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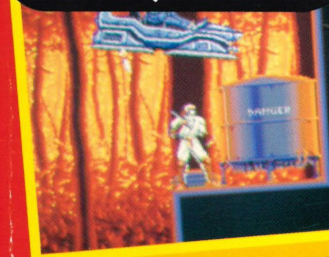
MEGA TECH

SUPER MEGADRIVE HYPER GAMING
NUMBER 14 FEBRUARY 1993 £1.95

REVIEWED!

SHINOBI: RETURN OF THE NINJA MASTER!

72900



ROLO TO THE RESCUE!



NOBUNAGA AND HIS NINJA FORCE!



NUMBER 1 FOR MEGADRIVE



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ALSO INSIDE THIS MONTH!

CHAMPIONSHIP PRO-AM ● GADGET TWINS ● ANOTHER WORLD ● POWER MONGER ● CAPTAIN AMERICA AND THE AVENGERS ● BLACK HOLE ASSAULT ● CHAKAN THE FOREVER MAN ● MUTANT LEAGUE FOOTBALL

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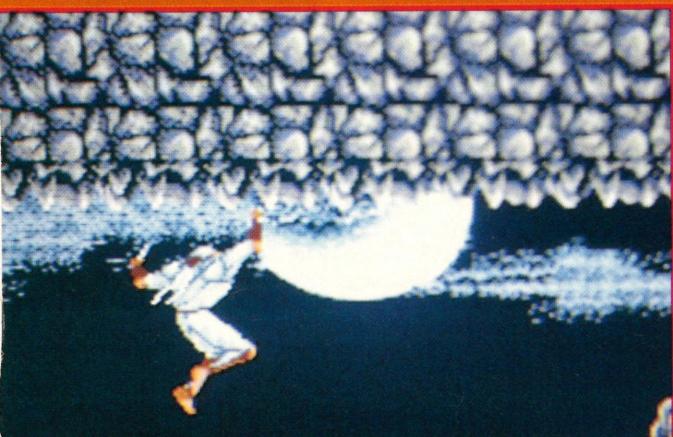
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editorial

ARE VIDEO GAMES REALLY EVIL?

Who'd have believed it! There I was, sitting at home watching the Christmas telly and trying to get away from this video games 'scene' for a while, and what 'shocking revelations' should the popular press foist on me every five minutes? Are software producers ripping off their punters with phenomenally over-priced cartridges? Do you take your life in your hands and risk an attack of epilepsy every time you plug in a console game? Or are video games the cause of addiction, turning players into mindless zombies who turn to a life of crime just so that they can afford their next Megadrive game? Or perhaps Streetfighter II is twisting the minds of the nation's youth, turning them into violent psychopaths who set fire to their enemies in North London chip shops.

There are all sorts of fair enough reasons for the likes of Sega to charge what they charge for a game, all of them too dull to print here, though I'm sure that a lot of players feel that some games don't provide £40's worth of entertainment, so perhaps it is about time for a rethink on pricing policy. Sega are co-operating with the Office of Fair Trading's investigation and seem prepared to act on their findings.

The rest, though, are the sort of fantasies which make for readable scandal but are hardly representative of the real world. Video game epilepsy? Addiction? Computer violence breeding real violence? All issues which are being hotly debated in public every other day, though usually by convinced psychotherapists who are trying to plug their recently published study of these horrors. Surely any well-balanced mind can tell that these are isolated (and undeniably unfortunate) incidents, and they can hardly comprise a casebook of catastrophe which categorically proves that video games are the work of Satan. Should footballs be banned because playing the game can occasionally lead to life-long knee injuries? Blimey, what would the tabloids fill their back pages with then?

Anyway, that's enough editorial ranting for one month. Coming down the chippy for a game of Streetfighter II, Tom?

Your loving editor,
Paul Glancey



Strange things have been happening to the crew of the Starship MegaTech in the last month. Each member, from Captain Paul T Glancey right down to lowly Deck Hand Tom 'My Brain Cannae Take It Captain' Guise has been affected by a mysterious disorder which attacks the nervous system, deforming their features into grotesque mutations of their former handsome selves. The effects of years of concentrated exposure to video games is finally beginning to tell. Before starting 'work' in the morning, the team perform a Black Mass, in which they ritually sacrifice a goat to the Dark Master Saygah. Then it's off to the nearest shopping precinct, dressed in ceremonial garb of blue body paint, spiky blue wigs, white gloves and blue sneakers, to cut the hands off any unsuspecting pensioners. Returning to the office, they compare their tallies of grannies' digits - the crew member who has collected the hands containing the most rings is the winner, and gets first gulp on the ceremonial goblet of goat's blood. A Psychologist Says: It's all because of those horrid computer games!*

*If you believe that, you'll believe anything. Paul Glancey.

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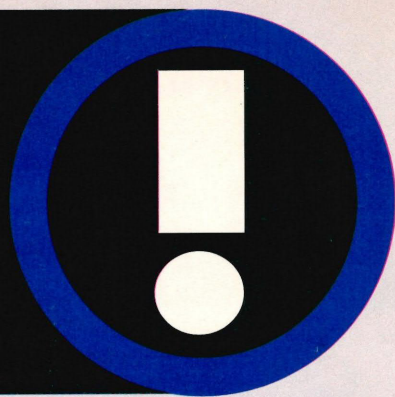
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NEWS



MORE KONAMI KLASSICS!



▲ CASTLEVANIA IV (SUPER NES)



▲ PARODIUS (SUPER NES)



▲ GRADIUS III (SUPER NES)

If you read MegaTech 12 you'll know that after years of Nintendo-only work, Konami are planning to bring some of the best Super NES games to the Megadrive. The first batch, you'll remember, comprises Teenage Mutant Ninja Turtles: The Hyperstone Heist, Sunset Riders and Tiny Toon Adventures, but if we wind the timestreams on a bit and let the mists clear in the crystal we will apparently be seeing Megadrive versions of Castlevania IV (top supernatural platform game), Contra Spirits (top commandos-on-

platforms shoot 'em up), Gradius III (top space blast, latest in the Nemesis-Salamander-Vulcan Venture line) Parodius (top parody of Super Gradius, and some might say an even better game) and Orius (don't know what this is, but if it's Konami it's bound to be 'top'). But before we can see whether these games will appear on cartridge or CD only, the mists close in again and the crystal goes dark.

SEGA AND NINTENDO IN PRICE INVESTIGATION.

If you've been keeping up to date with the national news over the past month, you may have noticed that console giants Sega and Nintendo have had more than their fair share of coverage. However, the news has been anything but favourable for these two companies, because it relates to accusations that they are both overcharging the consumer and monopolising the console market.

The Office of Fair Trading is investigating the situation and although it hasn't actually contacted either of the companies, both Sega and Nintendo have said they will cooperate fully with the investigation which Sega feels will 're-assure customers' of the fairness of the prices. Labour consumer affairs spokesman Nigel Griffiths accused the console houses of forcing shoppers to buy rather than rent, with huge rental licensing fees and Toy Retailers chairman Philip Goodman described the prices as 'unjustifiably high'.

But what do you think? Are you happy paying anything from £40-£65 for games? Do you think they're worth that much? Do you think Sega and Nintendo have a stranglehold on the console industry? Why not write in and tell us your opinions.

BECOME A FOUR PLAYER

No, we can't believe we used that hopeless old 'foreplay' gag either, but ne' mind, eh? Long-range scanners indicate the imminent appearance of a Megadrive four player adaptor in the USA. As the epithet suggests, this gadget doubles the Megadrive's usual complement of control ports to allow four players to participate in a Megadrive game, instead of the usual maximum of two. Speculation: the first game to exploit four player adaptor will be spot-on Megadrive conversion of Gauntlet.

THE FORCE WILL BE WITH YOU IN JUNE

By now, you must have heard the hype surrounding the upcoming release of the incredible Super Star Wars game on the SNES. Celebrating the 15th anniversary of the film's release, it has been billed as one of the best platform games of all time, but don't despair, because Star Wars is coming to the Megadrive too. Programmed by Tiertex, the company behind Megadrive Super Kick Off, the 12 meg Star Wars cartridge will be a straight conversion of the topper Super Nintendo version, although exactly how the fantastic Mode 7 Landspeeder levels will be



MYSTIC MEGATECH KNOWS ALL, SEES ALL...

Welcome, welcome you gorgeous lovelies, to old Mystic MegaTech's column, wherein you can read of that which is yet to be in the realm of the Megadrive. For no extra charge we are prepared to defy the words of our spiritual advisers and use dangerous, yea, UNWORLDLY powers and peer into the ancient crystal decanter where the spirits of our American and Japanese sources unveil the stories which mere mortals can neither know, nor confirm for contractual reasons. This month: CD Secrets Of The Mysterious East!

INCREDIBLE!

The CD version of Sonic 2, alias Super Sonic, is on the way. Our little bird suggested that the disc will be on sale in March, but seeing as the European Mega-CD isn't due out until April and Sega are more likely to go for a simultaneous worldwide release, ala the Sonic 2 cart, this date seems slightly optimistic. What is known though, is that the game will be much the same as the ROM version, but will feature plenty of cartoon intermissions in which players will hear Sonic speak for the first time! Goshers! Let's hope he doesn't sound like Pee-Wee Herman. Whether the programmers will include the legendary Hidden Palace Zone which was cut from the ROM version is unknown at this time.

WHAT THE...?

More CD rumours permeate our whiiiiirling senses. Apparently Sega are planning to turn their old 3D coin-ops into disc titles. Driving games, Rad Mobile and Power Drift, have long been suspected of being CD-conversion material, but the list now also includes Turbo Outrun, Galaxy Force II and Super Monaco. Like their arcade grandparents, all the conversions will make use of special sprite hardware (one of the features we should be seeing much more of on Mega-CD games) to create 3D effects by effortlessly expanding scenery sprites so the player appears to be speeding towards them. Woaaaaah!

I-I-I DON'T BELIEEVEE IT!

Golden Axe 3: March. Those are just four of the words on the street. Closely associated with those four words are two letters. You guessed: C and D. Hot on their heels follow 'Japan', 'date', 'in' and 'release', but not necessarily in that order. Yes, Sega's smartest instalment in their long-running fantasy beat 'em up saga could be hacking and slashing it's way into your home soon.

QUITE ASTONISHING!

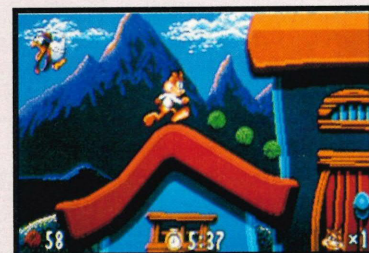
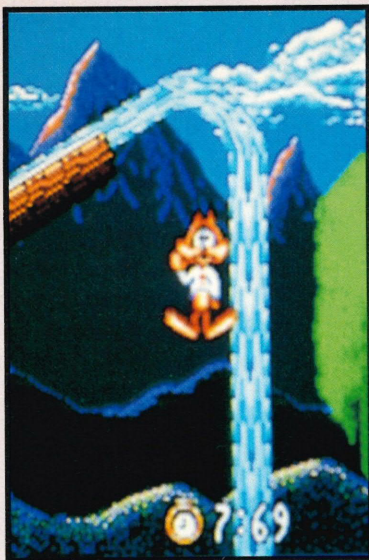
While they toil over the finishing touches to that god of games, Street Fighter II, Capcom are also sculpting a Mega-CD conversion of their current arcade extravaganza, Captain Commando, as well as CD 'deluxe' versions of Strider and Forgotten Worlds. 'Blimey', to coin a phrase, 'that's good!'

VERY ASTONISHING!

Fans of those Don Bluth laser disc cartoon classics, Dragon's Lair and Dragon's Lair II will be pleased to hear that work has already begun on translating them both onto Mega-CD. Licensees Sony will be producing Dragon's Lair II: Time Warp, but they have allowed Thunderstorm programmers, Wolf Team, to convert the first game which for some reason must go under the title, Time EO. How odd. Never mind, finished articles this summer.

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W
S

WATCH YOUR BACK, SONIC!



