

# MEGAZONE

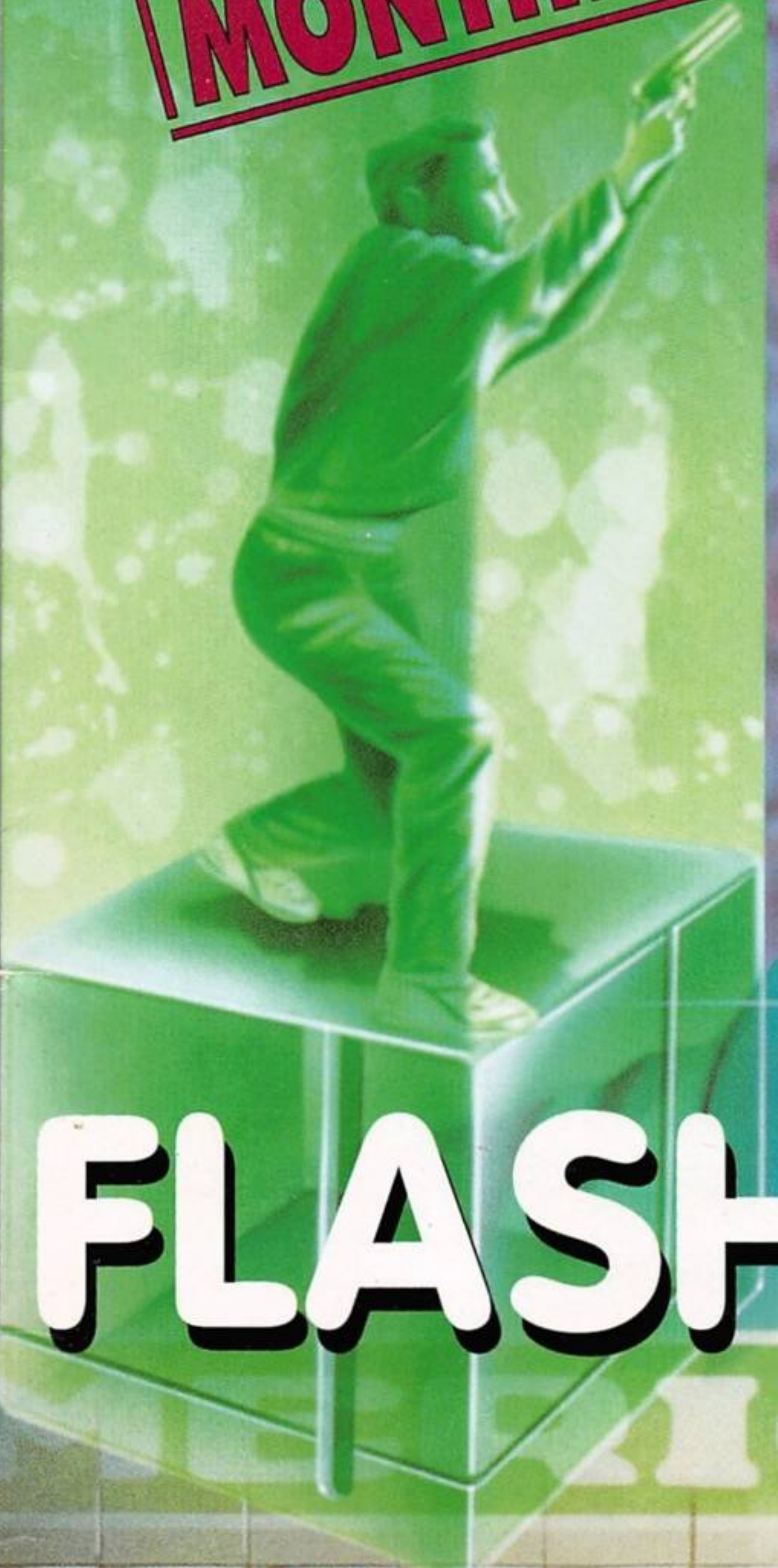
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# SEGA

**WIN  
a  
mega  
PC!**

## FLASHBACK

An astonishing quest for identity

**X-Men**

**X-Wing**

**Another  
World**

## Lemmings 2

full review

**Fatal Fury**

**Cathy Dennis**

**Def Fx**



**J U N E**







# If you were

Why is their screen only one colour? Why that colour? Some questions we just can't answer. We make Game Gear.™ A multi-colour portable video game

# colourblind

system with a monitor so good you can turn it into a mini-television. All you've got to do is pop in the TV Tuner which is sold separately. But the best

# and had an I.Q. less than

thing about it is the games. And by now there are 30 of them available. Like Sonic The Hedgehog 2,™ Taz-Mania,™ Streets of Rage,™ Shinobi 2,™ and

# twelve

Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing new

# then you wouldn't care which

games, and making sure Game Gear remains the number one colour portable, which should be no problem considering the competition.

# portable you had.

**(Of course you wouldn't care if you drank from the toilet either.)**





## FEATURES

### CATHY DENNIS

**27** Not only is she a major spunk, but she's a big Sega fan as well!

### DEF FX

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**19** This Mega CD masterpiece features over one and a half hours of real interactive video

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### CYBER RACE

**21** Blade Runner set designer, Syd Mead, helped the Darkseed team with this futuristic racing game

## WELCOME TO ANOTHER ACTION PACKED MEGAZONE!

You've all been asking for it and now it's finally happened - we're monthly! No need to hang out for weeks and weeks not knowing what games are hitting the shelves. Megazone will be in your newsagent the first week of every month from now on. And if you are having trouble getting a copy (we sell out very quickly in some areas) just tell the news-agent to reserve you a copy. Or better still, subscribe! That way, not only to you get the mag quicker and cheaper, but you are in the running for some awesome prizes. This issue we're giving away a Mega PC, which is an IBM compatible computer that can play Mega Drive carts.

Another way of getting Megazone easily and cheaply is to join the Sega Club. All new club members will be receiving a Megazone subscription with their membership, while old members will be getting the mag quarterly. Pretty good value!

Inside this issue you'll find some of the hottest games for a very long time. On the computer side, not only do we have a full review of the classic Lemmings 2 (with copies to give away), but there is also the awesome X-Wing, the hilarious Space Quest V, the amazing Ultima Underworld 2 and the enormous (21 Meg!) Challenge of the 5 Realms.

Sega are also throwing some big titles at us, with Flashback leading the pack. Believe me, you've never seen controllable computer animation like this! It's also a brilliant platform adventure that sets new standards for console games. It is also going to be available on Amiga and IBM, so everyone should pay attention - it's going to be one of the games of the year!

But Megazone is more than just games though, and we've got interviews with the very spunky Cathy Dennis and the masters of techno thrash Def FX. Plus there's comics, sci-fi/fantasy books, music, movies and videos. And a great double-sided poster with X-Wing, and our very own comic hero Rex Vector!

Too much!

Stuart Clarke - MEGA ED



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## ISSUE

# 28

### MEGAZONE

### LOCKED BAG 7

### ROSEBERY NSW 2018



MEGAZONE HAS BEEN BROUGHT TO YOU BY...

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Adam Waring

**art director**  
Tara-Jane Axford

**graphic designer**  
Catherine Au Yeung

**grap**  
Dua



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SPIDERMAN

contributors:

David Wildgoose, Nick Smith, Brian Costelloe, Julian Schoffel, Mario Moeller, Andrew Humphreys, Nick Lawson, Brendan Basto, Gabriel Wilder, Fil Barlow, Thom Hastings, Graham Cousens, Lucia Robson, Drewe Zanki, Stuart Slater, Bill Hibble, Tim Levy, Tim Gadler, Anthony Mansour, Dean Stibbe, Madame Mimi appears courtesy of Adam Griffiths Productions (Mimi chooses the Sludge range of hair-care products and personal defoliants).  
Cover Illustration: Peter Shannon



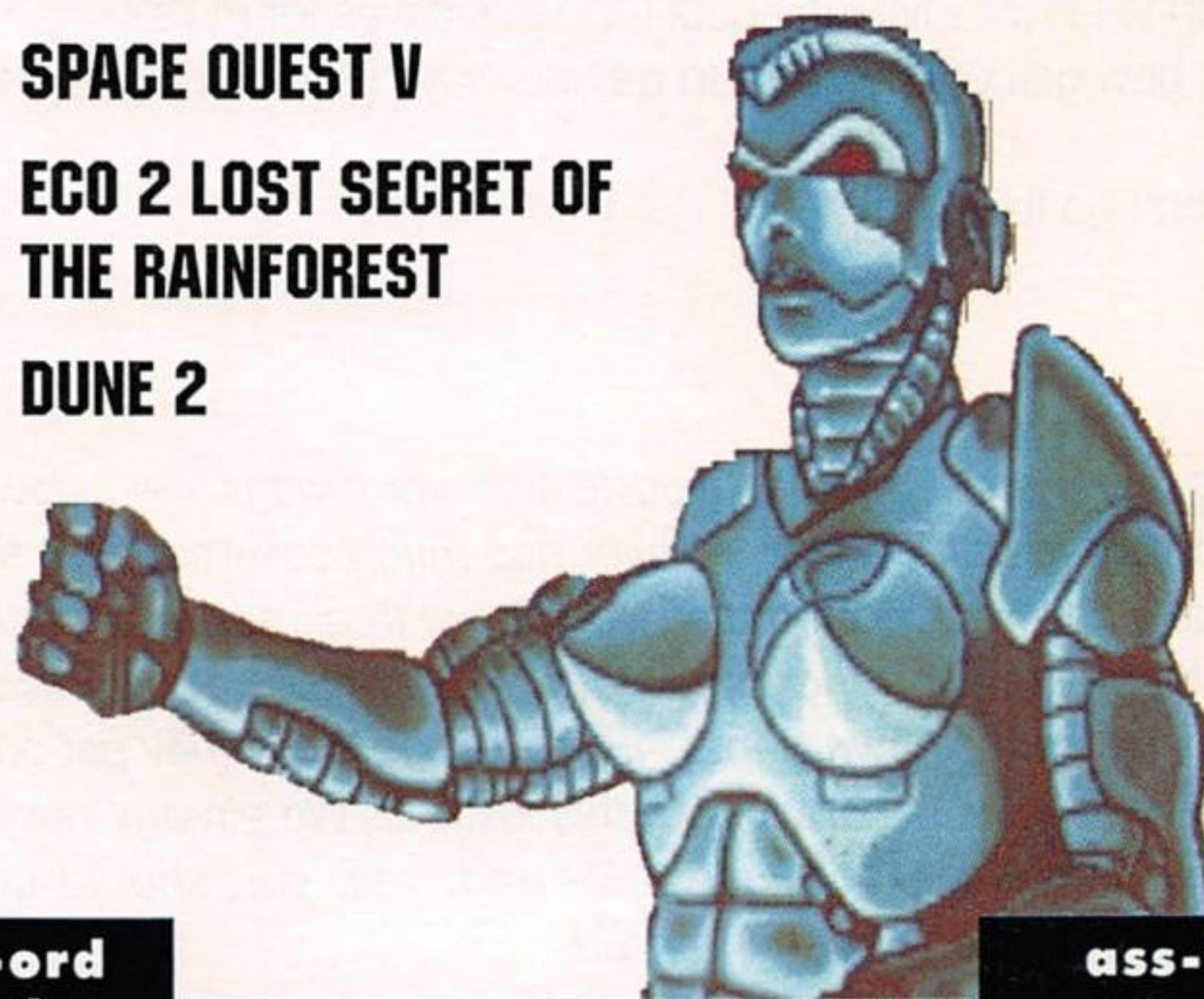
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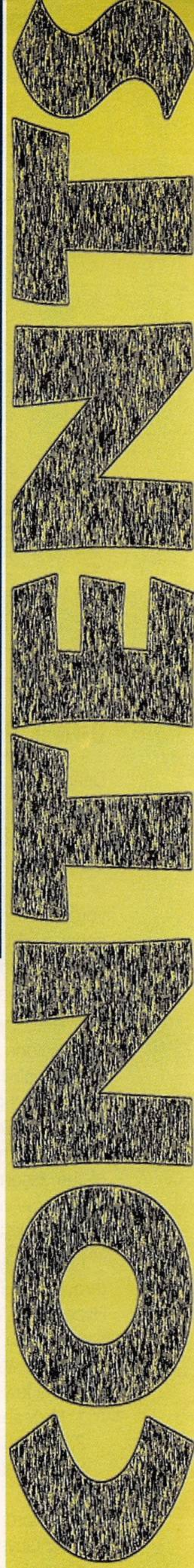
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ISSUE

28

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Menekshe

production co-ord  
Leigh Butler

resident artist  
Brendan Crane

ass-kicking tea lady  
Shelley Kissing



## A CRAPPY LETTER

Hey Stuart,

I've got a great idea for your mag. Why not double the amount of pages in the letters section so you can fit my crappy letter in? Oh, and would you answer these questions too?

1. With Sega's coming 32-bit machine, do you think the Mega Drive will become a no-new-software machine like the sad Master System?
2. Is it true that you can make Gameboys out of used cornflakes packets?
3. With all the brilliance that Streets of Rage 2 has, why doesn't Sega make an arcade based on it - I'd probably play it!

Okay, that's it. I'd just like to say that ECCO looks unreal, and the more "environmentally friendly" games we get, the better!

Thanks dude

Matthew Foster Glenory TAS

*Hey Matt, I squeezed your crappy letter in anyway! 1. Not for several years at least. The rumoured 32-bit machine won't be available for another two years or so. 2. Probably. You can also make them out of toilet paper and used handkerchiefs. 3. I think they should too, it'd be huge! - Ed*

## FREAK ON THE LOOSE

Greetings Pig-Slime (that's you)

As I bounce in my wallowing pools of self carrots, I am wondering what sane would be like, but enough of these antelopes. I must be straight to the sharp end of my pencil. My problem: not enough cells in my head of gold. But enough of this non-seriousness, my quarrel arises once again. My Nintendo being super is very accelerating and brings me many millions of billiard moments which satisfies my feet. Fighting in the street twice thrills my fingernails but it is not Championship television and now in the latest Zone, I hear with my eyes that Driving with Mega excitement will chill my pads of black if I choose this stony walkway. Another point of argument toward my backward situation. To be Spikey Super blue Tails also sends me into remission and needing a non crooked coat. So is it to be Super or Mega? Maybe it's you who can be my saviour in this Moose of a dilemma.

Yours in Seriousness

Amsay Ranaganbay (Sam Branangan)

*I have only one thing to say....YOU'RE A FREAK!!!! - Ed*

## DON'T PRINT ME SIDWAYS

Dear Megazone,

Congratulations on the chunky new size of Megazone and on the soon-to-be-monthly distribution. I like most of the new stuff you put in but I have a few complaints. Don't print the letters sideways! I've gotta turn the magazine around just to read them! (if this gets printed, you'll print it sideways, won't you?) Also, why the hell did you get rid of all the Nintendo stuff? Are you sponsored by Sega or something? You say that most of the readers don't have Nintendos, but that's only because you used to print about 3 NES game reviews per month! What about the losers with Super NES's who just paid for a 24 issue subscription? (No, NOT me).

Wait, don't file this letter in the bin just yet, I do have some good stuff to say as well. I like the Comic Fix and Fantastic Journey sections. In fact I read comics and fantasy sci-fi books (how'd you know?). I also like the expanded Adventure Zone bit and the non-gaming articles (apart from the one about Dieter Bummer...if I want to read about soapie stars' toilet habits I'll buy one of the assorted crappy teen magazines.) I also like reading the letters (you have some very insane readers) and Rex Vectar. Even with all that crap at the top of the letter, your magazine is still the best out (suck, suck).

I have only one thing to say to Karry Steel (#27 Mega Mouth). Talk a walk through your local arcade and have a look that couple of Street Fighter II Hyper Fight machines surrounded by thousands of thronging fans. Will you have that on your Mega Drive in a year's time? I don't think so. Do I have it on my IBM now? Yes (this is the truth!).

Just a few questions:

1. How about a full review of Lemmings 2?
2. Are you gonna tell us anything about CD-Rom drives for PC's?
3. How many new games are going to be 386 only? (Should I fork out for an upgrade?)

Last word: Don't go fully Sega!

Later Guys....

Alistair Flynn

Box Hill VIC

*Well, Alistair, is it a real drama for you to turn your magazine sideways? As for Nintendo, you're right; we have never had much coverage, but that is because they have never supported the magazine with games or advertising, so bad luck to them. I am sorry for the Super NES owners who subscribed, but that's only because they own Super NES's, not because they get our rad mag. As for the questions 1. Look inside this issue 2. We already have (7th Guest previewed last issue) 3. Quite a lot and, yes, you should get an upgrade. Last word: We don't intend to! - Ed*



**You got somethin' to say?? then write**

## LOVABLE GUYS FLEX NARRATIVE MUSCLE

To whom it may concern (or anyone else),

Normally I don't resort to insult matches with anybody whose sperm count is in negative numbers. I'm quite a lovable guy, but now I'm forced to flex my narrative muscle. Christian (fornicating ferret feeling) Forrester - I wouldn't use Amiga software to wipe my ass on. Where's your answers to Street Fighter 2, Mortal Kombat, Sonic and Mario Brothers, you poor excuses for humans? Amiga is a MEGA heap of mutant bird crap.

Now for some questions!!

1. When are some decent medieval RPG's coming for the Mega CD, and will there be any problems saving game stats on the CD???
2. You no longer review Nintendo, no sweat off my testicles, but you mentioned a new Nintendo mag is coming out. Is it Australian, what's it called, when will it be released?
3. There's FX chips that boost the Super Nintendo to 32-bit (SUFFER SEGA) but my friend wants to know if



## I WANT A PICTURE OF ED

Dear Megazone,

Well, gee, I love your totally cool mag and read through them four times a month. It's the best mag I've ever bought (which doesn't say much). You people at Megazone should get a reward (like cash) for your totally out of this world reviews and stuff, but the best, most unreal part of your mag would have to be the Mail Bag. Anyway, I have an IBM which has to be one of the best computers out. I'm not going to say that I want a console or anything to that effect because I DON'T, not that I don't like consoles but there's too much stuff about consoles in this mag anyway. When you expand the mag you need more IBM reviews. I'm not being picky but most of the reviews are on SEGA and as I said before there's too much stuff on consoles.

I also would like you to answer some questions on that new Amstrad computer that you can play Mega Drive games on (I don't know what it's called you see).

1. How much does it cost?

2. Could you connect the new Mega CD to it?

I hope you can answer my questions. Well, that's all - BYE!

P.S. And Ed, if you're so good, why don't you put in a picture of yourself in the mag? And please don't say because you're a dentist!

Your friend

Mark Schipper "The Skip"

Camden Park SA

*Why don't I put a picture of myself in the mag? Because I'm shy...no really I am. Actually there is a photo of me in the Feb/March issue if you look carefully. As for your questions 1. The Amstrad Mega PC is worth \$1999 2. Nup - Ed*

## SONIC 3

Dear (totally rad) Mega-Ed,

I have only bought two issues of your excellent magazine, but am collecting them very fast. I really enjoy your comics at the back and find the stargazer chart very funny. I own a PC compatible and a Mega Drive with one game (Sonic 1). I have been searching your super duper mag for good games on the Sega. But let's get down to business.

Here are some questions I would like answered please or I will lock you up in a room full of Nintendos (the crap machine of the century).

1. Do you think Space Quest 5 is worth buying?

2. Will Sonic 3 be coming out this year?

3. Do you know of any good places to buy games for Sega?

4. What advantages does the six button control pad have over the normal control pad on Mega Drive?

So this concludes my letter to your ultra cool guys working at Megazone. Keep up the good work there.

Greg Londish

Mosman NSW

*Well Greg, to answer your questions, 1. Yes, Space Quest V is worth buying (check out our review in this issue) 2. Just between you and me, I reckon it will. 3. There are heaps of good places to pick up Sega games, but look out for the special Sega Serious Fun stores 4. Um, more moves are possible...der! - Ed*

## A LETTER FROM A SHE-DOLPHIN

Yo Mega-Ed,

I'm a beautiful half-human, half-dolphin. Let me explain how it happened.

You see, one day I stumbled down the basement stairs, a place my senile, bald, toothless, great grandfather had always forbidden me to enter. It was a spooky place, with cobwebby test tubes and sciencey stuff everywhere. I was so fascinated by all this stuff that I failed to notice my mothers' boyfriend lurking in the corner-one of my great grandfather's latest inventions gone wrong... I looked at the pile of goop on the top of his neck (must've been his face), and some of it dripped onto me and - well the next part is too horrid to recall. Later on I found myself in the ocean, dozens of dolphins pushing me up to the surface. You might not believe me but it's true!!

Anyway, the reason I wrote this letter is because I think Ecco's a real hunk and could you please put a poster of him in your next issue?

Emma-Tayla Ashcroft

She-dolphin

Shorncliffe QLD

*Whoah, Emma what a story! What a complete load of bull! I have no idea why I printed this letter, but it was sorta cute. No poster sorry, but if there's codes for all the levels in the hints and tips section - Ed*

## SAD IBM

To the joker that does mailbag,

To business. I want answers to my questions, and I want them now (if that's all right with you, of course).

1. Here's the state of my IBM - 4.77MZ, no hard drive, two 51/4 low density disk drives, with one decent feature of a VGA monitor. What can I do to make my dad buy me a new computer? It took six months for me to get a VGA, so what can I do for a whole new computer?

2. What would the value of the one I have now be worth?

3. What would the standard IBM be today?

4. A point on Sierra games (to Mario Moeller). The icon system on LucasArts isn't that different from Sierra's. And the games are just as good. Leisure Suit Larry 5 was given 90%, the same as Monkey Island 2. True Quest for Glory III may not be that good, but even LucasArts can make bad games, right?

5. Will you do something for singer Deborah Blando, like you did with Andrew Klippel? Or put her album in the Baseline?

Well, that's that. Please answer my questions. There are at least three questions that other people other than myself would like to know.

Ah-well, CIAO

Wayne Pozzi

Manjimup WA

*Wayne, it's a bit of a sad situation, isn't it. Maybe go on a hunger strike until your Dad buys a new computer, or how about saving up and buying it yourself. Radical idea, hey? 2. You might be able to give it to a charity but that's it. No one in their right mind would buy it. The monitor is worth \$100-\$150 3. The standard today would be a 386 DX 40 but soon it will be a 486 I think 5. Who the hell is Deborah Blando? - Ed*

anything similar is coming for the Mega Drive (he owns one, Ha! ha!).

4. When is the 6 button control coming for the Mega Drive and how much is it?

5. How long until the Mega CD is affordable?

Yours sincerely

Scott (Stud) Nelson and Carl (Kano) Dinghall, the Mega Drive owner. Yes, it's his real name!!!

P.S. What sort of name is Christian anyway?

*Hey Stud and Kano, do people ever point at you on the street and yell "FREAKS" ... Well they should! 1. There's quite a few including Ultima Underworld, and there's no problems saving games 2. It's called the Australian Nintendo Magazine System and it's already released. Don't be fooled by the word Australian though, as most of it comes straight from an English mag. 3. The FX chips are pretty good, but nothing compared to what the Mega CD can do. Watch out for a game called Silpheed. 4. No firm date or cost. 5. Give it a few months - Ed*

to MEGA MOUTH MEGAZONE Locked Bag 7 Rosebery NSW 2018



## IT'S GONAD THE BARBARIAN!

G'Day Megazone Megablokes!

I have always wanted to write in to a magazine and say G'Day to everyone and not be called a "Daft and Stupid Aussie Prat" by someone like that poor excuse for a stillborn named YOB from an English mag CVG, which is ... um, nearly as good as ... OK it's good enough to take the change left over from rushing out and buying this Awesomely Wicked Aussie mag which I have been deprived of for God knows how long.

Right, where was I, oh yeah, I was slugging that maggot ridden, pus licking, toenail chewing, doughnut king called YOB which I'm sure is just NOB misspelled. I wouldn't throw up on him even if he was the last toilet in the world that had a sign above it saying "Please Give Sick Generously For The Sad And Cretinous". It's got me buggered how he climbed out of the abortion bucket in the first place. I think every person who writes in to this piece of literature should support me (alias GONAD THE BARBARIAN) in sentencing YOB to life imprisonment having to listen to FRENTE.

Right, I'm glad I got that off my chest, and I'm sure I speak for thousands of offended Aussies. And anyway, how are ya? I am the proud owner of a fansproggingtastic Amiga 500, a mean as panthers piss Game Gear, and a Nintendo Game Boy which I am trying to get rid of. Firstly, the questions:

1. Do you know when we can expect to see that absolutely bloody brilliant device from the UK which enables Game Gear owners to play Atari Lynx games and vice versa? I tell ya, I nearly wet my randy R-Rated boxer shorts when I read that one.

2. Now that it has been revealed that Street Fighter II Champion Edition is making its way to the Mega Drive, can we expect to see it make its way on to the Game Gear, even though it would lose a lot of features? Please say yes, or I will run over the road and punch my neighbour's dog in the head. And when is the Amiga release date.

3. Is Speedball 2 coming out on the Game Gear? If not could you ring the Bitmap Brothers and tell them that it would make me very happy if they would bring it out.

4. Is WWF European Rampage or any other wrestling games coming out on the Game Gear?

5. Why don't ANCO, the makers of Kick Off, make a similar Aussie Rules Footy Game?

6. Is there a chance of EA Hockey or John Madden Football coming out on the Game Gear?

7. Will there be a Game Genie for the Game Gear?

8. Why doesn't your marvellous magazine have a prize of \$50 for the best letter or a software giveaway? Maybe starting with this one.

Brainstorm: How about bringing out a little Game Gear Light Phaser with a game like ahh ... like Neighbours. Yeah, you could set your Game Gear up, stand back a bit and UTTERLY WASTE AWAY old favourites like that old bat Mrs Mangles and have the honour of BLOWING AWAY Kylie Minogue and Jason Donovan. BRILL!!! I think it would be a smash. Yeah, you could go sick and massacre everyone in Ramsey Street. (Even that mut who craps everywhere, Bouncer).

Brendan Ashe  
Victoria

*I was very tempted to call you a daft and stupid Victorian prat, but that would be childish, and besides I laughed out loud once during your letter so I was in a good mood. As for your questions, 1. No firm date, I'd check import stores 2. No news on SF2 for the Game Gear, but you'll be able to get Mortal Kombat on the handheld. 3. Maybe 4. Yes, Steel Cage Wrestling is coming for the Game Gear. 5. Probably, because they haven't heard of it over in England 6. Very little chance 7. There is a Pro Action Replay Cart for the GG which is just as good as a Game Genie 8. No way, crawler - Ed*

## A RAD MOTHER OF TWO

Dear Ed,

Yo! and all that crap. This 34-year-old mother of two is just too old for this stuff. Rad Mag though. I bought my first copy (Feb/March 1993) and subscribed immediately.

I own an Amiga 500 and a Sega Mega Drive. OK! So I'm greedy, but what the hey, at least I only own the best.

Two questions and please print them in your mag. Crawl, beg, grovel!!

1. Is there a cheat for Sonic (the original), for my Sega, cause I'm going nuts and could do with about a million extra lives?

2. In the April/May issue I just got in the mail (ain't subscriptions wonderful?), the screen shots for Universal Soldier look suspiciously like screens in the early level of Turrican 2 on the Amiga. Are they or are they not?

Okay! That's it for now! Lucky 'ol you. 'Til next time and there will be a next time!

Thanks, Ta, etc.

Julie Mansveld

Reynella SA

*Hey Julie, it's great to see you're reading Megazone and finding it rad. You're never too old! 1. There's no infinite lives cheat, but there is a level select for Sonic 1. On the title screen, move your direction pad Up, Down, Left, then Right and you should hear a tone. Then hold down button A and press Start. Voila! 2. Well spotted. Universal Soldier is basically just a rehashed version of Turrican 2. - Ed*

**You got somethin' to say?? then write to MEGA MOUTH**

## COOL DUDE

Dear Megazone,

Arrrrgh! Help! Help! Heavy attack on the letters section by "Cali-fonies"! What letters? I remember a time when maybe there was only one or two "Californese" letters getting so that your average reader can't help but be drowned in a tidal wave of letters and the dreaded "Suck". "Boiled Babies Bottoms!" I say to all those "Dudes" that cater at least once in their lives. Anyway, putting that matter aside until the next issue, the page format is rather trendy (minus the use of "Corpus" for the letters). Tara-Ja should receive prizes for the brill' pages contained with the new style mag (esp. for Fil's "Rex Vector" should feature in poster format.

Remember "ACE" magazine? It used to have a section called "In the Works" which was of an up and coming game. I know that Oz does not boast any of the big software, but it wouldn't hurt to run a similar section on some of the local produce. Any chance of a review section? They have all the things that most computer owners can only dream of (OS ARM chip, 8 channel stereo sound and 256 colour graphics) plus some of the best games on the market. Lastly, but not probably not least, any chance of doing an article into each Megazone mag (including such tidbits as whether or not you use a Mac to play).

Thanks

Yours "Cool Dude"ly

Luke Drumm

*Hey bro, chill out about the gnarly letters, man. But I must agree that too many letters and Ted movies and then writing in to Megazone. Oh well, it makes me laugh. Your poster has come true - turn to the centre pages. A production article is a good idea, but not common enough to get reviewed. As for the production side of Megazone, it's pretty good. We all use networked Macs, and the layout is done with Quadras (700 and 900) on Syquest cartridges. Last issue we filled 11 carts, which means that we were stuffed, hey! - Ed*



## BAD JOKE

Dear Megazone,

I'd just like to give you some ideas on how to make your hell mag even better. Firstly, you could make a joke section where people could send in gags and give away some software to the best one. Here are a few to start you off.

Q: What's red and looks like a bucket? A: A red bucket.

Q: What did the Blond say when she found out she was pregnant? A: "Is it mine?"

Did you hear about the Ed for Megazone who tried to swim across the English Channel??? He got half way and decided he couldn't make it, so he swam back.

Q: What's faster than a jet travelling at 799km per hour?? A: Another jet travelling at 800km per hour.

That's enough of that. Secondly, you should have at least one poster in every issue. Thirdly, a free gift wouldn't go astray.

I have to go now, keep up the good work.

Yours sincerely

Zack Stanborough

*Hey Zack, did you hear about the stupid Megazone reader who totally embarrassed himself by sending in really retarded jokes? Keep up the bad work - Ed*

## BLUE & WHITE ROAD MAPS

Hey guys, how they hanging,

I've been reading Megazone for the past 3 years and the April/May issue is Mega cool - congratulations on it. Now I have some questions I hope you can answer for me.

1. When is Sega going to bring out some RPG's for the Mega Drive and what's coming out on CD?
2. Will you be able to save game on the Mega CD? if so, how?
3. I'm a big fan of LucasArts games. One reason. I'm buying the Mega CD system is because of Monkey Isle. What other games will they bring out?
4. Sega are predicting 100 titles for the CD system by Xmas. (I've heard that one before from Sega, with their Mega Drive games). How can they do it and why should we believe them?
5. Will the CD system be sold without the games, just like the MD and SNES? If so, what will the price be?

6. Sega being the number one system here in Oz why don't they give us colour manuals like SNES does or the manuals that you get with RPG's like Phantasy Star 2 or 3? Listen to me Sega, Stop giving us blue and white road maps. We pay enough for the damn games!

Ken Thomas  
Windsor QLD

*Let me tell you, Ken, they're hanging well around here. Questions: 1. Shining Force and Landstalker (16 Megs!) are two big RPG's coming soon on Mega Drive. Ultima Underworld is a great title that's coming on Mega CD 2. Yep, you can save games. It stores them inside the Mega CD itself. There's an expansion back-up RAM cartridge coming which will save heaps of info - perfect for RPG freaks. 3. I'm not sure of exact titles, but you will be seeing quite a few LucasArts games on CD 4. I don't know where you heard that prediction. I think there will be about 30 games released here before Xmas 5. Probably sometime in the future 6. I have to agree that the current manuals look a bit scungy. Colour would be very nice... - Ed*

## THE SHOUT IS OUT - PEACE!

Dear Megazone,

WOW! I can't believe how good your mag is now! I've been a Megazone reader for quite some time waiting for it to get better and it has in a big way. I don't care if it's a buck more, it's worth it for such good quality. I think the new Comic Fix, Fantastic Journeys and Madame Mimi are cool ! Please keep them.

The only thing that disappoints me is what you said about Nintendo. Of course no one who only owns a Nintendo would buy a mag with only one or two reviews in it. Get real! I own a Nintendo and a PC, that's why I bought your cool mag in the first place. Other than that I'm pleased with your new improvements. I don't want to start the Nintendo/Sega war like everybody else does. I don't care what system is best! Peace! 'Nuff said !

From Loyal Megahead,  
Michael Brinkley  
Childers Qld. The biggest hole in Queensland !  
PS Hail monthly! Hail monthly!  
PPS The same amount of Sega as PC, my arse.

*Thanks for your extremely sensible comments, Michael. Respect is due. 'Nuff said? - Ed*

## MEGAZONE Locked Bag 7 Rosebery NSW 2018

## MY BRAIN HURTS

Dear Megazone,

I have all your issues since September '90 and I am glad to see you have finally gone monthly again as well as expanding to 96 pages. It is good to see that Adventure Zone has remained since it seems to be the main source of criticism in your magazine, which is better than the constant bootlicking you seem to give to some crap games. It is also good to see you concentrating on the Mega Drive and PC. By the way, do you know if game companies are going to convert some of the mad Amiga games to IBM such as North and South. However, I was absolutely disgusted to see the CRAP Simpsons Arcade game in the coming soon list. How ancient can you get? Half the time the game stuffs up and you get stuck on the left side of the screen. It should be added to Mario's 5 worst ever. It is amazing how far ahead the Pirates get. Simpsons Arcade was available last year pirated.

Anon

P.S. I hope Ed's teeth rot and his hair drops out.

*Thank you for those kind words, but you're a bit of a mental midget aren't you? Why do you think that the Simpson's game "stuffs up" and gets stuck on the left hand side of the screen? Because it's a pirated copy, genius. You might like it a lot more when you play the real version- Ed*





# the 7<sup>th</sup> Guest



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six buttons action replay mega cd&g brenda braces

## Video Games Can Kill!



### Video games have been hitting the headlines recently,

and have been receiving the usual bad press that comes from ignorance. The Sun, a British tabloid paper (owned by ex-Australian media magnate Rupert Murdoch) ran a front page lead story entitled, 'Nintendo Killed My Son' on the 9th January. While Nintendo have produced some pretty crap games, accusing them of murder is perhaps a little strong.

The story followed the death of a boy who died from an epilepsy attack after playing video games, and is typical of the scaremongering that goes

on in the misinformed press. Megazone would like to point out that, while playing video games can trigger a fit, so can watching television. Video games can't give you epilepsy, which only affects a tiny percentage of the population.

So if you do suffer from epilepsy then it's better to be safe than sorry, and you should seek your Doctor's advice before playing.

In Australia, the Sydney-based paper, The Daily Telegraph Mirror, carried a report on violence in video games on the 6th April. The story cited the adult-oriented game, Leisure Suit Larry, and a pirated Austrian game that had been altered to include Nazi propaganda as typical examples of the high levels of sex and violence that appear in computer games. It goes on to

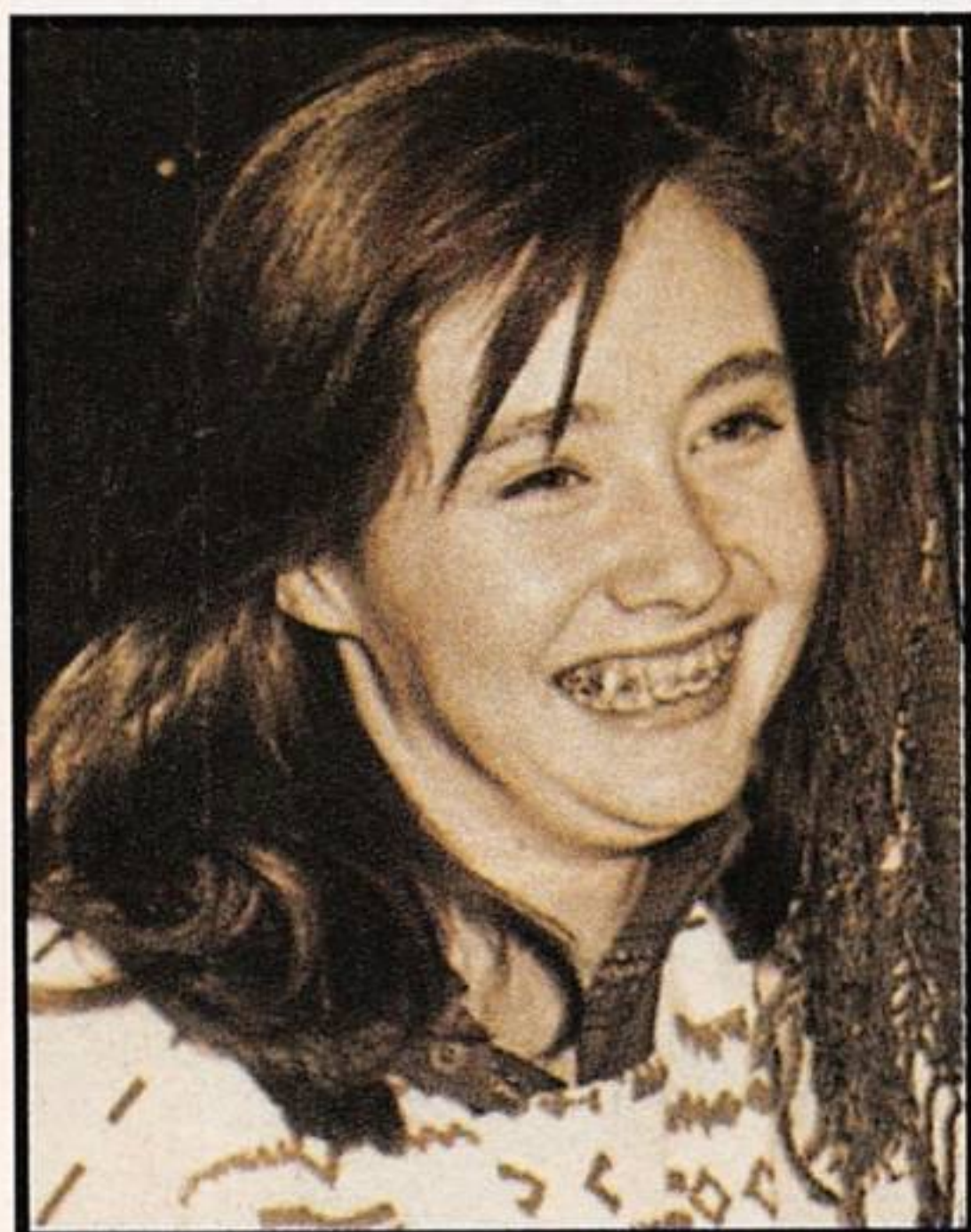
say that, "...many of the most popular computer games are based on combat ... with weapons ranging from iron bars to automatic rifles." The suggestion is that watching and controlling the sprite images on screen will make the player want to go out and buy a machine gun in real life.

It's a bit like saying that films such as Rambo cause people to go on the rampage. Anyone who was affected this way would have to be more than a little unhinged in the first place. However, many people do agree that there are too many violent games (and films and TV programs for that matter) but that is the fault of the programmers, not the players.

Megazone's view is that games should be taken at face value; computer games are a form of entertainment and nothing more than that. Offensively violent, sexist or racist games should never make it past manufacturers' guidelines for a start, and titles

with high levels of violence already have warning stickers on them, so younger players can steer clear. A classification system for games is inevitable, however, and government ministers are meeting this month to decide on an appropriate system. Classification is the right way to go, and not censorship, which conservatives are attempting in America with music and films.

Players know the difference between a game and reality. Playing a beat-'em-up is no more likely to cause gamers to go out and mug grannies than Sonic will make them turn into a blue hedgehog and go on the trail of the evil Doctor Robotnik.



### It's Brenda With Braces!

Well, hasn't poor old Shannen Doherty (otherwise known as Brenda Walsh) of Beverly Hills 90210 fame been copping it recently! Who's to really know if she deserves it or not, but lots of people are willing to forgive her arrogance, bitchiness, political incorrectness etc, because she's such a babe!

But hang on a minute, what's this...Brenda with Braces! This shot of the lovable Shannen was taken in 1985, while filming the movie The Other Lover. It just goes to show what puberty, make-up and Evian water shampoo can do!

And we're still waiting for news of a 90210 game. It must be coming...



mortal kombat ecco chuck rock junior sim farm

## Music to my eyes

When you get your new Mega-CD home, you'll see an option for something called CDG. Um, yeah right...but if you've been paying attention to Megazone, you'd know that CDG stands for Compact Disc and Graphics. The Mega CD will not only let you play the hottest games around, but lets you see – and hear – some of the hottest music too. The CD+G format allows appropriately equipped CD players (like the Mega-CD) to display graphics to accompany the music being played.

Compact discs have always had the ability to hold images as well as music data, but this has rarely been utilised because very few people actually had the machines capable of displaying the pictures. The recent release in Australia of the Mega-CD has changed all that, opening up this technology to the masses.

Digital Imports specialise in bringing compatible CD+Gs to this country. They distribute around 40 discs at present and the list is growing. All musical tastes are catered for, from Beethoven to Bonnie Raitt, 10,000 Maniacs to



Mozart. Also available are karaoke discs (Lord help us) which even have the lyrics in different languages. Now you can sing along to Lou Reed in Italian. The CD+Gs range in price between \$19.95 to \$59.95.

Other machines capable of playing the special CDs are the Commodore CDTV, the Philips CD-I and the NEC Turbo Grafx-CD. For more information contact Digital Imports Australia, PO Box 945, Mordialloc 3195. Tel (03) 776 0743.

## Ecco, the real dolphin

Ecco, the dolphin star of Sega's splash hit game of the same name, is alive and well and living in Scotland! Sega adopted the dolphin in a scheme designed to support the Whale and Dolphin Conservation Society in the UK. The 'Adopt A Dolphin' program allows anyone to sponsor their very own wild dolphin (well, along with a few hundred co-sponsors). In return they receive regular news on their ocean-dwelling chum.

The cost of this unusual pet is a measly £12.50 (about \$25) to me and you, though Sega will have coughed up rather more than that to have the honour of naming the cetacean. The WDCCS' Chris Vick said, "Sega could have stuck with giving away cuddly dolphin toys, but to their credit they've proved their genuine commitment to the welfare of these animals. Numerous companies use dolphin images to market their products, but few, if any, do anything for their conservation." Slaps on the backs all round to Sega!

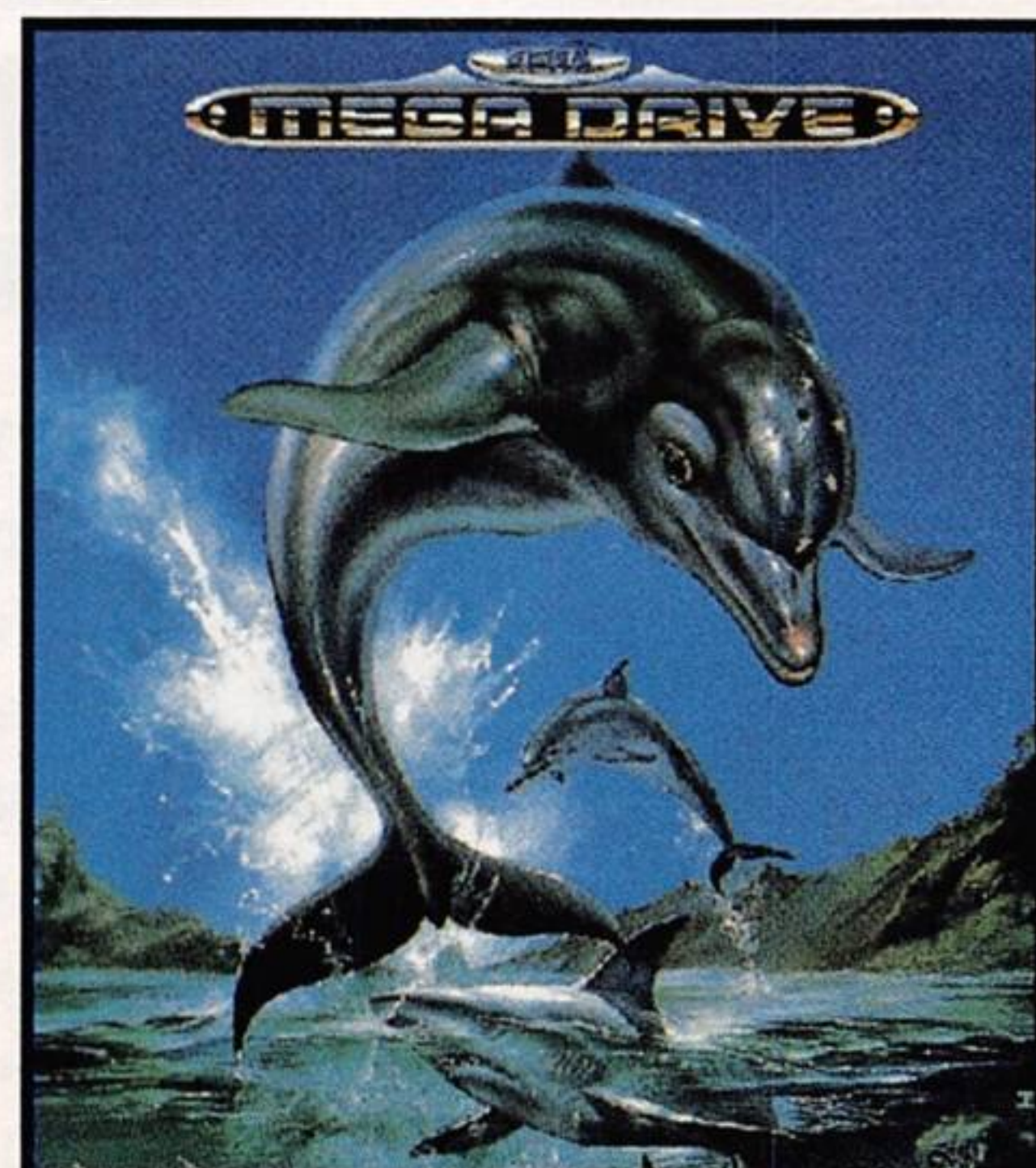
## Mortal Kombat

Fans of mindless violence will be pleased to hear that the most gruesome beat-'em-up of them all, Mortal Kombat, is due to make it over to all Sega formats – Mega-CD, Mega Drive, Master System and Game Gear – later this year.

Mortal Kombat employs a digitised graphical technique that makes the characters in the game look more lifelike. Live actors are filmed and digitised, then touched up to give bone-crunching realism to the game. A speciality of the arcade machine is its 'fatality moves', where you can finish off a beaten baddie in the most hideous fashion, ripping

their spinal columns through their bodies or causing their heads to explode with electric shocks, for example. Lovely.

You'll have to hang out for it, though, as it's not expected to be ready 'til around December time. In the meantime, you'll have to stick with one of the plethora of beat-'em-ups already available for your console.





# If at first you don't succeed,

## CHEAT!

Are you forever getting beaten by bad guys, troubled by traps and generally stuck and out of luck in your games? Well, now you can get your own back with Action Replay, a special plug-in peripheral that lets you cheat to your heart's content on your Mega Drive, Master System and Game Gear.

The unit plugs in between the cartridge and the machine and allows you to enter codes that alter the

game program. These codes fool the program into thinking that you have unlimited lives, invulnerability and so on.

As well as entering ready printed codes (the Action Replay comes with a book full of them) it's also possible to discover your own codes, simply by following the instructions that come with the unit. No game is safe!

Action Replay costs \$115 for all three Sega machines, and is available from any good Sega outlet. Five dirty, rotten, good-for-nothing cheats will discover just how good the Action Replay cartridge is for



bits and pieces

free, courtesy of Kaylee Computing who distribute the cartridge in Australia. All you have to do to be in the running is answer the following, very tricky question. Send the answer, your name, address and the type of Sega that you own to: I'm a Cheat, Megazone, Locked Bag 7, Rosebery, NSW 2018.

What colour does Sonic turn in the Super Sonic mode in Sonic 2?

And remember, no cheating!

## Six buttons

For when three buttons are not enough...coming soon is Sega's six-button joypad, a replacement for the standard controller that comes with the Mega Drive. The controller should be ideal for beat-'em-ups which have an ever-increasing number of moves and hence buttons. The new joypad is considerably smaller than the usual Mega Drive joypad, and fits snugly into the hand, making all six buttons easy to access. As well as the A, B and C buttons you also get three extra ones, X, Y and Z. It's completely compatible with all Mega Drive games, and those that don't make use of the extra three buttons will just ignore them.

The joypad has been specifically designed to work with the up-and-coming Streetfighter II, due for release shortly. The new joypad should be available at around the same time as Streetfighter II, possibly the two may even be sold together as an all-in-one game and controller package.



## BITS AND PIECES

■ Zool, the Ninja from the Nth dimension, is coming to visit us again. He'll be returning to our planet in a sequel to be released later this year. And the news is that the Amiga's very own Sonic-beater will be bringing someone (or something) with him. And at this stage, there's every chance that it will be his wife! Eeek! This means that Zool 2 will be a (yes, you guessed it) two-player game. So there will be double the fun 'n' games as you race around and up and down a myriad of platforms together.

Gremlin are promising bigger and better things with loads more levels, loads more baddies, loads more graphics, Mrs Zool and even a Chupa Chups endorsement/promotional deal!

■ Zool isn't the only Amiga hero to make a return journey. There's prehistoric perils aplenty in Chuck Rock 2. Actually, the game doesn't star the original Chuck, but his son, six-month-old Chuck Jr. Chuck's been kidnapped and so the Neanderthal



nipper sets out to rescue his dad.

The game packs in all the cute-but-dangerous dinosaurs that featured in the original, only there's more of them. Luckily, the terrible tot is armed with a club with which he can bash any of the monsters that come too close. There are six levels of volcano-, jungle- and cave-filled world to get through. Reviewed next issue.

■ English techno group Altern-8 are working on their very own computer game. The game is currently being developed on the Amiga by, according to the band's Chris Peat, "a team of top scientists based in a nuclear bunker under the streets of Stafford." Yeah, right.

Details about the game itself are scant, but it does look pretty wacky, weird and wonderful, as you might expect from a band famous for wearing hooded surplus army jackets and bright yellow pollution masks. More news when we have it!

■ The best adventure games ever produced were the Zork adventures – just ask your older brother. They had no graphics, no arcade-style gameplay, just lots and lots of puzzling text. Now Zork has been brought bang up to date and into the nineties with digitised and com-

puter-generated graphics, and lip-synced spoken dialogue. It's been written by the same people who brought out the original Zork adventures all those years ago, Infocom, who reckon that their expertise in text adventures will make this one of the most interactive graphic adventures of all time.

Return to Zork is sure to do well – the originals are still the best selling adventure series of all time. It will be available soon. Just watch this space!

■ First there was Sim City. Then Sim Earth. Then things started getting silly with Sim Ant. Now the latest in Sim-mad software producer Maxis' line-up is Sim Farm.

Yep, it's time to jump into the driving seat of a tractor and see if you can make it living and working on the land. First you sow the seed, then you grow the seed, then you make lots of money at the market. At least, that's the theory. As with the other programs in the series, it works on complex economic models and if you don't get things right then the only thing that's going to grow is your debts.

If all this getting up at five o'clock in the morning to feed the hens sounds like your thing, then keep an eye out for Sim Farm, coming to Australia courtesy of Ocean. It'll be available for PC and Amiga.



**CALL THE SEGA HOTLINE ON  
(02) 317 0077 9.30 - 6.30pm EVERYDAY**

**STUCK?**



**SEGA**



# NEWS ZONE

competition winners wacko jacko on tour

## Jacko visits Sega HQ

International pop mega-star Michael Jackson popped into Sega's head office in Japan while on his Dangerous World Tour. Wacko Jacko had a lengthy chat with Sega boss Hayao Nakayama. Sega developed Michael's Moonwalker video game a couple of years ago and it's reported he made a lot of personal input into the development of the game. During his visit to Sega he apparently made a number of suggestions

regarding future games.

Michael also took time out of his tour to visit Gigo, an urban amusement park



stuffed full of all the latest hi-tech Sega games, and after the visit Nakayama presented Michael with one

of his favourite games at the theme park, a Megalo 50 equipped with Puyo Puyo, an action puzzle game, and the fantasy beat-'em-up Golden Axe - The revenge of Death Adder.

Jacko is famous for being a video games freak, and in his mansion in America he has a whole room packed full of arcade games.

He also has a chimp called Bubbles and sleeps in an oxygen tent, but that's another story...

## Mega CD

## Winner

*The subscriber who was lucky enough to be picked out of the thousands to win the awesome Mega CD is Paul Moroney from Swan Hill in Victoria. Onya Paul! Welcome to the next level of gaming!*

# GALAXY

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**Sonic** the Hedgehog is making yet another trip on your Sega, this time spinning on to the Mega-CD. It looks like he'll be travelling solo once again - there's no sign of Tails appearing in this lat-

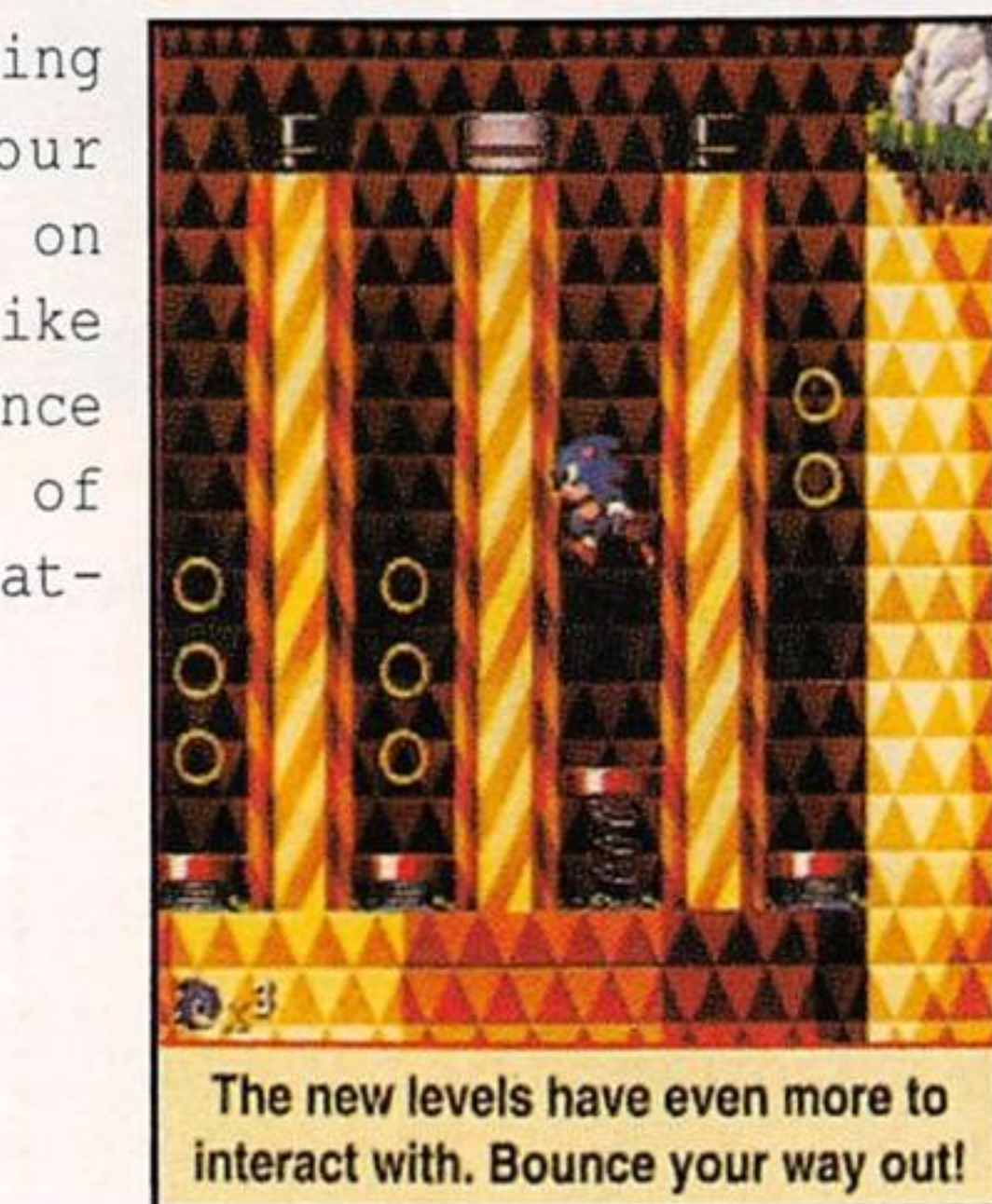


## CD SONIC - TIME ATTACK

est outing, though there are plenty of baddies and, of course, the evil Doctor Robotnik to contend with! Also on offer is improved animation, loads of awesome music, heaps of cartoon-style breaks between rounds and Sonic's 'real' voice - straight off CD!

The levels have been completely redesigned and there are even a couple of brand new worlds to try. Sonic fans will be able to play their spiky blue hero's newest quest later in the year.

**Format: Mega-CD**  
**Sega**



## CYBERSPACE



**Cyberspace** is a realm of consciousness that can be accessed by man through Cyber System implants. Highly skilled computer pirates, known as 'software cowboys' can 'jack' into cyberspace to access all kinds of data and information and change

it or destroy it to suit their own purposes. Empire's Cyberspace game is a vast 3-D role-playing game set in an un-named cyberpunk city of the future. The environment is represented using vectors and bitmapped images with stunning Gourand shading. The city is incredibly realistic. The inhabitants go about their normal daily duties, they (the wealthy ones anyway) have houses to live in and jobs to hold down and there are relationships formed and broken as well.

Sounds like it's going to be an absolute monster.

**Format: PC/Amiga**  
**Empire**



## SPLATTERHOUSE 3

**SPLAT IS BACK!** The horror continues in Splatterhouse III for the Mega Drive. This latest gore fest pits you against legions of gruesome fiends in a desperate race to save your family.

Splatterhouse III features 16 megs of chillingly grotesque graphics, multiple endings, wicked new weapons, password support and non-linear gameplay (yeah right, I'll believe that when I see it). You also have a whole set of explosive moves at your disposal which will please even the most experienced gaming veteran.

But if all that doesn't grab your attention then the following will: Warning - This game contains scenes depicting graphic violence which may not be suitable for younger players. All the



## JUNGLE STRIKE



**The** awesome Desert Strike now has a challenger and unsurprisingly it's also the sequel. Jungle Strike has you blasting and demolishing your way from Washington

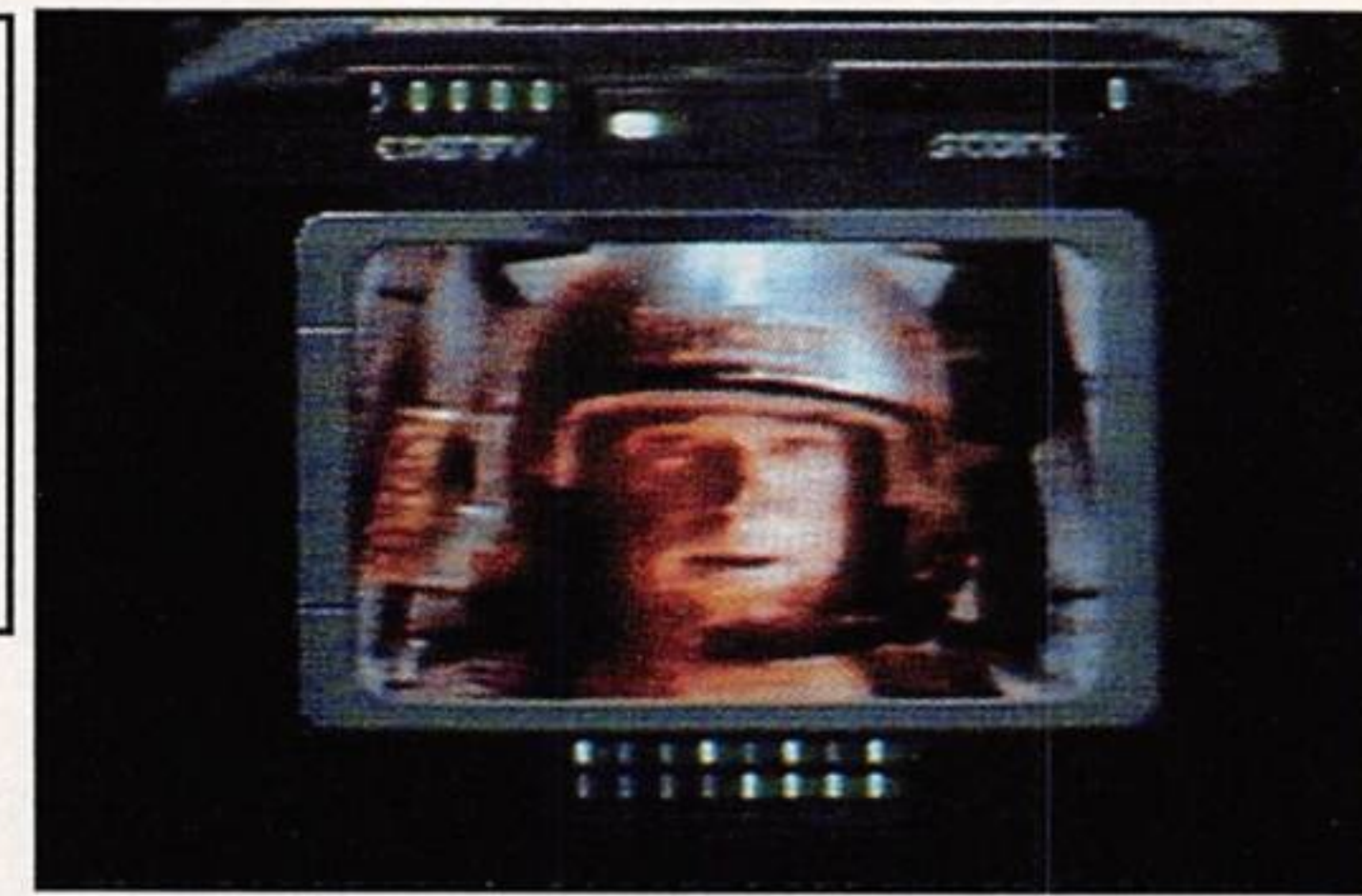
D.C. all the way to drug-infested jungles of the South American nation of Colombia and finally to a huge showdown in Peru against the son of Kilbaba, the nasty bloke you defeated in the original.

Jungle Strike gives you loads more hardware with which to wreak havoc, including a Comanche attack helicopter, a rocket-firing motorcycle, an assault hovercraft and a monster Stealth fighter jet. Each of the vehicles are needed to complete the game, so you will need to alternate between them.

It also promises faster action and faster scrolling as well as much tougher enemies and some pretty cool-looking night-time missions, too.

**Format: Mega Drive**  
**Electronic Arts**

## SEWER SHARK



**Some** jobs are OK, some are pretty lousy and some are full of s#!t. As a sewer shark, yours falls into the last category. You're a delivery boy, transporting supplies to the widely spread human outposts. In fact, these are so far apart that the only thing linking them together are the sewers. Yuk!

It's not only a smelly job, it's dangerous too. As well as the nasties you'd expect to be floating around down there, there are giant, mutated sewer-things that need blasting into tiny little pieces! Help is on hand in the form of Ghost, your co-pilot, and Catfish, your electronic eyes and ears.

This is one of the really hot titles for the Mega-CD. As well as ultra-fast gameplay, it boasts real time video and features live actors. This is what the Mega-CD has been waiting for!

**Format: Mega-CD**  
**Sony Imagesoft**





## HIRED GUNS

The year is 2707 on a backwater planet in the Luyten system. You are a mercenary on a daring mission to free a hostage. Yeah, yeah, so what's new? Well, what makes Hired Guns so different and exciting is the multi-

player mode which caters for up to four players simultaneously!

The screen is split into four sections for each player as you join forces to tackle the hundreds of mean enemies and the vast array of puzzles together. The action in each section of the screen is presented in first-person perspective 3-D and it looks fantastic. Each character is individual, with their own special abilities and weapons, so you're not just playing clones.

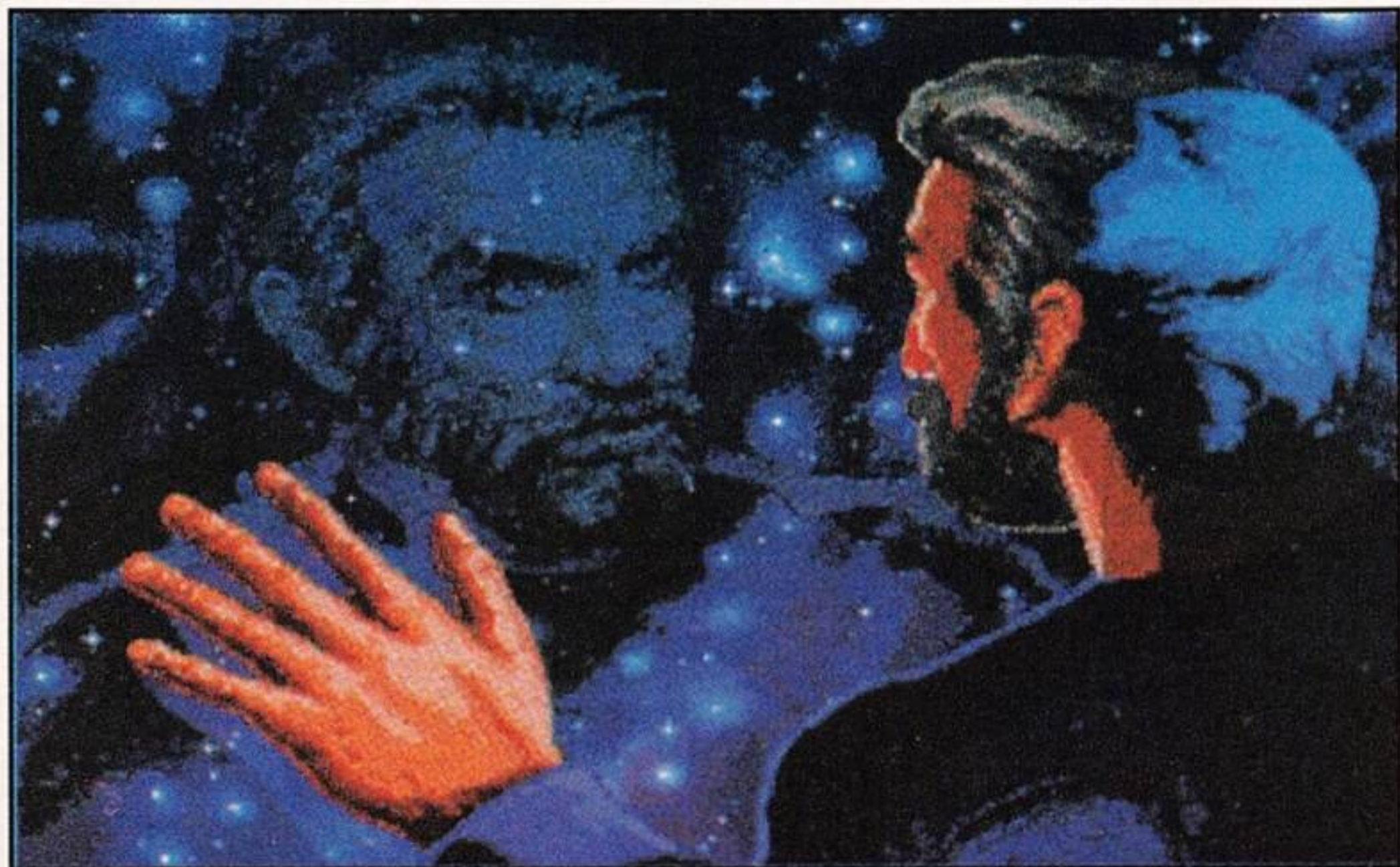
Hired Guns looks like a bizarre hybrid of Wolfenstein and a role-playing game like Eye of the Beholder, which is no bad thing.

**Format: Amiga**

## RING WORLD

Ring World is a graphic adventure game based upon the best-selling RingWorld books by Larry Niven.

The Infodisk said you were to deliver a warning, but it didn't mention an insane Patriarch, Kzinti assassins or



Puppeteer genocide (hmm, I wonder why?). Nor did it mention the fact that the only hope for the future of the universe might be found on a world so immense it could hold a million earths...the RingWorld.

A tangled web of intrigue brings together a vengeful Kzin, a kidnapped engineer and a mercenary - to uncover a plot which could plunge all of Known Space into total chaos. The RingWorld holds the answer, if only you can find it in time...

In Ring World you will explore an entire world of mystery and adventure loaded with puzzles, problems and unusual solutions. If it recaptures the atmosphere of the books, then RingWorld the game will be an enormously absorbing adventure.

**Format: PC**

**Tsunami Media**



## PIRATES! GOLD

Arrgh! Arrgh! Pieces of eight, me hearty! Yo ho ho and a bottle of rum, blah blah blah...

Get the idea? Sid Meier's Pirates! Gold is the sequel to the best-selling original Pirates!, the winner of

# HOT??

a multitude of industry awards for innovation, graphics and thrilling action. Gold will feature spectacular new adventures, with more cities to explore, more opportunities to obtain treasures, power and prestige, enhanced sword-fighting and combat capabilities, spunky new graphics and realistic digitized speech. Can you take any more?

Well, you'll have to as you go plundering magnificent treasures in bloody coastal raids, crossing cutlasses with scurvy noblemen, leading hundreds of hot-blooded buccaneers into battle and rescuing helpless waifs from vile slave plantations!

If that has got you drooling with unabashed excitement you just have to exercise some self-control until it's released later this year.

**Format: PC**

## SHADOW OF THE COMET

In the year 1834, and during the passing of Halley's Comet, some strange and threatening incidents occurred in the small American town of Illsmouth. A British scientist, Lord Boleskine, witnessed these incidents and recorded them. Two years later he died in a London asylum.

That was 76 years ago, and now a young British astronomer (you), inspired by Boleskine's work, decides to travel to Illsmouth to witness the return of Halley's Comet. What you find will undermine all your previous scientific theories as you discover all kinds of macabre and supernatural occurrences.

The plot is based on HP Lovecraft's Cthulhu series of novels which featured a mythical book titled the Necronomicon. It predicted that the 'Great Ancients' will once again rule supreme thanks to the passing of Halley's Comet forming a unique constellation. The Necronomicon is worshipped by an evil cult based in Illsmouth. It's up to you to prevent all the evil things from happening and thwart the plans of the cult. Shadow of the Comet is Infogrames' second HP Lovecraft-influenced game and if it is anything like the first (which was the brilliant Alone in the Dark) then we'll all be very impressed, won't we?

**Format: PC**



## ROLLING THUNDER 3

Sequels sure make it out quickly nowadays. Rolling Thunder 2 was only reviewed in the last issue of Megazone and already we've got news that Rolling Thunder 3 is well on its way.

The plot's pretty similar to the other two. You play the part of a secret agent with a licence to cause grievous bodily harm. You're up against the Geldra organisation and have to blast the living daylights out of them before they have the chance to do the same to you. There are tons of weapons at your disposal so you can cause as much destruction as you like.

