally killed my own priest with a Melt Earth spell!

Maybe the adventuring aspect isn't exploited to the full, only consisting of visiting towns to buy items and listen to the odd bit of advice. And although there are a few little tasks like delivering packages to other towns, your only real objective is to conquer castles. If you prefer adventure to strategy, you'd be better off getting Lunar – The Silver Star.

PHIL

When one of your characters attacks an enemy, or is attacked, you see the action on this animated fighting screen. It's all a bit dull really, so there's an option to turn these scenes off.



Your party is ambushed as it heads through a forest. During attacks, each character earns experience points which eventually raise his level and class, enabling him to use better weapons.

With eternal darkness threatening the world once again, the MEGA POWER wizards concoct some spells...

**A** complex roleplaying strategy game, *Dark Wizard* was designed in Japan and translated for this American release – it's very unlikely to come out officially in Europe.

The bizarre swords-and-sorcery story line is set in the 'golden lands of Cheshire'. Far from being a place where they make crumbly cheese, this mythical land is populated by all manner of monsters, dwarfs, hobbits, elves and the like. As you might have guessed, it was a peaceful domain until the apprentice wizard Velonese summoned four elemental demons from his own body (!) and ordered them to wage war on Cheshire. Now the last stronghold of goodness is the kingdom of Quentin, where the king has just snuffed it. You get to choose from four rulers to succeed the king and take on Velonese before he releases the spirit of Arlimann, resulting in eternal night...

After watching an entertaining sampled-speech intro about your chosen character, the current battle area is shown on a scrolling overhead-view map with various terrain types such as swamps, rivers and mountains. Your ruler starts out at Castle Quentin from where you can recruit an army. In any

of the six hexes around the castle, you can spend money from your reserves to summon monsters such as unicorns and serpents, or hire peasants.

You get to choose the latter's race (human, dwarf, elf etc) and alignment (lawful, neutral, chaotic) which determines which weapons and magic they can use. The new recruits start out very raw and must earn lots of experience points from battle to increase their level. They eventually rise in class, at which point you can choose their occupation – such as fighter, archer, priest and mage. By visiting villages and towns they can purchase better weapons and magical items, although some of these can only be used by certain races, occupations or classes.

In each game turn, ordering the characters is achieved via a simple menu at the top-right of the screen. To move a character, select Move and put the cursor on the desired destination – you only have a limited range and can't move into any hexes shaded grey. If you move next to a blue-coloured enemy, you can attack it. The resulting battle can be viewed on an animated screen, but you can turn this option off. Success depends on the combatants'

...you need to work out good battle strategies to avoid needlessly losing men



You can buy and sell lotions and potions in the apothecary in one of the many towns. Here you're also given a special task of delivering a package. If you do, maybe you'll get a reward.

# DARK WIZARD

## KRYSTAL

This saucy enchantress was tricked by Velonese to work for him. To make amends, she now plans to kill the dark wizard. Vulnerable in combat, she has plenty of magic points to conjure up incredibly powerful spells like vortex and lava flow.



## ROBIN

Known as the finest warrior throughout the land, Robin has pledged to defend Cheshire. An expert horsewoman, she has better mobility than Armer although her combat strength isn't as great. Her spells include a powerful wind bolt.



(Left) Armer casts his powerful Melt Earth spell to create a ring of fire – make sure your guys get out of the way first!

(Below) Most villages and towns have a church where you can get advice and pray to the goddess for good fortune.



There are several different character races, each of which has varying effectiveness in combat against the other races and monsters. These tables show you who's good at fighting whom.

ATTACK EFFECTS					
HOBBIT	EFF				
HUMAN	Δ	ELF	⊙	DWARF	⊙
HOBBIT	⊙	SKELETON	⊙	LICH	⊙
DRAGON(L)	⊙	DRAGON(W)	⊙	DRAGON(C)	○
DRAGON(U)	⊙	SERPENT	X	HYDRA	X
PEGASUS	⊙	MANTICOR	⊙	GRIFFIN	⊙
CHIMERA	⊙	CENTAUR	Δ	COCKTRICE	Δ
HELL HND	Δ	PHOENIX	Δ	HARPY	Δ

DARK WIZARD

## on the button

### A

This brings up the options menu during play, enabling you to end your turn, save the game and see lots of stats.

### B

Button B is basically used to cancel any action you wish to abort, or to exit a screen and return to the main menu.

### C

Selects a highlighted command, item or option. It also brings up a character's options so he can move, fight etc.

attack/defence strengths and weapons, with the enemy counterattacking the first time it's attacked – another soldier can then lay into it without risk of injury.

In addition, certain characters can attack from further out by firing projectiles or casting magic spells. The latter are available to your ruler, as well as mages and priests. While some spells are destructive, others can be used to heal wounded troops – so it's a good idea to keep a priest near to your fighters to restore their hit points when needed. Another way of achieving this is for an injured character to rest.

Somehow your party must battle its way through the changing landscape to eventually reach the enemy castle. To conquer it you must defeat the opposing leader: a tricky task as he can summon up to six new soldiers or monsters every game turn, as well as casting powerful spells.

Take the castle and you can advance onto an adjacent area of the large world map. However, you need to leave a few men behind to guard your castles or they'll be recaptured by the dark forces – and you'll have to go back and reclaim them.

You only have a limited time to stop Velonese, but if you rush things you won't have built up enough strength to defeat the dark wizard when you finally confront him. This is just one of many dilemmas in the weird world of Cheshire.

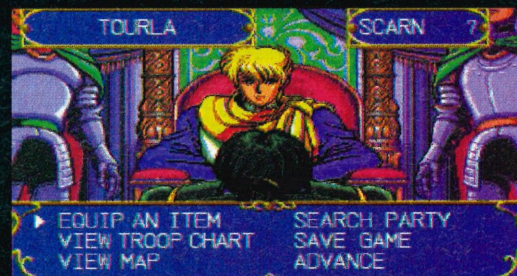


A priest is an essential bloke to have in your party, as he can restore lost hit points to wounded fighters. Here he casts a Cure spell on a fighter who's only got 27 hit points left.

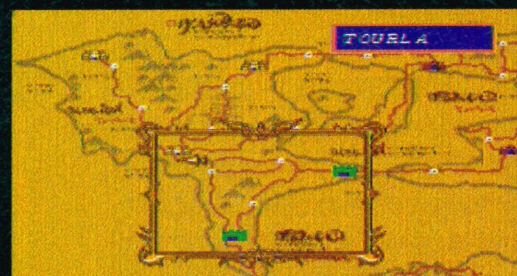


Before the battling adventure begins, Armer rallies his troops with a call to save the golden lands of Cheshire. He may look a bit poncey, but he's a top fighter with lots of powerful spells.

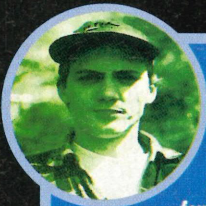
After conquering a castle, you can save your game position and buy lots of new equipments and weapons for your troops. You can send a search party to scour the map for useful items.



This is the map of Cheshire where you choose which adjacent castle to try and conquer next. You also need to allocate troops to your own castles to protect them from enemy attacks.



# DARK WIZARD



When I first spotted all those statistical weapons and magic tables in the *Dark Wizard* manual, I thought, 'Uh oh, another game for anoraks.' So I was all the more surprised when I found the game was pretty easy to pick up and play. The menus are mostly self-explanatory and simple to use, and I was soon moving my soldiers around the map with ease and battling the enemy.

The game's combat sequences are pretty simple, with a number of hit points being deducted from each character in each confrontation, depending on their stats and weapons. I found the magic spells more fun to use, especially as they have such devastating effects, sometimes wiping out several opponents in one go. Those jerkily animated battle scenes are a bit naff though, particularly as you have to wait while they're accessed from CD - so I was glad you could turn them off, along with the pompous orchestral music.

Overall I can't see *Dark Wizard* converting ardent shoot-'em-up fans, but roleplaying strategists should enjoy it.

**ALAN**

This unscrupulous-looking geezer is the mayor of the town of Shirster. But who is this Lady 'Dianna' he speaks of? I wonder if Prince Charles is somewhere in this game too?



Yuk! It's one of those four slimy Demon Lords. These powerful mutants appear on some levels and are very difficult to defeat. You need all the magic spells you can lay your hands on.



You can relax and have a drink in one of the taverns, but too much booze is bad for you so take it easy! By talking to the locals you may gain some valuable information.



This seems like a good shop, with a lot of interesting items for sale. That Mirror Of Darkness sounds good, but you have to make sure one of your characters can actually use it.

NO. 6 (N) HUMAN

**RICKY**

OCCUPATION: SOLDIER

STATUS: NORMAL

CL/LV: 2/ 2

EXP/NEXT: 19/ 40

HP/MAXHP: 70/ 70

ATT STR: 58

DEF STR: 17

MOBILITY: 5

MOVE TYPE: GROUND

TERRAIN: GROUND

SALARY: 206



INVENTORY

SH SWD  
E CLOTH AR  
E SH BOW

Starting out at your castle, you can place existing troops in any of the six hexes around it. You can also hire new men (raw recruits) or summon creatures such as serpents and unicorns.



After battling through the difficult terrain, your party finally arrives at the enemy castle. Somehow you must defeat the evil lord there - not easy as he can summon new troops in every game turn.



**MP**

**FINAL VERDICT**

"*Dark Wizard* has enough statistics and detail to please most roleplayers, although a lack of real interactive adventuring. The battle strategy is enjoyable and easy to pick up."

## DARK WIZARD

1 PLAYER

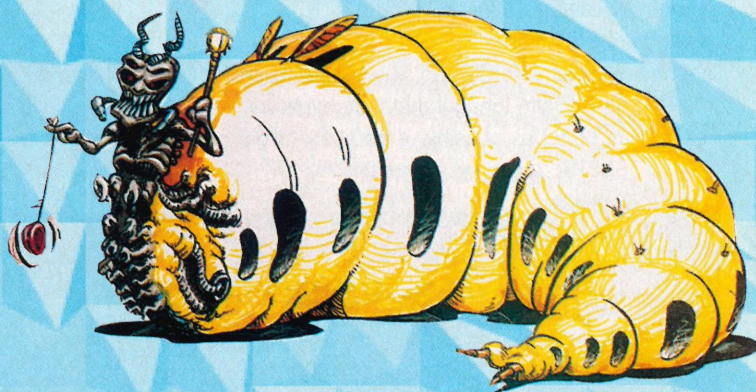
SLOW ACCESS

SAVE 3 POSITIONS

US RELEASE

<b>GAMEPLAY</b>	73	<b>OVERALL</b> <span style="font-size: 2em; font-weight: bold;">76</span>
<b>GRAPHICS</b>	60	
<b>SOUND</b>	74	
<b>ADDITION</b>	80	

# SEGA PRO

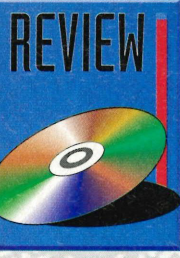


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AND FRIENDS!**

**It's Dave 'Aladdin' Perry's latest blockbuster and we reckon it's the greatest platformer we've ever seen. And it's only in SEGAPro - on sale May 19.**





# MORTAL



The martial arts movie star Johnny Cage isn't most people's favourite fighter, but he can perform a nifty shadow kick across the screen.

This is one fight that just goes on and on. After making its dramatic worldwide console debut on 'Mortal Monday' last autumn, Mortal Kombat finally hits the Mega-CD. You may remember the media kerfuffle it caused at the time, with many people worried about the effect such brutal action would have on children. It's no wonder sales of Mortal Kombat went through the roof, making it the top-selling video game of 1993.

Whether it'll cause quite the same controversy on the Mega-CD remains to be seen, but the action is even more violent and bloody than ever. This is because when the original version was sent to Sega for approval, it was awarded an MA-17 certificate for the US. So Acclaim thought that they might as well make it as brutal as possible - it's likely to get an '15-17' ELSA advisory sticker in the UK. The



Yuki! The screen darkens for one of those gory death moves. Here Rayden blows up Johnny Cage's head with his lethal Raydentricity.

game now features all the blood and gore featured in the coin-op (with no need to input a special code), including those notorious death moves such as ripping out your opponent's heart or spinal cord.

On Mega-CD the graphics are much closer to the original Midway/Williams arcade machine. On cartridge, due to memory and speed restrictions, the digitised fighters' animation frames had to be cut to around 50% of the coin-op's. However, on CD this has been restored to 100% for authentic arcade-style animation. In addition, the backdrops are identical to those in the coin-op and include animations such as burning flames and a clapping mandarin.

The game atmosphere is further improved by an arcade-quality soundtrack. CD music accompanies the bouts, along with sampled speech at the end, eg 'Flawless bout!' and 'Rayden wins!' Other authentic arcade touches

**"Mortal Kombat!"  
scream the Mega  
Power martial artists  
as they prepare to  
spill blood all over  
the Mega-CD...**

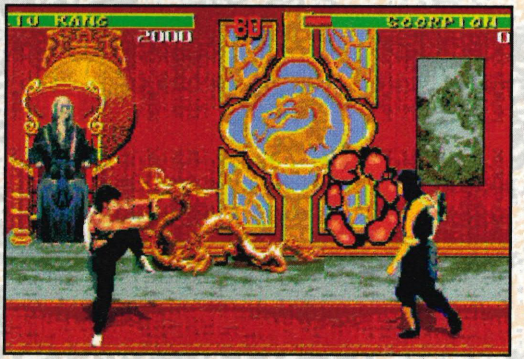
include speech on the character selection screen, FMV footage on the fighter biographies, plus the full coin-op completion sequence.