When it comes to the Megadrive, Sonic the Hedgehog is the undisputed king of platform games, but he'd better not rest on his laurels because there's a new contender in the ring in the form of Bubsy the Bobcat. Strongly influenced by the adventures of everyone's favourite blue hedgehog, Bubsy races around a hazard-packed platform environment at an incredible pace collecting balls of wool (as bobcats are wont to do). Featuring some superb animation, especially on the main sprite and some rather comical deaths, Bubsy is being programmed by Ballistic and is presently scheduled for an

end of March release, but will he have what it takes to throw Sega's flagship hero off his throne? The answer to that question can only be found in next month's definitive MegaTech review.

SNOW BUSINESS

If you were dreaming of a white Christmas this year, you may have been a little disappointed by the whole grey and rainy affair, but don't give up hope yet, because snow-related action could still be yours in the form of a Megadrive conversion of the smash-hit arcade game, Snow Brothers. Similar in style to Bubble Bobble, Snow Brothers is a highly entertaining platform romp where two players take control of the snowy bros in question and encase all the baddies they meet with their deadly snowballs. Presently being programmed by Toaplan of Truxton and Zero Wing fame, this should be a game to look out for when its released in the next few months.

KUNG-FU COMMANDOS



Soon to be released on Mega-CD over in Japan is a conversion of Ninja Warriors. Programmed by Taito, the people behind the original coin-op, this beat 'em up sees one or two players in the roles of the Ninja Warriors as they clean up the streets in true ninja style. The arcade game featured a panoramic view of the action through the help of three linked monitors, a feature that the Megadrive obviously can't mimic. However, we can only wait and see how this game turns out.

translated onto Sega's 16 bit wonder machine can only be speculated at. Scheduled for a June release, we'll keep you informed on the development of this much-awaited game.



▲ HOW WILL THE SUPER NES' 3D BITS WORK ON THE MEGADRIVE?



UNBELIEVABLE!

Even Mystic MegaTech finds it difficult to have faith in this rumour, ahem, priceless gem of information, but one of our spirit guides informs us that there is talk of a disc being released bearing Delphine's cinematic adventures, Another World (reviewed this very issue) and Flashback (not reviewed this month because it's not out for months). Can this be true? Surely not, mainly because both games are released by different publishers, namely Virgin for Another World and US Gold for Flashback. However, a super-enhanced CD version of Flashback is definitely on the cards, and blimey, that WILL be good!

SLIGHTLY MORE BELIEVABLE!

While CD compilations of Delphine games seems unlikely, compilations of older titles are not out of the question. The compilations will be made up of at least four games which will have nominal enhancements, such as CD soundtracks and speech effects. The first disc (which comes packaged with the US Mega-CD) features Revenge of Shinobi, Golden Axe, Streets of Rage and Columns. Ooh! Columns with orchestral soundtracks!

WHY THAT'S JUST...

In last month's review of the Menacer we said that it would be an essential piece of hardware if Sega were to release Mega-CD/Menacer games, such as, say, a conversion of Mad Dog McCree. Well, spill strawberry milk shake on our trousers if that isn't what they'll be doing later this year. Yep, Mega-CD owners will be able to point their Menacers at Mad Dog McCree and his gang of bad hats when American Laser Games release their conversion this summer. Also due to arrive from American Laser Games at about the same time is Galagher's Gallery, in which the power of your infra-red weapon lets you obliterate soft fruits and other targets for full-motion video splats and explosions. Quel laugh, eh?

STOP THE PRESS!

Another MegaTech prediction comes true... possibly. Rumours are almost abounding that Sega themselves are programming a Mega-CD version of their new super-racing coin-op featured in issue 12, Virtua Racing. Yep, that's what the man said. It'll be sprite expansion a-go-go to portray high-speed 3D driving thrills when Virtua Racing is released in late '93.

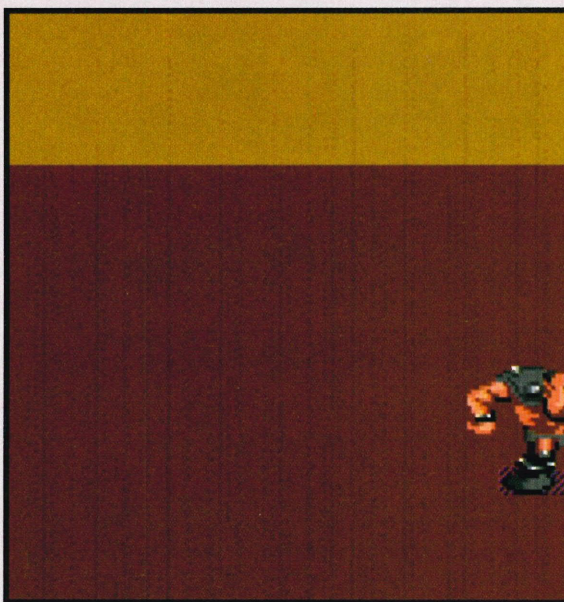
STOP THE PRESS 2!

It seems imported Genesis copies of Konami's Sunset Riders do not work on official nor Japanese Megadrives so check this with your importer before parting with your cash!

THIS VOUCHER ENTITLES YOU TO A £1 DISCOUNT OFF ANY MEGADRIVE GAME PURCHASED FROM THAT'Z ENTERTAINMENT OR COMPUTER GAMES. (SEE ADVERT ON PAGE 7) VALID UNTIL FEB 20, 1993 REF: MT1

£1

SPOT THE SHOT



It's that time of the month once more. The time when shots must be spotted and prizes must be won. Each and every month we give away ten Electronic Arts games to you lucky readers and this month is no exception. All you have to do to win one of these games is to identify which game this shot is taken from and send your answer in together with your name, address and the name of the game you'd like to win to EA SPOT THE SHOT (FEBRUARY), MegaTech, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The ten lucky winners will be brainwashed by sinister alien commanders and turned into their obedient human agents in preparation of a devastating Earth assault. On top of that, they'll just receive the EA game of their choice.

WINNERS!

SHOTS SPOTTED!

LHX Attack Chopper was the subject of December's Spot the Shot and just about everyone got the answer right. But there can be only ten winners, so here they are. Steven Martin of London, Andrew Hill of Ayr, Colin Tsang of Whitstable, John Madden (!!!) of Wythenshawe, Daniel Caistor of Sidcup, Matthew Payne of Cold Newton, Neil Schofield of Boston, Phil O'Shea of Huddersfield, Linda Charlton of Jarrow and James Belshaw of Ashford.

THAT'Z ENTERTAINMENT COMP

A few months ago we ran a competition giving you lot the chance to win a spiffy TV and tons of console gear. Well, there were herds of entries, but the winners have been chosen. First prize goes to Matthew Manning of Bristol, who wins the TV and 5 Megadrive games and the second prize belongs to Matthew Willey of Grimsby who wins a Game Gear and 3 GG games. A big thanks to That'z Entertainment for stumping up the prizes for us, cheers!

INDIANA JONES COMP

Five lucky winners knew that it was Sean Connery who played Indy's dad and US Gold will be sending them each an official Indywear hat, an official Indywear leather rucksack and an official Indywear bum bag. They are: Simon Belcher of Luton, Lisa Wasik of Royston, Neal Preece of Leicester, Martin Mulhall or Athy and Raphael Jones of Holywell.

DISCOUNT GAMES AGAIN!

Those lovely That'z Entertainment retailers are repeating their exclusive MegaTech £1 discount! Clip this coupon and use it whenever you buy a game from the That'z Entertainment ad on page 7 of this issue either or in one of the shops listed thereon!



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MT 14
STATUS:
PREVIEW

**SUPER KICK
OFF**

**PUBLISHER
US GOLD**

**PRICE
£39.99**

**FORMAT
8 M-BIT ROM**

**DEVELOPERS
TIERTEX**

**RELEASE DATE
MARCH 1993**

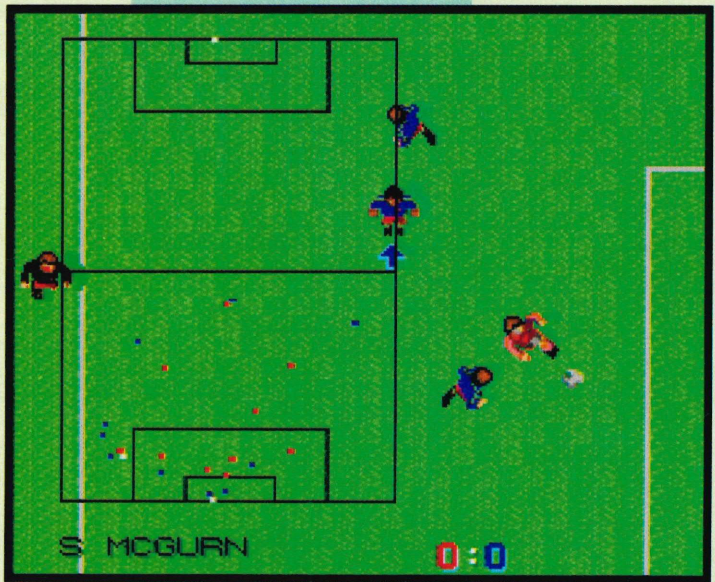
This is what you've all been screaming for! At last the Megadrive is about to get a soccer game which looks like it will do justice to our national game. US Gold's Megadrive version of the soccer classic Kick Off is getting ready to take on the (rather weak) competition, so we gave it a quick pre-season warm-up and found it faster and packed with more features than ever before.

SUPER KICK OFF

Anco's famous footie game, Kick Off, has been around on the Amiga for years, building up a big supporters' club in the process. Apart from its obvious appeal to footie fans, the game has developed a fanatical following due to the high level of skill required to play the game well. Our own beloved Managing Editor, Oberführer Julian Rignall, knows all about the amount of training you have to put in to become a real star player - he has worked as a play-tester on the Megadrive and Master System versions!

SO WHAT'S NEW?

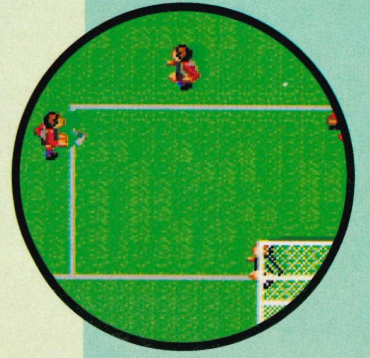
All the features of the Amiga original are included in Super Kick Off - and then some! The front end of the game has been cosmetically revamped, with the old text-box style presentation being replaced with graphics to represent the options available. The main in-game improvements over the Amiga version include larger, more detailed sprites, saveable penalties and faster action - the 'slow-down' effect when there are a lot of players onscreen is much less evident on the Megadrive. The 'Wind and Weather' option has also been improved - areas like the goalmouths gradually start to turn brown and muddy as the game goes on, with the ball sticking in the mud just like in a real soccer match.



▲ THE 'RADAR' PITCH BEING USED AT FULL SIZE.



▲ THE CENTRE FORWARD BEING BROUGHT DOWN AT FULL PELT.





UP FOR THE CUPS

There are four different cup competitions to choose from, each one based on a real life tournament, and the range of options is excellent. There's a choice of three speeds of play, so you can ease yourself in gently with virtual slo-mo, then graduate through the medium pace onto the top speed, which is totally frantic. The length of each half can be set at either 3, 5, 10 or 20 minutes, offsides can be turned on or off, and you can opt to play on grass or artificial turf in sunny conditions or during a torrential hurricane.