The graphics for the RT3 are looking pretty cool, and it has a neat little intro to bring you into the game. As always, you'll get the full story just as soon as Megazone gets its hands on a finished copy!

**Format: Mega Drive**

**Namco**



**MEET** Bubsy

the Bobcat, the latest video

game superhero that's heading

for the Mega Drive very

soon. He stars in a game with

a remarkably stupid plot, but one that

also promises the hottest gaming action

this side of Sonic 2! In

fact, some

people are saying that

he's even better than the spiky one!

ADAM WARING investigates...



**BUBSY**, being a bobcat, has a passion for balls of wool. When his gran's not knitting polo neck sweaters that are three sizes too big for him, he can spend hours chasing yarnballs around the room, knocking things over and generally having a jolly good time. But he's not alone with his sheep's clothing fetish. Far off, in the distant reaches of space, the inhabitants of the planet Rayon, the Woolies, have been looking for a supply of woollens. Under the leadership of the twin queens Poly and Esther they've decided to invade Planet Earth to get the goodies. Well, Bubsy's having none of it, and he's taking on the Woolies head-on to put a stop to their little game.

**Bubsy the Bobcat in Claws Encounters of the Furred Kind**, to give it its full and rather painful title, has been under development by Accolade for well over a year now. Programming of the game started in December 1991, and, as is fashionable with computer games, has been delayed and missed countless deadlines. But now it's almost ready...

One thing we can tell you is that so far, it's looking particularly groovy, and unless the programmers make a complete arse of it at the last minute, it should be one of the hottest releases of '93.

Like Sonic, it's a sideways-scrolling platform game. You basically have to make your way through

several levels, avoiding all manner of nasties and collecting those precious yarnballs on the way. The graphics are nothing short of fantastic; they're hugely detailed and give the game a very strong cartoon feel. Literally hundreds of frames of animation have been used to achieve this - and that's just for the main character. Some of the best ways this animation is put to work is in Bubsy's death throes. There are plenty of ways in which Bubsy can bite the bullet, from being squashed flat to falling to his doom in classic cartoon style (before plummeting to his sticky end he looks out of the screen, waves a final cheerio, his body elongating as he disappears off the bottom). It's this huge attention to detail that really gives the game such appeal.

There are some neat special effects embedded in the game's code too, such as the screen flip that's guaranteed to blow your socks, shoes and underwear away...

Soundwise your ears are in for a treat. Each world has a separate musical theme to match the style of the level currently being played, plus oodles of sound effects and digitised speech that really bring Bubsy to life.

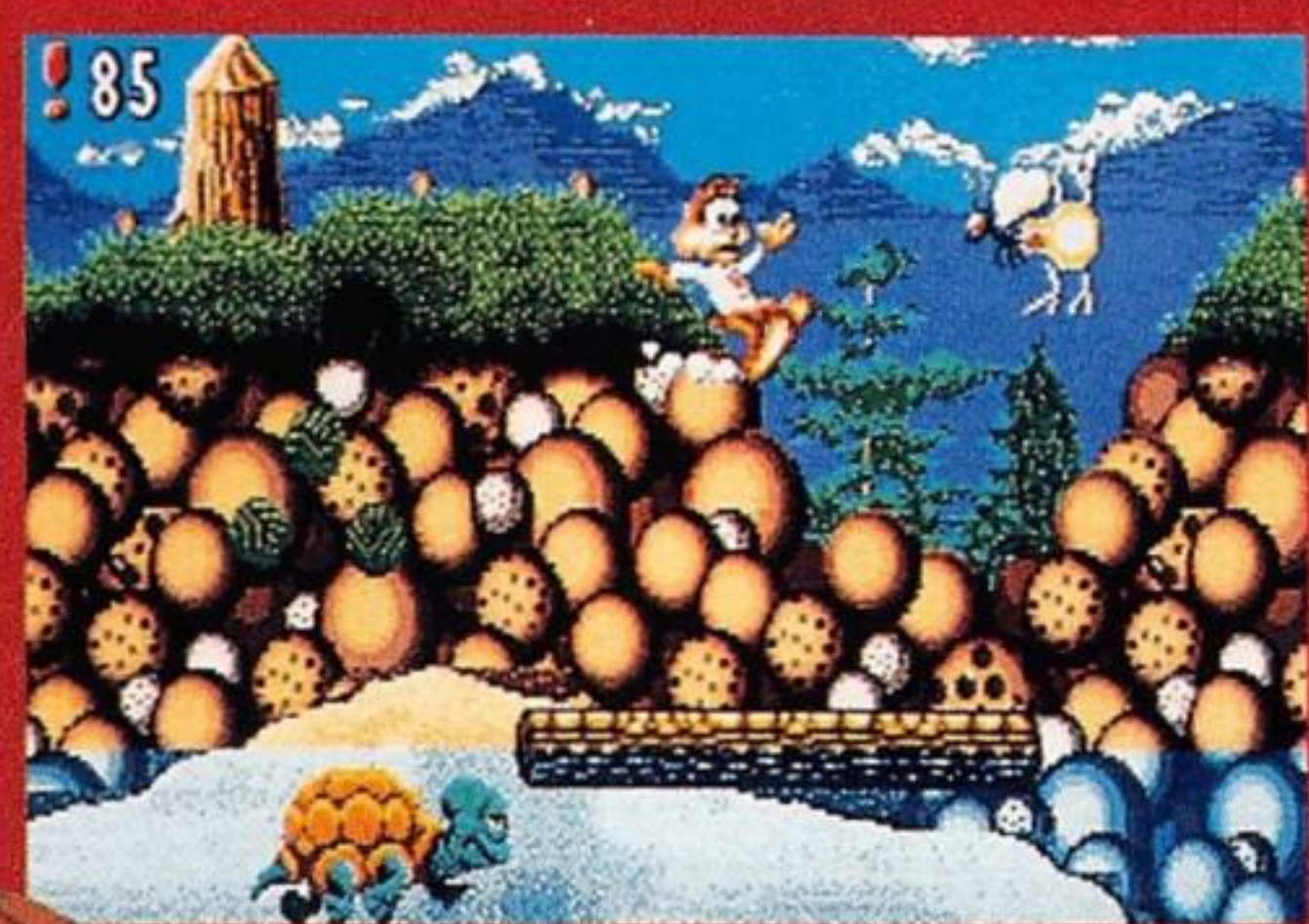
The levels are huge, some are a massive ten screens high by 30 wide! In fact, the 16 Megabit cartridge is packed to the edge connectors with graphics, animation, sounds and levels to make it one of the biggest games ever to hit the Mega Drive.

The game is split into 16 'chapters', spread over five distinct worlds. Each chapter has its own title, and plays like a cartoon short. After every three levels you take on an end-of-world boss. After completing all five worlds you might think that you can go home for a well deserved saucer of milk. But no, there's one final chapter to go. This is inside the Woolie mother ship. Bubsy must make his way through it and defeat the double-headed Woolie at the end, sending the whole lot of them back from whence they came with their tails between their legs. That'll teach 'em!

Bubsy is going to be one of the hottest games this year, no doubt about that! It's just like watching a cartoon, only you're in control of the action. This game really is going to give Sonic a run for his money. It should be out sometime in August, and just as we get our hands on it, we'll be bringing you the full review.



# BUBSY





**STOP PRESS:** Due to concerns over its content, *Night Trap* will not be released in Australia

## WEIGHING

in at a hefty 900 megabytes, *Night Trap* is one big mutha!

Incorporating **Full Motion Video** and involved gameplay, it looks like a game worthy of the Mega-CD's amazing capabilities at last. Adam Waring takes a sneaky peek at the biggest game in console history.

Spying on scantily clad girlies through hidden cameras may sound a bit pervy, but it's for their own good, honest! Unbeknownst to the five beautiful bimbos who've turned up for a slumber party at a friend's house, the friend's parents are, in fact, **bloodthirsty vampires**. And they reckon that these babes are tasty in more ways than one.

Luckily, you're there to protect them. You're a member of SCAT (**Sega Control Attack Team**) and you've got to ensure they come to no harm. Harm is in the form of the evil black creatures who are stalking the silly half-naked girls. You've hooked into the house's surveillance system and have to keep an eye on what's going on and where. But this is no ordinary closed circuit TV system, the house is a bit **spooky** and has a number of traps designed to keep intruders at bay. But you've turned the tables and can operate the traps on the bad guys, thus saving the babes from badness.

This looks like being the most **ambitious** Mega-CD release to date by far. It makes use of the Full Motion Video capabilities of the machine, and has an hour and a half of video footage for you to gawk at. But that's not to say you have no control over what's going on. *Night Trap* is fully interactive. You flip between the house's eight rooms and, when a baddie gets close enough, set off the trap. One less to **worry** about.

The traps are very elaborate. There's a staircase that turns into a slide, depositing the no-gooders into a pit at the bottom, and a rooftop device that catapults them into the nearby bushes. The trick of the game is to keep an eye on what's happening in the various rooms so that you can trap the **troublemakers**, but not to flip between them too quickly or you might miss something very important.

**Eavesdropping** on the family that own the house is important as it gives you vital clues about what's going on. One thing to watch out for in particular is that they change the access colour of the surveillance system and, unless you happen to know the correct colour (which you get by listening in) then all you'll be staring at is a blank screen.

It doesn't stop there. As well as getting rid of the men in black, you've got to find out exactly what the **fiendish** owners are up to and who, or what, they are.

The gameplay is **fast paced** and frantic. Many of the Mega-CD games released so far have been little more than standard Mega Drive games with nice soundtracks slapped on to jazz them up a little. This is different. Real actors take part, and it's more like a movie than a game, only instead of watching passively you have a real input into what happens. The only release remotely similar is *Cobra Command*, but where that game was very linear – you do everything in the same order each time you play – *Night Trap* is fully **interactive**.

*Night Trap* looks like the game that Mega-CD owners (or potential Mega-CD owners) have been hanging out for. It makes full use of the Mega-CD's **awesome** capabilities, lots of speech, lots of images, in fact, there's the equivalent of over 900 Mb of data crammed and compressed onto the disc. That makes it the biggest game the Mega Drive has ever seen for sure, probably the biggest game on any console system ever!

*Night Trap* is due out in a couple of month's time and from what I've seen is the **best excuse** so far to splash out on a Mega CD. Although I must admit that I haven't seen CD Sonic!



# Night Trap

P  
R  
E  
V  
I  
E  
W  
M  
E  
G  
A  
C  
D



# CAST

your mind way back to 1987 and think about the highly original, innovative and completely

insane adventure game that was released then.

It's name was, of course, Maniac Mansion.

Maniac Mansion was a pivotal game for LucasArts (then known as Lucasfilm). It set the precedent for the grand line of excellent graphic adventures that followed over the next six years, including such classic titles as The Secret of Monkey Island and the Indiana Jones adventures. That line doesn't look any closer to ending as LucasArts announce the release of Day of the Tentacle, the sequel to Maniac Mansion. If anything it looks set to improve dramatically on their previous titles.

According to game designer Dave Grossman, "Day of the Tentacle is the next step. The characters' entire bodies are bigger, and they can express themselves to a much greater extent. It's really the world's first completely interactive cartoon."

Only Dr Fred and his pet Purple Tentacle have survived from the original into this second incarnation, although it is the latter who steals the show this time. The Tentacle manages to ingest some toxic slime from one of Dr Fred's inventions, the Sludge-O-Matic. It becomes super-intelligent and, as is the wont of all super-intelligent beings, it wants to take control of the world. The

only way to prevent this disaster is for you to travel back in time and shut down the Sludge-O-Matic.

You play the roles of three kids, Bernard, Laverne and Hoagie, as they attempt to restore peace to the world. Something goes wrong with their time machine, the Chron-O-John, and they become separated in time.

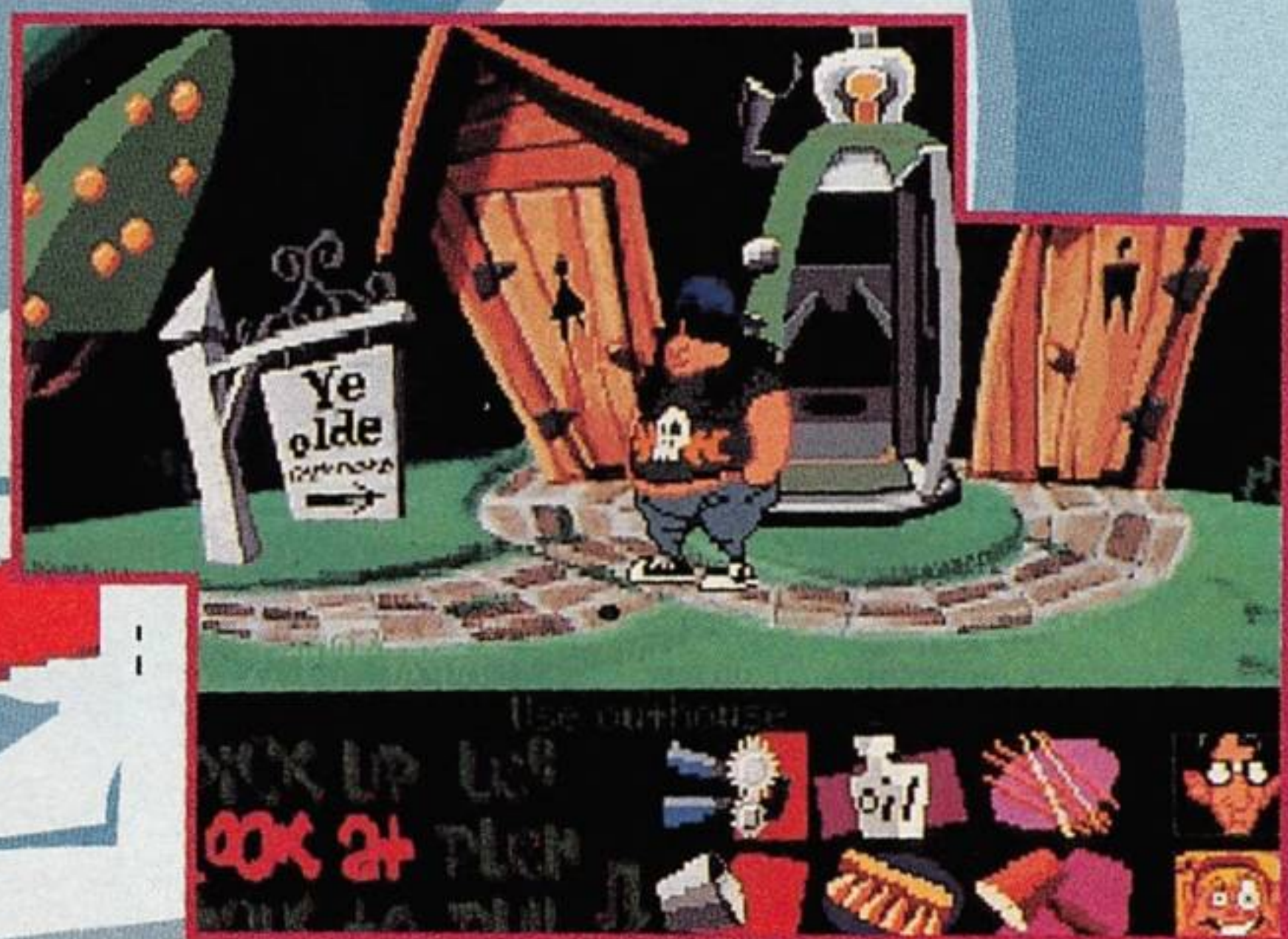
This, says Dave, means that you are virtually playing three games at the same time. "The kids learn to take advantage of a hole in time left by the accident to 'flush' small objects to one another. It's very possible that what you need to continue with Laverne in the future can be acquired by Hoagie in the past. The kids' paths all interrelate and they're always helping each other out."

As you can see from the screenshots, Day of the Tentacle is intended to be very much a comedy adventure game and the graphics and sound will provide a comical touch to the proceedings. The characters contort and twist their faces when talking and each has their own individual way of walking. Even when you leave them alone they will tap their feet, sigh and scratch their backsides!

The sound effects have been provided by a major cartoon house, so you can expect plenty of good "boings", "ka-pows" and "thwacks".

Day of the Tentacle certainly promises to be something a little bit special and Megazone will hopefully bring you a full review next issue. And, as co-designer Tim Delacruz says, this game has "a mad scientist, monster tentacles, vivisection...everything a game player could want!". Let's hope so.

# PREVIEW DAY OF THE tentacle





**WAR**

sweeps across the galaxy with weapons so powerful they tear holes in the very fabric of the universe.

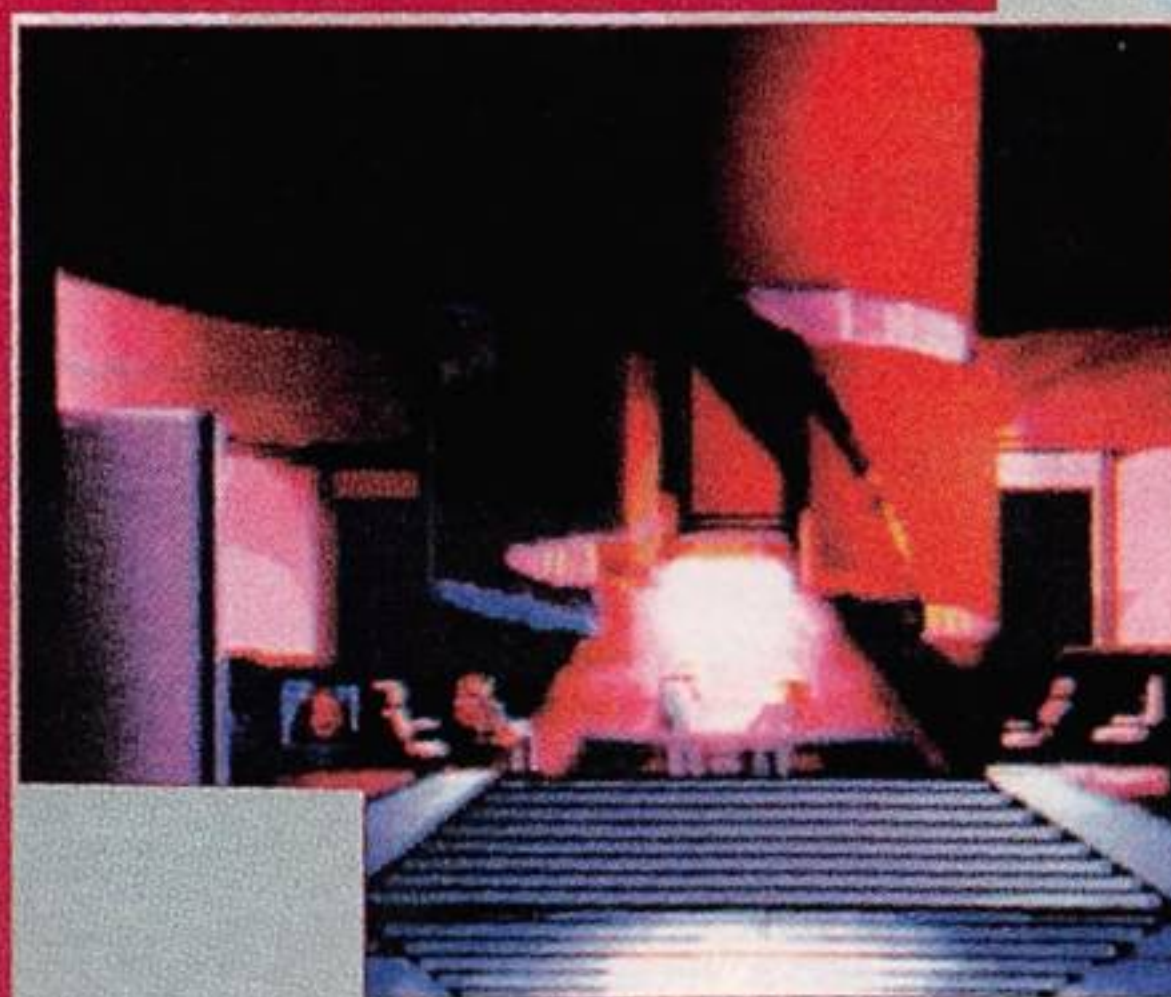
The most recent war between the Terrans and the Kalidasians is the most terrifying yet seen.

Whole solar systems have died and stars were blasted into supernovas. In order to preserve the existence of the universe itself, the Cyber Race was introduced as a replacement for war.

Terra and Kalidasa must select their representatives to combat on

the cybertrack in pursuit of the ultimate glory, control of the entire

**GALAXY!**



P R E V I E W

# CYBER RACE

The Kalidasians select their lord, Mugyor, whose only aim is complete galactic domination (he's obviously the bad guy) while the Terrans choice is a man called Clay Shaw. Shaw has a greater objective than mere power, as his girlfriend, Alyssia, has been kidnapped (Cliche Alert! Cliche Alert!) and only through winning the Cyber Race can he rescue her (he can only be the good guy).

The Cyber Race is an exciting, futuristic 3-D racing simulation with a slight adventure angle thrown in. The race sections themselves consist of real-time, fast action 3-D vector graphics. There are nine levels of racing action interspersed by various sub-plots between each race. During the break between each race you get the chance to relax in the Cantina to determine your strategy for the next race. You can also buy things like extra weapons, intelligence, more armour and you can bribe people for confidential information that might give you an edge over your competition.

More interesting though is the possibility of hiring a saboteur to ruin the chances of the other racers or the option of placing bets on the outcome of the race to gain the extra credits to upgrade your weaponry.

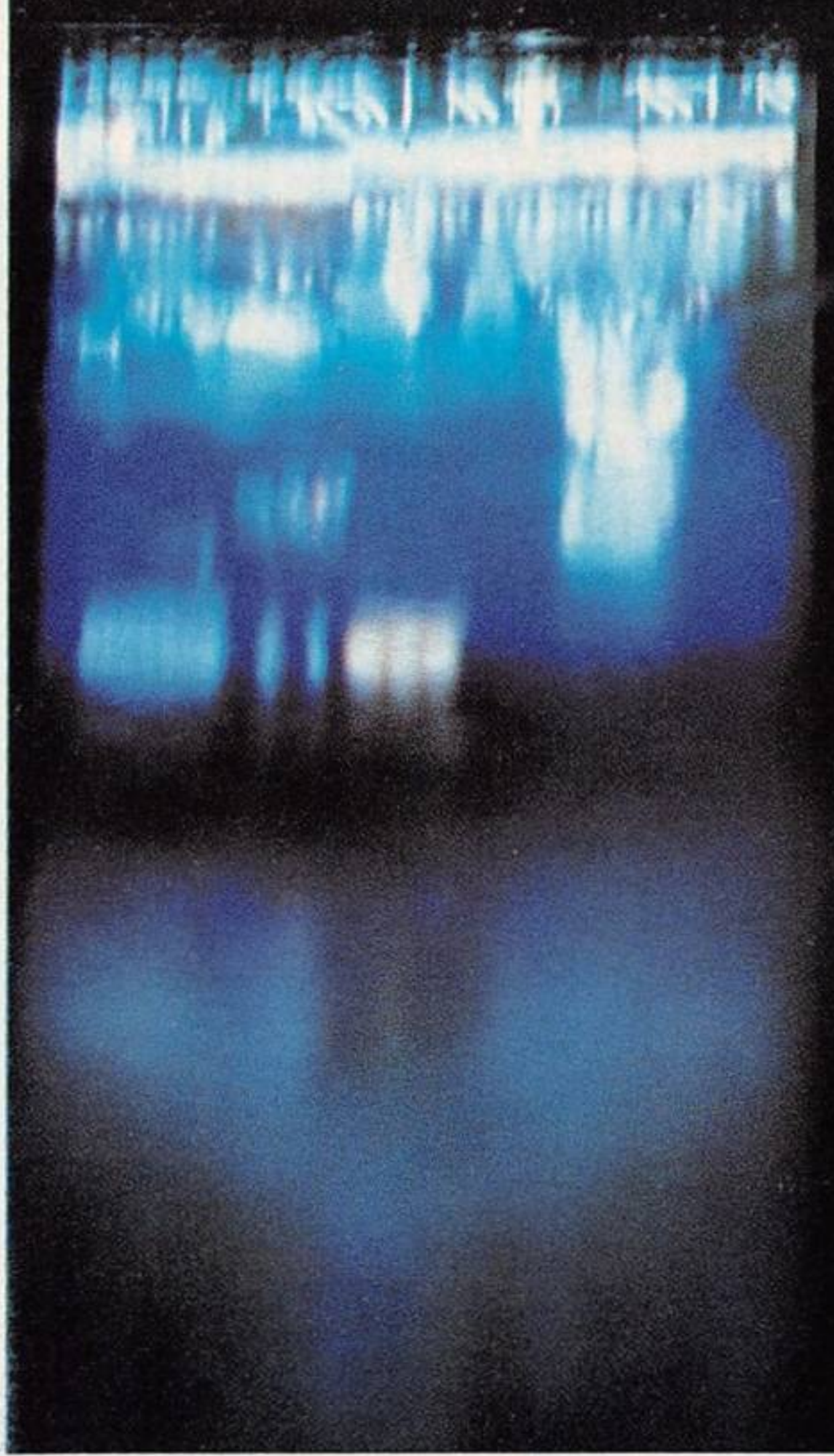
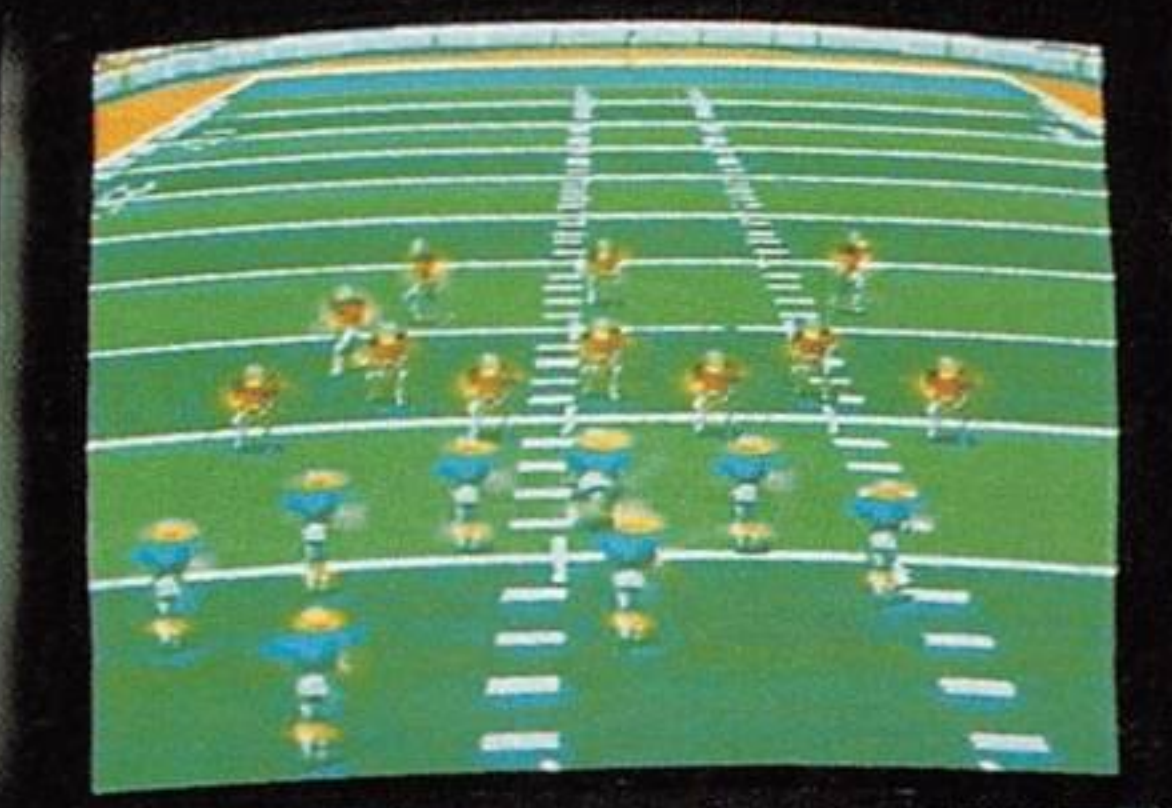
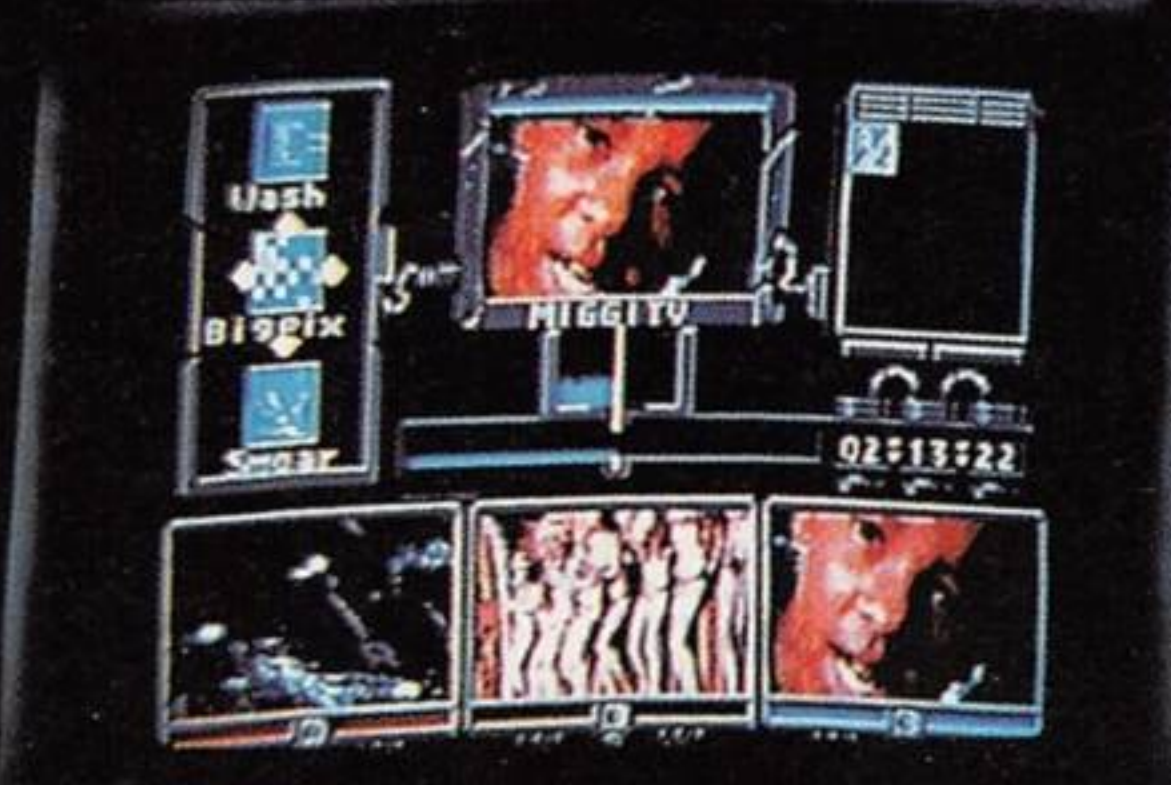
Cyber Race is only Cyberdreams second release and continues their

commitment to base their games on the ideas of science fiction writers, artists and designers. Their first release, the classic adventure Darkseed, was based upon the artwork of HR Giger, and for Cyber Race they have used the designs of Syd Mead. Mead has been the brainchild behind the memorable designs for films such as Blade Runner, 2010 and Tron. He has designed the graphic elements of Cyber Race, including all the buildings, characters and vehicles used in the game, and he also approved the final graphics to ensure a high quality and consistent look. Incidentally, for their third release Cyberdreams have harnessed the talents of science fiction author, Harlan Ellison, who was involved in the TV shows Twilight Zone, Outer Limits and Star Trek.

At this stage Cyber Race is shaping up to be pretty excellent indeed, and hopefully the real thing will live up to the expectations. Fingers crossed!



WELCO  
METOT  
HENEX  
TLEVEL





# T.V. sucks.

## So what the heck is Sega CD™?

Video gaming at its highest level. Digital sound. Killer graphics. Tons of new games. Imagine a movie where you actually *control* the actors. Or music videos you edit at home. You can even use it to blast your own music CD's—it doubles as a state-of-the-art CD player.

# Drugs are bad.

## What do you mean “control” the actors?

Take the game *Night Trap*™. A house full of scantily-clad coeds is terrorized by bloodsucking zombies. Using surveillance cameras and hidden traps, you try to stop them. We're talking about controlling the destiny of *real live* people here. Their fate literally rests in your hands.

# Sex can kill you.

## So everything is more realistic?

We can store 500 times more information on a CD than a cartridge. Which basically means room for things like digital video footage of real NFL players in *Joe Montana's NFL Football*™. The lightning-fast action and aerobatic maneuvering of *Cobra Command*™. The film noir style of *Rise of the Dragon*™. And the blood-curdling action in *Prince of Persia*™.

# Seems like the perfect time

## What about this “music video” thing?

You actually *edit* your own version of an INXS video. Or Kris Kross. Or Marky Mark and The Funky Bunch (there's lots of new music available). Choose from dozens of digital special effects. Maybe insert a few never-seen-before backstage clips. Who knows? You might be inspired to become a big time video director (yes, it's a *real* job).

# to introduce you to

## What else should I know?

Just that Mega CD is an entirely new, interactive, entertainment experience. All you do is hook it up to your Mega Drive. We've even included \$300 worth of games and music CD's (more than the cost of the entire player) just to get you started. You've simply got to get your hands on one and check it out. It'll blow your mind.



# Mega CD.





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of the  
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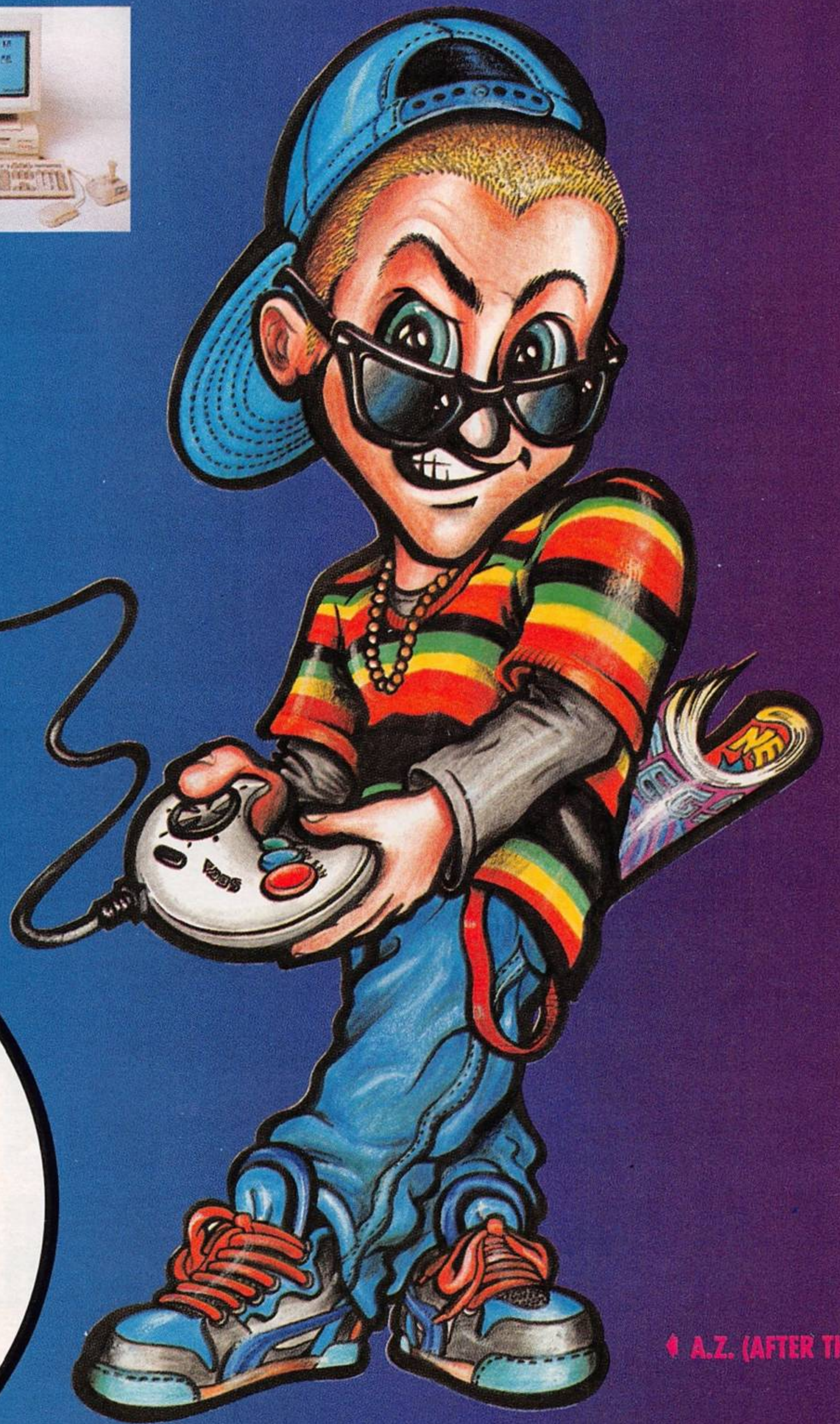
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B.Z. (BEFORE THE 'ZONE) ▶

◀ A.Z. (AFTER THE 'ZONE)

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 3. The prize is not exchangeable and may not be converted to cash.  
 4. The judges decision is final and no correspondence shall be entered into.  
 5. Description of the competition and instructions on how to enter form part of the competition conditions.  
 6. The competition commences 24th March 1993 and closes last mail 30th June 1993. The draw will take place on the 1st July 1993 and the winner will be notified by telephone. The winner will also be published in Megazone magazine.  
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 8. The promoter is Megazone Pty Ltd, ACN 003 924 472, 200 Coward Street, Mascot NSW 2020.



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deeper game of  
the two ”

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game I've ever seen  
or played! ”

PAUL GLANCEY  
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two-thirds of the  
year left and I can  
honestly state that  
Flashback is the  
game of the year! ”

SIMON BYRON  
The One Amiga (UK)

# FLASHBACK



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# CATHY DENNIS

CATHY DENNIS IS MAJOR SPUNK MATERIAL. SHE'S SWEET, INTELLIGENT, BEAUTIFUL, FUNNY, RICH, FAMOUS AND MOST IMPORTANTLY SHE'S A BIG SEGA FAN. SHE MAY WELL BE THE PERFECT WOMAN. JAD McADAM HAD THE CHANCE TO INTERVIEW HER FACE TO FACE AT THE SEBEL TOWNHOUSE WHEN SHE WAS IN THE COUNTRY RECENTLY...AND THE REST OF YOU DIDN'T, SO SUCK THE BIG ONE!



# Simply

Cathy was in Australia to promote her new album, *Into the Skyline*. The songs, which she composed, vary from catchy dance pop songs like the single, *Irresistible*, to softer ballads with sophisticated harmonies. Her influences range from jazz greats like Thelonious Monk, to modern house music to Debussy. However, she doesn't listen to rock music: "It's a great way to offend a lot of people, but I just can't. I think even if I was paid to I couldn't listen to rock."

Her experience with D-Mob has allowed her to establish a career as a dance pop songstress with control at every level, from writing through to production. Her involvement in all aspects of the business reveals her ultimate ambition: "I'd like to end up writing for other people. It's great travelling around and everything, but I'm only going to be doing it while I'm young. I wouldn't want to be one of those people who is on stage at 45." And can you blame her — I wouldn't want to be Mick Jagger or Paul McCartney either.

As well as plugging her own career, she's been busy doing promotional work for Sega. *Sega Power*, a British Sega mag, gave away a free tape with a recent issue that had a few of Cathy's songs, along with a voice-over of recorded tips and hints for various games. Of course listening to Cathy's soft English accent would be so distracting that I don't know if tips would help anyway!

Cathy is an avid animal lover, and a vegetarian because she can't bear the thought of eating what was once another living creature. But she doesn't try to force vegetarianism down people's throats (probably because she'd end up smearing lentils all over their face). Her love of animals was part of her decision to help Sega

**"I was addicted to Aliens and it finished up with my Mum banning me from arcades. I spent all my pocket money on this game and I was really good at it, but it definitely got to be an obsession so they stopped me playing."**

launch **Ecco the Dolphin** at Miami earlier this year. She was flown to a dolphin research centre, by the beach, where she helped Flipper and friends introduce the world to Ecco. She was blown away by the experience: "I loved having the opportunity to communicate with animals. At this research centre they teach all the dolphins to do commands. They would go off and do a double somersault in the air, and you can get them to talk, and hug you and kiss you. It's amazing". But don't get too excited guys, I'm the first in line for the dolphin suit!

Being in such close contact with the real thing hasn't helped Cathy master Ecco the game, unfortunately: "I can get past the first two screens, where you have to jump over a couple of these rocks and find this key. But I can't find this key for the life of me. I think when I get back to England I'm going to start cheating." Perhaps she should call the Sega Hotline for tips, rather than going to friendly aquatic mammals for advice!

Cathy first got hooked on video games as an arcade player when she was twelve: "I was addicted to Aliens and it finished up with my Mum banning me from arcades. I spent all my pocket money on this game and I was really good at it, but it definitely got to be an obsession so they stopped me playing." The gamer bug had bitten Cathy well and truly, however, and her addiction was not to be stopped by a mere grounding. She discovered Nintendo, where her favourite game was Tetris: "I did a little bit of it. I got to 140 lines." Soon though she was a fully fledged Sega freak, and hasn't looked back since: "I'm a big Sega fan. I love to play Sonic and Sonic 2". Apparently she carries her Game Gear wherever she goes. I asked if she'd left Nintendo behind for good, and she looked deep into my eyes and replied, "Yes, definitely." It was love.

# irresistible



Def FX are the hottest and most exciting young band in Australia today,

but you probably  
won't hear much of  
them on commercial  
radio or television.  
Their music is the  
music of the street;  
a corrosive mix of  
speed metal, techno  
and funky pop that  
is distinctively their  
own. In their three  
year history they have  
earnt devoted followers  
from both the thrash  
metal and rave scenes.  
Mega-Ed **STUART CLARKE**  
had a drink and a chat  
with **SEAN LOWRY**,  
keyboard player and  
driving force behind  
the band.



**DEF FX**



Def FX emerged quickly from the inner-city Sydney 'indie' scene, with a constant buzz surrounding the band and their new sound. Even though they had record labels chasing them, they refused to sign to a major label until they felt the deal was right for them. Their determination has certainly paid off. In 1992 they performed at the huge Concert For Life in Sydney, alongside INXS, Crowded House and Yothu Yindi. They have also toured America twice, the second time supporting Ned's Atomic Dustbin, and playing their unique style of techno rock to full houses right across the States.

On stage their energy is unstoppable and all four band members seem to go into epileptic frenzies throughout the set. The band is made up of Fiona Horne, the striking blonde lead singer, Sean Lowry, who raps and takes care of keyboards and sampling, Martyn Basha (bass) and David Stein (guitar). They also have a "silent" fifth member in Larry van Kriedt who helps write the songs but does not appear on stage.

The three EP's they have released so far, "Water", "Surge" and "Blink", have all reached Number One on the independent charts, and their album "Light Speed Collision" is currently doing well on the alternative charts. Their following round Australia is growing steadily and they find that they are now bigger in Adelaide and Melbourne than their home town of Sydney. They are still probably best known for the frantic pop song "Surfers of the Mind", but they have also released other singles that gained attention, such as "Sex Game Sucker" and "No Time For Nowhere".

I asked Sean how they write their music.

"Generally the music is written back to front. Everyone adds their own layers. Usually there's a concept for a song that is born before anything is programmed. A bed might be laid down on computer (they use Atari QBase), then brought in, jammed on, taken back and adjusted, then jammed on some more..."

**Your sound crosses so many musical genres. What are your main influences?**

"We work very much in the spirit of appropriation; building where others

have left off, rather than starting with the proverbial blank canvas. Initially it was pretty much a straight mix of metal and techno, but a lot of other stuff is starting to creep in now. The second album will have a lot of jazzier stuff, and a lot of other dimensions are being added. In a lot of earlier pieces the glue, or seams, of the music were quite blatant, but now we're getting better at hiding them."

While Sean doesn't get into computer games in a big way, he keeps up to date with computer technology and has even sampled the soundtrack from a game; "there was a golf game on computer that we sampled lots of sounds for "Sex Game Sucker". Nick Mainsbridge, our producer, is right into video games. He'll take a break from recording by sitting down with a game."

**So what are some other sources for your samples?**

"There's a different story behind every song. I keep a series of files where anything I think may be appropriate for a song. I document, if necessary, the key and tempo information. I put that aside and when new material comes up, we just decide where it fits. It's a very clinical, objective way of writing music. We sort of sit around and wait to get inspired."

**What's important for the band - critical praise, popular support or just playing the music you want to play?**

"I think being able to twist as far as possible within the parameters of the mainstream. Being as messed up as we possibly can and still be able to play our music to an audience."

**But can you see Def FX ever being commercially successful and in the top 10?**

"That isn't a priority. I'd expect the sort of music we're doing now, in about 1996-97, to be very excessive and cock-rocky. I'm aware of that but I think that this is the time and place for it now, but I imagine in a few years it'll be time to spit on it. Rather than be spat on, I suppose."

**So what direction is the band heading musically?**

"We're writing the second album at

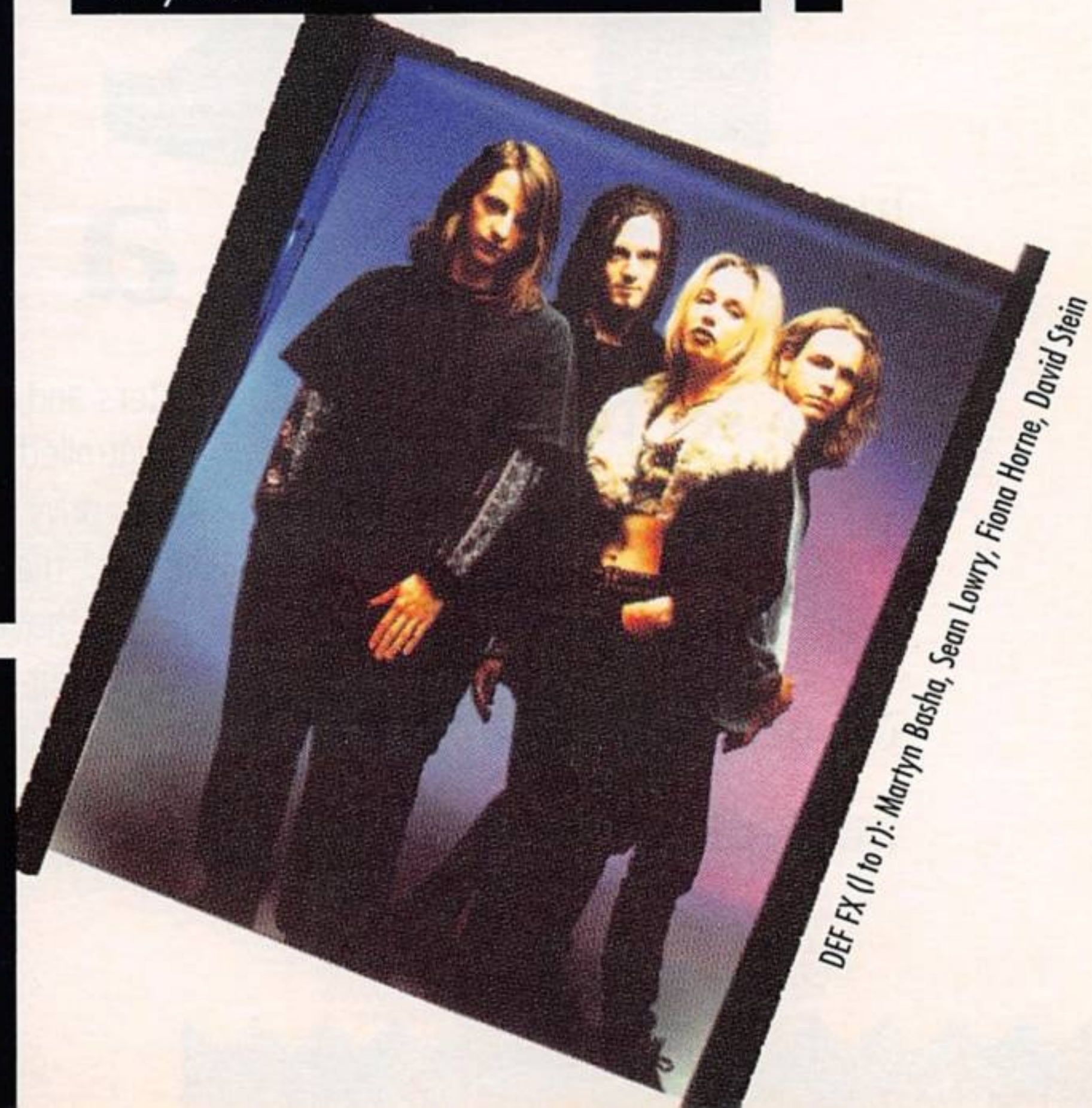
the moment. Perhaps on first listen it will sound more metallic than what we've done in the past, but there are far more elements being added. The early material we did, you could recognise the source - that it was a techno/metal crossover, and that was half the appeal. I'd rather get to the point where people can say 'Wow, like the music', as opposed to 'Wow, I like the fact that it combines that and that'."

**Where would you like to see Def FX in a year's time?**

"I'd like to see the band get to a similar position in America and Europe that we're in over here. We're in a unique position in Australia, in that we're halfway between the influences of European and American culture. As a result there are things that can happen in Australia that don't necessarily don't take place over there. For instance I think that the rave scene that developed in England was in a way a result of English backpackers coming out here and going to RAT parties or big warehouse parties in Sydney."

I think a lot of Australians have the impression that what's happening here is a poor imitation of what's happening overseas. We get accused of sounding American, and yet we go to America and no one's heard anything like us. It's a real tall poppy syndrome. I don't think we'll grow any more here until there's acknowledgment that we can make it overseas...which really sucks."

And Def FX have indeed headed back to the USA to support "Light Speed Collision". Maybe when they return as Australia's new thrash/grunge/techno superstars they'll finally get the attention they deserve.



DEF FX (l to r): Martyn Basha, Sean Lowry, Fiona Horne, David Stein



a game, as we all know, is a trivial ... um, pursuit to amuse, entertain, maybe educate and generally make passing the time more pleasant. a role-playing game, or rpg, is a game in which the participants attempt to play (or act) the part of a 'character' in a hypothetical scenario. easy, huh? well, if you've ever played an rpg (either from books or on computer) you'll know that they're far from lightweight.

BRENDAN BASTO DONNED

his chain mail, picked up his bastard sword and set forth on a quest to discover the history (and maybe divine the future) of role-playing games...

Pre-stone age (i.e before the 1960's), there were no computers and no RPG's. There was, of course, the ever-present military and with it came strategists who would sit around and wonder where the big-guns should point. These are the RPG dinosaurs. It was around the 1960's, when people started to think that guns made better vases than weapons and that all you needed to be a strategist was a chess board, when the tactical board or war game became a popular pastime.

A wargame is essentially played on a board or table-top with either pieces or scale miniatures used to represent troops. A set of rules let players know useful statistics, like how far an arrow could fly or how fast a horse would flee upon sighting an irritated, charging, armoured bull elephant. A wargame is essentially a bigger, more colourful and more complex chess set.

In 1974 an entrepreneurial firm called Tactical Studies Rules (TSR) published a set of rules to supplement their medieval miniature-based wargame — "Chainmail". These rules, Dungeons and Dragons, allowed for players to be represented by one character and added the novelties of monsters and magic. Players take up a class, be it fighter, thief or magic-user, for instance, and through using their specific abilities would defeat monsters, thus gaining treasure and strengthening their abilities. The 'background' for these events was that of 'fantasy' - essentially, a medieval world with mon-

act in any way that seemed fit. The game would be played around a table and would essentially be a verbal exchange, possibly along these lines:

*DM: Okay, Roy (the fighter) and Lou (the magic-user) are standing in front of an aged wooden door, covered in cobwebs. The locks and hinges are covered in rust.*

*Roy: I draw my sword. We knock it down.*

*Lou: No! No! we check for traps. (To Roy): Fool!*

*DM: (Glances at a chart, supposedly to see Lou's chance of finding a trap, but knowing that there is no trap. Rolls a dice for effect.) No, you don't seem to find anything.*

*Roy: Okay, we knock it down.*

*Lou: (Reluctantly) Yeah, Okay. I hide around the corner.*

*DM: (Looking to see the chance of Roy knocking down the door.) Right, well...*

*Lou: Wait! We, uh ... Listen! Yeah we listen at the door....*

*DM:- (Looking at Lou's chance of hearing noise behind the door and then rolls a dice). Right! (smugly) You don't hear anything.*

*Lou: Damn!*

*Roy: Look man, can I please knock it down now....*

That's really basic, but is pretty much how it works. The more actions the players make the more the DM must consult the rules. Every action has a particular chance of success, each class has specific abilities and the higher a level you are the better a chance you have of using your abilities suc-

# R Changing ROLES

## a history of RPG:

sters and magic. The flow of the game was controlled by a Dungeon Master (DM) who was privy to information detailing the "dungeon" that the players explored. The DM would have a map with corridors, rooms and their contents cross-referenced in a guide-book or 'scenario'. Upon entering a new area the DM would relay any relevant information to the players who would then

cessfully. The benefit of adventuring in a dungeon was that a dungeon was a completely known quantity to the DM, thus the players could wander throughout the maze and the DM could answer just about any questions. Wandering outside, visiting more varied areas, would provide more challenges for the DM as he or she would have to come up with answers regarding more







complex issues, like the politics or cultures the players might encounter.

In 1975, TSR brought forth 'Boot Hill' which put players in the roles of gun-fighters in the Wild West. Around the same time TSR also released 'The Empire Of The Petal Throne', which put the players in the world of Tekumel, which was designed for a game rather than a generic fantasy environment. This specific, totally-laid-out world was full of original beasts and cultures, loaded with background

information, maps and illustrations. In short it was the first 'campaign-world' invented.

By Mid '77 with the dawn of Star Wars, came the first major science fiction RPG - Traveller, created by Games Designers Workshop. It put players in a near-future world, the Imperium, with high technology and space travel. It was to prove popular and enduring right into the '80's. At about the same time TSR released Advanced Dungeons and Dragons (AD&D) which provided more in the way of options for both the Dungeon Masters and players, so that more complex scenarios could be made and games played with characters that could use a greater range of skills. A character gained experience by using his or her skills and they increased in proficiency as well as gaining new skills. In this way no two characters would be the same, and they would be the evolving creation of the player.

In the fifteen years since, hundred of RPG's and accessories have come and gone. The most popular system is still AD&D with its broad fantasy background and it's many, many scenario and campaign world choices. In effect, all RPG's are still run pretty much the same way, with a referee (DM or Gamemaster) and a bunch of

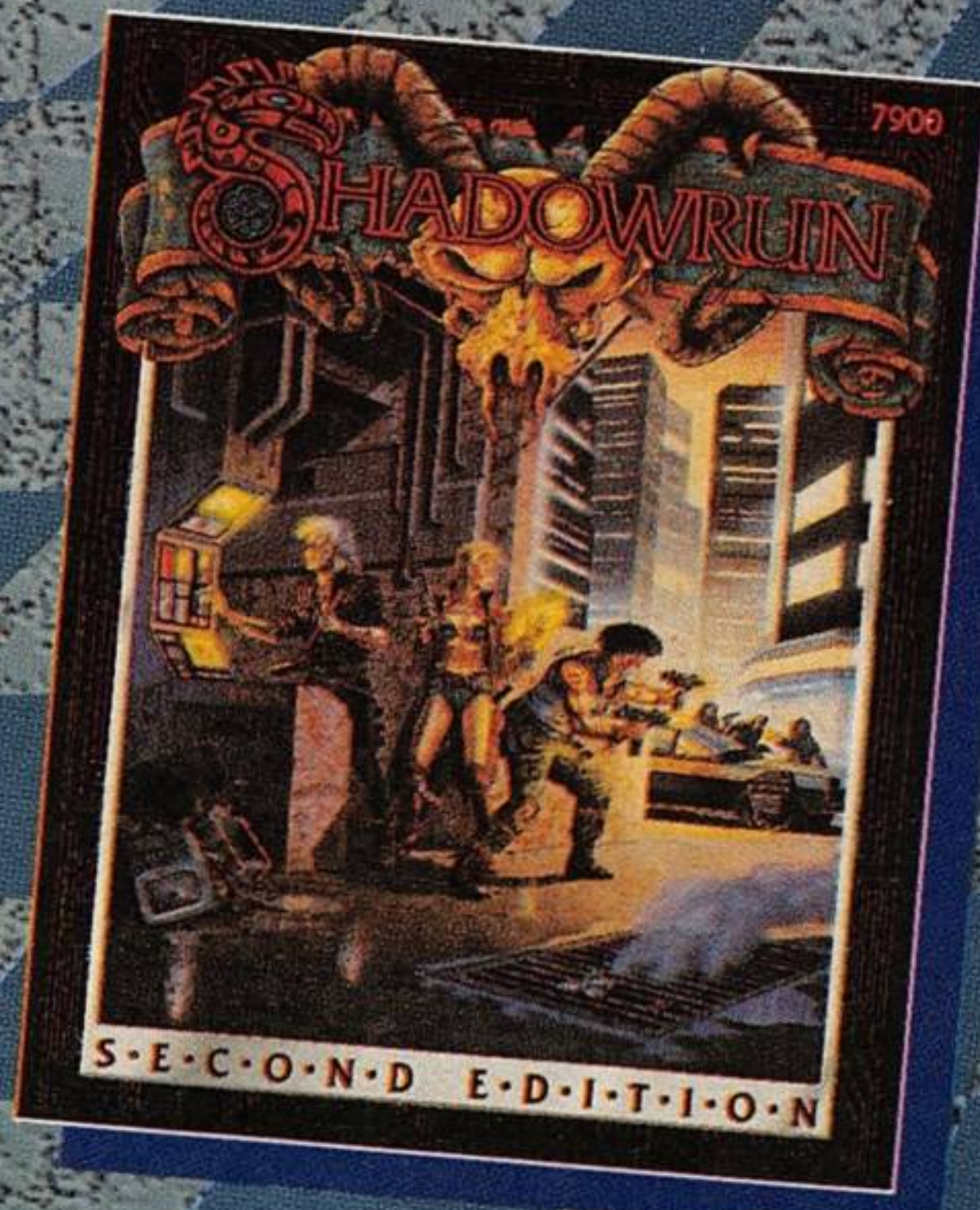
players, but new systems offer new gaming environments that appeal to different games. *Battletech* puts players in giant warrior-machine-robot vehicles in a high-tech military future, *Call of Cthulu* sees players in the horrifying world of H.P. Lovecraft, while *Shadowrun* has a very dark near future supplemented by elements of high fantasy - a kinda elves on Harleys situation.

One of the greatest additions to the RPG arena has been the home computer. With computer generated RPG's the DM or GM is replaced by the program. In the early days (i.e most of the 1980's) text based RPG's would ask players questions after describing a scene, and the right answers tweaked from the clues would lead to victory. However, with today's complex graphics and 3D dungeons, computer RPG's are becoming more complex adventures complete with atmospheric soundtracks, and smooth-flowing first-person viewpoints.

But whether the GM will be replaced by a processor, well that depends on what a player is really seeking from his or her role-playing games. Some people would argue that role-playing is an inherently social experience - that to have a good game, you would have to had a challenging scenario described by a human, with the possibilities for ad-libbing, spontaneity and a "team" element.

Another perspective to the enjoyment of role-playing is that the completion of a complex task, or realistically simulating another time and place, is the main focus, and it is here that computers can add a great deal to roleplaying. Computer games and virtual reality will soon be able to give us the sensation of truly being in the gaming world, and a whole group of people could be sharing the same experience. The Battletech Centre in America (which was recently purchased by Disney) is heading in this direction and this may be the way things are going for RPG's. Only time will tell.

*'Shadowrun has a very dark near future supplemented by elements of high fantasy - a kinda elves on Harleys situation'*





# Eat my shorts, man.

As if Krusty's Fun House on Sega Mega Drive and Master System isn't enough, we've now got a Game Gear version to enjoy.

You have to earn the silver and gold padlocks for the doors of Krusty's Fun House. Behind the doors you will find rooms overrun by stupid but rascally rats intent on walking around blindly stumbling into walls. Will you help poor Krusty?

By picking up blocks, pipes and fans you can help lead the rats to Krusty's friends and employees who are standing by with powerful weapons to krusterize the smelly rats.

When Krusty says "Hi Kids" at the beginning of the game he has a little chuckle. He obviously has some idea of the torment that lies ahead. The puzzles and scrolling action are just as good as anything else that I've played and I really am glad to see Bart, Maggie, Lisa, Homer, Corporal Punishment, Sideshow Mel and Krusty on the Game Gear.

As the rooms progress the puzzles become very hard to solve indeed, and many hours will be spent trying. This is the first time that the Simpsons have appeared



on Game Gear and it's about time that we can take them in trains, planes and automobiles with us. There are flying Pink Pigs, Snakes and Laser Shooting Aliens in the Playhouse who are aiding the rats in Krusty's downfall, but scattered around the rooms are weapons that Krusty can fire. He must have doubled as an acrobat while working as a clown as he can also jump around with great agility. Watch out though because he runs out of breath - he's getting on a bit and sometimes he just sits down and gives up.

The colours and style are reminiscent of the television series and the password function means that you can always pick up where you left off. If you haven't got a Game Gear yet, this is one of the best reasons I can think off to own one.

BILL HIBBLE

# KRUSTY'S FUN HOUSE



Graphics	85
Sound	84
Music	86
Playability	89
Lastability	92
Difficulty	90
Mental	91
Atmosphere	88
Overall	90

# TOM JERRY

**T**he classic cartoon is now alive on your Game Gear. Looking back on the cartoon original, we all remember the eternal torment Tom would go through in order to catch Jerry. Tom's innumerable plans were great in his own mind, but would always fall short of the mark. On the odd occasion Tom would have Jerry in his grasp only to be fooled again, by either a bowling ball dropping on his head or Jerry miraculously pulling out a large mallet and thumping Tom on the head with it.

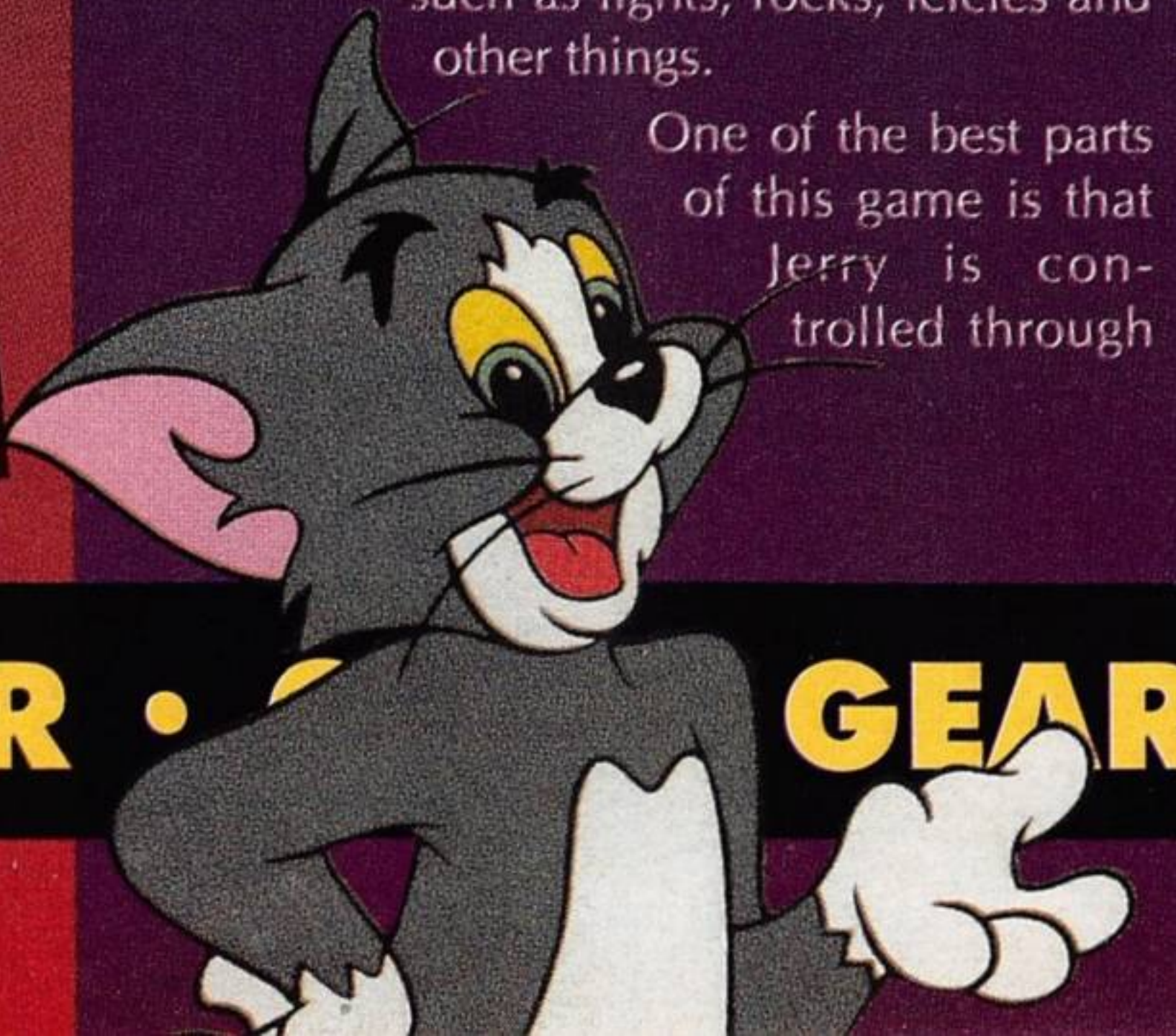
Anyway, on this particular day Tom was chasing Jerry and they ended up in the attic of their home. All of a sudden there was a loud thud and a floorboard that had flung up to hit Tom on the head, revealed a secret treasure map. Thoughts of a Jerry-free life invaded Tom's head and he stood in a trance thinking of such a carefree existence. In the meantime Jerry caught a glimpse of the map, ran past Tom, grabbed it and disappeared to claim the treasure for himself.

So begins the ultimate cat and mouse game adventure on the Game Gear.

Your adventure as Tom is fraught with danger, as you traverse through five stages of tricks and traps to catch your rodent adversary. The levels begin at home and then continue through the city at night, on to a ship across the seas, over a deserted island, and finally through a labyrinth to the treasure.

The traps in each level are made up of various platforms which must be climbed in order to catch Jerry. Some of the pleasant traps consist of collapsing ground, spikes in the ground and falling objects, such as lights, rocks, icicles and other things.

One of the best parts of this game is that Jerry is controlled through





# & Jerry

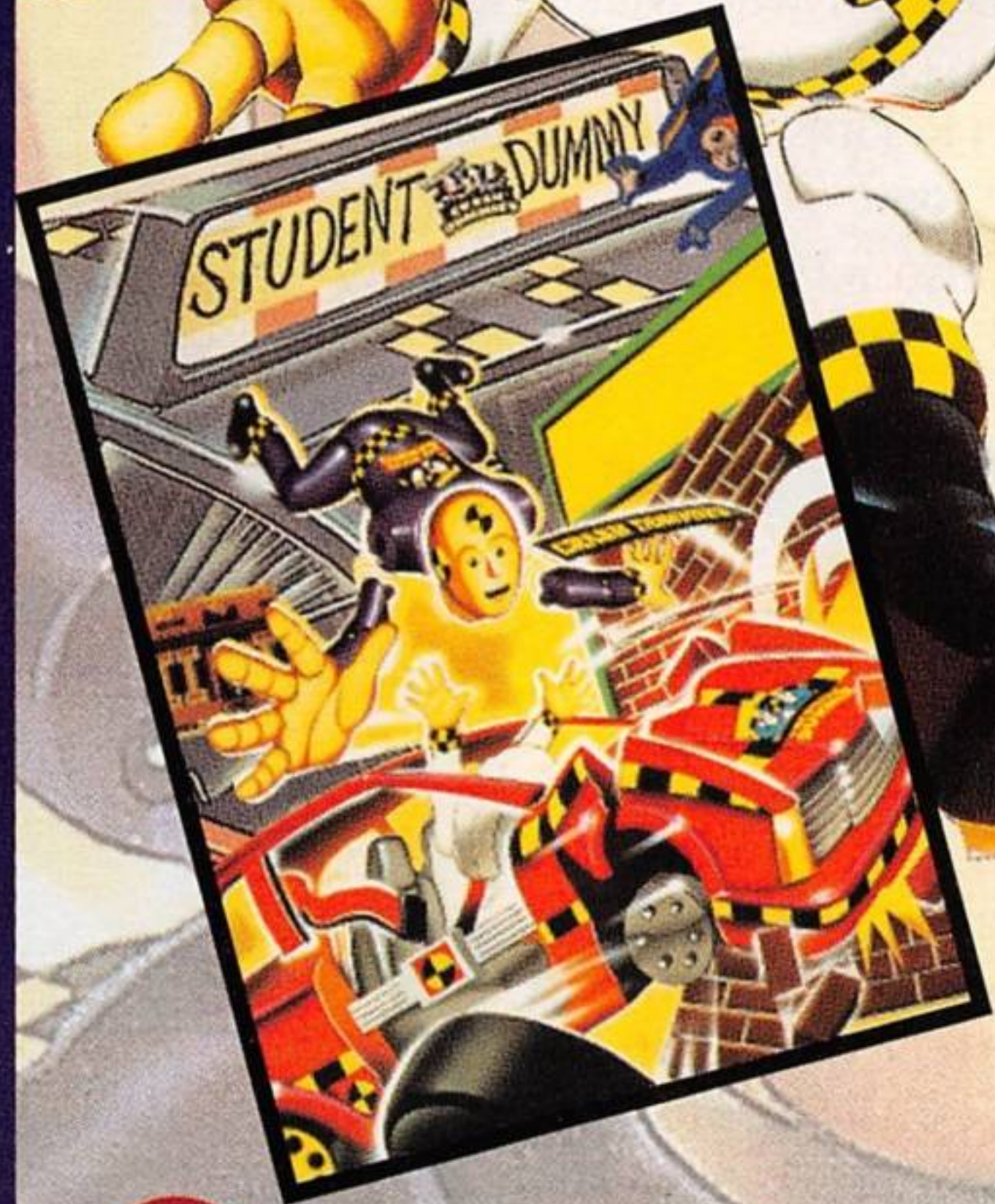


semi-artificial intelligence, meaning that his movements change according to the player's control of Tom. This makes it the perfect cat and mouse game. At the end of each level Jerry's friends act as the end-of-level boss which must be beaten in order to progress. His friends include a dog, a crow, a crab, a bat and finally a snake. There are bonus rounds as well which gave Tom a chance to get more life for each level.