The other main addition on CD is the two-minute-long FMV intro. It's basically an adaptation of the TV/cinema Mortal Kombat commercial with extra footage and a different rave-style backing track.

On the gameplay front, it's identical to the Mega Drive version. You get to choose from the seven fighters on offer, all with different strength, speed and fighting techniques. In practice mode, you can fight against a computer opponent or a friend. This is a good chance to try out all those kicks, punches, rolls and spectacular special moves: it's slightly easier with a six-button joystick.

The game's main challenge is the Shaolin Tournament. Here you take on the other fighters in best-of-three matches before fighting yourself in the Mirror Match. You then have to beat all the other fighters again, but now two at a time! Eventually you face the 500-year champion Goro, and finally the grand master Shang Tsung. There are also special sublevels between bouts where you can earn bonus points by bashing the buttons to karate-chop wooden blocks.

Are you tough enough to beat the best and rip out their spines? Who knows, but we bet you're just dying to try.



Hiya! The agile Liu Kang musters up a flame bolt to frazzle Scorpion. The throne room backdrop now has a clapping mandarin.

## COMPARISON

The Mega-CD game has all the blood of the coin-op, including uncensored backdrops such as the pit with heads impaled on spikes.

On the original Mega Drive version the violence was somewhat toned down. Here the only blood is coming from your dead body!



When you've beaten all the other fighters to a pulp, it's time to confront the four-armed champion Goro. His lair has been improved with better parallax and foreground scenery.

# KOMBAT

06  
OVERVIEW!



## JOHNNY CAGE

A martial-arts movie superstar, Cage is the star of such box-office smashes as *Dragon Fist* and *Sudden Violence*. His greatest asset is his speed which he can use for rapid repeated attacks. His death move involves punching the opponent's head off.

### SHADOW KICK

Cage launches himself into a high-speed karate kick.



### FLAME BLAST

A lethal long-range weapon, good for weakening opponents.



## KANO

A mercenary thug, Kano lives a life of crime and injustice. He's the slowest fighter in the game, but compensates with some very powerful moves such as the knife throw. He likes nothing better than ripping out his opponent's heart.

### SUPER SPIN

A bulldozing special move, but easy to block and counter.



### SPINNING BLADE

This takes more energy when blocked than any other move.



## RAYDEN

The Thunder God has taken on a human form to compete in the tournament. This nimble fighter has electricity running throughout his body, which he can fire at adversaries. Rayden kills opponents by exploding their heads.

### TORPEDO

Flies at his adversary and shoves him into a wall.



### RAYDENTRICITY

Shocks opponent into submission with a blast of pure energy.



## LIU KANG

Kang left the secret White Lotus Society to take part in the tournament. The fastest fighter in *Mortal Kombat*, he can get in plenty of roundhouse and flying kicks, as well as throwing flame bolts. His special death move is the helicopter spin kick.

### FLAME BOLT

Use this to drain the opponent's energy before getting close.



### CONCORDE KICK

Fast, powerful and almost impossible to block.



## SCORPION

Looks similar to *Sub-Zero*, and like that character his real name and origins are unknown. He has some clever tricks up his sleeve including the teleport punch. The only time he takes off his mask is to frazzle the beaten adversary with his fire breath.

### SPEAR

Drags the opponent to him then knocks his block off!



### TELEPORT PUNCH

Flies off one side of the screen and reappears with a punch.



## SUB-ZERO

This mysterious character's origins are unknown. Possibly the most popular fighter in the game, he can freeze opponents with his ice bolts. He also has one of the goriest death moves, ripping off his rival's head with the spinal cord still attached.

### ICY SHOT

Freezes opponent for four seconds so you can whack him.



### POWER SLIDE

A useful trick to slide along the ground, but not that powerful.



## SONYA BLADE

The only woman in the game, Sonya is a member of a top US special forces unit. A good all-round fighter, her most useful move is the very effective leg toss. She kills opponents by blowing a fatal kiss which engulfs them in a massive ball of fire.

### ENERGY WAVE

Circles of energy are flung towards the opponent.



### LEG TOSS

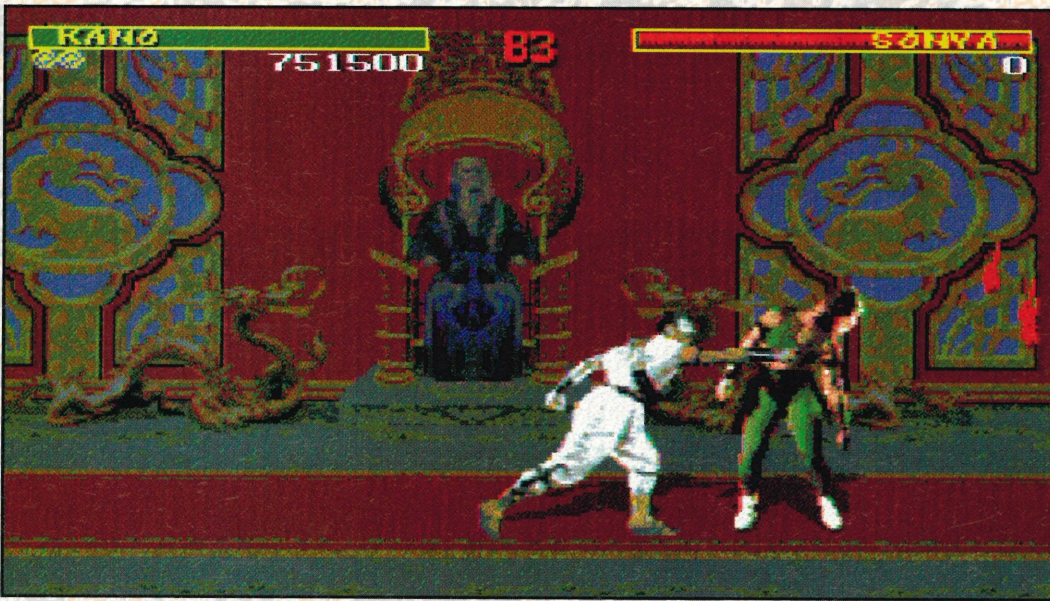
Grabs the enemy with her ankles and slams them down.



I have to confess that I've always marginally preferred *Street Fighter II* to *Mortal Kombat*. This is mainly because of the more interesting characters in *SFII*. The ones in *Mortal Kombat* are more samey, although this does mean that bouts are more evenly matched – especially as their special moves are relatively easy to access. Nevertheless I still enjoy taking out my pent-up aggression on the incredibly brutal *Mortal Kombat*. It definitely beats *SFII* for graphics, which are even better in the new CD version. The digitised sprites are now animated with the same number of frames as in the coin-op, and it's always great to see the blood flying about and trying to activate those infamous gory death sequences. The new version doesn't exactly push the Mega-CD's capabilities, and it was a bit cheeky to use the TV ad for an intro, but the graphic and sonic improvements make it a must-buy for fans of the coin-op – as long as you haven't already got the cart, of course.

PHIL

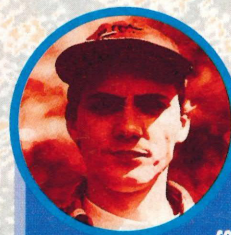




After battering Sonya all around the throne room and achieving a flawless victory, Kano puts his hand on her chest. Being a bit of a weirdo, though, he has a completely different idea to most of us of how to steal a girl's heart - he likes to pluck it out while it's still beating!



Poor old Sonya gets it in the neck once again, this time from Johnny Cage. He likes nothing better than to knock his opponent's block off. If he'd finished her with an uppercut instead, she'd have fallen into the pit of spikes below. It's all very gruesome, innit? But will it really turn you into a bloodthirsty psychopath?



I was a big fan of this in the arcades and I played the Mega Drive version to death. So I was intrigued to see what they could do with it on Mega-CD. Well, Acclaim have certainly done a sterling job. The main improvement is in the graphics department. The fighters are animated with much greater fluidity than on cart - I had both versions going at the same time to see the difference, and the MD game looked jerky in comparison. You can also activate a special 'turbo mode' option to make it play even faster. Then there's the proper animated coin-op backdrops for that genuine arcade atmosphere, heightened by a stonking CD soundtrack. The only downside on CD is the short time you have to wait for CD-accessing before each bout, but I reckon it's worth it for the slicker graphics and improved arcade authenticity. This is the nearest thing to having the coin-op in your home.

ALAN



Sonya shows she's a real butch girl as she chops through rock in one of the bonus sections. You have to bash those buttons to succeed here.



# MP

## FINAL VERDICT

"With much smoother animation than the cart, as well as marginally more blood and gore, Mega-CD *Mortal Kombat* is a far closer conversion of the classic coin-op."

## MORTAL KOMBAT

1-2 PLAYER

QUICK ACCESS

SAVE TOURNAMENTS

UK RELEASE

<b>GAMEPLAY</b>	91	<b>OVERALL</b>	<b>90</b>
<b>GRAPHICS</b>	93		
<b>SOUND</b>	87		
<b>ADDITION</b>	88		

STREET FIGHTER II

MORTAL KOMBAT

BLACK HOLE ASSAULT



every once in a  
lifetime something  
comes along that  
shakes the world.

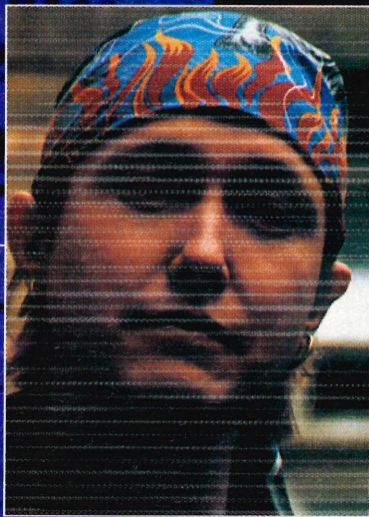
**SOMETHING BIG**

**SOMETHING**

**EXCITING**

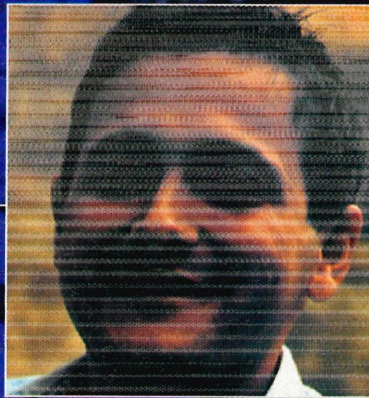
**SOMETHING . . .**

# UNSTOPPABLE



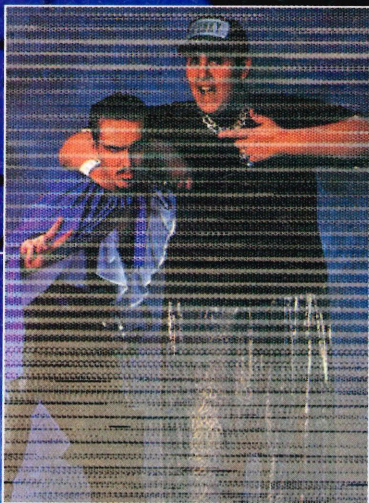
## DAVE PERRY

'the Unstoppable Games Animal' formerly of Sega Pro, editor of Mega Power, and co-presenter on Channel 4's GamesMaster and Sky TV's Games World.



## NICK WALKLAND

formerly of Games X, editor of Control magazine and senior researcher on two series of Sky TV's Games World.



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# THE WORLD



## JASON JOHNSON

formerly of Super Pro, games editor for Sega Pro magazine and author of Protips Unlimited.

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newer titles in our comprehensive Games Watch sections. "Let's get it on!" There will be news from the industry itself, Japan and America, and of course information about the latest developments from the TV programme.

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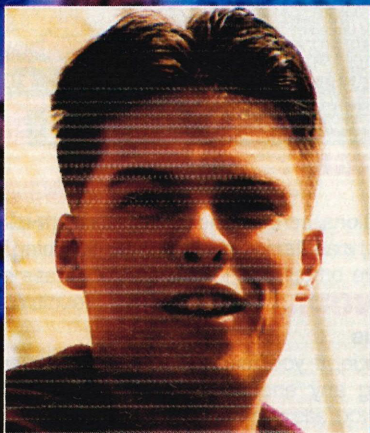
# GAMES WORLD

**THE MAGAZINE**

**IT'S OFFICIAL!**

**OUT MAY 26TH.**

## D G A M E R S



**ADRIAN PRICE**

formerly of GamesMaster magazine and researcher on GamesMaster TV show.

# GAMEBUSTERS

Welcome to the game-busting grotto of MEGA POWER. If you need infinite lives, invulnerability or are looking for secret levels, this is the place to come. Of course, we're always on the lookout for new tips, so if you have some for any Mega-CD or Mega Drive game, please do send them in. The sender of the best tips of the month will receive a free MEGA POWER sweatshirt.

## AFTER BURNER III

### Extra speed

On the options screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, perform a 45° turn to fly much faster.