THE TRAINING SESSIONS

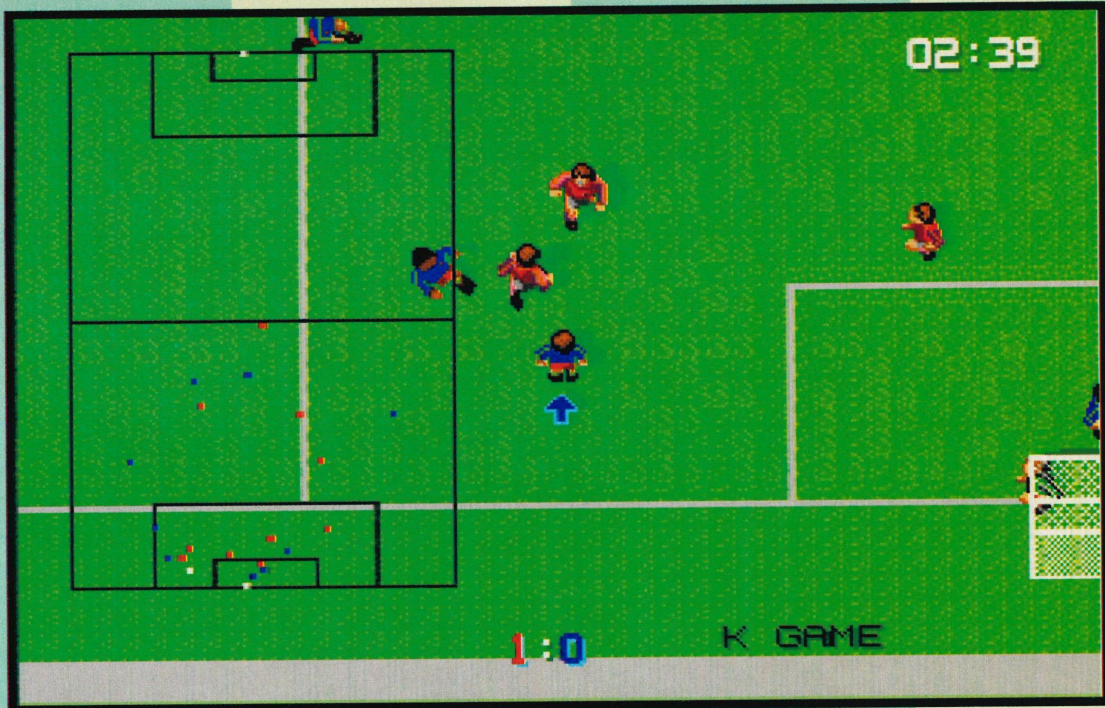
Before you start playing, you can practice your set pieces and penalties. With the game underway, you can pause at any point and select either an instant replay, a change in tactics or a substitution. You can also change the size of the radar 'pitch' which shows you where all the players are, or you can switch it off completely.

LOOKIN' GOOD...

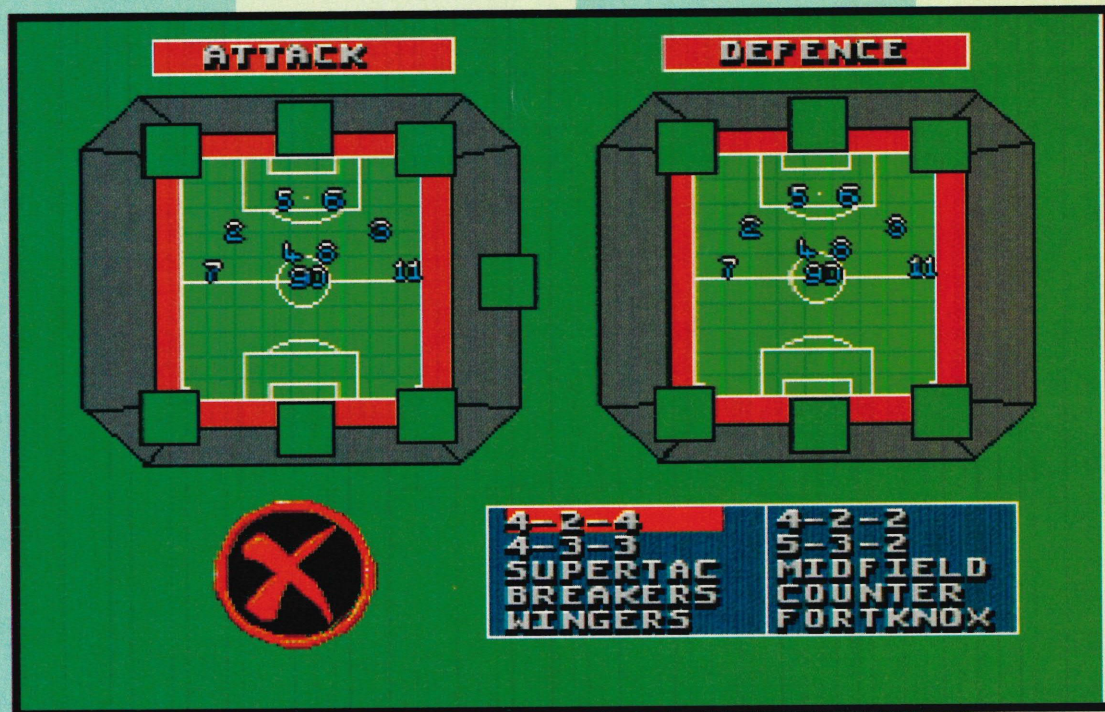
So how does it play? Well, let's just say that if you're a fan of the original Kick Off, you certainly won't be disappointed. Super Kick Off looks as if it'll be heading straight for the top of the games league table as soon as it's released. Look out for a full review in MegaTech soon.

MEGATECH READERS ON THE BALL

Remember our news item a few months back, when we told you to send any bright ideas for improving Kick Off to US Gold? They promised that the best suggestions would be included in the Megadrive conversion, and they've been as good as their word! Hundreds of you soccer fans wrote in asking for a Battery Save option and, lo and behold! - Super Kick Off has just such a feature, where you can create your own European teams and save them off, as well as replays of your favourite goals, set pieces, etc. Crowd noises have also been improved so that the crowd reacts better to the action, and it's all thanks to readers' input. So there you go - proof that MegaTech readers can alter the course of history!



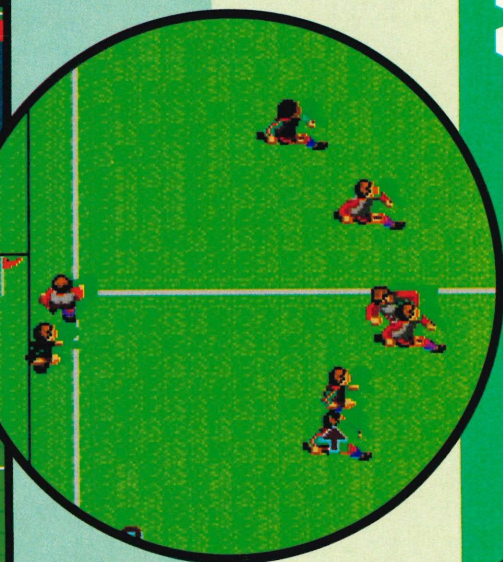
▲ SUPER KICK OFF FEATURES THE ALL NEW 'SPOT THE BALL' OPTION (HONEST).



▲ THE EDITOR OPTION - CHOOSE YOUR FORMATION OR SELECT THE 'STEAL GOLD BULLION' OPTION (REALLY).



▲ PICK 'N' MIX FROM THE SIXTEEN PLAYERS IN YOUR SQUAD.





MT 14
STATUS:

PREVIEW

CHAKAN: THE FOREVER MAN

PUBLISHER
SEGA

PRICE
£39.99

FORMAT
PLATFORM

DEVELOPERS
SEGA

RELEASE DATE
TBA

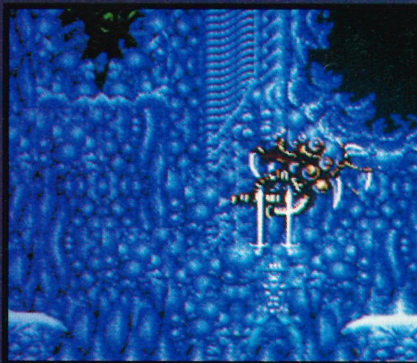


CHAKAN THE FOREVER MAN

Among the many offerings soon to be released from the Sega stables is the chillingly named Chakan: The Forever Man. Based on the little known comic book of the same name, Chakan is another sword-wielding platform game, but with one difference, the aim of the game is to die.

Cursed by the Grim Reaper for defeating him in mortal combat, Chakan is immortal, an ever-living slave to the dark one himself and cannot rest in peace until all evil is vanquished from the world. So it's up to you to take control of the Forever Man himself as he travels through the netherworlds of Hell in his attempt to win sleep eternal. Failure to do so can only mean continued life and the chance to take another go and Chakan does have until the end of time to complete the game, so there's no hurry.

What this makes for is plenty of platform-related action set against stunning atmospheric backdrops as our man Chakan hacks and slays his way through the game in a display of some of the most stunning swordplay so far seen on the Megadrive. We've seen the game and it's definitely one to look out for. What's more, you won't have to wait for all eternity to find out more, just until next month when we give it the full MegaTech review treatment.



▲ DOUBLE SWORD ACTION AHoy!



▲ CHAKAN, WITH SWORDS A-READY.



▲ A LIZARD FIEND SNEAKS UP ON OUR IMMORTAL BOYO.



▲ THE SAME...AND YET, DIFFERENT.





MUTANT LEAGUE FOOTBALL

MT 14
STATUS:
PREVIEW

MUTANT LEAGUE FOOTBALL

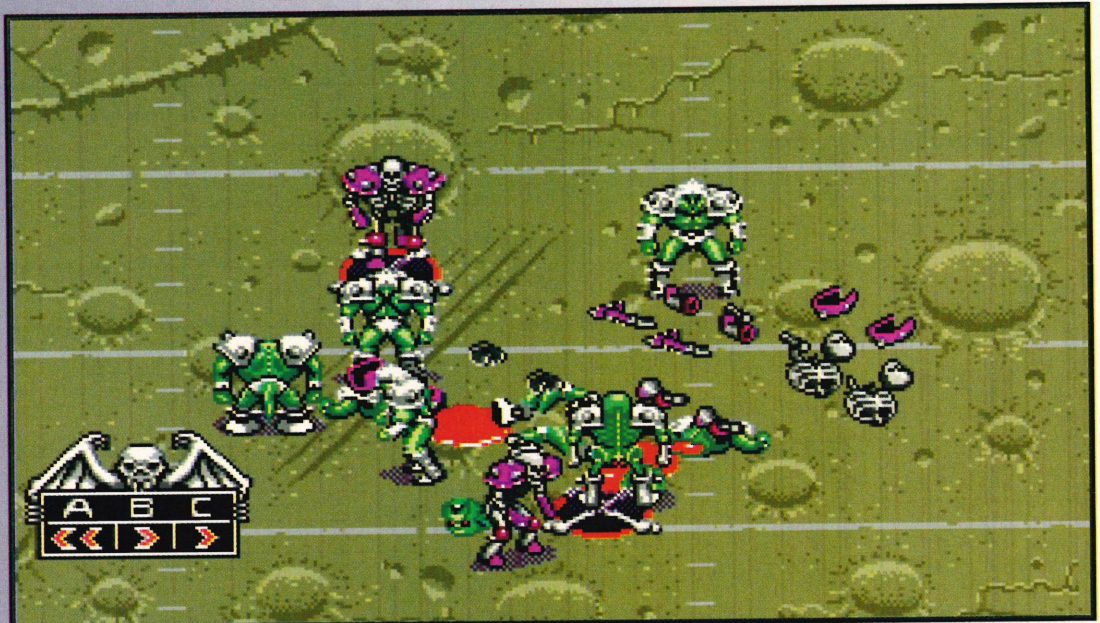
PUBLISHER
ELECTRONIC ARTS

PRICE
£39.99

FORMAT
8 M-BIT ROM

DEVELOPERS
EA IN-HOUSE ARTISTS

RELEASE DATE
26th March '93



▲ CAPTION



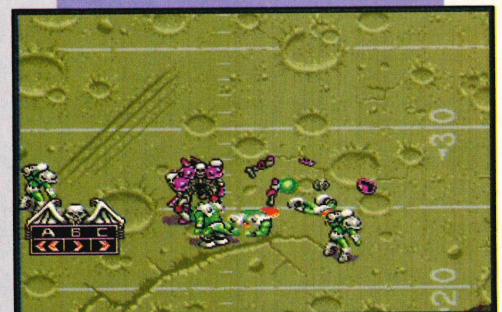
▲ 24...32...24...HUT, CUT, HACK, CHOP, ETC...



▲ THE BALL IS THROWN...



▲ THE RECEIVER EXPLODES...



▲ ...AND THE CROWD GOES WILD!

What's this? ANOTHER American Football game from Electronic Arts?? Well, yes, but there really IS something different about this one. John Madden is absolutely nowhere to be seen and his place has been taken by a sort of, well... gargoyle... named Bricka. The teams of skeletons, trolls, aliens and robots would never find their way into the NFL, at least not with names like The Deathskin Razors. Nor would their distinctive, violent tactics find their way into the NFL playbook, but then this is Mutant League Football, where anything goes!