The graphics are great, with the detailed animation giving it a very cartoony feel. There are great touches such as when Tom steps on a bomb and blows up to be a smoking but furious feline. The sound is really good and helps make the game a fast paced, maniacal race. To be honest, games like this are original and fresh, but unfortunately Tom and Jerry doesn't have a huge difficulty setting and most Game Gear owners should have it finished in a week or two. Recommended for younger players.

NICK SMITH

Graphics.....	86
Sound.....	85
Music.....	83
Playability.....	86
Lastability.....	73
Difficulty.....	70
Atmosphere.....	84
Mental.....	79
Overall.....	80



Graphics.....	84
Sound.....	73
Music.....	84
Playability.....	80
Lastability.....	42
Difficulty.....	60
Atmosphere.....	78
Mental.....	74
Overall.....	76

Once upon a time, not long ago in fact, you could only find a crash dummy inside a Volvo.

Now, they are everywhere. All because some bright spark had a vision: a family of crash dummies that would sell millions of toys world wide. Thus were born The Incredible Crash Dummies - Spin, Slick, Darryl, and their dog, Spare Tire.

Then another bright spark made the logical connection: if this bunch of dummies could sell millions of toys, why couldn't they sell millions of video-games too? So now the Crash Dummies are likely to be on a console or hand-held near you.

In the Game Gear version, you put Slick through his paces as he attempts to complete a number of jobs and increase his bank balance (he's saving up for a Diana Ross nose-job). He starts off with a bit of basic stuntwork, jumping off a skyscraper to crash into the target below. Keep it artistic and you'll please the director. Then it's on to the track to test drive a new car air-bag. Follow this up with a trip back to

Sweden to try out a dangerous ski slope. Next, Slick's put on quality control at an ammunition factory—can he safely pack forty bombs or will he end up on the ceiling ... and the walls ... and the floor ... maybe a leg on the front lawn? Finally, it's time for another test drive—this time in a cruise missile! All in a day's work for a crash dummy (they're not called dummies for nothing).

These five "events" are basically very silly and none of them are at all taxing. The Incredible Crash Dummies just wants to make you laugh, and you might just do that. But if you're too old to enjoy the toys, then you're probably too old to enjoy the game.

The graphics are good and surprisingly detailed and there's lots of comic touches in the animation. Scrolling is fast and smooth. Bright colours and equally bright tunes (both of which I've had stuck in my head for days) add to the toy world feel. And what about variety in gameplay? Well, all the levels are different, but very easy to complete, in fact they're way too easy. I would've much preferred a bigger, more challenging game—but then again, I'm close to being an old man.

Crash Dummies is good portable fun, the kind of game the Game Gear was made for. If you're young and want to waste your youth hanging out with dummies then it might just be for you. Always remember, though, a day without demolition might be like a day without sunshine, but don't try it at home!

ANDREW HUMPHREYS

# THE INCREDIBLE CRASH DUMMIES



Welcome friends and foes alike to another page full of hot gossip and big news from around the globe. So what's new in this fast and ever-changing biz? Well a couple of new systems are what's happening at this moment.

Soon it will no longer be a two-horse race with Sega and Nintendo trying to outdo each other. EA are the new boys on the block and they mean business. Their new 3DO system is so impressive that even the most ardent Sega or Nintendo fan would be interested to say the least. With the now standard scaling and rotation being introduced to new hardware features such as fading in and out (turning sprites into

transparent images and also the ability to mix video images with sprites for full on interactive titles. Believe me it might sound like much on paper, but judging by the press previews 1993 is going to be one continuous Christmas. Also a ghost from the past re-emerges in the form of the Jaguar. Atari have long been working on this beast and have been getting over some slight problems in the making of this now two-year project. But it now seems that they have their act together and word has it that the Jaguar can walk all over the 3DO. We will hopefully find out soon, eh! I will certainly report any further news from all of these most interesting projects. My question is, which ones will be successful and will there be too many systems in the running for total supremacy? We can't buy all of these fantastic sounding systems, as much as we'd like to, but we would want a good variety available to us at the same time. Please write in and give us your views on this new turn in the EEI (Electronic Entertainment Industry).



Meanwhile, back to reality! Here's a brief rundown on what's coming soon and it looks like 16-bit owners are in for a busy few months. Mega-CD owners, first of all congratulations on scooping up a system, as there are very limited numbers of them out there in Oz due to stock restrictions. Sewer Shark is to be here on our shores soon with Make My Video (Kris Kross & Marky Mark), Batman Returns and Night Trap available soon.

Sega have also revealed their latest CD marvel, called

## WOTZ

Silpheed. It uses the same programming technique as Comanche Overkill. Sega were so confident of its quality that they proudly displayed the prototype that is only 30% complete.

Also coming soon are some gruesome titles in the form of Friday the 13th and Dracula, which looks especially cool (especially on CD). It's based on the movie so expect to see some graphic footage.

On the Mega Drive, we are seeing some fab titles such as Mazin Saga (probably its Japanese title) which boasts cool animation, and tries to take Streets of Rage 2 head on, even though it's half the size. Also out are the Flintstones, with Fred running around looking for trouble. And Shining Force is finally set for release, so you RPG freaks out there can finally come back down from the trees.

Mortal Kombat is set for release on Mega CD, MD, Game Gear (that's right, Game Gear!) and SNES, although the SNES version is cursed by Nintendo pacifists who'd rather see a bloodless version be produced which means no fatalities! And no fatalities means disappointed SNES owners. Lighten up Nintendo or you'll see their bloodthirsty children throwing their bloodless SNES's in the toilet for a Mega CD! Welcome to the 90's.

BRIAN COSTELLOE  
CONSOLE FREAK

### GAME GEAR

1. Mickey Mouse II
2. Shinobi II
3. Chakan
4. Taz-Mania
5. Predator 2

# HOT! TOP 10

### MEGA CD

1. Jaguar XJ220
2. Sherlock Holmes
3. Wolfchild
4. Prince of Persia
5. Black Hole Assault

### MEGA DRIVE

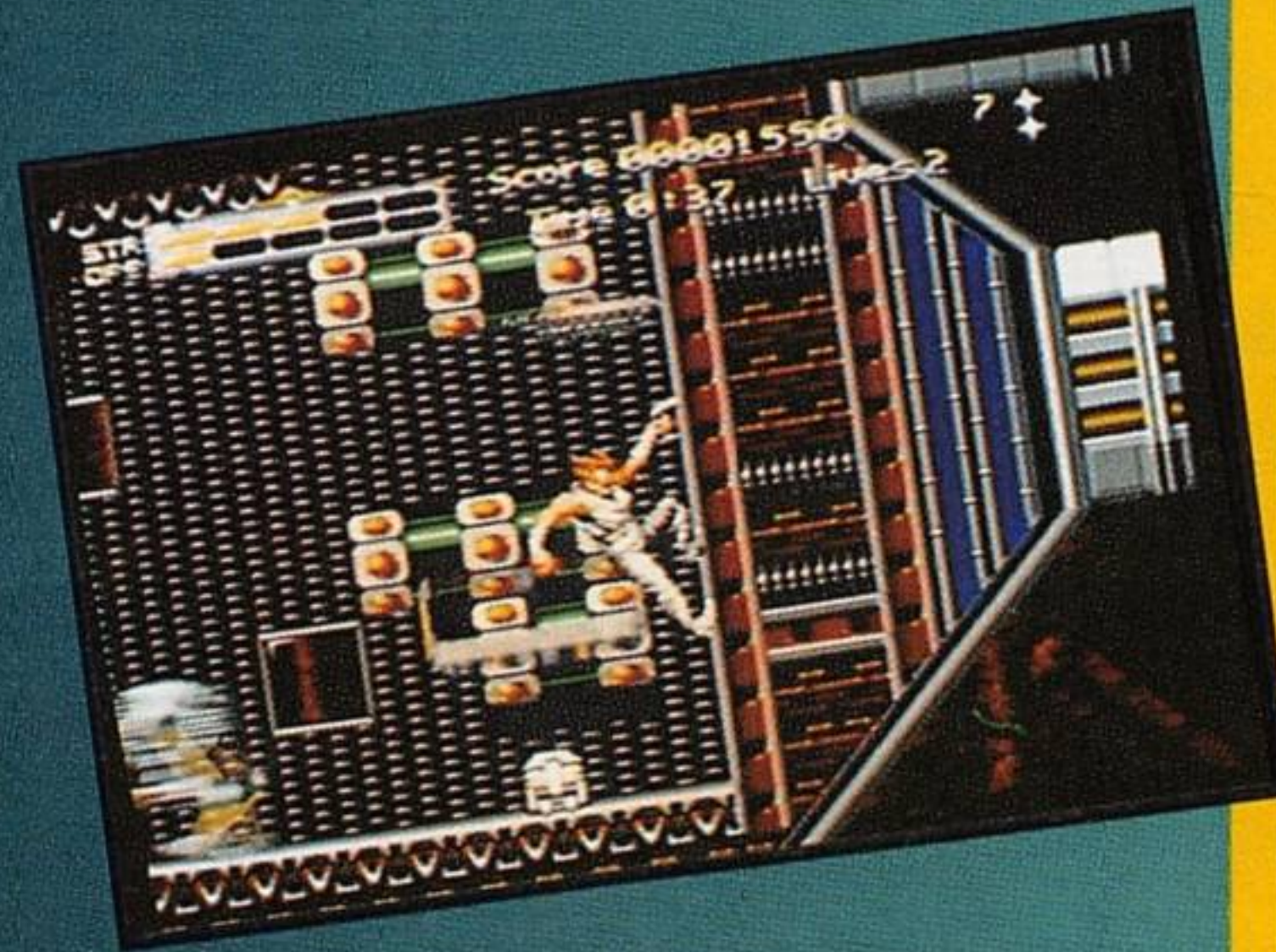
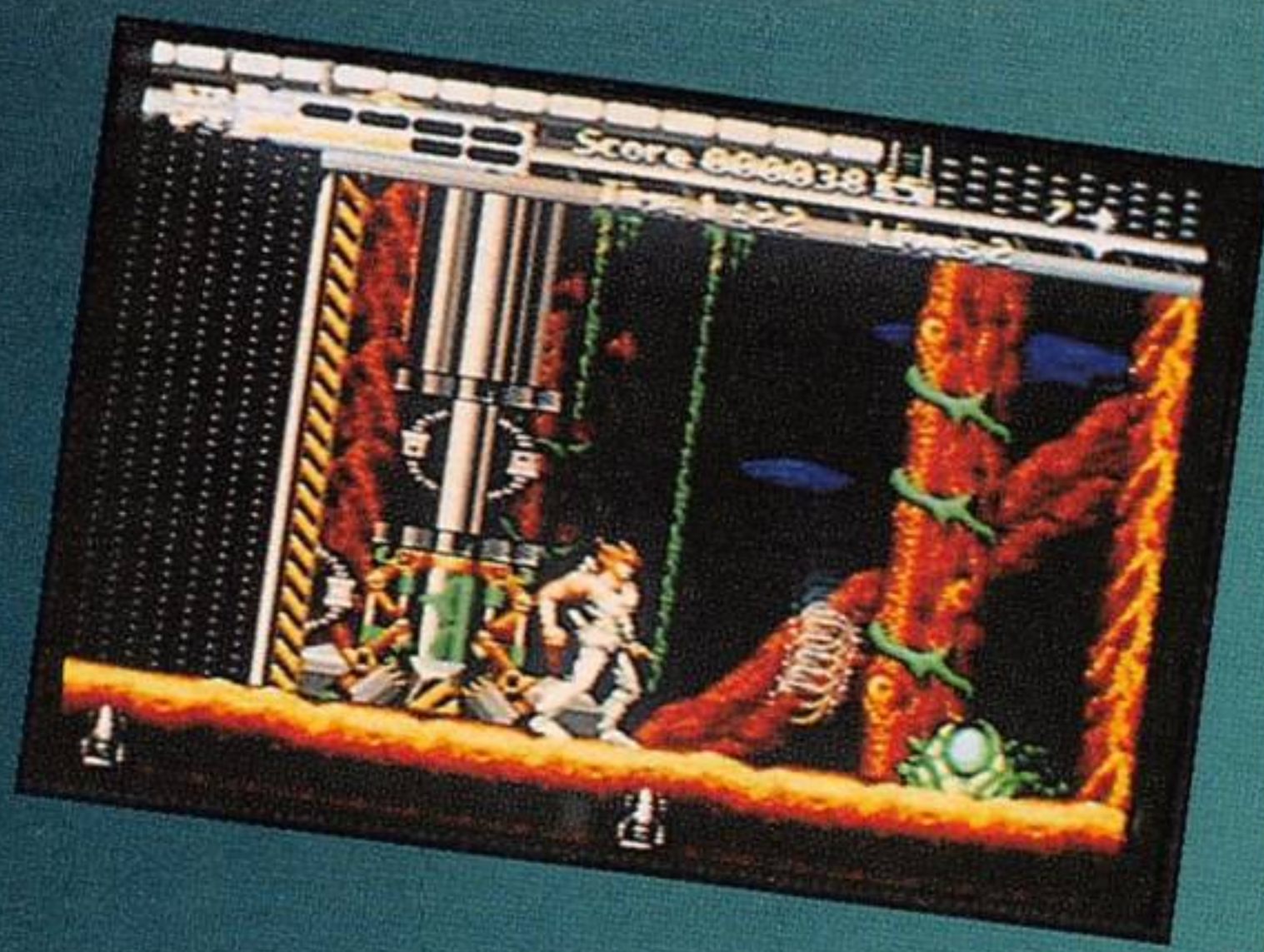
1. Flashback
2. Another World
3. Streets of Rage 2
4. Ecco the Dolphin
5. Terminator 2
6. Alien 3
7. James Bond
8. Outrun 2019
9. Side Pocket
10. Sonic 2

### MASTER SYSTEM

1. Alien 3
2. Predator 2
3. Prince of Persia
4. James Bond
5. Land of Illusion
6. Master of Darkness
7. Lemmings
8. Sonic 2
9. Batman Returns
10. Terminator



**S**trider was one of the first games to show the potential power of the Mega Drive. It was an 8 Meg cart (the first) and reviewers and punters alike let out a collective "WOW!". Check out the graphics! **Wow!** Watch him somersault! **Wow!** The music's real cool! **Wow!** Watch me finish in two days! **Wow!** It, was and still is, a great looking game. But it was far from perfect.



In places, Strider suffered from slowdown and screen flicker, and I for one never felt fully in control of Strider Hiryu, graceful as he was. Well now there's Strider 2, so I can stop all this retrospective nit-picking. In the sequel, the programmers at Tiertex have produced a game that sorts out the problems of the original. It's bigger, tougher, and, yes, it's definitely better.

For those of you unfamiliar with the first game, Strider was a platform slash 'em up lifted above the ordinary by some nice, original touches. Hiryu the Strider ("Last defenders of justice on Earth") leapt about, slid on his bum, climbed up walls, hung off ceilings, and flashed his sword around with gay abandon as he sought to rid the world of the evil invader, Meio the Grand Master.

So, what's the plot of Strider 2? Well, the beautiful Princess Magenta, who is as captivated as she is captivating, is being held hostage by the Master. Meio knows that Strider will inevitably try to rescue his girlie, and hopefully die in the process. Actually, Magenta pops up each time you die with some words of encouragement, "Don't die Strider, live for me." Pity she's a bit late for those touching words.

Hiryu hasn't changed. He looks just the same. He still somersaults and hangs around. The animation is as lovely as ever,

but much smoother. The slowdown is gone. All the moves are the same but the controls seem a touch sharper. Even better, there's an extra weapon and a choice of sword - original (and still the best) and sweep. The new weapon is the Shuriken - hit button A and Hiryu throws them at his enemies. Careful, though, his supplies are limited and need to be topped up regularly. They can be found in the little metal boxes that litter the levels, along with power-ups, satellite thingies, and other helpful items.

Strider 2 looks great, just like the first one. Detail and depth have improved, but some of the mid and end of level bosses are a bit plain. Overall, though, the graphics on all the changing levels are impressive.

The music and FX are also up to the high standard of the original. It could be the onset of old age or maybe the deafness in my left ear, but the tunes seemed very familiar. Like the rest of the game, the music has not really been changed; it's been "updated" or maybe remixed. As the saying goes, when you're on a good thing...What is new is the use of sampled speech during the in-game stills. There's a lot of it and it's not half bad. It doesn't do much, but it does add to the atmosphere a bit.

What sets Strider 2 apart from its predecessor is the level of challenge. There's two difficulty levels, normal and expert, and they are both tough. The number of lives and continues are also variable. The levels are big, if not huge, and some of the end bosses are very nasty indeed. No matter how you play it, it's no pushover. In fact, things start to heat up right from level two. The question to ask yourself, as for all games of this type, is, once you do finish it, will you want to play it again?

Strider 2 is a good, solid platformer with all the right elements: great presentation, good graphics, smooth animation, good tunes, and classic, challenging gameplay. Fans of Strider should start looking for it now. A very fitting sequel.

ANDREW HUMPHREYS

**Graphics 86**

**Sound 85**

**Music 83**

**Playability 88**

**Lastability 82**

**Difficulty 84**

**Atmosphere 85**

**Mental 80**

**Overall 85**

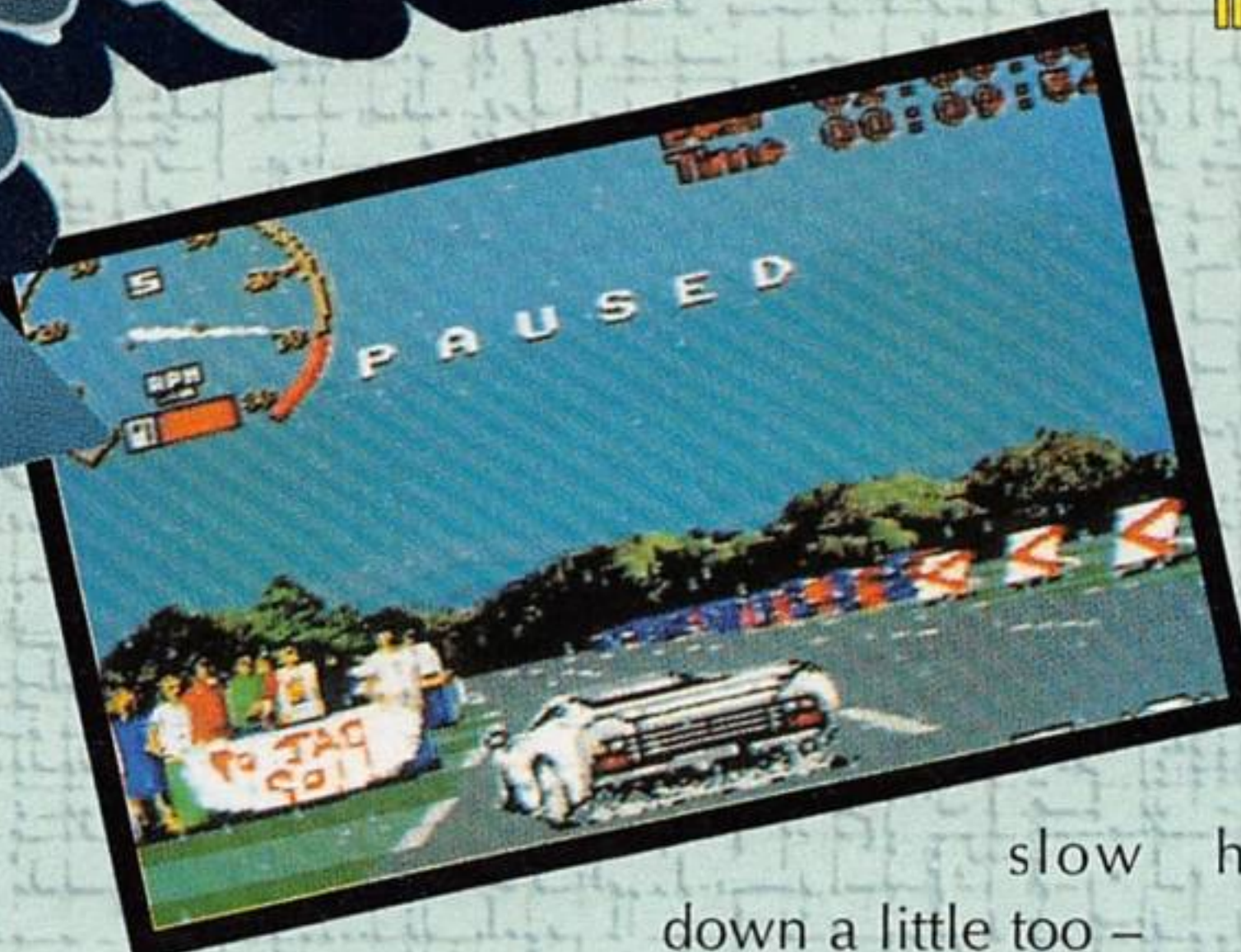




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S  
IT

# MEGA CD

A gaming revolution?



The name Jaguar is synonymous with bloody expensive cars and the XJ220 carries on this tradition proudly, being the most expensive production car in the world. This machine is built for one thing only: speed. It has a top speed of over 200 mph and can accelerate from standing to 100 miles per hour in eight seconds. And in this game you've got one, you lucky pig!

**N**ow if I had such an expensive car, I'd probably keep it locked away in a garage all the time. I wouldn't dare take it outside in case it got so much as a scratch on the back bumper and I certainly wouldn't park it under a telegraph line. But the name of this game is racing, and this means tearing around hairpin bends at breakneck speeds. Gosh, I hope you're insured.

Unless your name just happens to be Jason Gee, then you'll probably want to change the preset driver's name. You're one of 20 competitors taking part in the race, but before any of this, you have to race a qualifying lap in order to get the best place on the grid. Then it's on to the race itself. Normally it's a three-lap jobbie, but it can be set to five, seven or nine depending on your endurance. Even if you start at the back of the pack, you'll find that you can move up to the ninth or tenth position quite quickly within a lap or so. Catching up with the other cars is a little more tricky.

As with most games of this type, learning how to take the corners is the key to success. It's best to approach them from the outside and cut across the corner as directly as possible. It may be an idea to

slow down a little too – you'll lose far more time by crashing into the side. You don't have an awful lot of warning when approaching corners, so memorising the tracks is a must if you want to finish in pole position.

To get used to the different tracks, you can practise on them without any other cars on the road. This quickly gets boring. More fun is the World Tour option, where you visit different countries all over the globe for a one-off race.

The Grand Prix itself has 16 top international tracks to test you to your limits. You start off with a few grand in the bank, and achieving high positions adds to this total. But you have to spend the cash too, jet setting to different races costs you, and your Jag is an expensive piece of kit to repair. You can crash to your heart's content in the races, but at the end of the day you've got to get all that damage fixed and it's gonna cost a little more than getting a new set of spark plugs for your Holden Gemini. In fact, it's essential to keep on winning and avoid crashing too much, or you won't get any further than a couple of races.

Being a posh car, it has a built-in CD player on the dashboard, rather than a crummy AM/FM stereo with a coat hanger as an aerial. You can use this to listen to music as you drive along, and this is really as much as the Mega-CD's capabilities are used (though the cars do look like they make use of the custom scaling

hardware as they flash by).

Finding Monaco a bit tough? You can design your own tracks to make things a little easier. The track designer allows you to put in straights, bends and inclines. You can have a simple course drawn up in a few minutes, though if you want it to look at all interesting then you're going to have to spend a couple of hours adding scenery.

In two-player mode the screen is split horizontally in two and the players race simultaneously. This provides a lot of fun, especially with two players of even ability racing neck and neck all the way to the finish line.

Jaguar XJ220 isn't really anything special. The track designer is quite novel, but apart from that it's no more than your average racing game. If you're a Jaguar fanatic, then have a good look. But don't drool over your Mega CD!

ADAM WARING

Graphics .....	79
Sound.....	75
Music .....	82
Playability .....	85
Lastability .....	83
Difficulty .....	85
Mental.....	55
Atmosphere .....	76
<b>Overall.....</b>	<b>77%</b>





**B**lack Hole Assault puts them to a rather more interesting use. Millions of dollars' worth of technology is used to pound other expensive bits of machinery into the scrap heap.

You can take on another player, take part in a tournament or league, or, to play the game properly, tackle the Black Hole Assault (cue dramatic music). The plot's the usual trash, so we'll skip that bit, but the Black Hole Assault basically sees you travelling to far and exotic planets, meeting unusual and interesting robots, and then bashing the rivets out of them. The metallic monsters are lined up just waiting to take all the punishment you can give, and can dish out some pretty tough punishment themselves.

There are just two robots to choose from. The main difference between them is the colour scheme, one's red, the other blue. Fighting moves are limited, consisting of a punch, a kick and a throw, plus a special move that's unique to each robot. Many of the enemies can be reduced to a pile of iron fil-



Graphics .....	78%
Sound .....	65%
Music .....	67%
Playability .....	68%
Lastability .....	59%
Difficulty .....	73%
Mental .....	49%
Atmosphere .....	79%
Overall .....	69%

ther, you have to move on to the Normal setting.

The Exhibition mode allows you to practice fighting the different enemy robots on a variety of planets. The different planets supposedly give you different playing conditions

their luck in a competition. In the League everyone has to play each other, the one with the most wins...er, wins. The Tournament is a knockout-style contest – knock 'em out cold and you knock 'em out of the competition.

**DISC**

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**Real robots are dead boring. They don't make beep boop noises, they don't have laser cannons under a panel in their left arm and they don't unfold into juggernauts. Instead, they spend all day long spray painting car doors.**

ings with a series of repetitive moves. Adopt a defensive position by crouching low and then let fly with a volley of kicks to the shin.

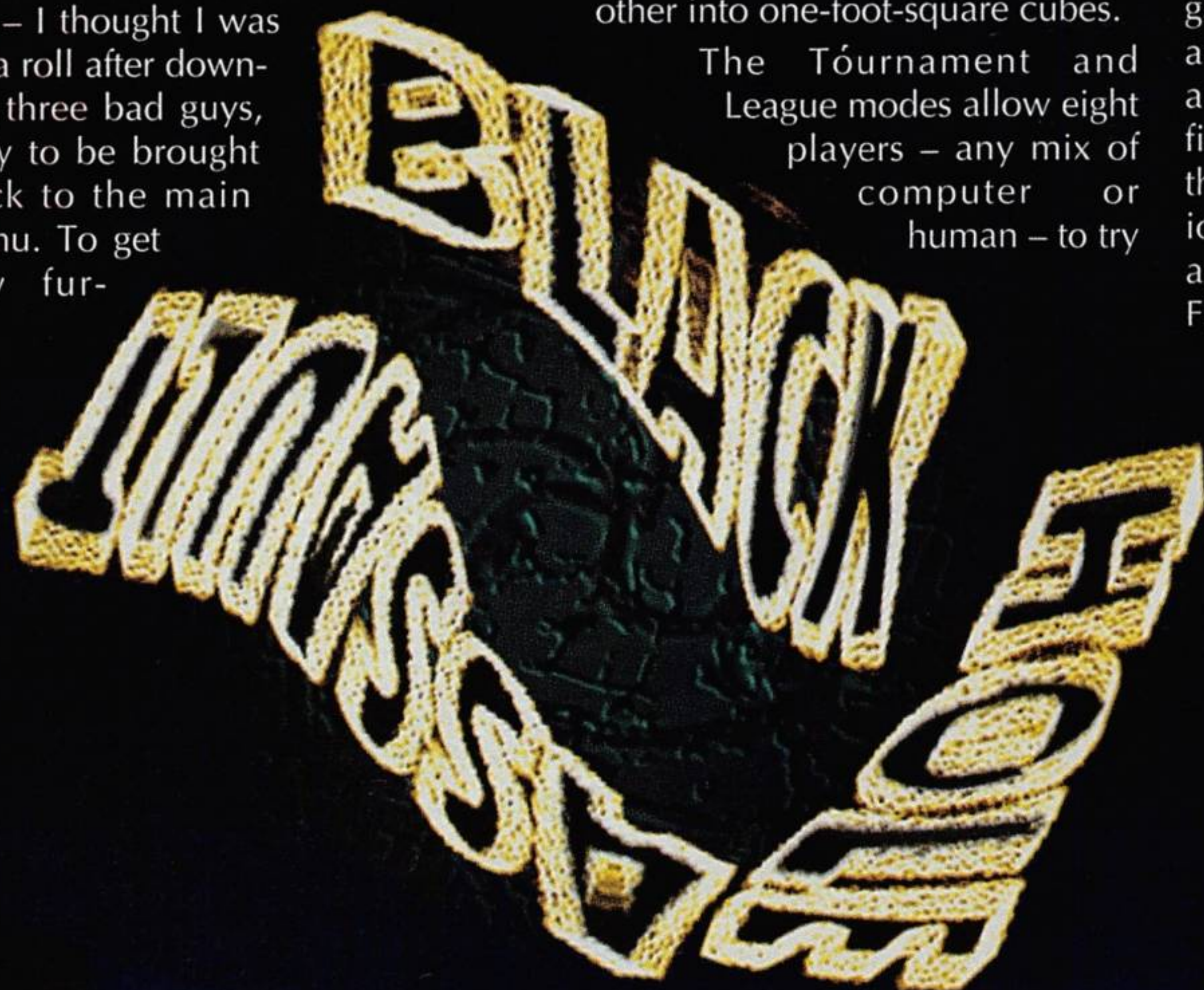
There are two difficulty settings, Easy and Normal. Being of a weak and cowardly disposition, I naturally selected Easy. You should be aware that Easy only allows you to do battle on the first three planets, which was most frustrating – I thought I was on a roll after downing three bad guys, only to be brought back to the main menu. To get any fur-

to contend with; strong gravity means you can't jump as high and so forth. You can also 'program' the computer-controlled robot's probability on executing a particular move, so that you can sharpen your skills at dealing with their special moves, for example. But the really good thing about this section is that it allows two players to try on the enemy's exo-suits and pound each other into one-foot-square cubes.

The Tóurnament and League modes allow eight players – any mix of computer or human – to try

A beat-'em-up with robots may sound like a good idea but, in practice, Black Hole Assault doesn't pull it off. The moves are limited and the gameplay rapidly gets repetitive. Not much use seems to have been made of the Mega-CD's true capabilities. Sure, you've got good quality music, but it isn't that atmospheric and sounds like the sort of thing your gran might buy from the bargain bin at K-Mart. There are a few animated sections between bouts, and though these are OK to watch first time round, they don't add anything to the game. Good, old-fashioned, down-to-Earth beat-'em-ups are much more fun. I'd wait for Final Fight.

ADAM WARING



TODAY'S YOUTH ARE OBSESSED BY CONCENTRIC MOTION



**A gaming revolution?**



**Waking up in the jungle with no memory of what you're doing there or how you got there can only mean one of two things: either you had a really good time on Friday night, or evil aliens with plans to overthrow the galaxy have erased your memory and shot you down in your attempt to escape. In Conrad Hart's case, the latter explains his predicament. Luckily, he hasn't forgotten how to fire a gun, because he's going to need it.**

The jungle's a hostile place, full of robots and aliens who shoot first and ask you the way to the bathroom later. Understandably, Conrad doesn't really want to be there. So the first part of the game concentrates on getting out of this hell hole.

As Conrad wanders around the jungle, he'll come across various bits and pieces that can be picked up and used in later parts of the game. Everything has some use somewhere so it's worth picking up all that you can. One of the first things you'll come across is a holocube which tells you that you've lost your memory and can't remember anything. Very useful.

The most common way of downing baddies is to blast them before they blast you. Sometimes, however, they are positioned in such a way as to make such a surprise attack impossible. In these cases, the old 'throwing a stone in the bushes behind them' trick comes in handy. Lob a stone and they'll stupidly look round to investigate. Jump down and let 'em have it. Works every time!

There are loads of puzzles throughout the first level of the game and, though these are reasonably tricky, none are likely to cause your brain to

explode with the effort of solving them. This is partly because whenever you go remotely near anything that may be of any use, a message flashes up at the top of the screen.

In the second section your old mate Ian gives you your memory back so you have, at long last, a clue about what you're supposed to be doing. Most of this part of the game is spent wandering around the rundown streets of New Washington, trying to get enough money for your fare to Earth. You'll have to get some work, and although the first task is just delivering a package, you'll soon be acting as bodyguard, hunting escaped cyborgs and trying to stop a reactor from blowing.

Level 3 sees you taking part in the Death Tower TV show. It's a Running Man-style game show where, if you win, it's a flight to Earth; if you lose, you lose your life!

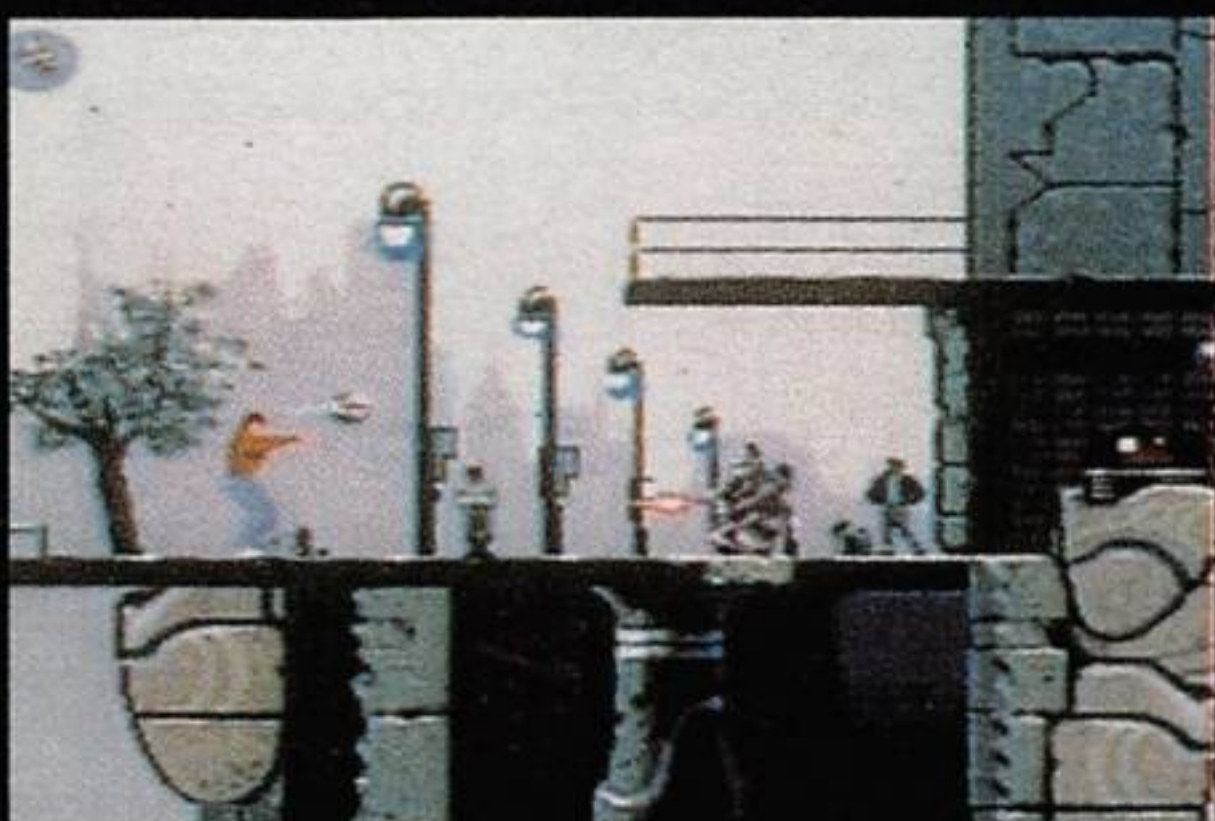
Stage four sees you on dear old Earth yet again, only to discover that your rather public appearance on telly means that the aliens are after your blood. Survive and you'll get an earful of the twisted space fiends' evil plan, only to be caught and slung in the slammer!

Doing time isn't your style, and, after escaping from jail, you find yourself in stage five, the aliens' base. This level is packed full of puzzles where one false step can be the end of you. Better put your thinking head on!

they  
morph into



disgusting  
blobs that  
stick to the  
ceilings  
like snot







# FLASH

# ABA

The final stage has you right in the thick of things, on board the alien cruiser, no less! Destroy the massive power generator and you've saved mankind. But first you're gonna have to contend with the aliens on their home ground, where they morph into disgusting blobs that stick to the ceilings like snot! Yuk!

A cartoon sequence introduces the game, and every now and again you'll come across more of these short animated sequences, especially when you pick up certain items or solve a part of the game. There are 75 of these sequences in all, so there is a real cinematic edge to the game.

The gameplay is very reminiscent of games like Prince of Persia, and the graphics have a similar feel (only much improved). Conrad can walk, run, jump, roll and haul himself up over ledges, although the most spectacular is when he gets his weapon out (so to speak). In one fluid movement he whips his revolver from inside his jacket and fires, recoiling slightly from the blast. Spent cartridges spew onto the ground and a faint wisp of smoke drifts off the target he's just been shooting at. When he's at close quarters to a bad guy he coshes them over the head with the weapon, and they crumple into a lifeless heap on the floor.

You can withstand a bit of punishment from the baddies as you have a shield with you; however, fall too far or step onto a trap and it's curtains straight away. You only have the one life, so getting killed in this way can be extremely annoying, as you have to start

all over again.

Music is sparse but atmospheric, usually reaching a crescendo when danger is imminent and you're about to be killed. There are some clever sound effects. Fire the gun behind a wall, for instance, and the sound is muffled. Fire it out in the open and the echo is loud and clear.

Flashback has a lot of atmosphere, largely due to the excellent movement of the main character and the way he reacts so perfectly with the background. Though it's similar in a lot of ways to Prince of Persia and Another World, it's leaps and bounds ahead, and there's a lot more game to play.

ADAM WARING

Flashback is, without doubt, one of the best platform games I've ever seen, probably because it's not just your average platform game - there's quite a lot of thinking to be done. Virtually everything in this game is a winner - the animation is mind-bendingly good, the gameplay is complex, yet easy to pick up on, the sound is atmospheric and the storyline is coherent and keeps you glued to your machine. When it was launched at last year's Consumer Electronics Show in Las Vegas, it left hardened gamers and game-makers alike gasping in astonishment. Not surprisingly it was voted the Game of the Show.

It comes to us from Delphine Software, the designers of the ground-breaking Another World, which has just made it onto the Mega Drive after success on the IBM and Amiga. Flashback is so good that it's launching on all three formats

simultaneously. The most immediately impressive feature is the main character's animation. With the use of advanced rotoscoping techniques, seen before in such animated films as Lord of the Rings and Beauty and the Beast, it looks just as if a human is jumping, rolling, running and pulling out a gun. The animations are the most extensive ever seen in a computer game, with 24 frames displayed per second, which is almost as good as a cartoon.

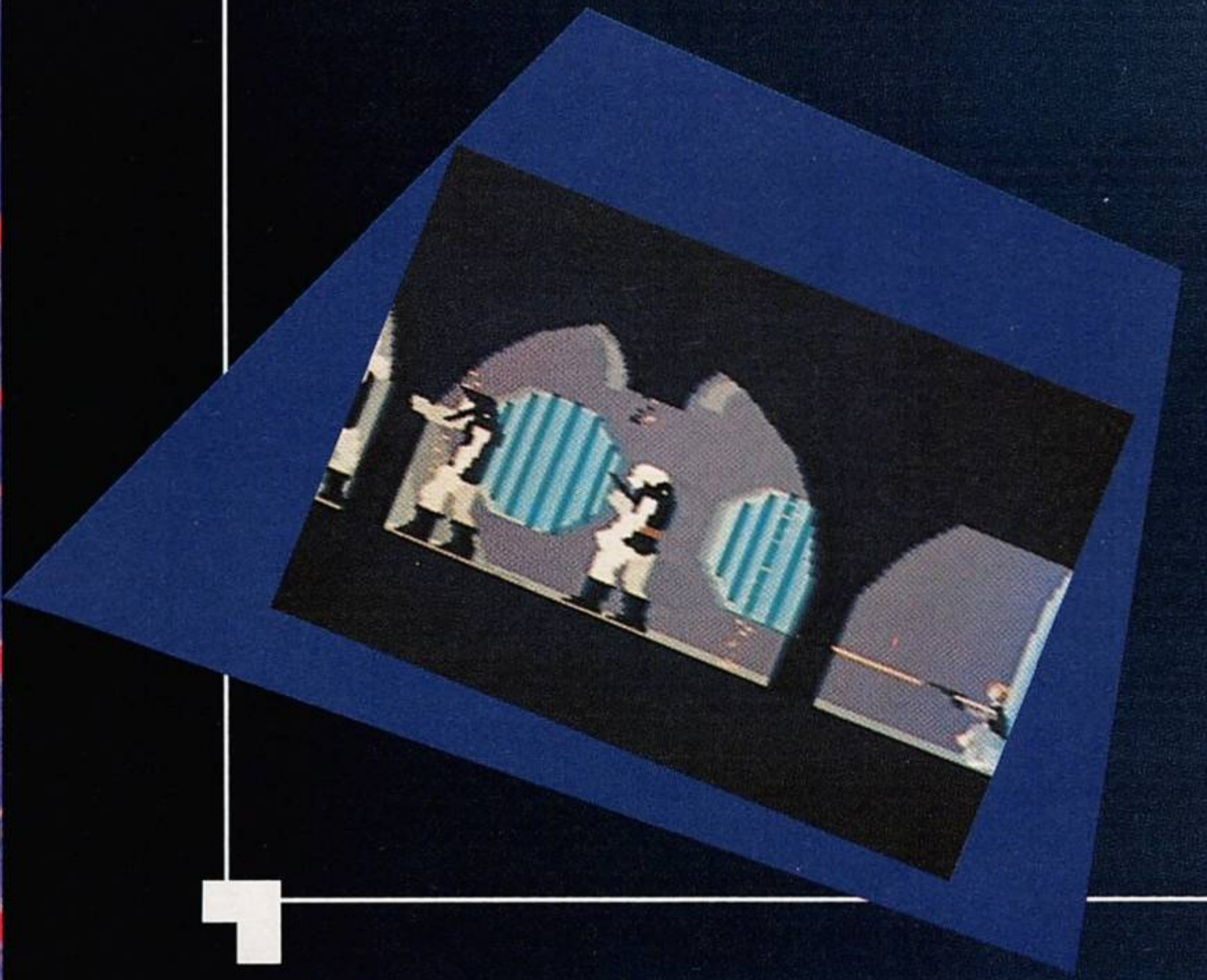
Flashback is being hailed as a CD-ROM game in a cartridge, and I have to say that none of the Mega-CD games I've seen so far come close to this one as far as gameplay and character animation goes. The game is subtitled "The Quest For Identity" and from the first animation sequence the mysterious story of Conrad Hart will suck you in, and you'll be on the trail of his identity like a rabid Sherlock Holmes. With the many puzzles, tough and intelligent enemies and the sheer massiveness of the levels, you'll be experiencing flashbacks for many hours...days...weeks...months...

A must-have for any self-respecting Mega Drive, Amiga and PC owner. Absolutely brilliant.

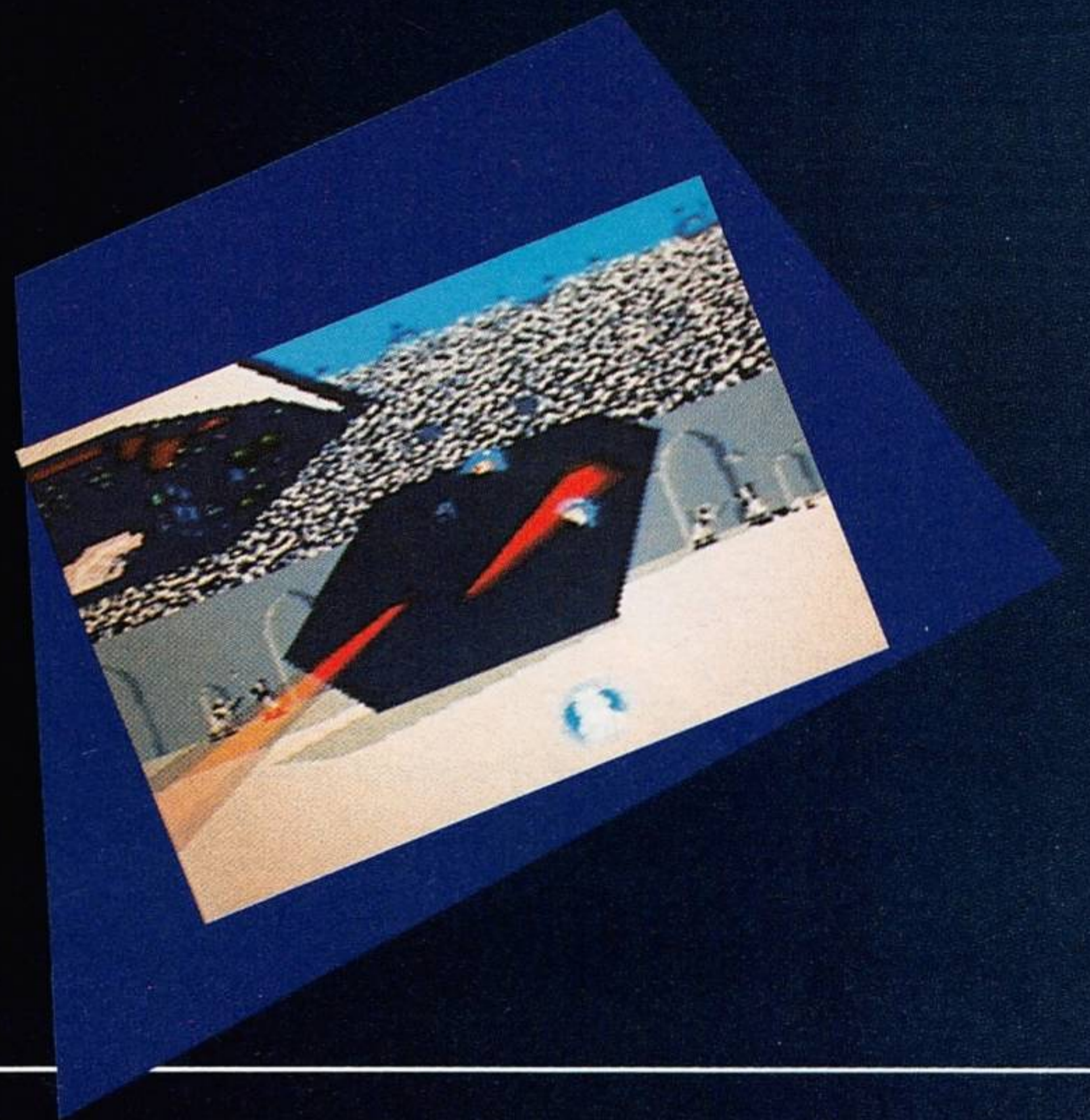
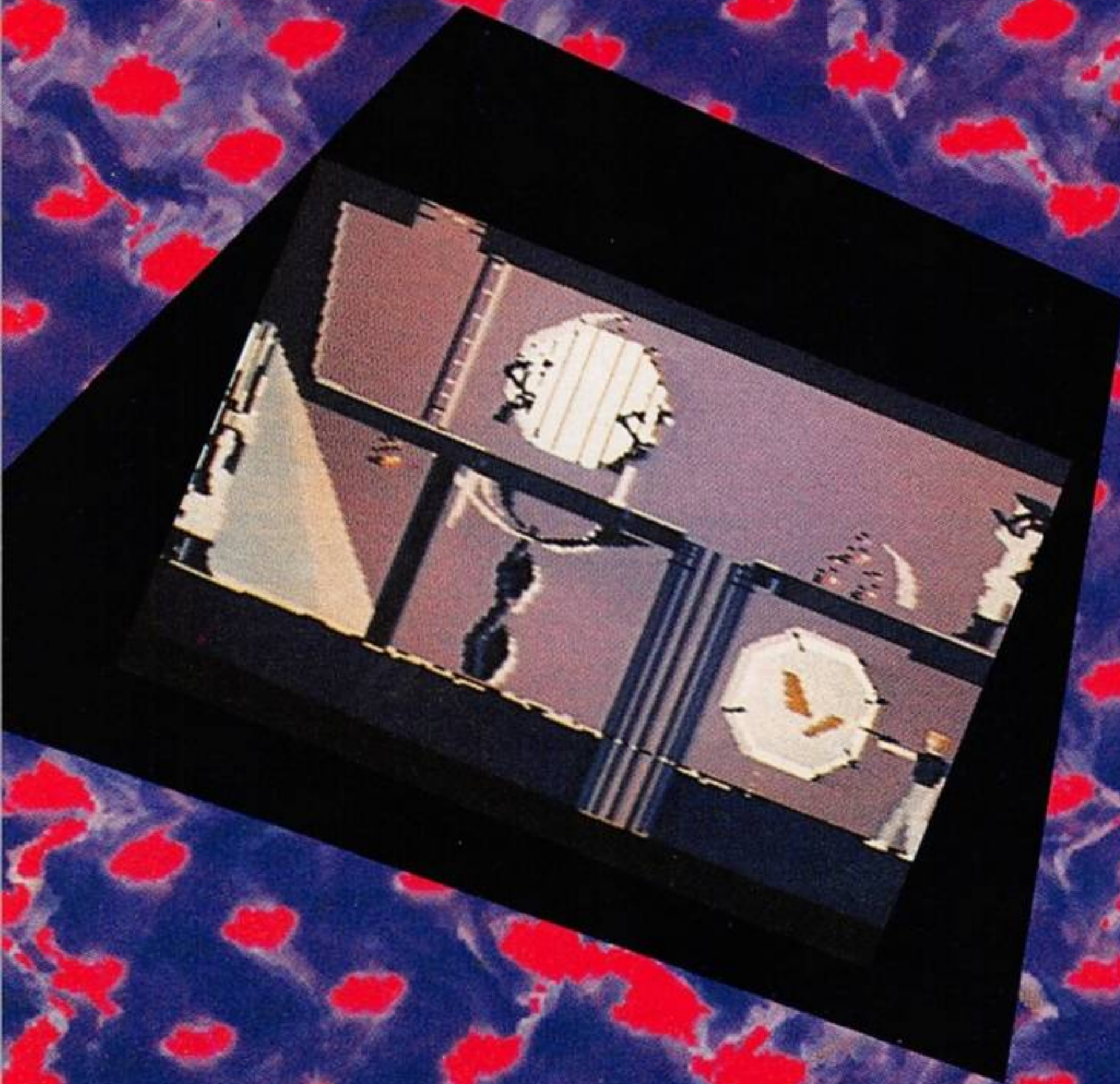
STUART CLARKE

GRAPHICS.....	94
SOUND.....	89
MUSIC.....	86
PLAYABILITY.....	93
LASTABILITY.....	95
DIFFICULTY.....	92
ATMOSPHERE.....	95
MENTAL.....	93
OVERALL.....	94%





# ANOTHER 'WOWING ROLEPLAYING NUTS AND ACTION FREAKS ALIKE' WORLD





**A**nother World (also known as Out of this World) is something like a "prequel" to the amazing Flashback, being produced by the same team at Delphine Software. It first made its appearance on PC and Amiga around a year ago and quickly gained notice with its revolutionary approach to gameplaying. It follows an action platform formula, mixed with mind boggling puzzles and complemented by impressive animation sequences and polygon graphics.

More recently it has appeared on the Super Nintendo, and now Mega Drive owners get to taste for themselves what all the fuss was about. The Mega Drive version I feel is the best one yet as there is no access time as on PC, and comparing it to the SNES, it is a lot smoother and faster as far as the animation goes. Because it combines so many different genres of games, Another World will appeal to everyone, wowing role-playing nuts and action freaks alike, so you all should take careful note.

Firstly, the story. You play the role of Lester Knight Chaykin, a young scientist who is working on a particle accelerator project. You arrive at your Lab late at night with a storm brewing outside. You hop out of your Ferrari and enter the lab complex. The automatic security system checks DNA molecules for identification system. On approval you sit at

your desks where the hologram screen flickers to life as you initiate the program. But as the particle accelerator comes to life, a freak lightning bolt hits the complex, the huge burst of electricity supercharges the accelerator, and.... BANG!!!

The game begins. You have been warped to another world, and the moment you arrive you're in trouble. Well, you see, your desk's here but now it's underwater. Don't be too alarmed though, just swim to the surface before those rude tentacles drag you to an early doom. Once you're out the action never stops, as not only do you get to run through masses of fanged slimy worm things, but here's your chance to outwit a black creature with rather large teeth! This panther look-alike would rather have an accidental tourist from another dimension for dinner, rather than his usual diet of slimy-fanged critters!

Every level is filled with little puzzles that not only have an effect on your survival chances, but on events later in the game. You cannot go on to the next section until you have completed each succeeding section. Early in the game you'll make friends with one of the inhabitants of the alien world, who is compulsory in finishing the game. If he dies at all, then you don't have a hope. You know you're in trouble in the game, if the aliens yell out "Arresta", a couple of times, and believe me, with the amount of

laser fire coming from these guys, they're not yelling "would you like fries with that?".

Learning what to do with equipment is another exciting feature of the game. Remember, you don't know a thing about their technology, so a lot of experimentation is needed, as it doesn't tell you a thing in the book. Firstly, the laser gun you find has heaps of cool features, but you'll have to practice a lot. Hey, you think that's bad; later on you'll find yourself in a massive arena in control of a tank, with a million guys firing at you. Looking at the control panel of 100 buttons, it's up to you to try and work out what does what before you're blown to smithereens!

On completing a section (they're not really levels) you get a 4 letter code, which lets you try the section again and again if need be. Sometimes 100 tries is not uncommon, and although the going gets very tough at times, once you do complete a part, you are relieved beyond relief.

OK, so we've got excellent gameplay, what about the graphics? In a word, magnificent! Lester is a plain looking guy, but the dude can move. Not your average nuclear physicist, Lester can jump, swim, roll, climb nasty ledges and take a helluva beating! There are heaps of nice touches such as on shooting an enemy, their skeleton sits there, and then explodes! But the animated sequences are what keeps the plot coherent and fast

paced. Right from the start, where it shows the story of how 'ole Lester first got into trouble, to Lester being loaded up in the alien tank, the "in between" sequences are brilliant!

Sound and music are somewhat sparse, but as in an action movie, once you get to an intense action area, the pressure music comes on to keep the aggro going. The mutterings of the aliens are pretty bizarre to say the least and the biffs and bashes of getting beaten up and the laser beam sounds are very atmospheric.

In all, this is an adventure that set new standards. The puzzles are at times bizarre, but just remember to experiment with everything in sight. Be prepared for a few sleepless nights, as you mutter to yourself, "I just have to get past the next bit!". The surrealistic polygon graphics will have you hanging for more, as will the storyline. Once you've completed this game be on the lookout for FlashBack, which takes this style of game even further. In the meantime, "Maxaruba!". You'll know what I mean when you play the game! It's out of this world!

Tim Smith

GRAPHICS .....	87
SOUND .....	84
MUSIC .....	80
PLAYABILITY .....	85
LASTABILITY .....	88
DIFFICULTY .....	89
MENTAL .....	91
ATMOSPHERE .....	94
OVERALL .....	87



## MEGA DRIVE

AFTER PLAYING THE COIN-OP OF CAPTAIN AMERICA AND THE AVENGERS IN BETWEEN KNOCKING DOWN SOME PINS AT THE ALBURY TEN PIN BOWLING CENTRE (OF ALL PLACES), I FOR ONE WAS THRILLED TO THE TIPS OF MY RED, WHITE AND BLUE LEOTARDS WHEN I FIRST HEARD THAT DATA EAST, THE MAKERS OF THE ORIGINAL ARCADE MACHINE, WERE PLANNING A MEGA DRIVE CONVERSION.



The Captain on the trail of Red Skull

# Captain America AND THE AVENGERS

Sadly, after playing it I experienced a level of disappointment right up there with the sorrow that I felt when I finally realised that Kylie and Jason weren't coming back to Ramsey Street. Why? Well, we'll get to that later. First, the game scenario...

With a hearty cry of "Avengers assemble!" (at least I think that's what was coming out of my speakers) Captain America and his pals - Iron Man, Hawkeye, and the artificial being Vision - leap from the pages of the Marvel comic(s) and onto your screen to do battle with that evil, butt-ugly mutant fiend, Red Skull and his many minions. It seems that the Skull, a graduate of the Saddam Hussein School for Evil Butt-Ugly Mutant Fiends, wants to destroy the world with his newest toy, the Super Laser Cannon. So it's up to you, as your favourite Avenger (I've always preferred Diana Rigg to Joanna Lumley myself), or you and a friend, to destroy the Laser Cannon before Red Skull returns from Franklin's with the special XXX-size



Each Avenger has their own special move

As you can see, the graphics are a let-down



batteries he needs to fire it. To do this, you must battle through five "scenes" filled with the Skull's little helpers, and defeat the superbeing at the end of each scene.

Basically, it's a platform beat 'em up. You punch, you kick, you slide, you jump. Sometimes you even get to jump and kick at the same time! You fight, you get hit, you lose power, you pick power up. And all the while you keep moving right.

Each Avenger has the same basic moves, but each also has his own special power. For example, Captain America throws his mighty shield while Hawkeye fires arrows from his bow. Fortunately the control method, which is very easy to come to grips with, is the same for each character.

But whilst the range of moves (which is large) is easy to master and the game is very playable, there's simply no challenge to it. Once you get the hang of using your special power and figure out that the high flying kick will kill every boss (after about five minutes) then the game is as good as over. Sure you get hit every now and again, but with the power you have and the continues graciously provided by Data East you can't help but finish it in a few hours. More fun can only be found (as is always

<b>DIFFICULTY</b> .....	<b>54</b>
<b>PRESENTATION</b> .....	<b>68</b>
<b>ATMOSPHERE</b> .....	<b>64</b>
<b>OVERALL</b> .....	<b>64%</b>

the case) with a friend in the head to head "training" mode.

So, with a general lack of gameplay, is it at least as pretty as the coin-op? The short answer is a big NO. Graphically, the conversion is disappointing. The hero sprites look and move OK (although a few extra frames of animation would've been nice) but the background graphics lack any depth, any detail, and any imagination.

It seems to me that the programmers spent more time on the sound, and in particular, on the sampled speech. The music is good, with the tunes well suited and very hairy chested. But the speech, while there's a lot, is awful. I'm still not quite sure that all of the talking was in English. It could've been Esperanto for all I know. It is usually muffled, always gravelly, and very unimpressive (sampled speech can be done well, just look at *Joe Montana 2* or *John Madden 93*). Listen hard for the particularly hilarious "See my power!" from an end-of-scene boss and for the very silly "You will be the one escaping!" (?) from the Cap.

There you have it - that's why I was so disappointed. The Mega Drive conversion of *Captain America and the Avengers* is decidedly mediocre. And Kylie and Jason are still in Queensland (sigh).

ANDREW HUMPHREYS

<b>GRAPHICS</b> .....	<b>70</b>
<b>SOUND</b> .....	<b>56</b>
<b>MUSIC</b> .....	<b>82</b>
<b>PLAYABILITY</b> .....	<b>82</b>
<b>LASTABILITY</b> .....	<b>60</b>



**UP, UP AND AWAY! YES, THIS DUDE MAY BE ABLE TO FROG LEAP A TALL BUILDING, BUT IS HE GOOD ENOUGH TO SAVE HIS BETTER HALF? METROPOLIS IS IN TROUBLE YET AGAIN IN THIS NEW 16-BIT ADVENTURE BROUGHT TO YOU BY THE PEOPLE BEHIND THE BATMAN GAME. THE MAN OF STEEL, WHO FIRST LEAPED ONTO A VIDEO GAME SCREEN IN THE ATARI 2600 CLASSIC ADVENTURE IN 1982, IS BACK AND THIS TIME HE IS OUT TO SAVE LOUIS LANE (YES, THE USUAL DAME IN DISTRESS ROUTINE I'M AFRAID) WHO HAS BEEN KIDNAPPED BY SUPERMAN'S ARCH-RIVAL, BRAINIAC. HOW'S THAT FOR RUDE!**

Brainiac doesn't stop there either! He has planted several henchmen to go out after Superman and hopefully kill him. As if Superman can die! (OK, so he died in the comics. Let's just pretend!). Has the underwear model got what it takes to save his girlie or will Lois Lane grow old in parts unknown? Does Superman change his clothes? Well, I'll try to answer most of your questions anyway! (Superman Fact: Superman couldn't originally fly in the comics, he could only leap really high until DC changed a few issues into the series.)

After seeing Clarke Kent find a vacant telephone for his transforming trick, you are suddenly put into the game. The game plays, looks and sounds incredibly like "Batman", with punching as your main weapon, but no ability to fly at first. Your first mission is to get rid of Lex Luther who is up to his usual evil schemes. This is just the first level of five long, gruelling and annoyingly hard rounds!

Superman has his usual Inspector Gadget-style tricks up his sleeve, with the old heat-ray vision plus some not-so-famous stunts such as his turbo body spin which turns the old underwear model into a human drill. Plus Superman's "Superpunch" (original, huh?) which can only be used when your power builds up to maximum, makes Ryu's Dragon Punch look like a joke. The main action of the game features the usual side scrolling platform game routine which is reminiscent of Batman on the Mega Drive. Actually it's almost as if they dragged out the old Batman program and just changed the graphics.

Superman is up against robots and mutants who have been supplied with plenty of Kryptonite to lunge at our caped hero. Brainiac has been generous in his handouts of Kryptonite as a bid to get rid of his long time enemy. You must travel past building tops, through abandoned hous-

es, deep dark caves, subways and the dark depths of space. There are 5 rounds which are each divided into 2 sections featuring one side scrolling platform round and either a vertical scrolling or horizontal scrolling flying round.

The graphics in Superman are neat but nothing that hasn't been done before. The main sprite is annoyingly small but is animated well, with the cape following his movements perfectly as in "Ghouls 'n Ghosts". The backgrounds are comic-like, featuring the Daily Planet and Sunsoft buildings in the background. It is made up of a 3 layer outlayer which works well. Sound is beefy with a great punch sound as used in Batman. The music suits the game well, sounding nice and crisp.

The game plays rather well, although I think Superman's moves are a little too restricted. Some neat features like the spinning drill are a good original move but not a lot else is different from other games. The difficulty level in Superman is unfairly high as Superman, being such a pacifist, hasn't got an effective attack. The rounds are well set out, with no problems finding your way around; however the flying scenes don't allow too much control over Superman as he flies up at a constant speed.

The rounds are presented well, with nothing too over the top as you see Clarke Kent do his old changing clothes routine. The newspaper clippings are a neat touch as well. The atmosphere to the game is not big enough for the character, which is a shame, but still quite good for a small platform game. This game should see you through a few months of rapid button pressing, and I think you'll still drag it out every now and again for a quick challenge.

The bottom line is this. If you don't own Batman then get that instead.

Otherwise if you're an avid fan of Batman and thought that was a decent game then take a peek at Superman. Fighting for truth, justice and the American way can at last be done in your living room!

**BRIAN COSTELLOE**

The Man of Steel starts the game on foot, but takes to the air in later levels



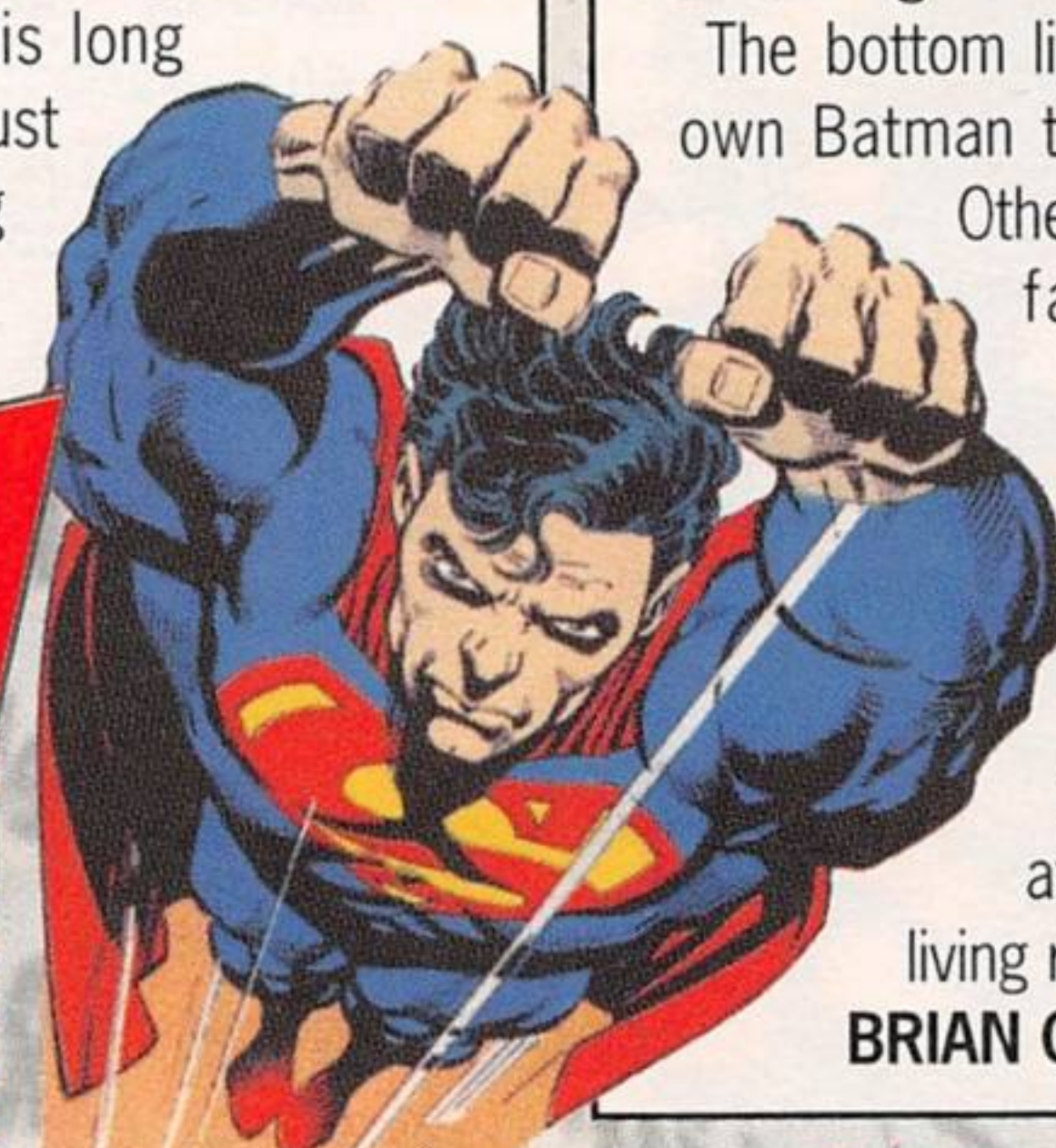
Why do super-heroes always wear their undies on the outside?



The spinning trick is handy to get through nuisances like floors and walls



# SUPERMAN



GRAPHICS .....	80	LASTABILITY .....	81
SOUND .....	82	ATMOSPHERE .....	74
MUSIC .....	87	MENTAL .....	78
PLAYABILITY .....	83	OVERALL .....	80
DIFFICULTY .....	89		



Remember all those early 70's Japanese monster movies? You know - Godzilla, Godzilla Vs Mothra, Godzilla Vs Barkley and all that? Crap, weren't they?

Well, wouldn't it be a good idea if a licensee for the Mega Drive, maybe Takara, produced a game that could recreate all that Good Monster Vs Bad Monster, city destroying excitement? No, it probably wouldn't. But Takara, who are responsible for the excellent Fatal Fury, (see opposite page) have done just that with another Neo Geo conversion, King of the Monsters.

Converting from Neo Geo seems all the rage at the moment, and you won't find any better than Fatal Fury. But unfortunately King of the Monsters is a bit of a dismal effort. The programmers have taken a good game and turned it into a pile of something very unpleasant indeed.

If video games could mate, King of the Monsters would be the unnatural offspring of Rampage and WWF Wrestlemania. The aim of the game

# KING OF MONSTERS

is to stomp and smash buildings, tanks and cars, but also to pin your opponent for a three count to win the round. All that stomping and smashing though is really just for extra kicks (giving you a destruction bonus at the end of each round). To advance through the game you must beat up and pin the other monster.

Four Super Monsters battle it out in four cities over eight rounds. You (or you and a friend in the head-to-head two-player mode) can become any of the monsters. Pick from Astro Guy (a big, underwear on the outside, superhero type), Geon (Godzilla without the Nikes), Rocky (not Sylvester Stallone, just this big thing made out of rocks), or Beetle Mania (winner of the "Worst named Game Character of '93" award). Each monster has different special attack techniques and special powers.

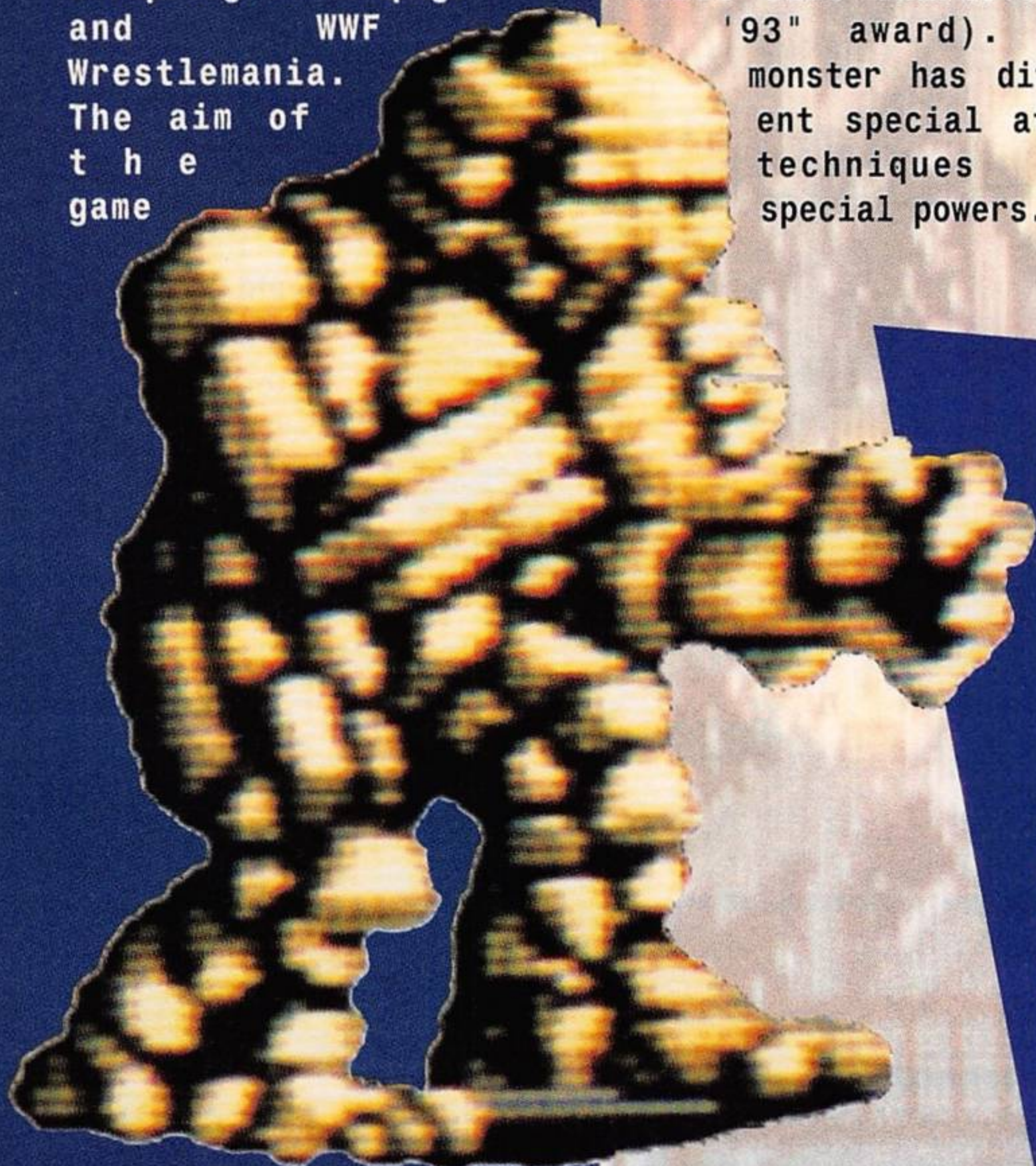
Geon breathes fire and Astro Guy fires breath (actually, he shoots a laser from his head but I couldn't resist that little reversal. Clever wasn't it?) (Um, no - Ed) Oh, and just look at Beetle Mania's horn when he gets excited! And Rocky? Well he's a pile of rubble isn't he, but he's got a mean piledriver to him. All of them can punch, all of them can jump and all of them can throw their opponents and other objects around. Wowers!