## BATMAN RETURNS

### Level select

On the options screen, highlight the 'driving only' section. Hold the pad LEFT and press B. Repeat this for all the options: when you reach the bottom, start going up the list again, repeating the procedure. A jingle sounds to confirm the cheat. During play, press START and then c to select the level.

### Invincibility

Enter your name on the options screen as MUTEKI. Select operation BHA, enter you name as MUTEKI again and start playing. You're now invincible.

### Cheat

Enter your name as BIGNET. When you meet an opponent, press START to make him drop to the floor.

### Secret animation

Input your name as FOMA and select mission BHA.

## CHUCK ROCK

### Passwords

Level 2 - GJFKFN  
Level 3 - PDPKKN  
Level 4 - JWNTXF  
Level 5 - TSFVNP

## COBRA COMMAND

### Level select

On the title screen, press LEFT, RIGHT, A, B and C. Now press LEFT or RIGHT to change level.

## EARNST EVANS

### Stage skip

Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Now unpause.

### Warp

Climb the wall to the left of the starting point on Stage 6. When you are out of the screen you will warp to the boss on this stage.

## ECCO THE DOLPHIN

### Level passwords

Here are the passwords for all the levels, including the extra ones on CD...

Undercaves	GMRIQDCM
The Vents	IUEINLDP
The Lagoon	GRTJZYJF
Ridge Water	OVDJDSL B
Open Ocean	GMYMDLSI
Ice Zone	GMBRHS LU
Hard Water	UKZFHSL S
Cold Water	SYQJHSL Z
Open Ocean 2	CCVFFSL M
Island Zone	ALZBESL S
Deep Water	IHPFDSL P
Volcanic Reef	ADLYESL T
Ship Grave	INWUGSL U
Wreck Trap	WJHQGSL L
Sea Of Silence	IZSXGSL F



Deep Gate	AKNBHSLI
Marble Sea	QSQMFSLQ
The Library	WBTXFSLV
Deep City	UNIQFSLN
City Of Forever	WASUFSLB
Jurassic Beach	ONNBJP LY
Pteradon Pond	WVPXIPL L
Origin Beach	AQZIJPL G
Trilobite Beach	GKGFJPL K
Dark Water	GZIUPLR
Deep Water 2	GAAGDPL P
City Of Forever	YLQQZNL M
The Tube	MNEYEL L
The Machine	SKZNELLO
The Last Fight	KANZFLL X

### Level select

Enter PLEASE on the title screen followed by any of these letters: EE, FF, GG, HH, II, KK, OO, QQ, UU, WW or ZZ.

### Code

Enter SHARKFIN and press START. Your sonar now kills jellyfish and you don't need to go up for air.

### Infinite lives

Enter the code NIHPLD S

### Invincibility

During the explanation of the next level, hold A and START. Unpause and you'll be invincible.

### Blue whale control

Press UP, A, DOWN, LEFT, B, LEFT, C, C, DOWN when you swim Ecco next to the blue whale on Level 10. You can now control the whale.

## FINAL FIGHT

### Auto punch

Enter the options screen and highlight exit. Hold down RIGHT, A, B and START for automatic punching.

## HEAVY NOVA

### Hidden bonus

In versus mode, if you manage to kill a guardian without losing any energy you'll get one million points!



## BLACK HOLE ASSAULT

### Secret game

Enter your name as AZY and highlight mission BHA. Enter AZY and you will start to play *Black Ball Assault!* (Try entering your name as BIGNET and press START while fighting an opponent...)



## HOOK

### 99 lives

Drop to the bottom of the first pit in the caves on level five. Walk right and swim under the rocks to the leaf and 3-up. Pick them up then kill yourself. Just repeat the technique to top up your lives to the max.

## JAGUAR XJ220

### Level skip

Go to 'name entry' on the options screen. Delete the current name and input MAR, then choose World Tour and select a race. When the race starts, pause the game, then press A, B and C together to win.

## KRIS KROSS: MAKE MY VIDEO

### Hidden scene

On the caller screen, press A, B, C and RIGHT.

## MARKY MARK: MAKE MY VIDEO

### Hidden scene

Hold A and C. Press START to go to the U-Direct mode and then A, B, C and RIGHT to see Marky Mark and his girls.

## NIGHT TRAP

### Extra footage

To see this, you have to complete the game first. When you see the words 'In Memory of Stephen D Hossefield' press UP, A, A, A, A, A to see the hidden sequence.

## ROAD AVENGER

### Level select

From the start, push UP to access the options screen, then press A six times. Now just play the game as usual.

### View mode

Push UP to access the options screen and press A five times, B five times and then press A to watch each level being played through.

### Pause mode

Push UP to access the options menu and press A four times, B once and A once. You can now pause the game by pressing START.



## SEWER SHARK

### Continues

Once you get to Exterminator or Beach Bum, press A, C and START on the 'game over' screen to continue.

## SILPHEED

### Stage select

During the opening demo press DOWN, DOWN, UP,

UP, RIGHT, LEFT, A, B, START. You can only play on the stage selected.

### Replenish shield

Press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP, START during opening demo. In the game, press A to restore your shield one notch.

### Ten continues

When the demo starts press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, START.

### Secret voice test

On the title screen, move to Option with pad one. Hold A, B and C on pad two and press START on pad one.

## SONIC CD

### Level select

On the title screen press UP, DOWN, DOWN, LEFT, RIGHT, B to access a level select. It's tricky to get this cheat working, so try pressing the buttons gently.

### Special level

Go to Time Attack and play every level. On the options



screen there will now be something called D.A. Gardens. Select this and you'll see Sonic's world which you can rotate and enlarge as Tails and some birds fly by. You can also hear any music from the game.

## TIME GAL

### Passwords

1991AD - SHKXGJWF  
2001AD - XPTMCSHD  
2010AD - ZVYFLGQT  
3001AD - QWCDHRKT  
3999 AD - PLQTVMXY  
4000 AD - LKDWBSYF  
4001 AD - KVGPRZCW

### Level select

On the menu screen press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, UP. Go into the game and you can start on any level. START pauses the action and C takes you to end of the current level.

# DIAL-A-TIP

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STREETFIGHTER 2: (INC. TURBO ED.) .....	0891 445940
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## WOLFCHILD

### Level skip

On the options screen, press A, B, A, C, A and B to hear an explosion. Now press the following (keeping the buttons held down until the level appears)...

Level 2 - Press START

Level 3 - Hold B and press START

Level 4 - Hold C and press START

Level 5 - Hold B, C and press START

Level 6 - Hold A and press START

Level 7 - Hold A, B and press START

Level 8 - Hold A, C and press START

Level 9 - Hold A, B, C and press START

## WONDER DOG

### Passwords

Dogsville - MYSTIC

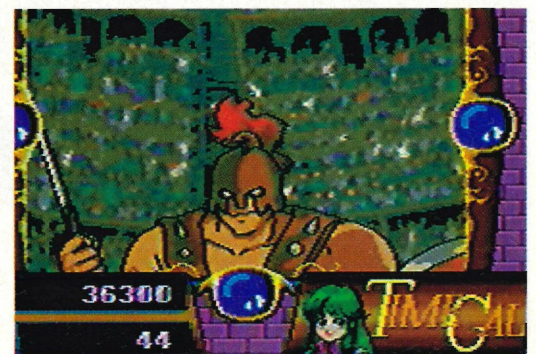
Dogsville - ANKLES

Loony Moon - LEDZEP

Planet Weird - REEVES

Planet Foggia - PIXIES

Planet Kninus - WOOPIE



# MEGA DRIVE



## ALADDIN

### Extra life

When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.

### Mickey Mouse ears

On the Desert, stand near the washing line so that when Aladdin moves his head you'll see him wearing Mickey Mouse ears! An extra life is now yours.

### Secret option screen

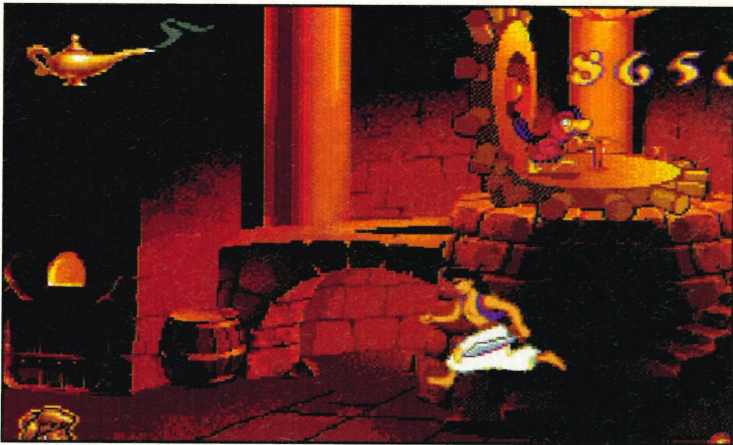
On the title screen, hit a and press b, b, b, b, c, c, c, c.

MONEY.....\$2000  
 THRASH.....Best three weapons  
 SPEED.....Three nitros  
 ARMOR.....Grade 5 equipment  
 TOTEM.....Vancouver  
 BRNCOS.....Denver  
 BEACH.....San Diego  
 AIRPORT.....Seattle  
 HILLS.....San Francisco  
 STARS.....Los Angeles  
 CAPITAL.....Washington  
 JAYS.....Toronto  
 CARS.....Detroit  
 PIZZA.....Chicago  
 PALMS.....Miami  
 LIBERTY.....New York

(keep Tails out of the way as he can upset the pattern).

## Chaos Emerald

Start the game from Round 1, collecting as many Emeralds as you can. Turn the game off for ten seconds and then put the power on again. Chooser Act 1 again and repeat until you have all the emeralds. Collect 50 rings and jump twice. You should now be Super Sonic!



## MORTAL KOMBAT

### Cheat screen

On the choice screen, press down, up, left, left, a, right and down.

### Green Reptile

Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You'll start in the pit with strange objects flying past once you've defeated Cage. You'll then meet the Reptile in the pit.

## SKITCHIN'

### Passwords

Note: You must play as **BADASS**



## SONIC 3

### Level select

Steven (Mak) and John (Joby) from West Lothian sent in this tricky cheat. As Sonic appears after the Sega logo, press quickly in order: up, up, down, down, up, up, up, up. If you hear a chime, it has worked and you can press down to bring up a sound test option. Press start and there you have it.

According to Steven and John, timing is essential so you have to keep trying. It took us ages to get it to work, but rest assured it really does!

### Infinite lives

Get to the Launch Base zone and hold the start of a super-spin dash between the klaxon alarms. You must let the alarms sound off all the time. The robot birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep on, you should get an extra life about every ten seconds

## STREETFIGHTER II: SPECIAL CHAMPIONSHIP EDITION

### Special moves only

When the Capcom logo appears, press down, c, up, a, a, b, b and c on pad 1.

### Five-star speed in Champion Edition mode

In the opening sequence where the screen pans up the side of the building, wait for the image to start fading and quickly press down, z, up, x, a, y, b and c on pad 1. You'll hear a "Huh" to indicate that the cheat has worked.



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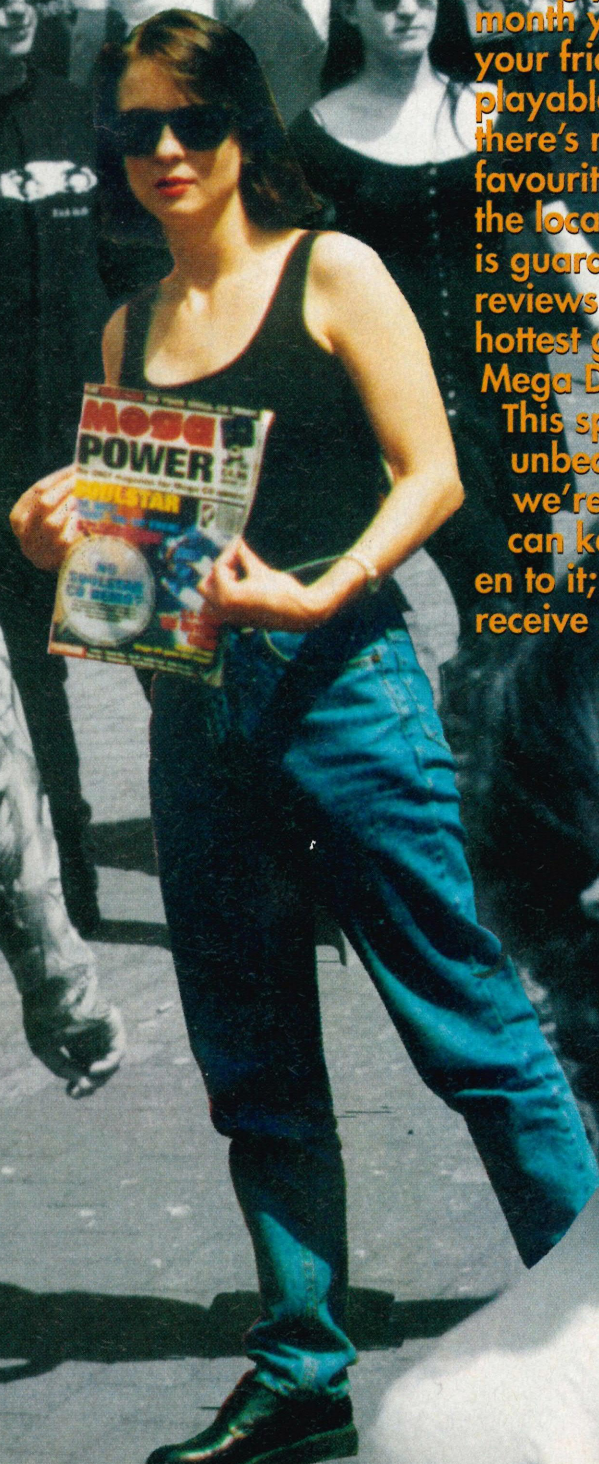
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# CD

The background of the page is a vibrant, abstract composition. It features a stack of CD-ROMs in the foreground, with their surfaces reflecting a spectrum of colors. Behind the discs, there are several glowing, textured spheres in various colors (blue, green, yellow, red) and light rays radiating from the center, creating a sense of depth and energy. The overall color palette is dominated by warm tones like red, orange, and yellow, contrasted with cooler blues and greens.

