

MEGA DRIVE ■ MASTER SYSTEM ■ GAME GEAR ■ MEGA-CD

MEGAZONE

OCTOBER 1993

\$4.95*

NZ \$6.95 (Inc. GST)

AUSTRALIA'S ONLY
100%
SEGA
MAGAZINE

LANDSTALKER

Big in Japan,
huge over here

BATMAN RETURNS

Hits Mega-CD

COOL SPOT

Grooves onto Game Gear

ROBOCOP VS TERMINATOR

Battle it out on Master System

JURASSIC PARK

Monster of a game, or
lumbering dinosaur?

FREE!

DOUBLE-SIDED DINOSAUR/CASTLEVANIA POSTER INSIDE

WELCO
METOT
HENEX
TLEVEL



Believe it or not,

*An interview with
Scott Bayless, CD developer at Sega.*

the brains behind Mega CD™

What are the technical advantages of Mega CD™?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Sherlock Holmes,"™ that uses all real-life footage with real actors, and you control the action. You have to solve real true-to-life murder mysteries by visiting key suspects and informants. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favourite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)





Do some of your favourite games leave you feeling a little hot under the collar, a bit skittish, a trifle psycho? Or is all the controversy surrounding violence in video games just a load of nonsense? If you don't read our feature, you'll never know.

ReViews

24 **LANDSTALKER**

This game hit the 90 mark and caused several staff members to sweat uncontrollably. Find out what all the fuss is about.

28 **COOL SPOT**

It's cute, it's captivating, and it's now on Game Gear - could *Cool Spot* be the spunkiest red dot in the world?

30 **BILL WALSH COLLEGE FOOTBALL**

Yet another game full of big, boofy blokes muscling a ball around an overly-manicured lawn. Could this be *John Madden* in disguise?

32 **BATMAN RETURNS**

Is it a bird, is it a plane? Sorry, wrong superhero... Is he really worth six million dollars? Uh oh, wrong again. Just read the article, will you?!!!

34 **JURASSIC PARK**

If dinosaurs hadn't become extinct, they'd be living in Beverley Hills mansions smoking big Cuban cigars and drinking Champagne... But they wouldn't be playing this game.

38 **HAUNTING**

Imagine being able to scare someone out of their skin? Someone who you really had a grudge against, maybe because they killed you or something. Cool!

41 **SHERLOCK HOLMES 2**

Could it possibly be elementary, or are we being a little tough on old Sherl? Your first clues lie in our review.

42 **FINAL FIGHT**

Oh dear, Jessica's been kidnapped. Heck, Hagger wants to be the king of the wrestling world. What a mess! We sort it out for you with a few well-aimed punches.

44 **ZOMBIES ATE MY NEIGHBOURS**

What a hassle, it's those zombies again. They're like Homer Simpson at an all-you-can-eat restaurant, ripping into humans like it's going out of style. Guess what your job is?

46 **BASEBALL 2020**

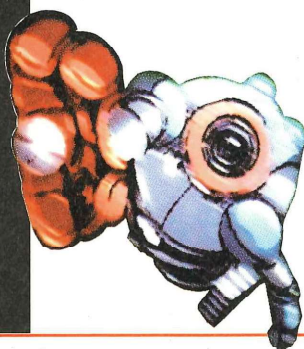
It may not be a cool sport here yet, but the game sure is happening. Uncle Adam will give you a lesson if you're very, very good.

51 **ROBOCOP VS TERMINATOR**

If you fancy being Robocop and giving Terminator a well-earned serve, then this may be the game for you. On the other hand...

MEGAZONE Contents

October 1993



Megazone

PO Box 746,
Darlinghurst 2010

Phone: (02) 331 5006

Fax: (02) 360 5367

Editor

Adam Waring

Art Director

Duane Hatherly

Sub Editor

Sandra Bridekirk

Art Assistant

Chris Gander

Illustration

Brad Lonergan,

Brendan Crane

Contributors

Andrew Humphreys,

Wayne Lawson,

Fil Barlow, Jack Maine

Advertising

Cameron Hoy

☎ (02) 331 5006

Production Manager

Ian Walker

Production Coordinator

David Kent

Subscriptions Manager

Liz Martin

Subscriptions Coordinator

Katrina Panyiotakis

Proof Reader

Brian Goggin

Associate Publisher

Angie Daskalakis

Editorial Director

Andrew Cowell

Publisher

Philip Mason

© 1993 Mason Stewart Publishing
Not an official Sega publication

Printed by Hannanprint,
140 Bourke Rd, Alexandria 2015

Distributed by Newsagents Direct
Distribution, 150 Bourke Road,
Alexandria 2015. ☎ (02) 353 4141

Material in this publication may not be stored or reproduced without permission. Editorial contributions are welcomed, but are submitted at the sender's own risk. Articles reflect the personal opinion of the author and are not necessarily those of the publisher.

*Recommended and maximum retail price only.

ReguLars

6

MEGA MOUTH

If you've written to us, you may be immortalised on this page. If you haven't, tough luck - do something about it!

10

NEWS

Fancy a spunky new gadget to admire? Well, you can win one, simply by answering one of the easiest questions in the world. Also, there's an incredibly exciting competition nestled within the news pages. I won't mention it here, 'cos you'll get too excited...

14

PSYCHIC SANDY'S GAME GAZE

She hears all, sees all (well almost) and certainly knows all. In fact, Psychic Sandy is the *ONLY* person who can tell you the real story about new games.

23

REVIEWS INTRO

Um, er... Here we tell you about all the pages that come after this page. OK?

52

HINTS 'n TIPS

If you're sweating over a game, you may find the answer right here on this very page. If you're not, read it anyway.

56

GAMEBUSTERS

Now, the definitive guide to Tiny Toons! What joy, what fun, what excitement!

64

REX VECTOR

Some people read the comics first. Are you one of them?

66

END ZONE

Find out why you want to buy Megazone next month.



Editorial

Welcome to the new-look Megazone! The magazine has undergone one or two (about a hundred, actually) changes since you last saw us.

The most important one is that we've taken the decision to concentrate solely on Sega. It's not a step that was taken lightly, and will no doubt disappoint some of our computer-owning readers. But it is necessary; we feel that the magazine was trying to cover too many areas. Now we're 100% Sega we will review even more games for Mega Drive, Master System, Game Gear and Mega-CD.

There have been staff changes too. I've stepped into Stuart's (rather smelly) shoes as Editor. Duane takes over from Tara as Art Director, Chris replaces Catherine as our new Art Assistant, Sandra is our whip-cracking Sub Editor and Cameron flogs the ads. Goodbye to the 'old' gang - it was great to work with you, and all the best for the future!

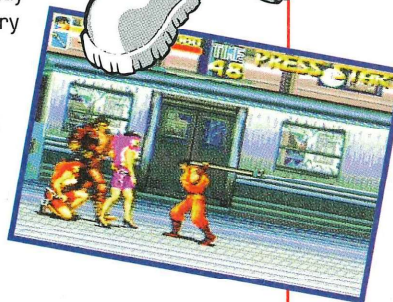
We've dropped much of the 'lifestyle' section. Gone are the music, video, film, book and comic reviews. We think it's best to concentrate on what you really buy the magazine for: news, previews and reviews about the latest software for your favourite Sega systems.

You'll notice that many of the sections have been re-designed, especially the reviews. We want to be clearer and more informative, and we think that we have succeeded.

In the end, though, it doesn't matter a flying fig what we think. It's what you think that counts. Let us know if you like what we've done, and more importantly, let us know what you don't like.

But for now, enjoy the new-look Megazone. And we'll see you same time, same place next month.

Adam



MEET THE GANG

With all this chopping and changing, we should do things properly and introduce those responsible for the esteemed publication before you.

So, pop the kettle on, make yourself a nice cuppa, and say hello to the Megazone crew.

Adam's the Editor. He decides what goes in the magazine, who should do what, and what kind of biscuits go in the tin.

In theory, he can boss everyone around, but no-one takes any notice of him because he's a pommie git. (Hey, you can't write that about me, I'm the editor-Adam.) [Yeah? Just try stopping us - The disrespectful staff.]

Duane is the Art Director. He has the overall say on how the magazine looks. He designs many of the pages and gets to boss Chris around.

Sandra is the Sub Editor. She makes sure that there are no mistakes in the magazine, jizzes up boring bits to make them funny and writes a fair few of the pages to boot. She bosses everybody around.

Chris is the Art Assistant. He helps Duane design the magazine. He doesn't get to boss anybody around.

BASKETBALL CASE

Dear Megazone,

I was wondering if you could help me? I am trying to get hold of a Mega Drive cartridge called *David Robinson Supreme Court Basketball*. I have tried lots of places, some saying they can't stock it or haven't even heard of it.

Maybe a reader of this magazine knows something or owns one they would like to sell. Anything that you can do to help would be appreciated. I can be contacted on (067) 42 4375. This could be a good page to start up in your magazine: wanted to buy, sell or swap. Keep up the good work.

Ian

Sega reports that the cartridge isn't currently available in Australia - bad luck.

Electronic Arts' Team USA Basketball is another ball-bag-gingly good basketball sim that's worth a look. Also on the way is the console version of NBA Jam, though this won't be available for a couple of months.

As for a buy/sell/swap column, we'll give it a go. Send your missives to **Megazone Op Shop, PO Box 746, Daringhurst 2010**. As soon as we have a decent amount, we'll print them. Can't say fairer than that, can we?

GO EASY ON YOURSELF

Dear Mega Ed,

I own a Mega Drive and I have a few questions I would like answered. I am currently looking for a new game to buy, so I hired *Flashback* for a weekend to see what it was like. I thought it was a spectacular game, but reached the last part of the last level (where you drop the bomb) in only two days. If I bought this game, would there be enough lasting appeal for me?

I have also had a go on *Jungle Strike*, and thought it was one hell of a great game. Would this be a better game for me to buy (I loved *Desert Strike*)?

That's the questions over. Now I have a couple of things I'd like to get off my chest. Firstly, I hate people who say, "My computer is the best", and "Consoles suck". True, consoles can't handle the sheer complexity of a game such as *Comanche Maximum Overkill*, but they are the big business right now. They cannot totally suck if companies such as Gremlin (which is bringing out *Zool*) and Psygnosis (*Lemmings 2* - groan, more sleepless nights) are switching to consoles.

I would like to say something about this 'video games causing epilepsy' thing. I think it's a load of crap. There's a warning to players printed inside the manual, and besides, games don't cause epilepsy, they can only trigger a fit. Plenty of other things can trigger fits too, but you never see "Flashing Lights Killed My Child" in a newspaper.

I have one thing to say to all those Super Nintendo owners out there who think they are hot stuff: "Go suck the farts out of dead seagulls, us Mega Drive owners have *Street Fighter 2* as well."

Warren

Jimboomba, QLD

Great game, *Flashback*. You do seem to be pretty adept at it to nearly finish it in a weekend. However, did you have it on the toughest level? The game has three levels of difficulty and, believe me, it gets a lot harder on the more advanced settings.

Jungle Strike is a firm office favourite, and has been taking up far too much of our time recently. If you liked *Desert Strike* then you'll love this. It's much bigger, has much more variety and is a vast improvement on the (already excellent) original.

The 'mine is better than yours' debate is getting a bit long in the tooth now, it has to be said. Still, I don't think that'll stop people. Anyhow, now that Megazone is totally Sega, we should see less of such nonsense. It's a pity you ended your letter with a 'Sega's ace, Nintendo sucks'-type comment, as it rather lets your argument down.

Video games have been getting a lot of unwarranted and unjustified media attention lately. As you point out, you can't become epileptic from playing games, but if you are known to suffer from photosensitive epilepsy, then you should get the all-clear from your doctor before sitting down to play. (Note that this is an extremely rare condition.)



Got a bone or two to pick in public?

SEEDY CDS

Dear Dudes and Dudettes,

First off, I think you've got a good mag going here and it's great that someone's got a permanent Australian video game magazine going at last. I was getting sick of wondering whether, or even if at all, these great games I'd seen in American mags would be released here. You're doing a good job, keep it up. Anyway, I've a couple of burning questions to ask you.

I own a Mega Drive and Mega-CD and, so far, I've been pretty disappointed by the games that are now available. I've heard that a *Dracula CD* game is coming out soon. From what I've seen, it looks pretty amazing. Will it be released here soon? Also, will *Mortal Kombat* be released with all the gore intact when and if it's released on the Mega-CD? And what about *Night Trap* - what's happening to it? From what I've seen, it looks about as pornographic as *The Little Mermaid*. It looks like a truly mindblowing game, and it would be a crime not to release it here. I have one more question. I'm a bit of an RPG fan and can't decide on what to buy. Someone told me that *Landstalker* was already out, but I haven't seen it anywhere. I've seen lots of *Shining Force* and it looks cool, but I'd rather spend my bucks on *Landstalker*.

Josh

Alger, QLD

Dracula, *Landstalker* and *Mortal Kombat* should be in the shops around now. *Mortal Kombat* has been 'toned down' to make it more suitable for the home market. The fatality moves are there, but the graphics aren't as gory.

It looks like *Night Trap* will be released in Australia, once Sega have had their ratings system approved. Hopefully it'll be here by the end of the year.

I'M YOUR NUMBER ONE FAN

Dear Megazone,

I was reading July Mega Mouth and read something terrible. Ingmar Lak said he was the greatest fan of the Mega Drive, but he got it all wrong: I'm the greatest fan of the Mega Drive and if he wants a competition, he's got one!

I have a few questions I would like you to answer.

1. When you review games, how about putting the price somewhere?
2. When *Street Fighter 2* comes out, how much will it cost?
3. Why do you review Sega, IBM and Amiga games? Why not just Sega?
4. Will there ever be a *Sonic 4*? If so, when will it come out?

**Andrew
VIC**

Sorry, but you're both wrong: the greatest Mega Drive fans live in the Megazone office.

1. Just for you, Andrew, we will. We've actually redesigned the whole reviews system to make them clearer and more helpful. Prices are included with every review.

2. Street Fighter 2 should be in the shops from November, and with a rather steep \$169 price tag. It will weigh in at a huge 24 megabits, though.

3. Actually, going Sega only is something else that we've implemented from this issue - you must have been reading our minds! Judging from questionnaire results we've received, most of our readers own Sega systems anyway, so we reckon it's best to concentrate on a single format.

4. Sonic 4? Oh sure, undoubtedly. I don't think Sega will let the chance of cashing in on another Sonic game slip by! As for when, we'll have to wait and see. Sonic 3 has to make an appearance first.

GRAPHIC DETAIL

Yo Megaheads,

Do you think the Super NES can produce better graphics than the Mega Drive (honestly)? This isn't really a question, this is a statement to anybody who was wondering - the SNES has the capacity to paint 256 colours from a palette of 32,000 compared with the Mega Drive's 64 from 512.

I have heard that CD-ROM XA will have a 32-bit processor, compared with Sega's Mega-CD, which only has a 16-bit processor.

Personally, I think there should be no rivalry between Nintendo and Sega, as they both offer great games.

Even though the new Nintendo mag says it is Australian, it has a lot of similarities to British magazines.

Luke

Melbourne, VIC

Yo Luke,

True, the Super NES is capable of putting more colours on screen, but, to be honest, you wouldn't notice it in the majority of games.

The processor in the CD-ROM drives' main function is to transfer data from the CD into the console's memory. Again, it's not likely to make much difference to the actual games themselves, which will still run at the speed determined by the console's built in processor.

As for the Nintendo mag, funny that, isn't it. You'd almost think it was an English magazine with a slapped-on Aussie cover...

FOREIGN AFFAIRS

I am writing to your mag to express my feelings on the Mega-CD. I purchased my console in April and thought it was the best thing since sliced bread. After about two weeks of gaming, the novelty had worn off. I had thrashed the crap out of every CD game on the market, and when I was told by Sega in Sydney that a lot of the new releases were not due until September, I almost died.

I was desperate. I had spent \$700 on the greatest home entertainment system and I could not let it go to waste. Then it came to me... Imports! I rushed out and bought the latest edition of *Gaming Monthly* and purchased from the US *Night Trap*, *Batman Returns*, *Wonderdog*, *Final Fight*, plus, of course, the main ingredient, the Pro CDX cartridge, which enables you to play any import.

I noticed in your last edition a reader asked, "Can I play imports on my Mega-CD?" Your answer was "No", but how wrong you were. All these games work fine and are great to play. I understand that Sega do not support the Pro CDX cartridge, but is that any reason to tell your readers lies?!

**The Armageddon
Perth, WA**

I think we should clarify the situation. A stand-alone Mega Drive and Mega-CD can only play software designed for use in the same country. An American CD title will not work on an Australian Mega-CD.

However, add-on devices, such as the Pro CDX, fool the console into thinking the software is of the correct country. Although this works for most games, it isn't guaranteed to work with all software. Be warned.

Write to Mega Mouth, PO Box 746, Darlinghurst 2010.

HALF-WITTED FOOLS

Dear Megadudes,

I have a few things to get off my chest. Firstly, I am sick of half-witted fools writing in and asking the question, "Is *Street Fighter 2 Champion Edition* going to be released on the Mega Drive?" Stuff me! Undiscovered tribes in the Himalayas know that it is, for God's sake!

1. Are the *Street Fighter 2 Hyper* or *Turbo* editions going to be released on the Mega Drive?

2. When is *Jungle Strike* being released in Australia?

3. Why are you a totally, mind-numbingly unreal Australian magazine?

**Matthew
VIC**

1. If there's one thing that gets my goat, it's people asking, "Are *Street Fighter 2 Hyper* or *Turbo* editions going to be released on the Mega Drive?" Blow me down! Species of algae in hidden underground lakes know that they will be, for Heaven's sake!

2. I'm already here, mate.

3. It's us, isn't it?

Well, you can \$#@% off, then. Just my little joke, Carly, and sorry you've taken offence. While I must agree that the swearing has been getting a little out of hand, I'm not totally against the odd 'rude' word for emphasis. But we certainly won't use swearing for the sake of it.

Carly

Apart from that, I like the rest of your magazine.

WASH YOUR MOUTH OUT

Dear Megazone,

I got the latest issue of Megazone today and I have a complaint to make. I am totally sick of you swearing in your magazine. If you don't stop the foul language, you will have one less person to send your magazines to.

Apart from that, I like the rest of your magazine.

FLATTERY WILL GET YOU NOWHERE

Dear Mega Ed,
 I hate Adam Waring, the crappiest reviewer of all time. He gave Chakan, the greatest game of all time, only 75% on the Game Gear. He probably spends his spare time playing Pac Man. I mean, get a life!!! Sack him or I'll bring my secret weapon, the sauce gun from McDonald's.
 I bet he is a spy from that company I don't want to say. Oh no! Nintendo, the crappiest game system in all the world. To the rest of the group, how do you put up with him? Do you lock him in a room and do everything he says so he won't turn you into a Nintendo freak (yes, the type that drinks out of the toilet). Aaahhhh!
 Sack Adam Waring and make everyone happy.
Paul, Michael and Hugh
NSW

Well hello boys, it's so nice to meet you!
 I'd like to thank you for your intelligent comments. Or at least I would, if you had any to make.

I've been playing computer games since you guys were in nappies. (Then again, I guess that wasn't too long ago.) The reason Chakan got 75% is because that's what it deserved. On the Mega Drive, it's not bad at all, but the Game Gear version is fiddly to control and the dark, atmospheric graphics just look dark.

Anyway, now we've sorted out that little misunderstanding, I do hope we'll get along famously.

NO GAMES

Dear Megazone,
 I have recently bought a Mega Drive and Mega-CD. I thought it would be great, but it's not, it's crap. The games I got with it are OK, but I haven't seen any games in the shop yet. Why would they release the thing and not the games? So I bought some Mega Drive games; *Sonic 2* and *Another World*. *Sonic 2* is good but too easy, *Another World* is great - congratulations to Virgin - but it is also fairly easy. How can you save things into RAM on the Mega-CD, or does the game do it for you?

Where can I get hold of overseas games or swap them?

Is there any way to speed up the Mega-CD and Mega Drive, or to make the graphics better than 64 colours at a time?

Do you think that it would be worth getting *Monkey Island*, and is *Monkey Island 2* coming out on the Mega-CD? If so, is it better?

The Loan Gamer
Latrobe, TAS

There are Mega-CD titles available, but I have to say that most of the games so far released are dross. However, there are lots of really exciting games in the pipeline, due any day now.

The games take care of saving stuff into the Mega-CD's built-in memory, so you don't have to worry about it.

Some independent retailers stock 'grey imported' overseas titles, but be wary that without a device such as the Pro CDX, you won't be able to play foreign software on your machine.

There's nothing you can do to speed up games or increase the number of colours, but I'll just bet that some clever programmer somewhere is working on it...

Monkey Island was an excellent computer game and, as long as it's not stuffed up when it's converted, it should be a ball on the Mega-CD too. As for Monkey Island 2, nothing's set in concrete yet, but I'm sure that if the first game is a success, then the sequel won't be too long in following.

We'd be only too pleased to print codes for the Game Genie in our Hints 'n' Tips section, as long as people send them to us in the first place.

Boris Robotnik (Son of Dr Robotnik)
 can buy.
 Replay version because of the regular update sheets you I am sure people are wishing that they bought the Action editions?

Dear Mega Ed,
 I have just gone out and bought a Game Genie for my Mega Drive and would like to know how I can get update sheets for it. I rang the Sega Hotline which gave me the Australian distributor's phone number, but they were no help. Will Megazone be printing the code numbers in future editions?

LOADS OF CODES

MEGA



MOUTH

ANYTHING KEEPING YOU AWAKE AT NIGHT?

Got something to get off your chest? Well, best write in to Mega Mouth, then. Sorry, but we're too busy to reply personally, so don't include stamps or SAEs.

Keep your letters reasonably short and to the point. Questions are fine, but try to make them vaguely interesting. Note that "When is *Street Fighter 2* coming out?" does not correspond with our definition of being the slightest bit interesting.

And contrary to what seems to be popular belief, arse-licking is not required to get your letter printed. We know that Megazone is a cool/rad/awesome/wicked/page-sticking-togetherly good magazine. Tell us something we don't know.

OK, lecture's over. Send your musings to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010



The Serious Games Store

229 Seven Hills Rd,
Seven Hills, NSW 2147

Ph: (02) 831 4288

TURBO FIRE CONTROL PAD SEGA® MASTER SYSTEM



MODEL 56011

WAS \$24.95 EACH
NOW 2 FOR \$29.95

2 METRE EXTENSION CABLE FOR MEGA & MASTER SYSTEM

MODEL 56013

2 FOR \$14.95

MEGA DRIVE & MASTER SYSTEM CARTRIDGE HOLDER



MODEL 56014

NOW \$14.95

MEGA DRIVE ORGANISER



MODEL 56015

WAS \$69.95

NOW \$49.95

CLEANING KITS

MASTER

MEGA



MODEL 56016



MODEL 56017

CLEANS SYSTEM & CARTRIDGES

\$12.95 EACH

CASH IN YOUR
UNWANTED OR
FINISHED **SEGA**
MASTER SYSTEM &
MEGADRIVE GAMES.

PLEASE SEND IN
YOUR LIST TO THE
ABOVE ADDRESS.
CARTRIDGES MUST
BE COMPLETE WITH
INSTRUCTIONS,
CASE & BE IN
GOOD ORDER.

WE BUY AT **30-50%**
OF RECOMMENDED
RETAIL PRICE
DEPENDING ON
THE GAME.

MORTAL KOMBAT ONLY \$139.95

MODEL 56018 **ORDER NOW!**

VIPER JOYSTICK \$74.95

MODEL 56019



**IDEAL FOR
MORTAL KOMBAT**

DATEL'S GREY AREA

ased two devices
d software to be
esigned for the

idges designed for
s with a different TV
and CDs that make
e use of sound or full-
video are the most like-
dates for problems.

...between the
countries, and should be set prior to
switching the Mega Drive on. It will also
allow an Australian-model Mega Drive to
work with a foreign Mega-CD (but the
Mega-CD will only be compatible with
software from its country of origin).

Likewise, the Pro CDX allows CDs
designed for use outside this country to
be used on Australian Mega-CDs. Again,
the device fits into the Mega Drive's car-
tridge slot. When the Mega Drive and
Mega-CD are switched on, a brief title
screen will appear before the system
reverts to the standard start-up screen.
The Mega-CD will then accept CD games
designed for all countries.

Both devices are useful for playing
games that aren't yet available in this
country (many games are released in
Japan or the US long before they reach
Australian shores, and some are never
released here at all). Such software is
available through certain retailers who
import it directly from overseas.

However, Datel doesn't guarantee that
the devices will work with all foreign soft-
ware, and says that they should only be
used to play the latest import games
where no other alternative exists.

There are three types of
Mega Drive and Mega-CD
designed for three world mar-
kets - United States,
Japanese and European. The
Australian models are directly
compatible with European units.

Sega designed the models
differently to combat the effects of 'grey
importing', where retailers import soft-
ware directly, bypassing official distribu-
tion channels. However, this has frustrat-
ed gamers because it can take many
months for the official version of a title to
become available.

The Universal Adaptor retails for \$44,



Now you can play foreign software with these devices from Datel. The Pro CDX is for Mega-CD games, while the Universal adaptor works with the Mega Drive.

while the Pro CDX will set you back
\$99.90. The Universal Adaptor, Pro CDX
and other Datel Electronics products are
available from Kaylee Computing, their
official Australian distributor. In case of
difficulty, contact: **Kaylee Computing, 7
McGillivray Gardens, Winthrop,
WA 6150. ☎ (09) 310 1962**

is g
have

Se
back
ferr

M

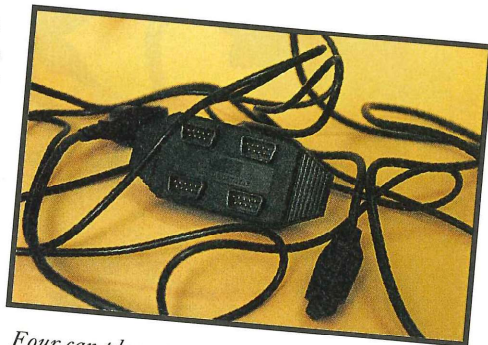
4 INTO ONE WILL GO!