EA claim that Mutant League Football is the first totally wild, ultra-gory grid-iron game for the Megadrive, and from what we've seen, that claim is thoroughly justifiable.

In some respects, though, this does look like a John Madden game; the same screen layout with the 3D scrolling, the same play-selection system and controls and the same extensive statistics screens, but there the similarity ends.

There are 19 different grid-irons to play on, but most of them are in a particularly hazardous state. At least one is on a frozen-over lake (beware of thin ice!), others are on pot-hole-ridden platforms in space and most of them have a liberal scattering of land mines lying in wait to obliterate careless half-backs. Consequently, each of the 16 teams has a generous complement of substitutes who can be called off the bench whenever an active player's blood level (yes, that's 'blood' level) begins to run low, or he is, um, pronounced dead.

It has to be said that some of the plays will seem familiar, though they do usually have a violent twist, so their names have been changed to protect the innocent, viz. the Hail Scary, and the Death Bone. Selecting the question mark which occasionally appears on the play selection screen can often result in something particularly outlandish, such as bribing the referee or even eliminating him! There are also some rather nasty audibles, which can give your team an instant dose of super strength, or turn the ball into a bomb. It's not unusual to win a game by default after you've killed off the entire opposing team!

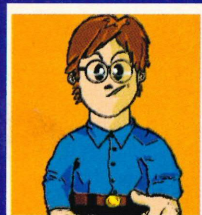
Sounds good? It is, but exactly how good we're not going to tell you until we review Mutant League Football next month.

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MEGA MAIL

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Hello everyone, it's Paul here. I'm trying to sound cheerful, but to be honest I'm very worried indeed. You see, something terrible has happened. Yesterday, it was a warm sunny day as it always is in MegaTech Valley and we were all sitting atop our giant toadstools swapping jokes and tales as all good chums do when one of the munchkins from the village ran up and told us of a circus that had just entered the town. Jeff just kept begging me to let him go and being the kindly father to the crew that I am, I decided to take us all for a treat. The show was brilliant, but best of all were the dancing puppets. I could tell by the way he bobbed around on his seat and giggled at the soldier marionettes that young Tom liked that part of the show. If only I'd realised. You see, the circus left town this morning and Tom didn't attend morning class. I remember seeing him last night when he was talking to those dodgy looking characters, Mr Fox and Mr Cat and I fear that they've tricked him into a cage or something and now he's part of their wicked puppet act. Mark is very upset and won't come out of his room and the birds aren't singing in the trees anymore. Oh please, if the circus comes to your town, look out for the puppet act and write to me at this address. MEGAMAIL, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU and Tom if you can hear me, I'm sorry I shouted when you lost my pencil sharpener, come back please.

THANK YOU FOR THE MUSIC

Dear MegaTech,
Recently, I bought the totally awesome and brain-scrambling Thunderforce IV. After hearing the simply mega soundtrack I was wondering if Sega have any plans to release any compilations of music from their games.

I mean, we've already seen the likes of Tetris and Super Mario in the charts. Even Sonic's having a go now. However, if Sega do release such a thing I hope it isn't hyped-up with techno beats.

LEIGH SHAW, FLEETWOOD

Albums of game music are really popular in Japan, and I thi-i-ink Tecnosoft have actually put the music from all of their Megadrive games on CD (they usually advertise them in the back of the Japanese manuals). If the public get any more Megadrive-crazy, Sega will probably consider bringing something similar out over here, but in the meantime you're probably best off ringing an importer or perhaps even a Japanese bookshop if there's one near you (check your Yellow Pages), and seeing if they can help you out.

THE NAME OF THE GAME

Dear MegaTech,
I am a proud owner of a Megadrive and am happy about the games, but there is one thing I'm a bit iffy about. The thing I'm a bit iffy about is where Sega get their ideas from. Friends say they copy them from Nintendo and rumour has it that they're getting ideas from the Commodore. IS THIS TRUE?

KWAME SEREBOUN, CHINGFORD

I don't know which Nintendo and Commodore games your friends were thinking of but I can't recall any recent wholesale rip-offs. Programmers (whether they program for Sega, Nintendo or Commodore) are usually gamesplayers as well, so if they see something good on another system they might try

to create something similar with a few variations. This might result in a gameplay element from a Super NES platform game appearing in a Megadrive platform game, but that's about as far as it goes.

MONEY MONEY,

Dear MegaTech,
I am happy to say I am the owner of a Sega Megadrive with games such as Sonic, Road Rash, John Madden '92, EA Hockey, Thunderforce 3, Streets of Rage and Castle of Illusion. Many of these games are classics and are still hits month after month (Sonic is nearly as old as the Megadrive itself!) (Not quite-PG) but they do cost £30-£40 each, and in these recession-hit times you must pick the best games around at the time. So with that in mind, why do the developers keep bringing out improvements rather than sequels – Sonic 2, Road Rash 2, John Madden '93, NHLPA Hockey, Thunderforce IV, Streets of Rage 2 and World of Illusion. We have all seen these games reviewed in the past few editions of MegaTech and what do we get told? If you don't have the original buy this – if you have, forget it! Are they running out of ideas or just ripping us off?

MARK 'I HATE ARGYLE' BARRETT, EXETER

The lack of real new games was something of a disappointment last year, but at least most of the upgrades you mention were actually pretty good. I wasn't that impressed with EA's sequels but I think some of the others you mention are fine games in their own right. However, it does look like the whole video games market is running out of ideas and for something really new I think we have to look to the next generation of hardware which can provide new sights and experiences. Hopefully, this is where the Mega-CD comes in, but whether that can change things significantly is something we'll just have to wait and see.

UNDER ATTACK



Dear MegaTech,
 Having spent the last eleven months believing that a single format console magazine could adopt a mature and unbiased attitude towards reviewing games you had to go and spoil things didn't you? Having promised in the past that you wouldn't lower your own obviously high standards by resorting to these ridiculous 'the Megadrive and its games are better than the SNES and its games' type comments, issue 12 of your excellent magazine had no fewer than three such comments – it's the kind of thing you would expect to hear a bunch of 10 year olds arguing about. I used to buy almost every games magazine available but with the exception of a couple of American publications (which for sheer quantity of information are the business) I now only buy three – MegaTech, Games Master and Super Play. In my opinion they are by far the best magazines of their type and the sensible, witty and intelligent approach is far more appealing than the kind of trash that so many other magazines are throwing out at the moment. I know Super Play have made a couple of discourteous remarks about the Megadrive recently but nothing quite as snotty and narrow-minded as your display of literary eloquence in issue 12. Generally speaking their stance is as impartial as yours usually is and that's the way I'd like to see it continue.

If my Super Nintendo and Genesis machines can live happily together side by side on the same shelf then why can't everyone else just accept the fact that whilst the merits and appeal of both machines may be different they both do the same job ie play games, and at the end of the day that's all that really matters. As games reviewers you should be prepared to embrace all hardware systems as equal (even the Neo Geo) so please put a stop to this jaundiced attitude and get on with the job you're paid to do – reviewing Megadrive games. You should be trying to break down the barriers between rival systems, not build them up.

PS I bet you were expecting me to say that Megadrive owners will cry into their yellow-buttoned shorts when they see Mickey's Magical Quest on the SNES weren't you? Well, there you are – I've said it! Har har! Just my little joke you understand!

JULIAN ROCHE
As reasonable as ever I see, Julian. Every time I've seen one of your letters published in either Mean Machines or CVG you've always had something minuscule to carp about. I wonder, do you get invited to many parties?

I find these console vs console arguments a bit sad, and to tell you the truth I find the fact that you've obviously got so incredibly worked up about a couple of comments a bit sad too.

Working alongside the Nintendo Magazine System boys we get to see all the new Super Nintendo stuff as it comes in so we know exactly how good the machine is. I think if you look through past issues of MegaTech you'll see that we have a very 'broad-minded' attitude on the qualities of different consoles. While other mags were encouraging readers to send in pictures of Sonic decapitating Mario and giving away badges bearing the legend 'Mario Sucks' I recall going as far as replying to

a reader's Mario vs Sonic letter by saying that, although Sonic was an excellent game, Mario 3 and Super Mario World still beat it for depth of gameplay at that time (being an owner of a Super Famicom and an NES as well as a Megadrive I've had the opportunity to enjoy all three games). How many single format magazines would you read something like that in?

Turning to the comments you refer to (I'm assuming they're the Streetfighter II news story and Tom's comment in the World of Illusion review)... The fact that Tom thought World of Illusion was better than a lot of Super NES titles is surely a testament to how good the game is and, by the way, that was written after we'd seen Mickey's Magical Quest on the Super NES (definitely a very pretty game but without the innovation of World of Illusion). The Megadrive Streetfighter II piece was written in the light of Nintendo's rather smug Streetfighter press ads which bore the legend 'Sega owners dream on', so it's perhaps not too surprising that we let ourselves off the leash to relish the irony of that slogan. I hardly think that makes us 'snotty and narrow-minded'. Even you seem to have realised the comment was meant as a light-hearted conclusion to the story – just our little joke, you understand?

S.O.S.
 Dear MegaTech,
 I am sure I am not the only person that feels that more games should be fitted with battery back-up so that you can continue playing when you're finished. Sonic 2 is a good example. I spent several hours playing it and got to the second stage of level eight (the Metropolis) with 10+ lives left but no more time to play. And with no password to restart I have to start right from the beginning. I do hope that Streets of Rage II has a password system. I feel that as the games get more and more levels and are harder to play (Sonic 2 isn't yet) so more games should have the facility to allow you to play on from where you stopped.
R ELLIS, TOTTENHAM

The trouble with password systems in arcade games like Sonic 2 or Streets of Rage 2 is that they can make the game far too easy to complete, and with a lot of players already complaining that they don't get enough hours of play for their money this surely isn't what you could call 'A Good Move'.

Having said that, I was rather dismayed to find that EA's otherwise excellent Rolo To The Rescue (page 46) was slightly marred by the fact that to play the game properly you had to go through over 80 levels in one sitting.

MAMMA MIA
 Dear MegaTech,
 I bought a Megadrive only a week ago and am thoroughly enjoying playing games like Sonic the Hedgehog (which I finished two days ago) which





have unbeatable graphics and gameplay. But such things are not what most parents are looking for, especially mine. My mum was wanting a game like Duck Shoot or Toy Bizarre (excellent games we had on the C64) but they are nowhere in sight on the Megadrive. Although the graphics weren't superb they were easy to play, addictive and, most of all, fun. So I was wondering if you could direct us to any such games.

YURI SHIMKE, SYDNEY, AUSTRALIA

I think the game your mum wants is Sega's Flicky which has the simple charms of the titles you mention and is also quite cheap. Alternatively you could try getting her a Menacer light gun, which is bundled with a selection of jolly little games.

TAKE A CHANCE ON ME

Dear MegaTech,

Here are a few questions I hope you can answer:

1) Apart from the amount of colours available, are there any differences between the MD and SNES that will make SF '92 play inferior to or even better than the fantastic SNES version, and does the SNES use its sprite rotation facilities in SFII?

2) Is Jennifer Capriati's Tennis exactly the same as Grandslam? If not, when will Grandslam be released officially?

3) Is Sensible Soccer coming out on the MD? If so, when?

4) Finally, a question for PG. In a past issue, you were asked whether you thought that Sonic was better than the Mario games. You replied no and said that you hoped Sonic 2 would change your mind. Well, has it?

Keep up the good work, Marlon.

P.S. Did you enjoy Gamesmaster?

MICHAEL LAWLOR, BIRMINGHAM

1) Well, having six buttons on the joypad helps, but the six-button Megadrive pad (see last issue) should compensate for the Megadrive's button shortage. Otherwise, the Megadrive shouldn't have too much of a problem matching the SNES version. The sprite rotation is hardly used in the game, except for spinning the logo on the title screen and making the floor scroll in Mode 7 parallax.

2) It certainly is, except it's all in English of course.

3) Sensible Software have started work on the Megadrive version of Sensi-Soccer, but they're not sure who will be publishing it, so the release date will be some way off I'd say.

4) Yep. Though Sonic II still doesn't match Super Mario World for depth of gameplay, it makes up for it with exhilarating speed and superb graphics.