## what have you been missing?

Welcome to MEGA POWER'S 15-page guide to Mega-CD software.

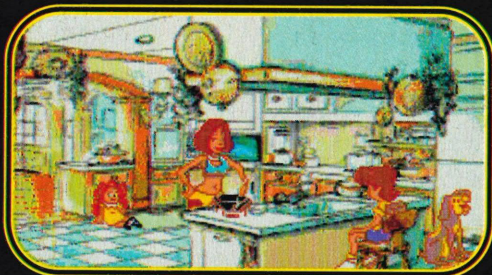
Whether you have only just got your machine or are wondering what to spend your hard-earned cash on next, this A-Z of games should prove to be a valuable index to one of the fastest evolving and most exciting game market places around. Each month we'll be adding new games to this section for a 'living guide'.

Read, absorb, and amaze your friends with your new-found knowledge...



## The Adventures Of Willy Beamish

Dynamix  
£ Import



**A**s schoolboy games nut Willy Beamish, all you want from life is to win the 'Nintari' Video Games Championship. The problem is, this year's tournament takes place on a school day, and you're going to have to skive off in order to enter. Practising your favourite Nintari game in your room will help set you up for the Championship, but unless you can keep away from teachers and so forth, you're never going to win!

The control system is the same as Rise Of The Dragon – point and click with multiple-choice sentences for conversation – and the game also enjoys a rather natty line in animation. On the downside, a painfully long loading time and instant death if you cock up, means you need a lot of patience to play.

## Annette Again

Wolfteam  
£ Import

**R**emember Earnest Evans? Well, Annette popped up in his game, 'coz she's his girlfriend. Annette Again is the sequel to her original game, El Viento, and this time Earnie make a cameo appearance.

Whilst El Viento provided some limited enjoyment, the sequel doesn't live up to the promise of the original. Following in the same sword 'n' sorcery mould, it's nothing more than a sprawling beat-'em-up, with the accent on the sword rather than

the sorcery. The gameplay is typical hack and slash fare, and there's really nothing new here. If you got Golden Axe in your Mega-CD bundle, stick with that.



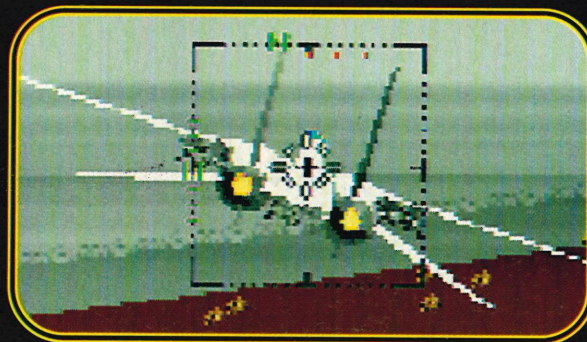
## Afterburner III

Sega  
£39.99

**P**ilot your F-14 Tomcat through war zones, killing foreign pilots and ground crew in a selection of explosive ways. Far from being the third in a continuing and improving series, this is very similar to the second game. It boasts three different play styles, but these are basically the normal game with a different set of stats.

Graphics are pretty simplistic with some very bland backgrounds. The sprites are big and there are some great explosions to look and listen to, but the only really neat graphical touch is the way your view switches to an enemy's cockpit whenever they get a lock onto you.

It's a decent enough blast, but apart from the soundtrack and a tiny bit of scaling, there's nothing here that couldn't have been done on a cartridge.



## AX-101

Micronet  
£ Import

**T**his 3-D space blaster scores big in the presentation department with a host of lengthy rendered interludes to illustrate the alien invasion story line.

Viewed from your cockpit, the blasting action takes place on impressive rendered backdrops. You have no control over the path your ship follows, instead simply moving a cross-hair around the screen to target the alien spaceships. Starting out in space, the many levels take you zooming through narrow rocky gorges, through an asteroid belt and even inside huge alien motherships.

Though the gameplay is limited, this visually attractive shoot-'em-up is surprisingly addictive – more so than Silpheed and Microcosm.

Note that this Japanese release only works with an Asian MD and M-CD – the US version should be out soon, but there's unlikely to be an official European release.



## Batman Returns

Sega  
£39.99

**T**ake the dull side-scrolling platform cartridge game, chuck it on a CD and voilà, you almost have Batman Returns. Luckily, what saves this game's bacon is the fact that Sega decided to make some use of the Mega-CD's extra processor by adding on a driving section. Viewed from behind the Batmobile, you control the car as members of The Penguin's Circus Gang try and force you off the road with other cars, bikes, missile launchers and even a huge refuse lorry. The sprite scaling is particularly impressive as the gang's trucks go up in flames when you fire at them and force them off the road.

Certainly only worth buying for this section, unless you're a really forgiving sort who can stand the iffy platform beat-'em-up!

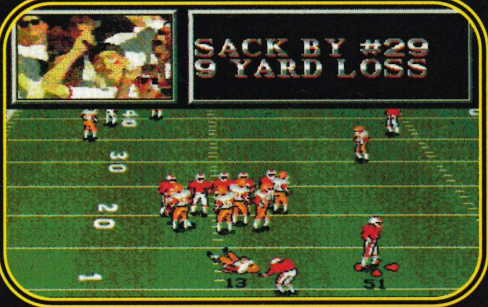




## Bill Walsh College Football

EA Sports

£39.99



**P**reviously released on cartridge, this classic American football simulation has only a few CD enhancements. The soundtrack was beefed up, including a booming theme tune, cheering crowd and crunching hitting FX. Then there's a load of video clips of master coach Bill Walsh, giving you advice on tactics and even how to choose a college!

Bill's chats aren't exactly enthralling, but the game itself is as playable as the cartridge version – mainly because it's identical. It's a very realistic simulation of the sport, improving on EA's previous gridiron games with better strategy and computer intelligence. It also has a lower pitch perspective and 4 Way Play compatibility.

At £5 cheaper than the cart, the CD version is good value.

## Chuck Rock 2: Son Of Chuck

Core

£44.99

**C**ore chucked out the instruction booklet for this CD sequel and put the whole thing on the disc itself. This includes a spectacular cartoon intro that's as funny as it is impressive – certainly one of the best seen on Mega-CD.

The action is much the same as in the cartridge version. This is a no-nonsense cutesy platform game, with the baby caveman hero clubbing his way through horizontally scrolling levels and coming up against huge (but still cute) dinosaurs. The cartoon-style graphics are very colourful, but the infant hero has little charm. A lot of the sparkle of the first adventure has been lost and the soundtrack is particularly disappointing after Chuck Rock on CD.

Not the best of sequels, and not a great improvement on the cart version, but still a fairly playable prehistoric romp.



## Chuck Rock

Sony

£39.99



**C**huck's arch enemy Gary Gritter has kidnapped his woman. Never one to sit around when his woman has been dragged away, Chuck sets off after Gary through five prehistoric levels – each with a number of separate stages – belly-butting and kicking his way past dinosaurs before reaching his final showdown with Gary.

While there's very little here that isn't on the original cartridge, Chuck's 'Ooga Booga' and the myriad of cartoon-style sampled sound effects make it far better than its original incarnation. Chuck's animation is fantastic and while it's a bit of a pain constantly topping up on food to increase your energy level – some of the prehistoric birds are just impossible to hit – there's no doubt that Chuck Rock has heaps of gameplay.

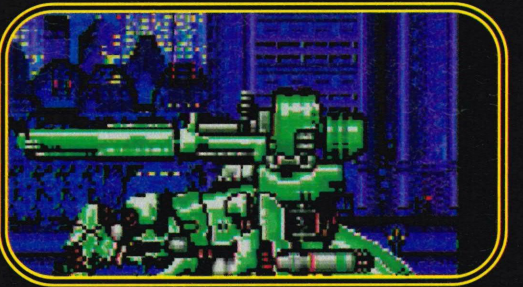
## Devastator

Wolfteam

£ Import

**Y**ou control a hefty 'assault suit' which is meant to be massive but, for some reason, appears as a titchy – albeit highly mobile – sprite. Like all platform shooters, you can grab power-ups and health add-ons to improve your chances against the massive enemies. You're also armed with a large grappling hook – don't ask us why.

The graphics are pretty enough, even with that small main sprite, and the side-scrolling is smooth. But aside from that now-standard CD-quality sound, there's nothing here that couldn't have been done on an 8 or 12 Meg cartridge, so why bother sticking it on a CD?



## Cobra Command

Sega

£39.99

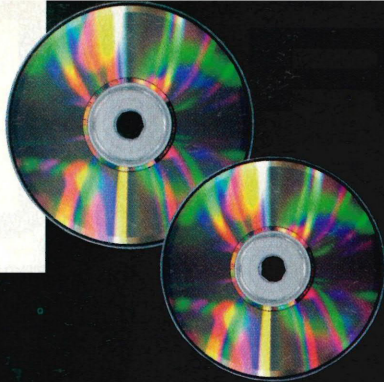
**O**riginally bundled with the Mega-CD, Cobra Command is also available as a stand-alone game. You take the controls of a helicopter gunship and fly from the cockpit as you take out international terrorists. From the skies above New York to Easter Island and the terrorists' secret base, it's up to you to knock their hardware out of the sky, and decimate their land forces.

The graphics are all animated in the style of a cartoon, which means that your actual interaction is limited to moving the on-screen gunsight left, right, up and down in response to your co-pilot's orders, or the flashing green arrows that appear on screen.

The sound is excellent, while those animé-style graphics really give the game atmosphere. Unfortunately the point-and-click action becomes dull unless you activate a level-skip cheat.



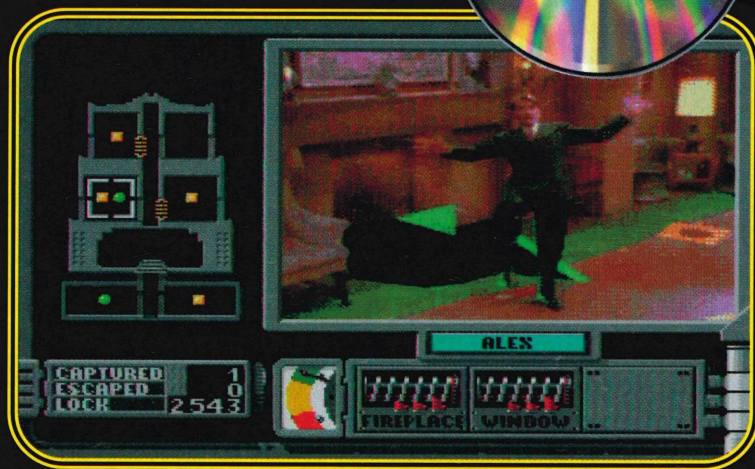
# CD



## Double Switch Sega £44.99

**D**esigned by Digital Pictures, the folks that brought us Ground Zero Texas, this comes as something of a disappointment. It's very similar to Night Trap as you watch Full Motion Video clips and try to catch the villains by activating traps at precisely the right moment. This time the spooky action takes place in a dilapidated mansion, where the hero Eddie (played by Lost Boys star Corey Haim) has been imprisoned in the basement by baddies who want to steal the house's hidden treasure. It's up to you to catch them using Eddie's high-tech security system, switching between cameras to follow the action in each room.

The simplistic gameplay entails a mad rush round the rooms to catch the villains in time – one mistake can be fatal. Sadly this means you don't have time to appreciate the FMV clips and follow the plot properly.



## Dracula Sony £39.99

**A** classic story told many times on film and now on the Mega-CD. You play Jonathan Harker, currently residing at Castle Dracula, home of you-know-who, and it's your job to rid the world of the blood-sucker and all his minions.

Dracula is the platform licence of the film which Sony originally released for review purposes many months ago. The original game had some reasonably serious flaws which led Sony to redesign it.

Although this new and improved version of Dracula has had sufficient adjustments made, it's still essentially a side-scrolling beat-'em-up, give or take a bit of FMV. Harker has a number of fighting moves available to him with which you can whump the various evil-doers. The digitised backgrounds look a treat, and even the animation is now slicker. But in the end, it's all still too simplistic to provide a long-term challenge.