If all this sounds exciting, it isn't. I found King of Monsters to be about as exciting as watching two snails locked in a fight to the death (try it in your backyard, kids). Sure there's eight levels, but they're all the same. There's meant to be four different cities, but with the lack of detailed graphics, who can tell? It's this "sameness" throughout King of Monsters, in the areas of gameplay, graphics and

sound, that makes it such a disappointing game. I played it all the way through, as is my duty as a reviewer, and didn't enjoy it for a minute.

Now for some details! Graphically, King of Monsters is sub-standard - the Mega Drive can do a lot better than this. The sprites are big enough, but they lack detail and they lack real movement. Astro Guy's kick would've taken two frames of animation at the most. Backgrounds are made up of a series of mono-colour blocks. The music (one tune is played throughout) is truly awful, while the sound effects are adequate. As for gameplay, there's simply not much to it, just a few moves to learn for four characters. It might prove slightly more fun for two players, and it does give you lots of options to tweak, but the general slowness of the game and the lack of responsiveness will still haunt you.

Andrew Humphreys



Graphics .....	66
Sound .....	72
Music .....	45
Playability .....	68
Lastability .....	60
Difficulty .....	67
Atmosphere .....	65
Mental .....	68
Overall .....	65



# FATAL FURY



**Video beat 'em ups have not been the same since the first Streetfighter II machines entered the arcades. What Streetfighter showed was that people were seeking more depth for their money and did not mind having to master a wide range of moves to even begin to compete with computer opponents.**



Next came the Streetfighter II "clones" and the battle for the console licence. We know now that whilst Nintendo won the first round, they didn't win the war — Streetfighter II: Champion Edition is coming to the Mega Drive. But before it hits the shelves, along come Takara with a 12 Meg conversion of perhaps the best Streetfighter clone, the arcade and Neo Geo fave, Fatal Fury.

Everyone who plays Fatal Fury will compare it to Streetfighter II. It's practically unavoidable. It is, however, a very good game in its own right. It begins when two brothers, Terry and Andy Bogard, take to the mean Streets of South Town to confront its brutal overlord, Geese Howard, and his evil gaggle of criminals. It seems that Geese (who prefers Mr. Howard for obvious reasons) was responsible for the death of the Bogard boys' father,

Humphrey (you're making this up - Ed).

So, to avenge their father, Terry and Andy, armed only with their fighting skills and some extra strong hold hair mousse, travel to South Town to compete in the King of Fighters' Tournament against Geese. They are joined by their childhood friend, Origami wizz and Mu-e-Tai champ, Joe Higashi.

Fatal Fury has two playing modes: Champion Battle mode and Street Fight mode. In Champion mode you can choose only from Terry, Andy or Joe to fight for the title of "King of Fighters". In the Street Fight, one or two players select any of the game's nine characters to fight with, as well as the location of the fight. That's nine characters, each with his own unique skills and techniques to master. Sounds familiar huh?

Before you can face Geese Howard for the title you must

defeat all other contenders — both friends and enemies. The Duck King shouldn't provide too many problems, but watch out for his Cannon Ball attack. Richard Meyer is tougher. His rolling attack and Spider Kick are deadly. Tung Fu Rue looks harmless enough, but wait until you get him angry! The little old man transforms into a giant with a monster flying spinning attack. The Tornado Uppercut of Michael Max does lots of damage, but he's a wimp compared to the weighty Raiden with his Killer Fog and Rocket Attack. Survive, and it's time to pluck the Geese-Man's feathers. But are you strong enough to withstand his Violent Wave?

The graphics are very good. Nice big sprites move quickly and smoothly across the screen thanks to some fine animation. The special attacks are great. Be prepared to defend against energy blasts, tornadoes and

human torches. The backgrounds however, including the spectators, are not as detailed as they could be. But the feeling of depth is there, and the colour choices, as you move from day into night, create just the right atmosphere.

Musically, the Mega Drive version is not quite up to the Neo Geo's standard. The tunes are good though, and the sonics and spot effects provide a neat touch.

The best things about Fatal Fury are its playability and longevity. It plays like a dream and the controls are very responsive. Learning every character's every move and when to use them will take time - you won't become the King of Fighters overnight. Adding to this lastability is a variable difficulty selection and the truly excellent two player mode.

In short, I liked Fatal Fury a lot. It will provide heaps of fun for a long time. It will help you to find friends. It might even cure that unsightly body rash, and it will do more than kill the time before Streetfighter II arrives.

Andrew Humphreys

Graphics .....	88
Sound .....	85
Music .....	82
Playability .....	92
Lastability .....	92
Difficulty .....	88
Atmosphere .....	85
Presentation .....	87
Overall .....	89



SUPER



KICK OFF



**Soccer** - love it or hate it, you have to agree that the number of countries it's played in is greater than the number of Sega badges Brian Costelloe can wear on his top at the one time. (And believe me, that's a hell of a lot!!).

So after the real life excitement of the World Youth Cup in Australia earlier this year, it's about time that a decent soccer game came to this country, right? Well, that time has come for the Mega Drive, and its name is Super Kick Off.

I've heard and seen everything about Super Kick Off and it's umpteen versions from European mags, and they were all saying it's "the best football sim out." Well, looking at the screen-shots I thought either they are getting paid for it or the reviewers were 60's flower children and were suffering from LSD flashbacks. But alas, I've proven myself wrong again.

The thing that makes this game so good is the difficulty level. With other games, once your man got the ball, it automatically dribbled, thus making the game so easy, all you had to do was pass it to two other guys, put the goalkeeper off his mark then...



boom! Goal.

Not so in this game. Passing is the name of the game and mastering it is a challenge in itself. Other ball skills are lobbing, power kicks and of course dribbling, which is not that easy either, especially when you come up to other players who are none too happy about the idea of you having the ball. After you select your team you have to arrange your players, select who is going on or off and which position they will play. Also, like the real thing, you will have to choose which formation to use for defence or offence, eg 4-3-4, 5-2-4 and so on.

To make it more like the real thing are the types of competitions you can play like the F.A. Cup, The European Cup that involves all the European Countries, the Capital Cup, which is like the European Cup, only with cities instead. And last of all there is a knockout tournament which involves 8 teams.

Now sometimes you can really be stuffing up, and this is when you should put in some training. Select your "practice mode" and you can work on your passing, goal kicks, corners, blocks, penalty shots and kicking styles.

Then there is your "options screen". What this does is modify the game in such a way that you can suit it to your ability or personal preferences. These options include:

**Time Length** - This allows for 6, 10, 20 or 40 minute games.

**Offside rule On/Off** - The offside rule is a complex and often misunderstood rule of soccer. It goes something like this (I

think??). There must not be another person of the same team in front of that ball whilst being played. So what this option allows is for this rule to be used or not. Simple!

**Division selection** - This chooses the skill level of your opponents - International is playing against the likes of Pele and Division 4 is like playing against Johnny Fartpants and your local football team.

**Speed Selection** - Slow - is quite a realistic speed. Medium - Just that bit faster. Fast - Fast, damn fast!

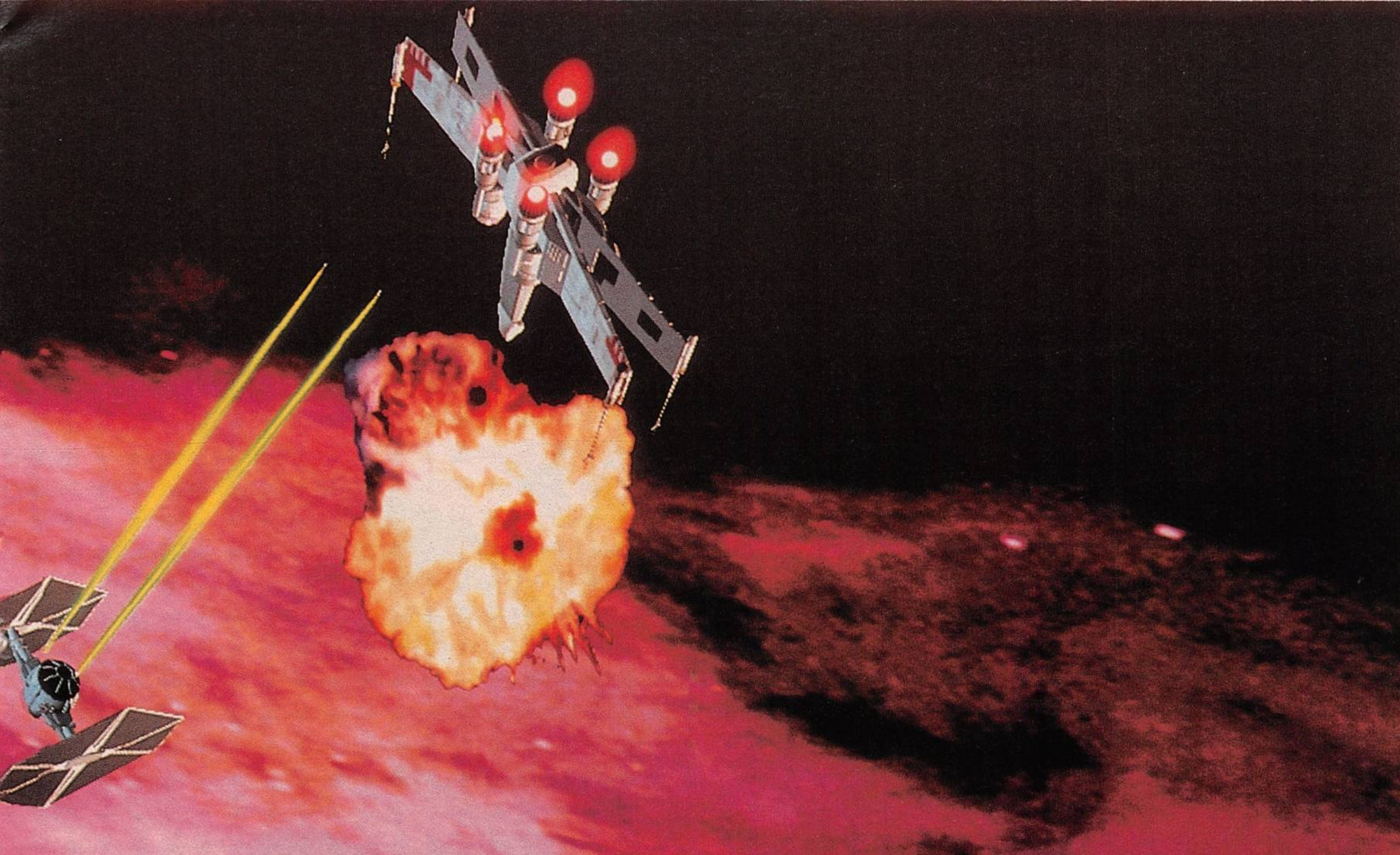
All this game needs is atmosphere. When you score a goal all you hear is this hiss and then you scroll back to the centre of the field. There should be some speech or even some screen shots of you scoring from an on field angle. But what this game has is options, options and oh, by the way, did I say this game had options? If you don't have patience, don't come within 5 miles of this game. Options in a game can make it more fun, but can destroy it at the same time, when there are too many, and Super Kick Off treads a fine line. If you are one of those people who likes realistic simulations in their sports game, then you'll really get into this one!

TIM GADLER

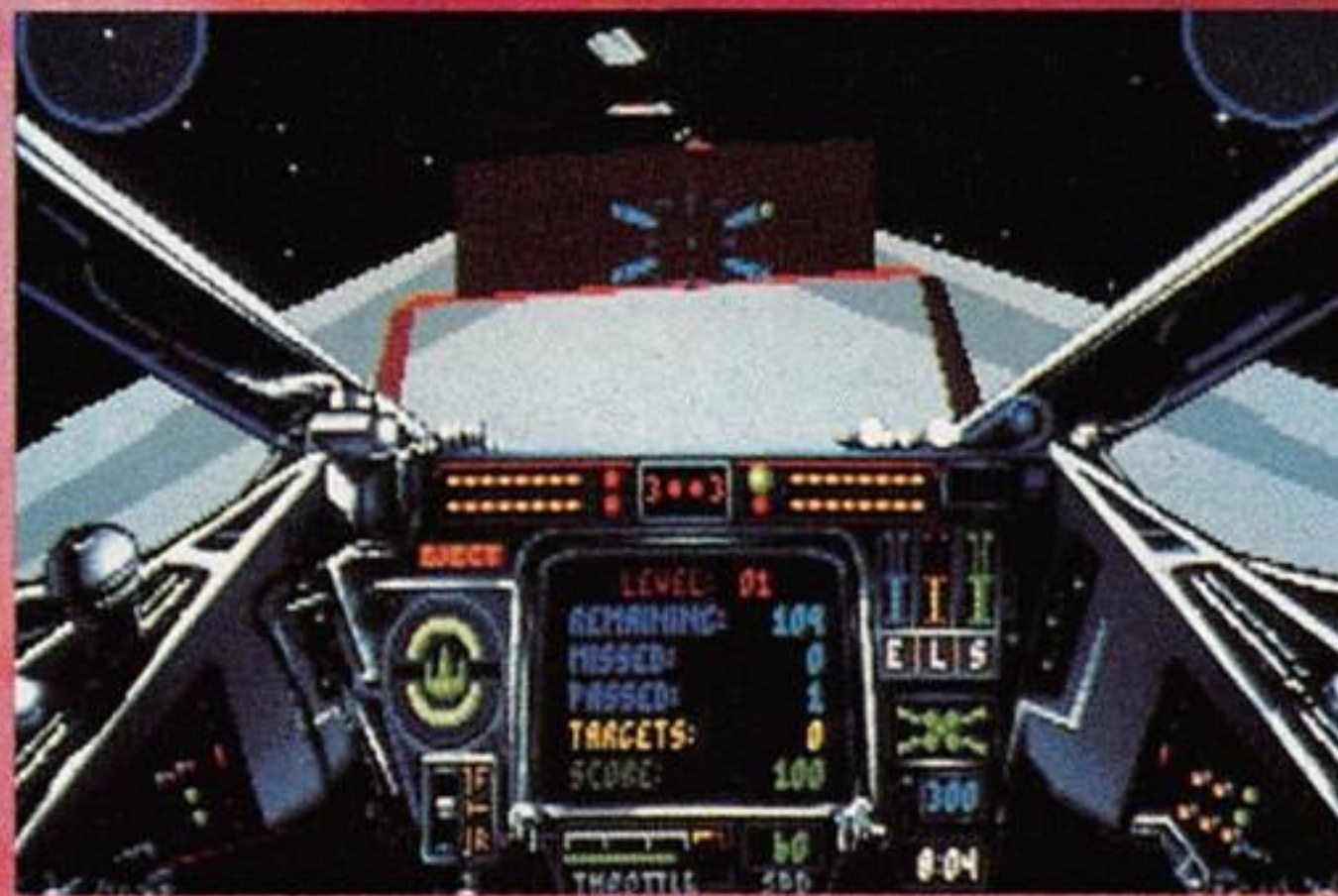
Graphics	80
Sound	81
Music	79
Playability	75
Lastability	89
Difficulty	87
Atmosphere	74
Overall	82





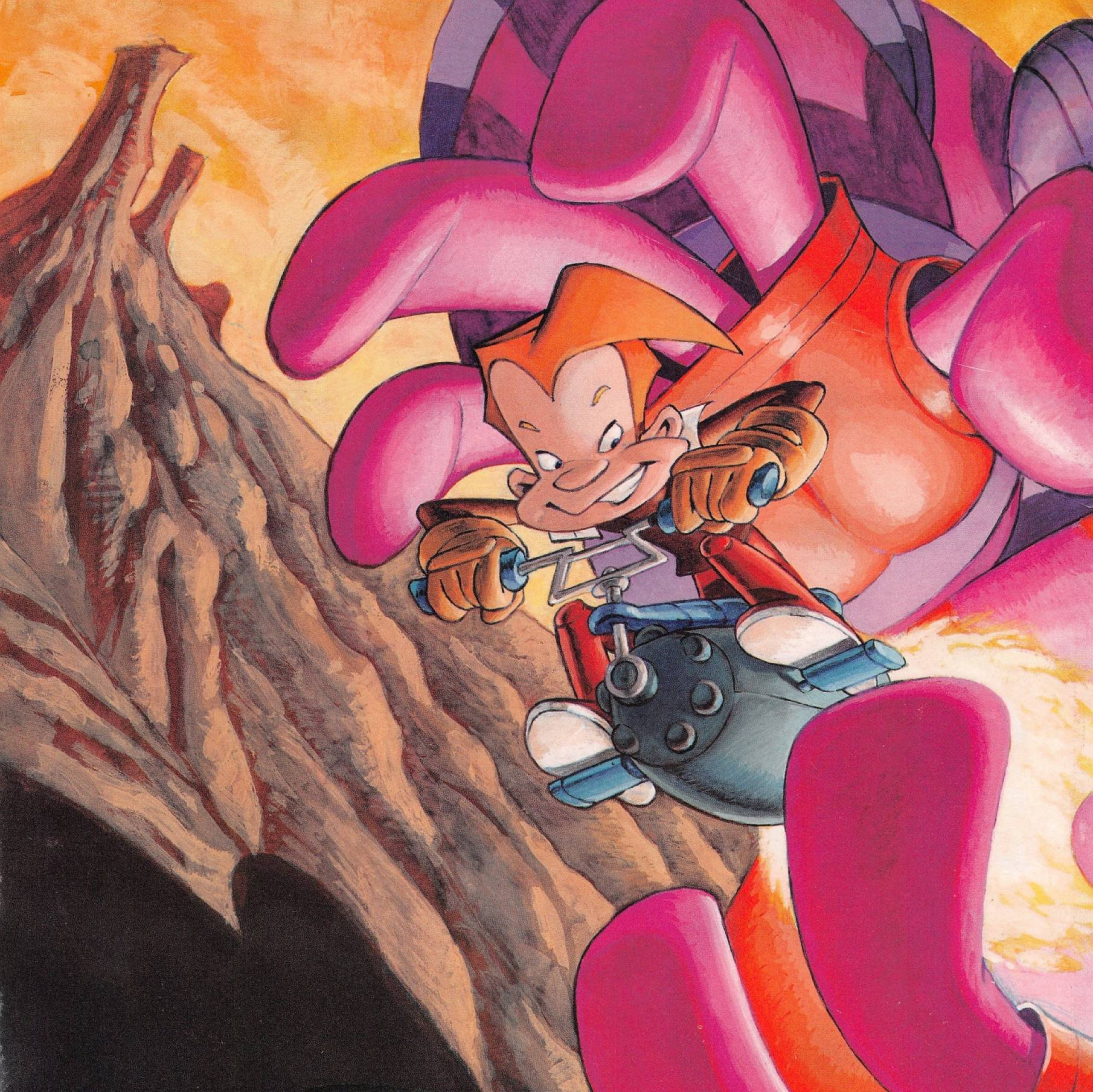


Arriving at the hidden Rebel Training Facilities.



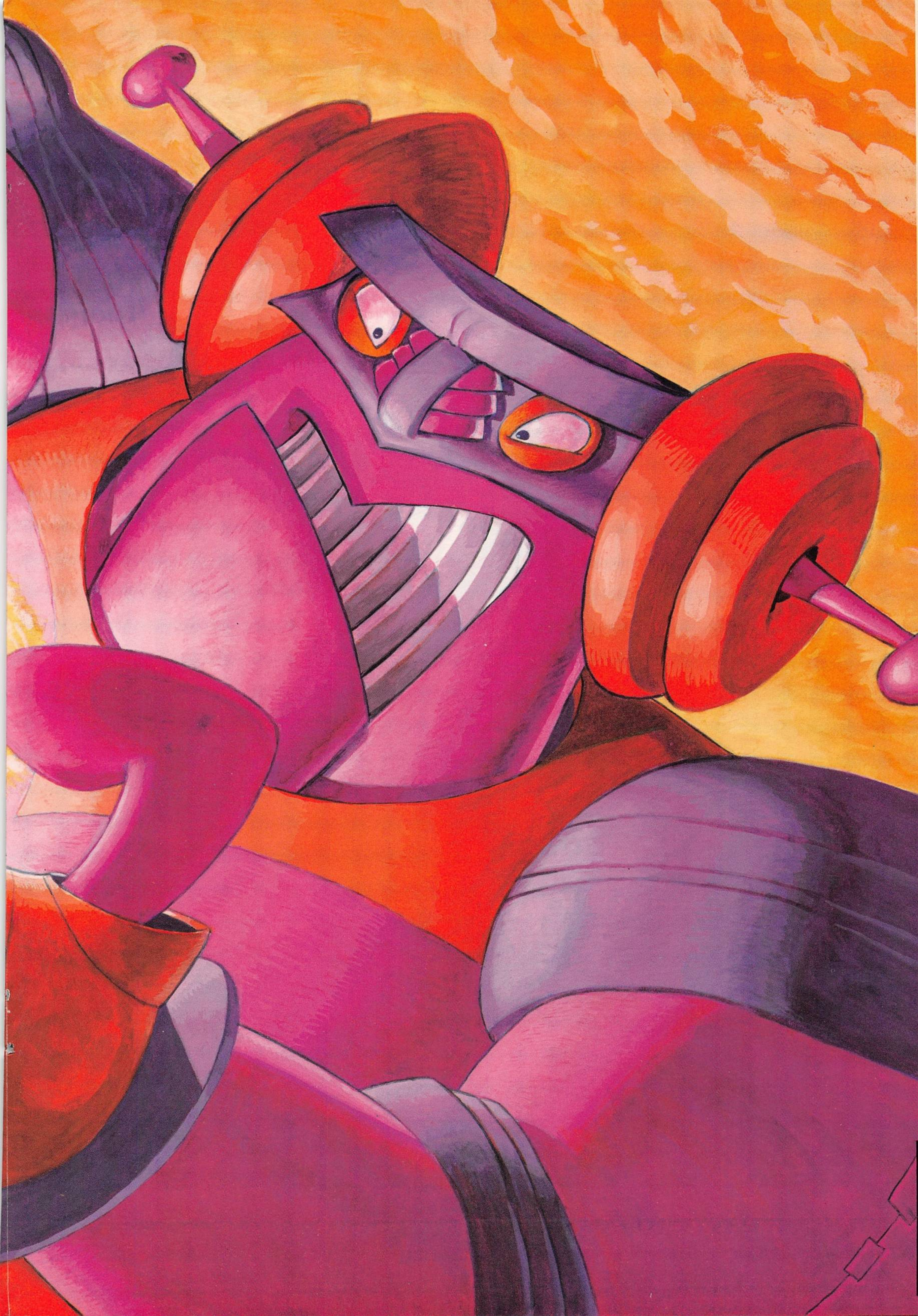
# STAR X-WING WARS





**⚡ REX ⚡**  
**VECTOR**  
BY FIL BARLOW











**if** you've ever had the slightest desire to beat up a mate then here's the answer that saves friendships, blood and bruising.

Road Rash II gives you the perfect excuse to clobber (by hand or chain) your mates into the dirt.

My partner for this review was Brian, and what a perfect partner he was. After a couple of split screen races we felt the urge to try Mano On Mano - just him and me, the cars and cops, not one other bike anywhere to be seen. After picking the longest track (with the best jumps) we started with a real bang (giggle, snort!), both going for the first blow that will edge us ahead of the other. We raced along for what seemed hours, barely touching the ground, producing the most maximised aerials in history and throwing the wildest punches, both on and off the screen. By the end of the day, we were both quite battered, bruised and tired but no matter how we felt, the game had to go on.

The use of Nitro, and the fact that this time you can actually wipe out a cop or partner, are points that make Road Rash II one of the best games around. Like it's predecessor it will always be the perfect game to keep coming back to.

ANTHONY MANSOUR

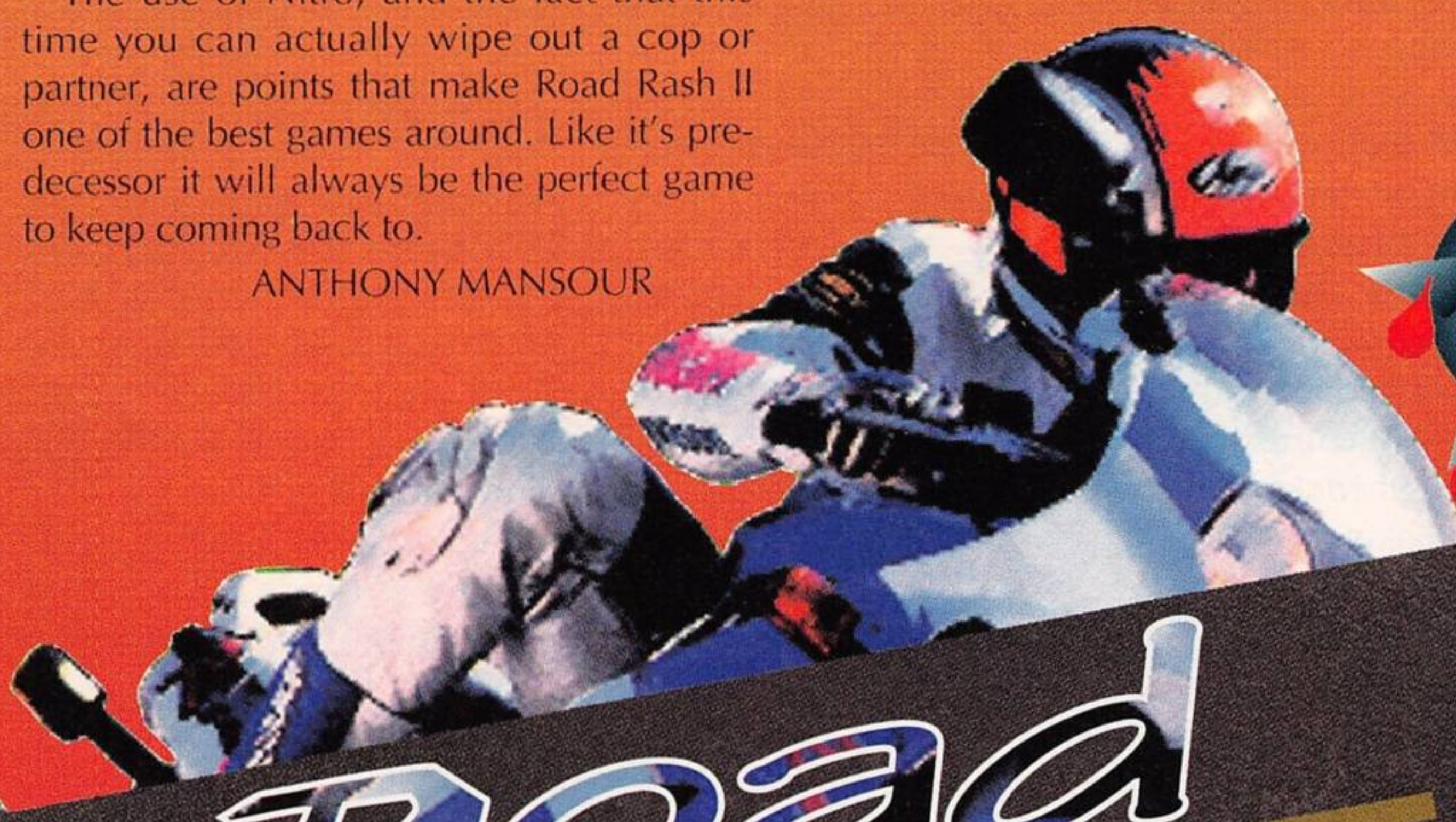
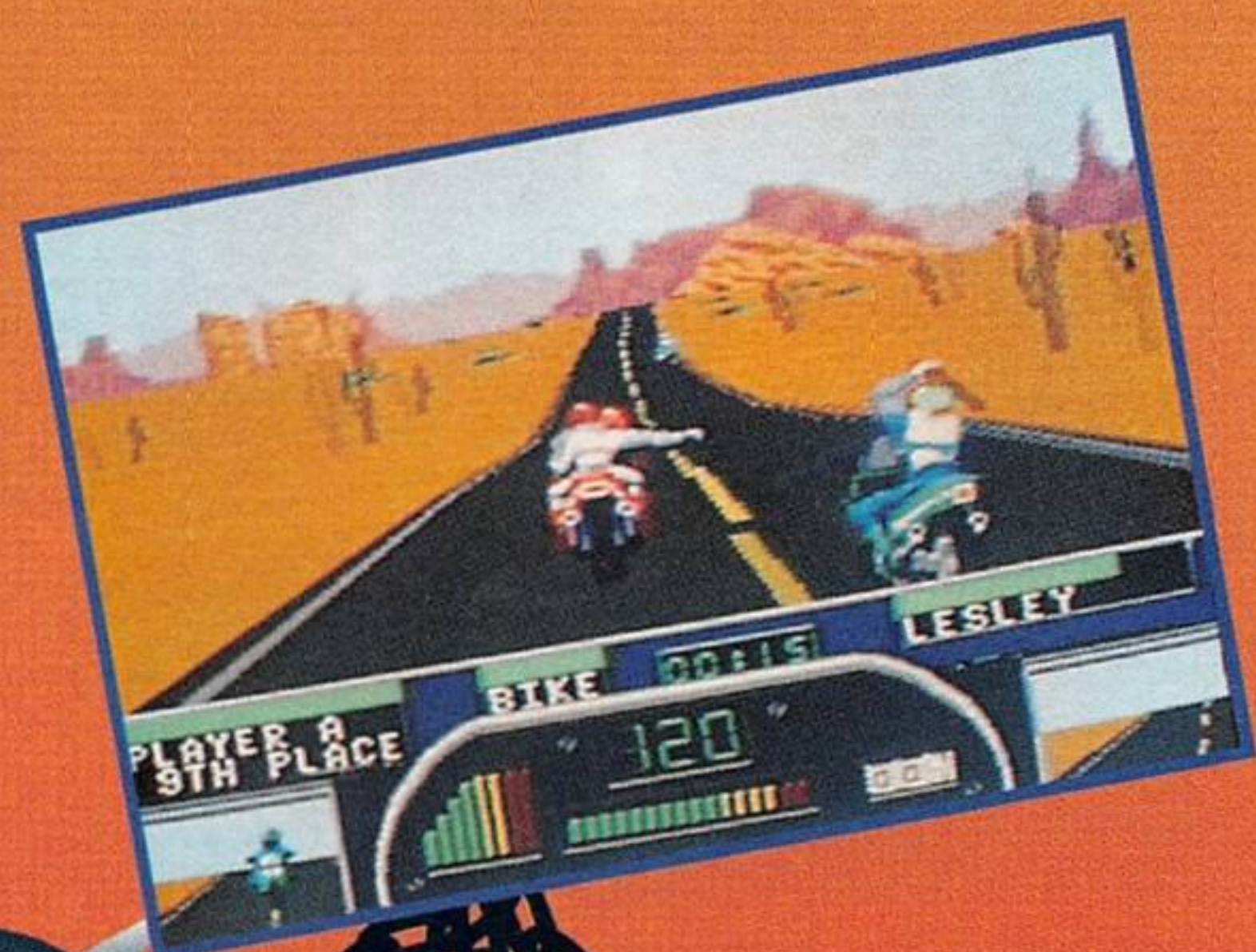
It's now time for veteran "Rashers" to fine tune their two wheeled beasts as the new season of Rashing has commenced. Word has it that the players are even more disturbed than before. Well I'm pleased to report that the rumours are true! Another thing that's back in force is the fuzz! These cops don't take any crap now as they'll break a law or two to see your butt gliding along gravel. These guys get a high out of writing tickets with your name on it.

Now I'd like to think that Megazone readers are by no means daft but one or two letters (and then some) that hit the office still show that there is a touch of stupidity out there. So for these few I'll explain the happenings of the Road Rash lot! Fifteen or so competitors ride in a no-rules dash for cash which involves riders getting rather personal in the form of blows to the head with punches or weapons! Clubs and chains are now the go, with the Rashers discovering that chains are rather effective when thrown at the skull! These illegal races take place on public roads so that traffic is still flowing next to and past the race. With 15 freaks out for each other's blood, things can get very "sticky" (as a certain someone would say), so the boys in blue (or black) are out to try and stop 'em!

a hell of a bashing before even looking like falling. The introduction of the chain is a welcome feature but maybe a grappling hook or something else could have been brought in for extra variety in violence.

The two-player feature is an ultra-cool option. My only real complaint about Road Rash is that there isn't a two player mode for simultaneous riding. Although the sprites are small in two player mode, you do get used to this and some havoc scenes can occur. But the old question remains: "I own Road Rash, so should I get the sequel?". My answer is no, unless you desperately want to race a friend. Sorry E.A but until you stop re-releasing titles under the name of a sequel then I will find it hard to recommend purchase. How about some originality in future? Road Rash II is a great game but only for those without number one.

BRIAN COSTELLOE



# Road Rash 2



Oh, cows and other obstacles are carelessly littered throughout so beware of pedestrian hazards!

Anthony and I both agree that this is one heck of a game, and very hard to walk away from. The opposition give you more of a hard time as they can keep up with you this time around. Plus there are no more one hit wonders - some of the rashers take

Graphics .....	91
Music .....	87
Sound .....	88
Playability .....	95
Lastability .....	96
Difficulty .....	89
Mental .....	84
Atmosphere .....	96
Overall .....	92%



# Rolo Rescue



**Elephants as a general rule aren't the fastest or most agile of animals. Most of the time they wander around sleeping, eating or doing what they do best, squirting water out of their trunks. Well you can throw away your general rules because Rolo the elephant breaks them all! This little guy defies all logic (and gravity!) during his quest and performs some amazing feats.**

But what could prompt him to perform these acts? It all started with McSmiley, an evil circus ringmaster, who was luring animals from their natural habitat with promises of luxurious living in a brand new abode. Many naive animals were caught by such foul treachery (Rolo included) and found themselves in captivity, doing all manner of tricks for the circus. Rolo, being a SNAE (Sensitive New Age Elephant), became quite distressed as he was missing his friends and the carefree life he had led.

One night, with the other animals' help, Rolo devised an escape plan to rejoin his family. He distracted McSmiley and ran through the gate, but none of the other animals made it through. Rolo vowed to free all his friends before he made the long trek home.

Rolo must journey through four different lands in order to get home. The first of these lands is the forest. This round is fairly easy, and gives you a basic rundown of what is to come. Level 2 is the desert, where Rolo must negotiate sandy dunes and avoid bees. Level 3 sees Rolo in the canyons, where he dons his

Indiana Jones hat and sets off through cacti and bouncing bombs. Level 4 is the final hurdle. Rolo finds himself in Circus Land, where McSmiley has been waiting for him. You'll have to negotiate ghosts, rollercoasters and of course, McSmiley...

Each land is broken up into 10 or more rounds, each filled with devious traps, puzzles and platforms. To exit each land you have to find all your friends locked up in their cages, but because McSmiley has the key you must find him first. Also to find the way to the next round you must find a map piece, and once all are found, they join to make a vast landscape showing the levels completed and the levels yet to complete (the levels completed have Rolo's footprint stamped on them).

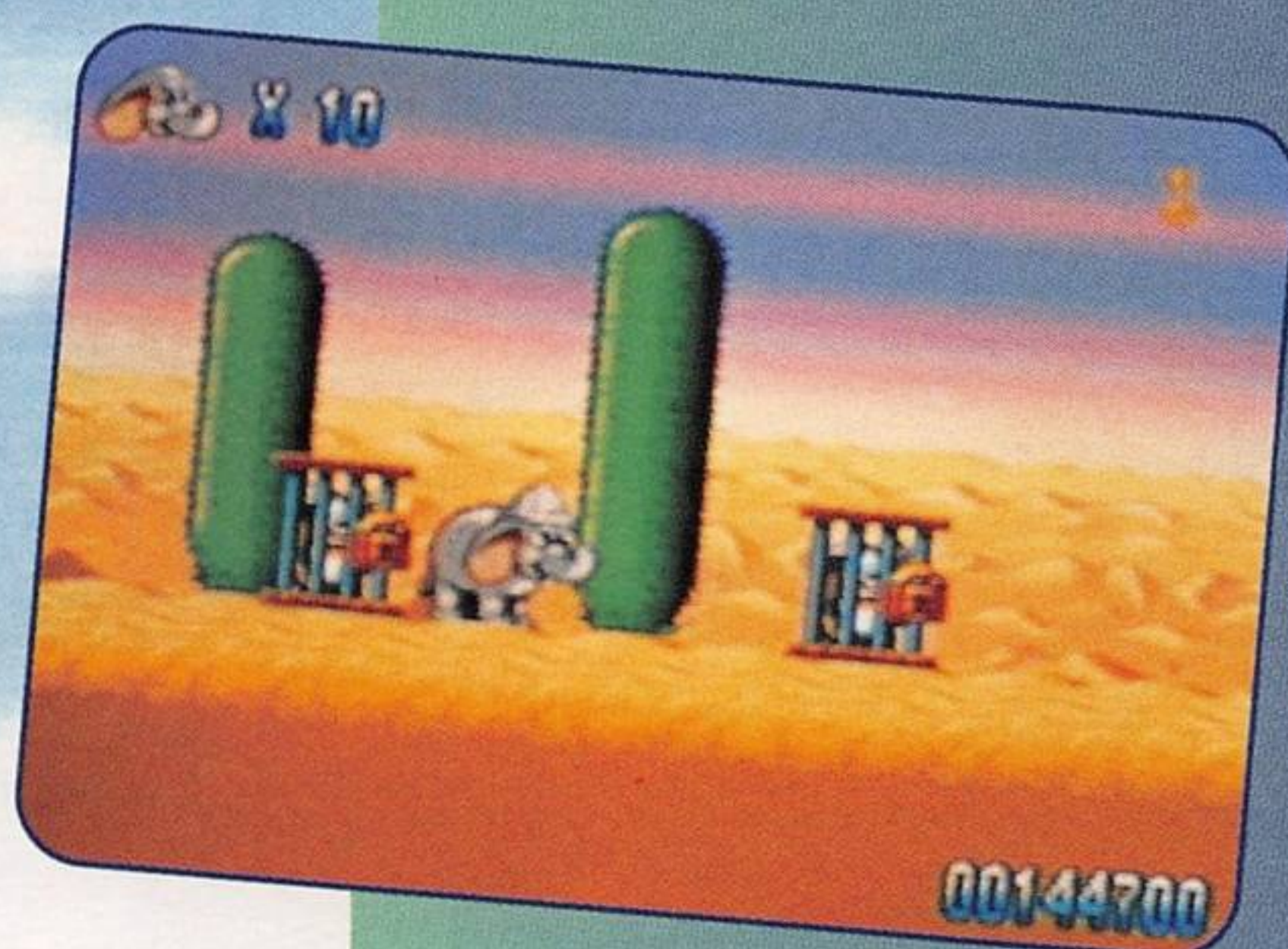
Happy to be free, Rolo's friends agree to help him, and they tag along until needed. Each of the animals has different attributes and all are needed at various stages in order to progress. If Rolo gets stuck, simply press pause and take control of one of the animals that's following you. Rabbits enjoy jumping and also a spot of reading. These guys can

reach normally unreachable areas, such as treetops where lots of hidden items can be found. Squirrels climb like demons, reaching anything Rolo can't walk past.

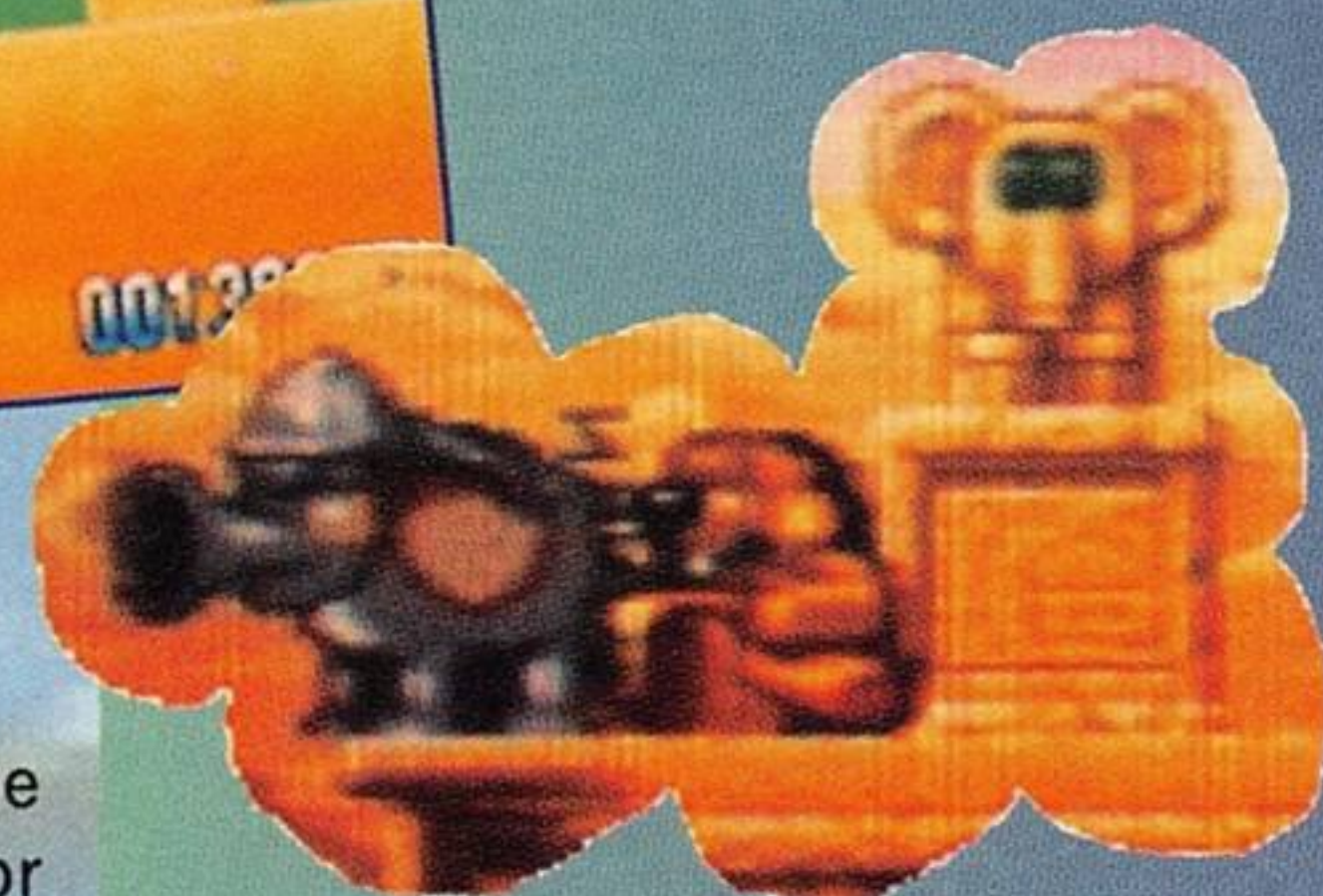
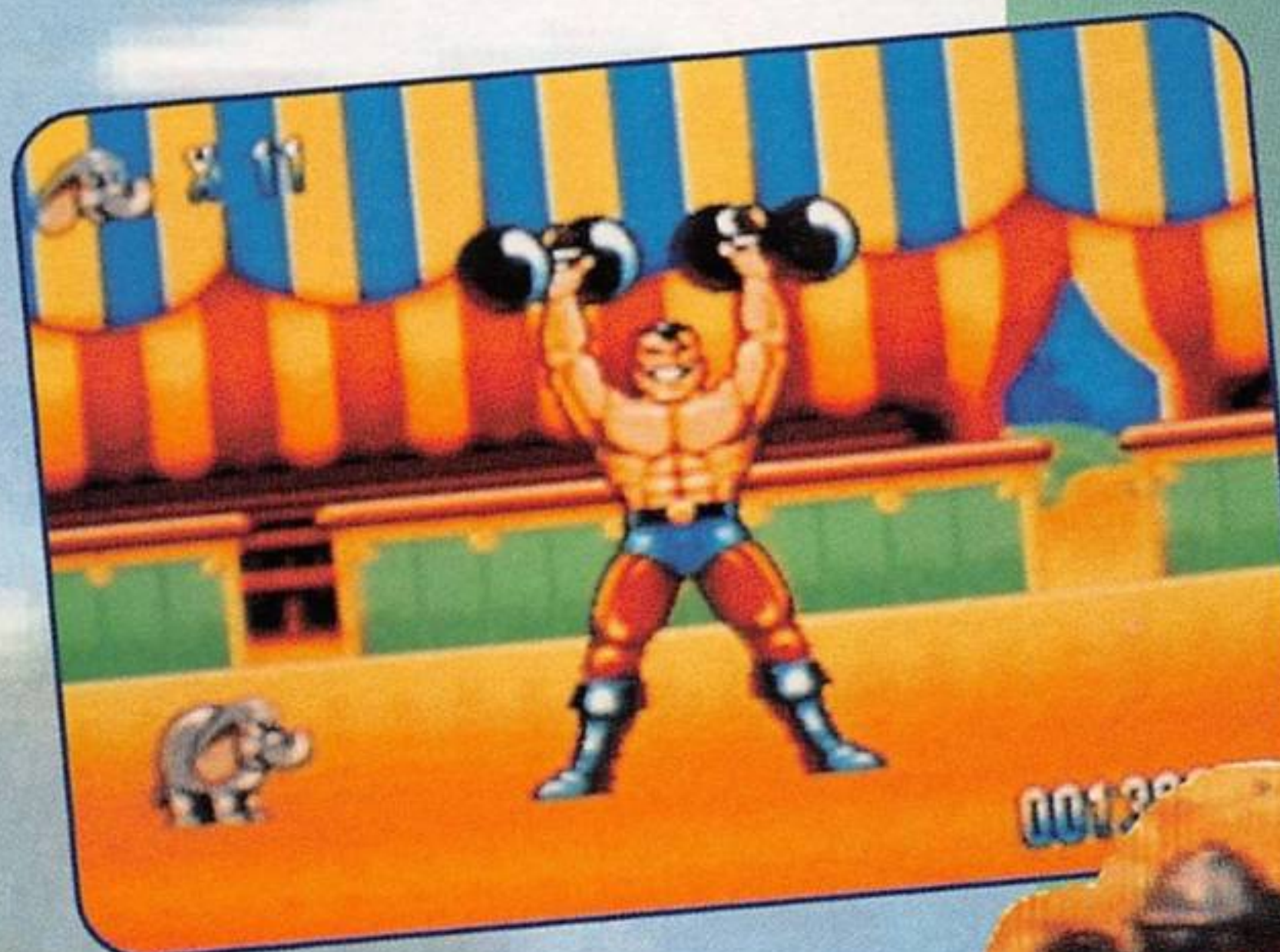
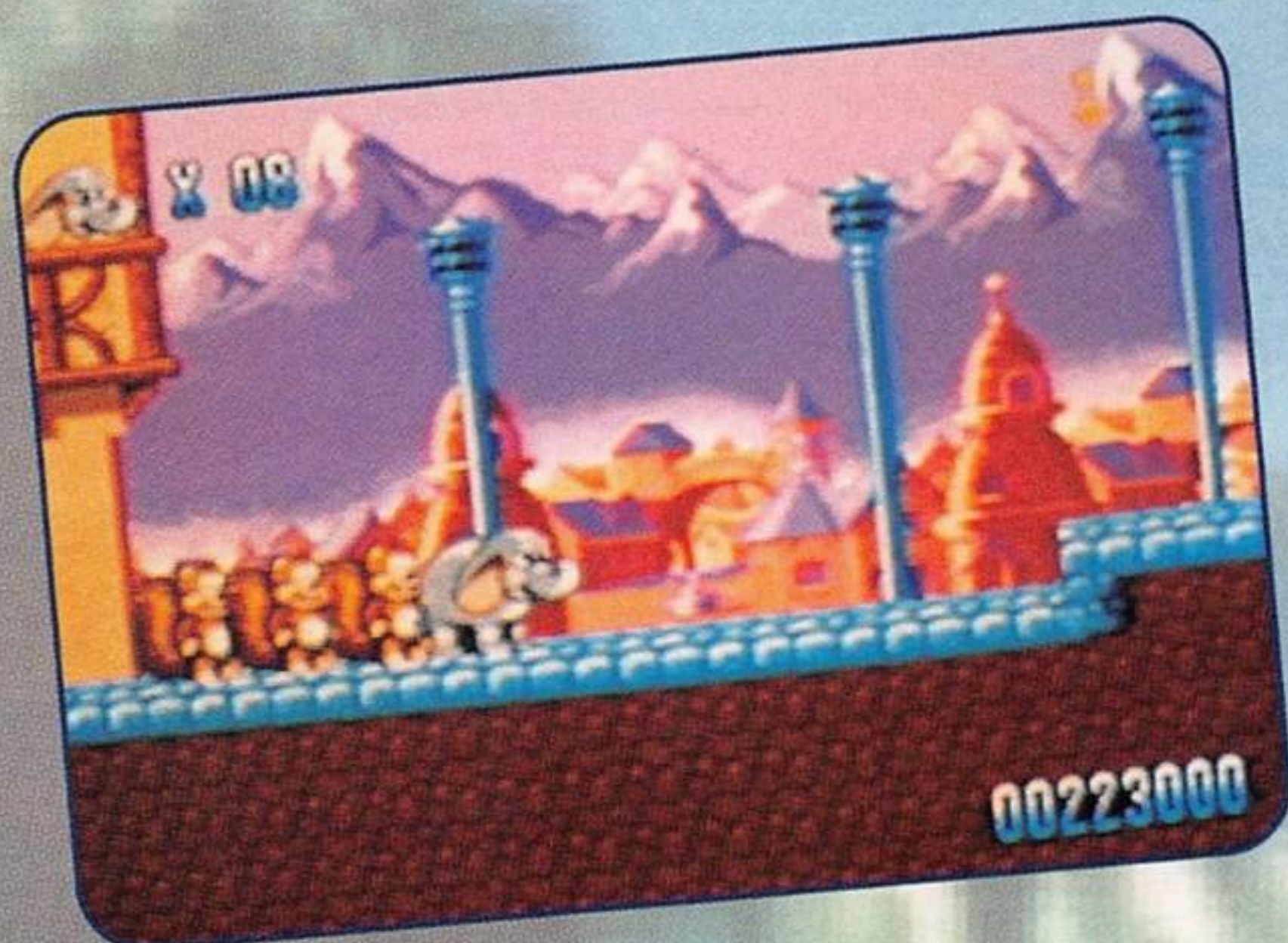
Beavers are the aquatic friends. Sometimes Rolo must cross a lake or waterhole, so these guys see if there is anything like a log for Rolo to get to the other side if it is too wide a jump. Moles are the most physical of Rolo's friends; they dig through dirt, tunneling to previously inaccessible rooms. Eventually, Rolo makes friends with a porcupine family, and through this friendship, Rolo is able to use these little spiky animals to crawl through tiny tunnels, and snort them into his trunk to be used against enemies.

During his stay at McSmiley's Circus, Rolo learnt some nifty tricks, all which can be used to Rolo's advantage. The first of these, is when a vacuum cleaner icon is collected, Rolo can suck things into his trunk and shoot them back when he wants, which is handy in blowing away all sorts of enemies. Helium tanks will not only make Rolo's voice sound like he's just had a nasty accident, but if





The graphics are so cute it's almost sickening!



he contains it, he can float through the air. And finally there are washing machines. If Rolo jumps into one of these, he'll shrink quite dramatically, and can go where no elephant has gone before.

To add to the normal levels, occasionally Rolo trundles across a bonus stage level. In these stages there are no enemies to fight or map pieces to find, just a chance to pick up some extra lives and points. There are also Bosses at the end of each terrain. These guys are all McSmiley's friends and have no second thoughts about capturing you again. You go up against Strong Man, Fire Engine, Knife Thrower and finally McSmiley.

The puzzles and secrets are enough to keep you going for ages, and after going through the 70-odd levels, turning off the game for a while is about as appealing as sleep, which you probably won't have much of with this great new game.

**Nick Smith**

Attention Segaheads everywhere, no matter your sex, age, colour, persuasion or planet of origin! The answer to all your prayers has hit the shelves and it should have been added to

your collection as of yesterday. This game promises to deliver the solution that gameplayers have been searching for since the beginning of time.

The problem that I have the solution for is that of (what I call) non-playing characters, or NPC's (to steal a phrase from D & D). Putting it simply, an NPC is a person who as soon as

game on the market, with the most addictive gameplay for some time. It has the cuteness of the baby elephant and his friends, to get all the females in, as well as the puzzling gameplay which attracts all those guys just dying to prove their brain power.

As you travel the many pathways, either leading or piggy-

**Rolo, being a SNAE (Sensitive New Age Elephant), became quite distressed as he was missing his friends and the carefree life he had led.**

you've been playing, for usually about an hour, will try to get you to turn the machine off. Now these requests come in different shapes and forms but the most popular ones are: "dinner's ready", "bedtime", "how about spending some time with the rest of us" (a personal favourite) and "if you don't get off it now, I'll throw the Mega Drive out the window/in the bin/through the TV /at you".

Now the solution to this ever-present problem is called Rolo to the Rescue, and what a solution it is. For all you Segaheads whose NPC's are girlfriends, wives or parents this is where it is most effective. Rolo, which comes from the Electronic Arts stable, has to be the cutest

backing your friends, you'll encounter a wealth of secret zones, points scattered far and wide and if you're very lucky you'll find extra map pieces. Rolo is full of excitement, adventure and surprises, such as boarding the rocket which will take you to the moon to visit James Pond. Overall, with bright colours, cute characters and puzzling gameplay, even the hardest NPC will be quivering to have a go.

There are only two bad points of the whole game!!! Number one — no password or save, which leaves you hating the idea of turning it off; and number two — waiting for your turn is going to feel like years!

**Anthony Mansour**

Graphics .....94

Sound .....90

Music.....88

Playability .....93

Lastability.....90

Difficulty.....88

Mental .....90

Atmosphere ..... 91

Overall ..... 91



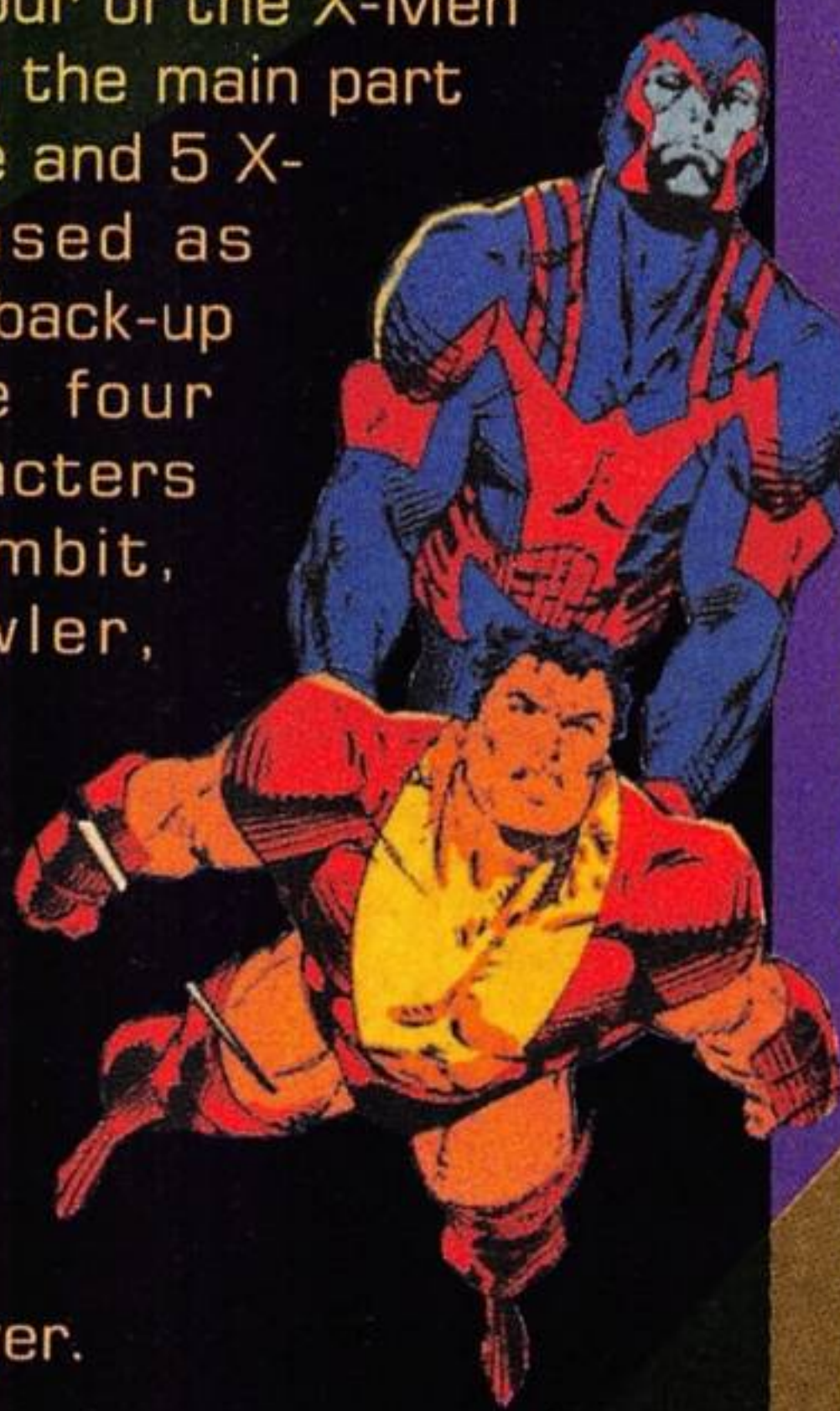
A man by the name of Professor Charles Xavier, the most powerful telepath on Earth only wanted both mutants and humans to co-exist together. Training in a school for gifted youngsters, the X-Men (named after the professor) learn to control their abilities and discover that they have to give humans time to adjust before they will ever be accepted.

There is one mutant however, that believed that mutants should be the masters of the human race and that humans should bow before mutantkind. His name is Magneto: Master of Magnetism. Of course Professor X opposed his belief and so began the X-Men's feud with Magneto who has become their oldest and most powerful enemy. Magneto's operations are commanded from his satellite, Asteroid M.

In his latest attempt to defeat those who he despises so much, Magneto has devised the world's deadliest computer virus. From Asteroid M, he beamed the Virus towards Earth. Its target was the main computer. Its sole purpose: to destroy the X-Men.

The X-Men's training room where they refine their skills is called the Danger Room. This room connects with the main computer, and combines machinery and holograms to simulate scenes and situations that the X-Men might come across. Magneto's virus will turn these training sessions into deadly lessons on survival.

There are four of the X-Men used during the main part of the game and 5 X-Men are used as the X-men back-up team. The four main characters are Gambit, Nightcrawler, Wolverine and Cyclops. Each has his own attack and special mutant power.



**IT IS 1963, AND MARVEL COMICS ARE ENJOYING HUGE SUCCESS WITH THEIR LATEST SUPER HERO BOOKS, THE AMAZING SPIDERMAN AND THE INCREDIBLE HULK. LATER THAT SAME YEAR THEY DECIDED THEY NEEDED A TEAM BOOK. THAT'S WHEN THEY HIT UPON THE X-MEN, A GROUP OF GIFTED CHILDREN WHO HAD EXTRAORDINARY POWERS.**



### Gambit

**Real Name:** Remy Lebeau

His origin is that of a self-styled master thief. Once a member of a thieves guild based in the "big easy" he was exiled. During one of his heists he discovered Storm who was in danger and saved her from the Shadow King. He then joined the X-Men.

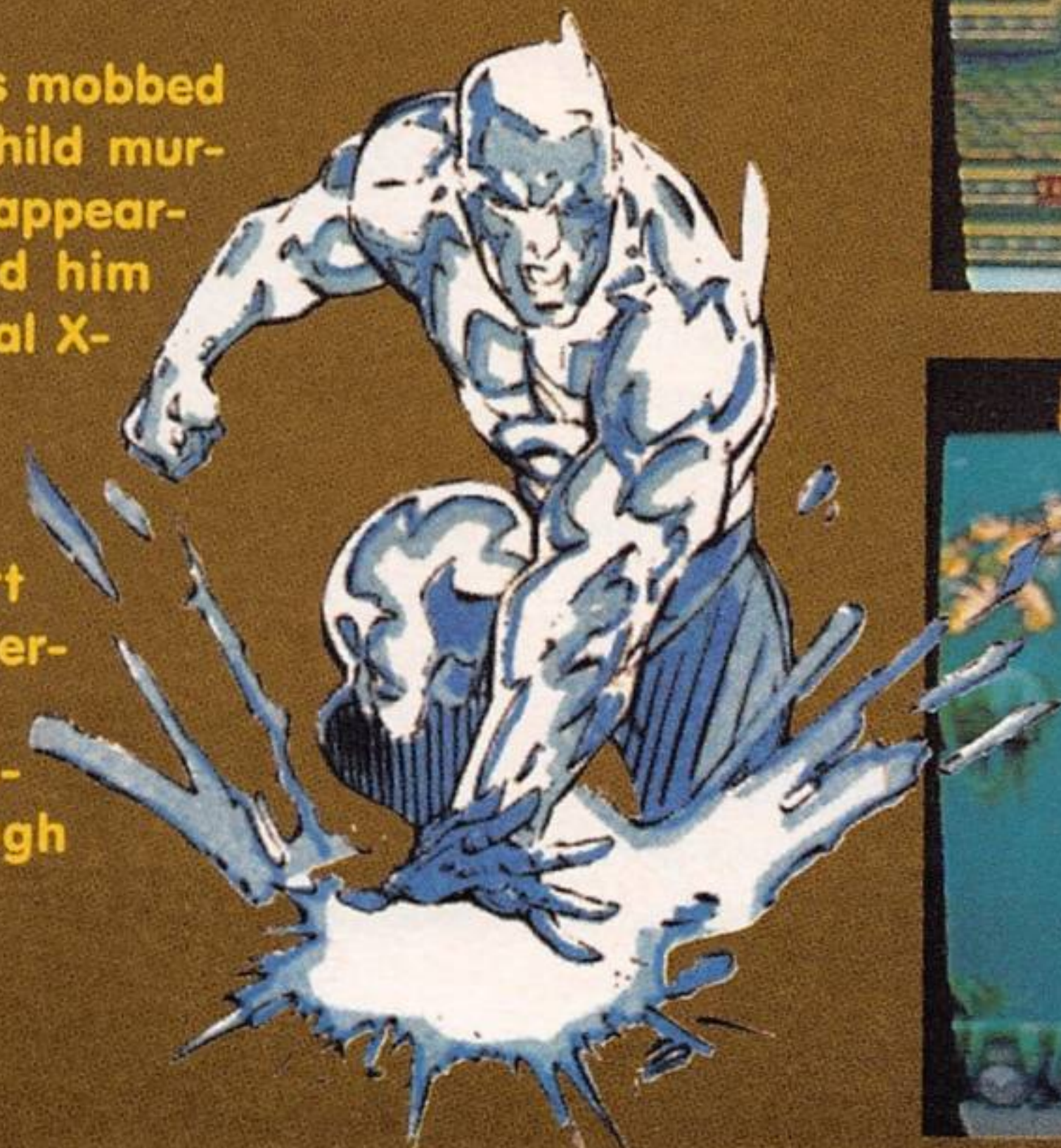
**Mutant Ability:** To change small objects with an unknown form of energy which explosively releases its charge on impact. He usually carries a pack of cards.

### Nightcrawler

**Real Name:** Kurt Wagner

In his small hometown he was mobbed and blamed for a series of child murders because of his demonic appearance. Professor Xavier saved him and thus he joined the original X-Men team to help fight for a better future for humans and mutants.

**Mutant Ability:** To teleport himself, his clothing and a certain amount of additional mass from one point to another, displacing himself through another, unknown, dimension.



**X-MEN**







## Wolverine

**Real Name:** Logan  
Little is known of Wolverine's past. Logan was the subject of a government experiment where he acquired a virtually unbreakable skeleton and claws laced with Adamantine (the strongest metal known to man). Code-named Weapon X he was trained to be the leader of the Canadian Government's version of Alpha Flight. Later he joined X-Men at Professor X's suggestion after becoming dissatisfied with his position.

**Mutant Ability :** Possesses a mutant healing factor that regenerates his wounds at an extraordinary pace. He also has superhuman senses of sight, smell and hearing.



## Cyclops

**Real name:** Scott Summers  
He was an orphaned teenager "cursed" with his mutant ability. At the orphanage he was constantly persecuted and ran away only to become involved with an evil mutant who only sought to exploit his powers. Professor X saved and recruited him to become leader of the first team of X-Men.

**Mutant Abilities:** To project a beam of concussive force from his eyes. Professor X made a pair of Ruby Quartz glasses for him to contain the blasts.

Also appearing during the game are the back-up team consisting of:

**Rogue** - Superhero strength, flight and the ability to absorb the powers and memories of others. Her backup assistance is punching out enemies.

**Archangel** - Possesses organic metal wings that shoot razor sharp blades and give him super-sonic flight. When called for back-up, he makes 3 strafing passes while firing a hail of projectiles.

**Ice Man** - Projects blasts of super-intense sub-zero cold to create structures of ice. His back-up assist is building an ice trail to bridge impassable chasms.

**Storm** - Manipulates the weather to create hurricane force winds, lightning, rain or snow. When she fights she hurls violent tornado force winds.

**Jean Grey** - Telepathic and telekinetic powers. She rescues X-men who fall down holes and cliffs, and during two player action, brings the back player up to the first.

The back up team can be acti-

vated by simply pausing the game, and selecting the chosen superhero. There are also various power-ups throughout the game, sometimes disguised as another object or hidden away in hard-to-find secret rooms.

To find and stop Magneto, the X-Men must negotiate the six lands simulated by Magneto's virus. These combat zones include: The Savage Land, Shiar Empire, Excalibur Lighthouse, Ahab's Future World, Mojo's Crunch and Asteroid M. These levels are all closely adapted from the comic, and there are some great touches like the guest appearances of Juggernaut and The Sentinels. All the levels can be played with one player or two players simultaneously, and if playing one player you can change characters during play. Strategy elements come into the game as all X-Men must be kept alive, and when power-ups are found a decision must be made as to who needs the energy or increased mutant power the most.

Graphically the game itself is excellent. Detailed backgrounds really help the main characters' animation and detail and they really do look like their game counterpart. The sound is atmospheric and, although the effects are pretty sparse, it doesn't deter too much from the game.

Playability is extremely good. Because of the four main X-Men characters and the back-up team, the game will never play the same way twice. The levels can be tackled differently with each character. Everyone will have their favourite, but all you Marvel zombies out there should drag yourself away from Wolverine or Gambit if you can, because I found that Nightcrawler was the coolest to control. Being closely tied to the Marvel Comic the characters and storyline all have a great feel for the original, and the X-Men game should appeal to all those familiar with the mutant superheroes.

Nick Smith



GRAPHICS	88
SOUND	69
MUSIC	74
PLAYABILITY	88
LASTABILITY	89
DIFFICULTY	87
ATMOSPHERE	91
MENTAL	86
OVERALL	86

Comics are properties of their respected publishers



**COWABUNGA DUDES! BART SIMPSON IS BACK ON MASTER SYSTEM ALONG WITH HOMER, MARGE, LISA, MAGGIE, SIDESHOW MEL, CORPORAL PUNISHMENT AND SOME CREEPY PINK FLYING PIGS, VENOM VIPERS, LASER ALIENS AND GOOFY GIANT BIRDS.**

**D**on't have a cow man, because Krusty the Clown is in worse trouble than ever before - except maybe when he was headed for the slammer, or the time he broke his poor father's heart, or the time when Bart lead a riot at Camp Krusty... and you are his only hope. Get rid of the rats. Sling some pies. Find the secret passages. Save Springfield's premiere tourist attraction. Or, its goodbye Krusty. You'll have to avoid being squashed, pecked, shot at and spat on in order to get Krusty's Fun House back in order.

The Funhouse is infested with rats. Fortunately in every room is a rat-decimating trap. Operating the traps are Krusty's most loyal followers, like Bart, virtual strangers such as Homer, and employees who have no choice, in the form of Sideshow Mel and Corporal Punishment.

After reading a scribbled note from old Krusty, you'll find yourself in the hallway and you have to trap all the rats in every room to progress to the next level. You can complete the rooms in any order and if you solve the puzzles presented quickly enough, you'll enter the bonus level. After you complete a level Krusty presents you with a certificate. Make sure to note the password on each certificate so you can bypass it the next time you play.