PS. If you're referring to the show, yes I did enjoy Gamesmaster, though I must admit I was absolutely knackered by the end of it.

THE DAY BEFORE YOU CAME

Dear MegaTech,

I am very concerned about release dates. For instance, I was looking through your December issue and saw a couple of games I would like for Christmas, namely Mickey and Donald, Ecco, Sonic 2 and Lemmings. All of these games were reviews not previews so as you didn't tell your readers the release I walked down to my best software store expecting all games to be on general release. But, major shock, where is Ecco? Where is Lemmings? Where is Mickey and Donald? I asked the manager and he said Ecco's release date had been put back to January. Why didn't you mention this?

Anyway, your magazine is still the best.

TOM PORTER, GRAVESEND, KENT

When companies give us games to review it's usually on the basis that, by the time the magazine reaches the shops the game will be on the shelves as well. As you have found, release dates are often changed at short notice (for various good reasons) and that's why we don't print them on the reviews. These situations can be just as much a surprise to us as they are to the punters and with magazine print schedules being what they are it's not always possible to warn readers that a game has been delayed by a few weeks. World of Illusion was due out on December 10th, but on December 10th we had loads of people calling us asking us where the game was. Ecco was supposed to be on the shelves at about the same time, but it was only just before Christmas (when we were still working on this issue) that we discovered it had been delayed to January. That's just the way it goes sometimes. Good job we didn't put a release date on the Corporation review in issue four, isn't it?

I HAVE A DREAM

Dear MegaTech,

I am going to America soon and I am thinking of buying some games over there. I have heard about the anti-foreign chip Sega have put on their games but I recently got the US versions of EA Hockey 2 and John Madden '93 and they worked perfectly on my UK Megadrive. So when Sega bleat on about anti-foreign chips do they mean they are only on Sega-made games and that games by EA and Virgin are OK?

JONATHAN DARLING, SHEFFIELD

Sega's anti-import campaign seems to have got off to a slow start and there still aren't that many games which have been fitted with the protection chips (Bio Hazard Battle is the only recent example we know of). However, they do say that they still intend to fit it to every cartridge eventually, which makes buying new games in the USA or wherever a bit of a risky business. EA don't operate this policy but Virgin definitely do and all of their recent games are protected in this way.

SUPER TROUPER

Dear MegaTech,

When switching on my Jap Megadrive it flicks from colour to black and white. I keep telling myself that it

needs to warm up because after a while it does stay colour. But my mate has got an English Megadrive and he doesn't have this trouble. So I don't know what the hell to do and it's starting to worry me. So if you could tell me what is wrong it would help considerably.

DANIEL HOWLETT, BROKENMEGADRIVESVILLE

Believe me Daniel, it's folly to try to seek comfort from the idea that your Megadrive needs to 'warm up' before it will work properly. That just applies to old tellies and old cars, not video games consoles. I remember that when the missile launchers jammed on my Corgi James Bond Lotus Esprit I thought it would fix itself if I just 'gave it a rest', but then I was eight years old at the time and I've since learned from my experience. No, there's definitely something faulty inside, and if I were you I'd get it fixed before the problem gets worse (as these things invariably do if left untreated).

DOES YOUR MOTHER KNOW?

Dear MegaTech,

My brother, Paul Woods, wrote in a letter saying I ripped his mag. Which was correct, but he didn't tell you the rest. After that he was playing on our Sega and was just about to play on my game, Streets of Rage. When I saw him and tried to get my game back he got on to the table and slipped and the cartridge went straight into the water. It was a total wash out. Please could you send me Streets of Rage or my favourite game, Sonic 2. I thought you would just like to know that my brother signed his letter TOM, which is a false name. He likes to put false names on things.

P.S. If you're wondering what water, it was a vase with flowers in.

NICOLA WOODS, NORTH AUSTON.

Sorry, but it's not MegaTech policy to get involved in domestic disputes.

HAPPY NEW YEAR

Dear MegaTech,

I think your mag is brilliant, but I'm afraid I have to complain about the codes for Lemmings in issue 13 sent in by Jane Puttock. They might have been codes but they weren't codes for Lemmings. Perhaps she got them mixed up with the Master System version because not even one of the codes were right. Do you actually check these tips because they are wasting your printing space?

PS. Happy new year

TOBY MILLER, ST ALBANS

Ooh! Back in the knife drawer, Mr Sharp! We usually do check the tips if we have a copy of the relevant game in the office and in the case of the Lemmings tips, I checked those codes on my Japanese Megadrive at home and printed them not realising that they would be completely different on an official Megadrive or Genesis. So they certainly do work (if you've got a Japanese Megadrive) and Jane certainly did not get them mixed up with the Master System version. Turn to this month's Technique Zone and you'll find some codes for Lemmings on official Megadrives.

"ONE OF THE BEST 2-PLAYER MEGADRIVE GAMES EVER!"

Said Mean Machines' Radion playing Micro Machines. He likes it.



"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards and into snooker pockets - simply brilliant!"
N-Force



This Codemasters game cartridge product is compatible with the 16-BIT console from Sega Enterprises, Ltd. This product is not manufactured, distributed, licensed or endorsed by Sega Enterprises, Ltd.

Before the Megadrive,™
Micro Machines was this good...

TOTAL! 92%



92%
PLAYABILITY
N-FORCE



NOW IT'S BETTER!



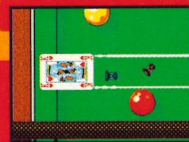
"ACTION VIDEO GAME OF THE YEAR"
VG&CE, USA



This top game is an essential video game happening! If you haven't got it...

WHAT ARE YOU PLAYING AT?

HIGH SPEED THRILLS ONLY £34.99



CODEMASTERS SOFTWARE COMPANY LIMITED



FORMAT: CART
M-BITS: 4

BY: TRADEWEST

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: DRIVING

CONTINUES: 3

SKILL SETTINGS: 1

A

nyone who is old enough will remember the golden epoch of remote-controlled cars.

Amazing vehicles, operated by a tiny steering wheel connected to the car by a long piece of wire. Unfortunately, rather than giving the impression of high speed racing action, these sad, trundling devices made the driver look more like they were taking the dog for a walk. This technological breakthrough was obviously way ahead of its time, and considering that walking the dog was never a particularly thrilling pursuit, the incredible remote-controlled car went the way of the hoop and stick and retired to the great toy grotto in the sky.

Years passed and the remote-controlled car became little more than a legend, a myth. Only the old ones still held sway with the ancient prophecy of a second coming when the little buggies would return and the sound of battery-operated engines would once more echo throughout the land. Then one day it happened. All over the world, giant motherships were sighted. The little cars had returned in their thousands, but they had changed. Now sporting radio-control, these fantastic new machines were able to reach incredible speeds and with their fantastic suspension systems, they could race on even the roughest of terrains. It was time for Championship Pro-Am.

CHAMPIONS

RACE 'N' CHASE



▲ THE CARS ARE RARING TO GO.



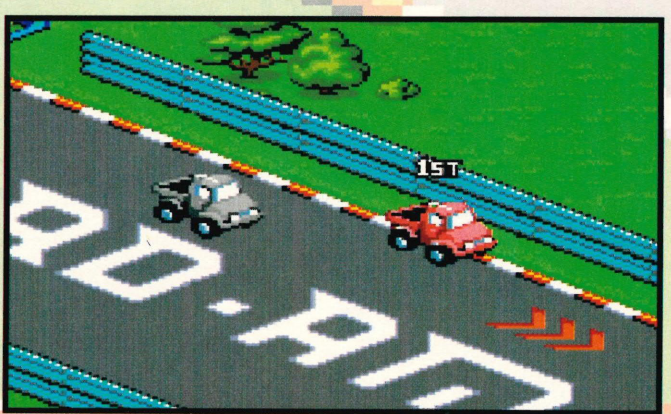
▲ PILE UP! BLOOD AND GUTS EVERYWHERE!

Just in case you didn't know, the vehicles in Championship Pro-Am are in fact radio-controlled racing cars. The aim of each of the 24 races is to finish in one of the first three positions of each race against five other opponents. Fail to make the grade and the game ends there and then.

Unlike in real-life radio-controlled car racing, the cars in Championship Pro-Am are able to soup themselves up with various pieces of equipment lying about the track. Picking up tyres, motors or turbo-chargers boosts the car's performance (by improving handling, top speed and acceleration) and you can even take on offensive weaponry by grabbing forward-firing rockets or bombs, which can take out the car behind.

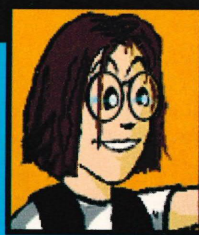
SPEAK 'N' SPELL

Strewn around the tracks are bonus letters. Collect the letters to spell 'CHAMPION' and you'll receive a new car. This new and faster car is at least as good as the maximum performance of your previous vehicle and extra icons can be collected to make the new one perform even better. Starting the game with pick-up trucks, you can move onto jeeps and if you're really skilled, even rally cars.



▲ NICE DRIVIN'. KEEP IT UP!

tom's comment



When I first saw Championship Pro-Am I really wasn't that impressed. The graphics are very simplistic with blocky colouration and basic animation, and the whole thing smells of an 8-bit game. However, after playing the game for a while it soon became very good fun. The action is fast and furious and with the collectible power-ups and better car options, the game maintains a steadily increasing challenge. The problem is, with eight different tracks and only a one-player option it's all a little simple and the game tends to become quite stale after a while. Don't get me wrong, Pro-Am is definitely a good laugh, but when forking out over forty shekels I'd expect a little more than you get from this game, which is little more than an ancient 8-bit game after all. I don't think you'd be greatly disappointed if you did buy Pro-Am, but I reckon you'd be better off waiting for Micro Machines to be released.

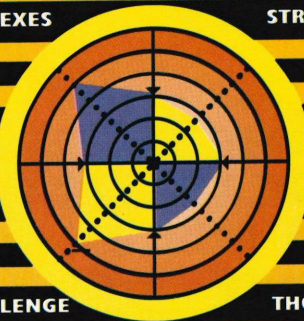
HIP PRO-AM



GAME TITLE CHAMPIONSHIP PRO-AM

REFLEXES

STRATEGY

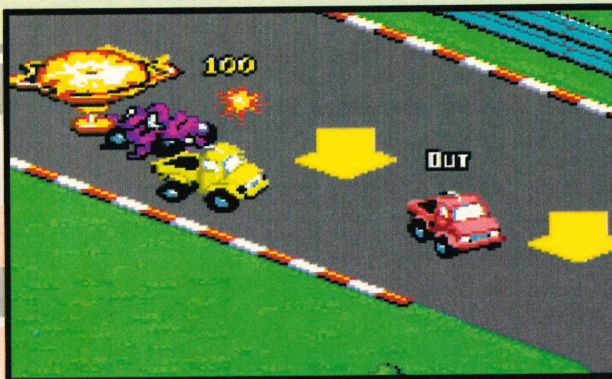


CHALLENGE

THOUGHT

WATER 'N' OIL

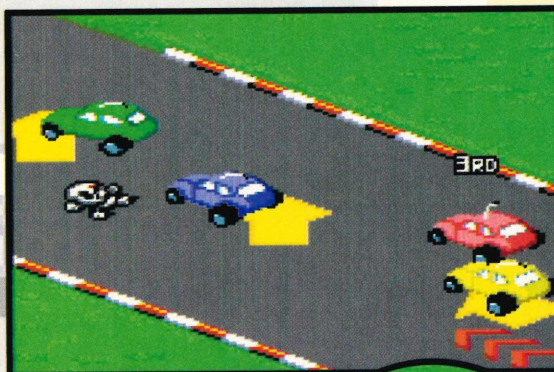
The tracks aren't just filled full of treats and goodies, there are quite a few hazards as well. Rain clouds and puddles slow your car down, whereas oil patches spin you off the track. If your car hits the edge of the road whilst spinning, it'll be temporarily wrecked, wasting valuable time. However, worst of all are the walls which pop-up at the most inopportune moments to block your route.



▲ NOW IT'S UP TO YOU.

RARING TO GO!