## Dragon's Lair Readysoft £ Import

**T**his 'move and hope for the best' animated adventure isn't everyone's cup of tea, but its graphical brilliance can only be admired. It uses the same spectacular cartoon sequences as the LaserDisc coin-op, albeit a bit grainier, accompanied by an equally dramatic soundtrack.

You guide the swashbuckling hero Dirk through 26 scenes in a medieval castle to rescue Princess Daphne. Rather than controlling Dirk directly, you have to press the right direction or fire at precisely the right time to avoid hazards and kill monsters. This usually involves a lot of trial and error, which can be very frustrating, but the incentive to see the next scene keeps you playing.

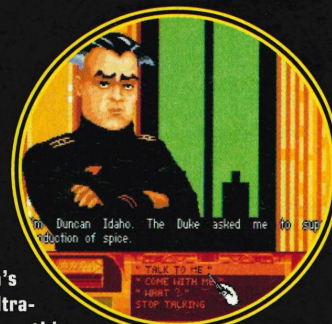


## Dune CD Virgin £44.99

**A**s leader of the Fremen, you battle against the evil Harkonnen to control the magical Spice substance on the planet Arrakis.

Based on David Lynch's film of Frank Herbert's ultra-successful Dune novels, this adventure is remarkably faithful to Lynch's narrative. Using a point-and-click interface, you view the action in first-person perspective and move within the game by selecting destinations on a main map. Meeting characters allows you to question them, while some of the characters will join your cause. Questioning people will take you to further destinations, although this can become a bit linear in the long run, as you feel the game decides what you do next, and not you the player.

In-game graphics are stunning, with beautiful animation on the characters as they address you. The only slight annoyance is the game's lengthy CD access time. A great title for adventure fans.



## Dracula Unleashed Sega £49.99

Travelling around the city is done by horse and carriage, choosing a destination from your address book – you collect more addresses, clues and items as you progress. Entering each location brings up a certain FMV sequence, depending on what time it is and sometimes what object you're holding.

A nice spooky atmosphere is created, although it's marred by some dreadful ham acting and hilarious attempts at Cockney accents. The adventuring gets a bit repetitive too, as you often have to resort to trial and error to be in the right time at the right place.

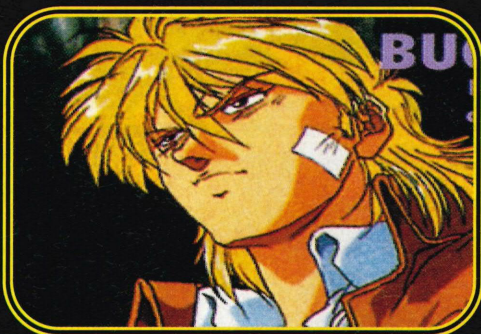
**N**ot to be confused with Psygnosis's Dracula, this is a two-disc adventure with 85 minutes of FMV clips. You play the role of the American hero Alexander Morris, searching around vampire-infested Victorian London as he tries to solve the mystery of his brother's murder.



**Earnest Evans**  
**Wolfteam**  
**£Import**

**O**ne of the first and still one of the best. Impressive graphics and weird animation that made the main character look like a Bill and Ben puppet gave us an early taste of what the CD might be capable of. It was also the first sight for many of the Japanese Manga-style cartoon graphics. Packed with challenging gameplay and well-rendered adversaries, Earnest Evans was excitingly different and still possesses a quirky originality today.

Great story line, lovely cartoon sequences and a pumping soundtrack won this game a place in many a gamer's heart.



**Funky Horror Band**  
**Sega**  
**£Import**

**U**h! Is the standard reaction to this game. Spaced-out and loaded with outlandish Jap humour, this game is virtually unplayable for anyone outside of Japan. It is a text-intensive RPG and as such you spend most of the time staring at screens that resemble take-away menus. Great soundtrack though.



**Ecco The Dolphin**  
**Sega**  
**£39.99**

**D**uring a storm, Ecco loses track of his dolphin pack and has to travel the oceans solving puzzles and enlisting the help of other creatures in order to find his friends. Little different to the cartridge version, Ecco is basically an underwater puzzle game which sees you swimming around caves and trying to avoid enemies like jellyfish, sharks and octopuses whilst using your sonar to locate clues and special crystals. To be honest, this is one of those games you'll either love or hate.

The graphics are absolutely gorgeous, and they haven't been tweaked for the CD. Indeed, if you discount a little Library FMV section, all that is really different is the stunning sound. The gameplay is limited, given the complexity of the task you face, with Ecco headbutting enemies and finding his way around with sonar beeps. The only problem is that unless you really, really love puzzle games, this could become tiresome after a while. Still one of Sega's best products, though.



**Final Fight**  
**Sega**  
**£44.99**

**C**ody, Guy and Mike Haggar make it onto the CD in a classic conversion of Capcom's arcade beat-'em-up. Whether you play it in two-player mode or on your own, Final Fight is a tremendous game, with heaps of gameplay despite having only Streets Of Rage-type special moves. There are hordes of Mad Gear gang members to take out, and the fighting action is fast and furious. Health power-ups hide in bits of scenery and whenever an enemy drops a weapon, you can pick it up to use it yourself. The bosses aren't too tough, but you'll still need to be good, especially as the game progresses.

The graphics are great with big, meaty sprites. For added enjoyment there's even a time-attack feature which, like most of the game, features a pounding rock soundtrack. All in all, a kickin' beat-'em-up.



# CD



## Ground Zero Texas

Sony  
£44.99

**S**et in the quaint Texas border town of El Cadron, you play the part of a tactical expert investigating the growing number of disappearances from the town's population. You soon discover that the place is crawling with aliens. Armed with special weapons you go in after the murderous space monsters and soon find yourself slap bang in the middle of a science-fiction meets the wild west shoot-out.

Directed by Dwight H Little, the man behind big movies like Halloween 4 and Rapid Fire, Ground Zero Texas is a brilliantly interactive blaster. With over 110 minutes of movie footage and four different locations, the gameplay never really gets boring. On each level, you switch between cameras to shoot it out against the aliens and watch some very impressive FMV clips with decent video quality. Your friends will be impressed.

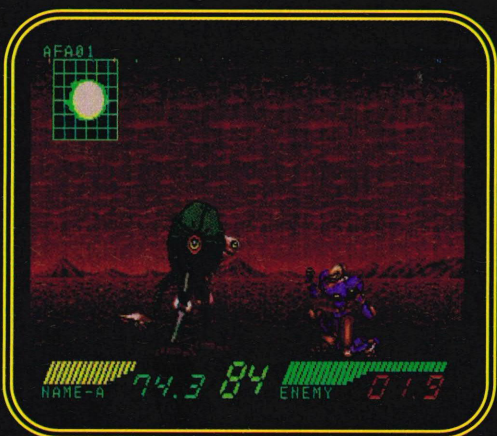


## Heavy Nova & Black Hole Assault

Sega  
£39.99

**H**eavy Nova and its sequel Black Hole Assault are both rather odd robotic beat-'em-ups. Like Street Fighter II, both games are one-on-one affairs for either one or two players. There are a number of metallic fighters on offer, and each has a limited number of special moves available to it – if you can get them to work, that is.

All that aside, the thing you really need to know about both Heavy Nova and Black Hole Assault is that as games, they're both a shuddering pile of spunk. The concept of battling robots may be a good one, but the limited graphics and dreary gameplay mean that these aren't worth looking into. Wait for Rise Of The Robots.



## Hook

Sony  
£import

**W**hen his children are kidnapped by the evil Hook, it's time for the grown-up Peter Pan to return to Neverland. Battling fierce pirates, skeletons and even giant worms, Peter has to fight his way through 11 levels of mayhem before reaching his old enemy for the final battle.

Attractive graphics and an amazing soundtrack are the highpoints in Hook. It's an addictive little game with simple gameplay that keeps you coming back; although with infinite continues it's relatively easy to finish.

The main criticism is that, with the exception of the odd fancy graphic and that soundtrack, the game could easily have been crammed onto cartridge – and since has been.



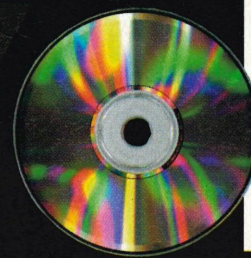
## Jaguar XJ220

Sega  
£39.99

**T**his is the closest most of us will ever get to driving the world's fastest production car, the Jaguar XJ220. Compete for money on the World Tour and improve your car's specs along the way, as you visit 16 different countries around the world. Alternatively, you can compete in the Grand Prix game for Championship points. There's even a Track Edit mode to fiddle about with when you're not racing solo or with a mate.

The action is viewed from behind your car, a fairly hefty silver sprite. Unfortunately, that's about as good as the graphics get. The locations you visit are all virtually identical – unless all 16 countries feature a similar mountain range! – and visually bland. And, far from making use of the Mega-CD's scaling abilities... well, see for yourself. Coupled with access times from hell, this makes Jaguar XJ220 a non-starter.





# CD

## Joe Montana's NFL Football

Sega  
£44.99

**T**ake your favourite team from the full choice of 28 through a full season and into the Superbowl play-offs. Those of you familiar with previous Montana games will know the controls and the playbook which, while not as user-friendly as Madden's, is just as good.

The skill level can be altered and you can play solo or against a mate. The graphics make reasonable use of the Mega-CD, with the players and pitch scaling, while there's the obligatory CD sound. While generally great, the graphics can be a little blocky at times, and it must be said that the playability of the Montana games was never up to the standard of EA's efforts. However, there are plenty of nice touches here to keep you interested, including great FMV clips of Joe giving you hints and tips.



## Lethal Enforcers

Konami  
£54.99

**Y**ou take the role of a rookie cop out on the streets, blasting villains with your large blue light gun (included in the purchase price). As you complete the levels, you have the chance to sharpen up your targeting in bonus rounds, and during the game you can power up to different guns such as Magnums, shotguns and machine guns by firing at their icons. The bad guys are out in force, and it's all too easy to hit a cop or innocent bystander with a stray shot. Do well enough, and you climb through the ranks; fail a level and you have to repeat it.

The six levels vary in location from a bank to the airport, and although the game doesn't exactly require the brains of a master strategist, you need to be sharp and quick. The Full Motion Video is fairly good, although it's still a little grainy and not a patch on the arcade game. With sampled gunshots and that adrenaline rush, though, it's still great fun. The only real question is its longevity.



## Jurassic Park

Sega  
£49.99

**C**ompletely different from the cartridge version, this massive adventure offers a first-person perspective of the huge dinosaur-infested park. You have 12 hours (real-time) to collect at least one of every species of dinosaur's eggs and take them to the incubator in the visitors centre. As well as searching for eggs and shooting rampaging dinosaurs, there are plenty of logical puzzles to solve using collected objects.

The graphics are a real treat, with the impressive landscape panning smoothly as you turn round. The only flaw is that the dinosaurs themselves are a little too cartoony to be truly terrifying. However, the eerie atmosphere is enhanced by a superb QSound soundtrack and there's even some FMV clips of palaeontologist Dr Robert T Bakker providing educational dinosaur information.

Maybe there's not quite enough action to keep you hooked for eons, but this is certainly one of the more atmospheric Mega-CD games around.



## Lunar – The Silver Star

Sega  
£import

**T**his epic Japanese RPG has four cutesy characters making a fantastic journey in search of the evil Black Dragon. Friends Alex, Ramus, Luna, and the magical catlike creature Nall, travel around the scrolling overhead-view countryside. At various points they run into helpful characters who can be questioned, and mutant creatures who attack in gangs. Encountering the latter results in a simple battle sequence where you have to tell each character whether to attack, retreat or use magic. Weapons and other useful items can be purchased or bartered in the shops in the many villages around the land.

Lunar is a truly massive adventure, packed with everything you could want in a quality roleplaying game. The superb story line and challenging puzzles should keep you totally engrossed until you manage to finish it. Undoubtedly the best RPG available on the Mega-CD.



# VII

# CD



## Mad Dog McCree American Laser Games £ Import

**W**hat more can be said about this game? A smash hit in the arcades, the conversion to CD is more than a little ropy but still possesses all the humour and action of its predecessor as you run around town gunning down outlaws and saving the sheriff from gangs of marauding hoodlums.

The game uses a lot of static-backdrop shoot-outs along with plenty of FMV sequences. Unfortunately the graphics in both are appallingly grainy, so it's often hard to see where the baddies are in time. This is made even worse when playing with a joystick, as you sometimes can't move your cross-hair across the screen fast enough. It's all very frustrating and particularly disappointing for fans of the classic coin-op.



## Mystery Mansion Sega £49.99



**K**nown on import as Mansion Of The Hidden Souls, this 3-D adventure features rendered graphics which, although a bit grainy, move smoothly enough as you walk through the spooky mansion's many rooms and hallways. You're not quite free to explore as you please, as the game often guides your view to important objects, updating the screen as you move towards them.

The best thing about Mystery Mansion is its intense atmosphere, aided by a superb soundtrack with lots of spooky FX and sampled speech. Every room is crammed with detail, with lots of furniture and objects, so there's always something interesting to discover. Unfortunately, for an adventure it's all far too easy to complete - mainly due to the way you are given obvious clues for what to do next, eg fetch an object from a certain room. What a shame.