A new four-way joypad adaptor has been released for the Mega Drive, enabling a quartet of people to participate in simultaneous gaming fun.

The 4 Way Play comes from Electronic Arts and has been specifically designed for use with the company's latest software.

The first compatible games are *General Chaos* and *Bill Walsh College Football* (reviewed this issue, from page 30). Many of EA's future releases will also work with the dongle.

The compact device plugs directly into the Mega Drive's two joystick ports, without trailing leads. It comes hot on the heels of Sega's MultiTap adaptor, which also allows four players to wave the wands.



Four can play at once with Electronic Art's new 4 Way Play joypad adaptor.

The 4 Way Play costs around \$45 and is available from **Electronic Arts, 4/46 Smith Street, Southport, QLD 4215.** ☎ (075) 911388

CHEAP CHEATS

Popular cheat cart, the Action Replay, has been reduced in price. The gizmo from Dattel Electronics allows you to freeze games in their tracks and enter special codes, which change the way the game works. Additional lives, invulnerability and the ability to play any level are amongst the delights on offer.

Now official Australian distributor, Kaylee Computing, has slashed the Action Replay's price. There are three versions available: Mega Drive for \$99.90; Game Gear for \$82; and Master System for \$79.50.

New cheat codes are updated regularly, and desperate gamers can get the latest updates by phoning the Action

Replay hotline. The number is 0055 51025. Make sure you get the permission of the person who pays the phone bill before you call.



CODEMASTERS SEGA SAGA

Budget software producer Codemasters is due to release its first Mega Drive game in Australia.

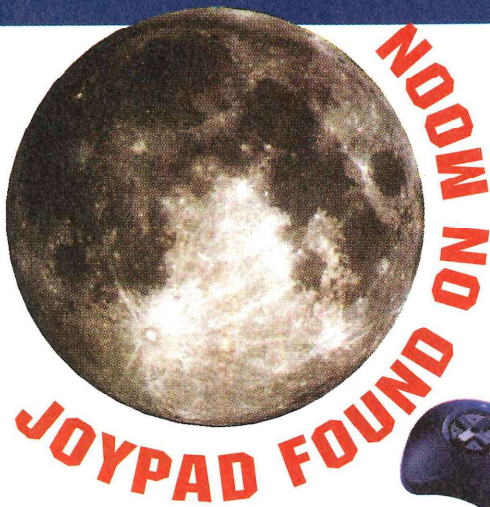
The game, *Micro Machines*, was delayed due to legal wranglings when Sega tried to ban the game from sale in the UK.

Sega took action because Codemasters developed the game without an official licence. It looked, for a time, that the game might never appear, but after much behind-the-scenes talking, the companies became best of chums and Codemasters was awarded an official licence to produce software for Sega machines.

Micro Machines is a racing car game with a difference; the machines are based on miniature toy cars and the races take place on the breakfast table, in the garage – even in the bathtub.

The game's RRP is \$99.95, and it should be in the shops by the time you read this.





**NOON
NOON
NOON
JOYPAD FOUND ON MOON**

Well no, not really, but a new joypad called the Vision has just been released for the Mega Drive.

It's an infra-red device, so you can sit at the other side of the room from your console and still play effectively (as far as five metres away).

Two AA batteries will give you 48 hours of playing time, and the pads have a whole host of features, including slow motion, turbo and auto-fire switches, as well as an 'expert' switch – whatever that is.



There are two packages; the first has a single joypad and an infra-red receiver, costing \$69. For an extra 20 bucks you can get the dual pack, which comprises a receiver and two joypads, and sells for a recommended price of \$89.

Both come from AMI Computer Services, Unit 20, 17-21 Bowden Street, Alexandria, NSW 2015. ☎ (02) 310 1970.

Next month, Megazone is doing a special joypad round-up. We'll tell you what we think of the Vision, and see how it compares to other joypads on the market. Tune in!

STREET FIGHTER 2

STILL NOT HERE SHOCK

It's the longest-awaited happening since the invention of the wheel, and, although it's still not quite here yet, Megazone has some rather exciting news about it.

Forget 16 megabits. *Street Fighter 2 Special Champion Edition* will be a stonking 24 megabits, making it the biggest Mega Drive cartridge ever.

Megazone has had a 16-meg pre-production cartridge of the game for some time, but maker Capcom since decided that more memory was required to make the Mega Drive the best version available on any console.

Players have a choice between the *Champion* and *Hyperfight* (turbo) editions, effectively giving two (admittedly extremely similar) games in one. It also boasts Dash mode, which adds significant speed to the characters, and Group Battle, which allows you to select a number of characters with which to battle your opponent. We expect it will make more sense when we see it for ourselves.

Such power doesn't come without price, and the cartridge is expected to retail for a piggy bank-busting \$169.95. The six-button control pad (which emulates the arcade cabinet's control system) is expected to sell for \$60. Better start saving now, kids.

The definitive game will be released in mid-November. Definitely. We think.

WIN A JOB WRITING FOR MEGAZONE!

Do you reckon you have what it takes to write for Australia's biggest and best gaming magazine? (We're talking about Megazone, idiot.)

Well, we thought we'd run a little compo to see just how good you really are.

Send us a review of any Sega game for any Sega system. It doesn't matter what you think of the game – a review of a game that you think stinks is just as good as one that you think is the best thing since Microwaveable Chicken Tonight. We want to see how good you are, not how good the game is.

So, if you have a flair for writing and know a thing or two about games, we'd like to hear from you. Write your review to no more than 500 words and send it to: Giz a job, Megazone, PO Box 746, Darlinghurst 2010. The only condition is

that it must be all your own work, and reach us by no later than November 31 (that's this year, guys!).

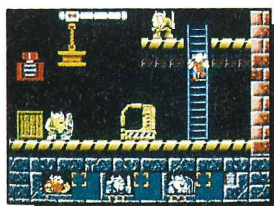
We'll send the best five entrants a special Megazone goodies bag, comprising of a limited edition T-shirt (supplied by Acme Merchandising) and a year's subscription to the magazine.

But the biggest prize of all is that you could end up writing for Megazone – and get paid for the privilege! Yep, we'll be examining the entries carefully and, if we reckon you're up to scratch, we may ask you to become one of our reviewers! Fame and fortune, well fame, anyway, awaits...

HAVE YOU SEEN



THE LOST VIKINGS™?



Interplay™

Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

©1993 Interplay Productions and Silicon & Synapse. All rights reserved. The Lost Vikings is a trademark of Interplay Productions, Inc.

 *Silicon & Synapse, Inc.*

To order The Lost Vikings, call 1-800-969-4263, or see your local retailer.



psychic sandy's game gaze

ASTERIX AND THE GREAT RESCUE



illed as a 'comic book come to life', this game gives you the chance to enter a beer-drinking contest, do strange things with phallic German sausages (hold the sauerkraut), leap onto fat, hairy bellies and generally have an ace time.

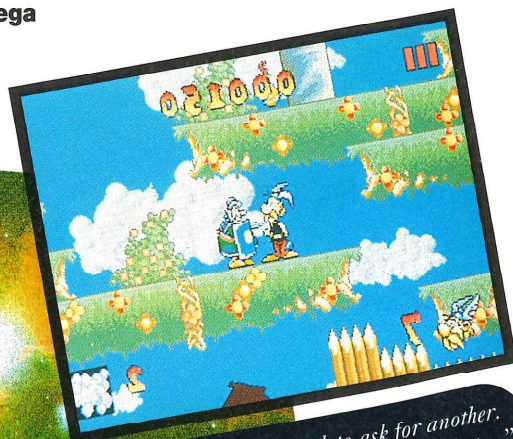
But there's a serious side to all this frantic action: the Romans, not content with ruling most of the known world, have kidnapped Getafix the Druid and Obelisk's pet hound Dogmatix. To further complicate the situation, Getafix is the village custodian of a crucial magic potion – if rescue isn't imminent, Asterix's village will be overrun with more Romans than you can shake a Vespa at.

You can pillage your way through each of the six levels as either Asterix or Obelix, or sometimes both. Build up your belly for a lot of stomach-crunching tummy battle – make sure that you pick up plenty of calorie-rich chicken and wine along the way, just in case you get peckish.

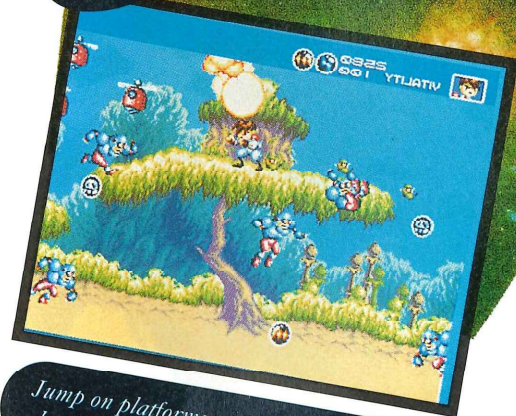
The backgrounds are set throughout the Roman Empire, culminating in a trip to the city itself. Pick up weapons and money along the way, and keep a look out for a rather angry wild boar.

Format: Mega Drive

From: Sega



"...then she had the cheek to ask for another. Well, I didn't say anything at the time, but..."



Jump on platforms and shoot things in this departure from the average platform game.

GAMESTAR HEROES



o you wanna be a hero? A hero who can hang from the ceiling while shooting in eight different directions? A hero who can Triangle Jump? In *Gunstar Heroes*, our mates Red and Blue employ the services of Dr Brown in an attempt to retrieve a quartet of precious stones (if they can get there before Liz Taylor, that is).

Not just any everyday rocks, these stones will enable the thieving imperial army to open a way to the moon, where a deadly attacking system exists.

Basically, it's a beat-the-crap-out-of-them-in-the-name-of-truth-and-justice kind of game, with a whole bunch of weapons and a swag of fancy moves, including slides and wall kicks. Each time a player clears one of the first four stages, extra abilities are awarded.

Team up with a friend to double your destructive doings – you can exchange weapons in sticky situations, or be selfish and let the sucker cop it.

If you're feeling clever, you can juggle stages one to four, but the final three stages must be executed in order.

Format: Mega Drive

From: Sega



Donald Duck is paralysed with fear at the sight of a stationary tree.

DONALD DUCK II



his story's an oldie but a goodie - even The Brady Bunch has had a shot at it (remember when Greg bought it in the surf in Hawaii, but he didn't really because he found a 'lucky' charm that ended up being less than lucky? No? Well, OK...).

In this version, Uncle Scrooge has done a naughty, stealing a sacred pendant from around an ancient statue's neck. Not content with being a pretty item of costume jewellery, the pendant has made Uncle Scrooge swell faster than Christine Onassis in a Greek cake shop.

Good old Scrooge implores Donald to return the pendant and thus lift the curse (so he can lift other things again). To do this, Donald has to travel through six levels, each representing peril and mayhem.

The first four levels - jungle, volcano, inlet and valley - can be explored in any order; each contains a vital item, and together they will enable you to progress to the final two stages.

Various objects (ice cream, chicken, diamonds) are collected along the way, boosting life and points. Donald can jump, swim and trample in true Disney spirit - what more could you want?

Format: Master System

From: Sega

SNAKE, RATTLE 'N ROLL



ou play this game as a snake, which shouldn't be too much of a stretch of the imagination for some of you out there. Here's the lowdown: the rather graphically named Bigfoot, along with his nasty Footmen, has ripped off the flag belonging to King Boa's royal palace.

Not just any few yards of cloth, the flag possessed royal properties, protecting this old gaggle of snakes from illness and harm. Now if this type of injustice gets your back up, then *Snake, Rattle 'n Roll* is the game for you.

A whole 12 levels stand between you and Bigfoot, with hidden bonus levels and secret warps into more difficult sections (good for when you get used to the game).

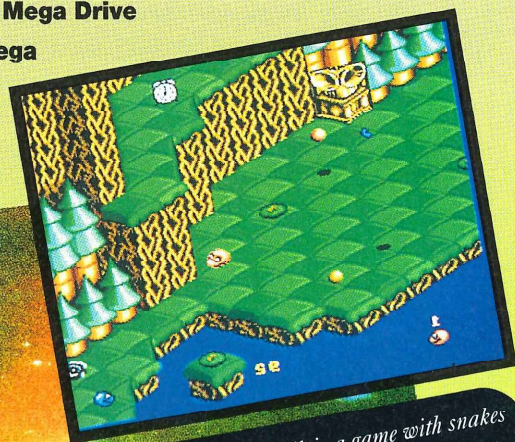
The object of your journey is to reach the flag as quickly as possible, and without falling under the boots of Footmen, being skewered by pin cushions or prematurely segmented by razor blades. Nice!

Along the way, you must pick up Nibbly Pibblebys - lick these up with your sexy serpent tongue. When ingested, they increase your weight, allowing you to progress to the next level. Beware: some levels contain booby-trapped Pibblebys, so choose your dinner wisely.

This is a one or two player game, with masses of things to kill (or avoid, if you're feeling in a generous mood).

Format: Mega Drive

From: Sega



Snake, Rattle 'n Roll is a game with snakes in it. Er... and that's it. Tum ti tum ti tum.



There are elephant-related capers aplenty in this game from Germany.

THE OTTIFANTS



Bruno, a baby elephant with a sugar problem and a junior member of the famous German Ottifant family, sets out to find his father, who he mistakenly believes has been kidnapped by aliens. Sounds like too many games to me.

*Although daddy is just working late at the office, he's absent-mindedly left a trail of jelly babies and papers (warning: don't try this at home). As Bruno, you have to whip through six stages, collecting sweets and papers like it's your last Christmas.

Various super moves and powers are available as you trek through Bruno's domains, desperately seeking daddy and earning yourself a fast trip to the dentist.

If you want to get an idea of the enemies you'll encounter during this game, just try and get into the head of a whacky baby elephant. Yeah, like wow... I can feel the karma building.

Format: Mega Drive

From: Sega

MCDONALD



ou've eaten the burgers, spewed up the shakes and stuck the gherkins on the toilet walls – now you have the opportunity to don the red and yellow in an effort to beat three other dudes in a race to find a stack of hidden treasure.

Along the way, Macca must pick up gold, which is used to enter shops and acquire food. While in the shops, you will be asked if you wish to play a puzzle game – play successfully, and you'll pick up valuable items.

Don't forget Ronald's magic handkerchief (let's hope it's clean). It can be used to lasso overhead hooks in order to reach higher platforms. Rather like accessing the Megazone office, really.

Format: Mega Drive

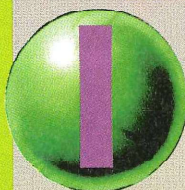
From: Sega



Eat too many hamburgers and you'll end up looking like this.

psychic sandy's game gaze

LETHAL ENFORCERS



f you fancy clutching a 'real' piece of hardware as you battle evil drug dealers and bank robbers, then this game may cause the old trigger finger to spasm into over-ride.

Affectionately titled 'The Justifier', the gun is used (surprise, surprise) to shoot baddies and pick up objects. Should the trigger slip and you kill a civilian (à la the NSW police force), you lose points or ranking.

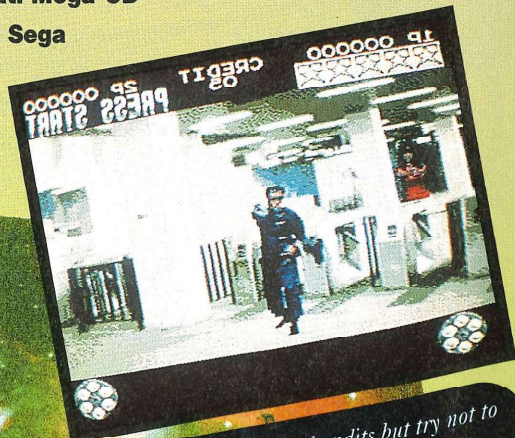
A second gun can be purchased for two-player mayhem or, if firearms give you the heebie-jeebies, you can mete out justice with the control pad.

Basically, you're a cop and have to move up in the ranks in order to complete the game. The aim is simple – annihilate as many enemies as possible, using a variety of weapons in a small gaggle of situations.

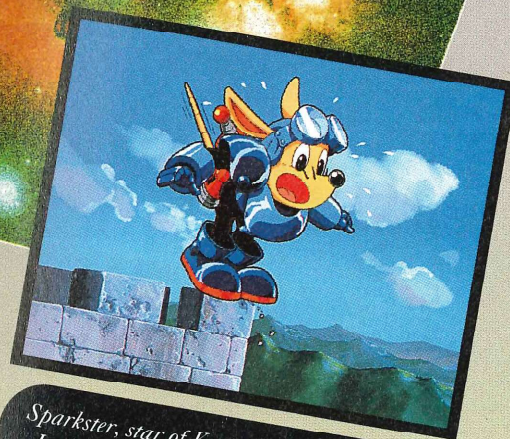
Lethal Enforcers also contains a practice mode, which is great for perfecting that deadly accuracy.

Format: Mega-CD

From: Sega



Die, you git! Blast the bandits but try not to bag the innocent bystanders.



Sparkster, star of Konami's new platformer. It makes more sense if you ignore the plot.

ROCKET KNIGHT ADVENTURES



n elaborate world of exotic characters, sorcerers, spells and megalomaniacs, *Rocket Knight Adventures* is based principally in Elhorn – a territorial land once ruled by the tyrannical Dark King.

As all things must have their equal and opposite force, old DK was challenged by white sorcerer Komata and his Rocket Knights. Needless to say, the good guys won, sealing the Dark King in a volcano and locking the powerful 'Pig Star'.

Unfortunately, that's past history, and evil forces continue to re-surface in this troubled land. Monsters hang about causing trouble, far-flung tribes weave magic and elves romp around in an inoffensive manner.

Sounds a bit confusing to me.

Format: Mega Drive

From: Konami

TECMO WORLD CUP

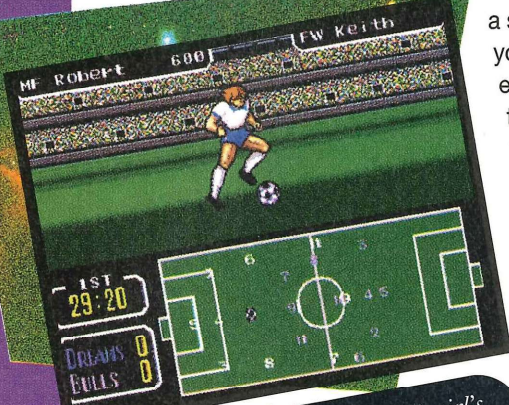


case of simple sibling rivalry, brothers Robin and Carol (aren't they girlie names?!) have been separated by the cruel world of soccer. This separation is breached by the happier side of soccer which, paradoxically, reunites the family.

Until that time, you are to help Robin's team, Dreams (isn't that a girlie name for a team?!), achieve a victorious result in the National Tournament. Then it's on to the Tecmo Cup after hitching up with bro and a cast of pros.

Plays are chosen from a special menu, and you can even eavesdrop on rival teams, picking up valuable information on strategies and skills.

Format:
Master System
From: Sega



Soccer is a girl's game played by big girl's blouses called Robin and Carol.

GEAR WORKS



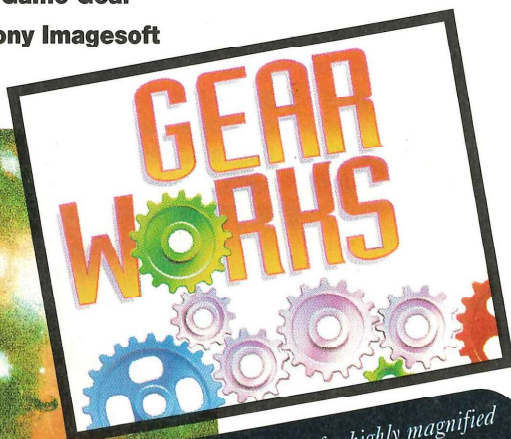
ogs may not seem the most exciting idea to base a game on. But hey, if Sony reckon that spocket-based games are the future of video gaming, then who are we to argue with them?

The idea of the game is to create clocks on monuments all over the world. All in all, there are 12 levels which the company reckons will be as challenging as games like *Tetris* and *Columns*.

You play by connecting toothed wheels together in just the right patterns. Things won't always run like clockwork and, just to put a spanner in the works, you have to keep an eye out for rust and oxidising enemies.

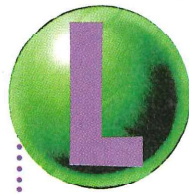
It sounds like being a 'mental' game and, if that's what makes you tick, then it may be just the thing for your Game Gear. We'll give you the official verdict soon.

Format: Game Gear
From: Sony Imagesoft



This is an illustration of a highly magnified section of Sandra's brain.

GENERAL CHAOS



ots of boys with toys running around trying to annihilate each other to the strains of a military rat-a-tat-tat – this is not a war of attrition, it's a bloody all-in, with plenty of bangs, booms and crashes to build the atmosphere.

The idea is basic, but when it comes to execution (hah, hah!), it's about as uncomplicated as a 100 metre dash at Gallipoli. As is standard in these matters, there are two sides; one commanded by Captain Havoc, and the other by (you guessed it) General Chaos himself.

Thrash the hell out of the 'enemy' and you're doing fine. Drive them back to base with their trousers round their ankles and you'll qualify for cucumber sandwiches with the Queen (unless we become a Republic before this issue reaches the streets - in that case, substitute Keanu or the Barbie twins).

Format:
Mega Drive
From: Electronic Arts



Aren't these little soldiers cute? Especially the way they blast each other's brains out.



Dolphins are very intelligent creatures and can do difficult sums.

ECCO



game that plays on environmental concepts, Ecco the dolphin is a fish with a mission. Having escaped from Seaworld in a former life, Ecco is now trying to work out why a mysterious vortex has denuded the sea of life.

Mazes and puzzles form most of the obstacles as Ecco cruises through over 30 aquatic levels, blocking off enemies and feeding on whatever fish that are left.

Eventually, we find out why the sea and the earth are dying (anything to do with hydro fluorocarbons, toxic waste or those plastic rings that hold beer six-packs together?), and are given information on how to prevent further damage.

Ecco swims, jumps, omits sonic waves and faces terrible dangers. In the Mega-CD version, he even sings, tap dances and shakes hands with terminally ill children. What a guy!

Format: Mega-CD and Game Gear
From: Sega

GRAPHIC VIOLENCE

Video games have been getting a lot of stick recently. They're blamed for everything from corrupting the innocent to turning Australia's youth into a bunch of video thugs. Can that lump of plastic sitting under your telly really be responsible for all this?

Adam Waring and Sandra Bridekirk lace up their 18-hole Doc Martens and go out looking for trouble...



There's no doubt that video games can be extremely violent. They always have been, right from the very beginning. Take *Space Invaders*, one of the earliest arcade machines. Aliens approach the planet earth. It's the first time extra-terrestrials have made contact with the human race.

Are they greeted with open arms? With love, peace and mung beans? Are they heck! The only welcome they get is a face full of destructo-beam as the repulsive green antennae-heads are blasted out of the sky.

OK, it's stretching it a bit; we all know that *Space Invaders* aren't real creatures. And it's hard to relate that scattering of blocky pixels to a superintelligent life form with Mrs Alien and newly-hatched little Snotbucket waiting at home for his return.

Technology has advanced somewhat since 1979, though, with faster, more powerful machines boasting full-colour, high-resolution graphics. And they're not limited to the arcades, either. Home consoles such as the Mega Drive are well capable of matching all but the most specialised arcade machines in what they can do and show on screen.

One of the most successful arcade

machines ever (and the most eagerly awaited Mega Drive title since *Sonic 2*) is *Street Fighter 2*. The storyline centres on a bunch of fighters from all over the world kicking seven shades of you-know-what out of each other. Violent with a capital V, I think you'll agree.

But that's not the point.

The big question is, does this violence carry through into real life? Does the on-screen violence of M Bison giving Chun Li a good kick in the mush cause you to go out and do the same to your mates outside the chip shop?

Surely not. Anyone can see the violence in games like *SF2* isn't real. The graphics depict cartoon-style fighters with impossible abilities; an Indian rubber man who stretches his limbs halfway across the screen is surely too silly to be taken seriously. It's harmless fun, nothing more. Isn't it...?

The whole agreement really centres on whether young people are capable of differentiating between the violence depicted in a video graphic and that witnessed or understood to be 'real life'. This type of argument doesn't appear to be valid when you consider that children have been fed violence in cartoon form from the earliest ages.

By now, even the most concerned parents seem to have accepted the fact that children can watch the Road Runner being blown up (only to recover seconds later), without duplicating such an activity behind the bicycle sheds.

To agree that children won't be adversely affected by the (often extreme) levels of violence in socially-acceptable cartoons, then brandish the red pencil over your average video game is an insult to players' intelligence, not to mention a knee-jerk reaction from the powers that be. Let's face it, most of the individuals who want to control or ban the things are probably suffering from a terminal case of techno-fear, and do not understand the medium or its positive capabilities.

VIRTUAL THUGGERY

As video game technology gets more advanced, as graphics improve, the more realistic-looking games get. Full-motion video has become available to the masses through the Mega-CD, and the much talked-about virtual reality will soon be in our homes. The leader at the forefront of this technology? Why, Sega, of course.

As far as Sega (Australia) managing director Kevin Bermeister is concerned, things will shake down into being a question of balance.

"It is our view that the range of interactive products will be balanced with a large supply of positive entertainment and a smaller supply of negative violent or sexually based products... If the impact of playing a violent game is powerful and negative, then the impact of playing a comical game is powerful and positive, therefore the balance of software usage provides a neutralising affect in the mind of the user, putting usage of interactive entertainment forms in the same mental proportions as that of passive entertainment forms like films," he says.