Although it's a new game on the Megadrive, Championship Pro-Am first saw the light of day as an ancient Nintendo Game. RC Pro-Am as it was known in those days was one of the first decent games for Nintendo's 8-bit console and the programmers of both that and the Megadrive version are a company called Rare. Very little is known about the people behind the name, but their reputation for great software is well known. Rare produced such wonders as Cobra Triangle and Snake, Rattle and Roll and Lunar Jetman on the NES but under their previous monicker, 'Ultimate Play The Game', they were responsible for some of the best games of the Eighties, namely Jetpac, Atic Atac and Knight Lore. Of course, all that really matters to us is that they are now working on the Megadrive and let's hope we see more of their work soon.



▲ SLEEK SPORTSTERS.



▲ JEEP JAMBOREE.



paul's comment

Pro-Am was the first game I bought for my old NES, and marvellous though it was on 8-bit, it needed to have much more in it to make it a classic Megadrive title. Championship Pro-Am is exactly like the Nintendo game - it plays exactly the same, the music is similar and even the graphics aren't far removed from their Nintendo counterparts (which is no bad thing, actually). Unfortunately, like the NES game, the boredom still sets in when you get on to race 11, simply because there's not enough variety in the tracks, hazards or action. Considering the Megadrive's superior capabilities, I'm surprised that more wasn't put into this version of the game, such as extra obstacles, more variety in graphics and tracks and cars, and I suppose that's the major disappointment. It's good fun for a while, but it could have been better.

50% RATING

PRESENTATION



51

No options and nothing in the way of an intro. Still, there is the track info screen and smart trophy shelf to look at.

GRAPHICS



76

Very simple graphics, but they work very well and the movement is very swift. The 3D works quite well too.

SOUND



69

A bit of music in between races and an awful engine sound. The other cars' engines fade in and out nicely though.

SHORT TERM PLAY



84

Simple, but extremely good fun, challenging gameplay makes this game an instant laugh and the difficulty level is well graded.

LONG TERM PLAY



71

The basic nature of the game does become apparent after a while, but it's still a good laugh. You will come back to it.

MEGATECH RATING



78

A simple, fun racing game, but there's not enough to it to warrant the price of a Megadrive game.

REVIEW



SHINOBI 3: RETURN

FORMAT: CART
M-BITS: 8

BY: SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 7

SKILL SETTINGS: 4

ON THE ROAD WITH JOE-JITSU



▲ HANG ON A MINUTE. I THINK MY PANTS HAVE BINDED. IT'S DEAD UNCOMFY!

REVIEW

Deep within the shadowy confines of the highest mountains in Japan lives a race of superhuman warriors, the Ninja. For over a thousand years, these mystics of the Orient have trained themselves mentally and physically in the ways of the assassin, for such is their purpose in life – to kill. From a very early age, the young acolytes are taught to hone their bodies to perform incredible stunts, until they can run like the wind, climb like spiders and blend into their surroundings as if they were shadows.

Ten years ago, a man with wild hair came to the temple in the Valley of Ninjas and spoke lies laden with magic. Beguiled, the monks let him enter the keep, where the demon revealed himself in his true form as a worshipper of the foul god, Zeed. Using stolen magic, he killed all but one person – Joe Musashi. With his dying breath, the Grandmaster of the temple made Joe swear an oath to destroy the followers of Zeed in whatever form they may assume. Now, once more the Zeed have returned, more powerful than ever before and Joe must again adopt the mantle of the Shinobi to confront the terror of the Neo Zeed Master.

The time has come once again for the Shinobi to return to the land of men and in this, Joe Musashi's third outing on the Megadrive, it's the age old formula of platform and beat 'em up action that we all know and love so well. Travelling from the safety of his mountain hideaway, Joe must confront all the spies and assassins of the Neo Zeed in his quest to reach the keep of the dreaded Master. Come meditate with us for a while as we take a look at a few of the levels Joe must overcome in his quest to destroy the evil Zeed.

THE MYSTIC MOUNTAINS

Leaving his home in the mountains, Joe must travel across hazardous chasms and rickety wooden bridges by the light of the moon as he battles with ninja assassins, ronin samurai and even tigers (tigers?). As he reaches the impassable walls of the mountain border, Joe's quest takes him through secret caverns and underground rivers as he heads towards the outside world.

BOSS: Guarding the entrance to the civilised world is Blue Lobster, the dreaded samurai boss from the first game who now has four arms! With two giant katanas (long swords) and a massive pike at his disposal, this evil warrior aims to make sure Joe will never feel the warmth of the sun on his face again.





REVENGE OF THE NINJA MASTER

REVIEW

THE LABORATORY

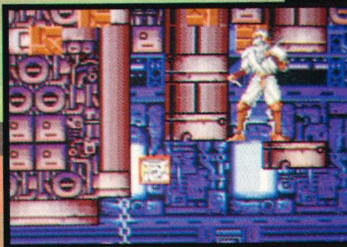
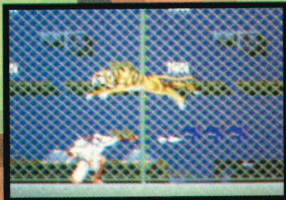
Although at first all seems normal in the massive laboratory, as Joe travels further in to the bowels of this sinister Zeed stronghold, the walls become covered in a horrible fungus and the air becomes thick with sweat. Gun-toting guards and ninjas stalk the corridors, but Joe should be glad of their company, because at least they are human. The creature awaiting our hero at the end of this level isn't even that.

BOSS: In the deepest hole of the laboratory lurks the horrific results of a failed experiment – the dreaded pit-beast. This mutant result of genetic engineering is a gigantic creature that bursts forth from the soft, fleshy floor and attacks Joe with chunks of chewed-up flesh and his massive claws.

THE DOCKLANDS

Battling with yet more ninjas and grenade-launching soldiers, Joe must first fight his way along the quayside before clambering aboard the HMS Neo Zeed for a ship-top battle with flying cars and chain-gun wielding maniacs.

BOSS: Awaiting Joe at the end of this level is a mighty bird-man. Armed with a massive spear, this winged terror swoops out of the sky attacking the man Musashi with wings, weapons and feet. Clipping this bird's wings is a tough task.



Revenge of Shinobi was one of the first games that I bought for my Megadrive and it's still one of my favourites. Thus, I can only express mild disappointment at this sequel. In general, the graphics are quite impressive, with large, well animated sprites and some fantastic backdrops, but for some reason, the high standards of the

graphics seem to plummet in certain sections. The most noticeable section being the still picture of raging waves in the background of the docklands level. It looks completely dreadful and lowers the whole atmosphere of the game. Also, unlike its predecessor, the levels in Shinobi 3 tend to be very samey and uninteresting. There's certainly nothing to compare with the waterfall or traintop levels in Revenge of Shinobi. Although the sound is good, with superb spot-effects, the music is a little bland and ordinary. This is very suprising when you consider that its composer, Yuzo Koshiro, has just completed the tunes to Streets of Rage 2, in my opinion the best music yet heard on the Megadrive. The playability is still top-notch and the extra moves that Shinobi can perform make the game that much more enjoyable. Overall however, the standards of Shinobi 3 don't match up to those of its predecessor and I can't help recommending Revenge of Shinobi more highly.

tom's comment

DEMON-ZEED

The legions of Neo Zeed are mighty indeed. Here's a small selection of some of the accursed creatures that fill those ranks.

● RONIN

Honourless samurai who answer to no master, these foul warriors will stop at nothing to destroy the mighty Musashi. Armed solely with the customary samurai longsword or Katana, the Ronin are nonetheless highly skilled fighters who can deflect Joe's throwing knives with their swords alone.

● NINJA

Unlike the saintly Musashi-san, the ninja followers of Zeed are an evil breed. Rotten to the core, these deadly assassins make up the main force of the Neo Zeed and drop onto the screen from above, whence they proceed to attack our hero with swords and shuriken.

● TIGERS

Even the animal kingdom has been twisted to serve the forces of evil, as trained tigers obey the accursed whims of the Zeed and attack Joe. Stalking, shoulders hunched toward our hero, these large cats will leap at Shinobi if he gets too close.





MAGICALLY DELICIOUS

During the life-long training of a Ninja, it is necessary to learn the mystical powers of Ninjitsu, or ninja magic. Fortunately, Joe was taught five magics by the grandmaster before his untimely death. Here are those powers in all their magical glory.

IKAZUCHI: THE ART OF THUNDER

In times of need, Joe can call upon the power of the oriental Thunder Gods for protection by surrounding himself in an invincibility shield made of lightning. While enveloped in this forcefield, Mr Shinobi cannot be harmed by any attack. However, the shield fades after several hits.

KARIU: THE ART OF THE FIRE DRAGON

The power of the fire dragons is strong in the Shinobi. When used, four fire dragons will materialise around Joe and spiral outward to the edge of the screen, damaging any enemies they hit. Such is the power of this magic that only bosses can survive its blast.

FUSHIN: THE ART OF FLOATING

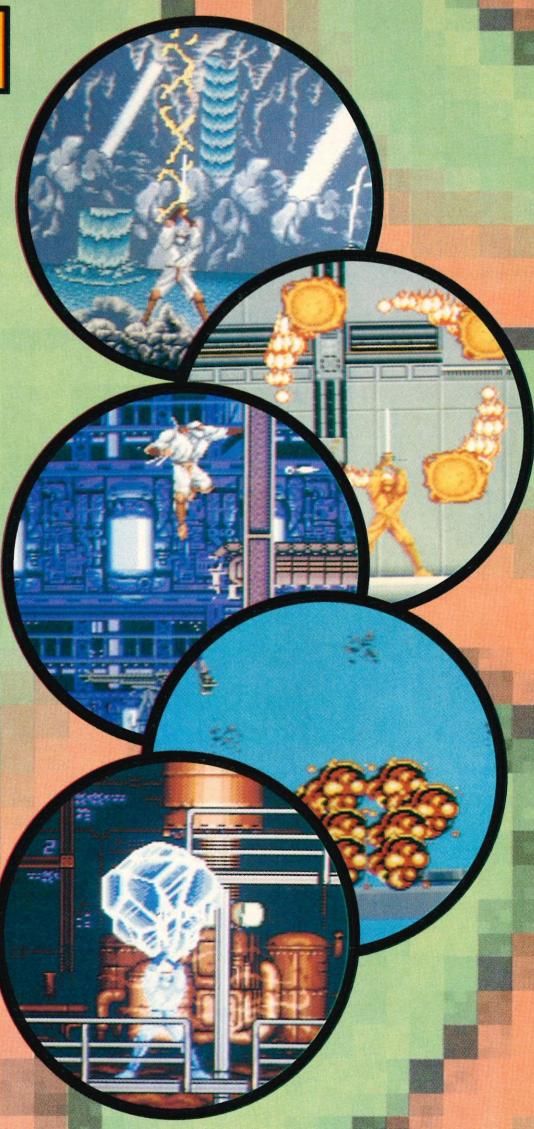
In days of old, people thought that ninjas were demons from another plane whose feet could not touch the earth in this dimension. Although mainly due to their superb acrobatic skills, the power of Fushin may account for this myth. When used, Joe can leap far higher than is normally possible. This magic lasts for a whole level, even if another magic is used.

MIJIN: THE ART OF PULVERISING

In times of desperate need, Joe can call on the dread power of the Mijin. Turning Joe into stone, it explodes his body apart, damaging all on-screen enemies with the very shards of his body, before drawing him back together. Unfortunately, the cost for the use of this magic is one of Joe's own lives.

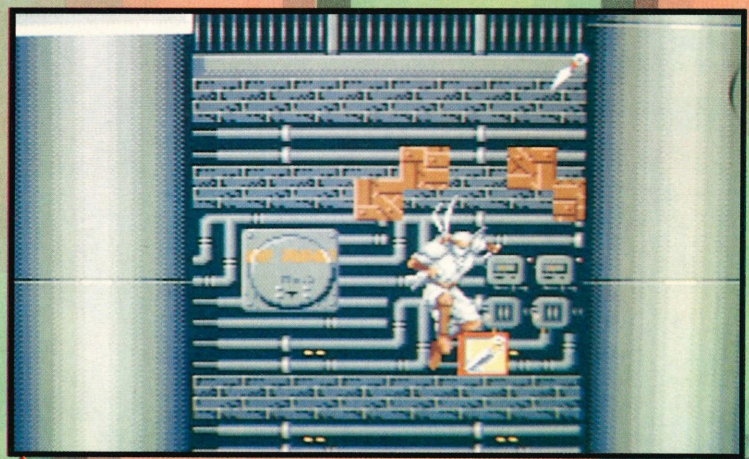
HAKURIU: THE NEW ART

Since the original game, Joe has learnt a new magic – the Hakuriu. When called upon, a storm of giant stones rain down the screen, exploding into smaller pieces whenever they hit something. These pieces bounce around the screen, breaking into smaller and smaller pieces until they are finally destroyed. Although potentially the most powerful magic, the unreliable nature of this magic means that it may also be the weakest.