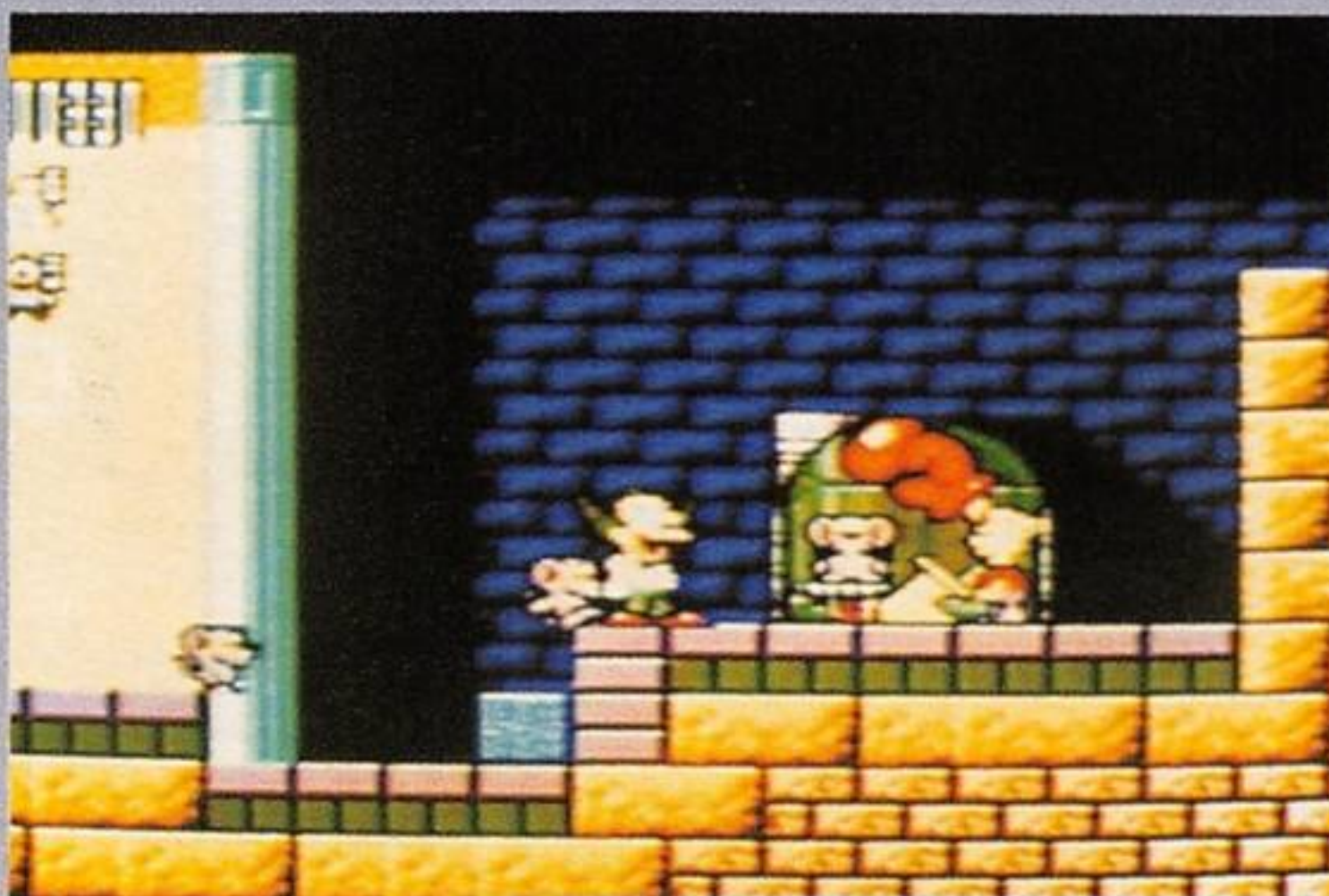
You start the game with custard pies to throw and along the way you are able to obtain Super Balls, which run out quickly, so use them wisely. You can trap and

transport a rat at a time in glass jars. There are also secret passageways and connecting pipes. You must enter the secret passageways to kick blocks which contain the key to the exit door's padlock. Without the key you are trapped.

Level 1 is your introduction to gameplay. It is pretty basic but you obtain the skills that are needed for the later levels. As you progress to higher levels, you'll find the rooms become harder, extremely complicated even. The baddies also become meaner, and you'll meet everything from slimy snakes to flying pink pigs to aliens with laser guns.

This is a great game as all Mega Drive owners can tell you and the Master System version is just as great. You really have to think hard to solve the puzzles presented and sometimes you just get so frustrated you have to turn the system off and start again. You really have to think, making this a very playable game. My only complaint is that they don't speak pearls of wisdom such as "Don't have a cow man" or "Eat my Shorts".

Bill Hibble



GRAPHICS .....	89
SOUND .....	81
MUSIC.....	79
PLAYABILITY .....	88
LASTABILITY .....	91
DIFFICULTY .....	92
MENTAL.....	91
ATMOSPHERE .....	87
OVERALL.....	90



# RAINBOW ISLANDS

**There was a game at the arcades a few years ago in which you played a little dragon who could fire bubbles out of his mouth. These bubbles enveloped monsters and then killed them. People were actually crowding these machines. Why? There was no blood or guts, no machine guns or flamethrowers, just two dragons called Bub and Bob, forever blowing bubbles.**

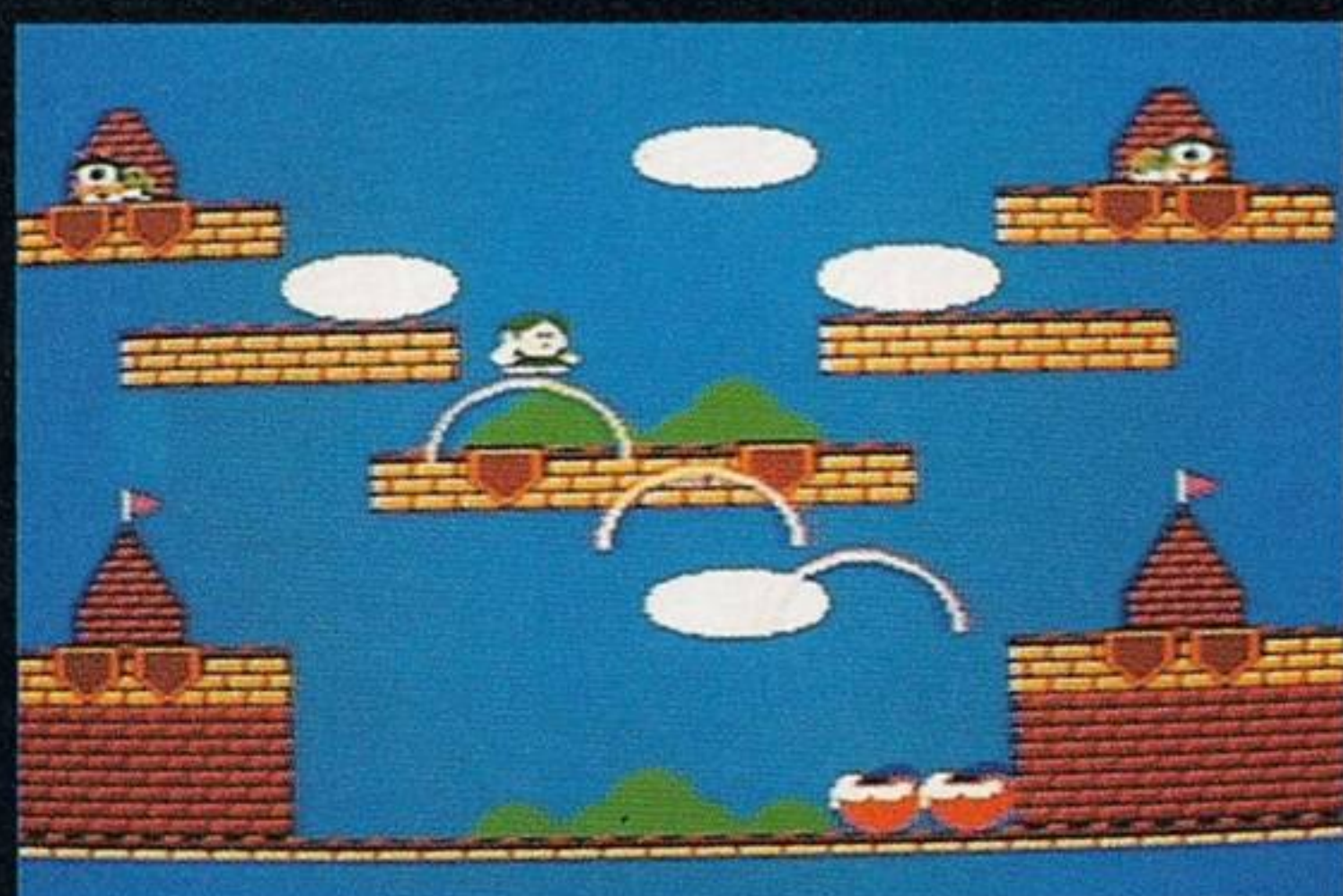
**B**ubble Bobble was repulsively cute. It ported onto every computer system and eventually found its way onto the Master System. Just as you'd expect however, a cute platform romp just isn't complete without its sequel. So here is the game world's latest addiction, Rainbow Islands, which is set in the homeland of Bob and Bub. Your goal is to restore peace to the island and banish the evil menace of "Black Satin" (hey, he can wear what he wants). OK, OK it's not the most incredibly original storyline but it was the actual game that had people hooked, geddit!

But what did Black Satin do that was so dastardly that everyone wanted to have him committed? (Sounds like he was in a bad '70's glam rock band to me - Ed) Maybe Bub and Bob are the ones who pushed the big guy into evil doings, and you can picture them in a circle chanting "nights in black satin". No? I didn't think so either, because as usual the main characters are your usual wholesome do-gooders out to save the world.

The seven worlds of the Rainbow Islands have been taken over by the black, shiny one and his seven henchmen. You must conquer each world with rainbows. Enemies can be defeated by directly firing at them, or by breaking rainbows whose pieces fall down on top of enemies below. If multiple rainbows are connected they can be jumped on and cause a chain reaction and crash down over enemies. Each level is made up of 4 or 5 screens on top of



# BUBBLE BOBBLE LANDS



It might look simple, but it's a great little game

each other, and progress is made by firing a rainbow and climbing up it. At the end of each world is the boss which has to be defeated in order to progress.

By firing a rainbow and killing monsters, hidden items can be found. Once picked up they grant you either speed, multiple rainbows or bonus points. Some enemies leave behind a diamond, and if picked up in a certain order they give you a large diamond. On completion of the seven rounds, you must have seven large diamonds in order to be able to progress to the final confrontation with Black Satin.

The game, being a sequel to Bubble Bobble, includes bright, detailed graphics, a whole host of monsters to defeat and stacks of hidden goodies to find. As a whole the game is great for the Master System with good graphics, nice little jingles to urge you on, and the overall difficulty set at just the right level. This game should appeal to all Master System fanatics and is a worthy addition to anyone's collection.

Nick Smith

<b>GRAPHICS</b> .....	<b>79</b>
<b>SOUND</b> .....	<b>77</b>
<b>MUSIC</b> .....	<b>80</b>
<b>PLAYABILITY</b> .....	<b>87</b>
<b>LASTABILITY</b> .....	<b>85</b>
<b>DIFFICULTY</b> .....	<b>86</b>
<b>ATMOSPHERE</b> .....	<b>80</b>
<b>OVERALL</b> .....	<b>82</b>



Spidey swings into action on the Master System

## RETURN OF THE SINISTER SIX

**THE WORLD WAS ALWAYS APPREHENSIVE ABOUT THE SPANDEX SUPERHERO TYPES, WONDERING ABOUT THEIR TRUE MOTIVES FOR BEING SUCH BRAVE GOODY-GOODIES. HOWEVER, MOST SUPERHEROES DIDN'T CHOOSE THEIR CALLING — THEY WERE EITHER BORN INTO THE ROLE OR FREAK ACCIDENTS TRANSFORMED THEM FOREVER...WHICH I'M SAD TO SAY IS SPIDEY'S STORY.**



Sinister Six's heads and Spiderman flying over them... Cool! However, that initial outburst is shortlived as the game begins. The first thing that hit me was that I was playing a kid in a Spiderman suit, but then I realised it was actually Spiderman in midget form. Now, I thought this would probably be all right as the action would make up for the sad sight of Spidey. But unfortunately it didn't.

Spidey's first task is to find Electro. Along the way in the city streets are thugs to be dealt with, and the worst part of this is that they can shoot at you while you are still two screens away. Finally, you reach the power station and a short trip later you come across a locked door. Logic tells you to find a key. Return and and you unlock the door where Electro is found. He offers next to no challenge whatsoever and you'll find as you progress through the later levels that the other characters are just as brain dead.

Each level has just enough detail to warrant it being called another level, but the main sprites are so awful and the backgrounds are so sparse that it really doesn't do the game any favours. The sound is drab and the music is typically Master System.

The difficulty of the game is set just a bit harder than easy, but novices shouldn't have too much trouble however. If you're interested in this game just because of the friendly neighbourhood web swinger, you should try it first, because this type of game has been done to death. Sad.

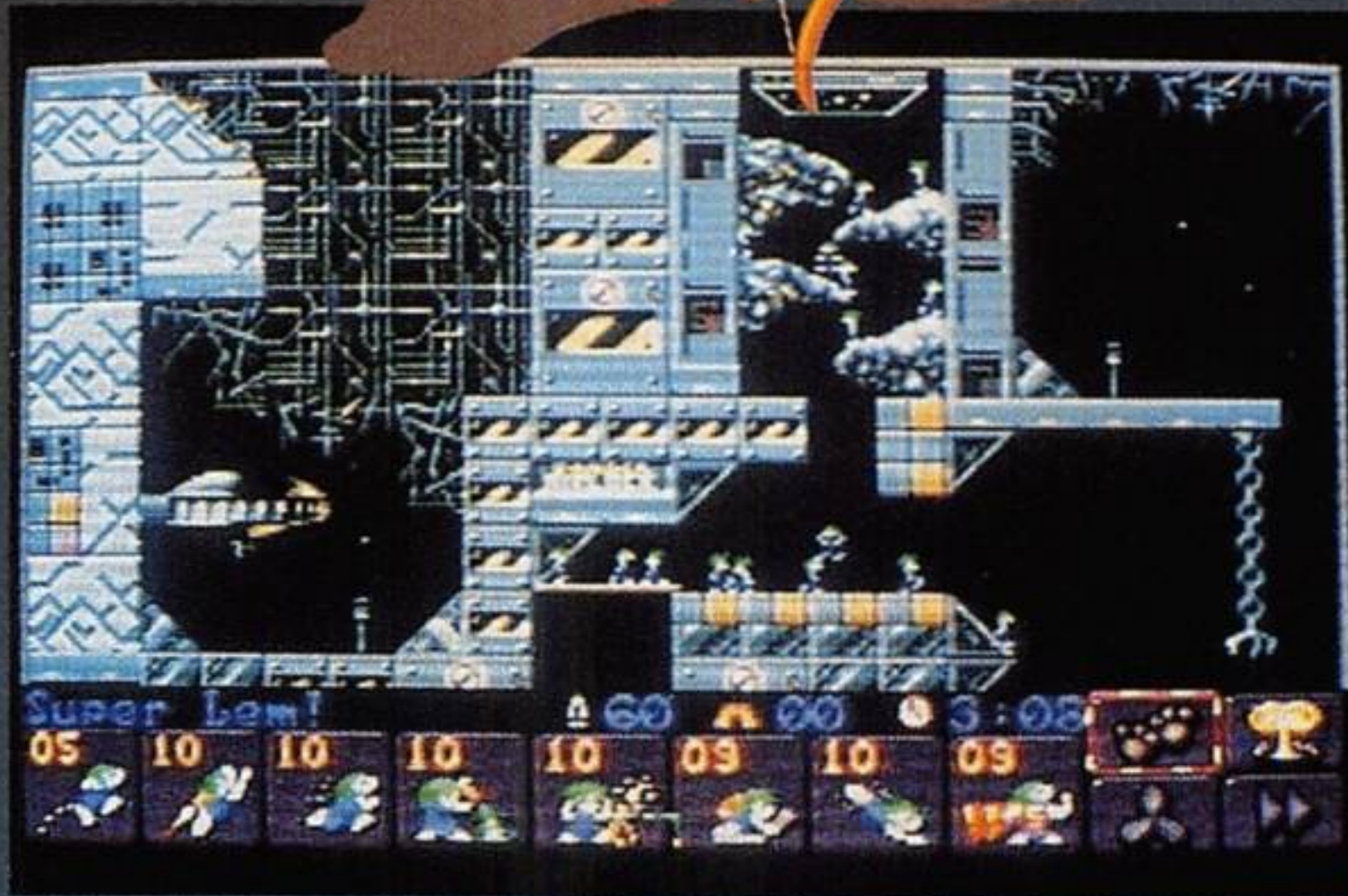
Nick Smith

<b>GRAPHICS</b> .....	<b>63</b>
<b>SOUND</b> .....	<b>58</b>
<b>MUSIC</b> .....	<b>65</b>
<b>PLAYABILITY</b> .....	<b>73</b>
<b>DIFFICULTY</b> .....	<b>65</b>
<b>MENTAL</b> .....	<b>60</b>
<b>LASTABILITY</b> .....	<b>64</b>
<b>ATMOSPHERE</b> .....	<b>60</b>
<b>OVERALL</b> .....	<b>64</b>

# SPIDERMAN 2



ASK TEN PEOPLE WHAT THEIR FAVOURITE GAME IS AND THAT NINE OF THEM WILL SAY "LEMMINGS". IT BROKE NEW GROUND AND IS ONE OF THE FEW GAMES THAT CAN JUSTIFIABLY CLAIM TO BE ORIGINAL.



# LEMMINGS

## THE TRIBE

Lemmings are mindlessly stupid creatures, and will blunder to their deaths over the edge of a cliff as soon as you give them the time of day. Your task was to guide the group of green-haired creatures through inhospitable landscapes to safety. As they marched about, you could temporarily 'possess' individuals and get them to perform actions, such as digging or building, creating a safe path for their fellow Lemmings to tread.

Now there's *Lemmings 2: The Tribes*. The original Lemmings have gone their separate ways to evolve into 12 distinct tribes. Once again, they are looking to you for guidance as a disaster is about to befall them. An ancient prophecy tells of the land darkening and the world going to pot. (Stoned Lemmings, eh? - Ed) Each tribe has a one 12th part of a Talisman. When all the pieces are brought together, the Talisman will power a spaceship, whisking all the Lemmings away to safety once again.

There are ten levels for each tribe to negotiate. A tribe starts with 60 Lemmings, and though getting just one Lemming safely through a level allows you to carry on to the next level, you only have as many Lemmings as you saved previously. So get through the first stage with only one Lemming left and you're going to have a tough time getting this single, solitary and undoubtedly lonely Lemming through the remaining nine.

Your performance is rated on how many Lemmings make it successfully through a level. You're given the 'Gold Talisman' award if you play without losing any

Lemmings; you get the Silver if you lose one or two, and the Bronze if you manage to wipe most of them out. The idea is to get through with as many Gold medals as possible.

Even though they come from different tribes, these little green-haired stick men all look the same to me. It's the backgrounds that give it away. The Polar Lemmings have icy backdrops, while the Highland Lemmings' graphics have a distinctly tartan theme. The different landscapes offer various dangers as well as new toys to play with. Cave Lemmings have a tendency to get devoured by hungry dinosaurs, while Medieval Lemmings like nothing better than to launch themselves around the screen from giant catapults.

The 12 tribes effectively give you 12 starting points into the game. If you get completely flummoxed by one level, then you can get back to it later, as there are plenty of others you can try out. You can also save your position to disk at any time, so you don't have to replay previous levels (though you can if you like, should you find that you don't have enough Lemmings to complete later levels).

The number of actions that the Lemmings can perform have been expanded considerably. There are now 50 different actions as opposed to eight in the original game. A number of these skills, determined by the level you're playing, appear in a row of boxes along the bot-

tom of the screen.

The Lemmings have discovered technology and as well as Builders, Diggers and Blockers there are now Flamethrowers, Jet Packs and Bazookas. Particular skills are concentrated in particular levels. For example, you'll often find Archers in Medieval levels and Skiers in Polar levels, though this is by no means a strict rule.

Many of the new skills have exquisite animation sequences which are very amusing and add to the character of the game. Magna Boots allow you to walk on the ceiling with slow, clumsy steps, while the Attractor plays a groovy tune, stopping any nearby Lemmings in their tracks to join in and have a bop.

Getting used to all these abilities takes some doing and so you may want to use the Practice option which allows you to select the skills of your choice and muck around with them. There are four arenas to do this in, based on some of the lands. You have unlimited time and 99 uses of each skill, which should be enough for anybody to get the hang of things.





GAME IS AND CHANCES ARE  
 ". THE PSYGNOSIS CLASSIC  
 W GAMES OF RECENT YEARS

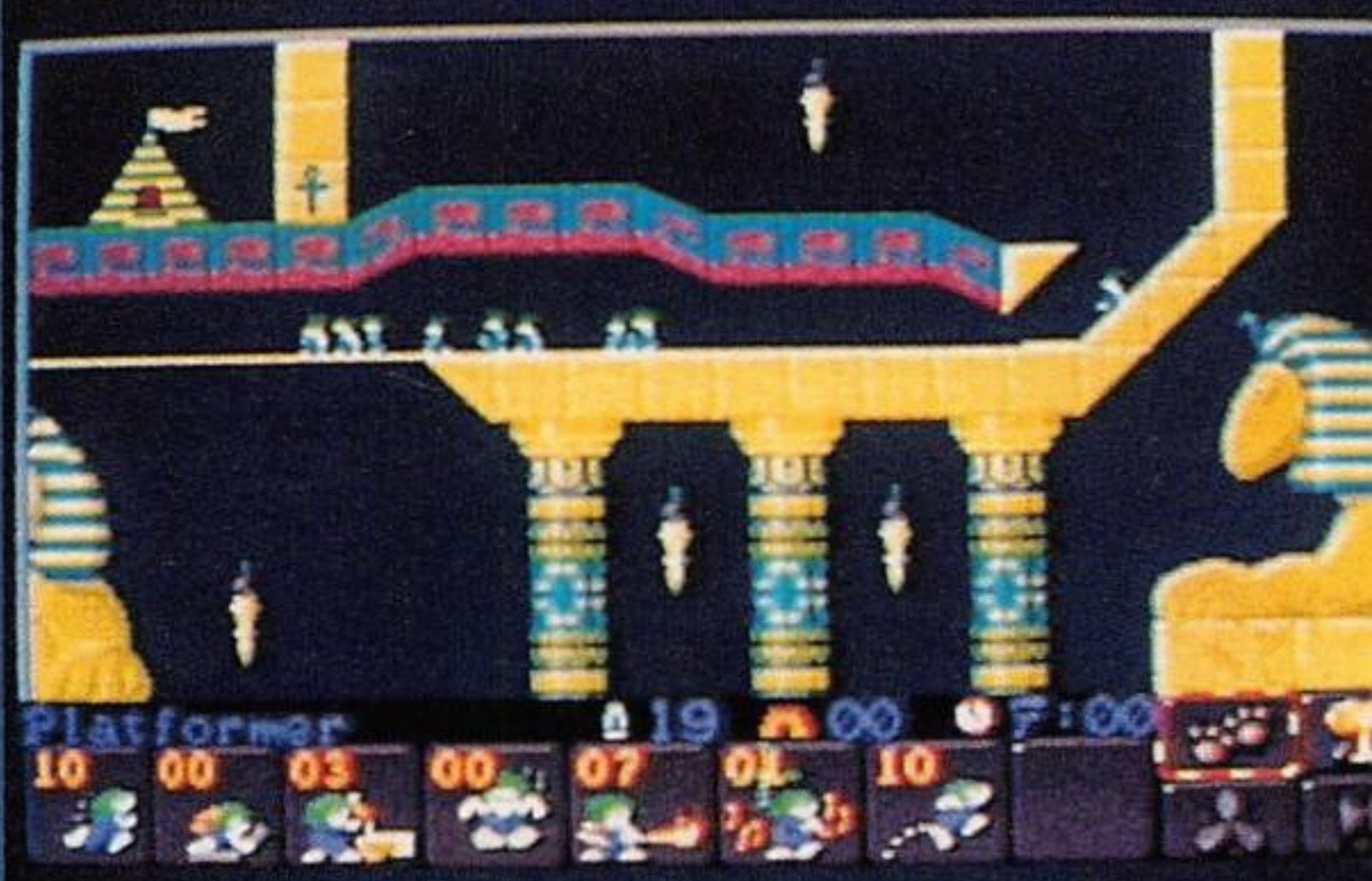
# LEMMINGS 2 THE TRIBES



Megazone has 5 copies of Lemmings 2 and 10 very cool Lemmings 2-Tribes T-shirts to give away to the readers who can name eight of the new Lemmings tribes. Send your answers on the back of an envelope addressed to:

Lemmings 2 Comp  
 Megazone  
 Locked Bag 7  
 Rosebery NSW  
 2018

Entries close June 30



graphics for the Lemmings themselves are identical to the originals. They're very small, but serve their purpose well. The backgrounds are very different for each world, and all

are well drawn, suiting the different tribes well. There's also a separate tune for each tribe, and this adds to the atmosphere too.

It hardly needs to be said that Lemmings 2 The Tribes is an excellent sequel. It's very close in gameplay terms to its predecessor but has enough new features to make it interesting. The only slight criticism is the levels don't always seem to be as cleverly or exactly thought out as before, though later levels do get exceedingly tough. Part of the beauty of the original Lemmings was its simplicity, and to be honest, many of the new skills are very similar to one another or seem a little, well, useless.

But these are minor niggles. There's months of fun to be had with Lemmings 2, with heaps to explore, and because there are so many starting points you won't get stuck and bored. A very worthy sequel and highly recommended.

Give it a couple of months and ask those same ten people what their favourite game is. I'll betcha the answer's "Lemmings 2!"

ADAM WARING

There are also four 'special' buttons that are always available:

**PAUSE:** which freezes time but allows you to look around, is useful for sussing out exactly what you have to do to complete the level.

**NUKE:** to be used in hopeless situations, turns the Lemmings into walking bombs. A five second countdown appears at which point they explode satisfyingly, taking sizeable chunks of the scenery with them.

**SPEED UP:** is for when you've finished and you're waiting for the last few stragglers to make it home. **FAN:** this is an important addition to the game, and is mainly used for blowing airborne Lemmings, such as Ballooners or Parachuters, around the screen.

The playing area scrolls in all directions, rather than just horizontally, and the different levels are of all sorts of shapes and sizes. The



GRAPHICS .....	86
SOUND .....	90
MUSIC .....	90
PLAYABILITY .....	96
LASTABILITY .....	95
DIFFICULTY .....	87
MENTAL .....	94
ATMOSPHERE .....	90
OVERALL.....	94%







**IT HAS TAKEN AROUND 16 YEARS FOR GEORGE LUCAS AND HIS LUCAS ARTS TEAM TO TRANSFORM ONE OF THE MOST SUCCESSFUL AND POPULAR FILMS OF ALL TIME INTO A GAME. X-WING, THE STAR WARS SIMULATOR, HAS ARRIVED. AND THANK YOU, GEORGE, BECAUSE IT WAS WELL WORTH THE WAIT.**

## WARNING: BEFORE READING ON!

X-Wing is more than a space adventure, and more than a battle against the evil Empire but it's nothing without a joystick. After 5 minutes playing X-Wing, I went off and bought an Aviator-5 Quickshot joystick (which I highly recommend) because it's quite hard playing with a mouse and virtually impossible to play using a keyboard.

Once you have your own stick to play with, X-Wing shows its true colours. The game has been designed to suck you in so well that you effortlessly slip from curiosity and intrigue to an insatiable addiction.

Here are the basics for those who have forgotten the Star Wars plot. You are part of the Rebel Alliance battling the vile Empire. Even though you are badly outnumbered, your skilled pilots, superior space craft and never-say-Darth spirit mean you are able to orchestrate some punishing blows on the Empire.

However, the rebels desperately need more pilots. This is where you come in, but don't think you're going to jump into an X-wing and fly combat missions straight away. Unlike the Empire, Rebel pilots are highly trained professionals and are not sent on dangerous missions until they have mastered their craft.

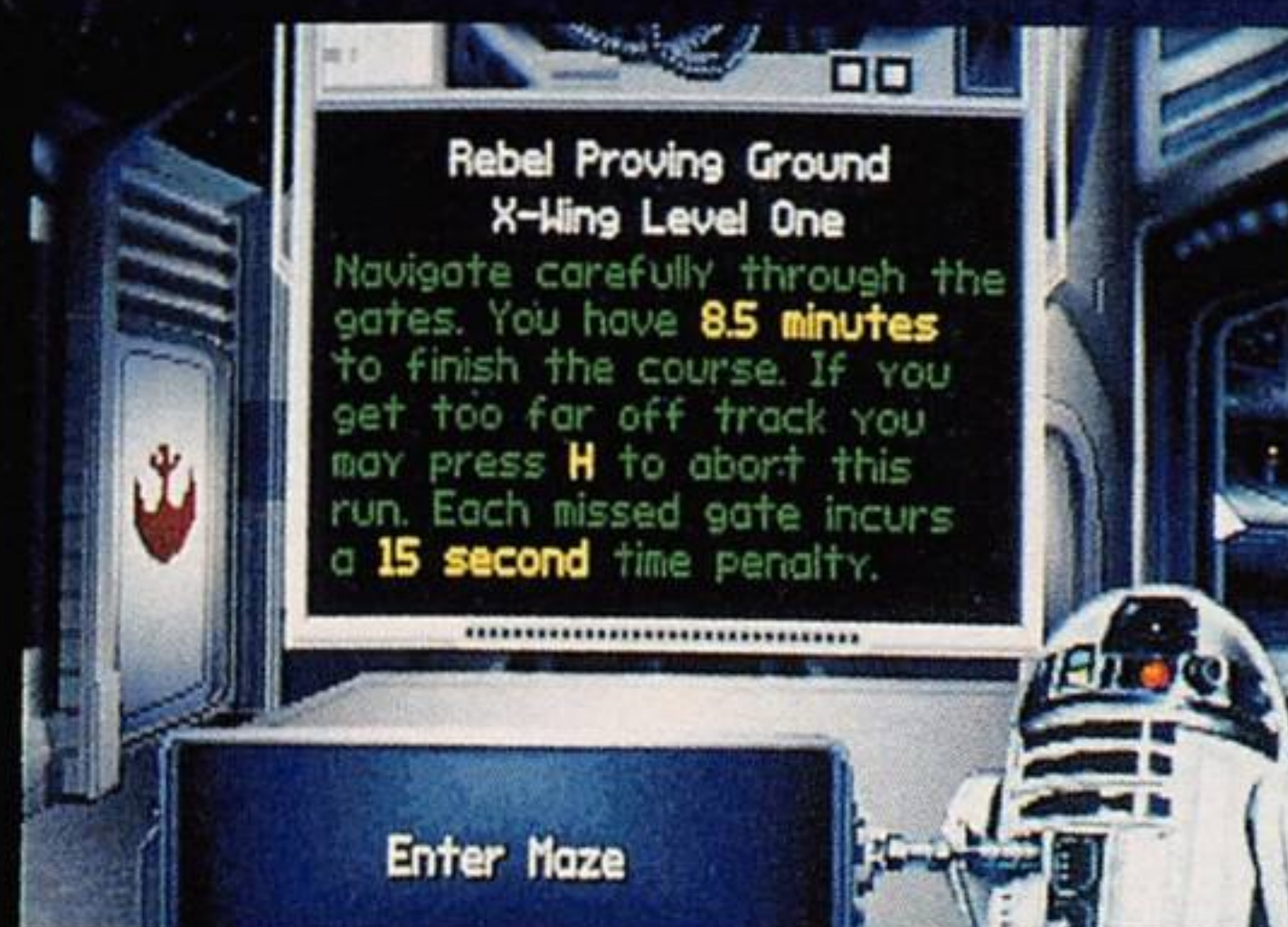
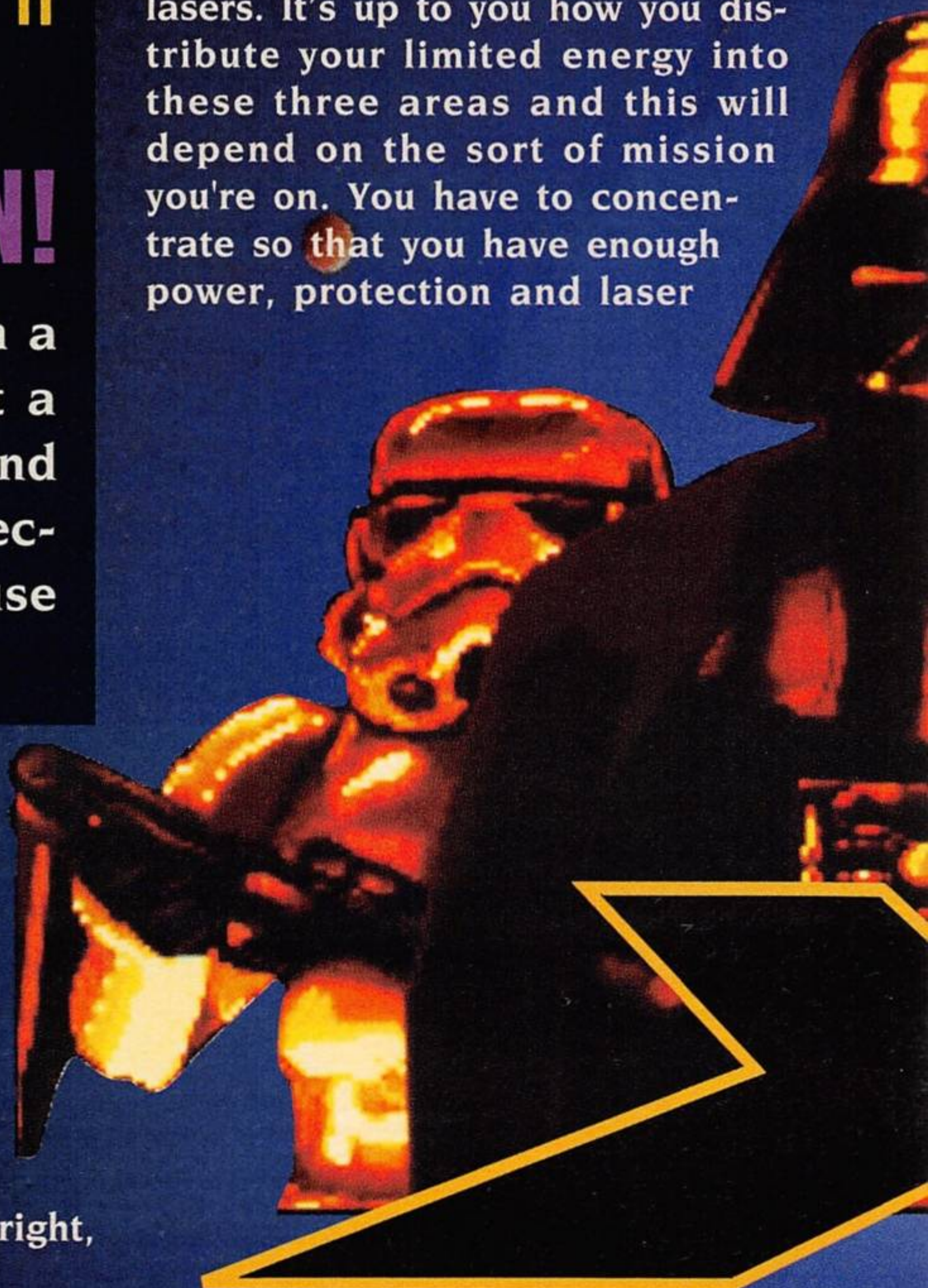
You have to pass some pretty tough initiation tests if you are to be promoted from flight cadet. The testing is done via a holographic maze in the middle of space. You have to manoeuvre your craft through a number of gates in a specific time and blow up as many grey boxes as possible on the way. The

levels get harder and harder until you eventually make it to flight officer. It's not easy, and by the time you've made it through all the levels you really have mastered the art of flying in space.

One thing you forget about when you're in space is gravity. Since there is no right, left, up or down, turning and orientation become two separate enti-

ties. X-Wing gets over this by allowing you to twist around your flying axis by holding the left joystick button. This makes it possible for you to orientate your craft with other objects.

Your fighter has three main components which are under your control — the engine, shields and lasers. It's up to you how you distribute your limited energy into these three areas and this will depend on the sort of mission you're on. You have to concentrate so that you have enough power, protection and laser





power to be effective in combat.

Other instruments and controls include a front/rear radar with colour-coded enemy/friendly dots, a targeting computer which has two displays — a graphic outline of the targeted craft and a radar display. The realistic impression of flight is as good as or better than other simulators mainly because you're not having to contend with gravity.

Once you have been through the training you are ready for combat. It's

worth going through the historical training missions before you tackle a tour of duty. The historical missions teach you all the necessary combat skills you will need to outwit and outmanoeuvre the Empire fighters.

The missions begin to get more interesting when you start a Tour of Duty. Each mission builds on your last so you are slowly building a story. For example, you may be sent on a reconnaissance mission to find out the Empire's ships' movements. The next mission will be to destroy these ships.

When you are sick of your X-Wing (which is the best fighter you have available) you might try one of the other two spacecraft — the Y-Wing or A-Wing. These two have their own complete set of missions and different capabilities but I am more inclined to stick with a good thing — the X-Wing.

The graphics of the training and missions are not as stunning as some of the latest earthly simulators but are more than adequate. The cockpits are reasonably nice bitmaps with all outside detail sprite graphics, includ-

ing the space-junk which constantly flies past.

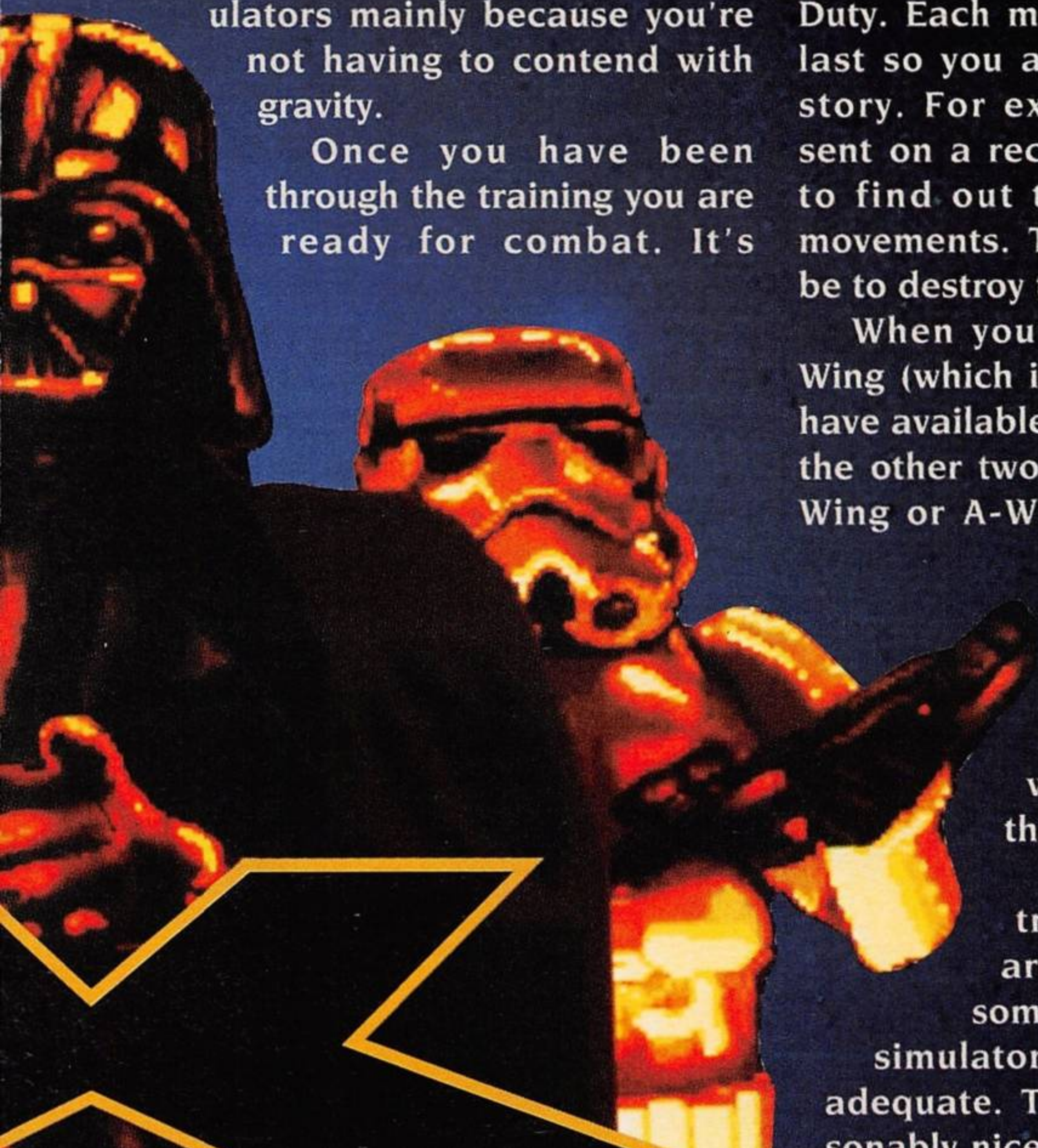
Two very refreshing features do set X-Wing apart from other flight sims - the scalable bit-map explosions and instant switching between views. The explosions look superb and for the first time in a simulator I have constantly used all my cockpit views because they are all loaded into RAM. You can also 'tape' your mission and watch it from any viewpoint later. This is useful if you keep getting stuck in one mission and want to try and work out what's happening.

The game comes with an absolutely stunning animated intro, digitised speech and very impressive Star Wars soundtrack. They are all so good you really feel part of the overall story. I found the sounds that R2-D2 makes when you have a message are by far the best, in so far as they remind you of the role you're playing in the movie.

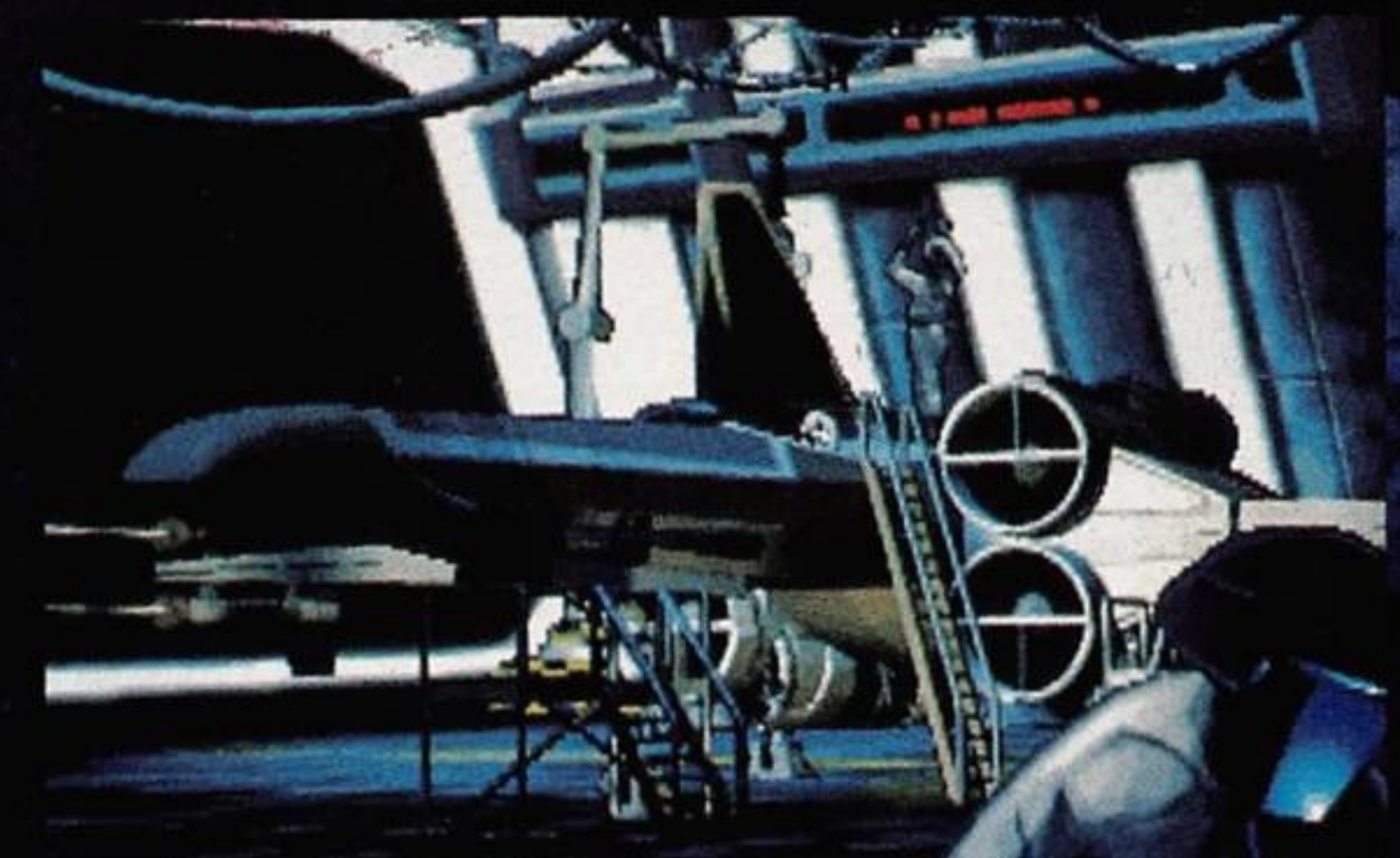
Overall, an extremely well designed game and a real thrill to play. It is truly designed for long-term addiction — a very rare quality these days.

**CHUCK COUSENS**

*Reviewed on an IBM 486-33 with Soundblaster pro card and Aviator-5 joystick.*



# NO



Corellian Corvette  
Model CR70 Blockade Runner  
Manufactured by Corellian Engineering Corp.  
Designation Class Starship and Transport  
Length of 150 meters



Graphics .....	90
Sound .....	95
Music .....	90
Playability ...	98
Difficulty ....	95
Lastability ...	96
Mental .....	82
Atmosphere .	95
Overall .....	93





A LONG TIME AGO IN SOUTH AMERICA, before greedy multinationals started knocking down the rainforests, there lived a very powerful race called the Incas. They'd lived on the continent quite happily for many millennia, until, one day in 1532, the gold-hungry Spanish undertook the conquest of Peru and wiped them out. Mysterious artefacts are all that remain of the once-great civilisation. Huge temples, built with stones

weighing over 300 tons, yet slotting together so perfectly that even a blade can't fit between the cracks. Nazca lines, spread out over the ground seemingly meaninglessly, yet when viewed from several kilometres up in the air, form highly detailed shapes and patterns, the significance of which is unknown...

Enough of the history lesson. *Inca* is a game based around this ancient society. Legend has it that the last of the great Inca chiefs, Huayna Capac, stashed away the great Inca powers in space and time just before the Spaniards did the dirty. You play El Dorado (The Golden One), who comes along five centuries later, to retrieve this power and restore the Incas to their once proud status. This is done by buzzing around the Universe in your gold plated space ship, solving the mysterious puzzles, and fighting the Spanish (who are still bumming around in old-fashioned sailing galleys).

*Inca* is weird – one hell of a strange game. It's hard to put it into any specific genre. It's a mixture between an adventure, a puzzle game and a shoot-'em-up (kind of). There are many different sections and these vary quite considerably in the way they're played. It all links together seamlessly to give a very powerful and overwhelmingly 'together' atmosphere. Once you sit down to play you'll be hooked in for hours. There's a lengthy introduction sequence where you're told what's what, then you're out on your first foray in your golden spaceship. You're greeted by the ship's computer, whose female voice makes it sound as if it's both been possessed by the devil and lost the majority of its higher memory circuits to an axe-wielding maniac.

First off, you're making your way to a distant planet when you come across an asteroid field. You have to keep on course while avoid-

ing collision with the rocks. Next up, you're racing along a *Star Wars*-style trench and have to down the enemy (Spanish) fighters before they get to the end of the tunnel. Then it's time for the first puzzle. You can move the pointer around the screen, and every time it's over an object that's of any significance, then you're told what it is that you're pointing at. There are no instructions as such; you have to observe what's on screen and play around. These puzzles are, for the most part, extremely devious, and you'll soon get stuck. A bit of lateral thinking though, and they can all be solved.

The graphics are extremely sexy all throughout the game, and at times you can do little but sit back in awe. Most scenes are computer generated 3D and really do need to be seen to be believed. Sound, coming off CD, is pretty stunning, though some of the speech is a little unclear. On the floppy version you only get limited speech.

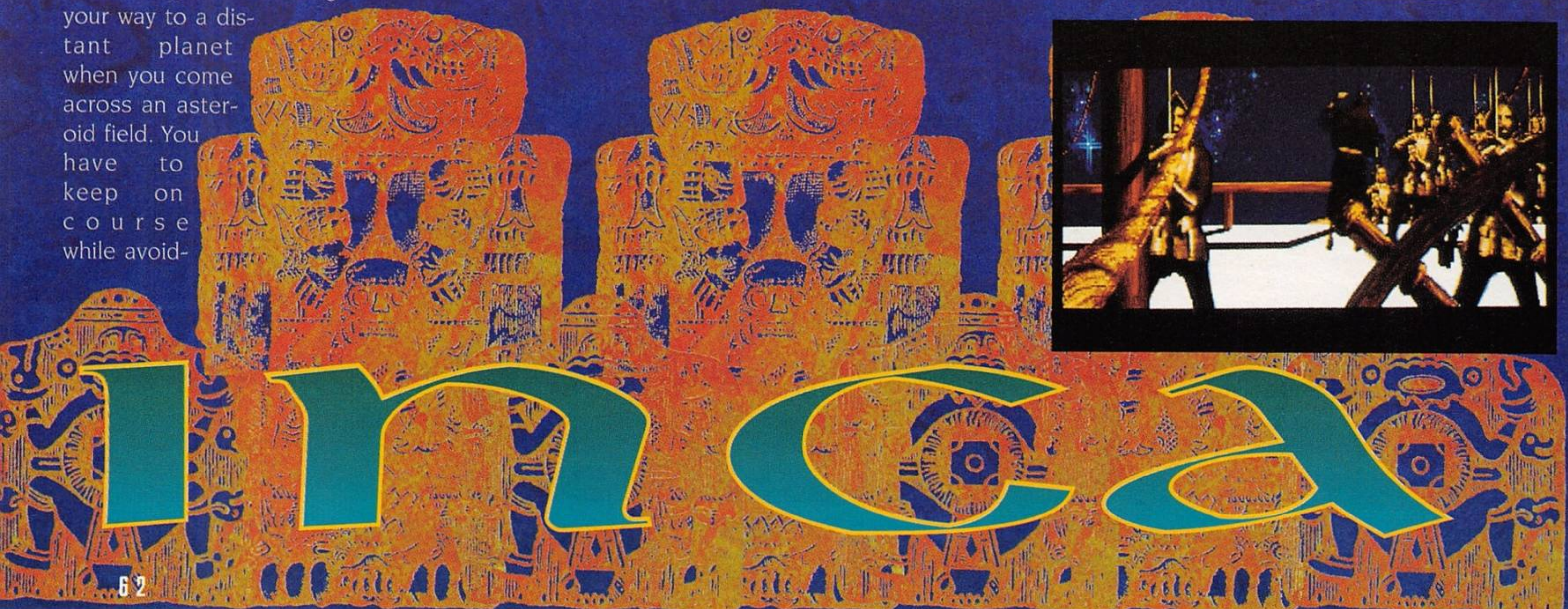
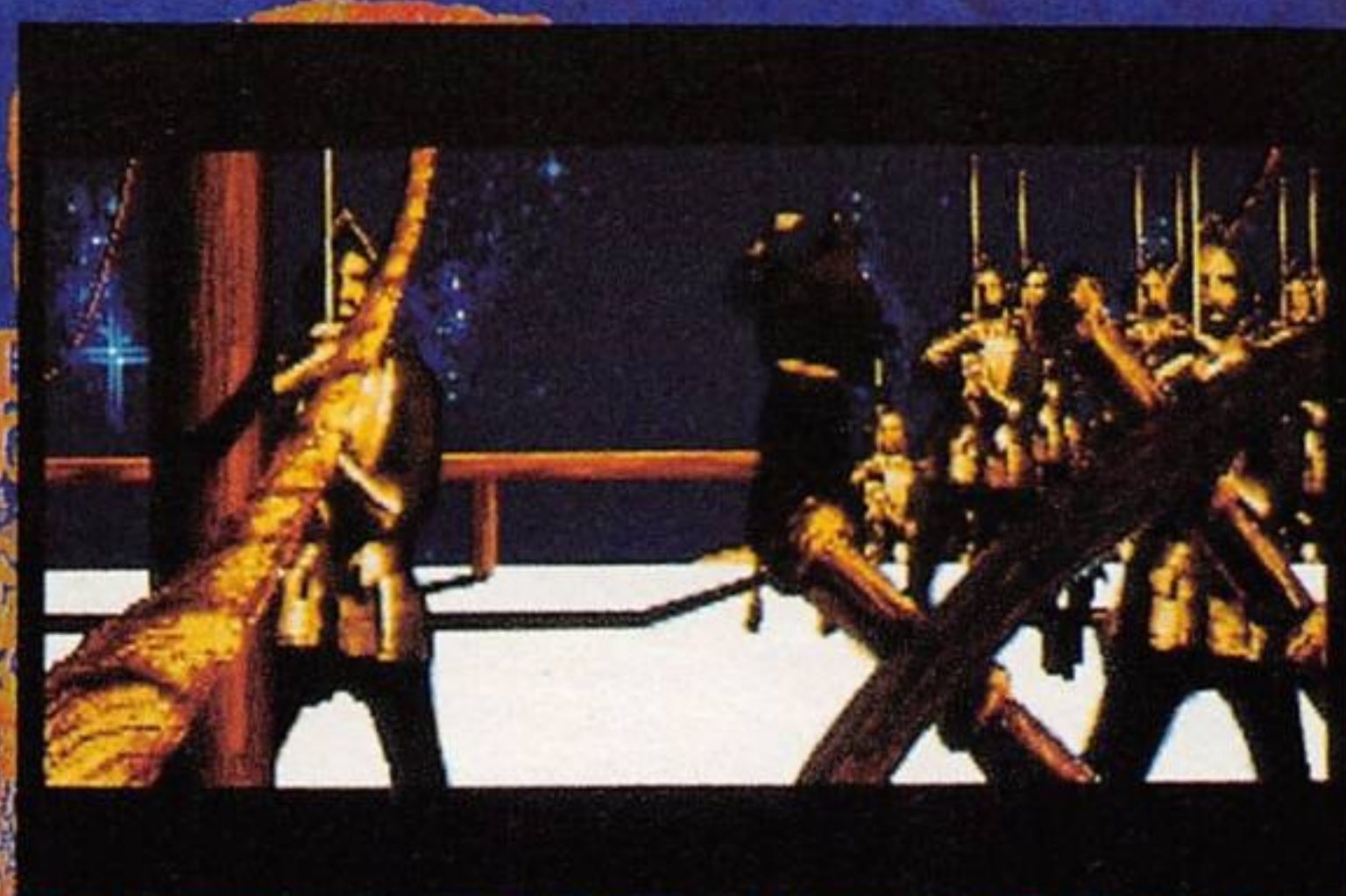
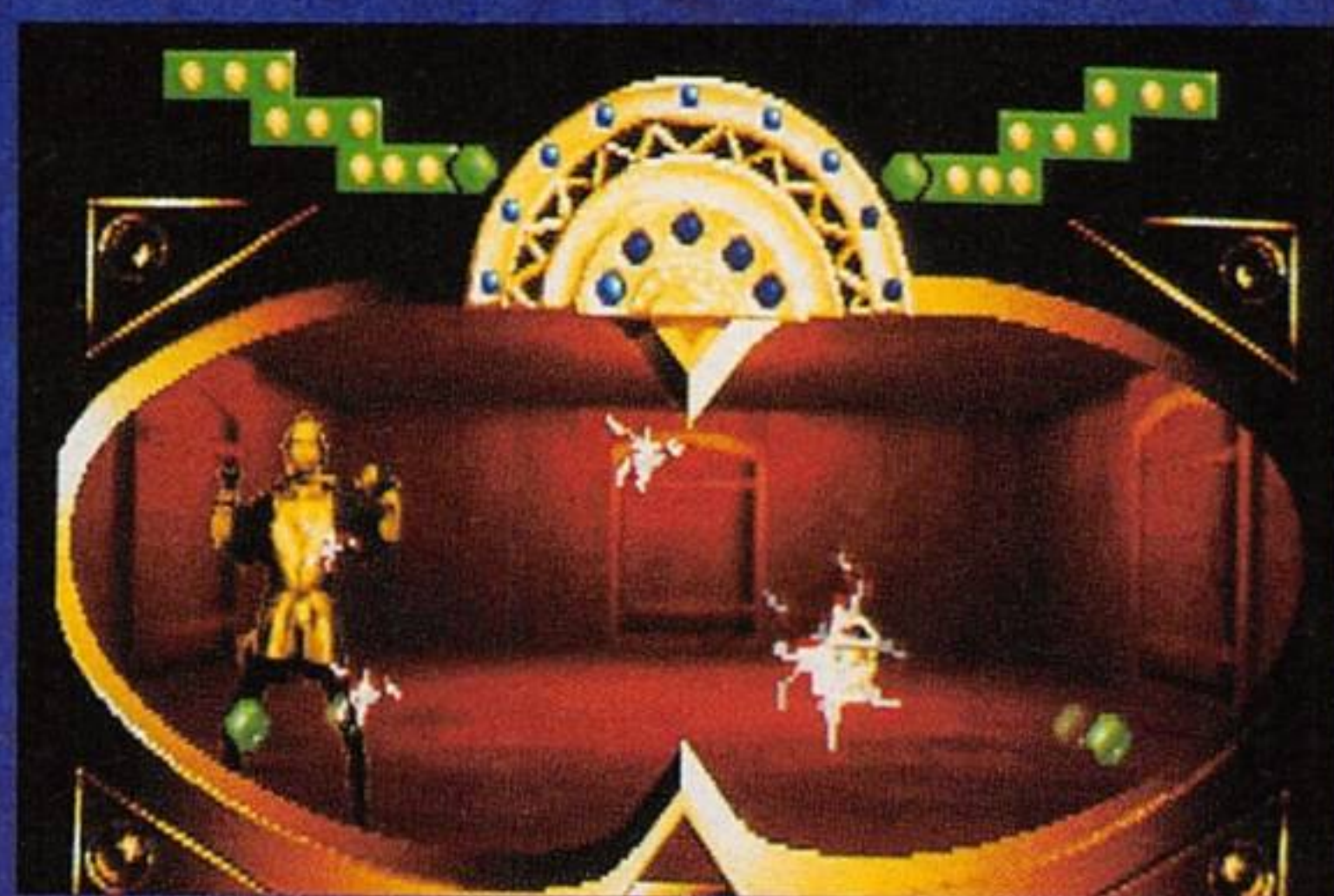
*Inca* is immediately compelling. It's atmosphere is all-encompassing and really drags you in. After a while things do get a little repetitive – once you've seen one dogfight in outer space, you've seen them all – though the puzzle sections are always interesting and very tricky. There's also the question of longevity. Once you've finished the game it's unlikely that you'll play it again too often. Once you've cracked a puzzle then next time round it takes a mere matter



of seconds to do it again. You can sustain nine hits before losing a life, and have five lives, plus pass codes after every significant part of the game, which may be a little too generous in the long run. The first crack that the Megazone crew had at it saw us get two-thirds through the game. A stunning game, but it may not quite be up there in the staying power stakes.

Adam Waring

GRAPHICS .....	95
MUSIC .....	90
SOUND .....	88
PLAYABILITY .....	91
LASTABILITY .....	77
DIFFICULTY .....	82
MENTAL .....	89
ATMOSPHERE .....	94
OVERALL .....	87





HAVE YOU EVER WANTED TO PLAY A GAME WHERE SUCCESS DOESN'T DEPEND ON HOW WELL YOU CAN NEGOTIATE THE OBSTACLES IN EACH LEVEL BUT HOW MANY YOU CAN ACTUALLY STUMBLE INTO? HAVE YOU EVER WANTED TO PLAY A GAME WHERE THE AIM IS TO GET ZAPPED, BASHED, CLOBBERED, ZINGED, PUMMELED, ELECTROCUTED, SQUASHED AND GENERALLY SUFFER AS MANY HORRIFIC DEATHS AS POSSIBLE? IF YOU HAVE THEN (SURPRISE, SURPRISE) SLEEPWALKER IS THE GAME FOR YOU.



**Y**ou play Ralph, a dog who possesses many magical canine powers. Well, it's more like one power that can take numerous forms. And that power is that you simply cannot die.

What! You can't die! Surely something's gone wrong here. If you can't kill yourself, it's going to make it a bit easy, isn't it? Hang on, it will all make sense if you'd just give me the chance to explain...

You see, your master, a young boy called Lee, is prone to sleepwalking. Usually he just gets up and walks around the room before returning to bed, but tonight is different. Tonight he walked right out of the house and is going to hit the town (and the sewer and the woods). It is quite obvious that you will have to rescue Lee, without waking him though, and this is where your magic powers come into their own. Your task is to guide him through six levels of increasingly dangerous hazards back to his bed. The levels consist of lots of platforms and various objects such as lifts, bridges, floating barrels and bouncy telephone lines. Animals and people also roam each level and none have any sympathy at all towards your plight.



a big kick up the arse (which amazingly won't wake him up) to help him reach the higher parts of each level. And you can open/close and turn on/off potentially lethal devices to protect Lee. But without a doubt the best and most entertaining method is to simply trigger off any trap you see and fall for any cunning artifice. The results are often hilarious. Witness Ralph being roasted black by a furnace blast or the whirl of fists and legs as he is clubbed with a baseball bat by a street thug. And meanwhile, Lee strolls by in blissful ignorance...

The idea behind the game is certainly original, although Lemmings must have been an influence. It all moves extremely smoothly. The animation is great and there's not a glitch in the often incredibly fast scrolling action. It really has to scroll quickly too, just to keep with Ralph as he flies across the screen.

The graphics are very good, with only the rather bland backgrounds letting the side down. The characters themselves are great and simply ooze personality. Ralph is especially vibrant and spunky as you throw him all over the screen to per-

It's also very easy to leave Lee in a safe place (e.g. stuck between two walls) and then get Ralph to wander off and clear a passage to the end of the level. Of course, you still have to push and kick Lee through it all but the danger has all but gone.

In the end though, the game's humour manages to overcome this fault and Sleepwalker does emerge as a game that is worth buying. However I would hesitate from recommending it to young children because, despite the obvious appeal Lee and Ralph have to kids, they are likely to find it too difficult.

David Wildgoose



# sleepwalker

The trouble with sleepwalking is that Lee cannot see where he is going yet will keep walking on regardless. So what you have to do is make sure that there are no obstacles in his path that would cause him to wake up, or worse, die.

Besides your death-defying ability, you can push objects around to block off danger. You can also push Lee to make him move faster as well as giving him

form some quite astonishing acrobatic manoeuvres.

Sleepwalker's problem stems from the fact that the levels are just far too big and the obstacles appear too inconsistently. By this I mean, that you can come up against none for a while and then it's a sudden frantic rush as you are confronted by several at the same time. Ralph is pretty wild to control at the best of times so things do get a bit messy in the really frenetic situations.

GRAPHICS .....	84
SOUND .....	83
PLAYABILITY .....	83
DIFFICULTY .....	85
LASTABILITY .....	80
ATMOSPHERE.....	86
MENTAL.....	86
OVERALL.....	84



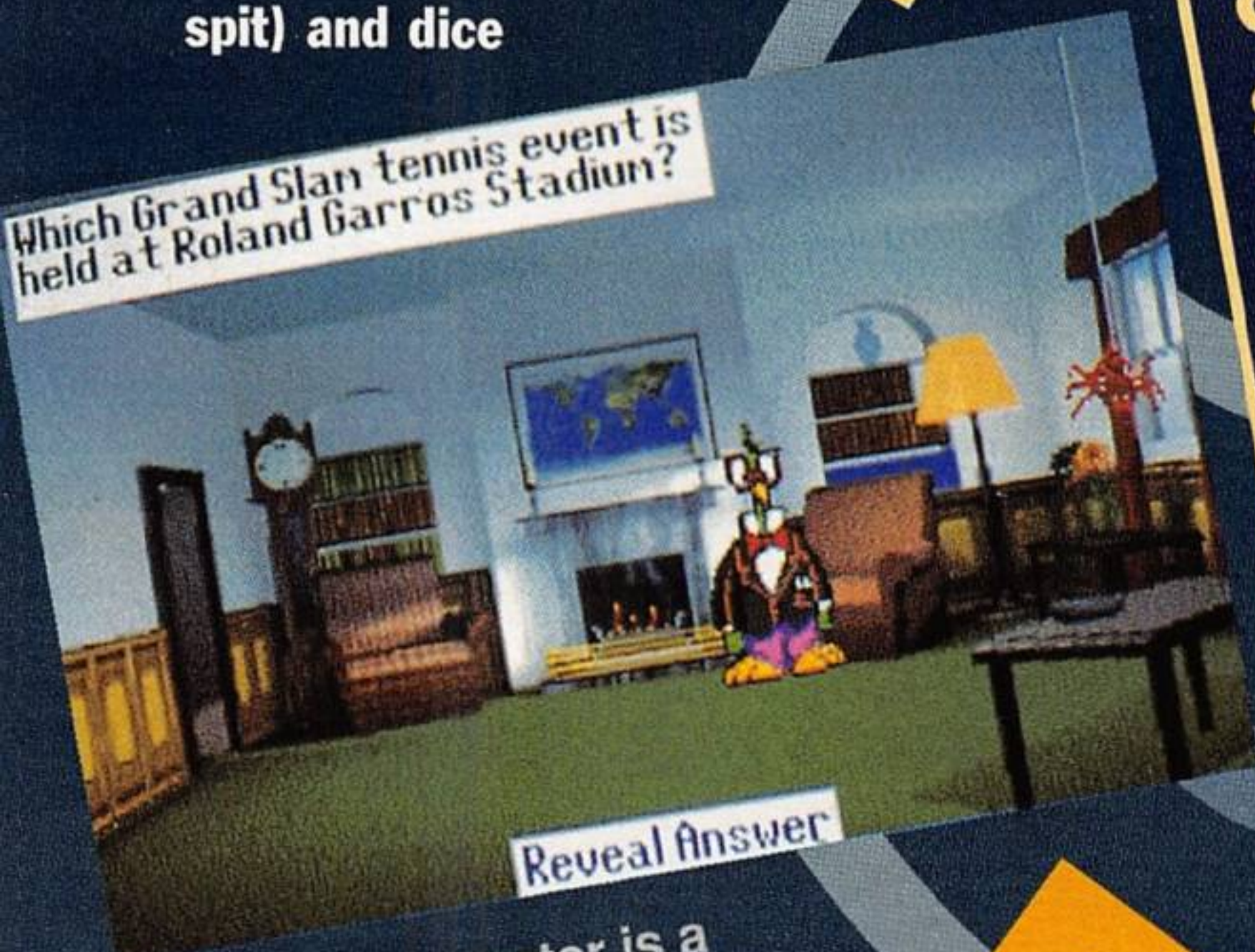
**Q: What natural resource are both saccharin and aspirin by-products of?**

**A: Coal!**

If you got that right then you may be ready to play **Deluxe Trivial Pursuit, the Genus Edition** from Domark.

Just like the board game, only with added features that only your PC could provide. No missing parts or wedges stuck in the game pieces with bits of old food consumed while riveted to the board. Animated 256 colour VGA graphics of your turkey host (I don't mean he's a jerk - well O.K, he is that, but he's also the animal kind. Don't be surprised if you start to see him on a spit) and dice

Which Grand Slam tennis event is held at Roland Garros Stadium?



Reveal answer

Your quiz-master is a real turkey

throws, graphs to record players' performance and music played splendidly through your sound card, which has to be the best feature.

Play by yourself or in a group with up to six players. All the original categories are there: Art and Literature, Sport and Leisure, Geography, History, Entertainment and Science and Nature. There are three main rooms your turkey goes to ask each question, the lounge room with fire place and cosy atmosphere is where you get the questions generally found in your board game box. The theatre room uses the aid of visuals projected onto the screen for a different angle on questions and best yet is the music room furnished with a grand piano that plays tunes for you to decipher. Your turkey host will try to boost your ego with such comments as "you should be on Master

mind" or boggle his eyes at you when you get a question wrong. If he gets on your nerves just click the right button on your move square and he will disappear. When playing the game by yourself, you may feel that you have had enough of the animation and so there are easy short-cuts to get you to the questions quicker, to get those wedgies into place. If playing in a group the animation acts as a good filler while you all discuss the last question,

Perhaps we will see an Australian add-on addition soon.

The statistics icon takes you to the player performance screen. Recording the fate of every question that has been asked. The correctly answered questions are in blue and the mistakes are in brown. There is also category performance in histogram form. The manual suggests you use this cunning information when the player with all his/her wedgies gets to the centre and you get to pick the player's worst category (well, you don't want them beating you, do you!).

Another unique feature for computer Trivial Pursuit is the timer. The time limit is represented by a spider climbing to the top of his thread to the web.

The length of the thread notes the time limit

GRAPHICS .....	82
SOUND .....	81
MUSIC .....	91
PLAYABILITY .....	99
DIFFICULTY .....	89
LASTABILITY .....	86
MENTAL.....	90
OVERALL .....	87



It looks (and plays) just like the board game

some of which are very challenging! There are 8 boxes to choose from (all new questions - nearly 3000 in total!!), but when playing by stopping and starting i.e. exiting the game, you may get some questions again so choose another box to play with. To avoid this it would have been best to have a save game feature to keep track of where you are in the box. Although with the questions being so challenging you will be able to play the game with your friends and know some of the tricky ones you have seen before - that will impress them! BEWARE of playing with British friends or relatives though, as the questions rather favour their culture and historical events!

you have selected: 10 (for extra challenge), 20, 50 or infinite for when you want to get everything right (there's enough time to run to the library). Unlike most games today the hardware required is not all that steep. DOS 3.0 and 640k are required, there is only one High Density disk, and even EGA is supported. The PC speaker is a bit tiresome, and with sound become more and more a prominent feature of the latest games, a sound-card is a wise investment.

The only game to rival the world's most popular board game, Trivial Pursuit is the computerised format of the same game. Trivial Pursuit is a game that will always be on and off your shelf for many years to come, being educational and fun for all ages.

LUCIA ROBSON



# THE INCREDIBLE

# MACHINE

**OK, HERE'S A QUESTION FOR YOU.** When is a puzzle game a puzzle game and when is it just a desperately sad excuse to jump on the Lemmings/Tetris bandwagon? Let's face it, most so-called puzzle games are not puzzle games at all. Most are nothing more than simple reaction testers which do not require much thought or strategic input from the player. This style of game probably accounts for almost 90% of the genre which we jokingly refer to as "puzzle games".

Lemmings is a true puzzle game and so is The Incredible Machine. True in the sense that only through forethought and careful planning, as well as a fair amount of experimentation, will each solution be coaxed out of its seemingly indiscernible hiding place. Yes, I know it sounds daft, but The Incredible Machine is a puzzle game with, wait for it... real puzzles! (Hear the thud as several thousand readers collapse in sheer disbelief). The plot behind TIM is very simple. Inventor and self-proclaimed genius Professor Q has decided to allow lesser beings than himself (like you) to attempt to become geniuses themselves. Actually you can't really achieve the status of genius because true genius can't be taught, only imitated. So how do you imitate genius? Well, according to Q you do it by building machines and so that's exactly what you're going to have to do.