Er, yes Kev...

The mass storage afforded by full-motion video allows lengthy animation sequences—showing real people—to replace hand-drawn, cartoon-style graphics. A CD is capable of storing many thousands of frames of animation. This technology allows actors—real life people performing real-life tasks—to be brought under your control. Their fate is in your hands...

Should violence like this confrontation scene from Final Fight be banned?



KIDS (and adults) play violent video games because they like them.

ON THE STREETS

This violence in video games is serious stuff, and Megazone was determined to get to the bottom of it. With little concern for their personal safety, Adam and Sandra took to the streets armed with a notebook, a camera (and a 30-kilo claw hammer, just in case...)

Adam: Ah, this person staring at Mortal Kombat and frothing slightly should be just the ticket. 'Scuse me, do you prefer violent games to other video games?

Tom: They're all right, they're more interesting than normal games.

Adam: Great, and I expect that video games make you violent?

Tom: No, not in my case.

Adam: Oh. Do you think that they make other people violent?

Tom: I guess it depends on the person. Maybe it would make someone who's already a violent person act violently. On the whole though, I think they're probably good because they get violence out of your system.

Adam: Thanks Tom. If we could just take your photo...

Tom: Not bleeding likely. I'm off...

Sandra (shaking her fist and looking a little fierce): Oi you, come back here. Just wait 'til I get my hands on you... etc...

Later, after calming down...

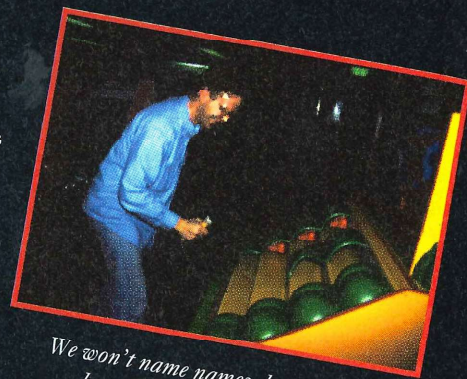
Sandra: This guy looks promising—see that psychotic gleam in his eyes? I bet he gets a bit out of control after a bout of Street Fighter 2. Excuse me, what's your name?

Ian: Ian.

Sandra: Do video games make you violent?

Ian: Not really, I never get into fights, I'm a pacifist!

Sandra: Really? Well never mind about that. How do you feel after playing?



We won't name names, but someone here enjoys beating up poor, defenceless plastic crabs.

All hot under the collar, I'd expect.

Ian: Sometimes it boosts your adrenalin levels, sometimes it doesn't affect me. I like going to the pictures more... When I've seen a violent film and my adrenalin's up, I come down here and play a game to get rid of the tension.

Sandra: Thank you for your time and goodbye.

Later still...

Adam: Hi, We're from Megazone and we'd like to ask about...

Unidentified Gentleman: Solly, no speak English.

Adam: Look, this has all gone a bit wrong. I feel all frustrated, and, all of a sudden I feel like hitting something very hard indeed.

Sandra: How about this rather sad looking game where you have to hit plastic crabs on the head with a rubber mallet?

Adam (After inserting dollar): Kill! Maim! Die!

Sandra: Great! A game that makes people go berserk! At last, a photo opportunity! (Click, click, click.)

Woman from Timezone: You're not allowed to do that in here.

Sandra: Pardon?

Woman from Timezone: No photos. You're not allowed to interview people either. Not without special permission from head office.

Sandra: Oh.

Woman from Timezone: Go on, buggar off.

And so they did.

GRAPHIC VIOLENCE

Timezone marketing director Chris Blackman believes that the 'realness' of such games will not create any problems with violent behaviour, which, incidentally, he says is totally absent in any of the company's numerous arcades.

"It's only the graphics that are more realistic, and I don't think that this is going to create any more confusion. The real issue is that game players are very well aware that it's only a game. It's a form of entertainment, a challenge, and it tests a player's skills. All players are intelligent enough to know that."

Virtual reality takes things a step further. The player is immersed into a world where the game is everything. Their sensory perceptions are 'fooled' into thinking that they are really there. Sega is developing a VR headset which gives stereo-optic vision; two separate images are generated and displayed to each eye individually. The images are slightly out of step from each other, and so when your brain merges the information from each eye, it 'sees' a 3D image.

The company is also working on a device called the Activator; a large, floor-standing ring equipped with infra-red sensors. It's designed predominantly for fighting games; the player stands in the middle of the ring and the device mimics their kicking and punching movements.

LITTLE ANGELS?

Violence in video games is nothing when compared to what you see in the movies and on the telly. Sophisticated as the technology may be, there is no evidence to suggest that interactive games promote violence.

"I've heard it said that interactive games are worse than films," Chris Blackman says, "but the interactivity is not with the violence, it's with the game strategy. Using a joystick, a control pad, continually reminds people that they're playing a game. If you're sitting there in a movie theatre, then you're totally passive and physically inert."

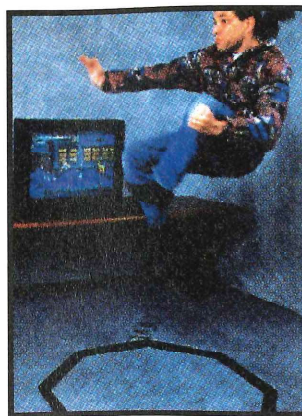
"It tends to put you in the role that you accept what's happening. People cry at movies—nobody ever cries over a video game."

"There is no evidence anywhere to suggest that video games are addictive. The challenge can be addictive, but the game itself isn't," he says.

Blackman believes that an early evening news program is potentially more damaging for children than the average 'violent' video game. "Scenes of the aftermath of a car accident, stories about children being abused... are far more disturbing to young people than the scenes being shown in *Night Trap*. When people play a game, they put it in the game's context—everyone understands it's only a game."

Let's look at the positive side of the matter. Ask any enthusiast and they'll tell you that playing games can be a rewarding and therapeutic activity, requiring a high level of concentration and dexterity.

Many players have informed us that, rather than encourage violence, shoot 'em ups actually relieve tension and stress in a far more constructive manner than 'tradi-



Sega's embryonic 'Activator'. The late 90s answer to Step Reebok?

tional' teenage deviations, such as drinking or smoking. After all, isn't it healthier to have a peer group more concerned with trading codes and swapping games than pooling their pocket money to buy a bottle of Mississippi Moonshine?

Besides, aren't we overlooking what kids really are like? Despite what society would like to believe, kids lose their cuteness by the time they learn to string a sentence together. Remember that boys are made out of slugs, snails,

puppy dogs' tails and the like. And, in these post-feminist days, girls are too. Kids (and adults) play violent video games because they like them. Unless they're already a couple of sandwiches short of a picnic, they're not exactly going to go and act out what they've 'learned' while watching *Street Fighter 2*.

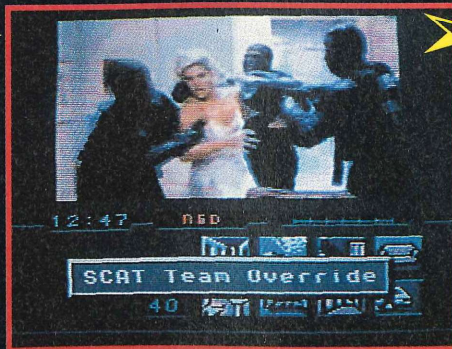
A DIFFERENT CLASS

Classification is one solution, allowing games with various degrees of 'dodgy' content to be released, but with an age restriction so that the more violent games are only suitable for more mature game players.

Indeed, this does appear to be the most likely scenario, with pressure groups, the Film and Literature Classification Board and even producers of the software calling for some kind of censorship system.

Attorney General Michael Lavarch MP says that the need for classification has become an urgent matter.

"While there are few, if any, games that I know of on the market now that I would characterise as excessively violent, the trend towards increasingly violent and explicit games is worrying," he says.



CAUGHT IN A TRAP

It was, of course, *Night Trap* that started all the fuss. This Mega-CD game caused all sorts of hoo-hah around the globe, resulting in the game being withdrawn from the Australian release schedule. A pity, as it was just about the first decent game brought out for the CD system.

The game features a pack of young bimbos who go over to a friend's house for a pyjama party. Unbeknown

to them, the place is overrun with blood-sucking vampires who'd like, quite literally, to get their teeth into these ladies. Your job is to make sure that this doesn't happen (killing them is not the object of the game, unlike what some media reports would have you believe). You bag the bad guys with traps, operated by taking control of the house's rather unusual security system.

However, it's not as straightforward as reviewing a film for approval; a film is watched from beginning to end, and all scenes can be viewed by anyone capable of operating a video recorder. But it's unlikely that some old fogey who works for the Film and Literature Classification Board will get to all the dodgy bits in *Night Trap*. This is the problem: whereas films are linear and require no interaction, video games are interactive. Different things happen depending on the player's actions, and many scenes may take weeks or months for even the most able of game players to reach.

In June, chief censor John Dickie commented on the difficulty of classifying video games via the regular channels:

"We sort of stand by in wonder at these people who sort of dexterously move and project these characters on the screen to do jumps and kicks... and certainly the younger people, who are more familiar with these things, are the ones who are really on top of the playing aspects of it.

could be banned outright, or restricted or banned in certain States.

Sega has outlined a self-regulatory rating system to be used for all its CD games. In this eventuality, game producers will rate the material themselves. The proposed system has identified three categories of classification:

- GA (General Audiences). No fighting games or 'life scenarios', such as sexually suggestive situations, allowed.

- MA-13 (Teenagers, 13-17). Some mayhem permitted, but no decapitations and other 'graphic' violence. Adult themes, like violence and crime, must only involve cartoon characters.

- MA-17 (Adults Only). More graphic violence and adult themes involving 'real life' filmed characters allowed. Still prohibited: very graphic killings, nudity and ethnic and other stereotypes.

The company is wearing its responsibility badge in a prominent place, introducing frighteningly-titled Consumer Focus Groups

itive in world markets, as the same technology... will also be used for powerful educational purposes," he says.

MINDLESS CONSUMER HYPE

Censorship does have its downside, too. In the heyday of computing, Domark released a computer version of the tacky horror movie *Friday 13th* with an '18' certificate. The ZX Spectrum's monochrome display was hardly capable of producing anything that would put you off your dinner; indeed there was nothing more violent or gory than a hundred other games around at the same time. It was a cheap publicity stunt, but a publicity stunt that worked well; the game sold not despite its rating but, some would argue, because of it. This just goes to illustrate that a game rated to be suitable only for older audiences is likely to draw a significant number of young and impressionable minds, simply because of the attraction of the taboo.

GOVERNMENT HEALTH WARNING

So, are video games bad for your health? No, at least not anything that we've seen so far. But that's not to say that the concerns are entirely groundless. With all the wonders that full-motion video and virtual reality pertain to hold, it certainly isn't beyond the realms of possibility that future games may be a little close to the bone.

It's probably just as well that this thorny issue is being tackled now. Regulation isn't necessarily a bad thing. It's just a sign that the video game industry has grown up. None of the games currently available would be banned by any of the proposed legislation—in fact, quite the reverse is true. If *Night Trap* had been released with an age rating, there would never have been all this fuss in the first place. ☐

"When people play a game, they put it in the game's context — everyone understands it's only a game."

"So I think that there is some justified concern in the community about making sure that the games are appropriate, and I think, by and large, they probably are," he says.

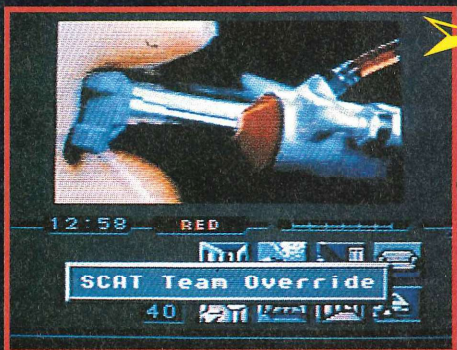
During June, censorship big-wigs conducted a fairly extensive pow-wow on the matter, deciding that a classification system was necessary, and will be implemented from some time next year. Specifics will be decided during a ministerial meeting in November.

In extreme cases, it's possible that games

to help evaluate products.

"In our opinion, the suitable alternative (to censorship) would be for the government to issue clear guidelines to which the manufacturer/publisher and official agents or distributors of the software title would be required to adhere," Bermeister says.

"The government should not overreact, as any attempts to stifle the growth of this new technology will simply have the effect of making Australia less modernised or compet-



The action is portrayed using full-motion video techniques, where live actors and actresses act out the scenes. Certain sequences show the Augs (bad guys) attacking the unsuspecting teenagers. One scene in particular takes place in a bathroom, where one of the scantily clad girlies is attacked by a group of Augs. After a brief-but-hopeless struggle, it's all over and the girl gets drilled in the neck.

Many of the people who were so outraged by the above hadn't actually seen it. We have, and take it from us, there's nothing scarier here than a typically tame episode of *Dr Who*. It's badly acted, and is more of a spoof of a horror movie than the real thing. If the entire video footage were pieced together in a film, it would be pushing it to be awarded a PG rating.

Do Ya Feel Lucky Punk?

...Well Do Ya?

Come and see over 40 display exhibits of the world's top electronic games hardware and software for you to try and buy. From hand-held console games to virtual reality monsters. Come to browse, watch the contests or participate. Everyone Welcome!



INDIGO MARKETING

presents
The Victorian

Street Fighter II

CONTEST & ELECTRONIC GAMES EXHIBITION

Proudly Supported by



At The Melbourne Entertainment Centre

Dates:

Friday 5th November, 1993 from 6pm - 10pm
Saturday 6th November, 1993 from 10am - 10pm
Sunday 7th November, 1993 from 12noon - 8pm

Tickets:

All Day Pass \$10.00
Family (2 Adults & 2 Children) \$28.00



1st PRIZE

- Victorian SF II Champion 1993 Trophy
- Acarde Style SF II Game Championship Edition
- A Super NES system with turbo SF II edition
- Picture and Story of you in Timezone and Megazine Magazines



2nd PRIZE

- Victorian SF II Second Place 1993 Trophy
- Sega Mega CD ROM system
- Years subscription to Timezone and Megazine Magazines



3rd PRIZE

- Victorian SF II Third Place 1993 Trophy
- A Sega Mega Drive and SF II game
- Years subscription to Timezone and Megazine Magazines

Mum & Dad Read On!

Technophobia is expanding the generation gap. Bridge the gap that looms like a chasm in both worlds, share the experience with your kids. Technology entertainment experts will hold open forums and give eye opening lectures on what's new, what's coming and how it effects us all. Be informed and educated through entertainment to better communicate. Education through entertainment is fun! Be warned you will become addicted!

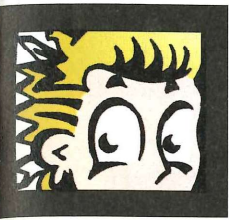
ONLY 4000 CONTESTANTS ALLOWED
SO BUST-A-MOVE AND DIAL

0055 126333

FOR ENTRY AND INFO NOW!

ACETEL. Premium. Max call cost 50 cents. Kids, if you're under 18 years of age, ask Mum or Dad if you can make this call but remember to tell them it only costs 50 cents!

ReViews



This is the bit where we tell you all about the latest games for your Sega system. We review each game in

depth, so that you have as much information as possible before you decide which games to buy.

Readers of the old-style Megazone will notice that the format has changed somewhat. The ratings system is

simpler, but more informative; instead of heaps of meaningless scores, we've cut it down to four important areas, plus an overall rating for the game. The whole lot is in a readily-accessible panel located at the end of the review.

The overall rating is the really important one, and is Megazone's recommendation to whether you should rush out and buy the game or not. It's rated out of a hundred. Check out our sample panel on the right.

THIS IS WHAT IT ALL MEANS:

90% Plus.	A classic. You must have this game.
80-89%	Excellent. Comes very highly recommended.
70-79%	Good, but there are a couple of flaws.
60-69%	Check it out before buying.
50-59%	A bit average really.
30-49%	Oh dear, not very good at all.
29% or less	Complete trash. Don't waste your money.

Note that the overall verdict won't necessarily correlate with the other, individual scores. It's a separate rating in its own right, and takes a number of factors into account, summing up the 'feel' you get from the package as a whole - whether you'll be playing the game in your sleep or swapping it for your little sister's Billy Ray Cyrus sticker collection.

ReViews INDEX

MEGA DRIVE REVIEWS

Baseball 2020.....	46
Bill Walsh College Football ...	30
Haunting	38
Jurassic Park.....	34
Landstalker.....	24
Zombies.....	44

MASTER SYSTEM REVIEWS

Robocop vs Terminator	51
-----------------------------	----

GAME GEAR REVIEWS

Cool Spot	28
-----------------	----

MEGA-CD REVIEWS

Batman Returns.....	32
Final Fight.....	42
Sherlock Holmes	41

MEGAZONE

VITAL STATISTICS

Format: Type of console

Supplier: Who makes the game

Price: How much to expect to pay

Size: How big the game is

GRAPHICS

The backgrounds, sprites, smoothness of scrolling and special effects all go to make this score. Presentation is also accounted for when calculating this rating.



SONICS

The music and sound effects are covered here. We take into consideration not just how good the music sounds, but how well it ties into the game.



PLAYABILITY

This tells you how easy it is to get into the game and play. We also give the lowdown on how much fun you're going to have.



STAYING POWER

Will you get bored of the whole thing in two days or will you still be playing this time next year?



OVERALL

The most important of the lot, this. It takes the above - and other - factors into account.

99 PER CENT

LANDSTALKER



The game opens Indiana Jones style. Nigel has to run for his life to escape the rolling boulder.



Up to four separate games can be saved in the cartridge's battery-backed memory.



These bubbly things sap your strength. A quick swish of your sword should sort them out.

What's big and tough and comes from Japan?

No, it's not Godzilla or a new Toyota 4WD—it's Landstalker, the 16 meg role-playing monster that will change the way you think about ballet. Andrew Humphreys dons the magic suit and checks into fantasy land...



Let's get this straight from the start – I hate role playing games. All those 'adventurers' and cute little fairies roaming endlessly about the countryside, doing very little but taking forever to do it. Nup, not for me. If you can't finish a game in 15 minutes, then it's not worth playing, is it? And if you don't get to blow anything up or hit anyone in that time, why bother at all, right?

But *Landstalker* is not your run-of-the-mill RPG. It boasts a 3D perspective, plays like a platformer and is a lot of fun. Why, it's positively involving. Whatever you want to call it, *Landstalker* is a very good game.

Landstalker was the first ever 16 meg cart for the Mega Drive, but the English language version has been a long time coming. You've probably been hearing about this game for well over a year; some reviewers have even been brave enough to review the Japanese version and generally, even though they had no idea what was going on, they still enjoyed it. But with the translation complete, the whole story can be revealed...

The hero of *Landstalker* is an adventurous young rogue with pointy ears, a big pair of boots, and a backpack. His name is Nigel – yes, that's right, Nigel. Now, our mate Nigel is your average treasure-hunting, Indiana Jones-type character, except he has a sword instead of a bullwhip (well, he does have a bullwhip, but strictly for recreational use).

He also has a helper, Friday, a fairy-like



Getting a good night's kip restores your strength. You have to pay for it though.

character very much like Tinkerbell. Unperturbed by being saddled with a bloke named Nigel, Friday is a constant presence. She brings her man back to life when his hit points are all gone, wakes him up when he dozes off, and generally keeps him out of trouble (just try chatting up a village girl!). Together, Nigel and Friday are searching for the treasures of King Nole.

A treasure hunt is a good way to start a game, and no treasure hunt is complete without a bad guy also vying for the loot. In this case, the baddie is a girl called Kayla. She pops up every now and again (with a couple of incompetent and very ugly companions) to make some mischief and provide comedy relief. Other funsters to make you chuckle include a shifty thief called Pockets, a love-sick composer, a

SOME TECHNICAL BITS

As well as being an absolutely huge game, *Landstalker* is a major technical achievement. Its foundation is the 'DDS 520q' program, developed by principle man-at-the-controls Kan Naito. DDS stands for 'Diamond Dimension System'. Basically, it's a system for rendering 3D images on screen. Small diamond shapes (six-sided polygons stacked together) create a world of 'virtual diamond' data.



The 3D screens are generated with a special system called DDS 520, enabling huge amounts of data to be displayed.

The result is a quarter-view perspective. Objects are viewed diagonally from above, allowing height and depth within on-screen images. Amazingly, despite the huge amount of information needed to create *Landstalker* (for instance, there are over 700 3D map screens), the DDS 520 system manages to display it all without sacrificing processing speed.

Landstalker

ballet dancing palace guard, a big old tree with a stomach ache, an evil duke, and an imprisoned princess.

The gameplay is a blend of traditional RPG missions, explorations and platform-based action. Basically, you walk around from town to town, fighting monsters and opening treasure chests for money and goodies, finding keys and working your way through various caves and labyrinths. Pretty soon, you'll have to solve some of the most fiendish puzzles you could ever hope to come across, with switches, secret doors, and teleporters everywhere. There's a whole heap of sub-games to play in the various towns too – even a casino, where you can take part in that most noble of sports, chicken racing.

The controls are simple – a jump button and an attack button – and once you get used to the unusual perspective, Landstalker is truly a joy to play. Judging heights and distances is tricky at first, but everything becomes clear soon enough. And the 'role playing' bits are very user-

friendly too: talking to townspeople, buying supplies, and selecting and using items from the bottomless backpack is always frustration-free. Saving your game at a church is a relatively simple affair, and the battery backup RAM will store four separate games at any one time.

The graphics and sprite animation for this wondrous 3D world are simply amazing. Detail is excellent, and the backgrounds are beautifully drawn using the DDS 520 system. The playing area is massive, the towns are huge, and Escher himself would be proud of the later labyrinths.

Everything about this game is so well planned and executed that you'll constantly find your jaw slumped on the floor in wonder. It's big, it's funny, it's addictive, and it'll test your brain as well as your platform skills. Landstalker marks the start of a whole new type of game. Sometimes we're just soooooo lucky! ☺



Your main quest is to find the king's lost treasure. There are plenty of sub-quests on the way, too.



Go into any pub to look at this map of the island. It shows good (or bad) your progress is.

FAMOUS NIGELS IN WORLD HISTORY

Throughout history, the name Nigel has gone hand in hand with power, achievement and notoriety. Here's a selection of famous Nigels:

1. NIGEL PLANER. This Nigel starred as Neil the pacifist hippy in The Young Ones. Never has one man done so much for the cause of lentil soup and fragrant body odour.

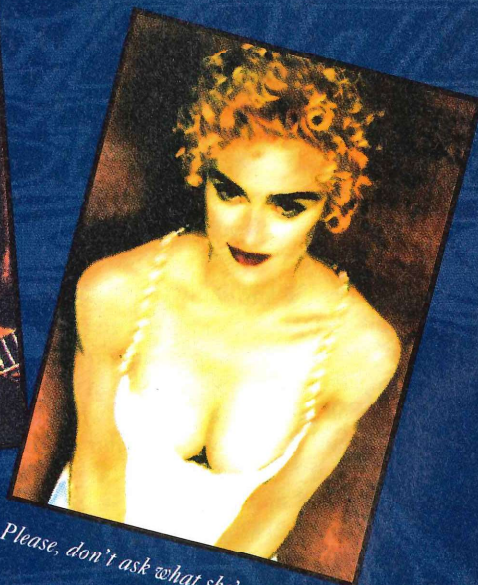
2. NIGEL TUFNEL. Lead guitarist and harmony vocalist extraordinaire with legendary hard rockers Spinal Tap. Even if the cruel hand of fate had made him a haberdasher, Nigel would still have proved himself a creative genius. Many argue he is the most significant Nigel of them all.

3. HIS HOLINESS POPE NIGEL THE FIRST (and last). The only Cornish leader of Rome, Nigel's stay at the Vatican in the sixteenth century was a short one – he was dead within two days. Mystery still surrounds this bizarre historical event.

4. NIGEL THE MAGNIFICENT, PRINCE OF PERSIA. A cruel tyrant, Nigel ruled the Ottoman Empire from 1859 until 1901, when he was overthrown by his suffering



Nigel Tufnel of Spinal Tap.



Please, don't ask what she's doing here.

people in 'The Great Anti-Nigel Uprising'.

5. NIGEL LOUISE CICCONE. Born into a family with a warped sense of humour, Nigel's earliest recorded goal in life was to be a 'Boy Toy' and pop superstar. A sideshow fortune-teller made Nigel's dreams come true by advising her to change her first name to 'Madonna'.



LANDSTALKER MANIA

Japanese gamers love Role Playing Games like no other race on this planet. Most RPG's are developed for the Japanese market and later translated for the English-speaking world. When *Landstalker* was released in Japan (over a year ago now), eager gamers joined huge queues for their copy. In a matter of hours, *Landstalker* became an instant RPG classic. *Landstalker* maps and 'attack specials' filled Japanese gaming mags for months, and Kan Naito (the game's programmer) became a game-culture celebrity thanks to the book, *The Making of Landstalker*.



Imagine that this is a photo of Kan Naito.

PUZZLING IT OUT



Landstalker is full of puzzles that have to be solved to make progress. This is one of the simpler ones (simple enough for us to figure out). Nigel can't jump high enough to get up onto that ledge. Now there's a poser. Ah, by picking up the crate and dropping it in front of the ledge, Nigel can use it as a step and can continue on his quest. Hurrah!

LANDSTALKER

VITAL STATISTICS

Format: Mega Drive
Supplier: Sega of Japan
Price: \$149.95
Cart size: 16 megabits

GRAPHICS

Landstalker is the best looking RPG ever, thanks to its unique 3D perspective. An incredible amount of detail and design has gone into this program.



SONICS

Some nice tunes (including a piano concerto at one point) and good effects.



PLAYABILITY

Some slight initial confusion with perspective, but this is more than made up for by an excellent control system and high fun factor.