## NFL's Greatest Sega £ Import

**T**he chance to pitch classic Dallas and San Francisco teams against each other in Full Motion Video? Sadly it's all too good to be true... Without doubt one of the worst Mega-CD games ever made, this incredibly simplistic strategy game has you selecting from a limited array of offensive and defensive plays. You then sit back and watch a vaguely relevant video sequence taken from the NFL's archive footage of the two teams.

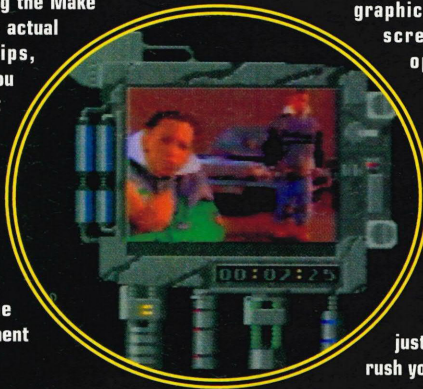
The FMV is the worst ever seen on the Mega-CD. The video clips are designed to run in a tiny window, so when expanded to full-screen they look so blocky you can hardly tell what's going on. Even worse, there are surprisingly few different clips, so you soon get tired of seeing the same ones again and again. Avoid this game like the plague.



## Make My Video Sega £44.99

**U**nder this banner we include everyone who has released CDs so far, from Marky Mark, INXS, C+C Music Factory to Kriss Kross. The format for each is essentially the same. Your CD comes with three music videos of the artist's top songs, and you are given the opportunity of playing around with them using the Make My Video editing suite. Mix the actual video footage with other clips, rotate, flip, sing-a-long-a-Max: you name it, and it's here. The format changes a little bit from CD to CD, but the basic idea remains the same.

Sega are obviously thinking about new ways to explore video-gaming, but with a mere three songs to each disc, and the fact that you can only save one video at any one time, the enjoyment has to be fairly short-lived.



## Microcosm CD Psygnosis £44.99

**E**ver fancied yourself as Dennis Quaid? Well now's your chance, as you relive the films *Fantastic Voyage* and *Inner Space* by taking an armed micro-submersible inside a human body!

The first thing that hits you are the intro graphics. Psygnosis staff were blue-screened and digitised into the opening shots, and it's exceptionally well done. And it doesn't stop there, either.

Viewing the action from your ship, you have to wipe out various bacteria and antibodies, all out to attack your craft. Powering up your weapons gives you a better chance against them and the end-of-level guardians. With each stage featuring a different area of the body, the background graphics are tremendous, although you can't really interact with them, apart from smashing into the sides on some levels.

The problem with *Microcosm* is that it's a bit deceptive. Whilst it looks ultra slick, in actual fact it's just a basic shoot-'em-up. What makes it different is the well-pitched difficulty curve, and the adrenaline rush you get playing it. A very simple, addictive blaster.







## NHL Hockey '94

EA Sports

£39.99

**A**nother classic Electronic Arts sports sim gets converted to CD with aesthetic enhancements. These include a very impressive full-screen FMV intro, video clips of the teams in action and a souped-up soundtrack (even down to the tacky organ tunes!). They've also sampled Ron Barr talking for ages about the teams and player matchups.

The action itself is identical to the cart, but that's no great problem when it's this playable. Some aficionados may be miffed at the omission of fighting sequences, but this is the most realistic hockey sim yet. Improvements over previous EA hockey games include better sprite animation, 4 Way Play compatibility and net-minders who come out to start quick counter-attacks.

It's a pity they couldn't have incorporated a full NHL season for the CD version, but it's still great value with all the extras for a fiver less than the cart.



## Night Striker

Taito

£1 import

**H**ere's a game to buy for someone you don't like. Night Striker received seriously bad reviews from all and sundry. Aside from the Japanese manual and iffy plot, what you have here is a very dodgy hybrid of Batman Returns driving and Lawnmower Man flying. If, of course, Night Striker was of comparable quality.

It's not. Enemy planes and trucks are massive bitmapped affairs that scale about as well as a Game Gear game. The colourful backgrounds almost make up for things, but since they're usually obscured by massive flickering bitmapped explosions, you don't get to see them too often. While it might be relatively smooth, it ain't fun to play.



## Night Trap

Sega

£44.99

**T**eenage girls have been disappearing at the home of Mr and Mrs Martin. The authorities have sent you in as part of SCAT (Sega Control Attack Team) to find out what happened to the girls and keep the Martins' five new guests safe and sound.

To help you out, the whole house is wired with hidden cameras and booby traps which you can use to keep track of the girls, the Martins and the mysterious intruders known

as the Augs. Allow the girls to be kidnapped, or let Augs take over the house and your boss comes on line to pull the plug on you: Game Over.

Aside from the media hype and its '15' certificate, Night Trap still shines as a good example of the FMV/interactive genre. The involving, strategic gameplay might not be everybody's cup of tea, while the 'save the scantily-clad girls' concept might not be politically correct these days. However, the game is atmospheric and enthralling, so if you don't mind girls in their undies, grainy FMV and a great soundtrack, then this is for you.

## The Ninja Warriors

Taito

£1 import

**T**his is a walking beat-'em-up of the lowest order. The sideways scrolling may be smooth, but the appalling lack of variety in the gameplay and the minimal number of moves available to your characters means that unless you're absolutely desperate for a two-player ninja game, you should avoid this one like the plague. The graphics are very poor, although your main sprite isn't too badly defined. But the range of moves (ha!) can make things appear jerky at times. Yet another CD that wouldn't look out of place on a Master System cart. Stick to Revenge Of Shinobi on the Sega Classics disc, or better still, pick up Final Fight.

## Powermonger

Electronic Arts

£44.99

**Y**ou are a medieval general, just landed on foreign shores. Populated by warring tribes, this huge world is divided up into no less than 195 territories for you to conquer.

Improvements over the Mega Drive version include a welcome 30% increase in the formerly cramped isometric view, as well as larger lands. Another useful addition is the pop-up map which allows you to zip around the land much more easily than scrolling the main view – which is still sadly very jerky.

Initially gameplay involves attacking enemy villages, ransacking their food stores and recruiting more soldiers. But things get more interesting as you recruit more captains and start trading and forming alliances.. Apart from the often-irritating controls, Powermonger is a great game for real strategy buffs.



# CD



## Prince Of Persia

Sega

£39.99

**T**he sinister Grand Vizier Jaffar has taken over your kingdom and chucked you into the deepest, darkest dungeon. Worse still, he plans to marry the Sultan's daughter in an hour – and if she refuses, he'll kill her. It's up to you to climb, swing, jump and fence your way to the evil Jaffar's inner sanctum, killing guards, solving puzzles to open doors and avoiding traps along the way.

Prince Of Persia ranks alongside Lemmings in terms of gameplay and the number of systems it has now appeared on. The Mega-CD version is essentially the same as other formats, with one exception... it looks very rough. Not only does the SNES game look far prettier and include extra levels, but the Mega-CD version isn't even as smooth as the 8-bit Master System one! It's still a fine puzzle game if you can get past the fiddly controls, and there's some lovely rotoscoped graphics on the main sprite, but with 650 Meg of space on a CD, you'd be well within your rights to expect something a bit flashier.



## Prize Fighter

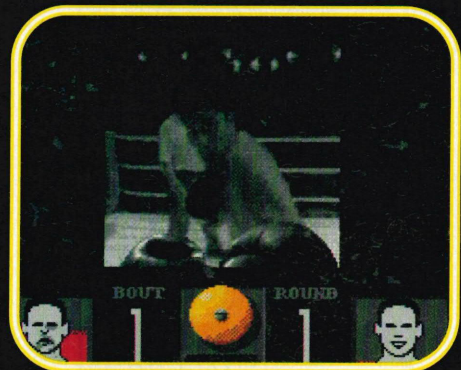
Sega

£49.99

**D**irected by Ron Stein, the man behind the fight scenes in the Rocky and Raging Bull movies, this FMV game puts you in the boots of 'The Kid' as he attempts to win the world boxing title.

The FMV is all in black and white but, as in Raging Bull, this seems to add to the incredible atmosphere. While the lengthy pre-fight scenes are full of clichéd boxing humour, the fights themselves are dramatic and brutal. Viewing everything in first-person perspective, you see your boxing gloves superimposed on the video footage of your opponent as he ducks and dives around the ring. Connecting with punches is very tricky at first, as you have to throw the right punch at the right time. Thankfully, the handy training mode puts arrows on the screen to help you.

It's all a very novel and enjoyable experience and the nearest thing yet to actually getting in the ring without fear of getting hurt. The only problem is that with only four fighters to beat, the long-term appeal is limited.



## Puggsy

Psygnosis

£44.99

**T**his funny arcade adventure gets the usual 'CD enhancement' treatment for an improved soundtrack and cartoon intro.

You guide the alien Puggsy around a strange planet, collecting useful objects to solve puzzles in 51 levels.

The game may not look all that impressive at first, but play it and you'll be pleasantly surprised. The more you explore, the more you find. Puggsy offers a highly original challenge and is a pleasure to play.



## Revenge Of The Ninja

Renovation

£Import

**A**lthough the hero is reminiscent of Dirk from Dragon's Lair, the rest of this similar game isn't in the same league. The cartoon sequences are jerkily animated and roughly drawn, giving you little incentive to keep

playing.

The action is akin to Dragon's Lair as you select a direction or press fire at the right to avoid hazards, but it completely lacks any challenge. On Easy level, an arrow appears to tell you exactly what to do; even in Difficult mode the word 'action' pops up to tell you when to move. This might lessen the frustration, but it also destroys the game's lastability.

## Rise Of The Dragon

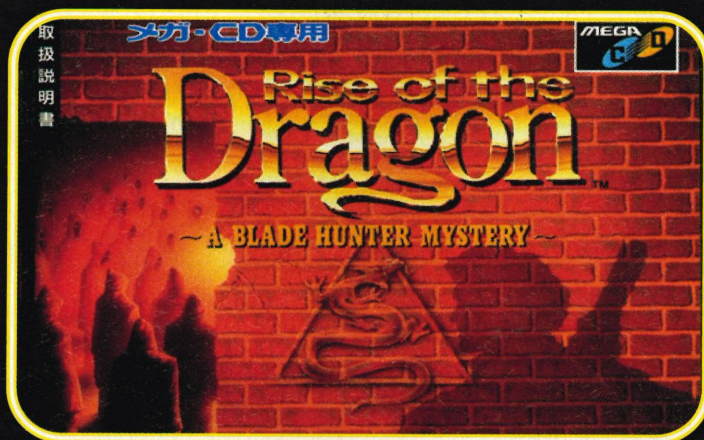
Dynamix

£44.95

**Y**ou're Blade Hunter, futuristic PI in this sexy cyberpunk adventure game. The mayor's daughter has died after taking some weird new drug, and he wants you to discover who manufactured it. Travelling across the city via the underground, you visit bars and break into criminal's houses in your search for clues before meeting up with the real villains.

Now available officially, Rise Of The Dragon is split into two types of gameplay. There's the point-and-click side, which allows you to explore, add things to your inventory and talk to other characters by giving you multiple-choice replies. Plus there's an arcade shooting section. There's so much depth to this game that any review would be too short.

The graphics are fantastic: it's like a graphic novel. True, there's isn't a lot of animation, but it all looks very slick, right down to your dripping tap. The only problem with the game is the CD access time. Other than that, Rise Of The Dragon is a challenging, thoroughly enjoyable title.





# CD

## Robo Aleste Sega £39.99

**W**hat we have here is the Mega-CD's first vertically scrolling shoot-'em-up, viewed from overhead – obviously – as the hero Nobunaga and his jetpack hurtle over scenic countryside chock-a-block with bad dudes all out to shoot your assault suit out of the air. Although the programmers have made some effort to use the MCD's sprite-scaling chip, it isn't really done to any great extent. You mainly notice it as you plunge into level one, and when the bitmapped enemy ships descend to your height. Other than that, the graphics are remarkably Mega Drive. Although some of the backgrounds are impressive, you spend a lot of time simply trying to spot your sprite on those levels.

Other than some nice sound effects and tunes, this is a barely average shoot-'em-up.

## Sega Classics CD

Sega  
£n/a

**I**ncluded in the original bundle for the Mega-CD, this CD contains five classic Mega Drive games. The only problem is, none of them have been enhanced in any way. What you get is Streets Of Rage, Columns, Revenge Of Shinobi, Golden Axe and Super Monaco GP.

For the uninitiated, Streets Of Rage was Sega's first classic walking beat-'em-up. It looks a bit jaded now, when compared to Final Fight and so on, but it's still great. Select from three police fighters and clean up the streets. Great graphics and some classic tunes. Columns was Sega's answer to Tetris, a gripping puzzler which sees you basically lining up columns of jewels to clear the screen. Very, very annoying and addictive. Revenge Of Shinobi is a great hack-and-slash platform game. Again, it looks a bit dated now, but the gameplay still brings tears of joy to some reviewers' faces. Golden Axe is beginning to look ropy, although this conversion of Sega's big arcade hit is still a very playable hack-'em-up. And finally, there's Super Monaco GP, still a great racing game, although it isn't as quick as F1.