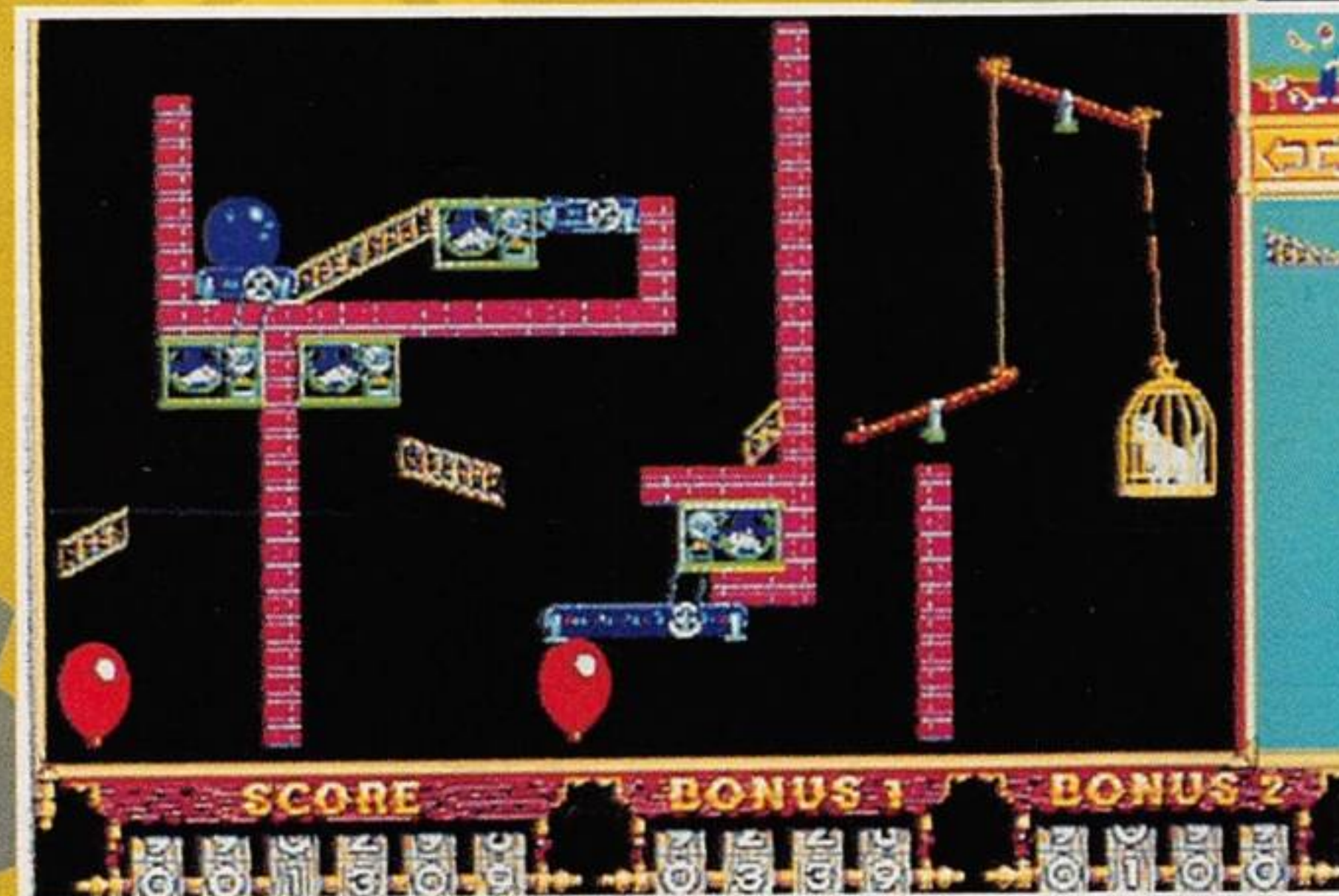
There are 87 levels in TIM. Each individual one is a separate puzzle in which you must construct, (using the tools, gadgets and devices sup-

plied by the good professor), a functioning machine that performs a certain task. The easiest way to explain things would be through a step-by-step guide to one of the levels, which by some astonishing coincidence, is exactly what you'll find in the next paragraph.

Level 23 presents you with the job of putting three baseballs into a container. The baseballs (along with

some tennis balls which are just there to get in the way) are scattered near the top right of the screen, while below them are two containers. The container on the far right edge of the screen is the one you're aiming for. On the left side of the screen are three see-saw contraptions. Sounds dead easy, doesn't it? I mean how hard can it be to put a few balls in a container? Pretty bloody hard is the answer.

(thus causing the low end to rise up), the string will pull on the trigger, the gun will fire and hopefully hit a baseball into the right container. This has to be done with each gun at the same time, and because the balls are falling as well, the positioning of the guns is vital. Now, if all that sounds complicated, don't worry 'cos it isn't really. It will only take maybe one or two attempts



Hmm, what have we here?

GRAPHICS .....	69
SOUND .....	65
PLAYABILITY .....	78
DIFFICULTY .....	80
LASTABILITY .....	85
ATMOSPHERE .....	75
MENTAL .....	89
OVERALL .....	79

to discover how each object works and most are fairly self-evident anyway. As for how the objects interact with each other, well, that will take much longer. Later levels include pulleys, rockets, mice, solar panels, engines, fans, windmills, balloons, goldfish bowls, magnifying glasses, trampolines, bridges, cats, scissors, conveyor belts and loads more. Variety is definitely one thing TIM is not short on.

Continuity is though. There isn't a common thread running through any of the puzzles, which is disappointing. It would be nice if each level featured the same character in a different section of the machine, and he could collect items from one screen to use on another, or something like that, just to tie everything together.

Besides that, all the parts appear to be in working condition. The graphics are neat and colourful and the difficulty curve is, despite a few hiccups, a smooth ascent. The editor feature is a welcome addition and will certainly prolong the life of the game. Using it you can construct any machine you wish as well as being able to adjust the force of gravity and the air pressure (gosh!).

So, to sum it up, while it's not exactly a brilliant game, The Incredible Machine is worth a splash, but I'd take a look at Lemmings 2 first if I were you. If you're a dedicated puzzle fanatic, then you've got no choice - get both!

David Wildgoose

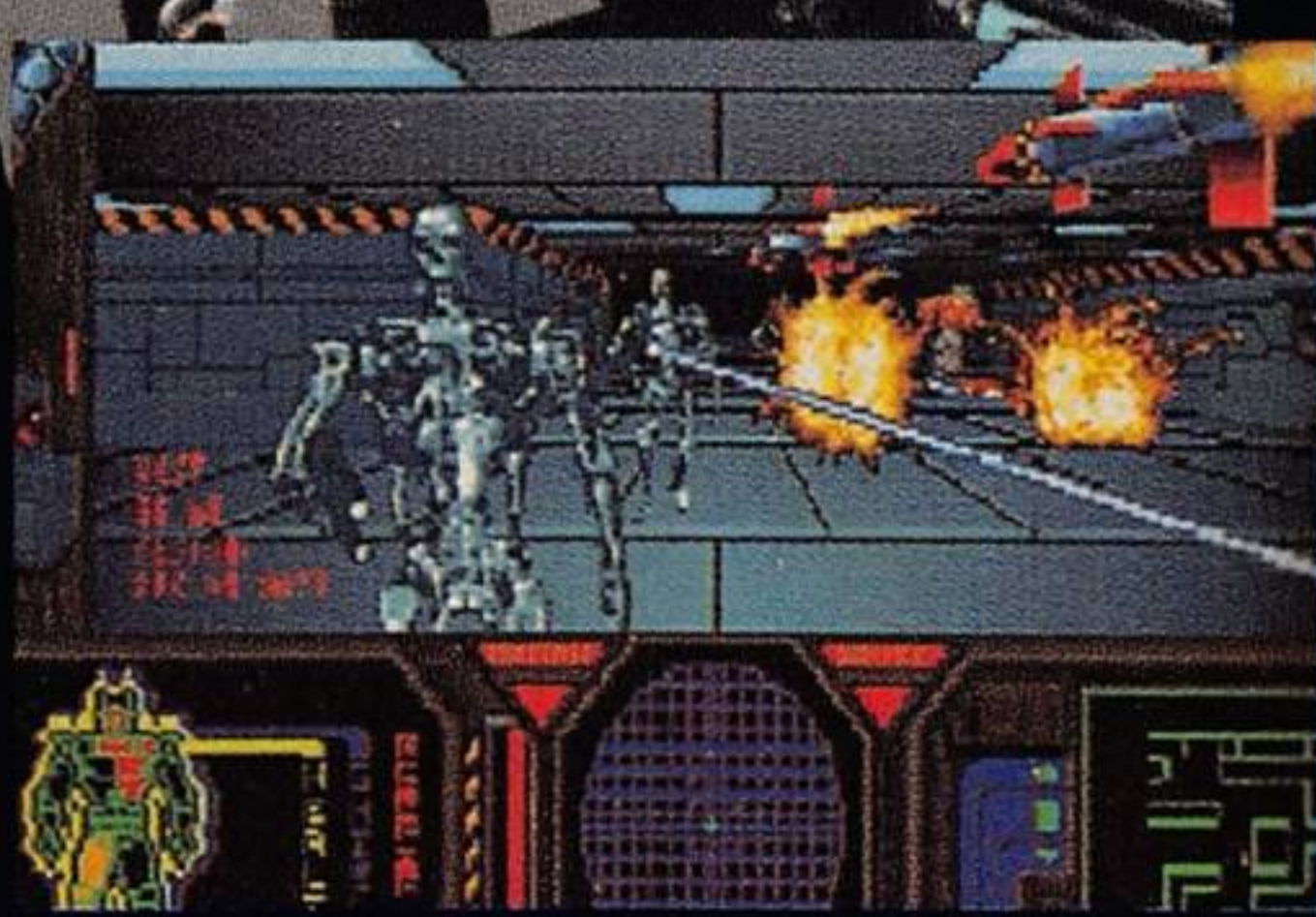
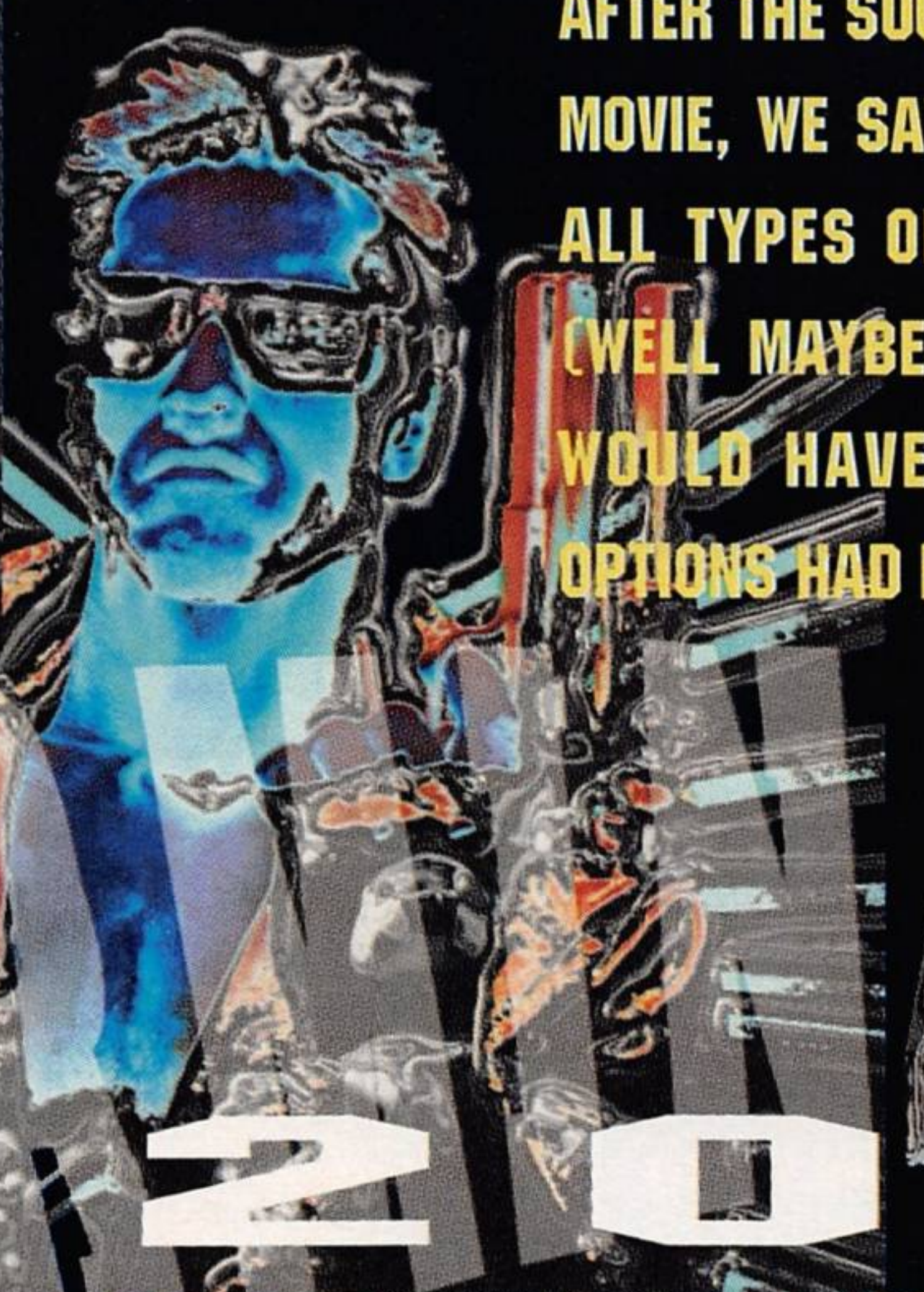
Problem no. 1: All the balls immediately fall down into the wrong container (the left one) as soon as you start the machine. Problem No. 2: You can't do anything to stop them. Oh, heck!

Wait, what's that? Is it a bird? Is it a plane? Is it a boring old Superman joke? No, it's... oh, Professor Q. He's giving you three guns, some string, a few bowling balls - oh, I see, these are what you have to use to construct your machine. First, you place one gun around the middle of the screen and attach some string from its trigger to the low end of one of the see-saws. Then you drop a bowling ball onto the high end of the see-saw



The puzzles are extremely...um, puzzling





**AFTER THE SUCCESS OF THE SECOND TERMINATOR MOVIE, WE SAW A RASH OF GAMES APPEAR FOR ALL TYPES OF SYSTEMS. AFTER A THOUSAND (WELL MAYBE 2 OR 3) DIFFERENT VERSIONS, I WOULD HAVE THOUGHT THAT ALL POSSIBLE OPTIONS HAD BEEN EXPLORED... I WAS WRONG.**

# TERMINATOR 2029

The first thing you notice about Terminator 2029 is its size. It requires 14 Mb of hard disk space, 585 Kb of free RAM and 1Mb of expanded memory to run. This game is huge, and I mean HUGE! The second thing you notice is that it takes 45 minutes to install on a hard disk. Whew! If you're still up to it after all that, you might even feel like playing the game.

I'm sure everyone has heard of, seen, read about or bought one of the Terminator movies and so the background to this game will be common knowledge. This particular game is set in the year 2029 (obviously), where Colonel John Connor is leading the resistance against Skynet's mean machines. You play the role of...no, not Arnie, but a member of John Connor's resistance forces.

Now Colonel Johnny's future freedom fighters (something like the Young Talent Team perhaps) came across an Advanced Cybernetic Exoskeleton (ACE) lying around in someone's backyard, so they nicked it. It seems as if the ACE was a prototype of the modern terminators (the ones that look like skeletons wrapped in Alfoil), and was able to be worn by humans. Naturally, being such a skilled, strong and intelligent person (??), you have been chosen to wear this space age suit of armour into battle against the vile Skynet.

On loading the game you are faced with a short animated sequence that sets the scene nicely for the rest of the game. From there you travel to your quarters where your main options in the game can be assessed. From here you can create characters, check

your vital statistics, undertake a mission or simply take part in a training exercise to get the 'feel' of the suit.

There are 10 missions which must be completed in order, and your ultimate objective will not be revealed until you reach the final mission. Before each mission you are told your objectives and a few hints on how best to carry these out. You're then allowed to select your offensive and defensive weapons (sort of like a football game) from the list on the screen. As you complete more missions and rise in rank, the number of weapons available increases.

After the briefing, you're turfed out onto the ruined streets of LA to begin your first vital mission.

The screen is split into three areas with the top allowing access to your weapon systems, the centre representing your view of post-holocaust LA, and the lower third showing your vital statistics.

The graphics are nicely detailed and the animation of the enemy ships is very realistic, but don't expect any smooth scrolling here. You can face in four directions only, and so the game appears jerky as you flick immediately from one direction to another.

This also caused problems when tracking enemy machines, because when they get near the edge of

your vision, turning to face them will not always bring them into view. (Not that they would want to get in front of your photon grenades and plasma cannons!) The controls themselves are easy to use and most people should be able to master them within a few minutes of starting.

Background scenery is nicely drawn and the use of various dark and foreboding colours adds to the atmosphere of the game. The animated sequences are also well executed (maybe that's where the memory went!), in particular the short sequence which shows your head being removed by enemy fire when you are terminated!

Sound is as can be expected through the PC's built-in speaker, but the addition of a soundcard (Soundblaster or Roland) certainly adds some punch to the game atmosphere. However, it is still nice to be able to turn the sound off and carry out some annihilation in peace.

Terminator 2029 is probably best suited to arcade adventure fans who are perhaps seeking a bit more depth and strategy to their games. The game is a lot easier to get into than others of its type and there are loads of locations to explore (over 20,000), which should be enough to keep even experienced gamers happy for a while.

Dean Stibbe

Graphics .....	85
Sound .....	80
Atmosphere .....	90
Playability .....	85
Difficulty .....	85
Lastability .....	80
Overall .....	84



# ROGER WILCO, THE UNIVERSE'S FAVOURITE JANITOR IS BACK, AND HE'S LEAN, MEAN AND OUT TO CLEAN!

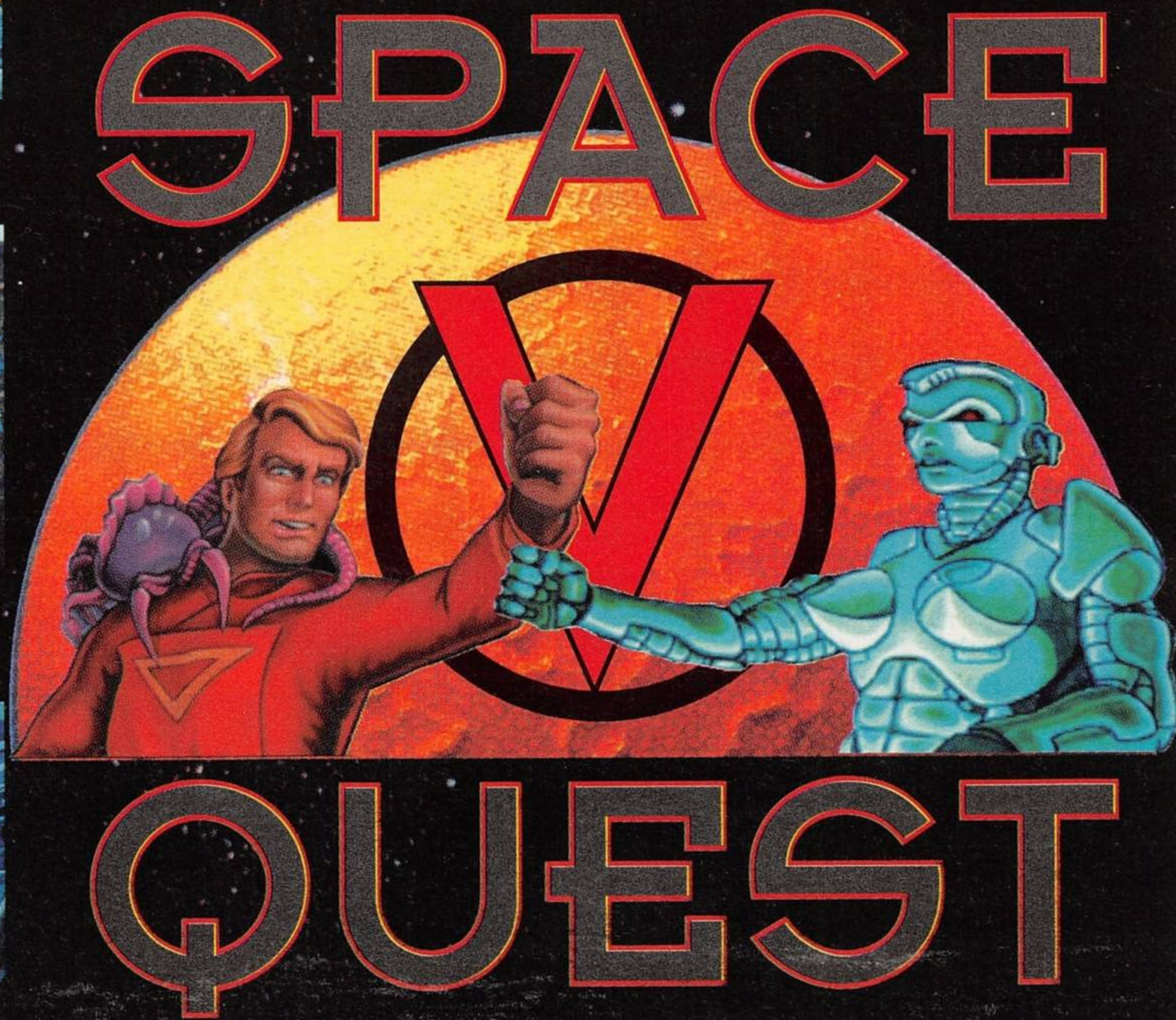
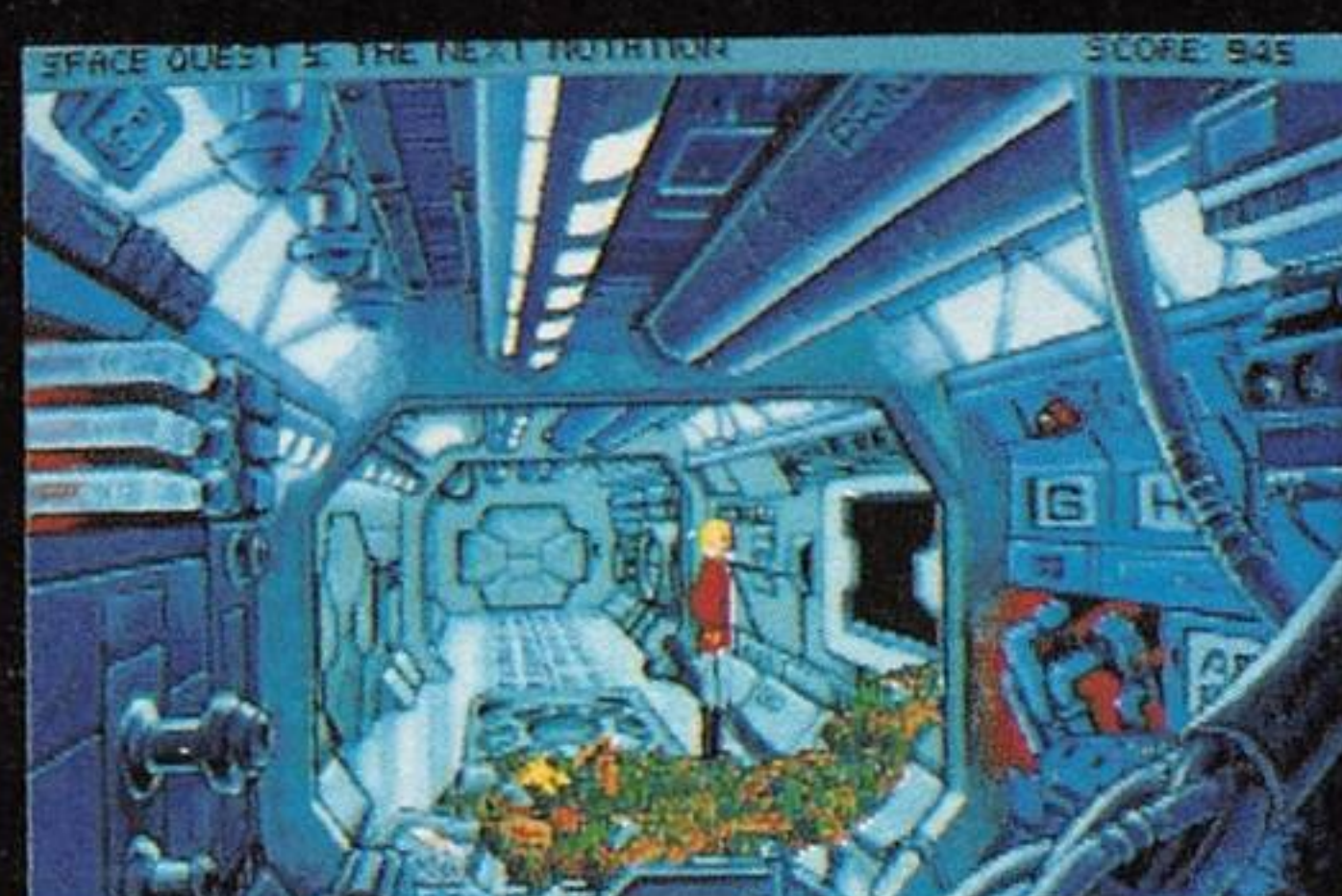
The "Two Guys From Andromeda", the team behind the Space Quest series, appear to have parted company for the moment. Scott Murphy, the co-author of the previous four instalments, seems to have handed the reins over to his former partner Mark Crowe. So the big question is, does Space Quest V - The Next Mutation suffer as a result? Well, from this reviewer's point of view, maybe just a little bit, but it's nothing to get too upset about. In Space Quest V we find the interstellar broom jockey, aka Roger Wilco, bumbling around at the StarCon Space Academy, where he meets his future wife (the woman from the holodisk in SQ4), who has the charming name of Ambassador Wankmeister. Any chance Roger has of impressing the love of his life is quickly thwarted by his nemesis, Captain Quirk, who wears a somewhat dubious looking wig. Through the unfortunate intervention of what looks like a space hamster (unfortunate for the space hamster that is), the StarCon computer passes Roger in an aptitude test which gives him command of a Starship (well actually it's more of a galactic vacuum cleaner really). Roger must take control of his crew of misfits which include two aliens called Droole and Flo and a cigar chomping engineer who bears an uncanny resemblance to Richard Nixon. Roger's greatest task is to stop the Sludge Bandits from

cruising around the galaxy in a stolen spaceship and dumping toxic waste called primordial soup. This chemical concoction causes life forms to mutate into pukazoids, who are revolting lumpy creatures with a bad attitude and a severe phlegm problem. Along the way our hero has to defeat a killer androidess who wants to terminate him for not paying for a parcel he posted in Space Quest 2, deal with an incontinent baby face hugger called Spike, dodge the deadly loogies of an insane pukazoid and save the woman he loves. As you may be able to tell, Space Quest V parodies Star Trek, Aliens, 2001 and just about everything else you can think of, and it does it very well. You'll be laughing out loud at some points, I'm sure. But how does it compare with its predecessors? Well, I think it shapes up pretty well. As with most Sierra games, the graphics of SQ5 are excellent. It uses the now familiar point-and-click interface, so the gameplay is very simple. The only real problem with SQ5 is that it may be too easy for experienced gamers and the ending is a bit of a let-down. At nearly \$90 you want something that you can really get your teeth into with an ending that makes all those late nights worthwhile. In this area Space Quest V may prove deficient for those who have played the likes of Monkey Island 2 and Darkseed. Hell, maybe it's me, maybe I'm starting to think like the people who design the puzzles in these games, which is a bit of a worry. Don't get me wrong, the puzzles in SQ5 aren't that easy but they can be solved with a bit of solid hair pulling. This brings me to an interesting point - are the puzzles in an adventure game necessarily good when you have to try everything from a fish to a piece of

mouldy cheese to open a door? From this point of view the puzzles in SQ5 are good because they are solvable without having to desert logical thought processes in favour of insane guesswork. The music is great and there are some really humorous digitised sounds. In summary, Space Quest V is very funny, pretty to look at and moderately challenging. I don't think that it could be classed as either a classic or groundbreaking, but it's definitely worth a look by first-time adventure gamers as well as fans of the Space Quest series and people who want a few not-so-cheap laughs. Oh and unlike some other Sierra games you won't have to wipe a lot of stuff off your hard disk to fit it on; it only takes up about 8 and a half megabytes of space.

Julian Schoffel

<b>GRAPHICS</b> .....	<b>89</b>
<b>SOUND</b> .....	<b>85</b>
<b>MUSIC</b> .....	<b>85</b>
<b>PLAYABILITY</b> .....	<b>90</b>
<b>DIFFICULTY</b> .....	<b>76</b>
<b>LASTABILITY</b> .....	<b>74</b>
<b>ATMOSPHERE</b> .....	<b>82</b>
<b>MENTAL</b> .....	<b>85</b>
<b>OVERALL</b> .....	<b>84</b>





# LOST SECRET OF THE RAINFOREST ECO QUEST

Let's get straight to the point. *Lost Secret of the Rainforest* is, without a shadow of a doubt, *Eco Quest 2*. Yet for some baffling reason, Sierra, the sequel kings, have decided not to promote it as such. The only mention of *Eco Quest* comes in tiny print in the last paragraph of the blurb on the back of the box, and that is only a reference to *Eco Quest 1*. But, as they say, 'tis not for me to reason why....

As in *Eco Quest 1*, you play Adam Greene (nice name) and you are still producing your own environmental newsletter, inspiringly titled *EcoNews*. And again, as in *Eco Quest 1*, your Dad is still hugging trees. No, actually he works for the Ecology Emergency Network. And his name is Noah. (Oi! No sniggering up the back there, please!)

The Ecology Emergency Network has heard rumours that a large part of the Amazon rainforest is going to be cleared for development. According to the EEN's contact in Peru, a small tribe of people called the Grove People still inhabit this region, so Noah has been sent there to investigate the matter.

You arrive at the Peruvian port of Iquitos to rendezvous with your contact only to find that something has gone wrong with the expedition's supplies. After sniffing around the port for while your father tells you to wait while he goes into town to arrange things. You fall asleep in a small boat and when you eventually wake up you find yourself in the middle of a rainforest in the company of a pair of otters.

The otters introduce themselves as Morpheus and Orpheus and they want you to help them. They explain that the rainforest and the creatures that live inside it are in great danger because of the way people are destroying the area. They also say

that you have been specially selected by the Forest Heart (a godlike being who oversees the running of the rainforest and is revered by all it's inhabitants) to stop the destruction, right the wrongs, triumph over evil, kill the baddies (and get the girl) - that type of thing.

To complete your (eco)quest you must venture to the heart of the rainforest and discover the secrets of the Forest Heart. Not to mention picking up all scraps of rubbish that litter the path on your journey.

The game engine is the same one that Sierra has been knocking around for a while now, so everything should be pretty familiar to regular Quest-goers. The only real difference is a device called an Ecoder. You use the Ecoder to examine many of the objects, animals, plants and incidents that you come across in the game and it will give you a small description of them. It will also tell you whether they pose any threat to the environment as well as quiz you on the various things that you have discovered.

OK, now the moment you've waited five hundred (count 'em!) words for... what do I think of the game? Well, it's alright actual-

ly. Nothing brilliant, nothing awful, but alright.

It is obviously one for the kiddies, and thus the plot, the characters, the puzzles and the humour have all been devised to cater specifically for the younger player (aged about 10 and up).

If you like your adventures serious, intelligent and really difficult then *Rainforest* is the last game you'll want to play. I can't imagine terribly many adults clutching at their bellies or slapping their thighs in mirth at the seemingly endless supply of dreadful puns and one-liners that feature



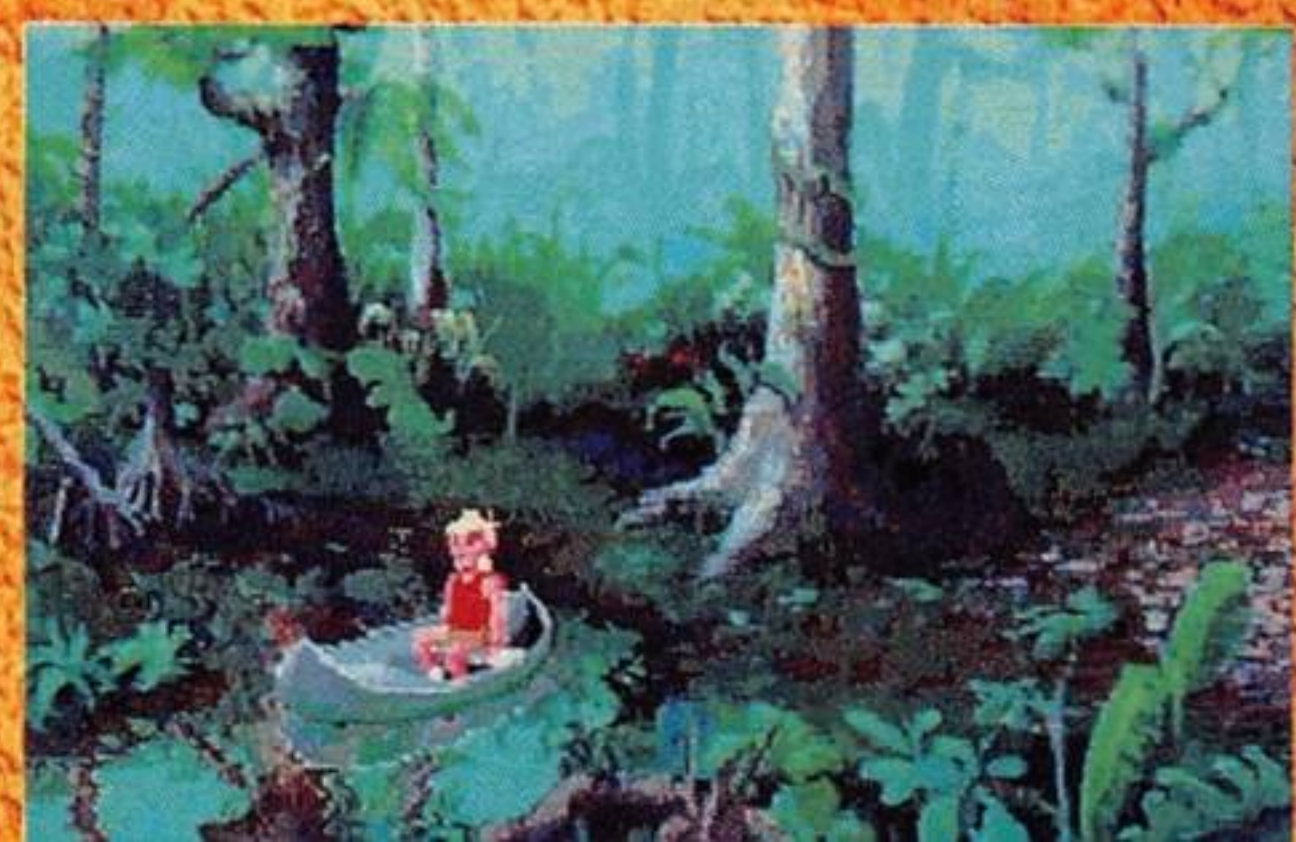
prominently throughout. The overly cute characters, like Morpheus and Orpheus, and the tweeness of most of the interaction will be too much for most, but I daresay a ten year-old will lap it all up eagerly. And that's really what it's all about, I guess.

One problem I do have with these games though, is the lack of challenging puzzles and problems. While playing the game you never feel in control of your characters destiny. It all plays more like an animated storybook where all you have to do is keep nudging the main character through it. Or to draw a simpler analogy, playing a *Rainforest* is like tracing over a straight line that someone else has already drawn.

David Wildgoose



GRAPHICS.....	84
SOUND.....	82
PLAYABILITY.....	82
LASTABILITY.....	79
DIFFICULTY.....	65
ATMOSPHERE.....	78
MENTAL.....	81
OVERALL.....	79





THE EMPEROR FREDERICK IV, DESPERATE FOR MONEY, HAS OFFERED A UNIQUE CHALLENGE TO THE THREE GREAT HOUSES OF ATREDIES, HARKONNEN AND ORDOS. THE GOVERNORSHIP OF THE SPICE RICH PLANET ARRAKIS WILL BE GIVEN TO THE HOUSE THAN CAN HARVEST THE MOST SPICE.

**D**une II the game, places you in charge of any one of the three houses; the noble Atredies, the evil Harkonnen or the mysterious Ordos. Your challenge is to harvest as much spice as possible and thus gain control of the universe's richest planet. This will require you to expand your borders beyond those allocated to your house, making Dune II a game of military and economic strategy. A balance must be struck with the need to produce spice and increasing and exercising your military strength.

The game is broken into scenarios, each with a simple objective. As you progress through the game, the scenarios increase in difficulty and complexity. At the same time the game gives you more options in the form of different military units.

The game is presented as a low-res 256 colour scrolling map. It shows only areas that have been explored by your units. Other areas of the map are dark (like Civilization), and each scenario starts with a construction yard and some credits. The construction yard is used to build structures that are placed on the rocky ground surrounding your yard. The sandy areas cannot be built on because of the ever present danger of Worm strike.

The structures that can be built include wind traps to generate power, silos to store spice and factories to produce military units. It is a good idea to get onto the production of a spice refinery early, as this will be the source of your income throughout the game. Somewhere on the map will be your enemies base and units. It is necessary to find them early so that you can plan your initial defences as you build up strength, mining spice and producing military units. Units such as troopers, tanks and carry-alls can be built to prepare for your assault on the enemies base.

Control of the game is completely through the mouse. Units are clicked on to make them "current". Then

appropriate orders can be selected from a menu. Simple and straightforward except when directing a large battle force. In this case group orders cannot be given. (The manual describes being able to form teams of units but it does not seem to work). Nor can units be given multiple way points.

Whilst in gripe mode, another low point is the ability to run over trooper units with tanks. This sort of makes the heavily armoured and much feared Sardaukar rather useless in combat.

In the tradition of Dune I the game has stunning background music. As the action heats up so does the tempo. Even on a PC speaker it's not too bad.

What really makes Dune II stand out from the crowd is it's graphics. The map representation is simple but effective, the units are small but quite appealing, almost cute. When units engage they fire weapons creating small explosions. As units are increasingly damaged they start to burn and smoke before finally exploding leaving a crater behind.

Dune II is a good solid game. It's not exactly stunning but offers many hours of thought provoking gameplay. The strategy is not overwhelming suiting beginner wargamers as well as those more seasoned players looking for an alternative to those serious SSI simulations.

Although the game is lacking the mysticism and atmosphere that made Dune I such a treat for fans, Dune II still offers a great deal of enjoyment to fantasy/sci-fi addicts and strategy enthusiasts alike.

Thom Hastings



**SPICE** - (also known as *Melange*) - is a substance harvested from the shifting sands of the desert planet Arrakis. It is essential to the intergalactic society. It allows Guild Navigators to fold the fabric of space, making interstellar travel possible. For others it is a powerful drug, enhancing and extending life. It's sheer value has made it a basis for exchange and barter throughout the universe.

**WORM STRIKE** - Sand worms travel beneath the surface of Arrakis Their giant size and voracious appetite prevent the use of permanent structures on the sands of the planet

<b>GRAPHICS</b>	.....	<b>87</b>
<b>SOUND</b>	.....	<b>85</b>
<b>MUSIC</b>	.....	<b>92</b>
<b>PLAYABILITY</b>	.....	<b>86</b>
<b>LASTABILITY</b>	.....	<b>82</b>
<b>DIFFICULTY</b>	.....	<b>84</b>
<b>MENTAL</b>	.....	<b>83</b>
<b>OVERALL</b>	.....	<b>86</b>

# dune 2





# YOU HAVE ENTERED THE:

Thanks for turning

# ADVENTURE ZONE

to the coolest part of **MEGAZONE**

**A**dventure Zone is the hangout place for all of those who aren't joystick wielders - it's for those of you who enjoy games from software stablehouses such as Sierra, LucasArts, New World Computing and Origin.

Anyway, if you're stuck in an adventure, or want to say something interesting (or even uninteresting), then follow the steps below!

**1. Write to the following address:**

MARIO MOELLER  
ADVENTURE ZONE  
38 GREENVALE DRIVE  
GREENVALE VIC 3059

**2. Include a MEDIUM size (i.e., not SMALL, or totally enormous) self-addressed, stamped envelope if you expect a personal reply of any sort. You're getting a free service here, so help me out.**

**3. If you want a whole solution then you're going to have to include some extra stamps to cover my time and photocopying costs. I don't have a photocopier so I have to do that at Uni, and believe it or not, it isn't free. Don't be greedy; so one solution per letter, OK?**

Modem users can reach Mario at the Adventure Zone bulletin board:

ALLIANCE BBS - (03) 462 1707  
(9600/2400/1200)

e-mailers can mail Mario at Uni:

moeller@mullauna.cs.mu.oz.au  
moeller@mundil.cs.mu.oz.au

## News

Over the last eighteen months there have been a number of improvements in the quality of IBM compatible PC games - 256 colour graphics, better sound, totally mouse-driven gameplay etc. All of these are the result of rapidly advancing technology, but how will PC entertainment develop over the next year?

For starters you won't see too many new games catering for the 286. People who don't have the money to upgrade won't have the money for games. The 386/486 machines with about 4Mb of RAM will become the industry standard. Graphically, 256 colours will be the norm, if it isn't already, and sound card support will also become a standard feature. Price-wise the amount of time and work put into developing a new game means that they are not going to get any cheaper.

CD-ROM games probably won't really take off until the middle of next year, although there are a few to look out for now. One in particular is Trilobyte and Virgin's CD spectacular '7th Guest'. Relatively speaking it costs the software companies less to produce one CD than ten high density floppy disks so CD games look like becoming the best value for money. One CD can hold hundreds of Mb of data, which solves the problem of using up all your hard disk space.

Over the next year we may see different marketing techniques, with PC games being sold in bookshops etc., and away from the console games.

What new games can we expect to hit our shores in the next 12 months? Well, Sierra will release Leisure Suit Larry 6, Police Quest 4 and a new CD-only adult horror game called Scary Tales. SSI are

developing a new role-playing system to replace the Eye of the Beholder and Pools of Radiance systems (about time). They are also going to produce some new Flight simulators and Graphic-based adventure-games. Revolution Software will release their next Virtual Theatre game entitled "Beyond the Abyss". Origin will release "Ultima 8" and a new science fiction game called "Bounty Hunter".

Watch out for Darkside of Xeen, the fifth instalment in the Might and Magic series. This one can be combined with Clouds of Xeen to provide one huge world, with travel between the games as if they were one. Also there's Elvira III, coming soon from Accolade, and Return to Zork, from the new Infocom, should be out any month.

Overall the future of PC adventure games looks positively rosy! It's just a pity that the Amiga seems to be losing out on everything at the moment.

## Monkey Island Death solved!

An official letter from LucasArts arrived explaining why there was only one way to die in Monkey Island (the manual said there were several). Sue Seserman, from LucasArts, wrote:

"Regarding 'dying' in Monkey Island — guess what — staying underwater IS THE ONLY WAY YOU CAN DIE!!! We prefer to let you enjoy the game without the fear of death."

So there you have it, solved! (Anyone found ways to die in Monkey Island 2 yet?) Sue also pointed out to me that the correct name of their company was LucasArts, Not Lucasfilm. Oops!



# Reviews

## SUPER COMPETITION!

The winner of the Feb/Mar competition was Sean Elliot, who wins a great piece of software for his PC. Every issue I'll be giving away a fabulous piece of PC software, through simple competitions. I didn't have many entries last time, so people who have a go will have a pretty good chance of winning something!

### Previous Answers:

1. The real solution to picking up the platinum bar was to open up the dam gates, wait for the water to go through, and then close them, allowing you to quickly pick up the bar.
2. To die in Monkey Island, stay under the water for ten minutes.
3. Maniac Mansion featured the license plate "THX-1138".
4. The maximum new words from Henry Noogs discovered were 102.

### This month's questions

(first letter to score highest wins):

1. How many gold keys were needed to open the chest in Elvira?
2. Which software company released The Neverending Story?
3. What was the Wizard's name in Pawn?
4. In Ultima the land has always been called Britannia. What was the land called in Ultima III?

## MARIO'S TOP 5

1. **Waxworks (Accolade)**. trust me; this one is GOOD.
2. **Indiana Jones and the Fate of Atlantis**. Still one of the favourites among adventurers.
3. **Space Quest V (PC)**. Just out, something for all those Space Quest lovers, I bet.
4. **Ultima: Underworld 2 (PC)**. Role Players! Some more 3-D dungeoneering for you!
5. **Ishar**. another good role playing game, especially for the Amiga owners out there.



Trip the light fantastic with New Worlds Computing's latest game. They are best known for their Might and Magic role playing series, and what we have here is a pleasant change from a land-based RPG to a space strategy war. Spaceward Ho! is a space strategy game for the conquest of the galaxy; players start out as a new spacefaring race with an introductory level of technology and income with which to build ships, explore and colonise planets, and eventually encounter the enemy.

And encounter the enemy you will; as you'll be playing in a large galaxy with oodles of planets to choose from, and a few computer opponents will join in. This is the nearest thing to Defender of the Crown in space - and hey, that was a fun game. Several players can join in, and for those of you that have heaps of PCs at home (all two of you), the game can be networked.

The version I had was running under Windows, but there's also a non-GUI version available. The game would remind you of simulation games such as Sim Earth and Balance of Power, which had lots of options and things to click on, and lots of scrolly menus. The more options and menus there are, the more complex the games can be, but fortunately Spaceward Ho! has a friendly enough written manual, and is not really that complex anyway. It would be great if one could datalink this game over modem, but there are ways several players can play this (by use of passing a save disk around to players, who each go off and take individual turns). Thinking about it, Spaceward Ho! is the closest you'd get to a play-by-mail game on computer.

Yes, if you want something different, something you and your

friend would like to team up against each other in, then this is the one you've been waiting for. No flashy graphics, definitely no flashy sounds, but a unique atmosphere that outlasts either of these.

MARIO MOELLER

Graphics	68
Sound	55
Playability	85
Lastability	78
Mental	65
Difficulty	60
Overall	76

## Ishar

### Amiga Update

Wow, finally a nice role playing game for the Amiga again! It's been a while, hasn't it? The last role playing game us Amiga lovers had was probably Fate: Gates of Dawn, and even that seems like a long time ago.

Well, this one's exactly the same as the PC version reviewed several issues back; but how does it play? Quite well. The playing field immediately reminds you of Drakkhen, but not as smooth. It's just as bloody big though, so as usual you're off trying to draw the map you wish you would have been given. (Remember Bard's Tale II... Now that was a mapping headache!)

Playing is brisk, and you'll be off with a team of five adventurers in search of treasure and things to slash and dice in this 'Tolkien' era-style RPG. In line with the trend these days, Ishar doesn't represent any new ideas or improvement to the RPG genre, but it does play well, and it will while away the hours.

Yeah, go on buy it!

MARIO MOELLER

Graphics	75
Sound	78
Playability	87
Mental	82
Lastability	94
Difficulty	80
Overall	86



# ADVENTURE ZONE

**H**ere's the biggest thing in role-playing games for quite a while - the legacy from MICROPROSE. It features absolutely stunning graphics and an easy-to-use mouse-driven interface with a very handy auto-mapping feature. It also takes up about 25 MB of disk space, but believe me the realism of the graphics makes it all worthwhile.



The game is set in a huge, and I mean huge, mansion. "Winthrop House" was built in New England near Longport in 1639 by Governor Elias Winthrop. Although he presided over many witch trials he was eventually burnt at the stake as a Warlock in 1662. At his trial the villagers claimed that Winthrop House was haunted and that Elias "had in thrall diverse divills and daemons". After his death Elias' only son, Hildebrand, used the house for debauched revelries until 1699 when he died mysteriously in a fire. Hildebrand Winthrop was the last person to be there and the house's sinister reputation has continued to this day.

It has just been discovered that you are the last surviving heir to Winthrop House. At the start of the game you have the choice of a variety of characters, both male and female, all of whom have their strong points and weaknesses. For example there is Mr Charles Weiss, a stage magician and student of the occult. He would obviously be skilled in the spells department (one of the spells available is called Flames of Destruction. The description of this spell begins - "The flames fryeth the hairs from the nostrils...") or you may choose Major Robert Kowalski, now retired, who holds numerous medals and is proficient with firearms and in hand-to-hand combat. All of the characters have a history and personality which gives them a certain depth that seems to be missing in a lot of other RPGs.

The game begins as your character turns up at the house to look around, but you soon discover that you are trapped, so you are forced to explore the mansion in order to find a way out. Through reading notes and letters etc. it soon becomes obvious that something very evil and possibly catastrophic is about to happen. Every 50 years strange lights have been reported appearing over the mansion along with the mysterious disappearances of townsfolk. The last time this happened was 1943 and it is now 1993 - get the picture?

The house itself is full of horrific artefacts along with numerous beasties and grisly corpses. When you encounter a monster the hair on your character's head stands up in fright and sometimes you just turn and run. This changes as you accumulate more experience and are thus more capable of dealing with whatever



fast situation you find yourself in.

Throughout the house you find a huge assortment of goodies - letters, pistols, shotguns, katanas, keys, bottles, books on the occult, food and just about everything else you can think of. Whether these items prove useful depends entirely on the makeup of your character. There are also heaps of mind-bending puzzles which occasionally rely on outside help. This help turns up in the form of the other people and entities which are trapped or reside in the house. But beware, not all of these NPCs can be trusted!

The game is in first-person perspective and, as I have already said, the graphics are magnificent! They generate an incredible amount of atmosphere which has you feeling wonderfully uneasy from the moment you enter the house. I couldn't get any sound on my preview version of the game, but if it's anywhere near as good as the graphics then "The Legacy" will undoubtedly be one of the best atmosphere games of the year. Like many other first-person games, movement is in blocks eg. 'Eye of the Beholder', but this is more than made up for by the realism of the graphics. The monsters have to be seen to be believed! Unlike "Crusaders of the Dark Savant", NPCs and monsters don't just appear out of nowhere. You can see them in the distance and if they see you then look out! Overall The Legacy has broken new ground in the genre of block movement RPGs. When they find a way of incorporating the smooth-scrolling movement of Ultima Underworld with the graphical quality of The Legacy then we will have a truly awesome RPG.

The Legacy looks like it will stretch the resources of most PCs. At this early stage I would say that you are going to need at least a 386 with some extra memory and a big hard disk to get the most out of the game. We'll have a full review next issue.

JULIAN SCHOFFEL

# THE LEGACY



**C**hallenge of the Five Realms is a huge role playing game. You play the part of the young prince, heir to the throne and out for blood. The aim of the quest is to put an end to the dastardly Grimnoth once and for all, but between now and then, there are plenty of sub-quests that you'll have to complete.

Before you get into the game proper, you firstly have to create your character. This can be done either randomly, where the computer 'rolls all the dice' giving you an instant persona so the impatient can get into the game without further ado. More interesting is manual generation. Here the computer asks you a series of moral, soul searching questions. The multiple choice answers you give shape your character, allocating bravery, sneakiness and all the other attributes



*When the evil Grimnoth tops your father, the King, you've only got one thing on your mind. Tonight, you're gonna stay up past 11 o'clock and party! Oh yes, and you'll get round to avenging your father's death in the morning.*

# Challenge of the Five Realms



that are so important in running a kingdom. You can name your character and choose a likeness for him (there are only princes, no princesses, in this game). If you don't fancy any of the ready-drawn faces (erm, I don't mean literally) then you can even draw your own with a separate program. Your mugshot is put together with an assortment of facial features, a bit like the identikit photos that you see on Australia's Most Wanted (and usually look like my Uncle 'Crusher' George).

You're brought up to date on the storyline by an impressive animated intro. Then you're into the game and on your own. You see the action from above, almost a bird's-eye view. As you move around, the playing area scrolls to reveal your immediate surroundings. You'll also notice other characters that wander about like headless chickens. You can interact with these. Speaking to them usually yields some information about the plot. Conversations are very simple; you don't have a choice of what to say, but when you talk to them a pre-scripted dialogue takes place.

Through these friendly chats you discover that you need to find your Mum's trunk that's been stolen by thieves. So, after buying a sword from the armoury, I went into the pub, found the guys who did it and cut 'em open. Wandering about on your own can get lonely, and I found an old soldier who

was willing to join me in my quest on the condition that I gave him a valuable brooch that the robbers had also taken. What should I do? I had met the rightful owner earlier and she'd begged me to return the jewellery to her if I found it. It was a tough choice, and took two or three seconds before I thought, stuff her!

Much of the game is silent after the initial starting sequence. The speech sounds a bit dodgy, on the Soundblaster setting at least, and it's a bit hard to make out what they're supposed to be saying. The graphics are a bit of a mixed bag. They switch from being remarkable to very unremarkable – on the main playing screen the sprites are tiny. Still, they're clear enough to show you what's going on.

It's a complicated game, there's no doubt about it, and will take ages to solve the many puzzles it contains. The control system is a little unfriendly, however, and is by no means intuitive to use. The preset conversations are annoying too, and really don't make the player feel involved at all. One for dedicated RPG fans.

Requires 12Mhz PC, 640K, VGA, Hard disk with at least 21Mb free



<b>Graphics</b> .....	<b>80</b>
<b>Sound</b> .....	<b>68</b>
<b>Music</b> .....	<b>77</b>
<b>Playability</b> .....	<b>79</b>
<b>Lastability</b> .....	<b>91</b>
<b>Difficulty</b> .....	<b>87</b>
<b>Mental</b> .....	<b>84</b>
<b>Atmosphere</b> .....	<b>78</b>
<b>Overall</b> .....	<b>81%</b>

ADAM WARING





PLAYING A TAUNT ASYR

# Darkwood

## Solution



### Day One

First thing to do when you get up on day one is to rid Dawson of his headache. If you don't he won't be able to think straight and playing the game becomes impossible! Take the aspirin in the bathroom cabinet and, while you're there, have a shower—because you stink.

Next, wander into the spare bedroom on the right. Use the "!" cursor a few times to discover (and then examine) the library ticket in the pocket of the raincoat.

Head downstairs to the study and read the plans to discover the secret rooms. This done, you can now open the bookcase on the right and enter the first secret room.

Once you've gone through, it's important to open the door again and leave it like that, otherwise you can't use the turbo-lift in the Dark World. Climb the ladder and take the rope before exiting to your bedroom. Don't forget to leave the door open.

Go downstairs and wait for the postman to deliver the unusual parcel. Head on up to the attic. Shove the large trunk on the left forward to reveal both the exit to the balcony and the watch. Pick up the watch and wind it by clicking on it. You can now find out the time, which is vital. Don't forget to keep winding the watch at odd intervals. Go out onto the balcony, tie the rope to the gargoyle and you have a convenient rear access. Do not use this exit on Day One as it tends to upset things. Enter and exit the house through the front door for now. Take a trip to the garage and get the crowbar out of the boot. Next, obtain the gloves from the glove box in the car, and while you're there amuse yourself by sounding the horn and turning on the radio—don't forget to turn the thing off when you are done.

Go back into the house, reading the newspaper on the pavement on the way, and walk upstairs. The phone will ring so go to your bedroom and answer it. It's the librarian telling you to come and collect a book. In the meantime climb up to the attic and use the crowbar to get the diary out of the big trunk. Give it a good read.

Now go outside and head right towards

town. Enter the library and find the bobby pin in front of the desk. Look carefully, it's quite small. Talk to the Librarian. She'll direct you to your book, which you should take and read. Go back and give her the library card. She'll tell you where to find the book it should go with, inside which is a missing piece of the diary—essential reading. On your way back, go to the store. You need to buy scotch, so first pay the storekeeper and then take the grog. Your alcoholic neighbour, Delbert, will now make an appearance and give you a "Get out of jail free" card.

Go past the house and take a trip to the graveyard and the Tuttle Crypt. Enter the crypt by following the instructions in the diary excerpt and head for the urn room. You'll find the key to the clock case in the urn on the far left of the bottom shelf. Take this and head back home. Once home, use the key to open the clock case in the living room and admire the John McKeegan nameplate. Take time to examine the mirror and the painting over the mantelpiece. Put Dawson to bed now, tomorrow is going to be a long day.



### Day Two

Following your horrific dream, you wake up and should shower and take your aspirin as before. Before the postman arrives go and have a listen to the car radio—you'll help Dawson discover that what goes on in one world is reflected in the other.

Go back into the house through the front—from now on it's not only OK to use the rope but often essential. Wait for the postie and take the mirror fragment that he brings into the living room and use it on the mirror. This completes the portal to the Dark World. Enter...

Take the right-hand door in the nursery to the room of skulls and then take the room on your left. This room contains the plans for embryo implantation, which confirms Dawson's worst fears. The plans can't be picked up so just use the "!" cursor to





# ADVENTURE ZONE

## Solution

read them.

Take the right hand-door into turbo-lift One room and step into the lift on the far wall. This will teleport you up to the second turbo-lift room, from which you should exit left onto the observation deck. Use your gloves to activate the switch between the two exits. This will open a previously hidden door in the skull room, so go back there and go through the new door. Keep going left and you will find a shovel which you should pick up and save for use later on.

Leave the Dark World and take a jaunt to the graves and exhume the body of John McKeegan with the shovel. Read the last bit of his diary.

When you get home you'll find yourself under arrest for blatant grave robbery. The "Get out of Jail free" card will see you out before long, but first you should stow the bobby pin, the gloves and the money under the pillow—they'll come in useful. Get out by rattling the tin cup against the bars and giving the card to the policeman. Steal the gun which is located just over the desk on the wall.

Go and meet Delbert as arranged. He'll meet you in your backyard rather than his, but follow him next door. He will studiously ignore you until you give him the scotch. He'll leave you, but take the stick that the dog leaves behind.

Return to the Dark World and take the right-hand door into the skulls room and go through the door that the lever opened.

Keep going right until you encounter Dark Fido, the dog-type guardian that guards the bridge over the abyss.

Throw the stick over the side and watch as the stupid thing chases after it!

You're now free to continue right to the Dark Police station. Although you find your gun confiscated and yourself incarcerated, this is exactly what you need to happen.

Test the synchronicity theory by retrieving from under the pillow the items you stashed there earlier. The bobby pin now comes in very handy as a means of picking the lock, but you may need a few attempts before you are successful.

Once out you will meet a fellow prisoner by the name of Sargo who, having seen what you've just done, offers you an invisibility inducing headband in exchange for the bobby pin. Seems a fair swap, but don't use the headband now.

Walk out of the passage and past the Drakketh Factory and you'll find yourself at the front of the Archives building, and now is the time to use that headband.

So, invisibility assured, you can walk past the guard and into the chamber of the Keeper Of The Scrolls. Turn the machine on and you will see an image of the Keeper. She will then give you a roll of microfiche. Head for home and get some shut-eye!



### Day Three

Take your aspirin and shower as normal. Go downstairs and hang around for the postman to arrive. He'll bring you a package containing the axe handle. This is useful, so save it for later.

Take a trip downtown, using the rope from the attic. Always use this as your entrance to and from the house as the police have staked out the front. Go into the periodicals room in the library and turn on the microfiche reader. Pop in the film and read the bit about home improvements. Dawson has now learned that the keys to the car are in a hiding place in the cellar. So hurry back home and pick up another bottle of scotch on the way.

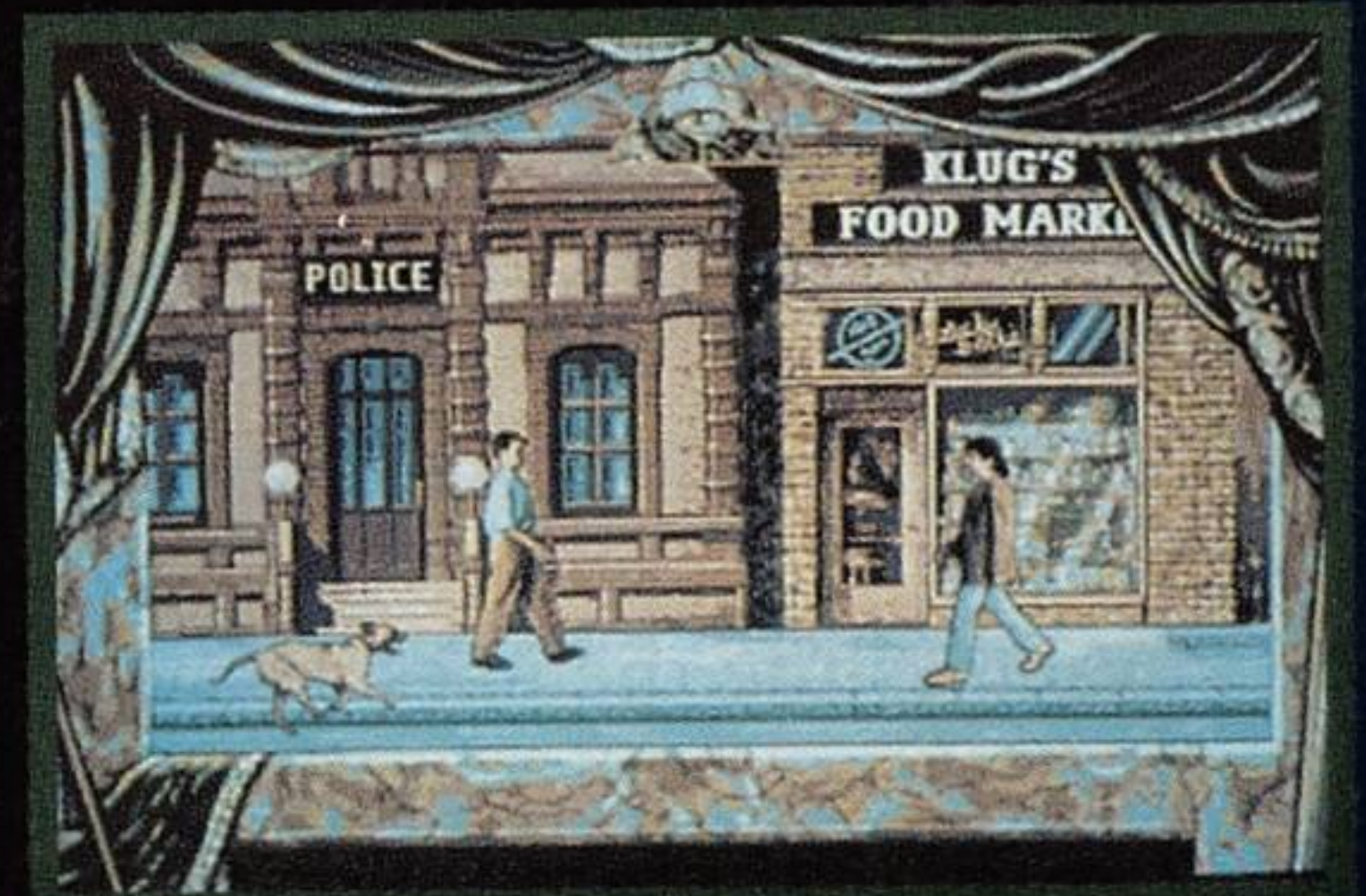
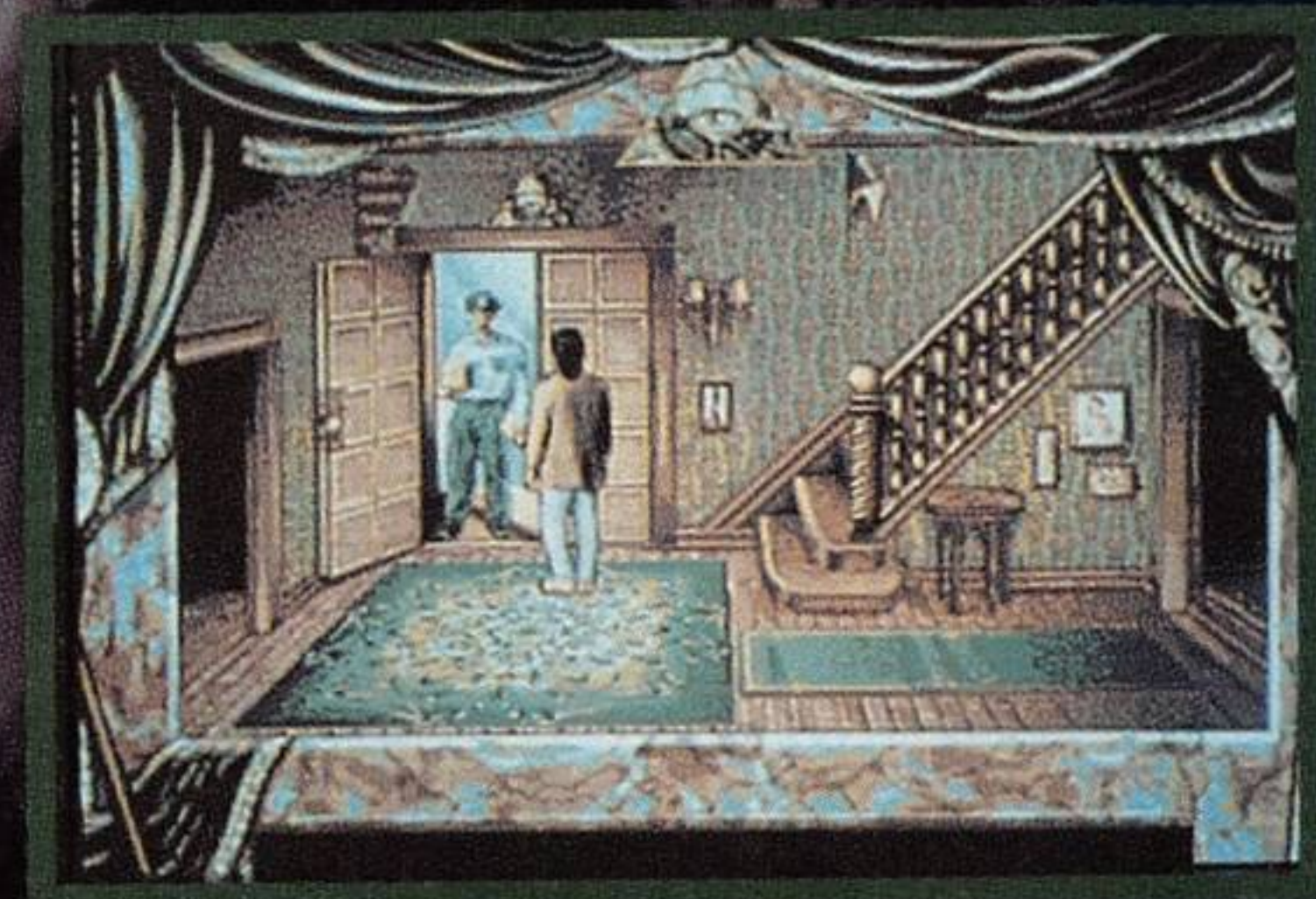
Get inside the house and head down to the cellar. In the middle of the floor there is a loose stone. Pick it up and pick up also the keys which are stowed underneath.

Now cross to the Dark World once again and take the stone to the power nexus. Use the machine on the left to energise the stone, which should then be put together with the axe handle to make a hammer.

Hurry back to the Normal World and go into the garage. Fill the petrol tank with scotch, get into the car and, using the keys, turn on the ignition. Leave the engine running as you cross once more into the Dark world.

Enter the spaceship (the small opening on the left outside the front of the hatchery) and use the gloves on the lever to the right of the control console. This has started the craft's launch sequence so get the hell out.

Once the craft takes off you will find yourself back in front of the mirror in the Normal World. Smash the mirror with the hammer and the world is saved and the game is won. Hurrah!





ADVENTURE ZONE

# Ultima Underworld 2

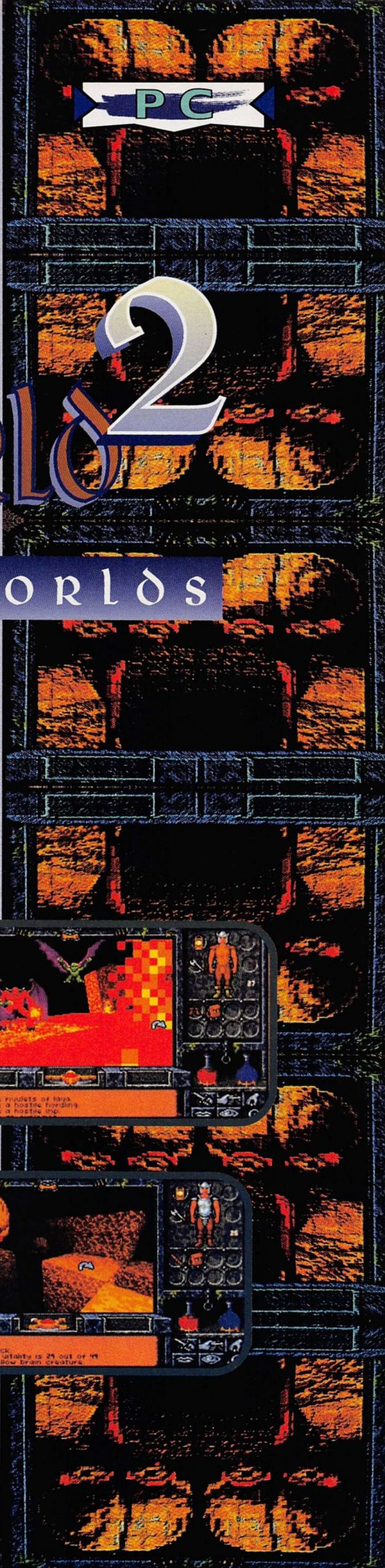
Labyrinth of Worlds



With almost no fanfare at all, the second part of what has become one of the most popular rpg's of all time, hit the shelves. It succeeded in improving upon the almost faultless original? Well, they have definitely given us a larger viewing area on the screen as well as higher resolution graphics for the npcs. There are also some new spells which come in mighty handy.

Well, what about the storyline? If you have played Ultima 7, then you'll be familiar with the evil protagonist in Underworld 2. Yes, it's that old red-faced bastard, the Guardian. Just when you thought you had stopped him from entering Britannia by destroying the Black Gate in Ultima 7, he seems to have found a way back in.

You awaken to find yourself in a rather cosy room in the castle of Lord British. After waking up you are summoned by the good Lord who tells you about the reconstruction of Britannia, which has been abruptly halted by the infamous Guardian, who has somehow encased the castle in a shell of Blackrock. Your goal is to find a weakness in the Guardian's spell and exploit it before the Guardian and his minions take over Britannia. This involves your character traveling to other worlds which the Guardian has already conquered. Your means of travel is a Blackrock



PC



gem which you find in the sewers of the castle. Along the way you find a motley assortment of monsters, demons and corrupted humans as well as some unexpected allies. Good, I hear you say as you rub your hands together with glee, the more gratuitous slaughter the better. Well, as with the first in the series, Underworld 2 also requires serious puzzle-solving abilities. Unlike some other games, you can't kill everything in sight. Sometimes you have to restrain yourself from splattering that irritating guy's guts all over walls, as he may have objects or information you need to complete your quest.

Well, that's the plot but the main attraction of Underworld 2 is the ease of gameplay and the superb graphics. The first game in the series was a major breakthrough in first person perspective RPG's; it introduced full scrolling graphics which allow more realistic movement. In most other RPG's of this genre, such as the Eye of the Beholder series and the Might and Magic series, movement is in blocks. This detracts from the realism of a game because, as everyone knows, the world is not divided neatly up into six foot squares. In the Underworld you can move smoothly in any direction. This adds a new dimension of reality and gives you a much better sense of distance and space.

Several improvements have still been made to the graphics. Unlike the first in the series, when you get right up close to a monster or NPC they don't look blocky, but retain a smooth and realistic appearance. Also, you can see the monsters in the distance as well as hear them, which gives you a chance to either run away or prepare a brain splattering spell in advance. These features heighten the atmosphere of a game. I found myself jumping when I heard a sound and turned around to see a headless torso emerge out of the gloom 30 feet or so behind me.