STAYING POWER

A big play area and fiendish puzzles galore will have you up for many a late night's play. All this and a host of sub-games too!



OVERALL

Landstalker is one of the most satisfying games to fall from the sky in a long time. It's great to look at and even better to play.

I can guarantee you'll be glued to your Mega Drive for ages. Get it.

90

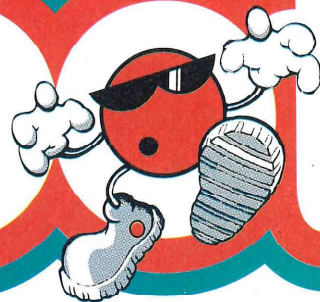
PER CENT

ReView

A game starring the red dot found on 7-up labels? Such blatant advertising tarted up as a video game can't possibly work, declares Adam Waring, as he takes a slurp from a two-litre family bottle of a well-known brand of lemonade.



Cool Spot



You can be forgiven for thinking, "Who the hell is Cool Spot?". Well, the official Megazone dossier reveals him to be a character dreamed up by US ad men to flog 7-up. Over here, we get Fido Dido, who looks like he's been drawn by my six-year-old brother.

But that's by the by. *Cool Spot's* chums have been locked away and the brave, rotund, red-hued fellow sets out to rescue them. Time is of the essence, with a clock constantly ticking down. There are certain things our Spot won't do, however. Run is one of them. He strolls along with an unhurried, groovy, arm-swinging gait.

Before you can rescue your imprisoned pals, a quantity of red blips have to be picked up (these increase your coolness rating, see). The amount necessary is determined by the difficulty setting of the game. Collect enough to have a fair few 'leftovers', and you get to play a bonus screen between levels.

On top of this, extra red thingies can help you score valuable extra lives, awarded at the end of the level. They're calculated on your remaining time and the cool rating you've achieved by collecting the spots.

No jump-around-platforms-and-collect-

things game would be complete without the odd nasty to hamper your progress. And *Cool Spot's* are very odd. They range from boxer short-wearing hermit crabs to pyjama-attired mice that chuck cheese at you. It's a decidedly tricky game; you can't rely on Spot's speed to get you out of sticky situations (he's too cool for that, remember), and so must work your way slowly but resolutely through the levels.

At first, the gentle pace seems frustrating. But it's just a case of getting used to playing in a slow, relaxed mode. The difficulty is pitched just right. The levels are different enough to offer surprises when you get to them for the first time but, once you've mastered them, you'll find you can make your way through without too much trouble.

The Mega Drive version was released a few months ago, and has been hailed for its astounding animation. Hundreds of individual frames bring what's basically a red orb to life.

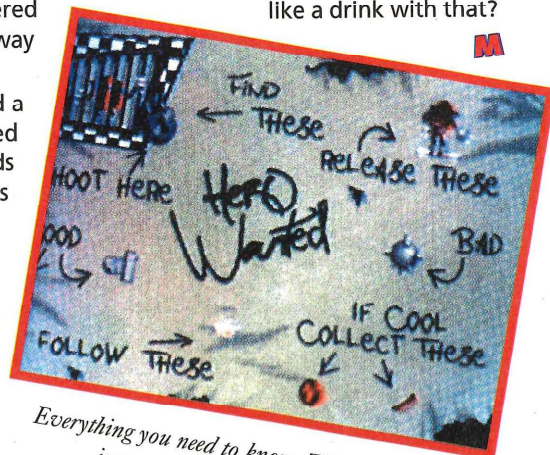
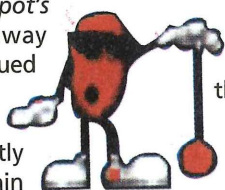
Naturally, the Game Gear version loses much of this graphical glitz. The cool character, however, is preserved, with Spotty really grooving and moving along. He even pulls out a yo-yo to pass the time during boring moments. Just keep him still

for a minute, and he'll show you how little he thinks of your hesitation.

Cool Spot is even more stunning to look at when you consider what's been achieved visually in this 8-bit incarnation. The programmers have asked an awful lot of the hand-held's graphic capabilities. Amazingly it's obliged. Despite the tinniness of the tiny speaker, sound is about as good as you get on the Game Gear.

Cool Spot is fab. Forget the fact that it's a bit of hype for a fizzy drink, it's one of the best things around for the Game Gear. Great graphics, challenging gameplay and different enough from other platformers to keep you interested.

You'll take one? OK, and would you like a drink with that?



Everything you need to know. This is the coolest instruction screen you'll ever see.

coolspot

VITAL STATISTICS

Format: Game Gear

Supplier: Virgin

Price: \$TBA

Cart size: 4 megabits

GRAPHICS

The best-animated red dot ever likely to grace your Game Gear's screen.



SONICS

Considering the limitations of the built-in speaker, they've done an excellent job. Especially the funky reggae beat on level one.



PLAYABILITY

Spot's cool, casual, devil-may-care attitude means he doesn't move very quickly, but you soon get used to taking it easy.



STAYING POWER

Well thought out difficulty curve allows you get that little bit further each time you play.



OVERALL

What appears to be a dodgy idea about a red blob from a tin of fizzy pop actually turns out to be one of the best games released for the Game Gear for some time.

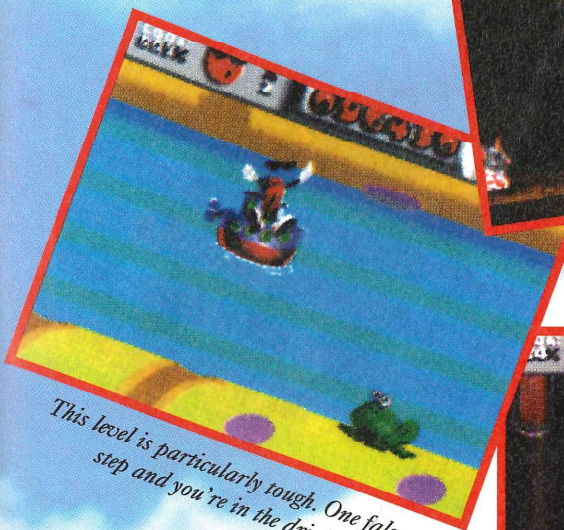
88

 PER CENT

the word



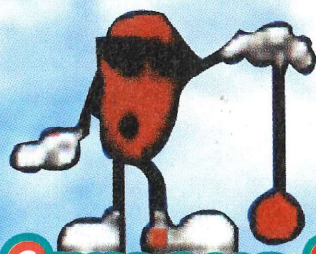
These cheese-chucking rodents are extremely vicious. The gits.



This level is particularly tough. One false step and you're in the drink.



Despite an absence of nasties, you're belted around so fast, you don't know whether you're coming or going.



famous lemonade facts

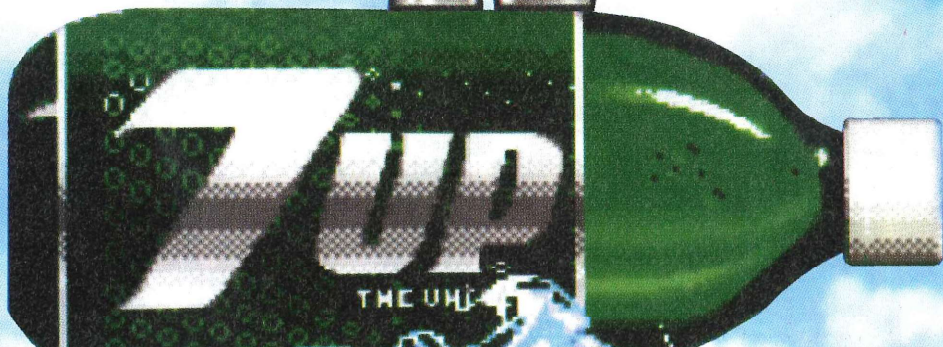
1 Cool Spot didn't actually begin life as a spot. He was a hexagon, but it just didn't sound right. Anyway, he's obviously the graphical representation of the spherical actualisations of carbon dioxide located within the soft drink medium.

2 If you add together all the lemonade sold in Australia every year, you'd be very surprised. And I mean VERY surprised.



3 The sticky quality of this famous beverage is actually achieved by scraping the backing off unused stamps, discarded by Australia Post after price rises. That and lots of sugar.

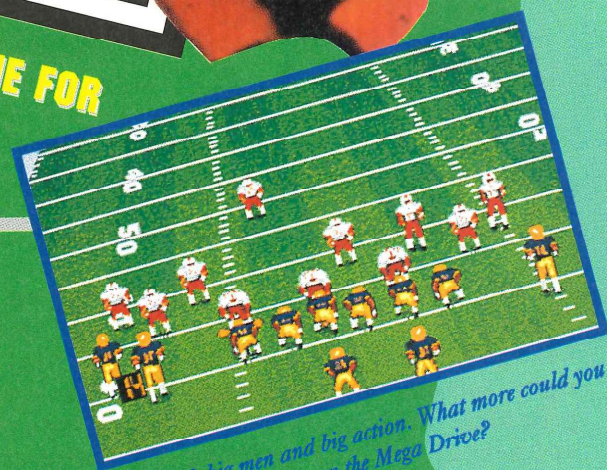
4 When lemonade has most of its water content removed, it congeals into a highly viscous substance, providing Madonna, Claudia Schiffer, et al, with an excellent adhesive for false eyelashes.



BILL WALSH COLLEGE FOOTBALL



JOY OF JOYS! ANOTHER GRIDIRON GAME FOR THE MEGA DRIVE! LOOKS LIKE IT'S JOHN MADDEN TIME AGAIN - BUT HANG ON, THAT GREYING OLD GEEZER ISN'T THE LOVABLE JOHN! HE'S BILL WALSH AND THIS TIME IT'S COLLEGE FOOTBALL. THAT'S DIFFERENT THEN - OR IS IT? ANDREW HUMPHREYS STRAPS ON THE SHOULDER PADS TO FIND OUT...



Big field, big men and big action. What more could you ask for on the Mega Drive?

Electronic Arts makes the best sports games in the business, there's no doubt about that. But they do have a habit of re-making them over and over again. *Bill Walsh College Football* is basically *John Madden Football 93 1/2*. It's made by the same team (the Simmons brothers, Scott Orr and co), using the same basic game engine, so it looks like and, more importantly, it plays like a *John Madden* game.

That's not necessarily a bad thing - *John Madden 93* (or 92) is one of the best games of any type available for the Mega Drive. No reason to mess with

a winning formula, right? If you already own one of the *John Madden* games, it's up to you to decide if you also need a copy of *Bill Walsh College Football*. If this is your first foray into the wonderful world of American Football, then you could do a lot worse than taking a look at *Bill Walsh*.

So what's new?

1. THE PLAYERS ARE BIGGER.

It really is only a cosmetic change, but the player sprites are noticeably bigger. The detail and animation is excellent, so the hits look harder, the catches look better, and everything is just that little bit more 'real'. Look out for players taking off their helmets and taunting the opposition after a big sack, or watch them throw a wobbly if they miss a play.

2. THERE ARE EVEN MORE STATS.

Yep, the stats just keep on growing. Now you can look up all those really

essential things, like longest rushing play and average punt yardage. And there's a very smart play-by-play drive summary as well.

3. IT'S A FOUR PLAYER GAME.

Using EA's new four-player adaptor gizmo, up to four people (two per team) can now crowd around the telly for multi-player mayhem.

4. NEW PLAYS.

Obviously, this time around, Bill Walsh is calling the shots instead of John Madden. On defence, this doesn't seem to matter - all of the plays are straight from the *Madden* games - but on offence, the plays are all new.

5. NEW FEATURES.

Some of these don't affect gameplay - like the choice of normal or reverse angle instant replay - but

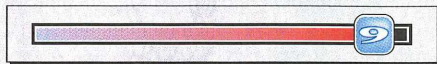
BILL WALSH COLLEGE FOOTBALL

VITAL STATISTICS

Format: Mega Drive
 Supplier: Electronic Arts
 Price: \$100 approx.
 Cart size: 8 Mbits

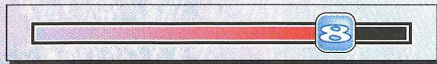
GRAPHICS

Big, well-animated sprites run around on a smooth-scrolling field. Detail is spot on.



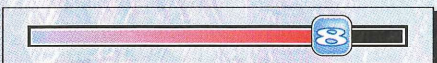
SONICS

HUGE hits, a wild crowd, and excellent speech, including the forgotten "It's good!"



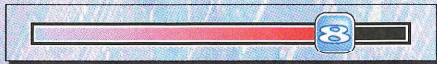
PLAYABILITY

Plays just like a Madden game, and it just doesn't come any better than that.



STAYING POWER

Nearly 50 teams to choose from, playoffs and All-Time playoffs to conquer, a decent degree of toughness, and up to four players. Wow!



OVERALL

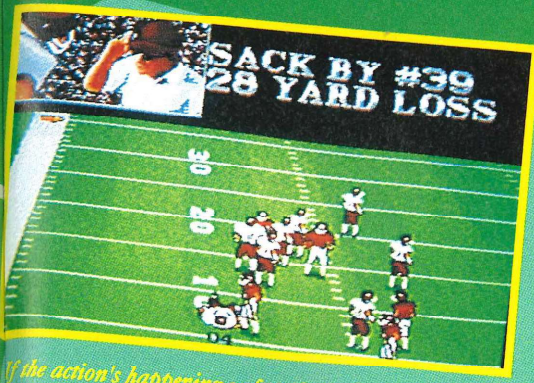
An excellent game in its own right and probably the best American Football game on the market, but for how long?

89 PER CENT

The Word

a constant challenge, ever changing gameplay and sweat-ridden action for a long time to come - but so does *Madden 93*. Only die-hard fans of American Football will need both games. Otherwise, let it be peace love and happiness (within reason of course!) with either. **M**

SACK BY #39
28 YARD LOSS



HUT! HUT! HUT!

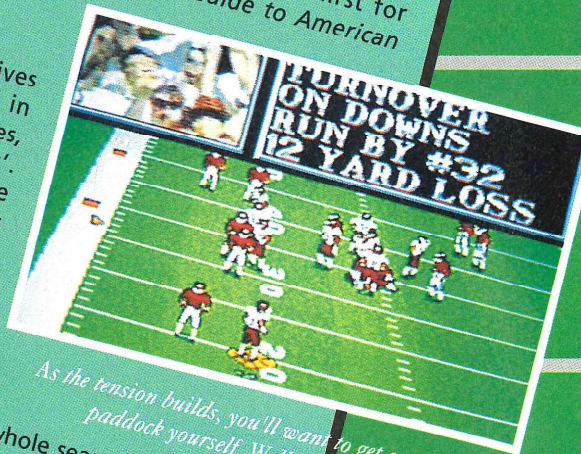
There are more American Football games on the Mega Drive than you can shake a big burly man wearing shoulder pads at. EA's *John Madden* series is generally regarded as the pick of the bunch. The original *John Madden Football* is still an excellent game, but it was improved upon by *John Madden 92* and then by *Madden 93*. Although all three are just a tad too easy for one player, for head to head two player excitement, you won't find many better games. *Bill Walsh College Football* is essentially an extension of the *Madden* series. *Sega's Joe Montana 92* and *93*, don't match up too well with *Madden* when it comes to gameplay, although *Montana 93* significantly improves upon the earlier games by offering a choice of playing perspective. More Gridiron games are coming our way soon, including *Acclaim's 16 meg NFL Quarterback Club*, *Madden 94*, *Montana 94*, and *Joe Montana Football CD* for the Mega CD.

SIMPLE RULES FOR SIMPLE MEN

Don't avoid a good Gridiron game just because you don't know the rules, American Football is a simple game for simple men. When you've got the ball, move it forward (preferably into your opponent's 'end zone'). When the other team has the ball, stop them from moving forward so you can secure possession. If you're that way inclined, the finer points can be picked up from watching or playing the game. If you've got a real thirst for knowledge, check out *Tony Morgan's Australian Guide to American Football* at an ABC shop near you.

A LITTLE EDUCATION

Bill Walsh College Football gives you any of 48 teams to control in either one-off exhibition matches, playoffs, or 'All-Time Playoffs'. You also select the length of the game and the weather conditions before going to the stadium. The playoff series are saved to battery back-up, so there's never any messing around with passwords. Unfortunately, the much hoped for league option (where you get to play a whole season) is still missing - maybe it'll be there in *John Madden 94*.



As the tension builds, you'll want to get out on the paddock yourself. Well, maybe not...

others do.

On some running plays you can control the timing of the exchange between quarterback and running back and now you can set your own audibles (three offensive, three defensive) at any time during the game.

6. IT'S FASTER.

Just like real college football, the video game version is faster than its NFL counterpart. Why? For a start there's a 25 second play clock (as opposed to 45 seconds) and there are fewer player changes. Calling plays has been simplified to a one-step process in order to reflect this. In *John Madden* you need to choose a set, then a formation, and then a play on offence, and

formations, coverages, and plays on defence. In *Bill Walsh*, all you do is call the play.

7. IT'S TOUGHER.

The computer is now a very tough opponent in one-player games. Defences read plays much better, and running yards especially are hard to come by. Computer controlled teams make smart, unpredictable play choices and will adjust their game to your play. Be prepared for last minute comebacks at all times and forget about walkovers.

Weighing it all up, *Bill Walsh College Football* is an excellent game that offers

Holy cinema cash-ins Batman!
It's BATMAN RETURNS on Mega-CD! Indeed it is
Boy Wonder, but is it just a re-hash of a
very average cartridge game, or is it
the great leap forward we've all
been waiting for? Andrew
Humphreys dons the
tights and steps into
the Batmobile
to find out...

Movie licences do not have a proud and noble history on the Mega Drive. *Batman Returns* was no exception. Like most big name licences, it promised much and delivered little. The Mega-CD game offers much more – increased memory space, CD sound, fancy custom graphics hardware – and, for the most part, it delivers the goods.

Batman Returns CD shows off the format's scaling and rotation capabilities like no game before it, creating some truly amazing 3D effects. Racing through the streets of Gotham City, you start to believe all the hype – Welcome To the Next Level.

Unfortunately, *Batman Returns CD* is more than just '3D Racing Combat' it's a platform game as well, and this is its only fault. The options screen gives you a choice of either Full Game (which combines the driving and platform parts of the game over five 'Acts'), Driving Only, or Platform Only.

Take my advice and go for Driving Only every time. The platform areas are just the cartridge game with a CD soundtrack (even if it is a very good CD soundtrack). On cartridge it was crap and on the Mega-CD it's unforgivable. Sure, Batman's got a few moves – he can jump, kick and punch, glide and flap his wings, climb with his grappling rope, or use a variety of weapons from his Utility Belt – but the player control is awful, the animation is extremely dodgy, and the whole thing is too dark, too slow, and too tedious.

It's as a driving game that *Batman Returns* shines, and boy does it shine! Great graphics, visual pyrotechnics, amazing sound, and adrenalin-pumping gameplay lie in wait on and under the streets of Gotham city. Take the Batmobile through the Streets of Gotham and the Winter Wonderland. Zoom past the City Limits, then transfer into the Batskimobile for a wild journey through the Sewers and into the Penguin's Lair.

Make no mistake – this is not your average Sunday afternoon drive. There's a time limit for every stage, and the streets are infested with hoodlums from the Penguin's Red Triangle Circus Gang. They're on motorbikes, in jeeps, trucks, and even flame-spitting fire engines. They're pleasant chaps, dropping mines, throwing Molotov cocktails, and generally trying to ram you off the road.

Luckily, the Batmobile is also armed and dangerous, and makes for a handy battering ram. To make matters interesting, you're equipped with a rapid fire machine gun blessed with unlimited ammo, a limited amount of heat-seeking missiles (best save them up for the bosses), and a very handy turbo button. Put it all together and it's pure mayhem – fast and furious and full of some of the biggest and baddest explosions ever to grace a video game. Wow!

All this lovely action whips the Mega-CD's scaling and rotation hardware into overdrive. Screen shots just can't show you how well (and how quickly) everything



Take my advice and make this all you see of the game's boring platform action.

WHY WALK WHEN YOU CAN FLY?

The platform bits really are just a waste of time. To put it bluntly, they're slow, dull and frustrating. Don't upset yourself – just go straight to the awe-inspiring driving sections for turbo boosted 3D excitement.

**BAT
 RETURNS**

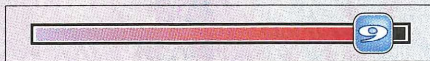
BATMAN RETURNS

GAME DETAILS

Format: Mega-CD
Supplier: Sega of America
Price: \$119.95
Size: CD-Rom

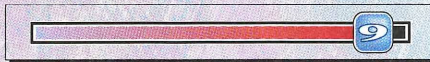
GRAPHICS

Excellent presentation screens, super-fast smooth scaling and details galore create a 3D world for Batman to play in. But the platform levels are no more than an insult to the player.



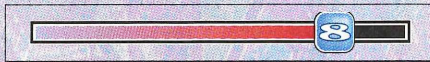
SONICS

And pushing 10! Slick movie soundtrack, great music and wild effects.



PLAYABILITY

Addictive and adrenalin-charged enjoyment with responsive controls boosting the already high fun-factor. But again, the platform bits are woeful.



STAYING POWER

A good degree of toughness means it's a hard nut to crack, and the pure excitement you get from this game means you'll be back for more. And did I mention the platform bits suck?



OVERALL

Forget the crappy platform bits! If you're after 3D thrills, spills and frantic race 'em up -cum-shoot 'em up action that will impress your friends, then get the game now!

85

 PERCENT

Word



Once you're strapped into the Batmobile, it's time to hit Gotham City and get rid of that pesky Joker.

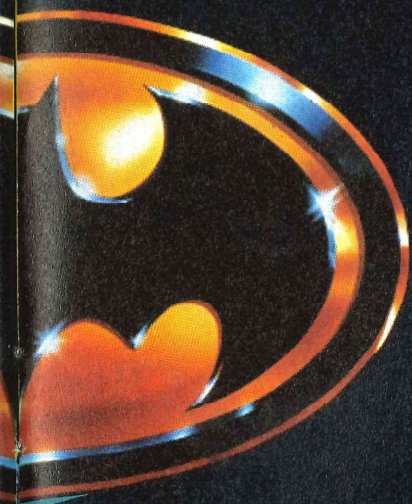
moves. The roads and tunnels are full of unexpected twists and turns, and the scaled backgrounds - Gothic buildings, towers, bridges, and snow filled landscapes - cruise past with sublime smoothness. It's all very polished and impressive.

The Batmobile and Batskimobile both handle superbly. On land you'll bounce and skid all over the place, flying off the road at the crests of hills. In the water, the Batskimobile allows a little more grace, and you can execute some very cool 360 degree rolls off ramps to get between columns and through narrow openings.

Add a seriously ground-breaking soundtrack, some scorching sonics and a great sense of challenge, and you've got yourself a game. The music is straight out of the movie and perfectly captures its sinister atmosphere. The fx - from the swish of the rockets to the booming explosions - really help to put you behind the wheel. Best of all, it's tough, highly addictive, and a genuine blast to play. Check it out. **M**



When Batman unleashes a fiery mushroom cloud, he sure does it in style!



INTO THE SEWERS



Luckily the Batskimobile has better seals than a VW Beetle... watch out for the pillars as you dodge your way through this muck!

Once you pass the City Limits, it's time to take the old Batskimobile for a dip in the Sewers. This really is breathtaking. The water level bobs up and down as you burn through the tunnels, dodging pillars and jumping barriers. Let loose with a rolling 360 and watch the sparks fly as you make friends with the tunnel walls. Lovely stuff.

MAN RETURNS

dinosaurs again?

They've been extinct for millions of years but suddenly they're everywhere. All because of Jurassic Park. It may well be the biggest movie of the year, but Andrew Humphreys (never one to believe the hype) is not so sure about the game...



JURASSIC PARK

It was bound to happen really. I mean, what else would you do with the game licence to a blockbuster movie? You'd turn it into a platform game, wouldn't you? It may be a wildly unimaginative thing to do, but it's a sure-fire way to sell a lot of cartridges. And *Jurassic Park* will sell a lot of cartridges. The trouble is, it doesn't really deserve to.

The first thing you'll think of when you see *Jurassic Park* is *Flashback*. Dr Grant (the game's main character) looks like he was modelled squarely on *Flashback*'s Conrad Hart. But any comparison between the two games is bound to end up being unfavourable to *Jurassic*. It lacks the variety in gameplay, the puzzle elements and, above all, the smooth control mechanism needed to make it a contender for *Flashback*'s crown.

Jurassic Park the game is based loosely on the movie plot. Some enterprising scientist, by playing around with the DNA found in the blood of prehistoric mosquitoes, creates a dinosaur theme park, complete with real dinosaurs. Of course, things start to go 'wrong'.

Aside from the usual options (difficulty

levels, controls and a password system), you have the choice of playing as either Dr Grant or as a Raptor (Velociraptor) dinosaur. In effect, this gives you two separate games on the one cart.

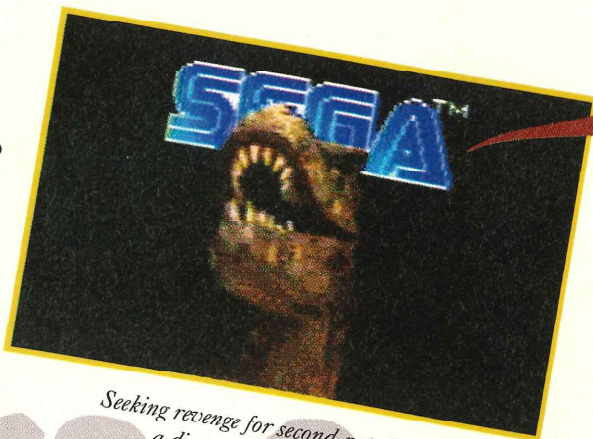
As Grant, your mission is to rescue people trapped in the park's Visitor's Centre. There are seven levels to go through: the Jungle, Power Station, River, Pumping Station, Canyon, Volcano, and finally, the Visitor's Centre. On every level, the park's dinosaurs, on the ground and in the air, will make your journey a little more difficult. You can't kill them, but you can stun them for long enough to escape. Pick up weapons and first-aid as you go.