## Sewer Shark

Sony  
£39.99

**W**elcome to the sewers, Dogmeat. The drains have been overrun by hideous, mutated creatures, and you and your team are in charge of cleaning the place up. Piloting a heavily armed sewer buggy modified by your co-pilot Ghost, you've got to follow the sewers, blowing away mutated rats and taking the right turns at various junctions. Get it wrong and you end up ploughing into a brick wall.

The first-person cockpit view is simply laid out with a cross-hair and directional indicator. Cock things up and the view will switch to Ghost as he slays you off. Gameplay-wise, Sewer Shark is very similar to Cobra Command and that game's lack of interaction. The Full Motion Video, however, leaves a lot to be desired. Given that this is a CD, you'd expect a far better soundtrack too, although the voice samples are all clear enough.



## Road Avenger

Sega  
£44.99

**F**rom Wolfteam, the people who brought you Cobra Command, Road Avenger follows a similar line, except that you're now in the seat of a rather nifty car instead of a gunship. It's your job to hurtle through the streets and country roads, wasting thugs who leap onto your bonnet etc, and trying to keep your car on the road as bad guys attempt to force you off. Tight control of your brakes and turbo booster are the order of the day.

Whilst Cobra Command was a little let down by the limited gameplay, Road Avenger is much improved. The action is fast and furious, accompanied by a thumping soundtrack that keeps that adrenaline pumping. There are accidents all around you, and hitting pedestrians only adds to the buzz. One neat touch is the viewpoint suddenly shifts to let you watch the carnage you've caused along the way.

The animated graphics are fantastic, with some mega explosions and crashes, and plenty of new and gripping ways for you to die as you smash into buildings and so on. Far more polished than Cobra Command, this is still essentially a point-and-click affair with tweaked gameplay. It's great fun, but those eight levels won't last forever.

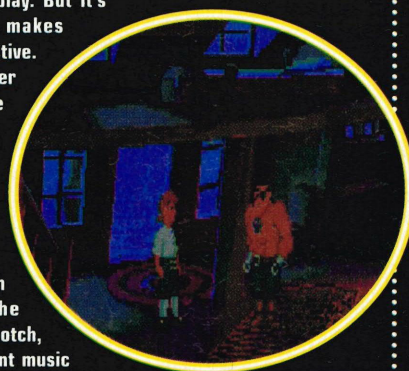
## The Secret Of Monkey Island

JVC  
£Import

**M**onkey Island was the adventure game for PC, Amiga and Mac owners, and now you can play it on the Mega-CD. You take the part of Guybrush Threepwood, apprentice pirate. To prove yourself able and willing, you're set a series of challenges by your pirate mates. Complete these, and your pirate membership card is in the post.

Simple controls – that point-and-click affair again – with multiple choice for dialogue makes Monkey Island a piece of cake to play. But it's the humour that makes the game so addictive.

Even as you wander around the travelling circus or visit the ghost pirate LeChuck, you'll be laughing. This is not an adventure game to be taken seriously. The graphics are top notch, with some excellent music and spot effects. It even makes those old CD loading delays worth sitting through.



# CD



## Shadow Of The Beast II

Psygnosis

£34.99

**T**he Beast games always were a visual treat, but the Mega-CD version goes one better with some gorgeous rendered 3-D animation sequences appearing throughout the game. The weird atmosphere also benefits from a superb CD-quality soundtrack, including plenty of sampled speech when you meet other characters.

The action mainly involves running and jumping around the multiway-scrolling landscape, fighting spear-throwing woodsmen, giant axe-wielding warriors and an assortment of weird monsters. You also need to solve elaborate puzzles to obtain essential objects, and talk to other characters to get advice on overcoming traps.

Though the gameplay remains largely unchanged from previous versions, Shadow Of The Beast II's Mega-CD incarnation is its best.



## Sherlock Holmes Consulting Detective Vol. 2

Sega

£44.99

**H**olmes returns with three more cases to solve in a neater, improved sequel. Whilst the first game was good, the additional little improvements Vol 2 has received make quite a difference.

Included with the CD is a mini-newspaper, crammed with useful info – a nice touch. While the gameplay remains largely unchanged, the in-game graphics have been improved: even the FMV sequences seem slicker. Three cases may not seem like much for a sequel, but they're all equally involving. If you liked the first outing, then this will appeal to you too.



## Spiderman Vs The Kingpin

Sega

£Import

**T**he Kingpin has planted a nuclear bomb in New York and framed

Spiderman! Our webbed hero only has 24 hours to locate the bomb before it wipes out the city. As if that isn't bad enough, all his old enemies (as well as the NYPD) are out to get him!

Eight levels of multiway-scrolling webbery await you once you set your difficulty. Story screens lead you into each timed round, and to progress to the bosses you have to waste all the baddies on each level.

Spiderman can kick, punch and web his victims, as well as swing from web ropes. After fights, you can renew your energy back at your apartment, but this does eat up time. Web cartridges can be bought by taking photos of the bosses and selling them to the Daily Bugle.

Basically an enhanced version of the cart with nicer intro screens, and not much else apart from CD-quality sound.



## Sherlock Holmes, Consulting Detective Vol. 1

Sega

£44.99



need to question. This is where the FMV takes over, with each character dropping clues and red herrings left, right and centre. Put the right ones together, and the beak will tell you how well you've done.

Elementary. At least it sounds simple. In actual fact, this is a tough, challenging game. What it lacks in sprite scaling and rotation, it more than makes up for in atmosphere and difficulty.

**H**ere's a novel way of utilising the Mega-CD's storage capacity and FMV capabilities. Play the role of Sir Arthur Conan Doyle's

famous detective Sherlock Holmes in three celebrated cases of murder and intrigue, by questioning characters and piecing together the clues.

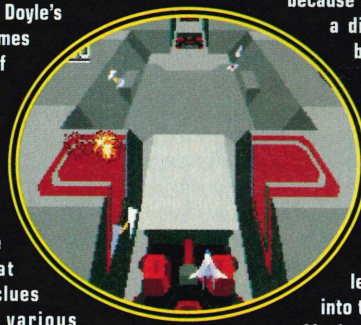
The icon-driven interface is easy to use. You have a main map, a London directory, The Times archive and other reference files at your disposal. Putting your clues together will lead you to various witnesses and suspects, all of whom you'll

**G**alaxians with prettier graphics is a cruel way to describe this game, but it fits. Piloting your small craft through massive alien ships and over planets, it's up to you to destroy the unending hordes of alien craft that approach you. Although only armed with wing blasters to begin with, power-ups and a between-levels weapons-select screen allow you to build up your armaments.

Forget the comparisons to Starfox on the SNES, because Silpheed is a cut above it and in a different type of category. The

big, fractal and polygon-generated planets and ships look stunning, and some of the 12 levels provide a real challenge, even if the bosses do lack a bit of oomph. Interaction with the backgrounds isn't as good as it could be, with only certain levels allowing you to really get into the graphics, as it were.

If there are any problems with Silpheed, it's the occasional jerkiness that creeps in. As a single-player blast with great graphics and sound, plus simple but effective gameplay, it's damn good, but the ultimate in shoot-'em-ups it ain't.



Silpheed

Sega

£44.99

## Sonic CD Sega £44.99

**S**onic debuts on the CD in style in this massive 63-odd level blast. This time the evil Dr Robotnik has developed a time machine and travelled back to change the past, thus altering the future. To reverse his nefarious plans, Sonic has to travel through seven zones destroying the devices Robotnik has planted. As usual, there's a special stage, and this one is in the style of a Mario Kart race, viewed from behind Sonic as you charge around a track jumping into UFOs in order to collect precious Time Stones. Miss out on these, and it's possible for Robotnik to travel through time and replace his evil machines to alter history once more!

Each zone consists of the usual three levels, with an obligatory boss level as its last. This time, though, Sonic can run fast enough to travel through time and, by hitting either a Past or Future signpost, you'll zip through time to that era. This not only makes the game a lot harder, but also increases its life span from the standard 24 levels to 63. The gameplay is as usual, but Sonic is so playable that it's impossible not to enjoy it. A nice intro cartoon, great soundtrack and that wicked special stage are the icing on the cake.



## Stellar-Fire Dynamix £ Import

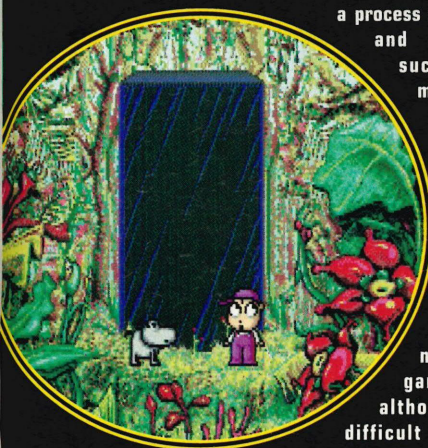
**R**emember Atari's old coin-op, Battlezone? Then you'll know what to expect. The year is 2206, and the cybernetic Draxon are out to assimilate all life in the galaxy. As the commander and sole survivor of the Stellar 7 Force, it's your job to fly around the surface of various moons, blasting the Draxon to smithereens while collecting the moon crystals needed to proceed. Luckily, your ship is fairly well-armed with a main cannon, and there are hidden power-ups for you to discover throughout the levels.

It may sound exciting, but this simplistic shoot-'em-up is extremely repetitive and laborious. All you can do is steer left and right, change speed and blast anything that moves – for some reason your space fighter can't take off. The only indication of speed is the dots that rush towards you on the barren landscape. Let's face it, the graphics are truly awful, with sparse and messy polygon enemies on a featureless moon surface. Maybe Dynamix should stick to making point-and-click adventures?



## Switch Sega £ Import

**U**nlikely to ever be released officially, Switch is a wacky game that adopts a very simple one-button playing method. As the strangely drawn Switch, your mission is to get through the levels by pressing a number of switches in the right order. Some help you progress, some send you back to where you started. It is a process of elimination, and quite often success is due more to luck than skill. The graphics and



crazy Japanese humour more than compensate for the random nature of the game itself, although it is difficult to see what they went mad about.

Highly original and backed up by a brilliantly varied soundtrack, Switch is definitely a game worth checking out, if only for its novelty value.

## Third World War Extreme £ Import

**A**s leader of any of 16 world powers (ranging from Israel to USA), your aim is to take over most of the world – either militarily or economically in five varied scenarios. However, you have to do this without provoking an all-out nuclear war, so diplomacy and economic aid is needed to placate other world powers.

Easy-to-use pull-down menus are used to make your many domestic, international and military decisions. Maintaining popularity at home isn't much of a problem (just the odd bit of media manipulation now and again), and the diplomatic options are a bit limited, so the main attraction lies in building up your armed forces and invading other countries.

Unfortunately, the isometric battle section is a bit disappointing as the tactical options are very limited, so the bigger force nearly always wins. It's a pity, as the rest of the game is fascinating as you witness the unravelling of global events.



## Terminator Virgin £44.99

**A**lthough boasting completely different level layouts from the much earlier cartridge version, Terminator predictably uses the same platform shoot-'em-up format. You step into the shoes of gun-toting hero Kyle Reece who goes back in time to save Sarah Connor from the dreaded Terminator. It only vaguely follows the plot of the classic movie, as Kyle runs and jumps around large labyrinthine levels, blasting Skynet cronies and, of course, robotic Terminators. There are also the usual plentiful gun power-ups to find and tough end-of-level bosses to defeat.

As a standard shoot-'em-up it's all playable enough, but hardly uses the CD to any great extent. The one thing that does benefit is the thumping rock soundtrack. On the other hand, the Full Motion Video clips taken from the film are disappointingly grainy.

Not a bad blast, but a bit of a missed opportunity.

# CD



## Thunderhawk

Core

£44.99

**A**t last, a real game for the Mega-CD. Thunderhawk places you in the cockpit of a helicopter gunship armed with chain guns, rockets and missiles as you fly through ten theatres of operation, each with three to five missions for you to complete on the way. From the snowy wastes of Alaska to the heat of the Middle East, your job is to avoid the enemy and destroy your primary targets at all costs. You're briefed on each mission before you start, and a map and radar screen in flight allow you to plot your course and, should you stray too far, your co-pilot will tell you which way to head.

Core Design are the first people to really make any use of the Mega-CD's sprite scaling and rotating capabilities, which means that this game really kicks. The bitmapped ground tilts and rotates while you waste texture-mapped tanks, choppers and trucks – you name it, and if it's enemy military hardware, it'll be here somewhere. Add a CD-quality soundtrack with great sampled sound, a stunning intro and simplistic but addictive gameplay, and you've got one good reason to stump up for the Mega-CD.