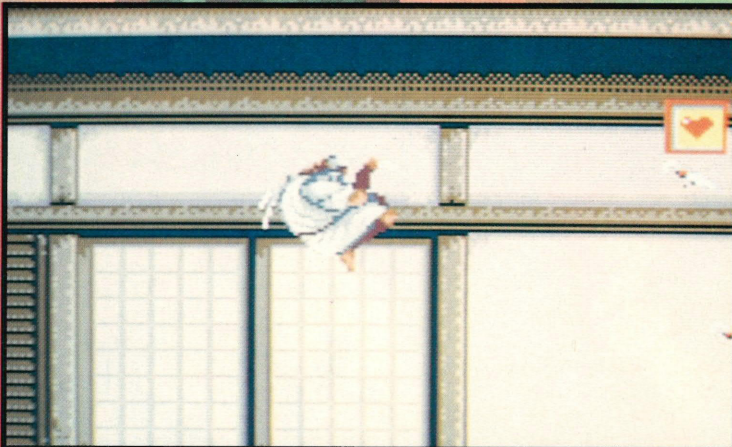


SMASH AND GRAB

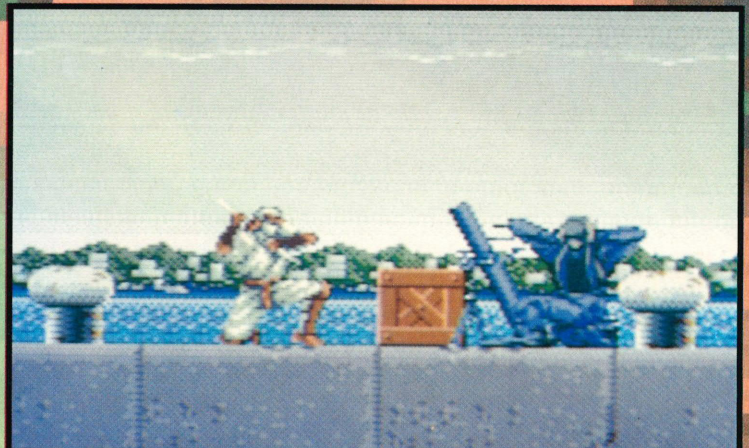
You only have to look at the condition of the Neo Zeed master's hair to realise that he's a scruffy fellow who probably left all his toys lying around as a child. This bad habit has been carried on into his adult life, and the hairy one has left a fair smattering of crates lying around throughout the game. By smashing these crates open, Joe can obtain all manner of goodies, from extra shuriken and energy to strength-increasing power-ups and extra ninjitsu magics. If Joe is really lucky, he can also obtain an extra life, although the crates that these special bonuses are in are invisible until hit.



▲ AFTER HOURS OF FRUITLESS SEARCHING, JOE REMEMBERED THAT HE'D LEFT MRS MUSASHI'S SILVERWARE IN HIS WENDY-HOUSE.



▲ IF... IF I CAN JUST REACH MY... MY PACEMAKER!



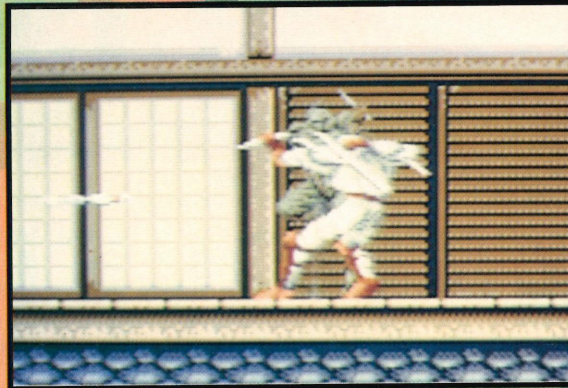
▲ BY THE CLUBS JOE, PLEASE STOP SINGING. I CAN'T STAND IT ANYMORE!



GAME TITLE SHINOBI 3

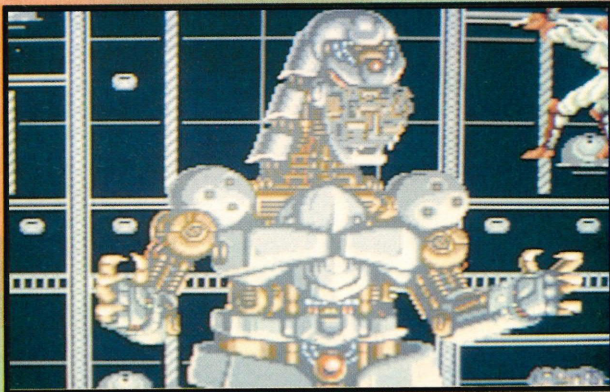
KUNG-FU CAPERS

As with all trends, the arcade world picked up on the martial arts revival in the mid-eighties and Sega released the highly successful Shinobi coin-op. This enjoyable platform beat-em up was followed by the somewhat poorer Shadow Dancer coin-op, where animal-lover Joe Musashi teamed up with a white sheepdog. The first Shinobi game to hit the Megadrive was Revenge of Shinobi, a completely original episode in the saga of Shinobi, which was one of the first official British releases for the Megadrive. This was followed by a conversion of Shadow Dancer and finally, Shinobi 3: The Return of the Ninja Master.



▲ WHAT BANANA SKIN? WHERE? YIKES!

THE SOUND OF MUSIC



▲ WHY GRANNY, WHAT BIG TEETH YOU HAVE!

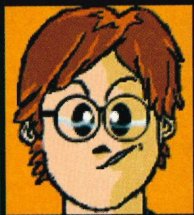
Like the first Megadrive Shinobi game, Shinobi III's music is the work of that Yuzo Koshiro, who sells numerous albums back in Japan. In between 'cutting tracks' for his next album, he's put together a selection of background tunes for Shinobi III which sound like incidental music from various ninja movies and that old flying Samurai TV show, The Water Margin.

Koshiro-san was also responsible for the excellent themes backing the action in the Streets of Rage games. The hi-energy rave-type music in Streets of Rage 2 is arguably his best stuff to date, and this is probably attributable to the fact that he drew inspiration from the British rave scene during a visit to the UK in 1992. If we'd known he was coming, we would've invited him round for a cup of tea.

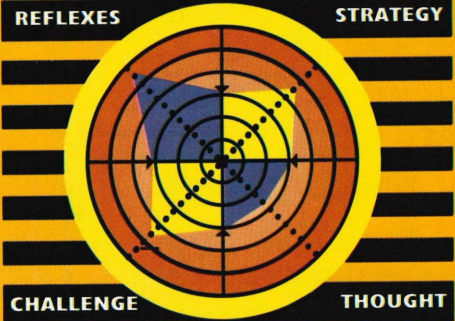


▲ THIS BIT OF SWEETCORN STUCK BETWEEN MY TEETH IS REALLY BUGGING ME HOPEFULLY I CAN DISLodge IT WITH THIS RULER.

paul's comment



I would echo most of Tom's sentiments here. Shinobi III is a great example of this type of game, but I did find myself expecting more in every department, except perhaps for the graphics. The quality of the sprites and the animation is well up to the standard set by Revenge of Shinobi and in places it's even better (the Musashi sprite is excellent). But as for the playability... well, it's certainly good, but apart from a couple of extra moves there's not much here that wasn't in the first game. I'm surprised that there wasn't more in the way of new magic or perhaps new weapons variations. There seems to be slightly less variety in the levels too, and though there's plenty of action to keep you occupied most of them do tend to play very similarly. Having given it all that stick, I'm obliged to point out that I'm only disappointed because I expected Shinobi III to be miles better than the original game, which perhaps wasn't realistic. Compared to the bulk of Megadrive games it's undeniably pretty damn good and should definitely be on the post-Christmas shopping list, just a little way down from Streets of Rage 2 and Ecco.



% RATING

PRESENTATION



86

A nice intro sequence and a collection of interesting end-level screens, as well as the usual smattering of options.

GRAPHICS



85

Some excellent sprites and backdrops, but a few sections of scenery look awful.

SOUND



87

Superb sound effects, but the music, good as it is, isn't up to the level of its predecessor.

SHORT TERM PLAY



91

Initially, Shinobi 3 is a highly enjoyable platform romp with plenty of action to be had.

LONG TERM PLAY



86

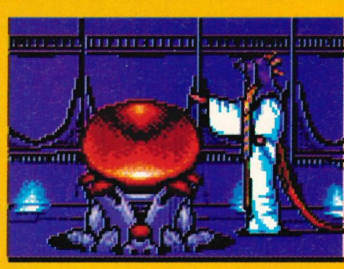
Loads of levels, which eventually reveal their samey format, offering little to come back to after the game is completed.

MEGATECH RATING



88

One of the best Megadrive platform beat 'em ups, but it doesn't quite make the impact that Revenge of Shinobi did two years ago.



NOBUNAGA AND

FORMAT: CD
M-BITS: N/A

BY: COMPILE

PRICE: IMPORT

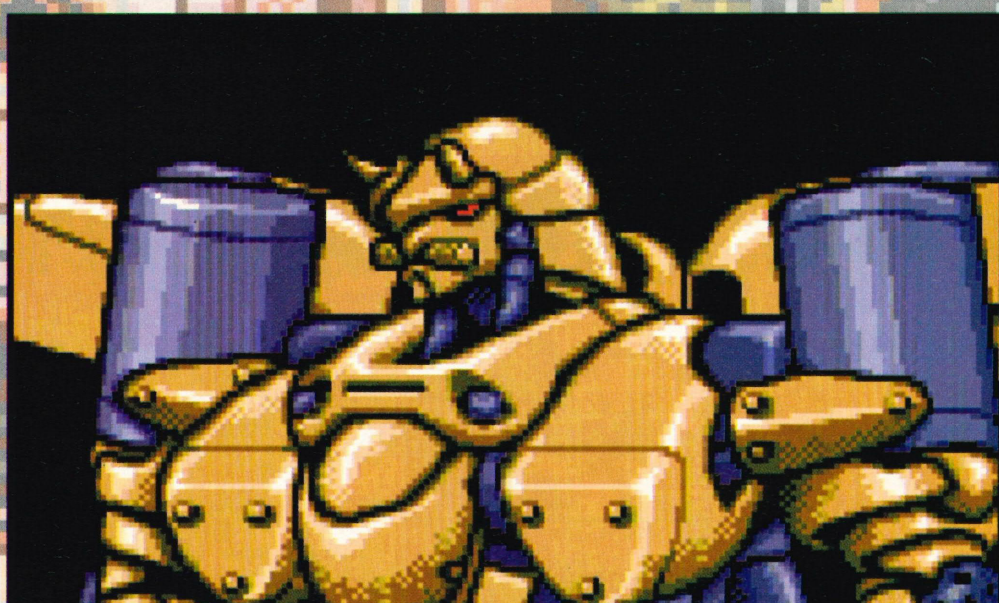
PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: INFINITE

SKILL SETTINGS: 3

TOOLED-UP NINJA MAN



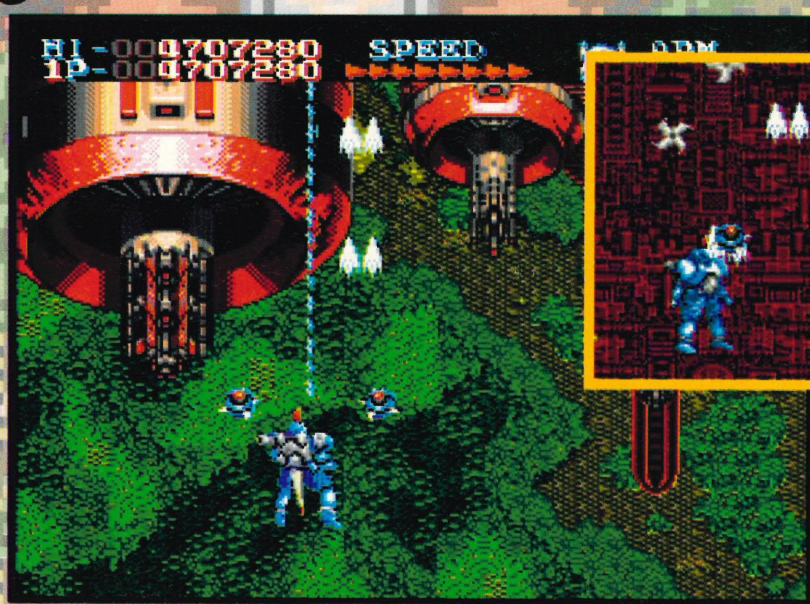
▲ MADONNA APPEARS IN THE INTRO, MODELLING HER NEW-LOOK CAST IRON BREAST IMPLANTS.