The backgrounds and dinos look great. There's good depth and a lot of detail (after all, the programmers did have 16 megs to play with), but the animation on Doc Grant is less than smooth; in fact it's very jerky. And the novelty of a bunch of dinosaurs roaming around on screen? Well, even that starts to wear a little thin after a few minutes' play.

All in all, the game has the makings of a decent platformer, but it's spoilt by terrible controls. Dr Grant just will not do

what you want him to do. Everything is very unresponsive and, ultimately, this is a frustrating game to play. You'll die a lot - not because it's particularly hard, but because of the crap controls.

As the Raptor, you must try to escape Jurassic Park by making your way through five levels to a ship which will carry you to the mainland. The levels are basically unchanged - the Jungle, Power Station, Pumping Station, Canyon, and Visitor's Centre - but this time human Park Guards and other dinos stand in your way. You can't pick up items, but you must find and eat meat (chicken drumstick icons) to stay healthy.



Seeking revenge for second-rate Sega, a dino rips into the logo.

Playing as the Raptor is slightly more fun because the controls are more happening (although you'll still find yourself falling to your death a little too often to be amusing) and, let's face it, it's not every game that lets you be a dinosaur. While the backgrounds are the same as for the good Dr Grant, the animation of the Raptor (which was achieved by using stop-motion photography on a dino model) is very good.

The music's quite atmospheric and the sound effects are decent enough (although you'll soon be sick of Dr Grant's scream and the Raptor's incessant squealing), but nothing can save this game from being very average indeed. What *Jurassic Park* needed was a bit of imagination and, more importantly, some solid play-testing. If anyone did play-test this game, they did a lousy job.

Ultimately, this game fails to live up to expectations, leaving me with the feeling that it was simply rushed out to cash in on the Dino craze.

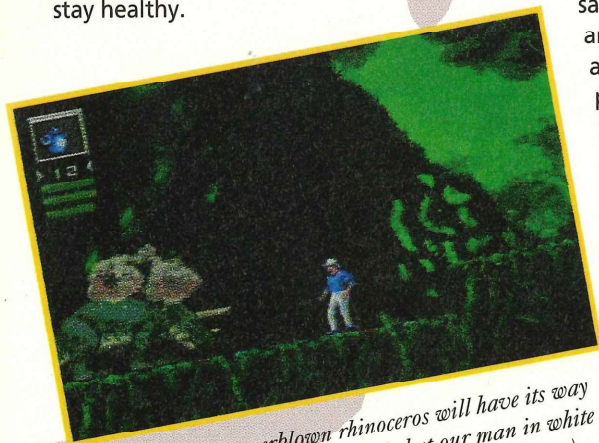
Very disappointing. **M**

DR GRANT

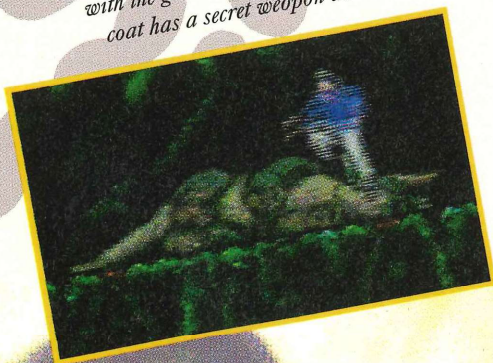
is more athletic than your local GP. He jumps, he pulls himself up ledges, he climbs ladders...



nice bum action, Doc. And he has a special 'hand over hand' technique for traversing vines, ropes, wires, or just about anything else hanging from a ceiling.



Look's like this overblown rhinoceros will have its way with the good Dr. Grant (above); but our man in white coat has a secret weapon down his trousers (below).

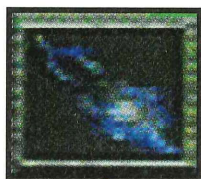


is there a doctor in the house?

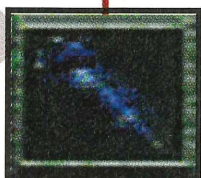


dinosaurs again?

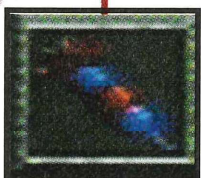
dr. grant's weapons



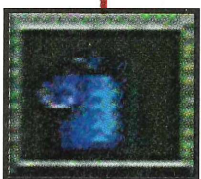
STUN GUN: gives dinos a bigger shock than sudden extinction. Best to use them only on the small monsters though.



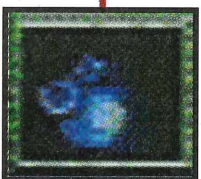
SUPER DARTS: very handy—one hit sends even the big guys into dreamworld.



TRANQUILLISER DARTS: a few hits will send most dinos to sleep, or you could always give them a copy of *Jurassic Park* to play...



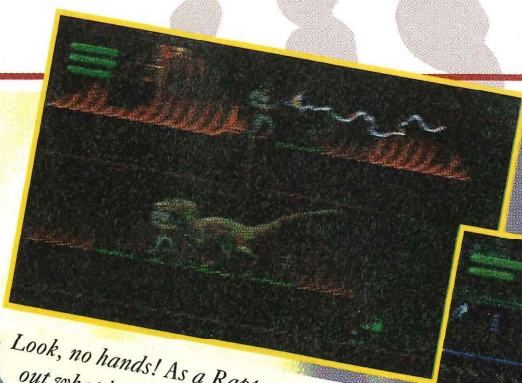
FLASH GRENADES: great for heavy metal videos and stunning any dinosaurs that happen to be around. But they're not impressed by cheap pyrotechnics for long, so you'd better motor.



GAS GRENADES: it's snooze time again.

walk the dinosaur

THE RAPTOR is stronger and faster than Dr Grant, but less useful at parties. He can jump huge distances, and pull himself up ledges with his claws. Get rid of pesky human guards with a claw slash, a kick, or just by jumping on them.



Look, no hands! As a Raptor, you get to test out what jaw bones were really made for.



JURASSIC PARK

VITAL STATISTICS

Format: Mega Drive
Supplier: Sega of America
Price: \$129.95
Cart size: 16 megabits

GRAPHICS

This is where most of the 16 megs went. Nicely detailed backdrops and well-animated dinos. But the animation on Grant is not so good and the screen-update is poor.



SONICS

Some of them went here too. The music and effects are both fine and give the game an added bit of atmosphere.



PLAYABILITY

None of them went here. Horrible controls and gameplay glitches everywhere.



STAYING POWER

A fair amount of levels and two ways to play, but the high frustration factor and dull gameplay mean you won't want to go near it ever again once you prove to yourself you can finish it.



OVERALL

A nice-looking but very average platform game with dinosaurs.

69 PER CENT

the word

Waves

out
now
!!!



the **most excellent**
surfing magazine
in the **universe**

Darkness is all around. Everywhere, the stench of decay fills the air. A deathly silence is broken only by the distant moans and groans of some terrible torment. Just another normal day at the Megazone office. Adam Waring supposes he'd better write a review now that he's here...



'Personal space' is about to take on a new meaning as our hero causes trouble. Hey that isn't an axe in the corner?



starring POLTERGUY

What happens when we're gone? When we bite the bullet, pop our clogs, kick the bucket and other death-related metaphors? Heaven? Hell? Walking the streets of Port Augusta for all eternity (shiver)?

In Polterguy's case, he's turned into a ghost. He bought it when involved in a horrific skateboarding accident. But he's not going to take death lying down. Instead, he's decided to wreak havoc on those scumbags who took his life.

Being dead, you see, is not without its advantages. It's possible to cause all sorts of ghastly goings-on. While you can't physically harm anybody, you can use your unnatural talents to scare the living daylight out of people. Or, to be more specific, you can use your powers to put the wind up the evil Sardini family, who caused all the trouble in the first place.

You have to spook the four-person family out of house and home. Get them to move out of four houses and you've won the game. But before you can do that, you have to make your way through subterranean dungeons that lead to the unsuspecting family's home. They're filled with all sorts of perils, including



How many of us can boast about having a shark in our living room aquarium? Piranhas maybe...

disembodied arms that burst through walls, coffins that open up and spew out swarms of bats, and holes in the space/time continuum that suck you up.

You can't escape from the dungeons until you've collected all the pools of snot that drip from the ceiling. (Actually, I think it's supposed to be ectoplasm.) Occasionally, the goeey green stuff is replaced by goeey red stuff which, if collected in time, gives you spells to use later on.

Ectoplasm has to be picked up in the order it falls. No new goo will appear until you grab the gunge that's already fallen, and the exit won't materialise 'til you've got the lot. This means you can't simply leg it to the exit, but have to cruise dangerously near the dangerous-to-be-near things. Get hit too many

ReView

SPELL
IT OUT

As well as Fright 'Ems, you can cast spells by pressing the C button. The red ooze you pick up in the dungeon forms different letters, allowing five sorts of spells to be unleashed.



It's not exactly tip-toeing through the tulips, but Polterguy manages to find his way in the sewers.



Fright 'Em, causing it to do its stuff. This can be almost anything; a shark leaping out of a fish tank, a sofa growing a mouth or knives flying across the kitchen. The animation is intricate, humorous and there's

lots of it – there are literally hundreds of slapstick sequences, each a delight to discover.

A huge portion of the cartridge's 16 Megabits is devoted to the cartoon graphics. And the fun doesn't stop with the spookings – as you petrify the ill-fated family, they will collapse with fear, drop their pants with fright and jump out of their skin – literally.

Scare them enough and they'll run out of the room screaming, leaving behind pools of ectoplasm with which to top up your level. Terrify them a few times and they'll leave the house for good.

You can only stay in the house while you still have some ectoplasm remaining. It ticks down slowly and, when it disappears, it's back to the dungeons. You can't actually 'die' while in the house, only be returned to the dungeons which get progressively more difficult each time. There are a couple of things to watch out for up above ground, though. The Sardinis have a dog which can see you and will zap your ectoplasm. Also, there are

times by the bad things and, well, I'm not entirely sure what happens: you can't really die as you're already supposed to be dead. Suffice to say it's game over and you have to start again.

At the end of the dungeon, a doorway appears in the side of the wall. Once you've done a merry little dance to celebrate finding the portal, you're into your victims' domain and here the fun (and the game) really begins.

You find yourself in one of the rooms in the Sardini family house. You have to find each family member and, one by one, scare them witless and send them running from the house. You do this by causing spooky things to happen to what look like perfectly ordinary bits of household furniture. As you near an object that you can do things with (a Fright 'Em), a light glows on it. The press of a button whisks you into the

Dog-Off

causes a bowl of dog food to materialise, distracting the hound while you get on with spooking its masters.

Supa-Scare

creates a gift-wrapped present. It explodes, scaring the willies out of anyone in the same room (they'll leave a huge pool of ecto, too).

Boo Doo

gives Polterguy fireball-throwing capabilities. Anyone you chuck them at is bound to get the heebie-jeebies.

Ecto-Xtra

replenishes your ecto levels up to full – useful for when you're running low.

Zom-B-ize

allows you to temporarily possess a member of the household for some real underwear-soiling scares.



Is that a pot plant or a giant spider? A shark or a chainsaw? Is it just happy to see you???

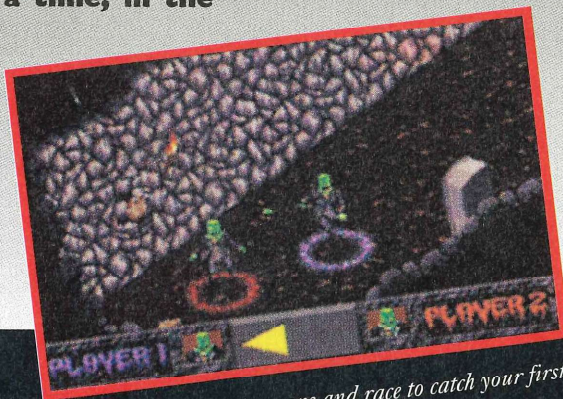


How to scare the pants off your best friends.

1. Fillet their goldfish with a bread knife and put it in their salad sandwiches
2. Disguise a staple gun as a telephone handset (and then ring them up).
3. Buy a chainsaw and go on a rampage in their house, chopping up furniture and dismembering members of their family.
4. Sneak up behind them with your intestines trailing out of a gaping hole in your stomach and your head twisted around by 180 degrees, then shout "Boo!" loudly.
5. Buy them the latest Kylie Minogue single for their birthday.

Two player spooking

Two players can team up for some real supernatural gameplay. While you can only do the actual Sardini-spooking one at a time, in the dungeon you play simultaneously. Two Polterguys appear, each with a different-coloured circle below them. It's a race to pick up ecto and spells. The player who reaches the exit first, takes first go.



Double up in the dungeons and race to catch your first spookerama session with the Sardinis.

Ecto Beasts which will lap up pools of ecto if you're not quick enough to get there first.

As mentioned before, the graphics are quite spectacular and, when you first start to play, you'll be glued to the screen hunting out other special effects. However, graphically intricate as the game might be, there isn't a lot of variety in the gameplay.

Though there are hundreds of cartoon sequences, you activate each by doing the same things, and don't have any control over what happens; the same objects always unleash the same Fright 'Ems.

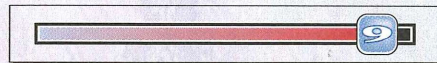
HAUNTING

VITAL STATISTICS

Format: Mega Drive
Supplier: Electronic Arts
Price: \$100 approx.
Cart size: 16 Megabits

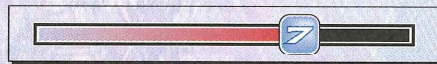
GRAPHICS

Hundreds and hundreds of individually animated items. The animation is gory, spooky and, above all, funny.



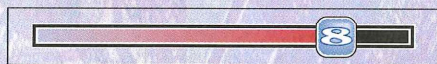
SONICS

Lots of screams and squeals, and a great heartbeat sound effect that gets faster as your victims get more frightened.



PLAYABILITY

Loads of atmosphere and the spooky happenings make you want to see more and more.



STAYING POWER

Once you've seen one scary special effect you've seen them all, and the initial appeal begins to wane.



OVERALL

A hugely original game with loads to discover. Unfortunately, you'll discover it pretty quickly. Great fun at first, but you'll start to lose interest once you've seen all the good bits.

76 PER CENT

Word

Haunting is startlingly original, not to mention a little bit spooky. Nothing to give you nightmares, mind, but enough to give a few macabre laughs. Once you've got the general idea of the game, though, it fails to surprise you too much. And underneath the graphical trimmings, there isn't enough gameplay to keep you there for all eternity. **M**

SHERLOCK HOLMES

CONSULTING DETECTIVE

VOLUME II

With the sequel to *Sherlock Holmes Consulting Detective* in front of him, Adam Waring tries desperately to think of an intro that plays on the word 'Elementary', but fails miserably so doesn't bother.

He's the world's greatest detective. He smokes a pipe and pays the wages of a bumbling sidekick whose sole reason for existence is to make the man himself look big and clever. He's Sherlock Holmes and, best of all, he has three new cases to solve.

If you played the original *Sherlock Holmes* and thought it earned its keep, then you'll be right at home with the sequel. For all intents and purposes, *Volume II* is identical. There's more to fiddle around with, but dear Mr Holmes is not one for change.

On the other hand, for those unfamiliar with the pacifist style of this famous sleuth, a few revelations are in store. It's certainly not your run-of-the-mill Mega Drive title; there's no killing, maiming or jumping

around on platforms saving bunny rabbits. In short, there's more action to be found at a pow-wow for the clinically dead. When it comes to mental challenge, however, this is up there with the type of brain-space stimulation generated by a

conference for extremely clever smarty-pants and top scientists.

There are three mysteries to take the mystery out of. Solve them by piecing together clues gleaned from watching

full-motion video dramas. There's no choice over the questions you ask, but you have to watch pre-scripted scenes and listen carefully to the dialogue. A VCR-like screen lets you exercise an itchy finger on the replay buttons – something that Holmes didn't have the benefit of in his day. Take a lesson from the badly-dressed detective by keeping a pen and notepad handy to scribble down names and clues as you come across them.

The game comes on not one, but two CDs, which are

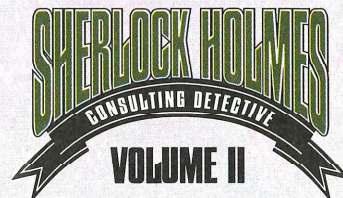
mainly used to store the huge number of frames for the video footage. The acting is great – just how you'd expect the dudes that hung around in Sherl's time to be like. Lots of clipped English accents, stiff upper lips and so forth.



He may look like Oscar Wilde in a dicky collar, but you're actually checking out the toppest 'tec of all time.



It's noisy, busy, over-crowded and smelly – all the clues are telling you it's London (hey, and the screen says it too!)

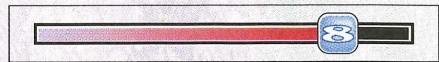


VITAL STATISTICS

Format: Mega Drive
Supplier: Sega
Price: \$129.95
Size: Two CDs

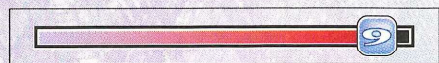
GRAPHICS

Over an hour of full-motion interactive video. Pity the images are so 'bitty' though.



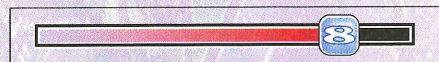
SONICS

Real actors' voices provide all the clues necessary to close the files. If they had a braille joystick, blind people could play.



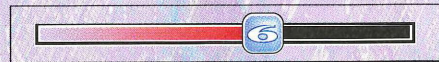
PLAYABILITY

Simply a case of watching videos and putting together clues. Great, if you like that sort of thing.



STAYING POWER

Once you've cracked all three cases, will you ever want to play again? (Answer: no).



OVERALL

Little (well, none apart from the size) improvement on the original *Sherlock Holmes*. When you've solved the cases, it's hard to see anyone going back for more.

Without wanting to appear 'intellectualist', this one is for brainy types only.

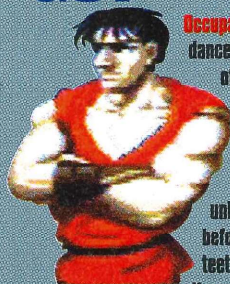
72 PER CENT

Word

Although the cases can be tricky, each one is able to be completed within a couple of hours. And once you've solved all three then it's unlikely you'll want to play again. The pace of the game is definitely geriatric, and the lack of excitement may make many players turn off faster than if a *Brady Bunch* re-run flashed up on the screen. Those who fancy themselves as a top 'tec will enjoy the game, just don't expect it to last forever. **M**

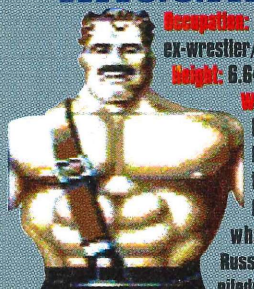
FINAL FIGHT

GUY



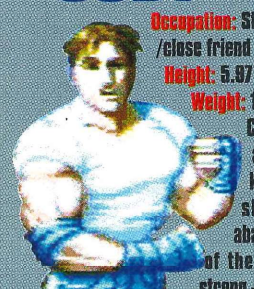
Occupation: Ninja/exotic dancer/close friend of the nubile Cody
Height: 5.07 ft
Weight: 158 lb
 The quickest of the three, Guy can unleash devastating combos before the bad guys can pick their teeth off the ground. But he's also the weakest, and needs to pack in a lot of hits before they book a visit to the dentist.

HAGGAR



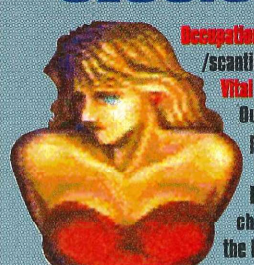
Occupation: Mayor of Metro City/ex-wrestler/father of the nubile Jessica
Height: 6.64 ft
Weight: 297 lb
 He's big, tough and lumbering, but his slams and wrestling throws pack incredible power. Legend has it that it was Haggar who taught Street Fighter 2's Russian bully-boy Zangief his famous piledriver and double-lariat attacks.

CODY



Occupation: Street Fighter/jeans model/close friend of the nubile Jessica
Height: 5.07 ft
Weight: 167 lb
 Cody's a Karate man, but he's also very handy around the kitchen. He slices, dices and slashes opponents with gay abandon – a regular Bernard King of the games world. He's fast and strong – is he the perfect character?

JESSICA



Occupation: Daughter/girlfriend/scantily clad kidnap victim.
Vital Statistics: 36-28-36
 Our Jessica is blessed with the perfect boyfriend and a father you wouldn't want to argue with. Let's hope she doesn't catch a chill before her kidnapers bite the boot-leather.



It's crash, thrash and don't-look-back when World Championship Wrestling takes a front seat in Metro City politics. But where has the evil Mad Gear Gang secreted the voluptuous Jessica? Luckily for her, Jessica has friends in high places, as Andrew Humphreys discovers.

Why would anyone want to live in Metro City? It's noisy, polluted, the public transport system stinks, and it has the dubious honour of being the crime capital of the world. To top it all off, the mayor's an ex-wrestler! But, like all good sportspeople, Mayor Haggar is a nice guy – he wants to clean up the city and host the year 2000 Wrestle Olympics.

Unfortunately, the bad guys – the Mad Gear Gang – like Metro City just the way it is. After all, the best place to be a criminal is in the crime capital of the world, and if Metro City were to turn into a wrestling mecca, the only way to make a decent living would be to quit the merry life of crime and start selling spandex. No thank you! To keep Haggar in line they decide to kidnap his daughter, Jessica – one false suplex and she's history. But Haggar won't



Better grease up those biceps, 'cos they'll be seeing plenty of action in these slums scenes.

be blackmailed. With Jessica's boyfriend Cody and local ninja Guy, he sets out to rescue his daughter and start the clean-up of his city.

The Mega-CD needed a good beat 'em up and now it's got the daddy of them all. Before *Street Fighter 2* came along, it was *Final Fight* that was making Capcom a fortune in the arcades, drawing in the crowds with its simple, yet oh-so-

Final Fight CD



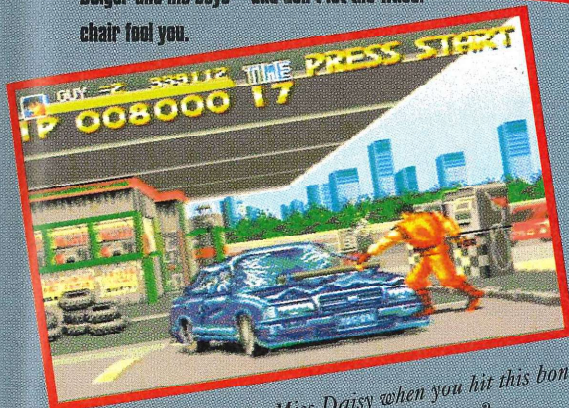
Be afraid, be very afraid when you eyeball a guy like this across a wrestling ring.

Places to go, people to beat:

Metro City is divided into six areas, each guarded by an end-of-level tough guy. Clean up the Slums first. If you make it past the Thrasher, it's into the Subway for a clash with the sword-wielding Sodom. Level 3 and it's Westside, where you take on the Teen Queens, Constable Max, and the dreaded crooked cop, Eddie. Keep moving on to the Industrial Area where you'll battle Bolento (watch out for those grenades), then travel through the Bay Area to meet the lovely Abigail. Finally, head Uptown for the final fight with Belger and his boys – and don't let the wheelchair fool you.



A Megazone gun-gamster loses it all in the slums. Typical really, isn't it?



It sure ain't Driving Miss Daisy when you hit this bonus stage. Windscreen wiper, anyone?

Bonus stages:

Sometimes it's nice to hit things that don't hit back. The bonus stages give you 30 seconds just to destroy things – now that's quality time. First up, there's a new car that needs some special panel work (Street Fighter 2 anyone?). Next, it's a glass factory. Act like the proverbial bull and break everything in sight for major bonus points.

satisfying, move-to-the-right-and-knock-the-crap-out-of-everything-that-gets-in-your-way action. *Final Fight* is a true arcade classic and the Mega-CD conversion is perfect – possibly the best coin-op conversion you'll ever be lucky enough to see. Unlike the Super Nintendo version, you can play all three of the arcade characters with simultaneous two-player action. There's even a bonus Time Attack game, which the arcade doesn't have.

And perfection is just what you should expect from the Mega-CD – after all, it's got the memory space to handle almost anything. While the Super Nintendo version suffered the inevitable only-one-or-two-enemies-on-screen-please, the Mega-CD game is as fast and furious as the arcade original ever was.

Technically, it's a very impressive effort. *Final Fight CD* looks and plays just like the arcade machine, and, with CD-quality sonics and a pumped up soundtrack, it

sounds even better than the arcade machine. The sprites are big and solid; the Mad Gear are still the ugliest bunch of bad guys you could ever hope to run into down a dark alley, and the depth and detail on the backgrounds is excellent.

The control system is as simple as it gets, with an attack button, a jump button, and the very handy special attack button. You'll spend a lot of time pounding the attack button (the special attack uses energy), and by standing in the right place, you can string together some nice combinations. Anybody who's played *Streets of Rage* (which was inspired by *Final Fight*) will be familiar with the basic idea: punch and jump, pick up weapons (lead pipes, knives, katana swords), food and bonus items as you go, and punch some more.

There's really only one question mark over *Final Fight CD*: with *Streets of Rage 1* and *2* already on Mega Drive, and *Mortal*

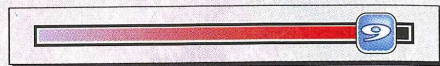


VITAL STATISTICS

Format: Mega-CD
Supplier: Capcom
Price: \$109.95
Size: CD-Rom

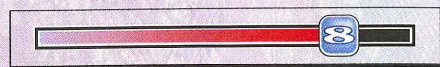
GRAPHICS

Big sprites, big moves, big backgrounds, big fun.