## Time Gal

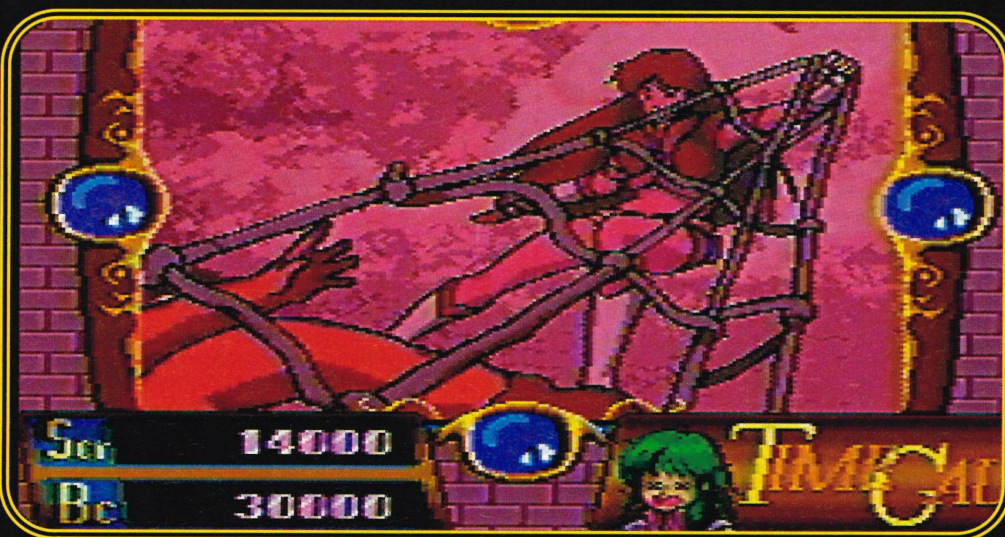
Sega

£44.99

**A**nother cartoon game from Wolfteam, and another limited interaction point and clicker. As the title suggests, you play Time Gal, a tasty little thing with a penchant for hot pants and bikini-style tops. And, with a name like Time Gal, it's only logical to assume that you can travel through time, which you do. You're tracking a fugitive from justice who has escaped in a time machine. Naturally, this makes your job less than easy, even though you can follow him throughout the ages. Various monsters will try to block you, all easily killed with your little laser.

The control system is the same as the other Wolfteam games, although they've introduced a random element here which means that if on one stage you initially pushed to the left to move, on another game you may have to push to the right. This at least improves the longevity of the game and keeps you on your toes.

Otherwise it's all very similar to the other animated interactive games we've seen, although the graphics are slick and the soundtrack is as good as we've come to expect from those Wolfteam programmers.



## Wolfchild

Sega

£39.99

**L**on Chaney Jnr time, as a scientist's son is hideously mutated into a wolf and goes off to seek vengeance against his father's killers. Sound familiar? Wolfchild was a not-particularly-well-received Amiga game, long before it made it onto Mega-CD.

As sideways-scrolling platformers go, the nine-stage Wolfchild is pretty much what we've come to expect: standard gameplay, mediocre graphics and sound, with occasionally suspect collision detection. The hero is armed with various weapons, which you can power up along the way, although they would be far better if the game was a tad more challenging.

As far as utilising those old Mega-CD chips goes... forget it. Fancy intro aside, this could easily have appeared on cart instead. And what a shame it wasn't, because now it has to compare with Sonic CD. And there's just no competition at all.



## Tomcat Alley

Sega

£44.99

In this visually stunning FMV game, you play a jet fighter's Tactical Officer – selecting targets and firing weapons while your pilot does all the complicated flying.

Missions include blowing up a Russian bomber, shooting down squadrons of enemy fighters, rescuing colleagues and destroying ground targets such as bridges. You are briefed on your next objective by your commander in a neat video sequence – there's even a corny sub-plot as you try to woo your gorgeous female co-pilot 'Ratchet'.

Once in the air, the action really hots up with some stylishly directed video sequences cutting quickly between the pilots and exterior views of their planes. The gameplay involves choosing waypoints, selecting enemy planes to attack, then trying to lock your aiming cursor onto the elusive target as it zips around the screen. Get it right and you see one of several neat clips of the enemy exploding.

Simple it may be, but the brilliant video clips draw you completely into the world of air combat and really get your adrenaline pumping. Not only is Tomcat Alley a visual spectacular, it's also a darn addictive game.



## Wonderdog

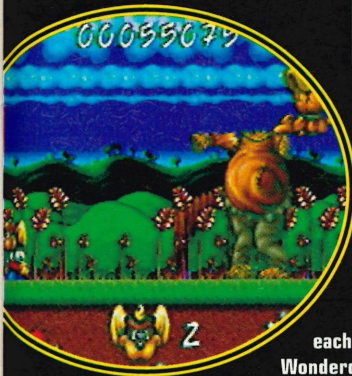
Sega

£44.99

This was Core Design's first CD effort for JVC's Wondermega, the Mega Drive/Mega-CD combo that was launched in Japan. As such, it's something of a showcase for the MCD's storage capabilities, as the lovely animated intro shows.

Covering seven worlds, each with a series of zones, Wonderdog is another platform romp. As with most platformers, in the final zone of each world you meet up with an end-of-level boss; in this case, they're usually very silly, too. Firing stars at his enemies, Wonderdog runs and leaps around the screen, picking up sets of ears (don't ask) to replenish his lost energy. There are heaps of secret rooms to find in this side-scroller, and the whole thing is password-coded to make life easier.

As a first attempt, Wonderdog shows the kind of thing Core had in mind for the Mega-CD, and there are obvious visual links with the Chuck Rock games. If the difficulty level had been a bit more severe, Wonderdog would have been a classic, but it's just another pretty, not very tough platform game.



## WWF Rage In The Cage

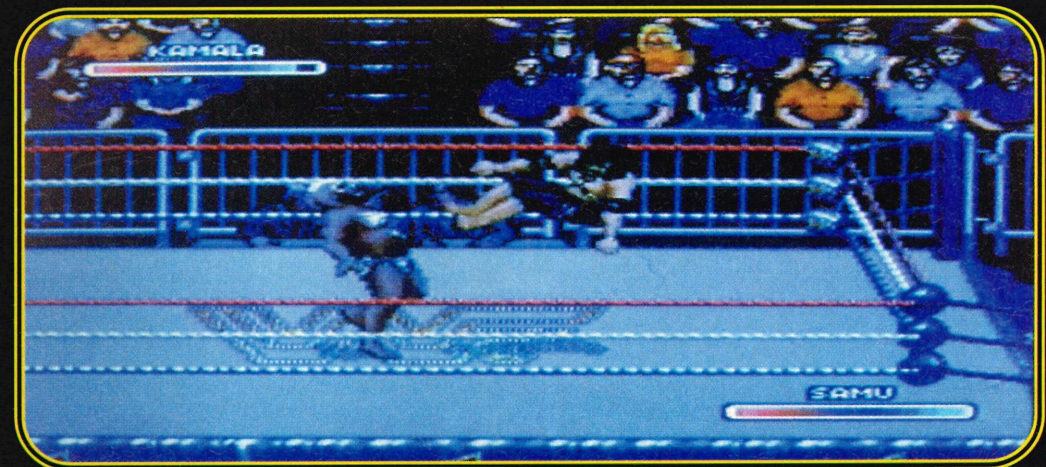
Acclaim

£44.99

Acclaim's wrestling romp is very similar to their Royal Rumble Mega Drive cart. CD extras are limited to some grainy, colourless FMV clips of the real wrestlers in action, plus some rather better sampled wrestler introductions and hilarious pre-bout taunts.

The other main difference is that you get 20 wrestlers to choose from instead of 12 in Royal Rumble, and some of the match options are different. You get the usual one- or two-player modes, a no-ref brawl contest, plus the chance to challenge all the other wrestlers to become WWF champion. The special Steel Cage mode is actually a bit of a dud. Two wrestlers are locked in a cage and the first one to climb over the top and escape is the winner. Unfortunately, this usually lasts only a few seconds as once the opponent is floored you can easily make your getaway.

On the whole, though, Rage In The Cage is as playable as its cartridge counterpart Royal Rumble. All the usual WWF features are incorporated, such as gouging eyes, jumping from the cornerposts, fighting outside the ring and even knocking over the ref. It's a lot of fun, especially with two players.



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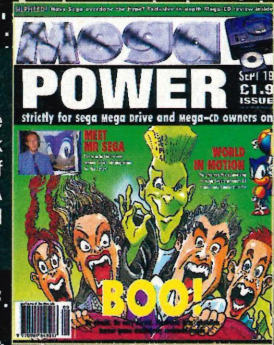


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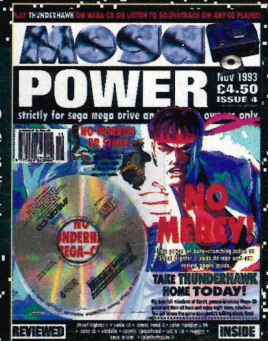
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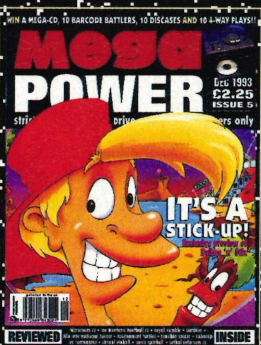
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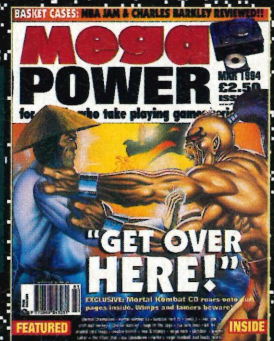
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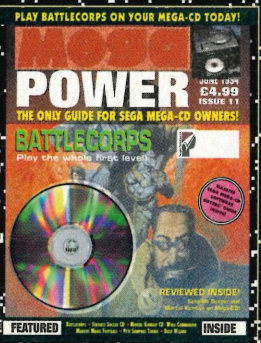
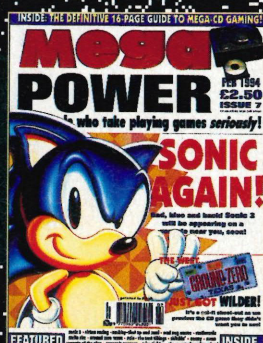


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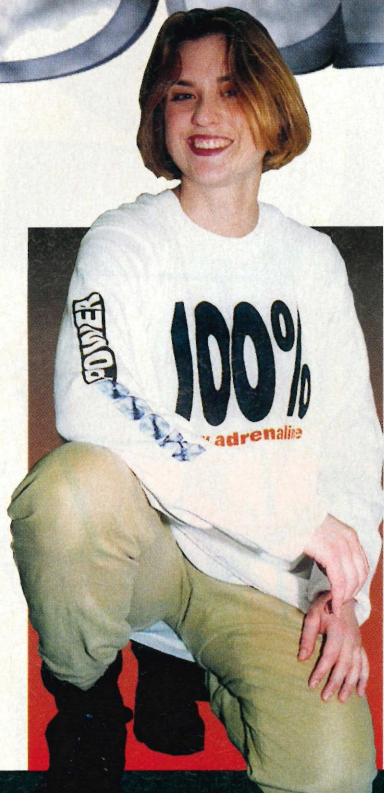
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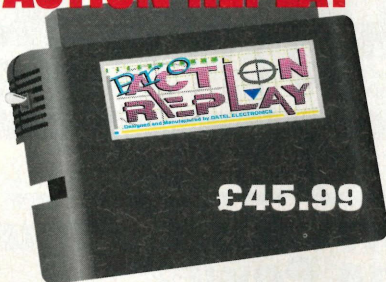
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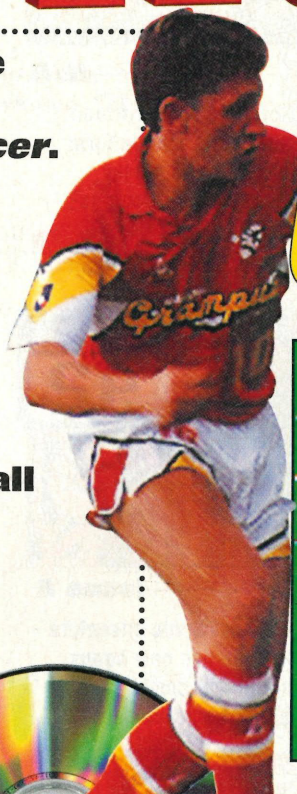


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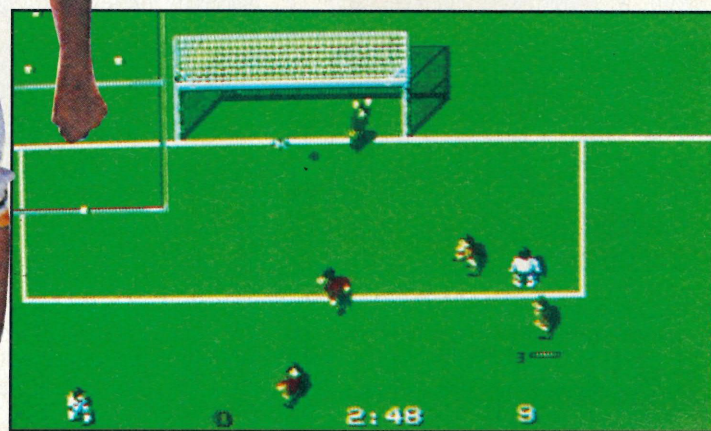
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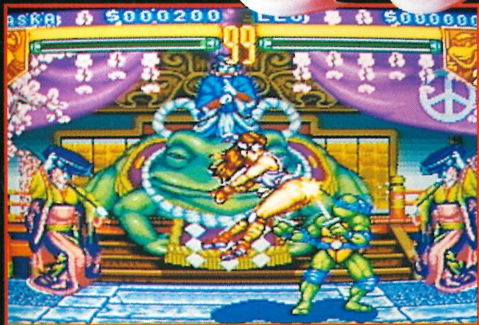
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