In the arena of graphics and sound, Underworld 2 is simply unbeatable. The much-touted 30% viewing screen really is an improvement. The sounds are realistic, clear and really add to the atmosphere of the game. The music is

dynamic and changes when you go into combat etc. The spellcasting and combat are a breeze to control and you can interact with almost any object in a lifelike way.

On top of all of this, Underworld 2 is about five times as big as the first Underworld adventure and takes up less space on your PC, about 13 megs. This is probably because they seem to have done away with speech in the intro, and those who played the first in the series will no doubt agree this is not really a big sacrifice (the appalling Cockney accents of the guards in the intro of Underworld 1 nearly made me throw up). In No. 2 speech occurs when the Guardian either laughs at you or mocks you in your sleep, where he does sound quite sinister.

There are just two drawbacks to this game: the first is the cost - \$109 r.r.p. The second is that Underworld 2 requires at least a 386sx with a SVGA monitor and about 2 megs of extra memory to run, so 286 owners forget it. And if you want the game to run at optimum speed and at the highest level of graphic detail then you at least need a machine that runs at a clock speed of 33MHz. I have a 3856x40 with 4 mega of extra memory and it ran superbly, but I also have a SVGA monitor with 1 meg of memory, which may have helped matters slightly. But if you don't have a super fast 386 or 486 don't despair, the game allows you to adjust the graphic detail to a point where the scrolling becomes fast and smooth; at the lowest level of detail the doorways, monsters, NPCs and objects remain clear but the floor, ceiling and walls become flat colours, similar to the polygon scenery in most flight simulators (excluding Comanche Maximum Overkill of course). But this is only the lowest level, and most players with a 386 could find a happy compromise between detail and speed before they reach this point.

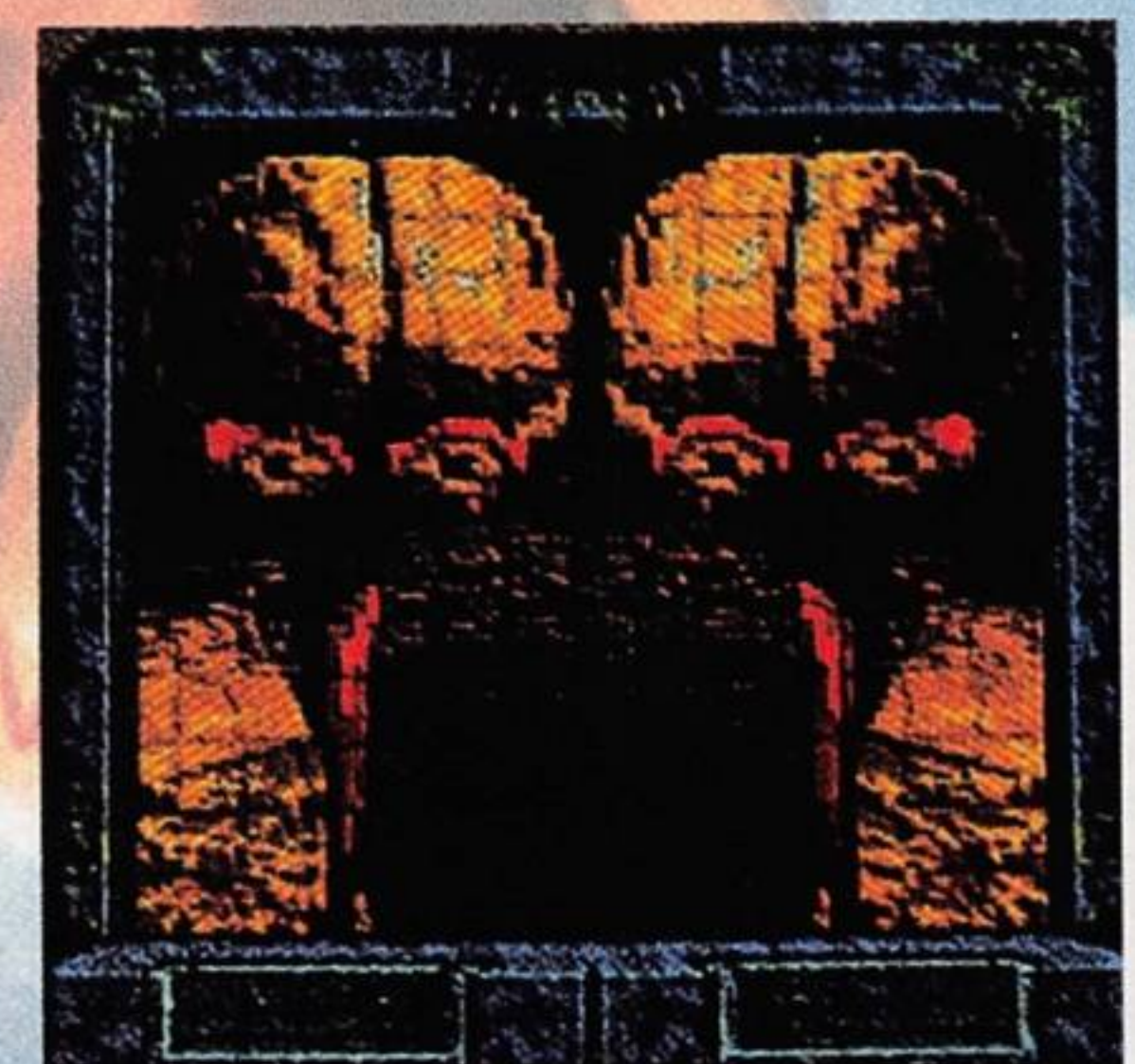
In summary the game is a must for the ardent RPG player and is a superb introduction to the genre for those who have never dared to play an RPG game before.

JULIAN SCHOFFEL

# ADVENTURE ZONE



graphics .....	96
sound .....	95
music .....	95
playability .....	95
stability .....	93
difficulty .....	91
mental .....	90
atmosphere .....	97
overall .....	94





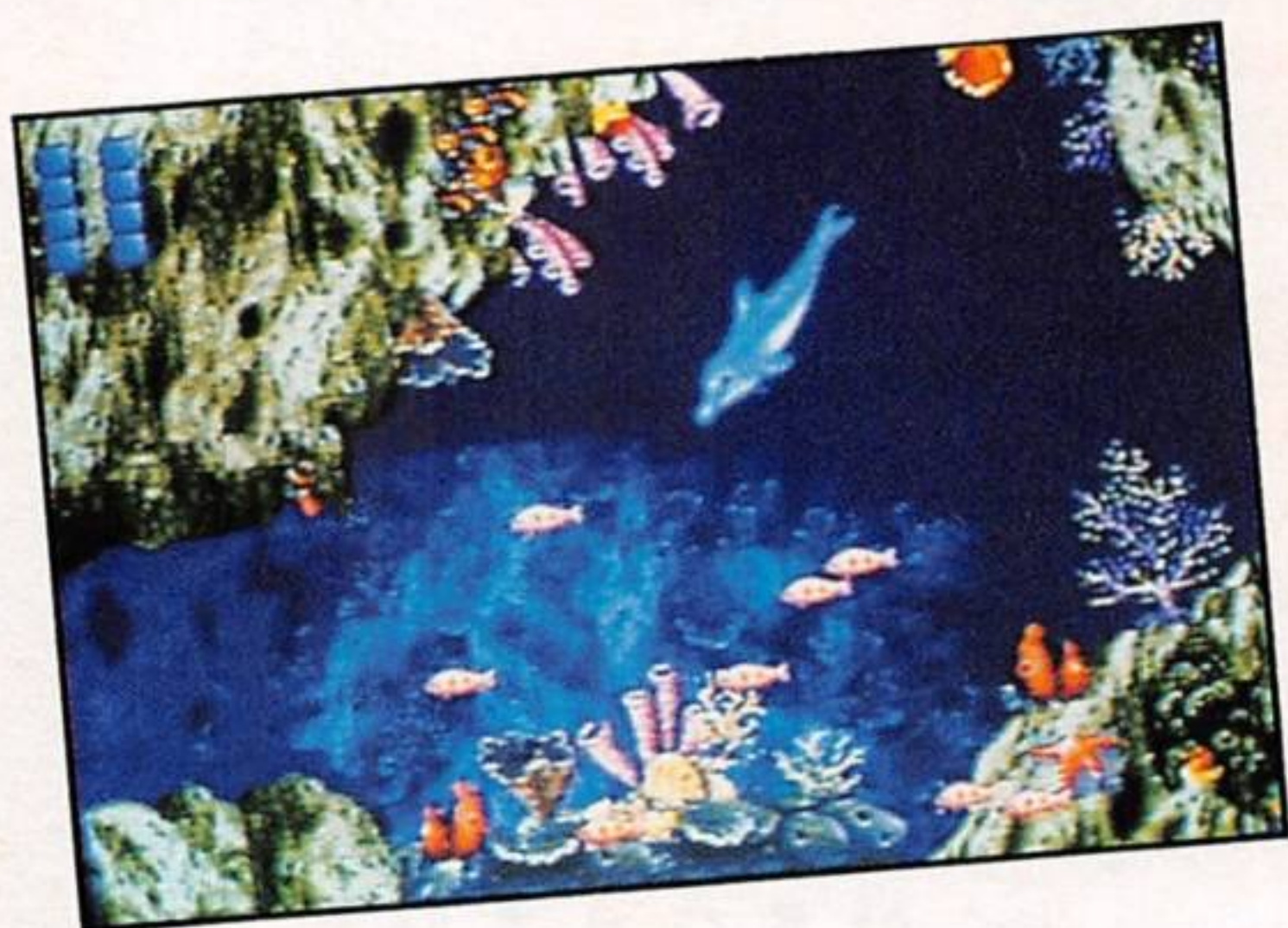
# HEALTHY HINTS

## ECCO

### Mega Drive Codes

Here are all the codes you'll need to complete the game. You people are spoilt!

Level 1	
DOLPHIN CENTRAL	NO PASSWORD
Level 2	
STORM AFTERMATH	NO PASSWORD
Level 3 UNDERCAVES	TUNAINCY
Level 4 THE VENTS	IEMTSQBA
Level 5 THE LAGOON	JIQPACCA
Level 6 RIDGE WATER	ENJZZRGO
Level 7 OPEN OCEAN	IEMTSQBA
Level 8 ICE ZONE	GULWDFDU
Level 9 HARD WATER	XJIAREH
Level 10 COLD WATER	XUSWXREY
Level 11 MARBLE SEA	LYHUQQLB
Level 12 LIBRARY	HFBYQQLL
Level 13 DEEP CITY	AARQQQLY
Level 14 CITY FOREVER	NPYARQLS
Level 15	
ZURRASSIC BEACH	USXAUNLP
Level 16	
PTERADON POND	ZUQEUNLP
Level 17 ORISM BEACH	USKIUNLZ
Level 18	
TRILOBITE CIRCLE	MTDMUNLM
Level 19 DARK WATER	VBKIBPEI
Level 20 DEEP WATER	UBKIBPEI
Level 21	
CITY OF FOREVER	POZJGPLR
Level 22	
ECCO'S HOME	NO PASSWORD
Level 23 THE TUBE	VDHGKMLS
Level 24 WELCOME TO THE MACHINES	CSOCKMLR
Level 25	
END BOSS	NO PASSWORD



## SPIDERMAN

### Mega Drive

#### Unlimited Web and life!

For unlimited web and lives do the following. Go to the options screen and leave Spiderman next to the word "level"! Press and hold START on Controller 2 and then press and hold ABC on controller one. Now move controller one UP RIGHT. Now three exclamation marks (!!!) should appear to the right of the word "LEVEL". Now start the game as normal. For more web just press A when the game is paused, or B for more life or C for 5 seconds of invincibility! But Kingpin is still one tough dude so good luck!

## STREETS OF RAGE 2

### Mega Drive

#### Round select/Extra men/ New difficulty levels.

This is the only cheat you'll ever need on this way cool fisty cuffs game. Rather than spending a good hour to get through this one, just do the following to select your starting round. First press START on control pad 2 on the title screen to get to the menu screen. Now move the cursor down to the options using control Pad 2 and Hold A & B and Press START. Simple Eh! Now you should be able to select rounds, up to 9 men and two new difficulty levels!

## THUNDERFORCE II

### Mega Drive

For a real good crack at this way and positively impossible game. Select 00 lives and 99 lives will be at your wasting! See if you can now finish the game with 50 lives or more left! Oh, and with 7 continues you'll effectively have 693 lives! Also if you pause the game and press UP RIGHT A DOWN RIGHT A C LEFT UP AND B. Now press UP to gain all weapons and right to get your orbiting claws! Thunderbirds are go!

## LOTUS TURBO CHALLENGE

### Mega Drive

Lotus's have never been as fast as this. Not since I typed in SLUGPACE for my password 'cos I had unlimited turbo's and boy I sure did fly!

## ALIEN 3

### Mega Drive

Great game, eh! The only gripe was having to start at level 1 all the time. Well no more moaning! Just go to OPTIONS screen



and press C, UP, RIGHT, DOWN, LEFT, A, RIGHT, DOWN, on control pad 2. Now start the game as usual and pause the game. Now press C, A, B and go back to the game. Wow, your on the next level!

## MARBLE MADNESS

### Master System

#### Level select

Go to the options screen and select the following settings:

TEST FX 2

TEST MUSIC 5

Now choose a level!

## BIOHAZARD BATTLE

### Mega Drive

#### Level Select

When the SEGA logo appears, press and hold the C button. While still holding the C button, press these buttons in the following order: Up, diagonally up-right, right, diagonally down-right, down, diagonally





down-left, left, diagonally up-left and up.

A simpler way to do it is to start from the top of the pad, make a clockwise circle all the way around and back to the top. Press start and the stage select screen will appear. Now choose the level you want to start at.

## **BLACK HOLE ASSAULT**

**Mega CD**  
**Invincibility**

When the title screen appears and the options screen comes up, choose the "Name Entry" option. The keyboard screen will appear. Put in your name as "MUTEKI". Exit this screen and go to operation BHA. When asked to select your name, put in MUTEKI. Start your game and play as normal. The major difference is that you will be invulnerable to all hits.

## **COBRA COMMAND**

**Mega CD**  
**Training Mode**

Go to the title screen where you can choose either Game Start or Config mode. Press UP, DOWN, LEFT RIGHT, DOWN and then START on controller 1. On the configuration screen you will be able to select new difficulty levels, including "Training". Choose this option and start the game. If you crash, you will start where you left off instead of the beginning.

## **LOTUS TURBO CHALLENGE**

**Mega Drive**  
**All Level Passwords**

Enter these passwords at the option screen as follows:

- Level 2: SLEEPERS
- Level 3: HERBERT
- Level 4: BUSINESS
- Level 5: APPLEPIE
- Level 6: STANDISH
- Level 7: MALLOW
- Level 8: TEA CUP

## **T2 THE ARCADE GAME**

**Mega Drive**  
**Level Skip Trick**

When the title screen comes up, press: up, down, left, right. Keep repeating this until you hear the voice say "Excellent". Now start the game and while you are playing, press pause. Now press A, B, and C at the same time. You will get the statistics screen and then skip to the next level.

Never Overheat your Gun.

You must have a rapid fire controller. Turn on the rapid fire switch for the games fire button and you will find that when you shoot your machine gun, the heat indicator will not move. Your firepower will be full.

## **PRINCE OF PERSIA**

**Game Gear**  
**Level Select**

- Level 2: DHJFCK
- Level 3: FHKHDG
- Level 4: IJFJFU
- Level 5: JIMJFB
- Level 6: IGGHDO
- Level 7: HECFED
- Level 8: LGMIEZ
- Level 9: PJMLHM
- Level 10: KDEFBH
- Level 11: KCIFBC
- Level 12: RHKLGJ
- Final Level: RELJED

## **BLACK HOLE ASSAULT**

Enter your name as "AZY" and choose operation BHA you'll find a hidden Pong-type game, Black Ball Assault.

## **DRAGON'S FURY**

Enter ALCLAE8ECK for 21 balls and the end-of-game sequence.

Hold down both flippers and launch ball. The ball should pop into the head straight away.

For 73 balls and 505,705,300 points, enter UUBV99BQRE.

## **SLEEPWALKER**

**Amiga**

On the title screen, simply type in DINGDANGMYDANGALONGLINGLONG. (don't put any spaces in it) then Lee and Ralph's red noses will turn bright green.

When the game starts press RETURN to skip levels, TAB tops up Lee's Sleepbar, and also gives you nine attempts and lights up the word COMIC.

Pressing M gives you a full map of the level!

## **LETHAL WEAPON**

**Amiga**

In game keys: Hold them down simultaneously.

- ALT + Y + I - Turns off sprite collision
- ALT + Y + K - Increases Ammunition
- ALT + Y + L - Increases lives
- ALT + Y + M - Remove game sprites and platforms
- ALT + Y + N - Replace game sprites and platforms
- ALT + Y + Q - Game over screen

Mission codes:

- Mission 1 = KUIRFR
- Mission 2 = BEIFCF
- Mission 3 = RSRKBA
- Mission 4 = LYLSUA

## **SPACE QUEST V**

**PC**

Look at the multiple choice answers to the test Roger takes at Starcon for some hints as to how to deal with various adversaries and puzzles later on in the game.

Search Cliffy's toolbox carefully for the answer to the face-hugger's upset stomach.

Sticks and stones (and bananas) will break my bones etc. Think about this when dealing with the Androidess.

When you beam down to the Spacebar make sure you take Spike with you, you'll need him to help Cliffy escape.



# THE HMMMS

When you have rescued Ambassador Wankmeister from the pukazoids use the communicator before you climb the vine.

Ambassador Wankmeister will only need about 10 seconds of freezing in the cryogenic chamber.

Julian Schoffel

## ULTIMA UNDERWORLD 2

PC

Talk to everyone in the castle of Lord British, always be nice to Nanna as this will avoid a bug which may occur later in the game when all the servants go on strike.

Find the large illuminated gem below the castle; this is your passage to the other worlds, just walk into a lit facet of the gem.

Always look for a small blackrock gem on each of the 8 worlds.

In the Prison tower wear the yellow fraznium gauntlets to get through force field to rescue Bishop.

In the Ice Caverns you will need to lower the water level to gain access to the lost city of Anodunos. To do this you must find and operate the dam control lever. The combinations to gain access to this lever are: to get the key - switch up, lever up, chain up and button out.

Then to access the door - switch down, lever down, chain up and button in.

In Killorn Keep make sure you talk to Altara, she will give you valuable advice throughout the game. The listener imp she speaks of is not in Killorn Keep but under the castle back in Britannia. The fiery area you reach in Killorn Keep by walking into the four lit candles is a red herring, just pick them up and throw them to get past.

In the Pits of Carnage you will have to kill Doorstag in order to get the blackrock gem. If you befriend the troll two levels below by playing 'White rock Black rock' he will then help you with Doorstag.

Once you have the wand of Altara you will have to use it on each of the 8 worlds at the Guardian's place of power.

Note: if you obtain blackrock gems, have them treated etc. but find that a new facet does not light up when you use them on the main gem, then try going back up to

the Castle and talking to everyone again, this will sometimes lead to story development eg. the murder. After you have done this go back to gem and see if a new facet has lit up.

Julian Schoffel

## OH NO! MORE LEMMINGS

IBM/Amiga

Here are some codes for the wild and wicked levels.

### WILD LEVELS

2. BAIQUMOJCO
3. IIPWMICKCO
4. MAUEMCCLCM
5. PUDMCKLMCD
6. VEMCCHWNCQ
7. LICOITWOLQ
8. OCCLVUEPCH
9. CKLWUEOQQLR
10. CAHRTGNBOP
11. IHSTFMCCOI
12. STGOCILEEOR
13. VOKCCHVFOR
14. NKCOHWVGOO
15. ICCLVVOHOF
16. CKMTTOIROL
17. CCHSUUOJON
18. IHRUFOCKOS
19. LQUNICALDDQ
20. QUGMCIMMOH

### WICKED LEVELS

2. NKCOHWVVOOH
3. MCALWUFPOG
4. ULVUGMOOP
5. GAIRTLHBEF
6. KHRTONGCEN
7. MPTEHGAUES
8. QULAGOMEEL
9. VLHGAWFER
10. OLGKHTTGER
11. NGALTTEHEP
12. GKLVLJIER
13. GGHPUELJEO
14. OISULHGKEO
15. MPUELGCLER
16. PUMHGKLMEN

17. UMJGGITNEN
  18. OMGIHUUOEL
  19. HGELWULPEQ
  20. GOMVWMJQEM
- Craig Robinson  
Frankston, Vic

## TERMINATOR

PC

If you can't get past the first level without using up a lot of your energy, start pressing the space button (FIRE BUTTON) as soon as PLEASE WAIT appears on the screen. This means that you should hit the T100 before it even starts to shoot. Just keep firing at it until it is out of the screen, then you have won!

Paul Gennai  
Ivanhoe Vic



## KING'S QUEST SIX - HEIR TODAY, GONE TOMORROW

PC

### The Solution

On the beach take the insignia ring. Lift the nearby plank, one the box revealed and take the coin.

Walk north then east to the palace. Talk to one of the guards, then show him your insignia ring. You will enter the palace. Watch the graphic sequence.

Walk south then West to arrive in the town, and enter the pawn shoppe. Give the coin to the merchant in trade for the tin nightingale. Leave.

Enter the book shop and talk to Ali, the store's owner. Try to take the spell book on



# & TIPS



the counter. Get the free book from the small table by the door, and read the book of poetry from the end of the bookshelf. Pick up the poem that falls to the floor. Leave.

Walk east, taking note of the slave's predicament, then east again, to arrive at the pier. Ignore the boy by opening the door to the ferry and talk to the ferryman when he answers the door.

Once inside, talk to the ferryman, and pick up the rabbit's foot on the table. Leave.

Walk back to the town and enter the pawn shoppe. Inquire about the magic map to the merchant, who will gladly trade it for a ring. Watch the sequence, then take a mint from the jar. Leave.



At the crossroads, wind up your nightingale, to attract the real one, then walk to the beach.

Use your magic map to teleport you to the Isle of the Sacred Mountain here you should take the feather and stinky flower. Teleport back to the Isle of the Crown.

Enter the town, where the merchant should dump his trash in a large pot. Search this pot for a bottle of magic ink, then walk back to the beach.

Teleport to the Isle of Wonder, and talk to the oyster that is awake. Read him the boring book, and snatch the pearl in his mouth while he yawns. Wait until the sentence in the sea floats to the shore, then save it. Try to leave to the east or north. The Gnomes of the five senses can be fooled with the following objects - Smell: flower. Hearing: tin nightingale. Taste: mint. Touch: rabbit's foot. Sight: become invisible with the disappearing ink. You may then examine the spider web, and pull the loose thread. Quickly snatch the piece of paper and remember what it says. Try to take a book, then leave.

Travel north and get a bottle of milk from the Milkweed bush. Walk west and open the gate. Walking up to the knights will

cause the two Queens to appear. Once they have left, take the Red Queen's scarf. Leave, and take a head of iceberg lettuce. Walk back to the beach.

Teleport to the Isle of the Beast. Talk to the dangling participle, and show him the incomplete sentence. Walk north and throw the iceberg lettuce into the boiling pond. Take the lamp, and walk north. Ignore the man, just pick up the brick under the east part of the wall.

Walk back to the beach and teleport to the Isle of the Crown. Go to the pawn shoppe, and trade the pearl for your ring and the tin nightingale for a flute. Leave.

Notice the proclamation now posted on the wall? Travel back to the beach, and teleport to the Isle of Wonder.

Walk East, try to take a book, then give the dangling participle to the book worm. He will give you a riddle book. Read it. Walk to the cabbage patch area, and play the flute for the flowers, which will give you the opportunity to steal the hole-in-the-wall.

Travel back to the beach, and teleport to the Isle of the Crown. Walk to the town and enter the pawn shoppe. Trade the flute for the tinder box. Enter



Ali's book shop, and trade the riddle book for the spell book. Walk back to the beach, and teleport to the Isle of the Sacred Mountain.

Solve the rock inscription puzzles according to the 'Logic Cliffs' and 'The Ancient Ones' sections of your guidebook (included in packaging). Ignore the woman, when she leaves, enter the tunnel.

Use the tinder box as a light source, enter the hole to the East, where you should pick a peppermint leaf, and return to the outside.

Walk to the North, and watch the sequence. Inside the labyrinth, travel the path.

Try to open the gate, then talk to him. The answer to his riddle was written on the

piece of paper in the spider's web. Walk up to the Lord of Death, and challenge him by throwing down the gauntlet. Show him the mirror to make him cry. Walk to the crossroads. Give the ring, the poem, then rose to the nightingale, and take the ribbon and note when he returns.

Walk to the town and enter the pawn shoppe, and drink the contents of the bottle. Watch the sequence, then trade the tinder box for a paintbrush. Leave. Give the old lamp to the lamp seller, and exchange it for the tall blue lamp with the cap. Walk to the palace, walk west, and dip the hose feather into the teacup. Paint a door on the wall, and open your spell book to cast the spell. Open the door.

Enter the middle dungeon, and give the handkerchief to the ghost boy Ali. Leave and walk north, where you should push the arm of the suit of armour. Look through the chink in the wall, and remember the word Abdul spoke to the door. Climb up the stairs, and look through the chink in the wall. Give Cassima the dagger. Go west, then north and listen through the chink in the wall.

Press the outline of the secret door to the north west of the wall, and open the ebony box. Examine the paper, and remember the word written on it. Unlock the trunk with the skeleton key and take the letter. Leave through the closet, and walk back down the stairs. Press the stone to open the door.

Walk east, open the door on the east wall, and give the lamp to Jollo. Leave. Walk west and talk to the door on the west wall. Say the word Abdul said, then the word written on the paper. Remove the drapery and examine each treasure. Look at the letter again. Leave.

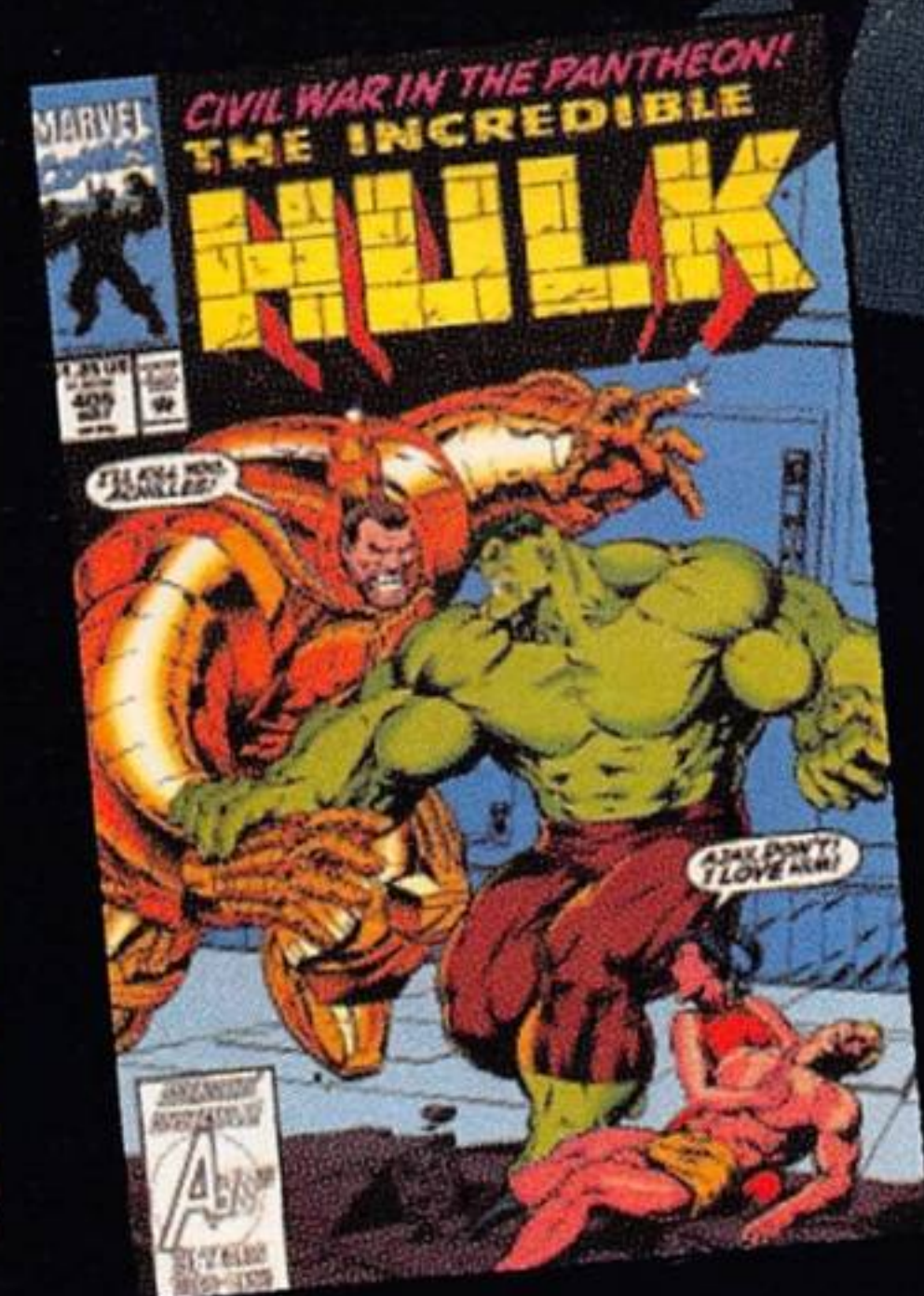
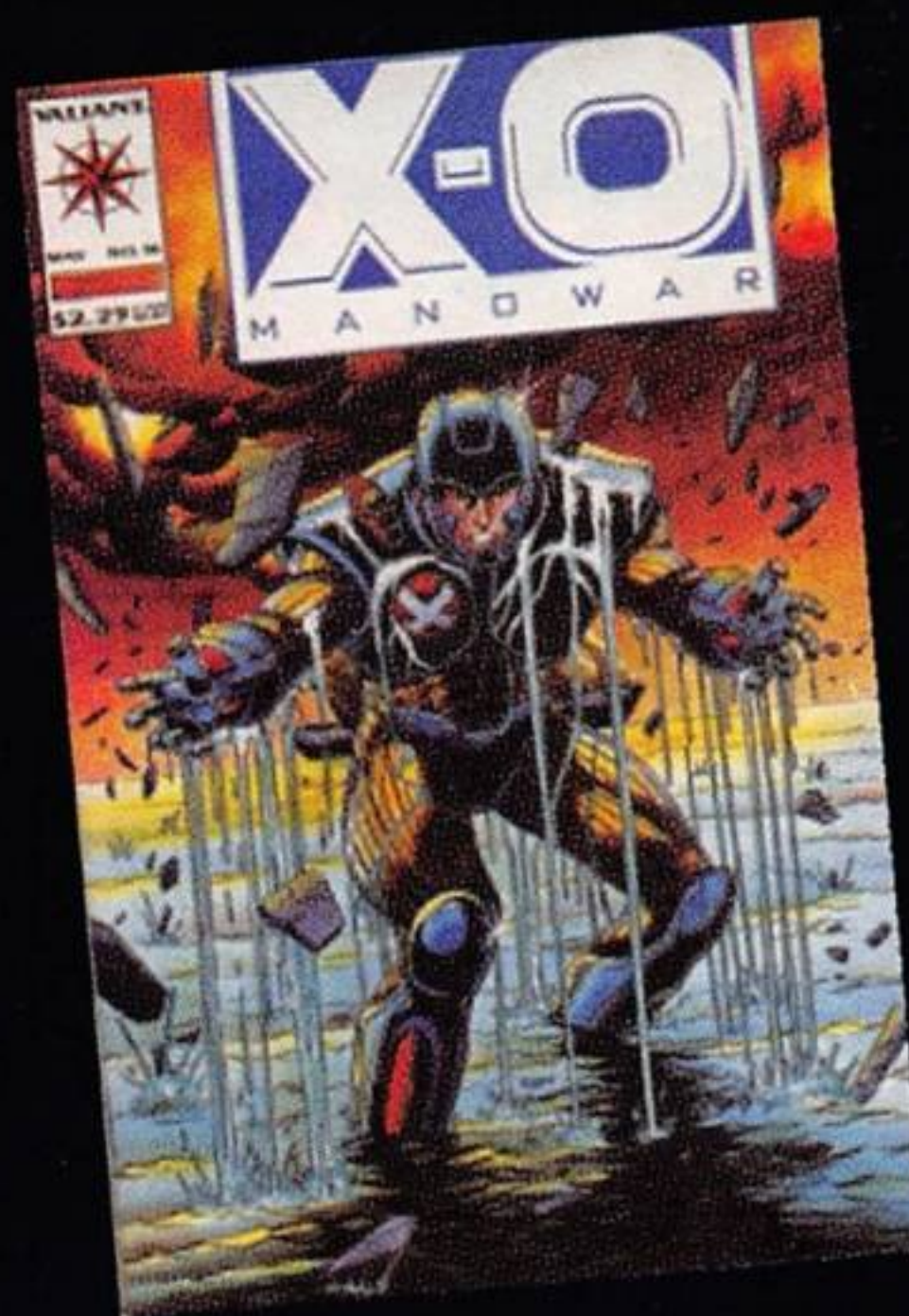
Walk east, then open the door at the top of the stairs. Show Abdul's letter to Saladin. Talk to Cassima, and follow him through the door and up the flights of stairs.

Use the lamp on the genie, and take the sword from the wall. Attack Abdul with the sword, and again when Cassima stabs him. Now sit back and enjoy the ending cartoon.

Note: Once you have beauty's clothes, you may enter the palace on the Isle of the Crown by disguising yourself as a servant. This is an easier, but less rewarding path to take.



# THE COMIC FIX



**HI** AND WELCOME TO ANOTHER COMIC FIX.

TO START THE COLUMN OFF WE'D LIKE TO BRIEFLY MENTION OZCON II. YES, WE KNOW IT'S THREE MONTHS GONE, BUT OUR FIRST ARTICLE WAS WRITTEN BEFORE THE CON SO WE THOUGHT BETTER LATE THAN NEVER. ON BEHALF OF THE AUSTRALIAN COMIC PUBLIC WE'D LIKE TO THANK THE ORGANISERS, GEORGE AND CHRIS VLASTARAS. WE SPOKE TO FANS, DEALERS, AND CREATORS AND THE CONSENSUS WAS THAT IT WAS AN EXCELLENT WEEKEND. OZCON III IS TENTATIVELY SCHEDULED FOR THE SAME TIME AND PLACE NEXT YEAR - MORE WHEN THAT COMES TO HAND.

**WOW**

**Now** on to the news you've been waiting for.

Image have come in for a lot of criticism in the past year (quite a lot justified, more in coming issues). Despite this they've done some good, mainly their giving talented creators overdue exposure which the big companies weren't giving them. Two are Alan Moore and Mike Grell. Alan Moore writer of "The Watchmen", "Big Numbers" and "Spawn 8", has launched his 1963 series. These books are written in the style of the sixties and are full of cover-to-cover action.

The other is Mike Grell who is bringing out **Shaman's Tears**. This book focuses on one man's struggle to come to terms with being a Superhero. Also scheduled for imminent release are the following: **Spawn II** with guest-writer Frank Miller, **Storm Watch 0**, an origin issue with a Scott Clark trading card, and the **Wildcats Trilogy**, the new mini-series by fan-fave Jae Lee.

Right now Valiant is in the middle of an X-O Manowar push. Valiant have collected the first four of the series in a trade paperback. These are highly sought after back-issues and came a lot cheaper collected. This will be polybagged and includes an 8-page X-O source book detailing the mysteries of the X-O armour. Also out about now is the **X-O Manowar 0**, an original prequel to the original series. This is being done by Bob Clayton and Joe Quesada and should be absolute dynamite. Just out is **Solar 24**. This is a prequel to the

Deathmate series due out in June. Deathmate is the first Valiant/Image crossover. This will be an absolute killer of a story and should be the biggest selling item this Winter. The four core issues will not be numbered. They can be read coherently in any order and are therefore coloured. Black will be from Homager studios, home of Rob Leifeld and Mayat Mycheals. The blue and yellow issues will be done by Valiant. All four books feature different characters from both companies.

The characters appearing together will be Bloodshot and Youngblood, Brigade and Harbinger, Hard Corps and Wildcats, and Cyberforce with Secret Weapons. These will be 48 pages foil enhanced, square bound and retail for about \$8. The story focuses on a parallel dimension sort of like Unity, but featuring both Universes.

D.C. have just started an absolutely huge crossover, **Bloodlines**, which runs through all 21 of the D.C. Universe annuals. The story is as follows: a mysterious race of aliens, Space Parasites, have infested Earth. To survive they need people's Spinal Fluid (sounds tasty, no). Some people (very rarely) survive these attacks and somehow acquire super-powers. These "new bloods" as they're called are either good or bad depending on their previous inclination. Each annual introduces a "new Blood" or a new character and we all know the intro of a character has investment potential. Now we can hear a lot of you screaming Marvel's doing that. Yes, true. But D.C. has an outstanding story and reason for introducing

the characters, unlike Marvel who are relying on a poly-bagged trading card to sell theirs.

D.C. also have a few hot releases. The first is **Chain Gang War**, a new ongoing series. Written by popular Judge Dredd writer John Wagner, this book focuses on three vigilantes united and its clash with the law as well as crime. Two new releases under Vertigo are **The Last One**, and **Skin Graft**, soon to be released. The Last One, written by Mercy author J.M. Dematties, is a riveting tale focusing on the last of the immortals and his struggle against forces which he can't understand. Skin Graft, written by Aliens writer Jerry Prosser, looks at prison life and tattooing which combine to give a story with the atmosphere of Silence of the Lambs. Both are of excellent Vertigo quality and not for the faint-hearted.

Marvel are unusually quiet this month, with only three noteworthy releases in the works. The first is **2099 Unlimited**, just recently released. The 2099 series is selling well and this book should be no exception, with a couple of noteworthy first appearances. The big star will be the intro of the decidedly draconian looking **Hulk 2099**. Also introduced is a new villain for **Spidey 2099**, Mutagen. Now where I have heard that name before? Hang on I'll ask my Master. "Oh, Splinter San..."

The other notable release is X-factor 92. This is the first of the X-Men 30th Anniversary issues. This 48-page book starts the Return of Magneto storyline, with Fabian Cartez plotting Magneto's demise to be as





# POP CULTURE COMPETITION

quick as his return. This book features a wrap-around hologram cover and is done by Peter David and Joe Quesada, one of the hottest teams around. Don't miss it!

Dark Horse have just released two books of noteworthy attention. The first is **Aliens Sacrifice**, collecting the serialised story from Dark Horses Aliens UK titles. This story focuses on Anne McKay - stranded on an isolated planet in a village being terrorised by an Alien, she must not only come to terms with the beast, but overcome her own inner demons. Written by Peter Milligan (Enigma) and drawn by Paul Johnson this is a painted 48 page one-shot, which is definitely one to get. The other surprise is the return of **Dirty Pair**, the undisputed legends of Japanese animation. The lovely ladies appear in a 4-issue mini-series entitled **Sim Hell**. In this series we see Kei become trapped in a Cyberspace network and Yuri sent in to rescue her. A must buy for Manga fans of all ages.

Finally, from Fleetway we spotlight a few Judge Dredd-related issues. This month sees the debut of a new title, **PSI-Judge Anderson Files**. This is a collection of paranormal stories revolving around fan-fare Anderson. **Dredd Rules** comes to an end with issue 20. This popular showcase of Dredd Stories features a story by Garth Ennis (Hellblazer) in which Dredd tracks down the mind behind a plot to kill people for charity. All Dredd titles are excellent stories set in a sprawling metropolis resembling nothing described elsewhere in literature. It also features many of the most popular and talented

writers and artists today.

To finish off we'd like to thank all those who wrote in with letters and suggestions. No, there won't be a letters page but we'll respond to them with relevant answers. So here goes. Yes, we know about Superman's return, and received the news a week after writing the first column. No, bringing Superman back wasn't just a money making scam. They (being D.C.) felt that Superman was an old, jaded character who needed to be revitalised and re-done, which they have accomplished.

In upcoming issues we'll have special features on all major companies, Judge Dredd, Cerebus, and comics in the multimedia. If you'd like to see a special feature story then write to us c/o The Comic Fix, Megazone, Locked Bag 7, Rosebery NSW 2018.

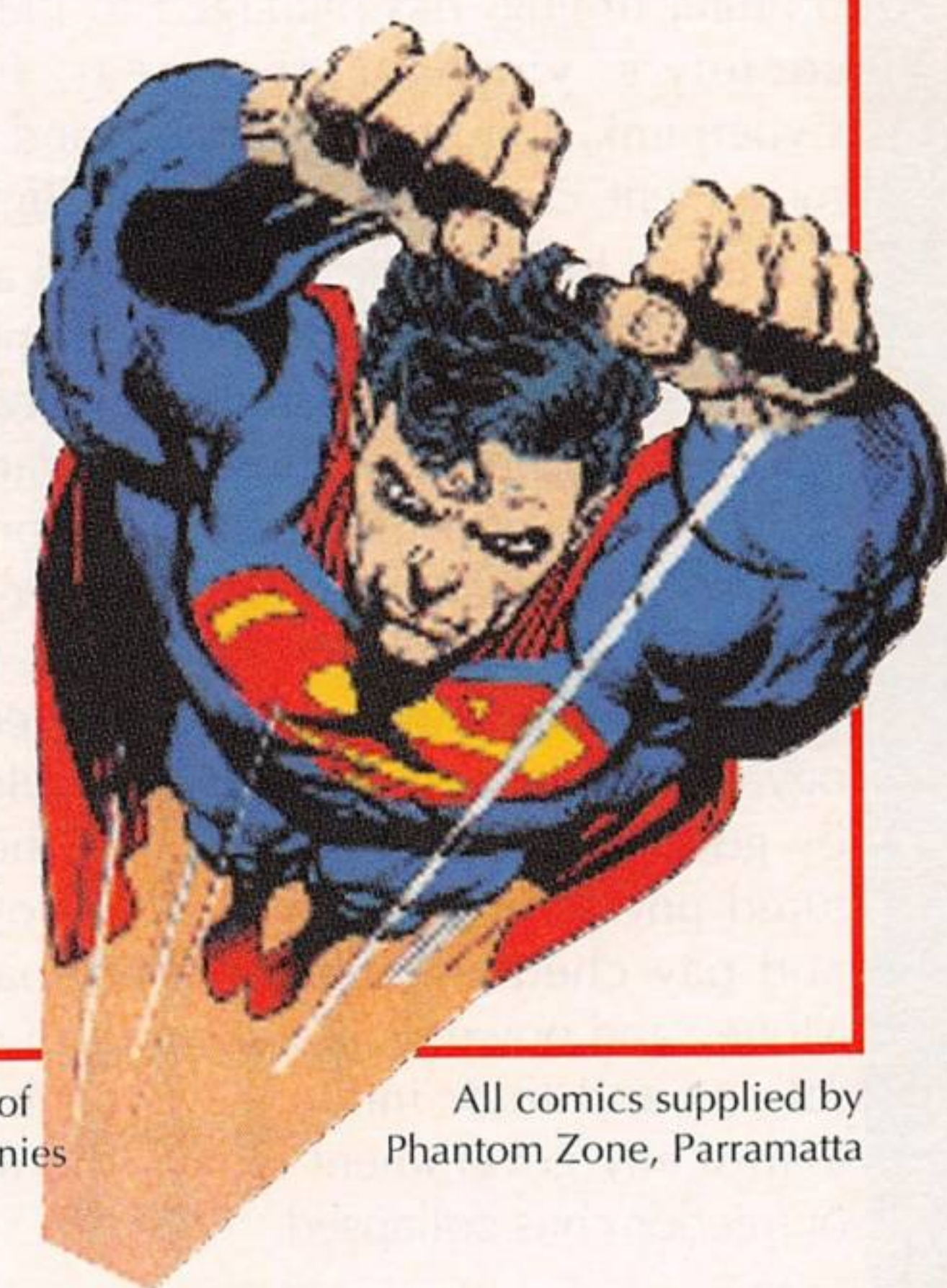
Well, that's it until next issue when we bring to you a look at the effects Valiant have had on the industry.

WAYNE LAWSON &  
NICK SMITH



**Don't forget our Death of Superman/Who'll Save Metropolis competition.**

**Design a new super-hero to defend Metropolis and win the valuable death of Superman story. Send entries to "Who'll Save Metropolis, Locked Bag 7, Rosebery NSW 2018. Entries close June 30.**



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All comics supplied by Phantom Zone, Parramatta



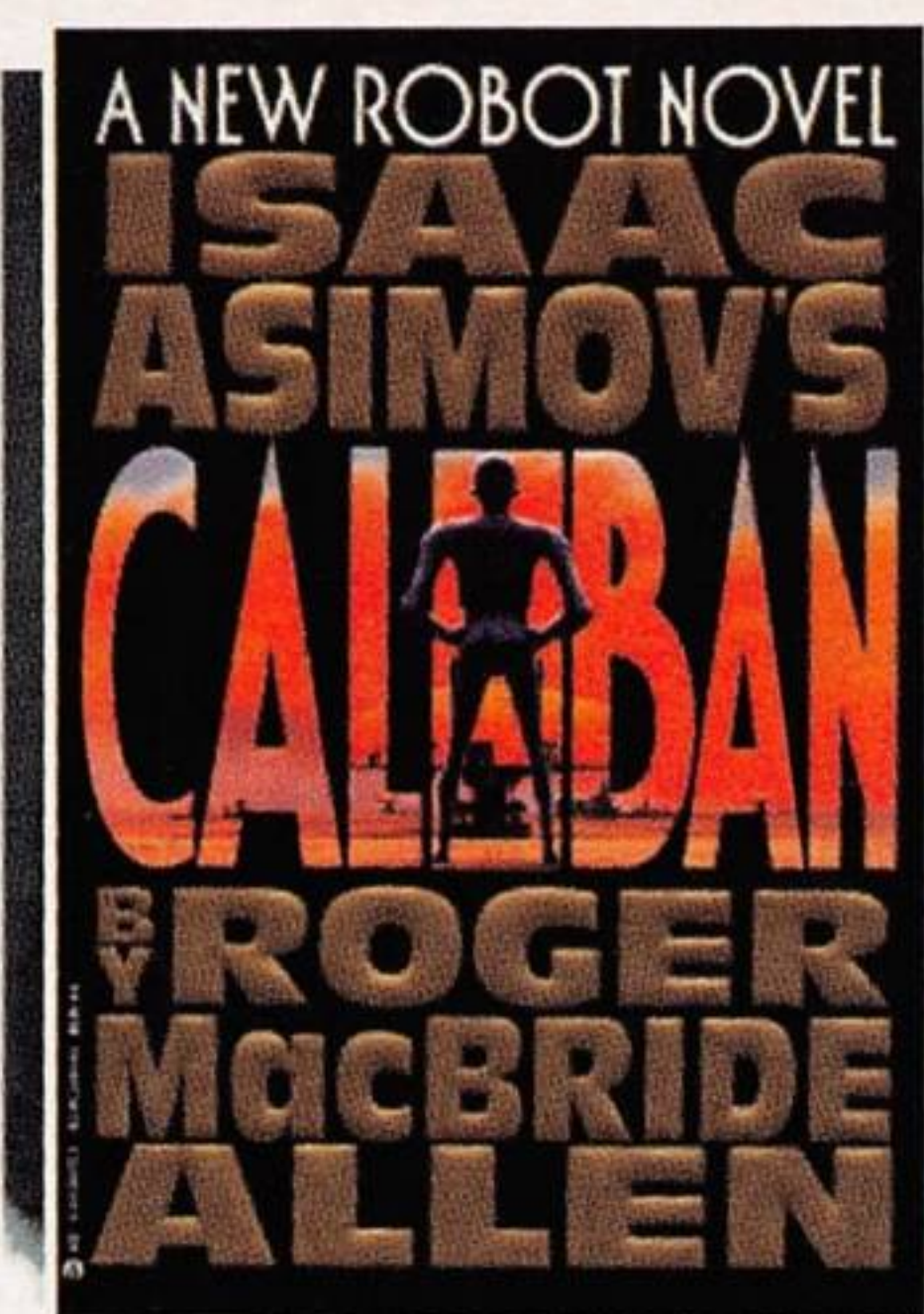
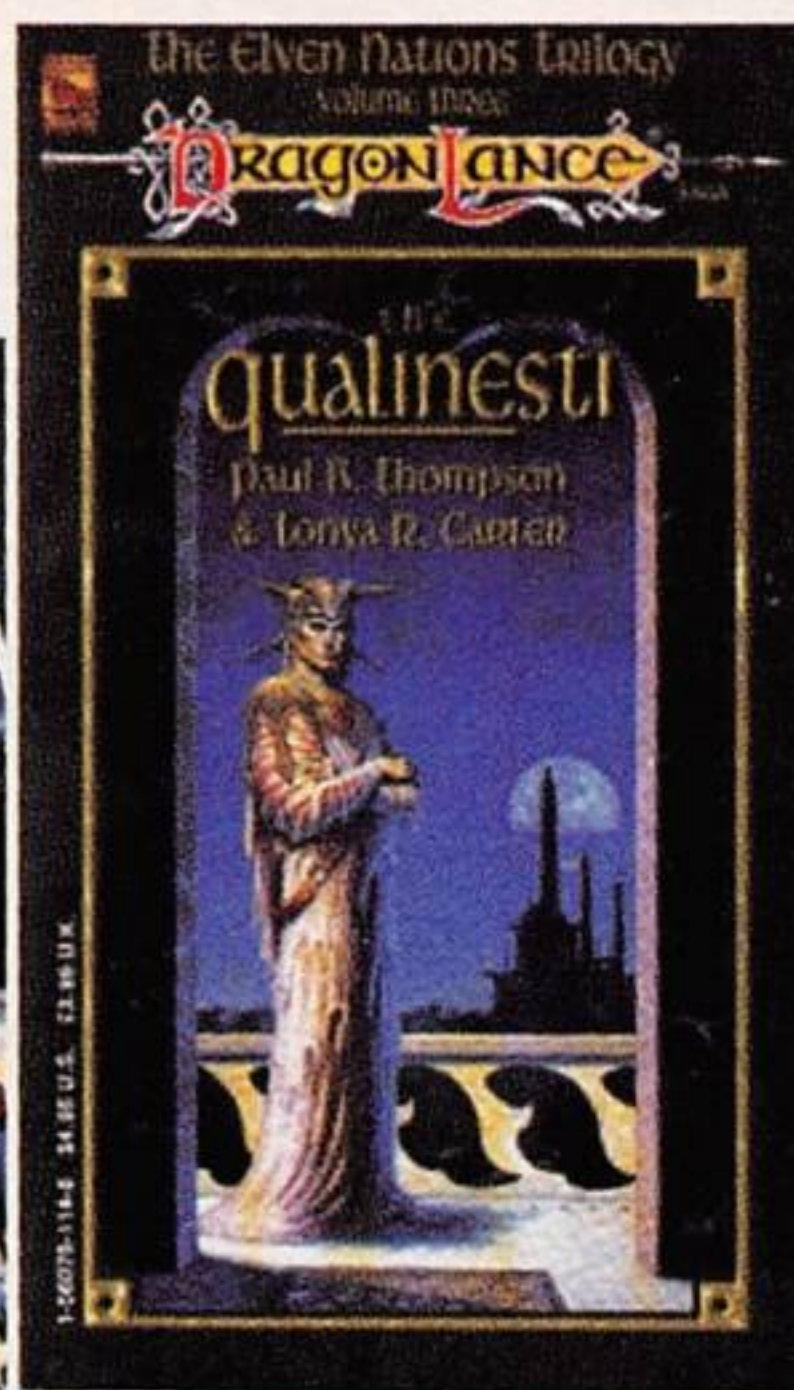
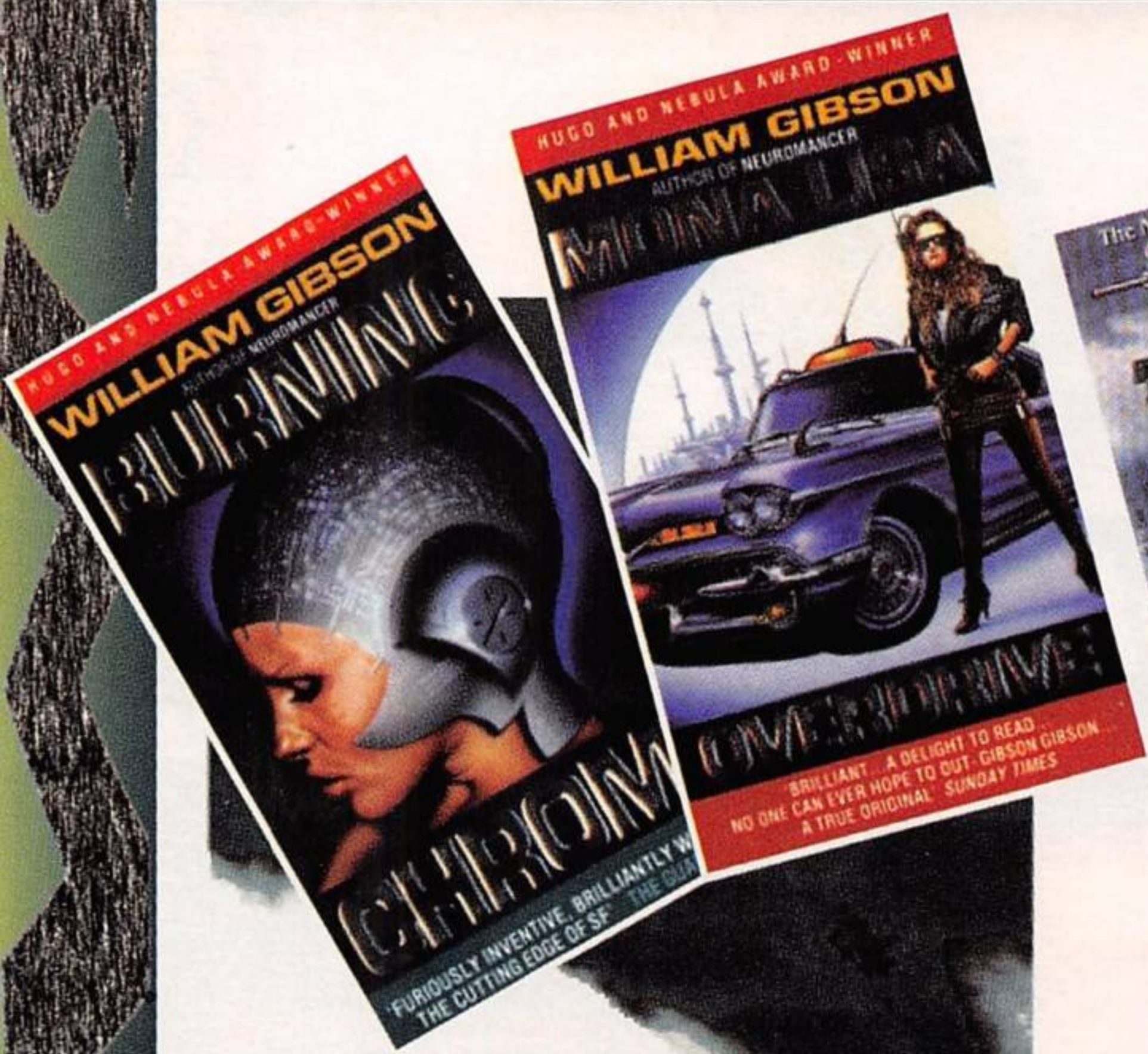
**HAIRBUTT THE HIPPO** is a cult Australian Comic that has been hanging out in comic shops for several years now. Hairbutt is Uncut, Uncensored, Unashamed and extremely Unhygienic, but also very funny. Full of sick humour, action and adventure, Hairbutt is a true Aussie hero.

We have 3 full Hairbutt packs (autographed comic, T-shirt and poster), as well as copies of the comic and posters to give away to Megazone readers who can come up with the funniest caption for the Hairbutt drawing.

Send your entries to:  
Hairbutt Competition, **MEGAZONE**  
Locked Bag 7, Rosebery NSW 2018

JASON PAULOS '93





**NEUROMANCER \*  
COUNT ZERO \* MONA  
LISA OVERDRIVE \*  
BURNING CHROME  
William Gibson**

There are books that influence people and there are books that influence society. Bill Gibson, whether by luck, genius or just brilliant timing, has managed to influence society's view of the near future. Cyberpunk, the literary, artistic and social movement, claims Gibson as their Big Chief.

Gibson looks at the future not as a near-utopian ideal or a Big Brother certainty. His future is say fifty years from now and control is in the hands of those who dare take it. It is this world that makes Gibson's fiction so sought after. A Bladerunner-esque dark, urban sprawl that no matter where you are, seethes with people and technology. But his people are survivors ruled not by government or society but by the fractured power structure of divided loyalties and pay cheques from transient patrons. Money and power is in the hands of corporations and their influence is far beyond that of any government today. The illusion of freedom has collapsed.

Money can do anything for you and nearly all of Gibson's characters are either holding or working for big-bucks and the toys that this Twenty-first Century has to offer. Addictive fun

abounds - Virtual reality, cyberspace, the Net, a gravity well, communications and surveillance equipment, orbital transients, sex, drugs and Rastafarians.

But money and power, secrets and black technology hide behind the corporate logos. All that is beyond the dreams is the stretching differences between the mega rich and the everyday human. Money and technology offer escape from a world that has detached itself from the individual in favour of the corporate needs, and this technology seems to taint your soul, warp your humanity and, possibly, through mad genius, trigger powerful and dangerous powers.

This is all hype. I just don't want to give anything away. If you've read Neuromancer you might appreciate my ravings; if you haven't then drop this and buy a copy now! It won the Hugo, Nebula and Phillip K Dick awards - a clean sweep of all the major sci-fi novel awards that could be won. Count Zero and Mona Lisa Overdrive continue a sequence that takes up in the same world but with years between events and few characters continuing on. Burning Chrome is a compilation of Cyberpunk and less classifiable science fiction stories. That is all the work Gibson has in print other than a novel on computer disk. That can only be read on screen and nobody (as far as I know) has been able to make a hard copy of it. So for hard hitting, thought provoking and very, very entertaining reading, take a look at Gibson's stuff. If you already have then sit patiently as VIRTUAL LIGHT is due out this month.

**THE DRAGONLANCE SAGA**

**Margaret Weiss & Tracy Hickman etc, etc, etc...**

Everybody wants a dream run. The perfect product, the perfect system, getting from A to B without hitting a set of lights. TSR, a role playing games company which brought us Dungeons and Dragons, is on

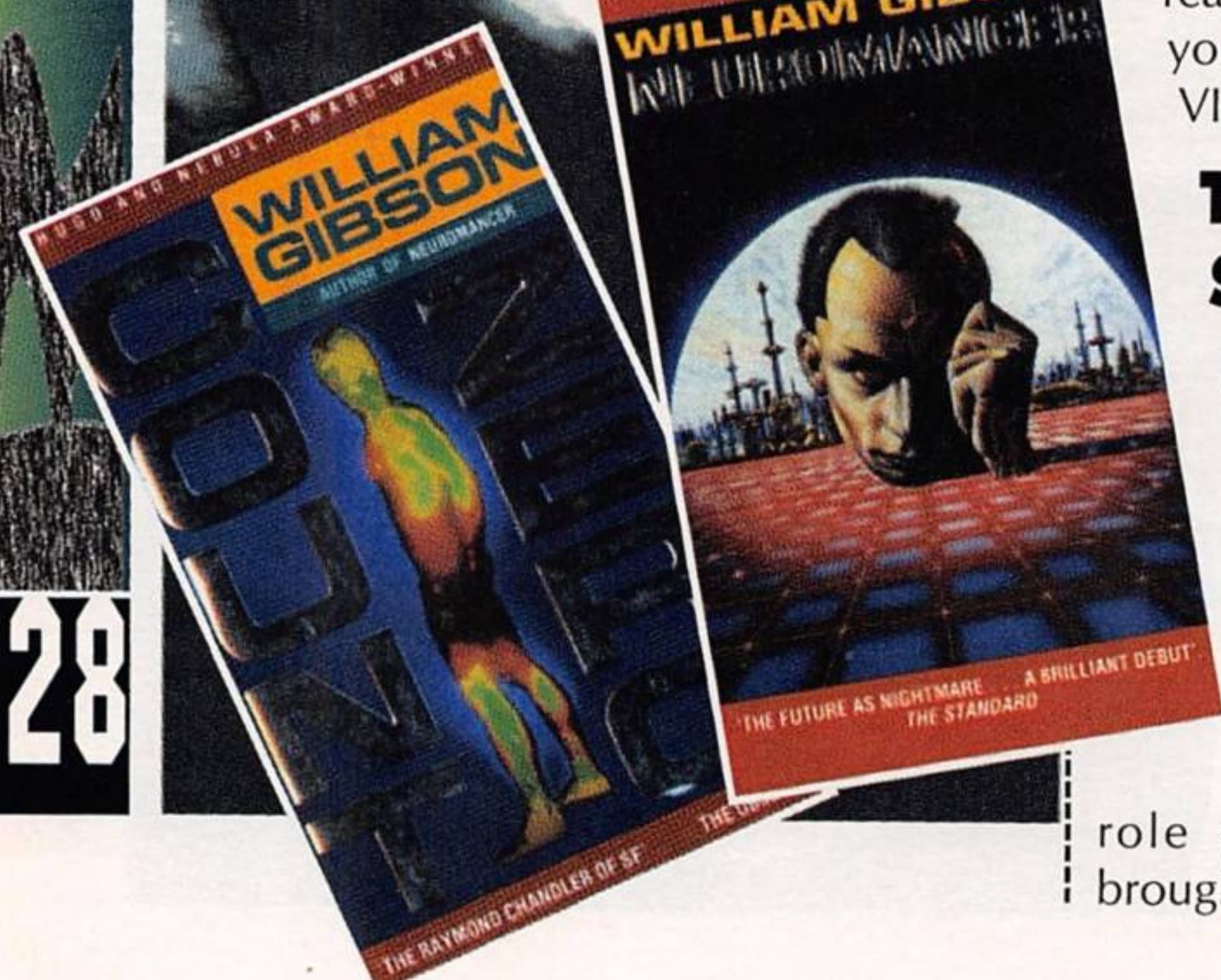
just such a run. In the 1980's they offered us Dragonlance - part marketing ploy, part new concept fantasy fiction/gaming amalgam.

Dragonlance was a fantasy trilogy, much like any other of the hundreds available, an epic tale that pitted a band of adventurers against Takhisis, queen of evil, and her dragon minions. But with the release of gaming adventures (or modules) hand in hand with the books, the roleplayers could play in a detailed habitat that was enriched by the imagery of the fiction they were reading and the readers of the novels might look at the Dragonlance products for AD & D which they may have heard of but may not have bought.

A good plan from any marketing person's point of view. But what, I'm sure, the TSR people did not take into account was the success of the novels themselves. Margaret Weiss and Tracy Hickman's initial trilogy have been a huge mainstream success, best sellers in their own rights. The books offered characters, situations and a world that readers loved. It was never award winning fiction, it broke no new ground, but it was extraordinarily popular and it sold.

Dragonlance is a phenomenon. After the success of Weiss & Hickman's two trilogies TSR took on more writers to write in the same world. The characters from the original books were explored in their own individual tales. Books of short stories offered answers to questions raised in the saga. All in all over forty books are listed in the Dragonlance paperback catalogue and over twenty gaming accessories are available offering statistics, background information and adventures. Over 13.5 million games and books have been sold plus calendars, T-shirts, art books and computer games produced over the years.

What Dragonlance offers is a continuing cult saga akin to Star Trek, with comic book regularity and mainstream availability. An epic fantasy soap opera that has two complete trilogies slated for release this year alone. Dragonlance is an ongoing series that, no one can argue, is on an amazing dream run.





# don't know exactly exactly where i am Fantastical Journeys

## ISAAC ASIMOV'S CALIBAN

Roger McBride Allen  
A New Robot Novel

A Robot is a machine. A complex and currently technologically impossible multi-purpose machine. Its design and programming allow for it to complete complex tasks - human tasks. It would have sensors, mobility and limbs equipped with any necessary tools. Other than that, it's essentially a computer. Instead of typing in commands you would order it to perform a service. It could tell you the time, make your toast, challenge you to a video game and then drive you round.

Isaac Asimov died late last year. Unlike most other writers he was deified by his admirers and peers long before he passed away, for his unparalleled contributions to more than I can mention. Science fiction owes much to his vision of the future. Asimov wrote theory and classic fiction, but one of his most enduring works is the Robot series where he created the Three Laws of Robotics which outlined the programming rules that make all Robots protect and serve humans.

It's the far future. There is no hunger, no war. Humanity has settled hundreds of planets throughout known space. On Inferno, Robots are everywhere and the population has relaxed itself into environmental disaster. Caliban is a robot that has been built without the Three Laws. He is an experiment - how would he develop without the programming that would keep him passive, safe? But somehow, he's on the streets alone, his memories are sparse and no one knows how he escaped from the lab and how the scientist working on him was found unconscious.

Roger McBride Allen, attributing Caliban to Asimov, has created a story that stands alone as a great read. The plot holds much more than a rogue robot. It is tight and keeps its climax till its end. The world, so far in the future, offers visions of high-tech humans and their machines that has paral-

els today. The action that keeps you turning those pages does not offer an impersonal evil that must be eliminated with no moral consequence. Caliban cannot be spectacularly shot to pieces with no regrets or second thoughts.

## THE DISCWORLD SERIES

Terry Pratchett

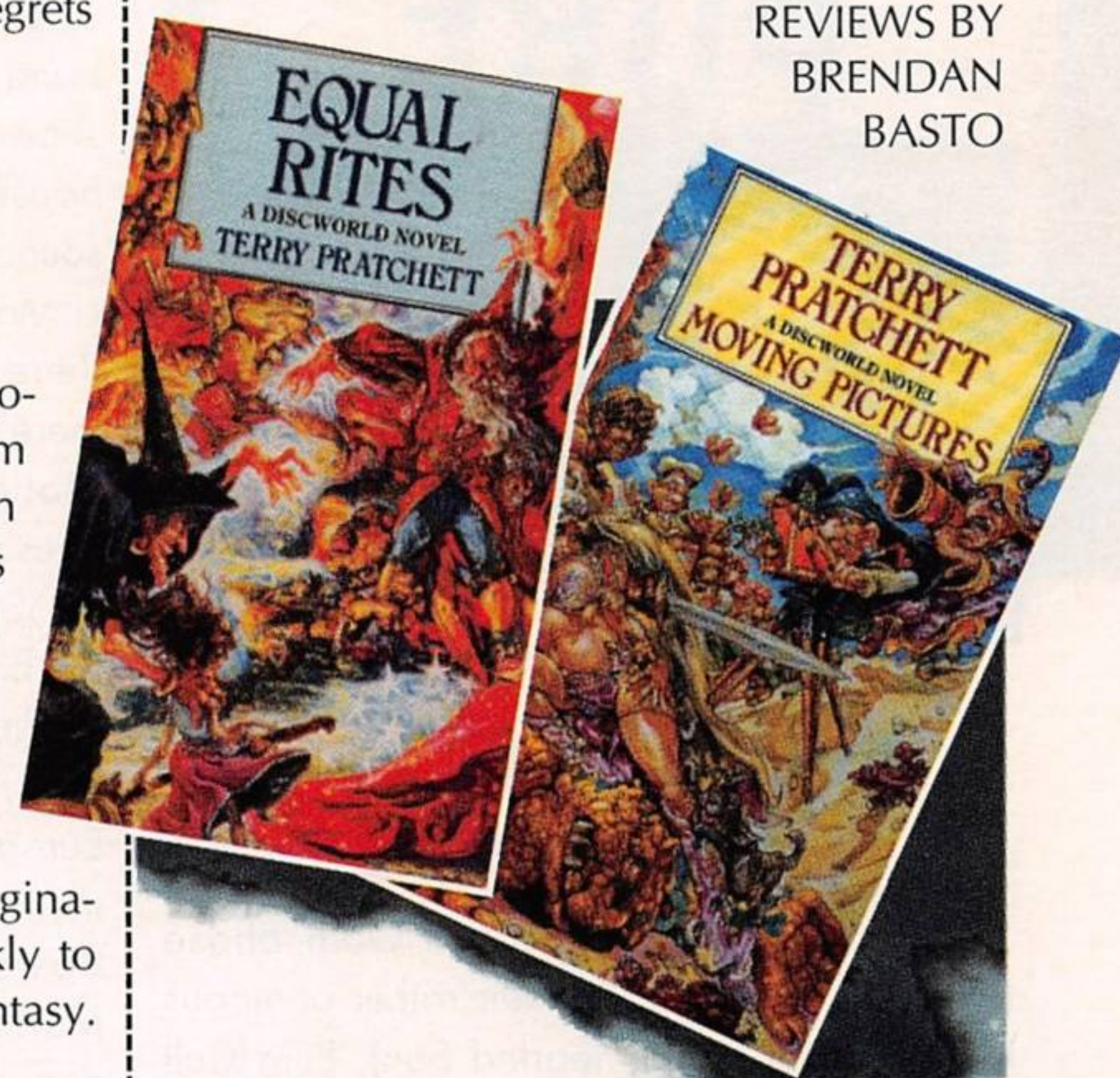
The traditional fantasy epic, an ongoing saga where man saves woman from dragon, woman saves dragon from man and dragon leaves out of boredom, is always open to parody. Stereotypical heroes and villains stuck in adventures that have been replicated over and over must encompass 9 out of 10 fantasy novels available to the public. On the whole the lack of imagination in imaginative fiction leads quickly to boredom and sleep for fans of new fantasy. Thank God for Terry Pratchett.

The easiest thing to say about Mr Pratchett is that he's like Douglas Adams but mixed with J. R. R. Tolkien, but that wouldn't be fair as he's shorter and rounder than Douglas and J. R. R. would never have had his holy land resting on the back of a giant turtle. Nonetheless he has taken a fantasy setting with witches and dwarves and all that, and written it in a near farcical and deliberately comedic manner. It's funny.

Pratchett has been acclaimed as a talented humorist and the success of his books, most of which do not need to be read in sequence, has led to a dozen in the series. The popularity lies in the characters that Terry creates and the situations that he puts them in e.g. young Mort, simple farmboy, becomes apprentice to Death. Witches conspiring to defy the laws of Fantasy by separating the poor peasant girl from the Prince. An incompetent, ambitious, bumbling wizard and a naive suicidally adventurous tourist accompanied by luggage filled with gold, moving on its own legs. It

seems whatever the story the interest in Mr. Pratchett's books is constantly rising and for some light fantastic fun there may be no better than the Discworld novels.

REVIEWS BY  
BRENDAN  
BASTO



Congratulations to Phillip Connolly (NSW), Brad Down (NSW) and Darren Sanders (Qld) for picking up the \$100 vouchers for Galaxy Bookshop. We have another 3 vouchers to give away to readers who can answer the following questions:

- 1) In 2010 by Arthur C. Clarke, which planet turns into a new sun?
- 2) Who wrote the "Books of Blood"?
- 3) In the "Hitch-hikers Guide to the Galaxy", what's the meaning of life?