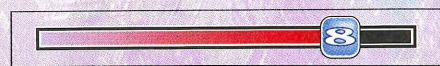
SONICS

Funky tunes straight from the arcade machine but CD quality. Chunky FX, screams, speech, and a nice whistle.



PLAYABILITY

A fairly limited choice of moves, but it's easy to start bashing with the best of them right from the start. Top points for intensive fun.



STAYING POWER

Even on Easy you won't finish it overnight, and if you put it on Mania you'll be lucky to finish it at all! Then there's the Time Attack mode for added long term interest.



OVERALL

Final Fight CD is one of the best releases to date on Mega-CD. It's ultra-violent, politically and morally dubious, and an awful lot of fun for one or two players. It's not the future of gaming by any means, but it's a rock solid game that still has plenty of thrills to offer.

82 PER CENT



Kombat and *Street Fighter 2* on the way, isn't *Final Fight* just a bit – to put it bluntly – dated? It was a great game in 1989, but now? *Streets of Rage 2* is every bit as good as *Final Fight CD* and you don't need a Mega-CD to play it. But, when it comes to Brownie points time, *Final Fight CD* gives you an arcade machine in your lounge room and, overall, it's a lot tougher than *Streets of Rage 2*. **M**

There's

undead capers aplenty in the latest game from Konami. After playing for five minutes, Adam Waring goes into a strange, trance-like state, stares vacantly into the middle distance and starts to dribble. Nothing new there, then.

Zombies ate my neighbourhood

You've got to watch zombies. Turn your back for five seconds and they'll eat your younger brother. The trouble is, the whole neighbourhood has been overrun by these animated corpses. They're walking about as if they owned the place (they probably did a couple of centuries ago). But you're having none of it: you're a zombie-buster and it's your job to send the foul dead things back from whence they came. I think it might be Canberra.

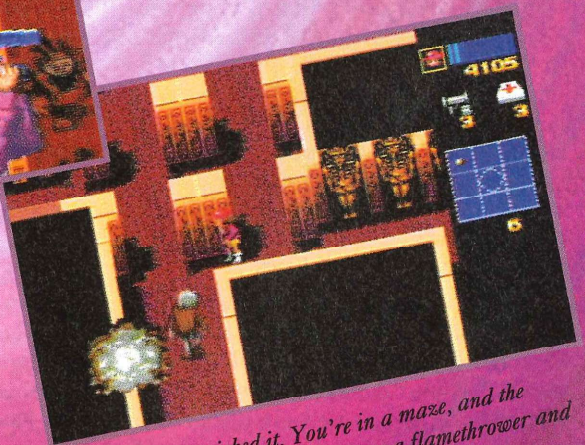
You can choose to be a boy or girl. If only it were that simple in real life... all these tests, the tablets, the surgery... but I digress. In each level you have to rescue a number of people who stand around looking foolish, rather like unlucky groovers at a Blue Light disco. They're even more mindless than the zombies who, if the truth be known, rather fancy them between two slices of wholemeal, hold the mayo.



Fleeing zombies can often require some outside assistance—this time from the Czechoslovakian National Gymnastics team.



Choose your sex, your sunnies, your hardware, and start working on that hairstyle.



Yep, you picked it. You're in a maze, and the only way to get through it is to use a flamethrower and blast the hell out of the wall.



Each level consists of a maze-like, er, maze. At first there are 10 souls to save, not in Billy Graham style, but simply by bumping into them. A radar-type device shows a flashing dot detecting anyone in the vicinity (though heading straight towards it often yields a dead end – you're in a maze, remember).

You have to reach your yet-to-believers fast, as every time a zombie gets to someone before you do, then they're on a sure-fire ride to the place downstairs. When these brethren are out of the game, they're out of the game for good (no purgatory here), so for every person lost, the fewer people you'll have to rescue in the next level. Manage to get them all killed and, you guessed it, it's game over.

Your limited energy supply is depleted every time you make contact with one of the despicable fiends. Watch out – hit the empty mark and you'll lose a life. Thankfully, you're not completely defenceless, and are able to pick up a variety of weapons. As you progress through the game, you'll encounter a cornucopia of creatures. As well as run-of-the-mill zombies, there are mummies, strange plants hatched from asteroids, clones of yourself and even a giant, screen-high baby that runs amok in a seemingly unstoppable manner (but don't spit the dummy and give up).

You'll find that different creatures can only be killed with specific types of weapons. Trial and error will teach you which is impervious to what. As well as the pick-me-up weapons, other goodies are scattered about the place. Keys open doors (now there's a novelty), medicine chests top up your energy levels and potions transform you into a rampaging beast (yes!).

One or two puzzles will have you



Oh dear, I knew drinking that four litre cask of Coolabah Moselle was a mistake.

scratching your head in bemusement, at least for a moment. Although soon solved, they serve the purpose – you're completely stuck until you work out what to do (wasting precious energy and lives finding out). Clue: use the fire extinguisher in Dr Tongue's castle. (That one had me particularly annoyed, so I thought I'd save you the trouble.)

There are heaps of levels – 55 to be specific. The graphics are quite varied, ranging from back yards and shopping-malls to Egyptian pyramids. Unfortunately, the gameplay often lets the side down, becoming quite samey.

The whole concept is, in fact, very simplistic. Lots of running around mazes and freeing people from harm, but that's about it. Once you've become adept at using the control system – and it doesn't take long, the game's instantly pick-up-and-playable – you'll find yourself zipping around the place with no trouble at all.

New baddies and pick-ups are introduced every now and again, but it's not enough to keep your interest level up. Plus the sound fx are nails-down-the-blackboardingly irritating – the occasional squawk seems to be louder than the rest, and really sets your teeth on edge (and your fingers reaching for the volume knob). Not one to keep you going into the early hours of the morning. **M**

MEGA DRIVE

ReView

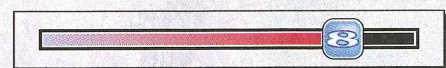
Zombies ate my Neighbours

VITAL STATISTICS

Format: Mega Drive
 Supplier: Konami
 Price: \$109.95
 Cart size: 16 megabits

GRAPHICS

Smooth scrolling, with lots of spooky graphics that change by the level.



SONICS

The tune's OK, but the sound levels for different fx vary annoyingly.



PLAYABILITY

It's straightforward enough, but even on the first play you have a sneaking suspicion that there's not a lot to it.



STAYING POWER

Lots of levels, but they're all very similar and are unlikely to hold your interest for very long.



OVERALL

Very basic wander-around-the-maze game. True, there are a lot of levels, but in the end there just isn't enough to keep you going.

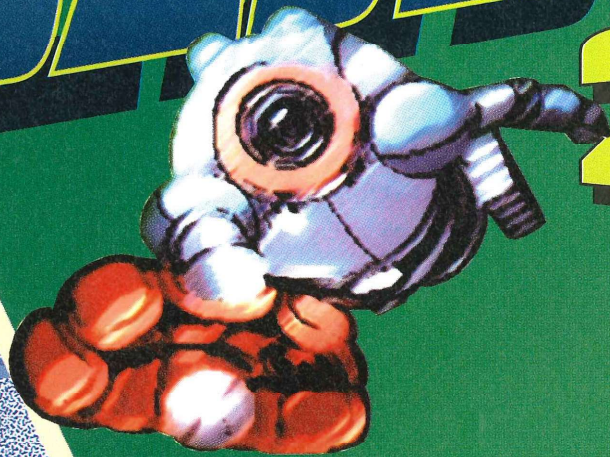
62 PER CENT

The Word



BASEBALL

2020



IN

the future, we'll live in an alien world. Everything from what you eat for breakfast to how you tie your shoelaces will be different. The most bizarre change of them all, however, is that baseball will be popular in Australia.

Even more startling is that instead of immortal characters like 'The Babe', you're more likely to find R2D2 striking home runs. Yep, we've truly entered the electronic age, and along with men and women (no sexism in this ultra-modern sport), mechanical players take their turn stepping up to the plate.

Baseball 2020 has a truly international flavour. The competing teams hail from all over the world, and the home side's well represented by the Aussie Battlers.

The rules are pretty similar to the game played today. Teams take it in turns to bat, and you're allowed three swings at the ball. When you manage to give it a good whack, it's time to leg it to first base. There are four bases in all – make it round from the base you originally set off from, and you've scored a run.

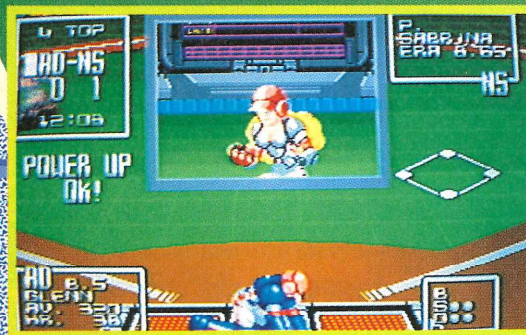
When you're struck out, take your turn at pitching. Hurl the ball with all your might at the opposing batter. When he whacks it, catch or run him out. Simple, eh?

The futuristic bit comes in the way you 'power up' your players. Instead of months of rigorous training, working out and practice, an individual's skills are improved by buying better 'armour'. There's armour to increase your batting, pitching and fielding abilities. This only applies to human players; robots just need an oil change every 20,000 ks.

There are also 'crackers'; incendiary



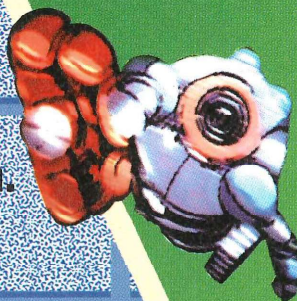
Ther-whack! It's tricky, but hit those fast balls right and you'll hit them for six



Home runs are scored by hitting the balls into the home run zone

Baseball is as American as apple pie, gospel TV and drive-by shootings.

There's no doubt that this futuristic version is as swish as a chauffeur-driven stretch limousine, but how well will it do over here, ponders Adam Waring as he absent-mindedly scratches his groin.



devices littered over the pitch that explode should a fielder run into them.

But, apart from these modern embellishments, it's pretty straightforward stuff.

Baseball 2020 comes on a rather chunky 16 megabit cart. Most of these megabits are devoted to the large, arcade machine-style graphics. The players are well detailed and well animated, and there are heaps of incidental graphics for your amusement.

Everything appears a little difficult at first, mainly because we're not a baseball-playing nation. To become familiar with the finer points of the game, a good sit

down with the instructions is a top idea. That done, things will probably still seem a little difficult. And that's because it is.

You have to learn the intricacies of baseball itself. Hitting the ball spot-on is the only way you'll score a home run, and throwing confusing pitches is the key to striking batters out. The opposing team is, of course, expert from the word go, which can be a little daunting. It's a bit hard to press on when you're getting struck out all the time and the Mega Drive is leading 10-nil. But keep on trying, you will get better. And then you'll find Baseball 2020 is a lot of fun.

The best way to play is against another, human, opponent. As well as offering more

of a challenge it'll make you feel better, as two newcomers to the game are likely to be equally crap!

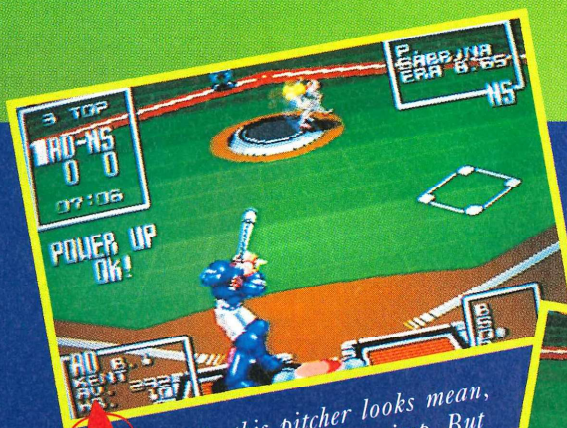
OK, so Baseball 2020 isn't bad at all. But exactly how well will a game based on a predominantly American sport do in Oz? A good question, and one I'm glad you asked. In the States, it will no doubt sell like hot choc chip-flavoured, dinosaur-shaped cakes in environmentally friendly packaging. But I have doubts about how well it will do over here. Pity really, as apart from maybe being a little too hard, Baseball 2020 is fun and will keep you firing for that elusive home run. **M**

up your players

The better you play, the more money you make. Your hard-earned cash is well spent powering up your players. Batting, pitching and fielding abilities can all be improved. This can be done at any point in the game by pressing the Start button.

POWER

POWER UP



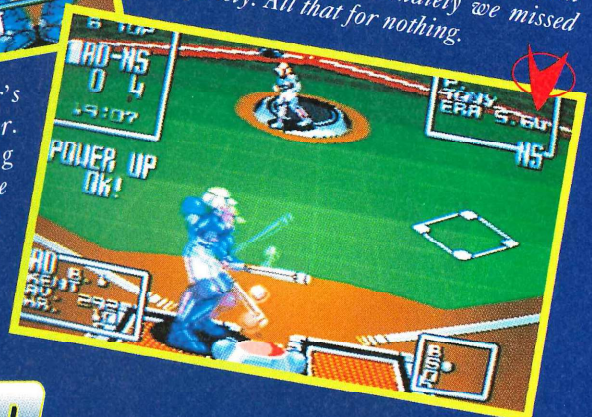
Uh-oh, this pitcher looks mean, and our batter's a bit of a wimp. But all is not lost. A quick press of the start button and...



...call Time Out. You can replace the hitter or runner, but in this instance let's power up our existing batter. Say hello to the little Time Out-calling robot.

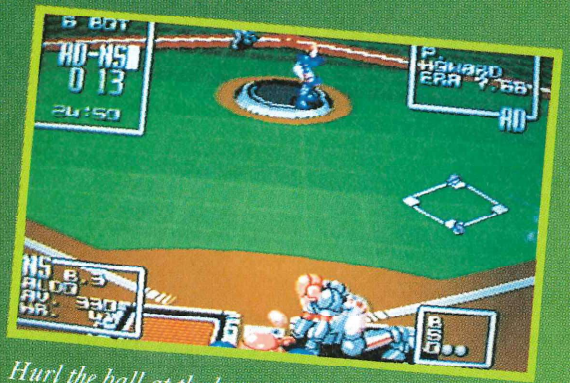


You can power up a player's batting, pitching or fielding armour. It can be increased in varying degrees, the more powerful the more expensive. You get what you pay for, I suppose.



Now we're shimmering with energy and one well-placed hit will send the ball flying out of the stadium. Unfortunately we missed completely. All that for nothing.

BASEBALL 2020



Hurl the ball at the batter full-force to put them out for the count. You get fined, but it's worth it.

BATTING

Improving your batting is all about timing. You've got to strike the ball at precisely the right moment to hit those home runs. It takes practice, but after a while becomes second nature.

- As the ball is pitched, position yourself with the D pad so the tip of the bat will hit the ball.
- Swing with button C. Try and hit the ball at the precise moment the ball is over the plate.
- Occasional Bunts are good surprise tactics (gently tapping the ball so it falls on the batter's side of the pitcher). Button A does the biz.

PITCHING

Pitching is all about surprising the batter. Vary your shots so that the opposition doesn't know what to expect. You have a great amount of control over the ball once it's left your hands, but make sure that it goes over the plate.

- Position your pitcher left and right with the D pad.
- Throw the ball with button C.
- The clever bit comes with controlling the ball after it's been thrown. Control the ball with the D pad: Right pitches the ball right; Left pitches the ball left; Up slows it down; and Down speeds it up.
- Sometimes it's worth deliberately injuring the batter to get them out of the game. Only do this when there's a particularly good batter who's likely to get a home run, as you'll be slugged a \$2000 fine. Throw the ball straight at the batter, and at a speed of over 125 mph, and he'll be out for the count.

FIELDING

Fielding is quite easy, and often you'll find you've caught someone out without realising it. When running someone out, think strategically but quickly. If someone's about to score a run then go

for a home plate, but only if you think you can get the ball there in time. Generally, throw to the base nearest to you and, if you get the chance, try and get two out by throwing the ball immediately to the next-closest base.

- Run with the D pad and try and keep in the ball's shadow. Make sure you avoid the crackers that knock you over.
- Jump up to catch the ball with button C when you're directly under the shadow. When you're on a yellow pad at the edge of the arena, you're capable of super-high jumps.
- Make a diving catch by pressing down on the D pad and pressing C at the same time. These are tricky to achieve.
- Throw the ball to the infield by pressing C and pointing the D pad at the base to throw to: Down for home plate; Right for first base; Up for second base; Left for third base.
- You can run to a base with a ball by pressing B and the D pad in the direction you want to run to, but you're generally better off throwing the ball.

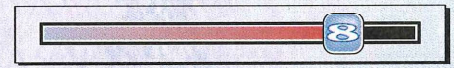
IT'S all in the wrist action

BASEBALL 2020

VITAL STATISTICS
 Format: Mega Drive
 Supplier: Electronic Arts
 Price: \$100 approx.
 Cart size: 16 megabits

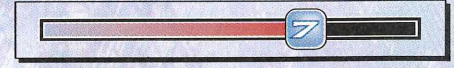
GRAPHICS

Huge, half-a-screen high players eat up most of the 16 Megabits on this cart. And don't they look good too.



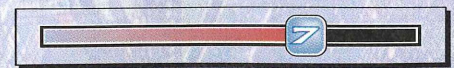
SONICS

Space-age sound fx and a smattering of digitised speech make this sweet on the old ear drums.



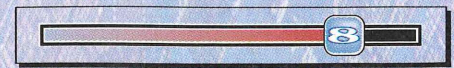
PLAYABILITY

Very difficult to become proficient. It takes practice, practice and more practice to hit even one run.



STAYING POWER

Once you do get the hang of it, you'll be there for the full season.



OVERALL

A well-polished twist on the baseball theme that's a little difficult to get to grips with, but pays off with perseverance.

78 PER CENT

SMASH HITS

It's the only magazine you can turn to
for your fortnightly dose of

STARS! • INFO! • GOSSIP!

PACKED WITH THE BEST POSTERS,
SONGWORDS, FEATURES AND HOT GOSSIP
THIS SIDE OF THE GALAXY! GROOVY!

What's got TV and film stars galore, posters,
competitions and just about anything else you can
think of?

STAR!

It's the
magazine-spectacular
that'll blow your socks off!

AUSTRALIAN **BODYBOARDER**



the gnarliest

bodyboarding magazine on the planet

OUT NOW!

S



"You have absolutely no seconds at all to comply." You'll live a lot longer if you shoot first and forget the asking questions bit.

urprisingly, it's been a long time between drinks for decent movie licences based on futuristic killing machines. Not one to be easily deterred, Virgin games saw the gap and simply decided to make something up. Adam Waring slips into the steel-plated undies and goes terminator hunting.

Take the two best-selling futuristic action movies of the decade, mix them together in a large bowl, add a dash of hot Tabasco, a pinch of plot and sizzle in a hot bamboo steamer for 45 minutes. It may not taste very good, but you do end up with a game that is bound to sell by the cart load.

You pay for the privilege of playing RoboCop who, through a depressing series of twists and turns too painful to describe, is fated to battle endless terminators in order to save mankind – just your average day at the office, really.

The game is split into a

whole bunch of levels where you walk around killing everything that isn't you. There are extra guns to retrieve, upgrading your firepower and boosting the old ego. Strangely enough, additional weapons don't seem to make you any more efficient at killing – you're pretty much a champion ant-stomper in the first place.

Other objects imbue extra lives and energy. The latter seems a little too commonplace, and you become rather blasé about eating lead, secure in the knowledge that you'll soon run across some more energy-boosting goodies and space-food sticks...

Occasionally, there are hostages to be rescued. Unfortunately, try as you might, you can't shoot them. I've tried and the bullets pass right through them. At the end of each level, a baddie pops up – yes, you're allowed to shoot them, but they're slightly tougher to kill.

It's all fairly bog standard stuff. Nothing really exciting happens. Sure, killing is a mildly amusing diversion, but it's just too easy. The fact that you can zip through the levels means that you lose interest in doing so. You soon find your attention wandering to other things. Like how it's high time you took up stamp collecting. **M**

ROBOCOP VERSUS the terminator

VITAL STATISTICS

Format: Master System
Supplier: Virgin
Price: \$89.95
Cart size: 4 megabits

GRAPHICS

Robocop himself isn't bad looking (if you like that sort of thing), but some of the backgrounds are a bit crap.



SONICS

Futuristic, but rather jolly music accompanies the mayhem. Reasonable attempt at digitised speech, too.



PLAYABILITY

Walk, shoot, pick things up, fight the end-of-level baddie. Hardly groundbreaking stuff.



STAYING POWER

The lack of originality can be forgiven, but it's too easy to offer any lasting challenge.



OVERALL

It's not that this is a bad game, really, it just fails to grab. Too easy by far – you get through it all too quickly and there's little to excite you about reaching new levels.

67 PER CENT

ROBOCOP VERSUS the terminator



It's best to shoot everything that moves (as long as it isn't you), especially as the bad guys explode so nicely.



*"Hello, I'm Robocop and I've come to rescue you."
"Well you'll have to come back later, I'm tied up at the moment."*

H I N T S

X-MEN

MEGA DRIVE

The following cheat allows you to do anything your heart desires, although you'll need two control pads for the job.

When the title screen says 'Push Start', hold down buttons A and C, and then press Start. When Magneto appears, press Start on Control Pad 2. Also use this control pad to choose your options.

When entering the Danger Room, stand in front of the access panels to the right. Press Down and Button C to move to the level of your choice.

Restore your life and mutant power to full by pressing Start twice on control pad 2.

Young Jarrod of Jannali, NSW supplies us with this one:

To make Sonic travel in slow motion, press Up, C; Down, C; Left, C; then Right. Press Start when you hear a chime. The game should now be paused. Hold down button B, then press the direction pad and Sonic and his enemies will move in slow motion. The timer will not move, so you will be able to collect the 50,000 bonus points for completing the stage in under 30 seconds. If you want Sonic to jump in slow motion, use button C.

To move to another level, press button A. The screen will blacken, then read 'Sonic Team Presents'. Dear Sonic will jump and waggle his finger. Now press Up, Down, Left and Right. Hold down button A, then press Start. Now you can select your level. Sonic will still be in slow motion. To release this, just press Start.

An anonymous reader tells us how to achieve 15 continues:

Go to the options screen and then to sound test. Key in 19, 65, 09, 17, 01, 01, 02, 04. Then go up to Sonic and Tails, press A and Start.

Chris of Casino, NSW reckons he knows how to make Sonic invincible and super-fast, without the aid of Chaos Emeralds.

First enter the old level select code (19, 65, 09, 17) and press Reset. Then hold A and press Start on the title screen until the level select screen appears. Now go to the sound test and enter 1, 9, 9, 2, 1, 1, 2, 4 and again press Reset. Go back to the sound test on the level select screen and enter 4, 1, 2, 6. Now select your level by holding A and Start until Sonic and Tails appear at the beginning of the chosen level. If funny numbers appear where the score was, it has worked.

Collect 50 rings, hit the Jump button twice, and Sonic will turn gold and

invincible.

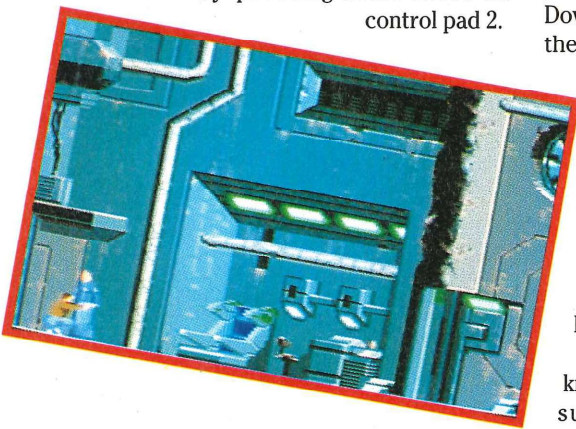
To make Tails super, press B then A. Sonic will turn into a TV. Press C then B to return to Sonic. Smash the TV. Tails will appear with stars, and he also will be invincible.

Lastly, lose Sonic's rings and collect 50 more to keep both of the guys super.

LEMMINGS

MASTER SYSTEM

If you don't have the passwords for this rather difficult game, there's a level select function that may come in handy. When the Sega logo appears, hold down both buttons and rotate the joystick clockwise until you hear a bell chime. When the options screen appears, select your difficulty setting. Go to the new level and press Right or Left to increase your starting level. Begin the game and you will find yourself in the level of your choice.



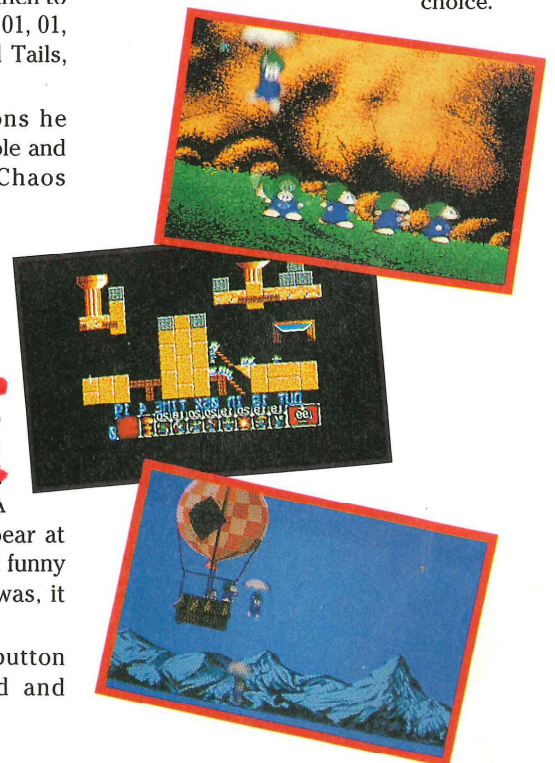
SONIC 2

MEGA DRIVE

Yes, here is a *Sonic 2* cheat that is probably not known to everyone. On the Casino Night level, we all like to have a bit of a play on the Sonic Spin machine, and there's a way to win nearly every time.

Wait until the first reel stops spinning, then press button C as quickly as possible. If you have timed it right, the same symbol as on the first reel will appear on the other two reels. Jackpot!

This month, we've received a whole brace of *Sonic 2* cheats, tips and really wild things.



& TIPS

ROAD RASH 2

MEGA DRIVE

To obtain the fabled bike, 'the Wild Thing', enter the following password: 009N1V00

Matthew of Kearne, NSW, has sent us a whole swag of codes to help you through the game:

LEVEL 1

Alaska	00D8 110N
Hawaii	00DH 101B
Arizona	02JO 117G
Tennessee	035P 1130
Vermont	02U9 10F5

Cash and trade equals \$7750.
Buy the Banzai 600 for \$6500.

LEVEL 2

Alaska	05BH Q105
Hawaii	038B 1MIV
Arizona	05RB ZN73
Tennessee	041Q AN33
Vermont	06IR QMFC

Cash and trade equals \$14,500.
Buy the Banzai 750 for \$14,000.

LEVEL 3

Alaska	08DA 3NOP
Hawaii	0AUB 3M1D
Tennessee	06A4 3C30
Arizona	08T4 RD7M
Vermont	0DE5 RCF8

Cash and trade equals \$27,500.
Buy the Banzai 7.11 for \$22,500.

LEVEL 4

Alaska	0G04 KCOK
Hawaii	09ET C918
Tennessee	0DQD 4932
Arizona	0J4T 4876
Vermont	0NGD 49FE

Cash and trade equals \$46,500.
Buy the Diablo1000 for \$38,000.

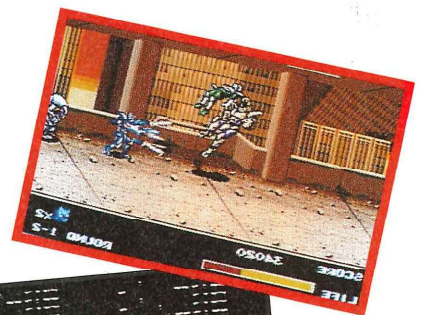
LEVEL 5

Alaska	0QQT 590V
Hawaii	0F6L 5J13
Tennessee	0M44 5J3L
Arizona	0U1K 5I7D
Vermont	25U5 5JFD

After the final race in Level 5, you have one more turn to race against the police. This is their chance to eke out some revenge, so tread carefully!

here's what to do:

Go to the options screen and change the sound number to 18 and the sound effects number to 72. Ready to go!



PGA TOUR GOLF

MEGA DRIVE

Select a skins match and choose the computer as your opponent. When he's ready to take a putt, press Start then select a green on the options screen by pressing button A. When you are there, move the cursor away from the hole and press Start. Your opponent will now take whatever putt you choose.

KRISS KROSS MAKE MY VIDEO

MEGA DRIVE

If you are the lucky owner of this wonderful title (okay, it sucks), then you can find out how it was made.

Go to the caller screen and press A, B, C, and then Right. A separate screen will appear, revealing all the behind-the-scenes secrets of this mediocre game.

STREETS OF RAGE 2

MEGA DRIVE

Now two people can play the same character simultaneously - it's very confusing, so why you'd want to do it anyway is beyond me.

On the title screen (*Streets 2*/Press Start), do the following:

On control pad one, hold Right and B.

On control pad two, hold Left and A.

When the first options screen appears, let the buttons go and choose the two-player mode. Here, both players select the same character.

THE TERMINATOR

GAME GEAR

Wait until the demo screen appears, and then rotate the D pad clockwise while holding down button two. Shortly after, a level select will appear.

MAZIN WARS

MEGA DRIVE

For those of you who much prefer to go up against the bosses rather than bother with the other (rather average) levels,

Q & TIPS

FLASH BACK

MEGA DRIVE

A rather strange letter arrived from **Michael**, who lives on the Gold Coast, QLD (too much sun, maybe?). The only saving grace was that he included a gaggle of codes for *Flash Back*. So, without further ado...

EASY

- LEVEL 1 PIKEL
- LEVEL 2 BETSY
- LEVEL 3 STUDIO
- LEVEL 4 TOHO
- LEVEL 5 AKANE
- LEVEL 6 INCBIN

NORMAL

- LEVEL 1 FALCON
- LEVEL 2 DATA
- LEVEL 3 QUICKLY
- LEVEL 4 BIJOU
- LEVEL 5 BUBBLE
- LEVEL 6 CLIP

DIFFICULT

- LEVEL 1 CLIG
- LEVEL 2 ACRTC
- LEVEL 3 BLOB
- LEVEL 4 STUN
- LEVEL 5 MIMOLO
- LEVEL 6 HECTOR

CHUCK ROCK

MEGA-CD

Here are the level codes to help you along:

- LEVEL 2 GJFKFN
- LEVEL 3 PDPKNN
- LEVEL 4 JWNTXF
- LEVEL 5 TSFVNP

POPULOUS

MEGA DRIVE

For six bonus continues, wait for the chapter one screen to appear, then press the following: C, A, B, A, C, A.



KRUSTY'S FUNHOUSE

MEGA DRIVE

Here are some helpful codes to enable you to cope with this tough little game.

- LEVEL 2 SELMA
- LEVEL 3 SCRATCHY
- LEVEL 4 SKINNER
- LEVEL 5 GROENING

To open all the doors, enter **TRACY**.



TIME GAL

MEGA-CD



If you select visual mode before playing, you will be given a password on completion of each level. This password allows you to view each level after you've played it. The words to know are:

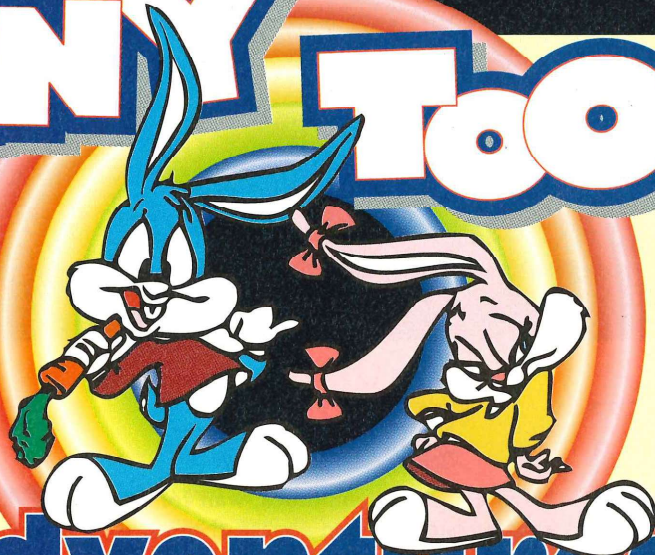
STONEAGE, ELEPHANT, HARDWORK, ASTEROIDS, STARWARS, MURDERER, WORLDWAR, LANDMINE, DEATHOUL, RECKLESS, BRANCHER, SOUTHERN, DINOSAUR, OSIRIYA, DODZILLA, THANKYOU.

DESERT STRIKE

MEGA DRIVE

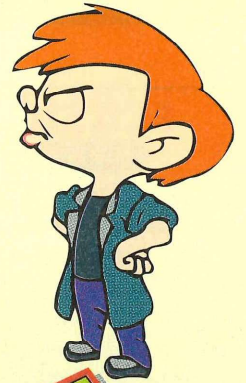
Another missive from **Brent** - a code, which gives you 10 men. Just enter BQQQAEZ. **M**

TINY TOON



adventures

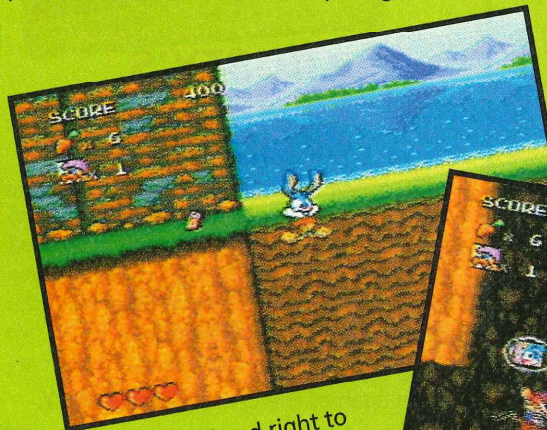
BLISTER'S HIDDEN TREASURE



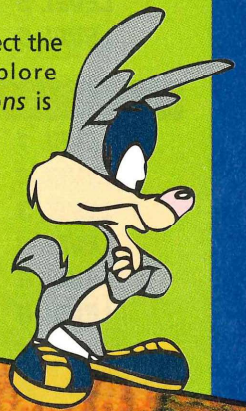
TINY TOONS IS ONE OF THE BEST PLATFORM GAMES MONEY CAN BUY, BUT GETTING THROUGH IT AND FINDING THE ELUSIVE BONUS LEVELS CAN BE TRICKY. ANDREW HUMPHREYS CHAINED HIMSELF TO HIS MEGA DRIVE FOR DAYS TO BRING YOU THIS EXHAUSTIVE PLAYING GUIDE.

AREA 1: THE PLAINS

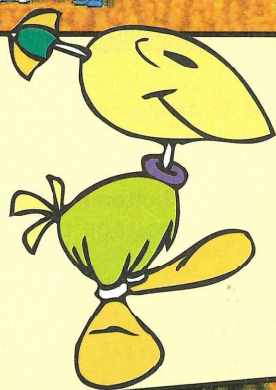
Use the first four levels to get used to the controls. You must perfect the Super Jump in order to make it through the game. Explore EVERYWHERE, you never know what you may find - *Tiny Toons* is packed with secret rooms and passages.



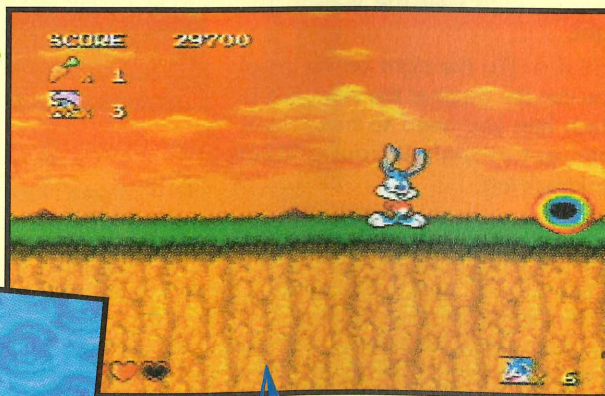
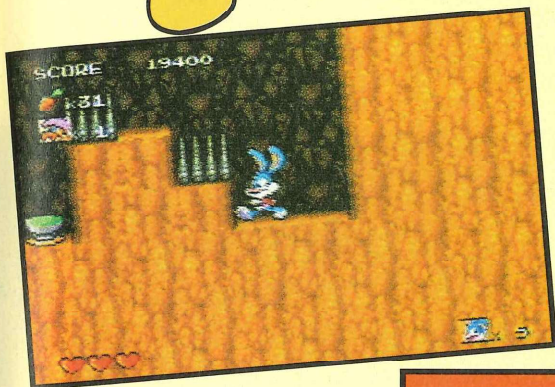
Level 1: Just head right to find Gogo Dodo. Fall through the mud for an extra bunny.



Level 2: There're two exits to this level, and an extra bunny below you and to the right at the start (watch out for the spikes). The first Gogo is hiding down below: head left to find him. The second is waiting at the end of the level.

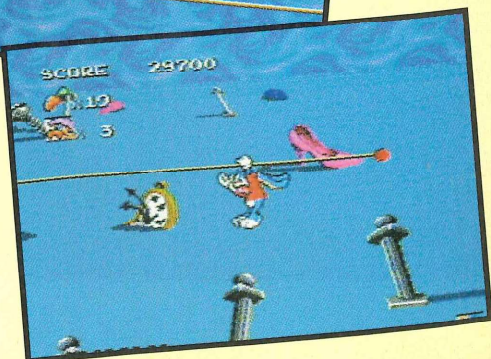


Level 3: (To the right on the map) Fall through the collapsing bridge and go right along a secret passage for an extra bunny. Gogo is high and to the right, but travel past him to find a bell.



FIRST BOSS: DIZZY DEVIL

Avoid him and jump on top of Dr Gene. Stay on the ground as much as possible and you'll be OK.



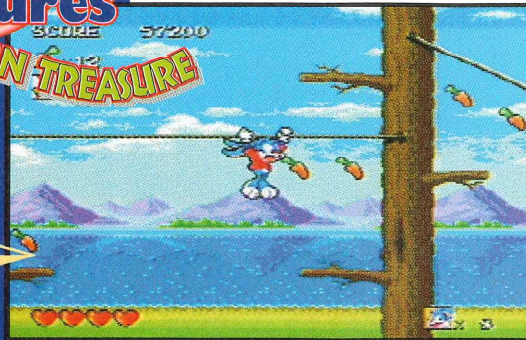
Level 4: There's an extra bunny down below, and a Wackyland Bonus Round at the very end. Spring up and head right to Gogo, but make your way past him to the bonus level first.



TINY TOON Gamebuster

adventures BUSTER'S HIDDEN TREASURE

Level 1: Stay high to avoid problems. Gogo's to the right.

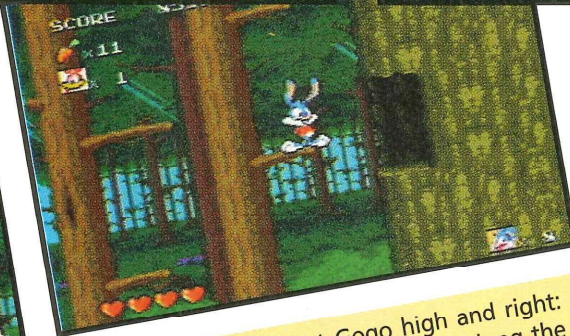


AREA 2: FUNGUSAMUNGUS FOREST



Level 5: At the end of the level, fall down the conveyor belts (careful – there are spikes at the bottom); Gogo's through a passage to the right.

Level 6: Again, go right and up as high as possible, then backtrack left to reach Gogo.



Level 2: There are two exits to open up in this level. You'll find the first Gogo high and right; travel across the swinging balls to get to him. The second is below ground: move right along the ground until you reach a cliff with a hole in it – head inside to find Gogo.

Level 3: (To the right on the map) Fall down to the water wheels, go left and through a secret passage (above the tree stump) for an extra bunny. Gogo's all the way to the right.

Level 4: (To the right on the map) You can see Gogo at the start, but to reach him you need to head right, then get as high as you can and backtrack left.



SECOND BOSS: CALAMITY COYOTE

Piece of cake. Just jump from box to box (stay in the centre) and onto Splicer's head when he pops up.

AREA 3: DEEPDARK CAVERNS

Level 1: Two exits again. Super Jump up all the passages above you. There's a bell up one at the beginning of the level, and an extra bunny a little later on. There's also a helper bonus in a secret room to the right of the first falling ball. To get to the first Gogo, move right and through two secret passages situated just above the big frog you see as you head up. Go high and right for Gogo two.



AREA 4: LAVA CAVERNS

Level 1: Two exits. Fall down at the start and follow the carrots, then go right and ride the block up. One Gogo is to the left, and another's on the right.



Level 2: (To the left on the map) Go right and up. To the right of a conveyor belt, you'll find a secret passage that leads to a bonus level. There's an extra bunny up high. Gogo's up and to the right.



Level 3: Fast jumping and good timing is what you need here. Make sure you don't jump too high when a short jump will do.



FOURTH BOSS: PLUCKY DUCK (THE TOXIC REVENGER)

Watch the tubes carefully so you know which one Plucky will shoot from. Jump on Splicer when it's safe.



Level 2: (Up on the map) Fall down the waterfall, move to the far left and through a secret passage for an extra bunny. Head up and right, then up and left to the exit.

Level 3: (To the right on the map) Buster takes a swim—careful though, you can't defend yourself here. Swim to the far right and all the way down for an extra bunny. To find Gogo, head back up and then left, down, right and up again to dry land.

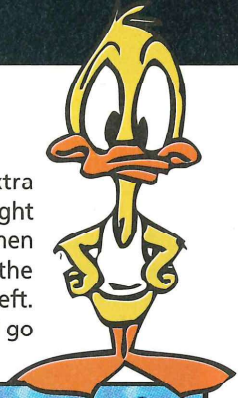
Level 4: (Down on the map) This one's tough, but keep at it and you'll find Gogo to the right.



THIRD BOSS: PLUCKY DUCK

Jump over Plucky and avoid the falling spikes when he swings his hammer. Jump on Splicer's head when he swoops down.





AREA 5: THE WATERFALL

One big level with lots to find, including a couple of extra bunnies and a Wackyland bonus level. Do it this way: go right and down the first hole you come to (with the alligators), then back again through the hole to the left, again through the hole below, then one more time through the hole to the left. You'll be on a ledge. Run and jump across to the right and go down past the spiked ball. Spring onto the platforms, stay as high as you can and head left to the bonus level. Head back to the right wall and drop down to find an extra bunny in a niche. Drop off the platform to the left to avoid some spikes, then time your jump over them so you can get to the right and Gogo.

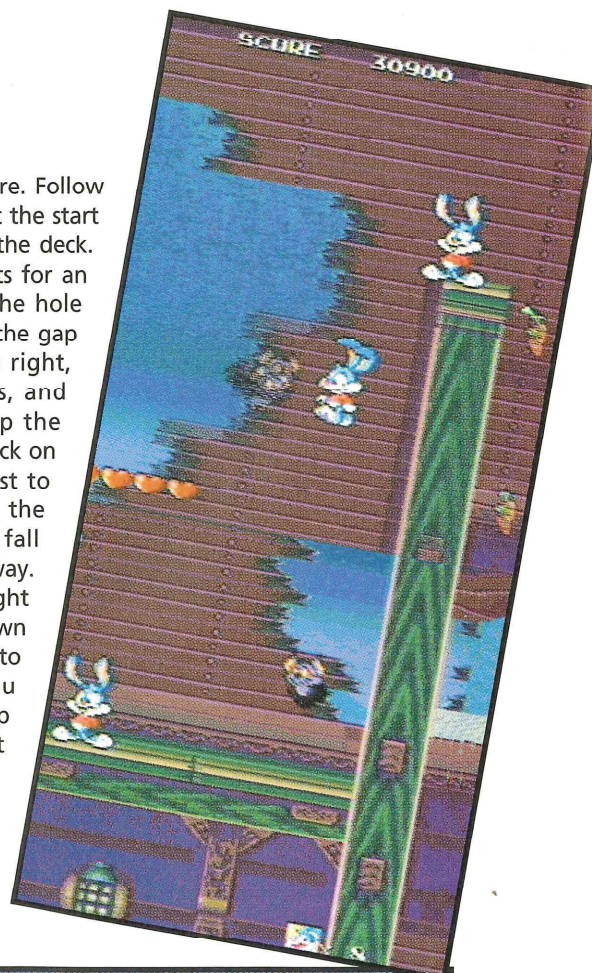
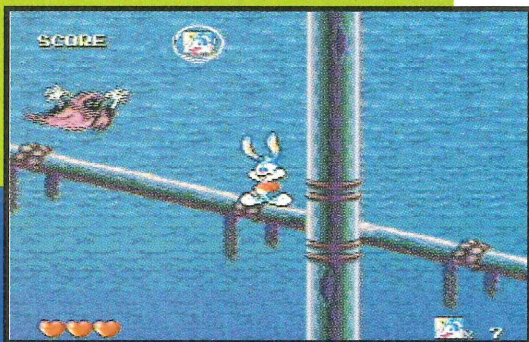


AREA 6: THE SHIPWRECK

Level 1: Finding Max is very tough here. Follow these directions: drop down the hole at the start and go right and up the next hole to the deck.

Use the barrel to go up the masts for an extra bunny. Jump back down the hole and move to the left. Fall down the gap when the spikes retract and go right, under the gap, down the steps, and then left for a bell. Go back up the steps, then up and right to get back on deck. Jump up and over the mast to the right; head right and down the hole at the end. Move left and fall through where the floor drops away. Go to the bottom, then head right and up to reach the deck. Fall down the hole at the far right and drop to the left. Run to the left so you don't fall through the floor. Drop off a ledge and keep going left until you hit the door.

Level 2: Underwater again. Head straight up to the surface and go right to Gogo.



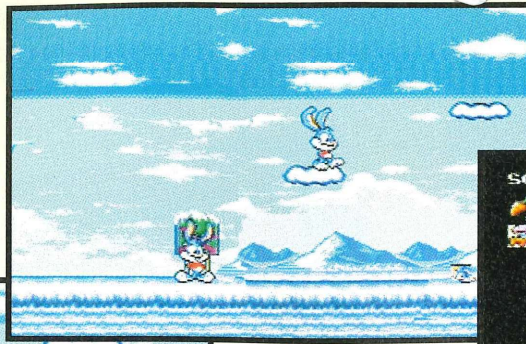
FIFTH BOSS: MONTANA MAX

This can be tricky until you know what you're doing. Jump on his head when he appears from underneath you, and dodge his octopi. Oh, and be careful not to fall through the gaps in the floor.

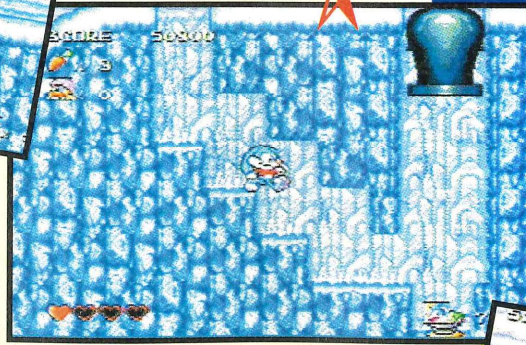
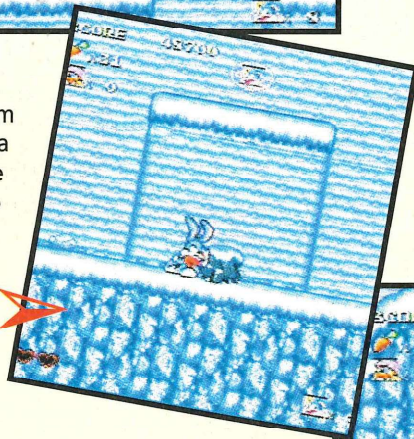


AREA 7: THE SNOW MOUNTAINS

Level 1: Two exits to find. Take a walk on the clouds: go left for a bell, and all the way to the right for Gogo one. To reach Gogo two, jump off the clouds at the land and head down.



At the bottom there's an extra bunny (use the rock to the left to reach it) and Gogo two (dash past him for another extra bunny).



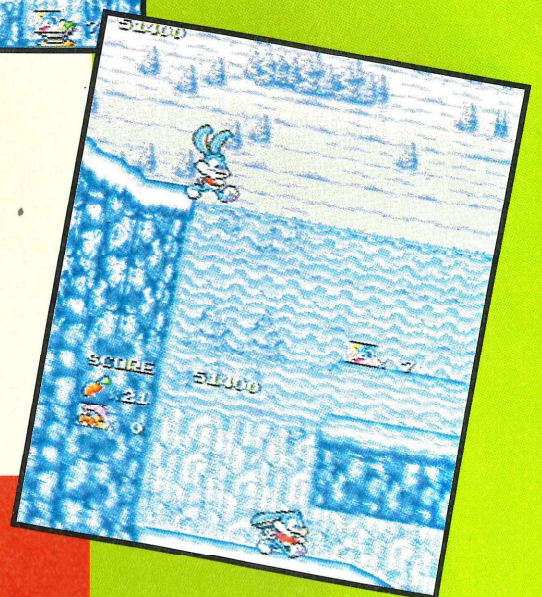
Level 2: (Left on the map) Go up and right to find Gogo.

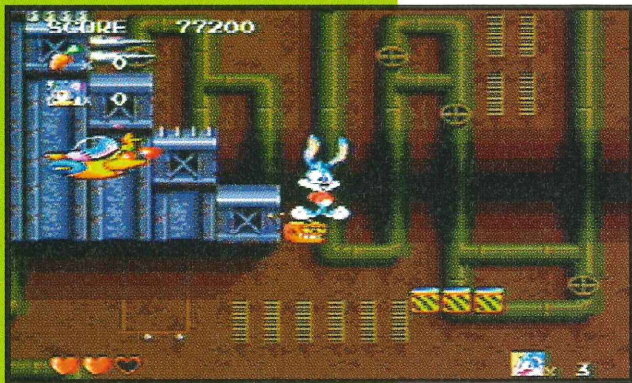
Level 3: (Down on the map) Head right. Careful jumping is required here - don't move once you land or you'll slip off the ice. Bounce from spring to spring to clear the spikes, and watch out for more spikes at the bottom of sloping ledges. Gogo's to the right.

Level 4: Travel right and take a ride in the cannon. Fall through the waterfall to a secret passage. Go right and up the platforms to Gogo.

SIXTH BOSS: HAMPTON

Don't get sucked in by the vacuum; jump straight up to the block above you and start bouncing on Spicer's head.





Level 1: Jump on the orange robot's head for a quick ride up, but make sure he follows you all the way to the right first. When you reach the top, head right, down, then left and down to the bottom. Gogo's to the right.