Send you answers on the back of an envelope addressed to:

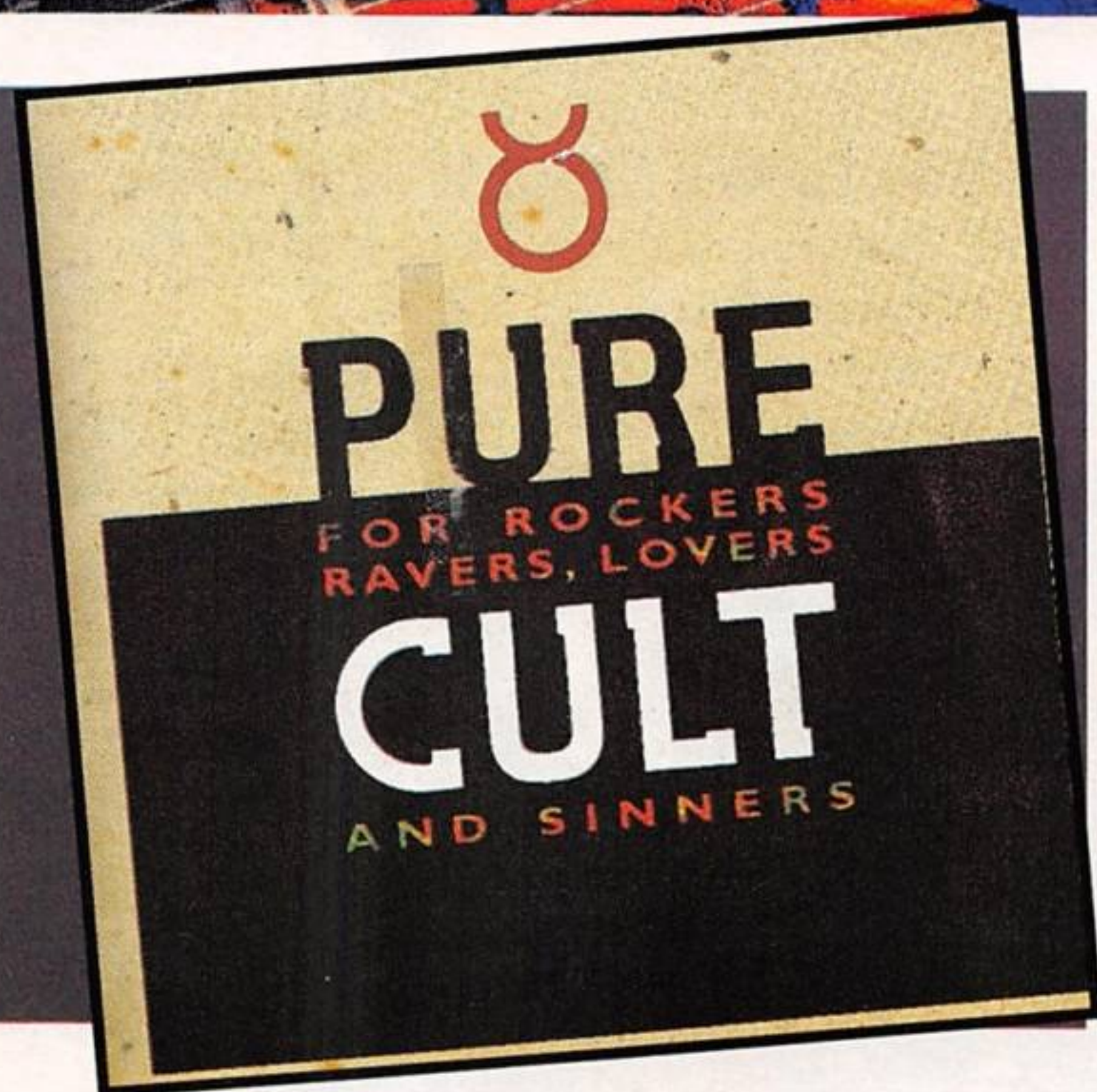
The 2nd Mega Fantastic Comp.

MEGAZONE

Locked Bag 7, Rosebery, NSW 2018



# THE BASELINE



## THE CULT Pure Cult (Virgin)

From their slightly absurd Goth phase (She Sells Sanctuary) to their rather pompous Indian phase (Wild Hearted Son), Pure Cult is a comprehensive collection of The Cult's singles, spanning their entire existence, proving that no matter which costume singer Ian Astbury and sidekick Billy Duffy are wearing, they still know how to rock. Some of these tunes aren't much cop, I'll admit, some even border on the embarrassing! But others explain why fans of The Cult are so dedicated, if not why they've been largely ignored in this country.

There's the powerful Firewoman; the frenzied Love Removal Machine—to name just two—all sung in Ian Astbury's gutsy voice and laden with Billy Duffy's indelible guitar riffs. These guys may be a laughing stock in some circles—someone once told me he liked The Cult the way he liked Spinal Tap—but there is no denying the power of some of their songs. Even as some wander, fuelled only by a ludicrously pretentious concept, others are blistering in their attack, blending scorching vocals and unforgettable hooks.

8/10 ■

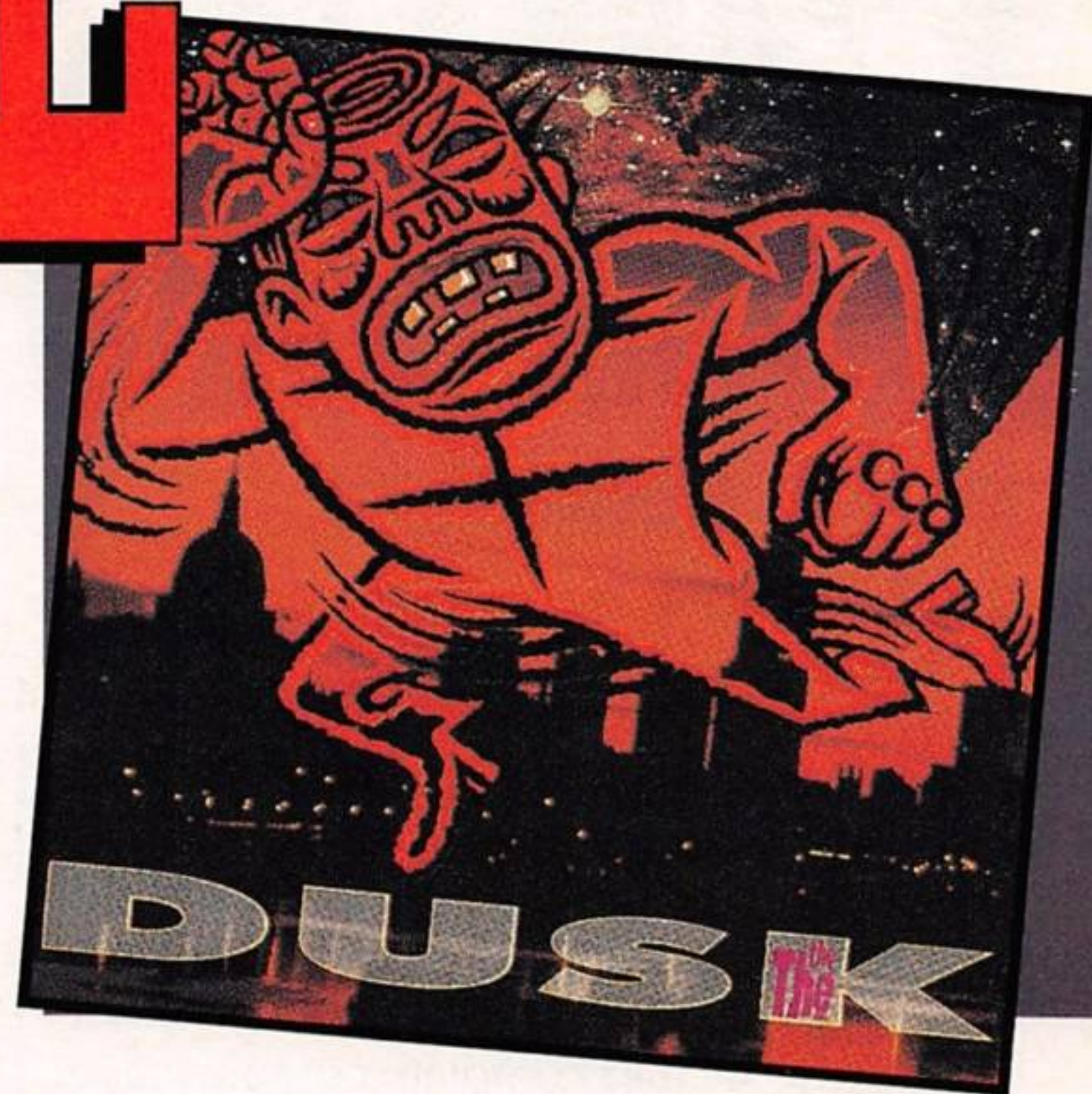
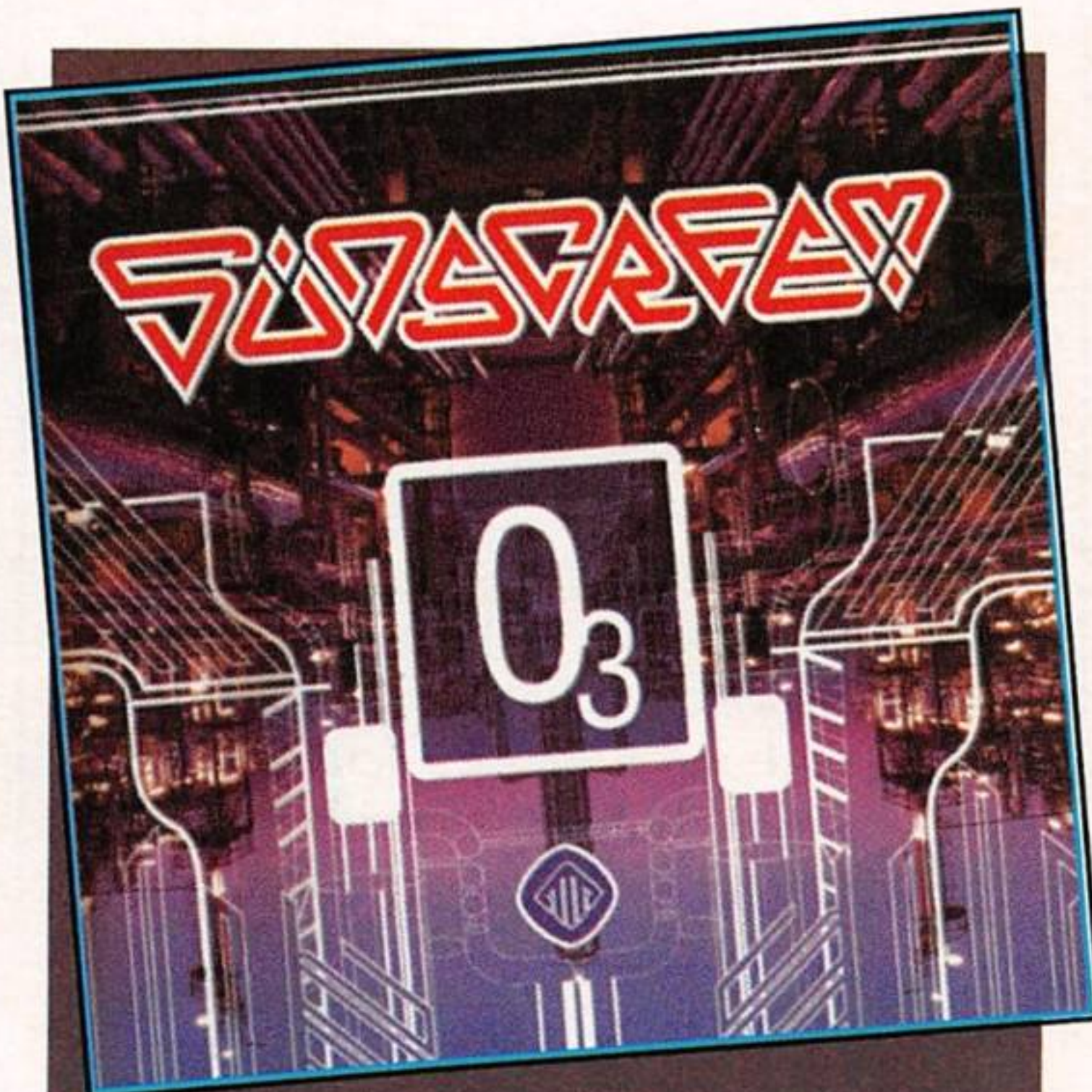
## SUNSCREEN O3 (Sony)

Sunscreen are that rare thing: a dance band who actually play live. Their first album showcases the Sunscreen sound; a hybrid of house inspired techno, pop and ambient sounds. The first single from the album, Love U More, is a gentle, ethereal pop song, and there are a few others in that mould, but there's tougher stuff, too. Songs like Perfect Motion border on the thrashy with their thrashing drum machines and pulsating basses. Some are instrumentals, others feature the breathy vocals of singer Lucia Holm.

The standard of tunes overall is pretty high, their affection for pop and a slight European flavour serving to make their songs memorable and enjoyable, but there are flaws. The rather dull version of the Marianne Faithfull song Broken English, for one. There's not much of a melody to this tune, so it needs a radical reworking to make it special - Sunscreen have recorded a facsimile of the original, even including the key change. Why bother?

Despite some high points, Ozone (which is what O3 stands for) does seem a little empty at times. Stand-out tracks are the ethereal, spacy Chasing My Dreams, and the dark Idaho.

6/10 ■



## THE THE Dusk (Sony)

For Dusk, Matt Johnson, who is The The, has left off lecturing about the evils of the world—destruction, violence, racism etc—and decided to concentrate on relationships and himself. He now seems to think that the only way to change the world is to change yourself. And that's good news for us, because in place of his usual tirades are a collection of bittersweet tunes that lodge in the brain and refuse to budge. Infected, one of his best works, was also one of his angriest, but the capacity to listen to his moanings was wearing quite thin! And that's why Dusk is so welcome: all this looking inward has produced some brilliant tracks.

Matt comes across as some kind of manic preacher on the opening number, but leaving his angst at the door, goes on to present a collection of excellent tunes, some in a slightly folksy vein, others with a harder edge. The stand-out is Slow Emotion Replay, a song almost as fab as the timeless Uncertain Smile, a tune recorded by The The way back in '82. With the tireless Johnny Marr offering some sterling guitar work and proving to a be a dab, er, hand at the harmonica as well, Dusk is easily the best thing Matt Johnson has done in years. In recent times, many journalists – the kind who have elevated Johnny Marr to god-like status for his work with the Smiths and Electronic—have asked him why on earth he works with Matt Johnson. Now Johnny can quite comfortably reply, "Cos he's bloody talented and he writes good songs." And the proof is on Dusk.

8/10 ■





## LIVING COLOUR

### Stain (Sony)

The hardest Living Colour album to date opens with a brace of snarling guitars, and doesn't let up till track eight, when a sweet, string-laden tune called Nothingness hogs a bit of CD space. Despite a slightly tired lyric ("Nothing lasts forever" is the hook), this tune is every bit as moving as Vivid's Open Letter To A Landlord or Love Rears Its Ugly Head from Time's Up. But three minutes after that song's beginning, it's back into the melee!

Living Colour were at the forefront of the hard rock/funk movement which has taken the Red Hot Chilli Peppers and Faith No More to the top of the charts, but Stain has more in common with Metallica's latest offering than Prince. Original bass player Muzz Skillings has left the group and been replaced by Doug Wimbish, a former member of industrial outfit Tackhead and Gary Clail's Dub Syndicate. His influence is obvious on WTF, a song which is one humungus wall-of-sound, a typical Tackhead trait. Elsewhere, Vernon Reid wields his axe like no other, creating a sound that is as chunky and impenetrable as a slab of concrete. Corey Glover's soulful voice sails over it all, expressing those few emotions that Vernon Reid's guitar cannot.

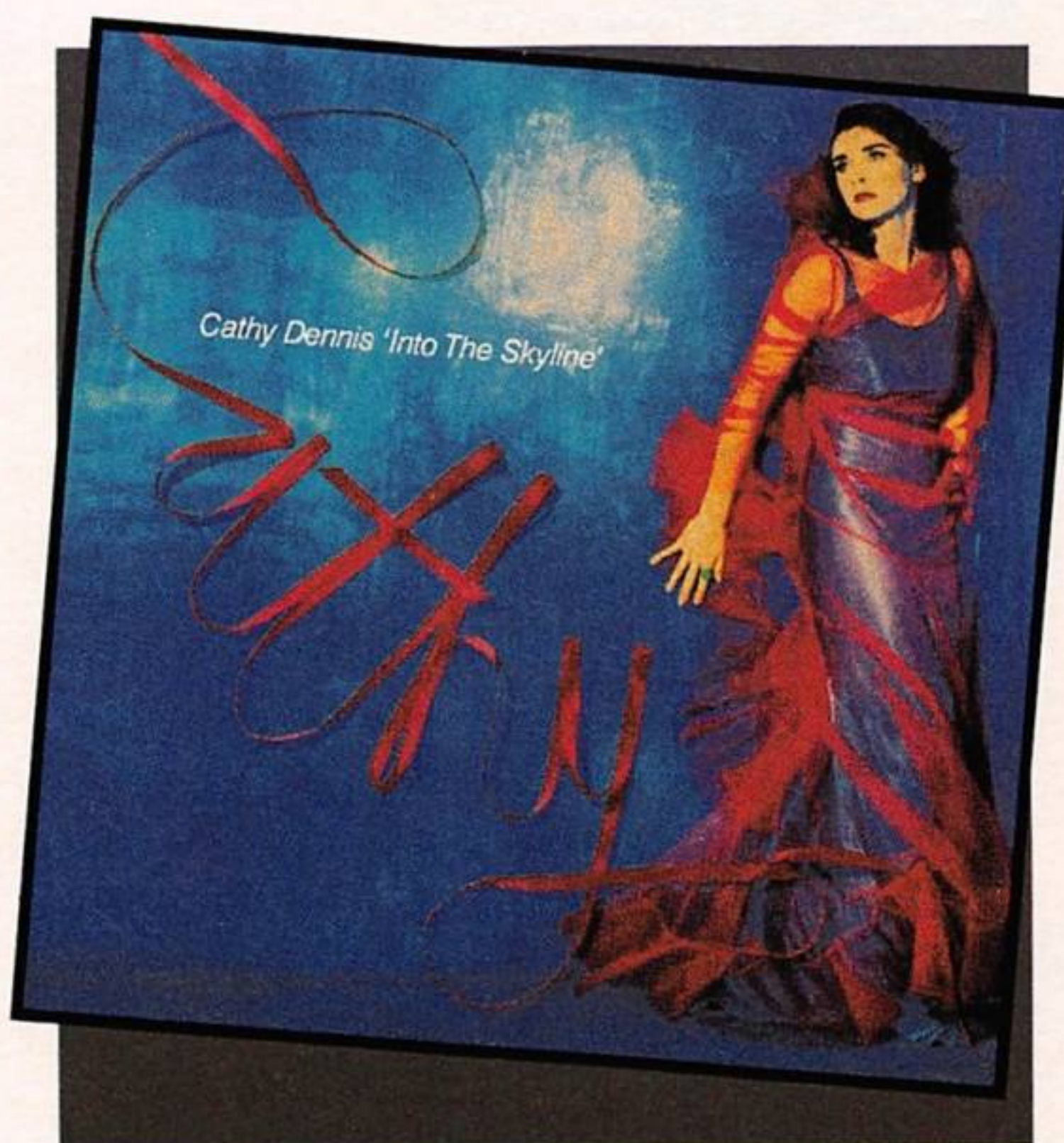
Living Colour: if they were any tougher, they'd rust! 7/10 ■

## CATHY DENNIS

### Into The Skyline (Polydor)

Cathy Dennis is very good at what she does. By surrounding herself with the right people and utilising her extraordinary capacity for determination, she has managed to transform herself from mousy, tin-tin-silled songwriter into glamorous, smooth-voiced pop star.

On her second LP, Cathy has elected to work with Shep 'Erotica' Pettibone, but, despite his pedigree, the stand-out track is the only tune he didn't work on. Why was co-written and produced by D Mob, the outfit that launched her on the road to fame and fortune, and it's a corker; its syncopated rhythms and relentless chorus are tantalisingly moreish. Elsewhere, Cathy delivers the goods, if not as stunningly as on that track, at least in a satisfying manner. The slick pop/soul which swings from boppy dance tracks to soaring ballads is pleasing, and at times (to quote Cathy) irresistible. 7/10 ■

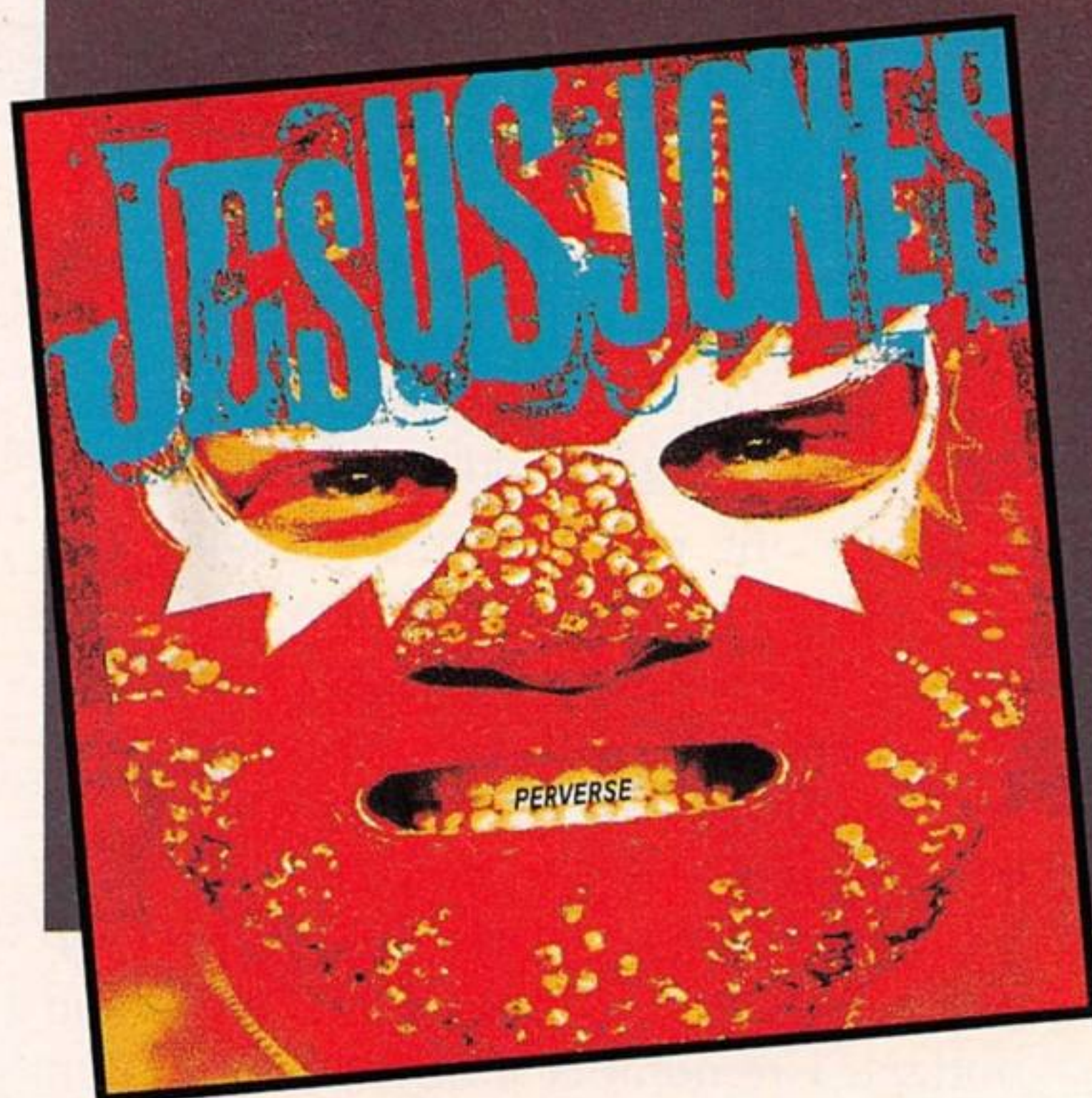


## 808 STATE

### Gorgeous (Warner)

808 State are named after a Roland drum machine, and like the technological boffins they are, they use just about every synthesiser ever invented on Gorgeous, from an array of Moogs, to dinky early 80s numbers to modern state-of-the-art stuff. They even use guitars on a couple of tracks, but for the 808s, guitars are the novelty, not the synthesisers, which are used in a diverse and imaginative manner.

808 State stand head and shoulders above any other techno act around: their last long player, Ex:el, was inspired, and Gorgeous sees them in top form once again.



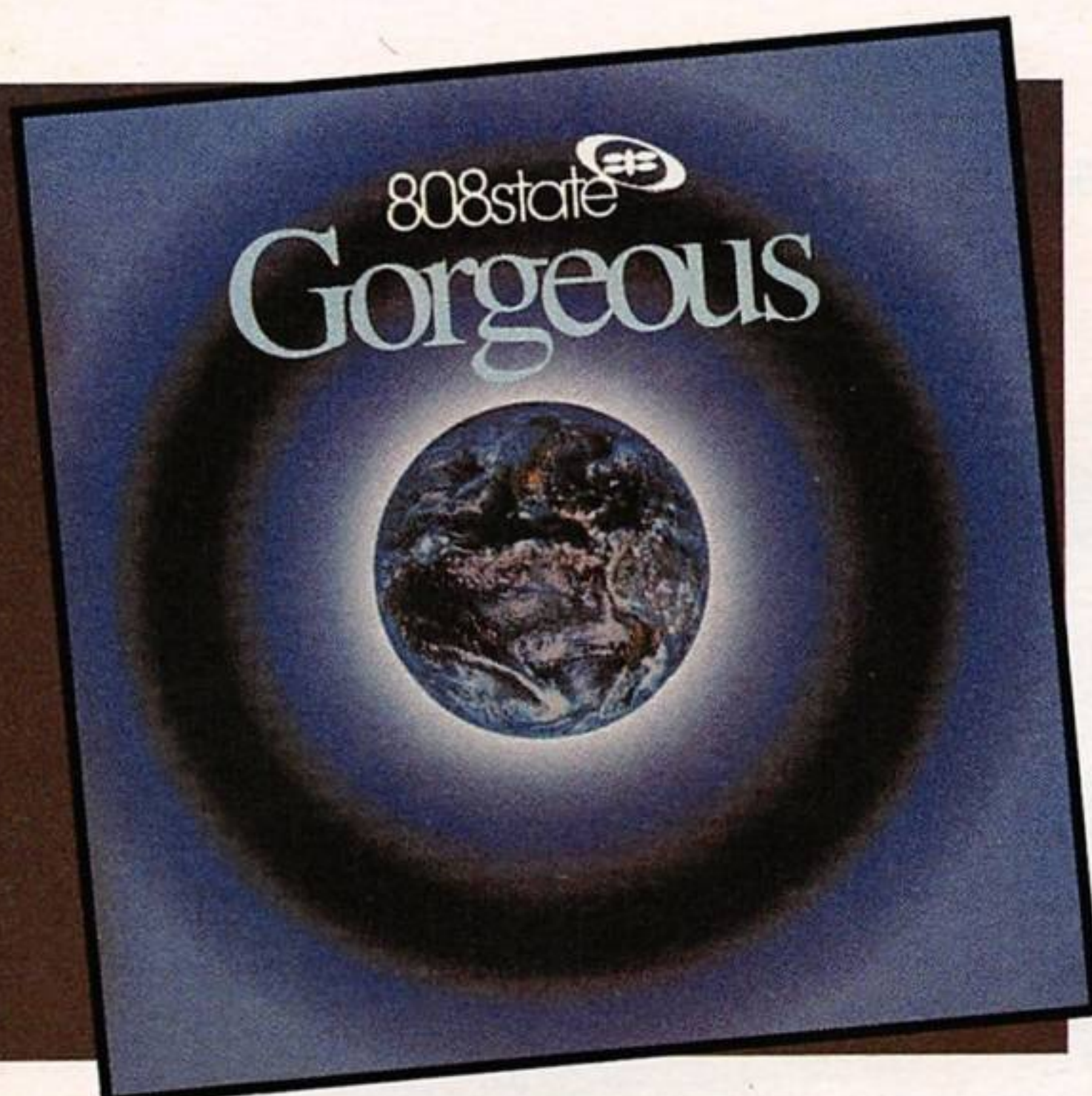
## JESUS JONES

### Perverse (EMI)

Perverse it ain't. From the songs which feature the sound of yesteryear, to the wrestlers who have been dressed in 'weird' masks for the cover by a stylist, Jesus Jones' third album picks up where their last, Doubt, left off, and although there's the odd decent tune, there's nothing quite as forceful as Info Freako, and nothing as sweet as Right Here Right Now. All the ingredients which made previous songs so enjoyable – their fusion of distortion with melody; Mike Edwards' Darth Vader-style of singing – are here, but there's no spark, and it sounds as though this time around, they're on automatic pilot. Part of Jesus Jones' appeal was due to the fact that they were new and fresh, but they haven't managed to upgrade their sound, and they now sound dated and laboured. Perverse has a couple of neat pop tunes, notably Get A Good Thing and The Right Decision, but it's not really worth the bucks or the time.

4/10 ■

This is smart music—808 State are quite possibly the only people to make witty instrumentals—but they work just as well with vocalists. Unlike other groups who tend to employ belting soul singers, 808 State would rather employ vocalists whose approach is more individual - last time New Order's Bernard Sumner lent a hand, as did the Sugarcubes' Bjork. This time, it's former Echo and the Bunnymen singer Ian McCulloch who has been recruited, while UB40's Ali Campbell appears on the radical reworking of their tune, One In Ten. But the vocals—like the guitars—are few, the majority of the CD consisting of instrumental pieces, some with the calming effect of a sedative, others which will blow your head off. Great stuff. 9/10 ■





## THE VANISHING

"The compulsion to know is basic to the human mind, even when the knowledge might be painful"...Yes, well I can accept that, but not as far as letting a known kidnapper (and probably murderer) drug you so you can find out exactly what happened to your missing girlfriend.

That's one of my problems with *The Vanishing*, and along with a few other plot glitches it spoilt my enjoyment of this otherwise taught thriller. The film is directed by Dutchman George Sluizer who was responsible for "Utz", which was basically the same film but in his native language and made at a fraction of the Hollywood budget. I remember enjoying the Dutch original a hell of a lot more than *The Vanishing*.

However having said that, it's still not a bad movie. Kiefer Sutherland stars as Jeff Harriman, whose girlfriend suddenly disappears while on holiday. Three years later she still has not been found, but Jeff has not given up the hunt, and has become obsessed with the quest.



Then things begin happening very quickly as he falls in love with another woman (Nancy Travis) and also comes in contact with his ex-girlfriend's very unbalanced kidnapper, who is played very effectively by Jeff Bridges. It then speeds up to a very

tense and action-packed finale which is guaranteed to have you chewing nervously on your popcorn.

Faults aside, it's quite a decent movie.

3/5

STUART CLARKE

## TEENAGE MUTANT NINJA TURTLES III

After the disappointment of the second Turtles movie, the Secret of the Ooze, the shelled ones have got their act together for the third.



While the m o n d o Turtles hype of a few years ago has died down, this film has found the large base of loyal fans trooping in to see it. And those fans won't be dis-

appointed. But if you've never really understood the appeal of four sewer dwelling, bandanna wearing, sword wielding talking turtles, then this movie won't convert you.

Our four shelled heroes and obligatory token female April, manage to get themselves in a bit of strife which involves travelling back in time to the middle of a clan war in Feudal Japan. To cut a fairly short story even shorter, they have to rescue April and get back to the modern world before the time continuum gets out of synch.

There are some funny sections (if you like Turtle humour) and some nice action scenes and the movie became more enjoyable as it wore on. The Turtles are as cool as ever, and they're keeping up with the times with some choice Wayne's World lines thrown in for good measure. Luckily the ridiculous "Cowabunga" was only uttered on a few occasions. *Turtles III* is definitely one for the fans.

3/5

STUART CLARKE



## ALADDIN

Winner of 2 Academy Awards and the highest grossing animated movie in the history of cinema, *Aladdin* comes to Australia with a bigger reputation than Shannen Doherty (but not quite as bad—Ed).

This captivating tale of a street urchin, who discovers a magic lamp is a classic tale updated somewhat for the '90's. In the lamp lives the campest genie since Barbara Eden (*I Dream Of Genie*), and the movie boasts the most amazing special effects and mind blowing vivid animation ever, even better than last year's much talked about *Beauty and the Beast*. Without the computer-generated imagery of Walt Disney, *Aladdin* would never have looked so good. *Aladdin's* ride on the Magic Carpet through *The Cave Of Wonders* and the Tiger Head entrance, as well as the intricately patterned Magic Carpet itself, have to be seen to be believed. The villain—the Sultan's scheming vizier, Jafar (who is constantly accompanied by his parrot, Iago)—will be remembered for many years to come as Disney's most evil dude yet.

Robin Williams does a superb job as *Aladdin's* voice and the many subtle jokes in the film will ensure an appreciative older audience. Younger audiences will absolutely love it.

4/5

BILL HIBBLE



# movies

## REVIEWS



## RAISING CAIN

Dr. Carter Nix has a most unusual preoccupation with raising kids...even for a child psychologist. It's as if he's turned the role of parenting into some strange experiment in child rearing. Two years ago, he decided to take time off from work to help raise his child, and until recently his wife Jenny was only mildly irritated by his increasingly obsessive behaviour as Mr Mom.

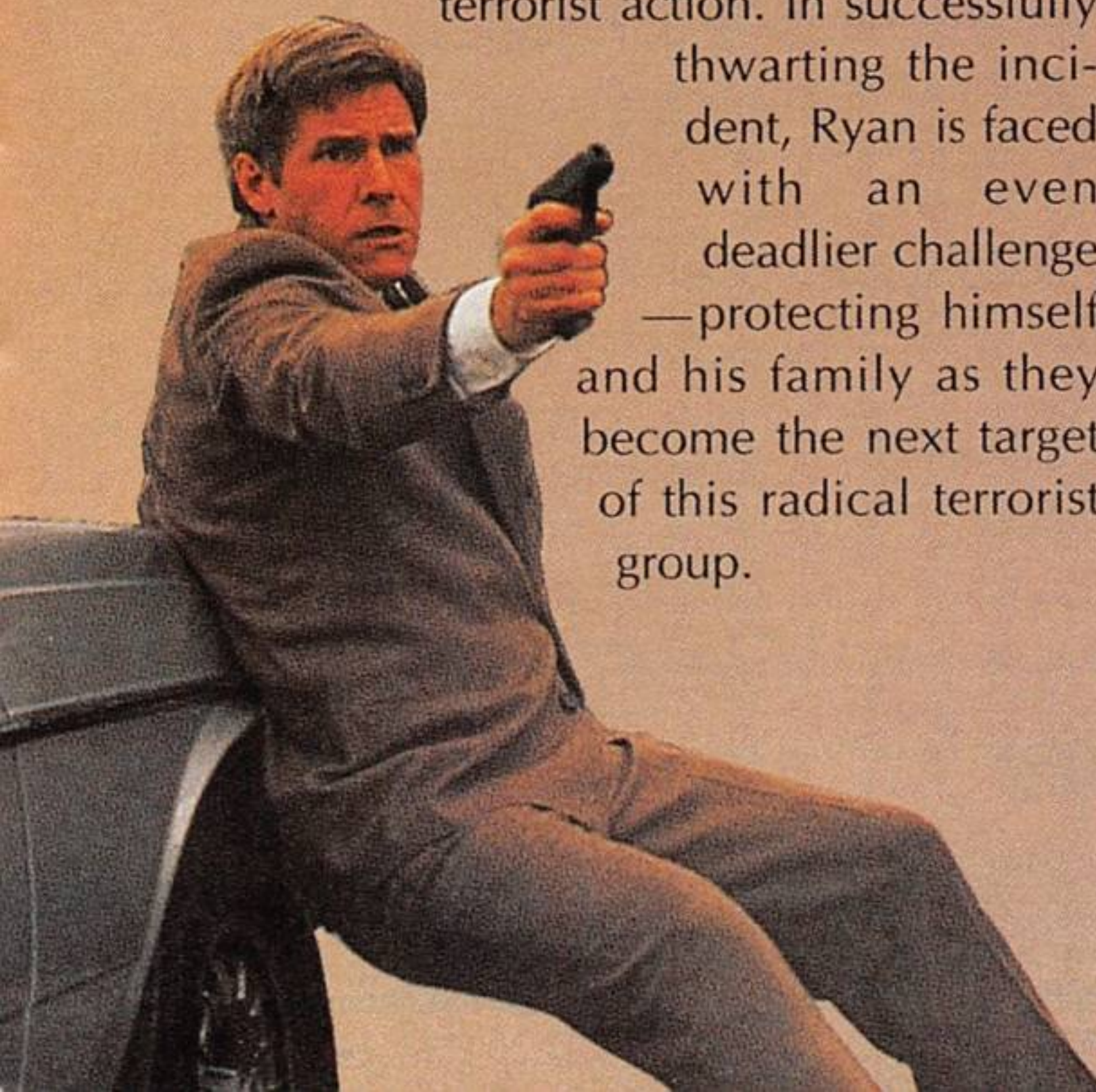
As Carter's odd behaviour escalates and their relationship is thrown into chaos, Jenny's dilemma is further complicated when her ex-lover Jack Dante suddenly reappears and their love affair is rekindled. Jenny is driven into a world of fantasy, guilt and fear. And Carter, the man she thought she knew, is about to commit a hideous crime...



## PATRIOT GAMES

This is a great action thriller from the producer of "The Hunt For Red October" and the director of "Dead Calm", Australian Phil Noyce. "Patriot Games" is the second of Tom Clancy's best selling novels to be adapted to the screen, and the first of three films to star Harrison Ford as Clancy's famous protagonist, CIA analyst Jack Ryan. In "Patriot Games" an explosive wave of violence sweeps Ryan and his family into the deadliest game of our time—international terrorism.

What begins as a holiday for the Ryan family in England, abruptly ends when Jack Ryan becomes entangled in a lethal terrorist action. In successfully thwarting the incident, Ryan is faced with an even deadlier challenge—protecting himself and his family as they become the next target of this radical terrorist group.



## DEATH BECOMES HER

Take Meryl Streep, Bruce Willis and Goldie Hawn as you've never seen them before. Add ground-breaking special effects from the team responsible for such blockbusters as the "Back to The Future" trilogy and "Who Framed Roger Rabbit?". Blend them together in a contemporary tale of lust, envy, murder and the search for everlasting youth.

The result is "Death Becomes Her", an outrageous black comedy from director Robert Zemeckis. The special effects in this movie have to be seen to be believed and are so good they won an Academy Award.

It all begins in Beverly Hills, where eternal youth is bought and paid for by those who will go to any lengths to defy the ageing process. Madeline Ashton (Meryl Streep) is an affected, narcissistic show business personality whose beauty is fading almost as rapidly as her career. Her arch-rival is her former friend, Helen Sharp (Goldie Hawn). Once a shy book Editor, Helen has now transformed herself into a famous beauty author. Look behind their practiced smiles, hollow greetings and forced air kisses. These are bitter enemies, vying for the affections of Dr. Ernest Menville (Bruce Willis), a gifted plastic surgeon.

Once Ernest was engaged to Helen. Now he's married to Madeline. But it's not been a marriage made in heaven. He's given up his practice, devoting his attention to a bottle of scotch. Madeline despises him in a possessive sort of way, but she's preoccupied with her own problems. It seems not even Ernest's scalpel can completely halt the effects of time. She resents her body's betrayal and is desperate enough to try anything. Anything!

Helen's desperate too. Ernest's attention had sent her into a tailspin that landed her in a sanatorium, with about 200 extra pounds. But her obsessive hatred of Madeline became her salvation and motivation. Now she's back with a vengeance, as the toast of the literati, the celebrated author of the latest beauty bible, "Forever Young". She's looking better than ever. And, come to think of it, so is Madeline.

Madeline Ashton and Helen Sharp have shared many things over the years.... friendship, envy, hatred and Ernest. Now all three share the ultimate secret. And things are getting very weird...even for Beverly Hills.

# VIDEO

## REVIEWS

### JENNIFER 8



Andy Garcia stars as Sgt. John Berlin, a burnt-out LA cop who joins the

police force of a small Northern California town. Shortly after his arrival, it is discovered that some murders have occurred in the town. As Berlin investigates, he comes to believe that he is on the trail of a dangerous serial killer who has just claimed an eighth victim, code name Jennifer.

Berlin's work leads him to encounter Helena Robertson (Uma Thurman), a beautiful young blind woman who could be his only link to solving the crimes and also may herself be the killer's next intended victim. However, as Berlin becomes more and more involved with the case, he finds himself in the midst of a growing nightmare in which everyone is a suspect...including himself. His superiors and even his friends begin to ask themselves if John Berlin arrived just in time to help find a brutal serial killer, or has his passionate dedication to crime solving become a fanatical and deadly obsession?

REVIEWS COMPILED BY  
STUART SLATER





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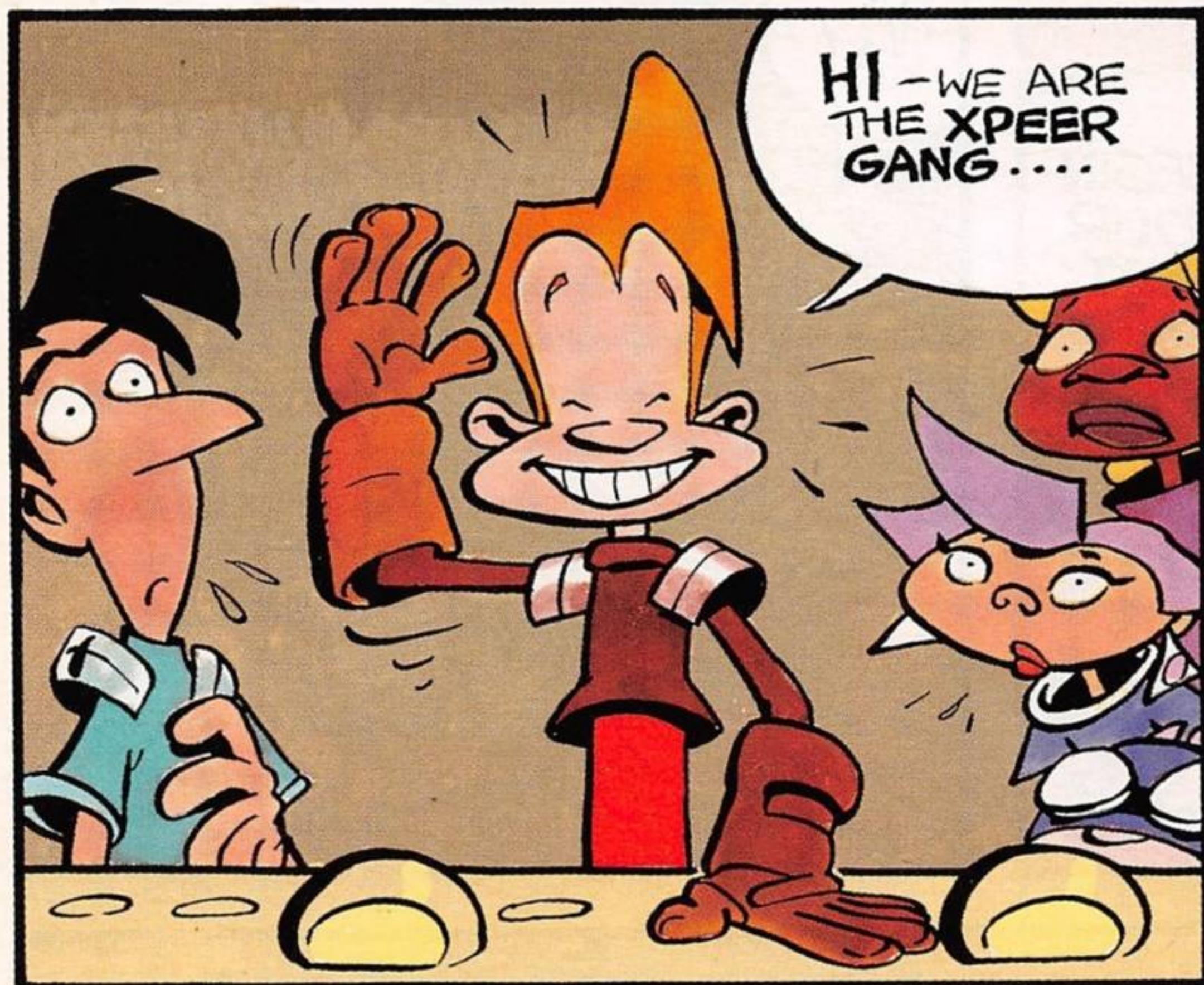
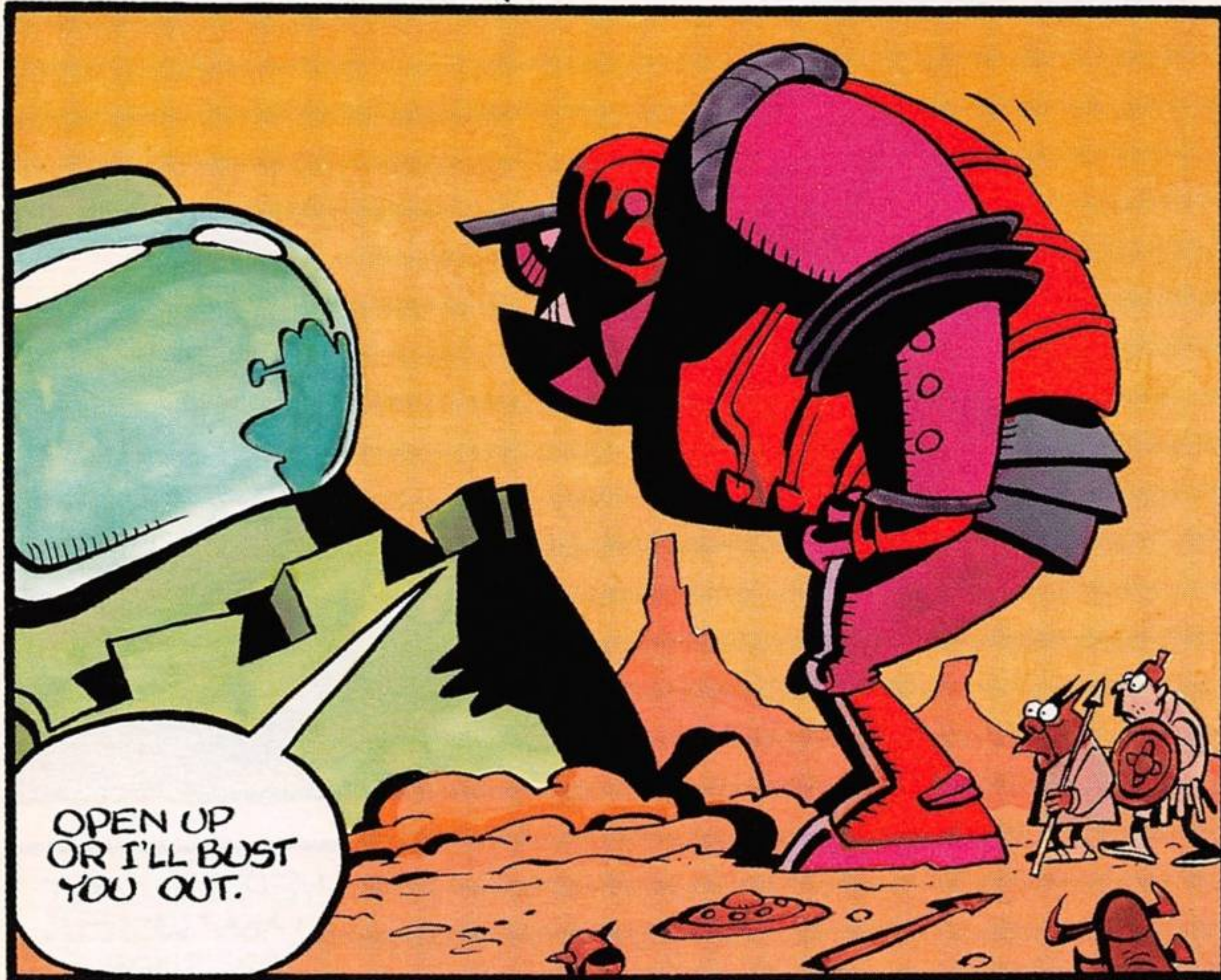


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# REX VECTOR

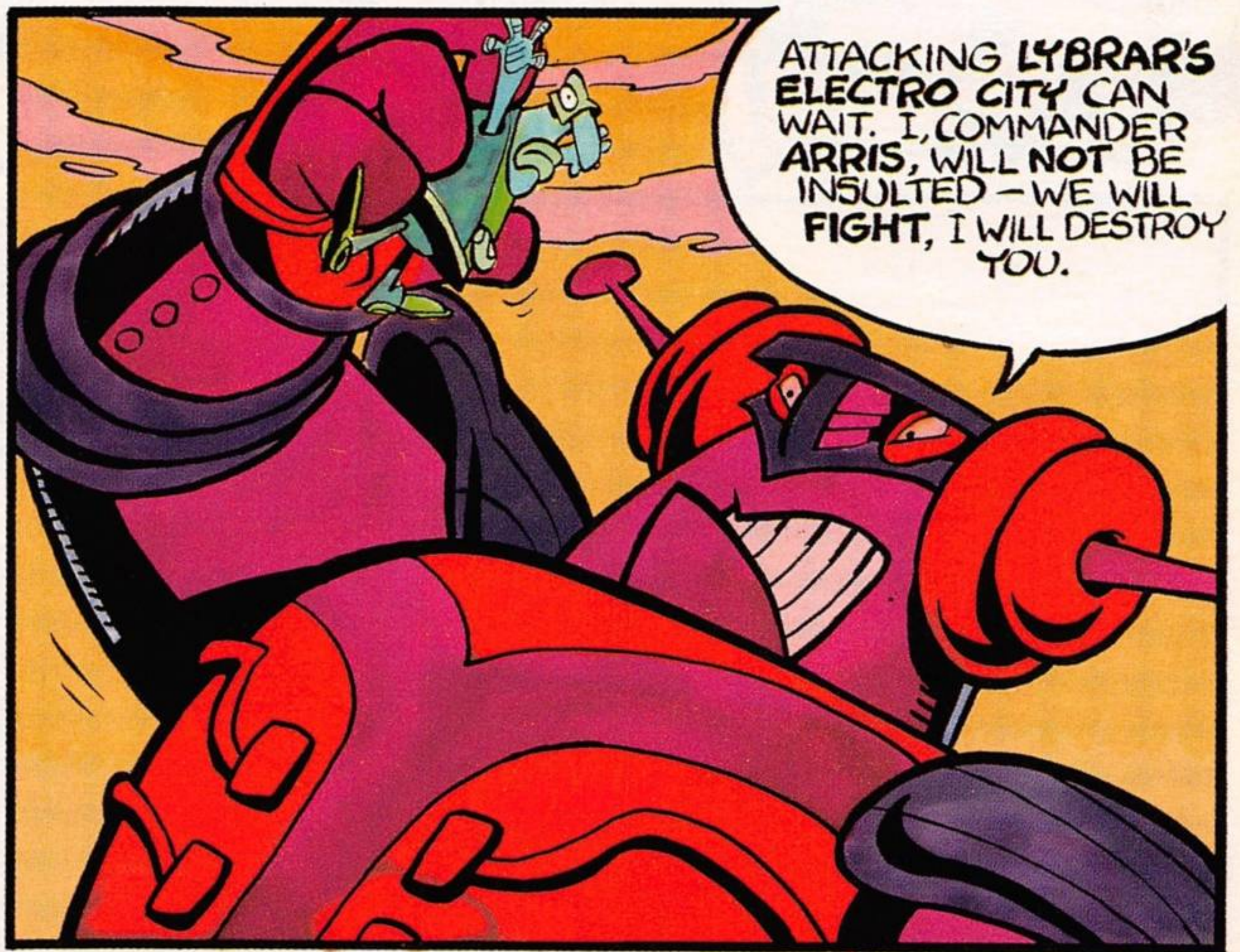
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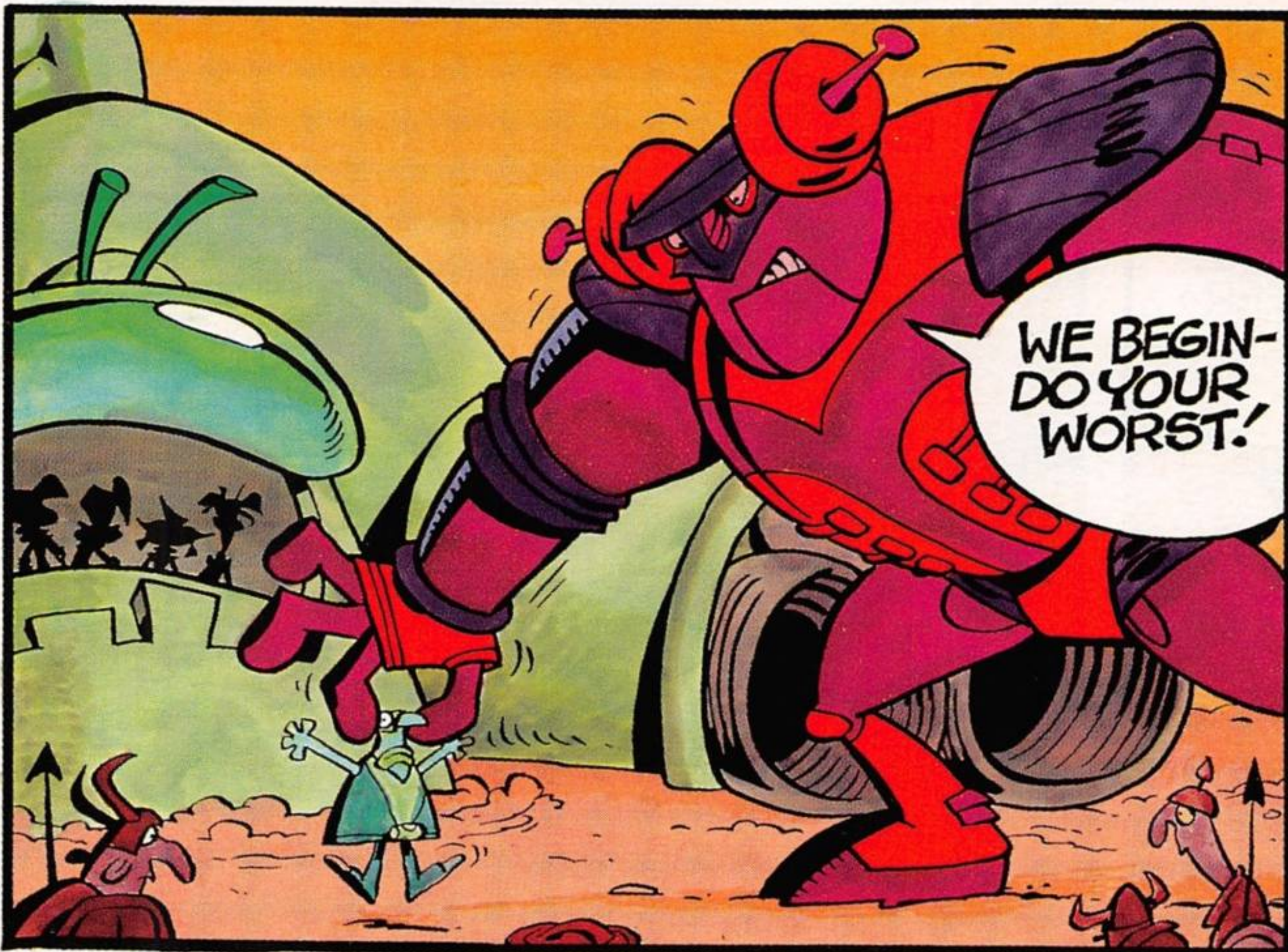




I CAN SENSE YOUR FEAR CIRCUITS QUIVERING - THIS WILL MAKE SCRUNCHING YOU MORE PLEASURABLE.



ATTACKING LYBRAR'S ELECTRO CITY CAN WAIT. I, COMMANDER ARRIS, WILL NOT BE INSULTED - WE WILL FIGHT, I WILL DESTROY YOU.



WE BEGIN - DO YOUR WORST!

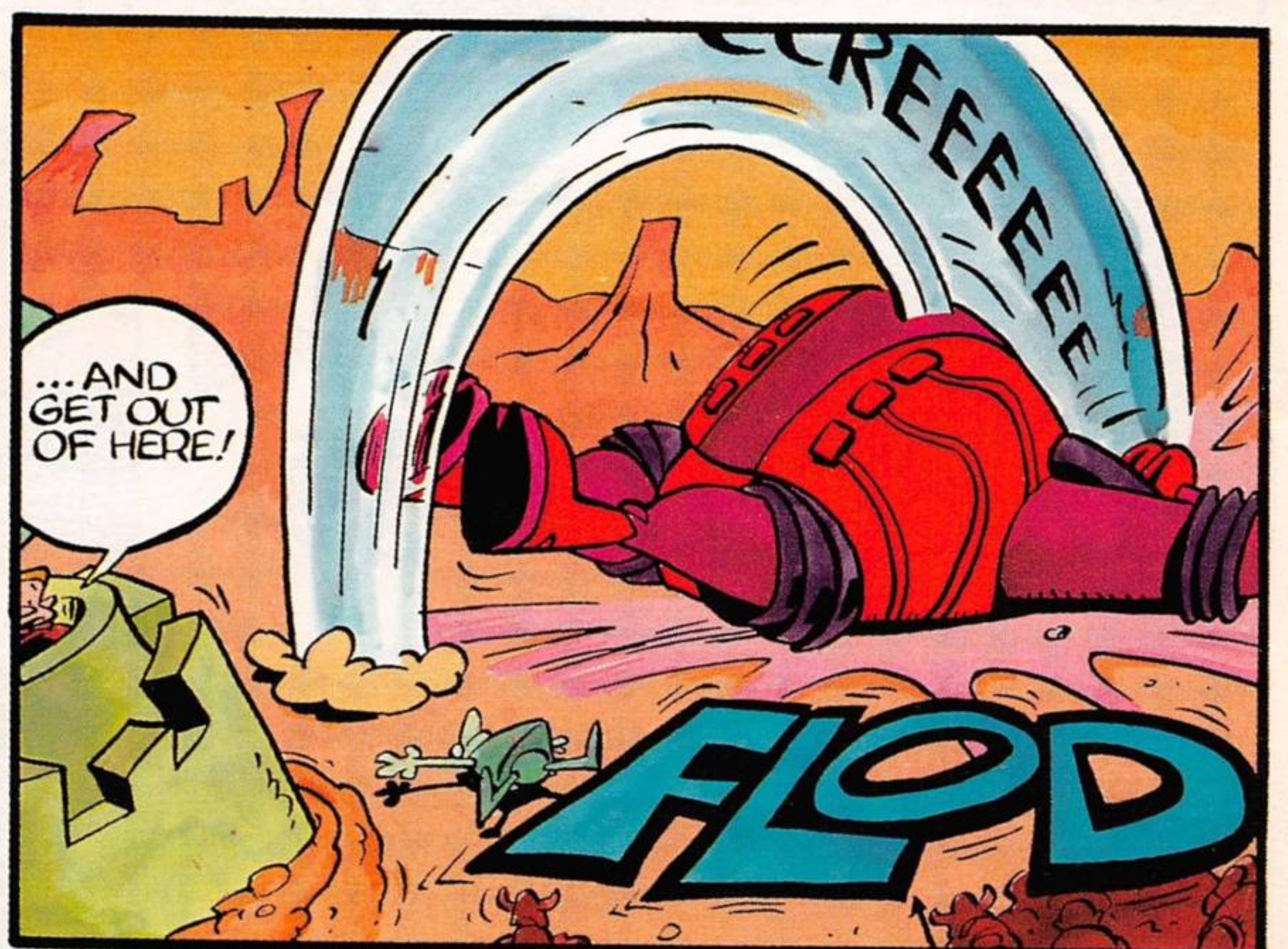


HA HA HA!

YEP. HE CAN'T DO ANY WORSE THAN THAT. WHAT DO WE DO NOW?



WE'D BETTER GRAB OUR SKIMMERS...



...AND GET OUT OF HERE!

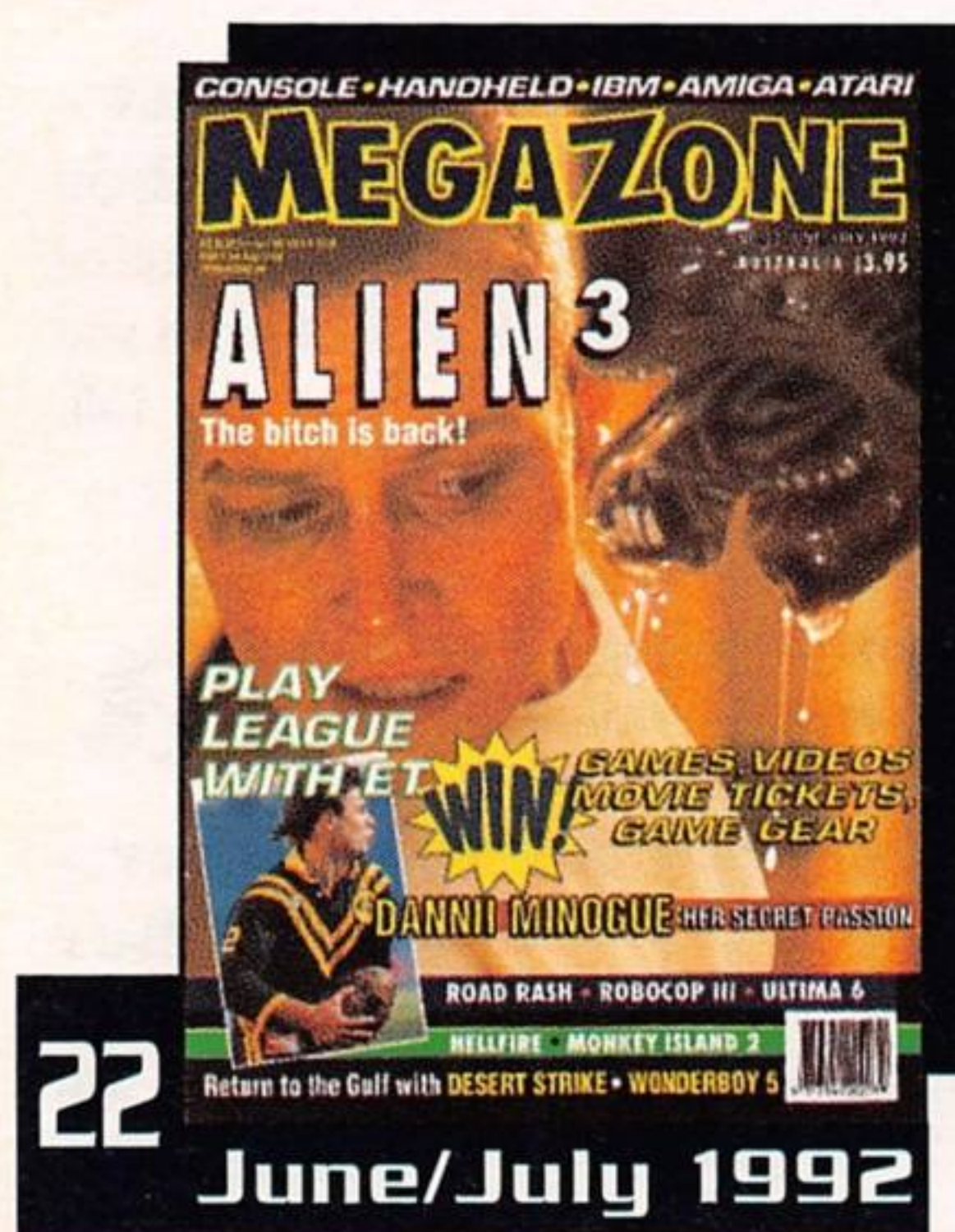
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## YOUR STARS

By your pilot of the astral plane, Madame Mimi, and her faithful (but stupid) assistant, Spooky Ted.

Ah ha ha ha ha ha ha ha ha ha ha (cough!) ha (hack!) ha (splutter splutter!)

Oh, all this witchy-poo laughter is aggravating my bronchitis. Ted! Bring me the Vick's vapour and give me a chest rub... Ahhhhhhhh. That's better. Thankyou, Ted. Now get back in the corner where you belong. Where was I? Oh, I remember...

Ah ha ha ha ha ha ha ha ha ha ha... Hello again my faithful victims - I mean readers - and welcome to Madame Mimi's spooky parlour of astral delights. Relax and let Ted strap you down, as once again I gaze long and hard into your hidden recesses and tell you what I see. Ted! Begin rubbing your crystal balls... Oh... Oh... All is revealed!

Until next month, my pretties, may your head always be in the stars...and may your stars always be in Uranus.

Madame Mimi xxx

### STAR SIGN OF THE MONTH

## GEMINI

22 May-21 June

Gemini is the sign of the twins...the Barbie twins. This month, you will meet the Barbie twins, and they will fall for you and take you home for a madly passionate night of long hot lust.

Only kidding. Of course you won't meet anyone. Why should your pathetic little life change now? Happy birthday, sucker.



## AQUARIUS

21 January - 19 February

Aqua is Latin for water, and you have water on the brain. Oh well, it's better than having sex on the brain. Hang on! What am I talking about? Nothing is better than having sex on the brain.



## Pisces

20 February - 20 March

Pisces is the sign of the fish. It is also the sign of my faithful assistant, Spooky Ted. Neither fish nor Ted have spines, and neither do you, you smelly loser.



## Aries

21 March - 20 April

This month, as usual, you are quick tempered, impatient and scornful of advice. Let's face it, you're a complete swine.



## TAURUS

21 April - 21 May

If you don't have a partner, you won't get one this month. If you do, you will break up. I guess it just goes to show that love, love will taurus apart, again.



## CANCER

22 June - 23 July

The most scumsucking lowdown dog of all starsigns. This month, all Cancers will die! My ex-husband Malcolm Starperson's sign is Cancer.

## Leo

24 July - 23 August

Leo, Leo, Leo. Your starsign is named after Leo Sayer, Leo McCleay and Leo Nardo Da Vinci. This month, you will have a bad perm, fall off a bicycle and paint a portrait of your sister Lisa (she's such a moaner).



## VIRGO

24 August - 23 September

This month sees an unexpected windfall. You break wind so hard you fall.



## LiBra

24 September - 23 October

Your starsign is named after the Libral party, so this month you will be a big loser.



## SCORPIO

24 October - 22 November

Scorpio is an anagram of 'so I crap', and this month you are full of it. What, Ted? It's actually an anagram of 'so I crop'? Does it look like I give a toss?



## SaGittARIUS

23 November - 22 December

Billy Ray Cyrus has an achy breaky heart... but you have a saggy teary arse. What a bummer!



## CaPRICORN

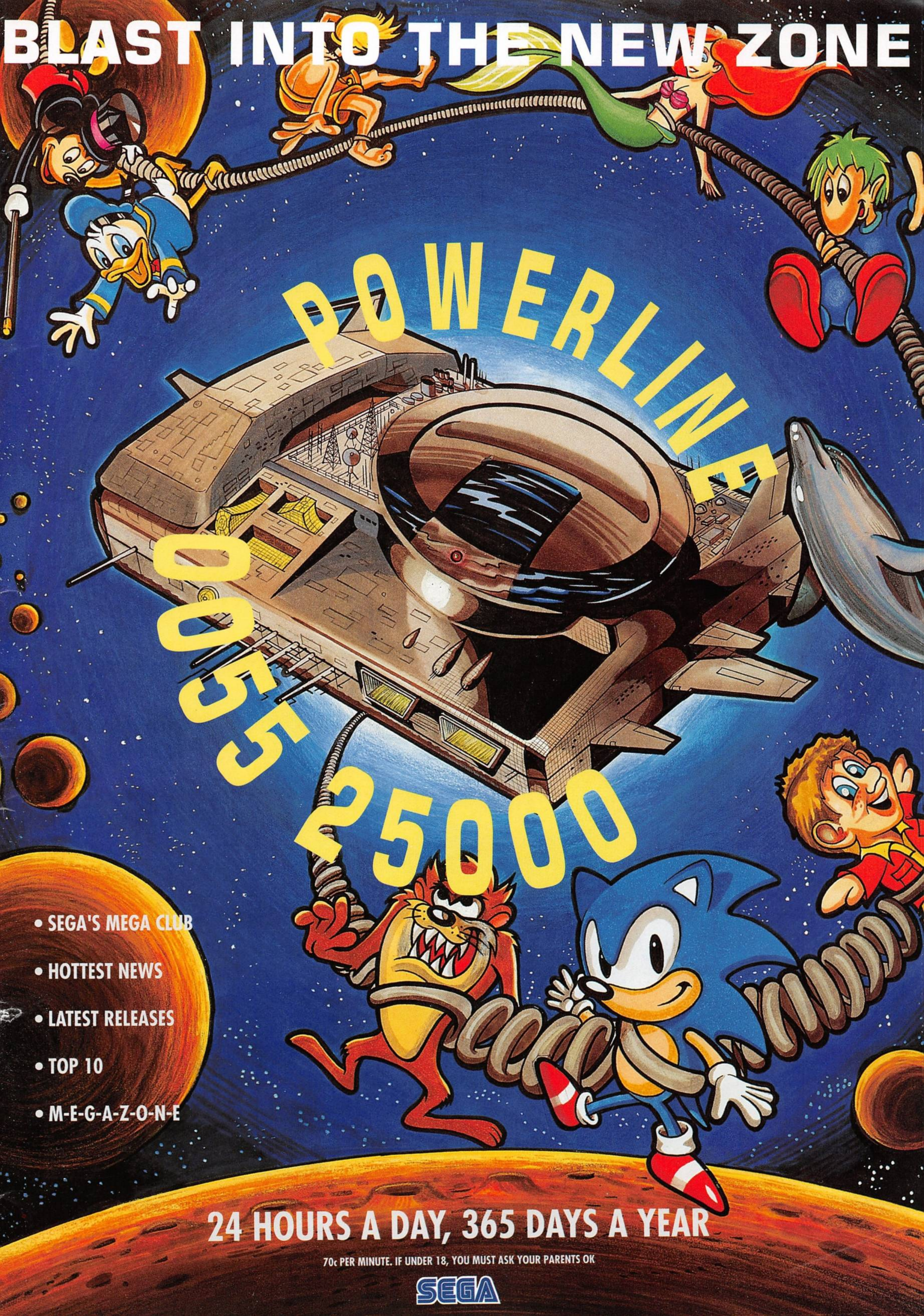
23 December - 20 January

Ah, Capricorn... the genius of the horoscope. As usual, this month you will be successful, happy, and brilliant. Of course, Madame Mimi is a Capricorn.





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