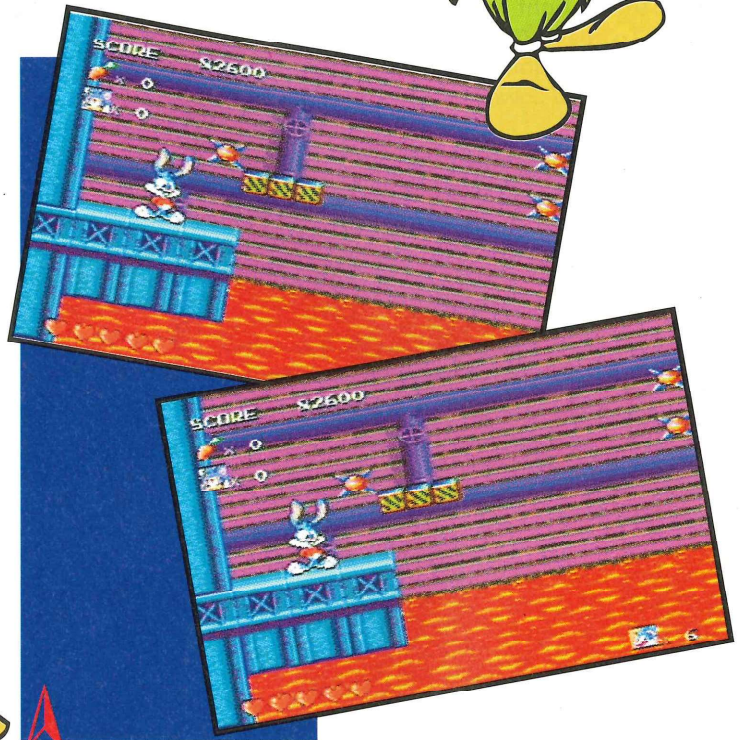
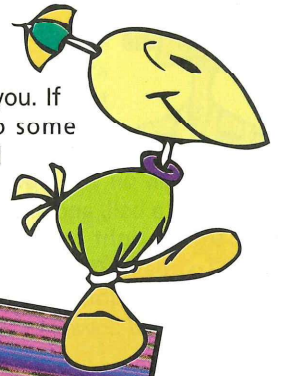
SEVENTH BOSS: ELMYRA

Don't let her catch you! There are two ways to handle this: either go flat out to the right and learn where every jump is or try to jump over her to keep her off balance. Keep going right to the exit.

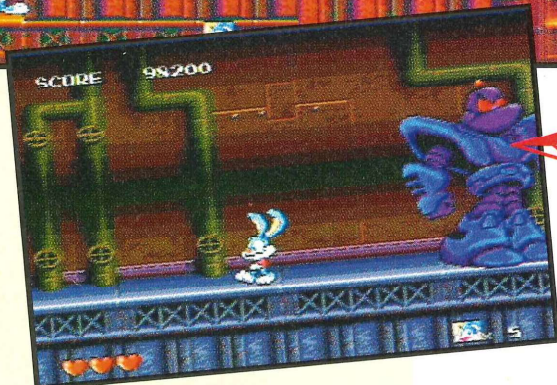


AREA 8: THE FACTORY

This is as far as a password can take you. If you're having trouble, go back to some earlier levels for extra bunnies and bells to increase your life-meter.



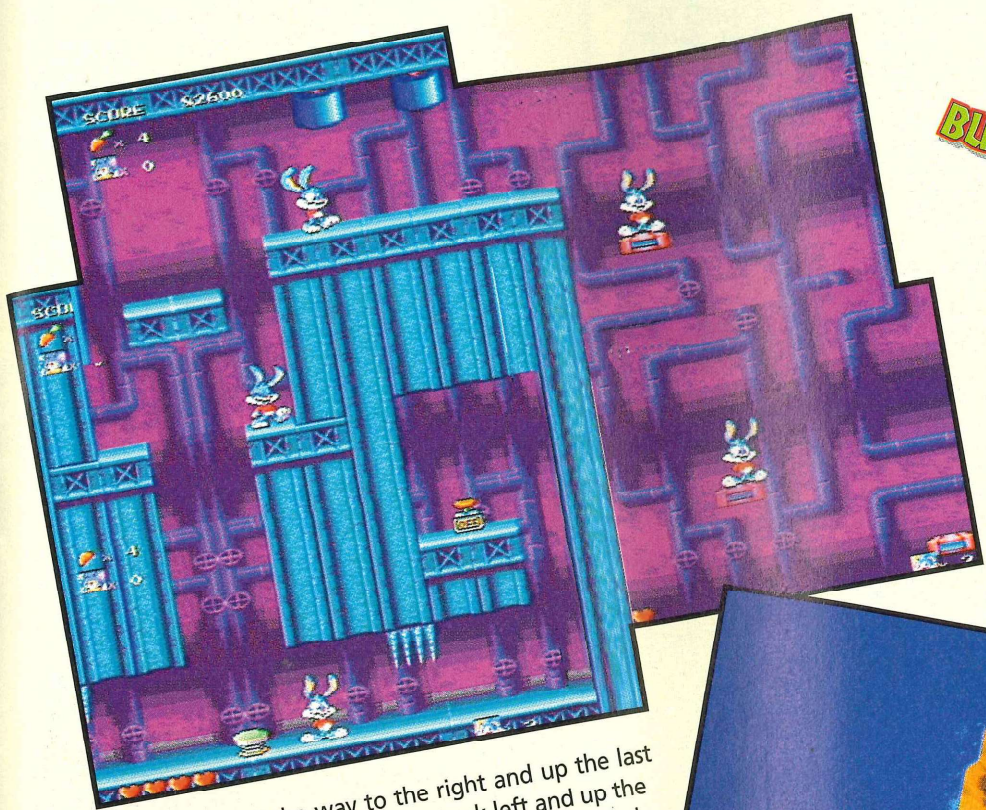
Level 2: If you want some extra goodies, go right, up and through some secret passages. But the quickest way to finish this level is to head up at the start, then all the way to the right; drop down left to the bottom and take a cart ride to the left to Gogo. Before you touch him though, go past him, up one ledge, and through a secret passage in the left wall to a bonus stage.



EIGHTH BOSS: MONTANA MAX

Stick left and avoid his lasers. As soon as you dodge the third blast, Super Jump off the wall and onto his head. Repeat this until you knock his helmet off, then stick to the right, Super Jump over his fists, and then off the wall and onto his head until he's defeated.

TINY TOON adventures BUSTER'S HIDDEN TREASURE

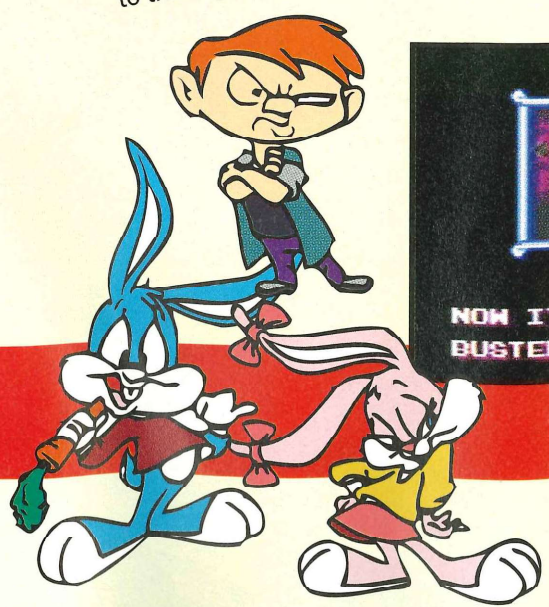


Level 3: Go all the way to the right and up the last opening for an extra bunny. Go back left and up the next opening. At the top, go left and up the third opening. To the left you'll find a bell and some doors - don't go in them. Above you is another extra bunny (if you're game). To the right are a load of passages heading up and lots of doors. Go up the first opening and in the door on the right. This will warp you to a new section. At the top and to the left you'll find another door to yet another section. Go up and jump on the switch. Head right and drop down and right to another switch. Jump up the disappearing platforms to the top and go right to Gogo.



ACTION REPLAY CODES

Those of you lucky enough to own an Action Replay cart can have it even easier, just by tapping in these codes:
 FFFB0 B0003 - Infinite energy.
 FFFB0 90002 - Infinite lives.
 FFFB0 F0032 - One helper per carrot. (You must switch the Action Replay cartridge off at the end of each level and on again at the start.)



THE END!

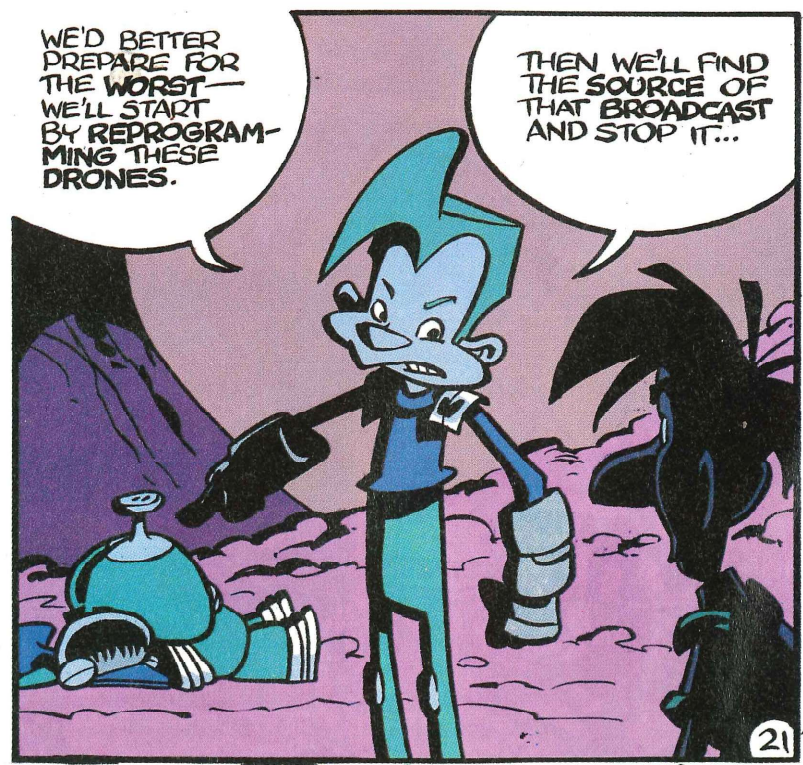
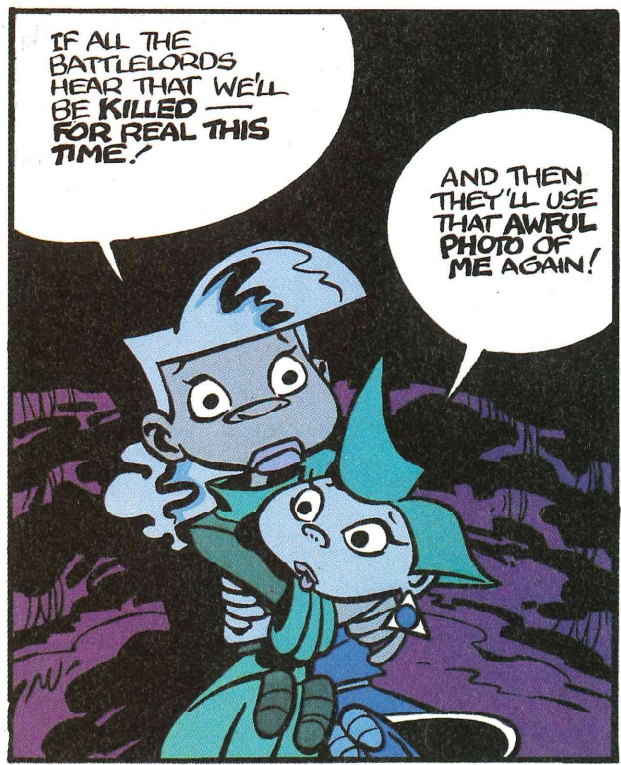
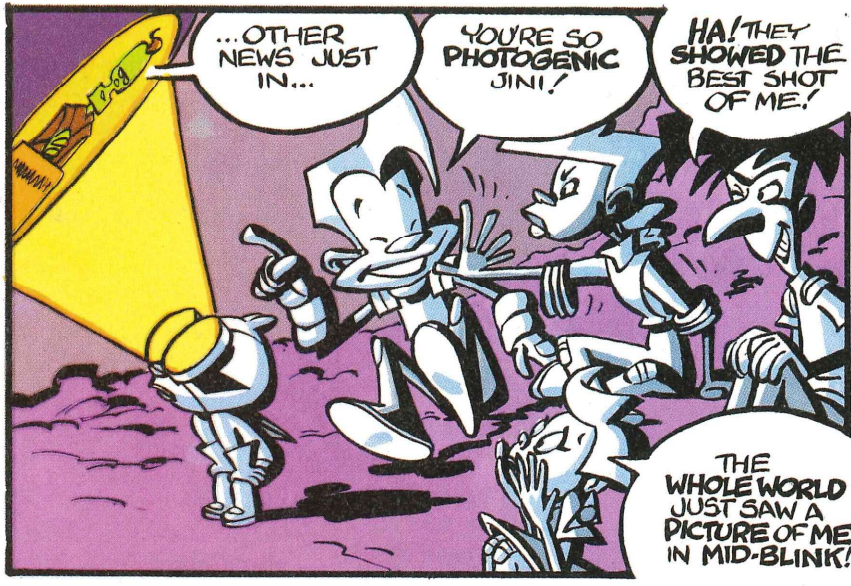
THE WHOLE WORLD IN YOUR HANDS

Passwords are given at the end of each level, but you can get to anywhere you like with this sequence: VGQW WWQQ QKQQ WWQQ WGRY.
 Note that no passwords are given after you reach area eight. You have to play through the remaining three levels and take on the final two bosses all by yourself!

REX VECTOR

BY FIL BARLOW
©COPYRIGHT 1993

THE STORY SO FAR:- REX VECTOR AND THE XPEER GANG ARE HIDING IN THE CENTRE OF THE PSEUDO-WORLD VIOLANTIS. ACCORDING TO A REPORT FROM EARTH THEY HAVE JUST DIED...





…HOPEFULLY BEFORE THE BATTLELORDS STOP US!

TO BE CONTINUED

END ZONE

Well, that's it for this month, folks. I hope you enjoy reading this issue as much as we enjoyed putting it together. (Yeah, right. We always 'enjoy' not sleeping for two weeks solid - the gang.)

Oh shut up, you miserable gits. True, it was a toughie, plagued with more teething problems than a six-month-old baby, but we got there in the end.

And we're not stopping for breath, either. I suppose you're wondering what will be in the next issue of Australia's only dedicated Sega magazine. Ah, well so were we, actually. We were hoping that you'd be able to tell us! Let's see. We'll be having a new section, Poetry Corner, where Sandra recites all 126 verses of

her latest romantic ballad, *Sonic, You're Bionic*. There'll be an eight page special on Duane's navel fluff collection: classified and cross-referenced. Chris will be modelling the latest in designer gum boots. And Adam may (just may) stop writing this utter codswallop and think of what we'll really include.

We'll be reviewing *F1*, the fastest racing game we've ever seen. *Rocket Knight Adventures* also gets the Megazone treatment, as does *Micro Machines* and *General Chaos*.

The most likely accessory you'll buy for your Sega (after games, of course) is a new joypad. We look at stacks of sticks and tell you which ones let you control your games like a true master.

Plus there'll be lots of other bits too

COMPETITION WINNERS

We thought it was high time we did the draw for the *Superman* competition. If you cast your minds back to the July issue, you'll recall that we were giving away not one, but two Mega Drives, five copies of Virgin's *Superman* game plus the issue of the comic where the caped crusader comes back to life. (We all knew it had to happen, didn't we?)

First out of the Megazone top hat, the winners of the Mega Drives: Adam Waring and Duane Hatherly, both of Sydney! Erm, bugger it, we've been rumbled. I knew we'd never get away with it.

No, just ribbing. The real winners are: (drum roll) Jake Butler from Pascoe Vale, VIC; and Michael deVries of Bligh Park, NSW! Well done chaps!

Copies of the game go to: Marcela Fagnano, Harris Park, NSW; Tom Carey, Mont Albert, VIC; Jordan Mcguire, Cundletown, NSW; Paul Logan, Tamworth, NSW; and Kevin McHugh, Narellan, NSW.

Comics go to: Stephen Ware, Bowen Mountain, NSW; Chistopher Luppino, Bonnyrigg, NSW; Mathew Mangamaro, St Albans, VIC; Kelvin Beeck, Gnowangerup, WA; Shaun Moriarty, Drummoyne, NSW; Nick Blair, Page, ACT; Clinton Thompson, Berala, NSW; Jennifer Proctor, Winmalee, NSW; Andrew Papapetroll, Mooroolbank, VIC; and Jonathan Lans, Copmanhurst, NSW.

Well done all, we'll get Sega to send your prizes soon. For those of you who entered but didn't win: tough!

**DON'T MISS THE NEXT ISSUE OF MEGAZONE.
ISSUE 33 ON SALE WEDNESDAY 3RD NOVEMBER***

* If we get the bugger finished in time

BLAST INTO THE NEW ZONE

POWERLINE

0555

25000

- SEGA'S MEGA CLUB
- HOTTEST NEWS
- LATEST RELEASES
- TOP 10
- M-E-G-A-Z-O-N-E

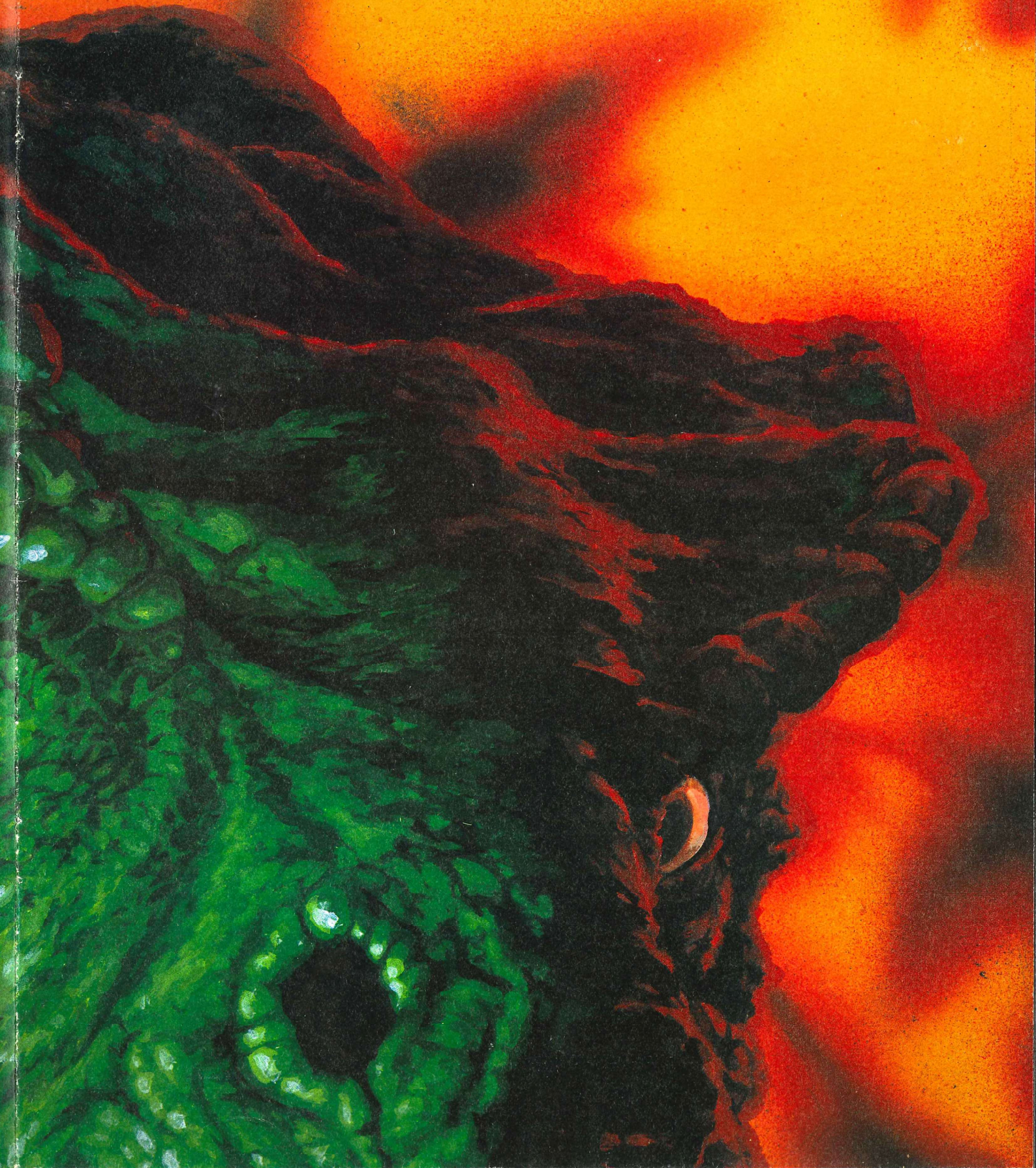
24 HOURS A DAY, 365 DAYS A YEAR

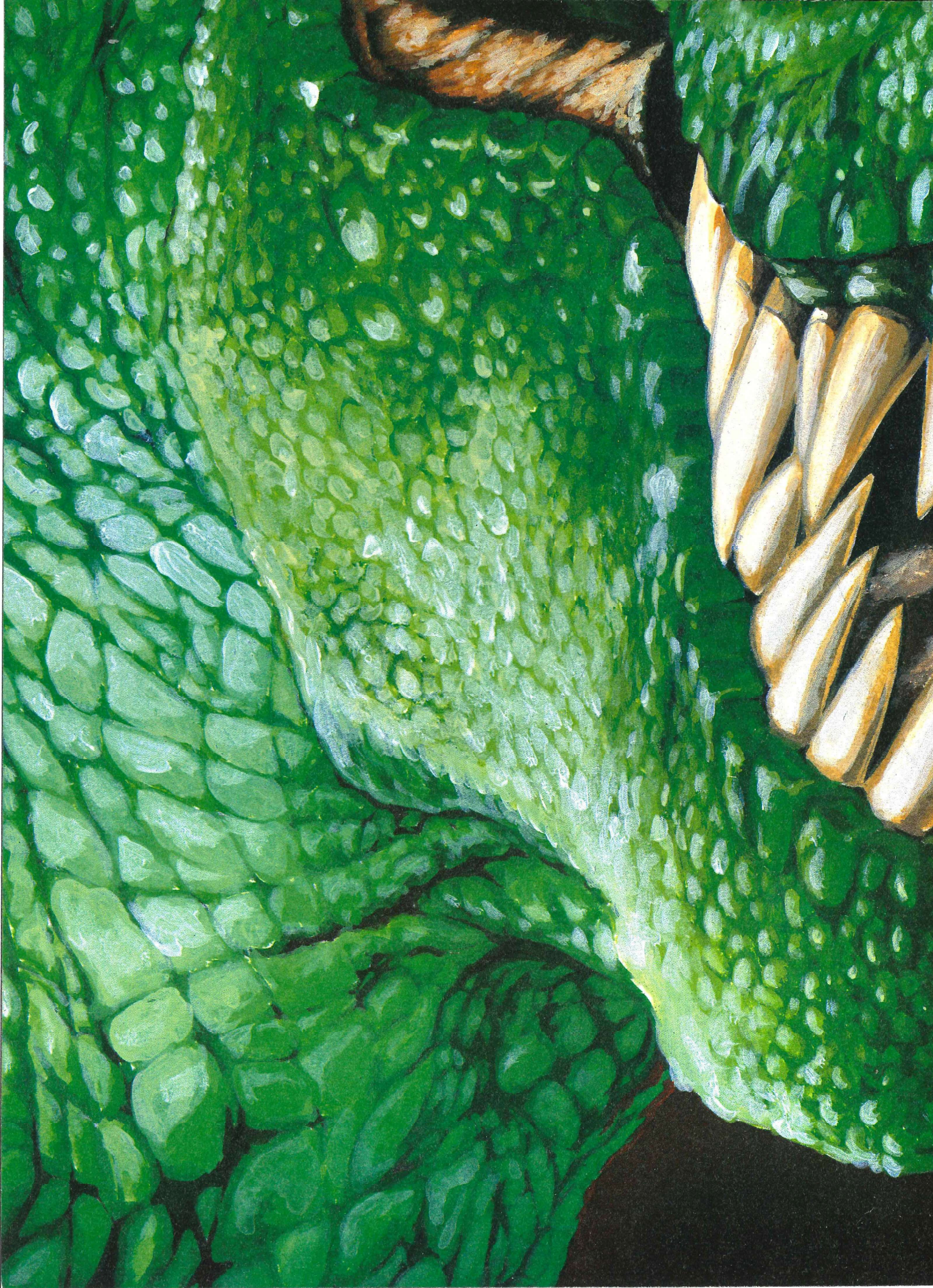
70c PER MINUTE. IF UNDER 18, YOU MUST ASK YOUR PARENTS OK

SEGA



MEGAZONE







MEGAZONE







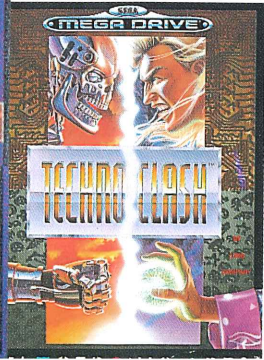
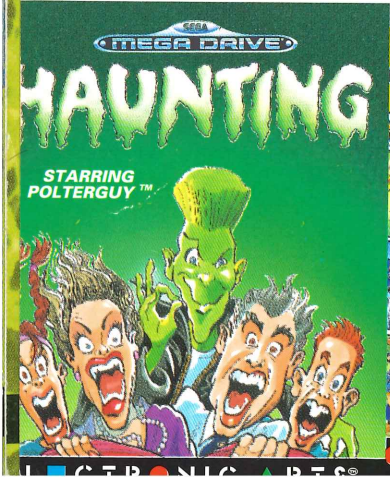
CASTLE



EVANIA



UNTIL YOU'VE HAUNTED YOUR FIRST BATHROOM YOU HAVEN'T LIVED... OR DIED FOR THAT MATTER.



Revenge is sweet so they say. And what could be sweeter than to return from beyond the grave to haunt those who were responsible for your sad and untimely demise - the evil Sardini family.



ELECTRONIC ARTS®