As Nobunaga flies through the air, encased in a rocket-powered robot, you get a great view of the countryside below. You also get a close-up view of the enemy robots which swarm in, attacking from all sides. Luckily, your man's already tooled-up and ready to blast the nasties off the screen with two separate weapons.

Nobunaga's weapons starter pack consists of a forward-firing twin-rocket assault, backed-up by two spinning drones which float above his shoulders, destroying anything they come into contact with. Button B shoots the rockets, whilst holding down A for a while and then releasing it makes the drones spin around Nobunaga and then shoots them forwards at 45 degrees to his body.

Nobunoba was a Japanese warlord who commanded the largest army in Okinawa. His twin sons, Nobunaga and Ron, jockeyed for power under the shadow of their father's iron fist. Ron would taunt Nobunaga, saying that his ninja pony-tail was tied off-centre. This would drive Nobunaga into a massive sulk, but what annoyed him most of all was when Ron took the mickey out of his favourite jacket. "Hey, rabbit back! Twitch your nose!" Ron would jeer, referring to the pattern on the back of Nobunaga's jacket (which did bear a remarkable resemblance to a rabbit's face).

One day, incensed by Ron's constant derision, Nobunaga raised a private ninja army and destroyed Ron and his followers. Unfortunately, this didn't go down too well with his father. In fact, Nobunoba was in such a rage that he ordered his court magician to turn Nobunaga into the main robo-sprite in a vertically-scrolling shoot 'em up on the Mega-CD. Condemned to scroll forever through level upon level teeming with enemy craft, Nobunaga's rabbit-faced tunic bears testament to the man he once was...



▲ MECHANICAL FLYING TOADSTOOLS? NO, IT'S THE BACK END OF A SPACESHIP.



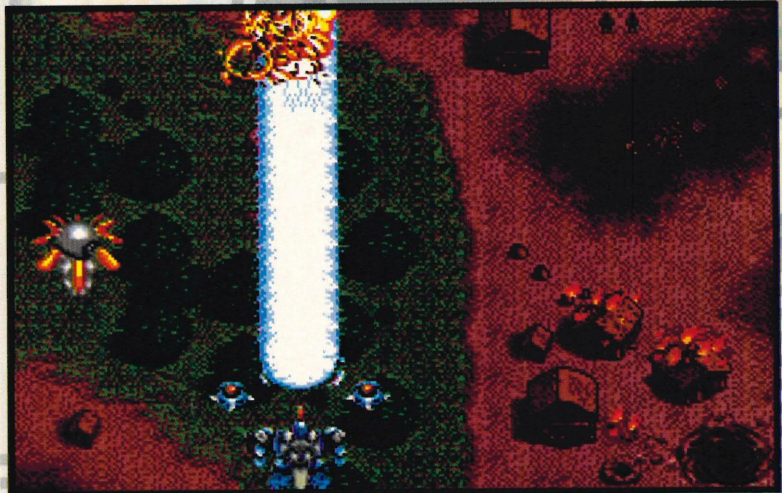
HIS NINJA FORCE



POWER-UP PODS

In amongst the waves of enemies, ships laden with coloured power-up pods will occasionally pass by. Blasting the host vessel releases the pod, which can then be picked up, arming Nobunaga with that particular weapon. There's a tasty selection of weaponry to be picked up, with four different coloured pods on offer.

POWERED-UP POWER-UPS



▲ 'OL RABBIT FACE GIVES A NASTIE A TASTE OF UPGRADED LASER POWER.

Each power-up can be powered-up even further. For instance, if you've already armed yourself with laser bursts by picking up a blue pod, you can tool-up with even more powerful lasers by picking up another blue pod. Grab another blue pod and the lasers boost up even more, and so on. The same goes for the other coloured pods.

GREEN

Arms the two drones with a spread of hi-explosive, super-spinning shuriken. Not a bad weapon - the shuriken explode quite effectively - but it's a bit imprecise. As with all the power-ups, the twin-rocket frontal attack is retained, but the drone attack using the A button cannot be used.



As with all the power-ups, the twin-rocket frontal attack is retained, but the drone attack using the A button cannot be used.

YELLOW

Turns the drones into twin fireballs which orbit Nobunaga, burning up anything in their path. The fireballs also act as good cover against the incessant waves of incoming missiles, but it's not an impregnable defence, so you still have to keep your wits about you.



As with all the power-ups, the twin-rocket frontal attack is retained, but the drone attack using the A button cannot be used.

RED

Arms the drones with scatter bombs. This is probably the least effective weapon - the individual scatter bombs don't pack much of a punch and their scatterery nature makes them the



least accurate of the weapons on offer. Pass on this one, unless you're desperate for a bit of extra weaponry.

BLUE

Pick up a blue pod and the drones give out pulses of laser fire. This is an excellent, brutal demolition weapon - it destroys everything in its path quickly and effectively. The ideal



choice for getting the job done as fast as possible.



▲ ANYONE WHO CALLS NOBUNAGA "RABBIT FACE"...

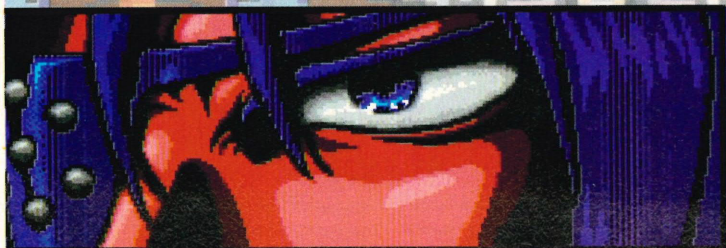


▲ ...GETS A BLAST OF FIREPOWER RIGHT WHERE IT HURTS!

mark's comment



When I first saw Paul playing Nobunaga, I wasn't impressed. It didn't have that 'knock your eyeballs out of your sockets' quality that I expected from a hot Mega-CD shoot 'em up. But then I tried it out for myself... and I was a bit more impressed. Five hours of solid playing later, I'd just managed to reach the end of level three - this thing is rock hard! There's no doubt that Nobunaga has all the ingredients of a top quality shoot 'em up: an arsenal of neat, destruction-dealing weapons, waves of enemies to blast the crap out of, and a grisly selection of mean end of level muthas. In fact, there's no doubt that Nobunaga is a top quality shoot 'em up, but the question is, does it make full use of the capabilities of the Mega-CD? For me, the answer is no. Yes, there are more levels than you'd find in a cartridge game, there's a bit of sprite-scaling thrown in and the CD-quality music knocks spots off anything you'll hear on the MD, but it hasn't got that "Oh, wow!" factor that Mega-CD games need to attract people to buy the hardware. It's just a bloody good, rock hard shoot 'em up.





MORE FIREPOWER!

There is another way of upgrading your firepower. Blast certain enemy ships out of the sky and they drop little bullet-like presents down towards the bottom of the screen. Intercept enough of these before they disappear offscreen and you'll be rewarded with an instant upgrade for your forward-firing rockets. The first upgrade takes you from twin rockets to triple rockets, and you can do this as many times as you're able, increasing your firepower each time.

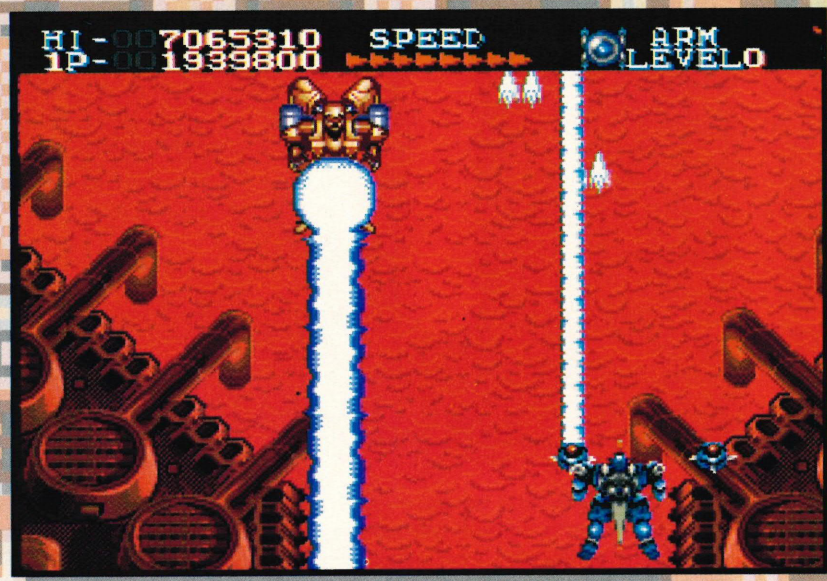


▲ BLAST! BLAST! BLAST!...



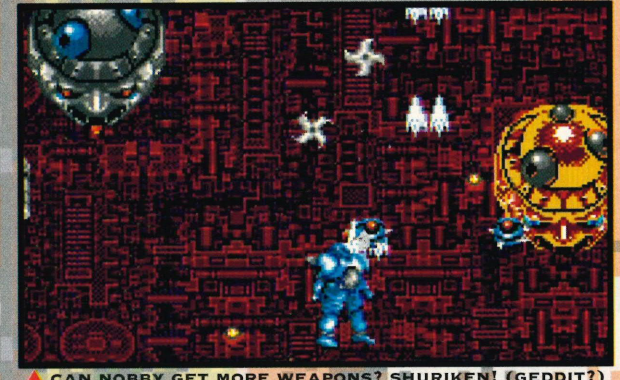
▲ LOADS OF THINGS TO BLAST!

TOASTED POWER-UPS



▲ "I'VE GOT THE POWER-UP, BUT IF THAT RAY HITS ME I'LL BE TOAST."

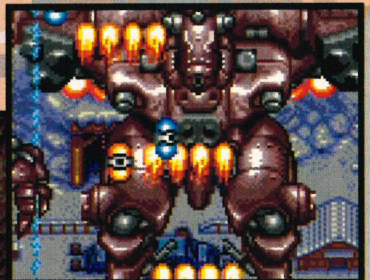
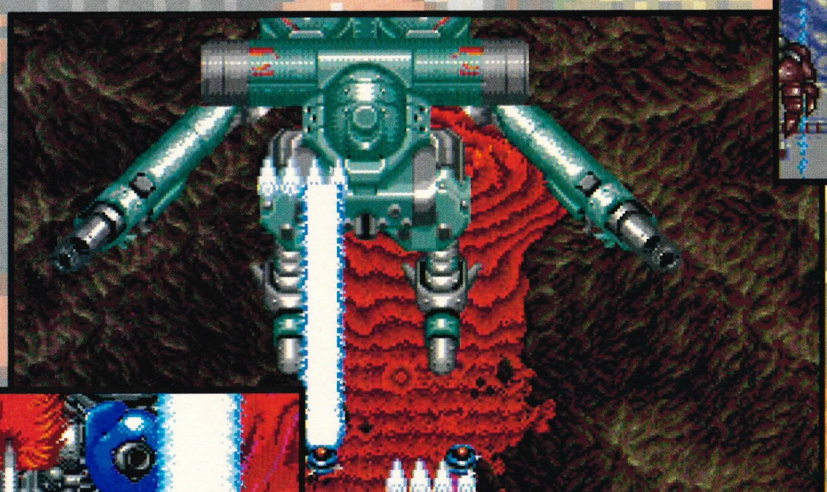
Nobunaga has three lives, so the first two times he's toasted by an enemy ship, he reappears at the bottom of the screen, and so does the power-up. Of course, it's floating around at the bottom of the screen waiting for you to pick it up again. It's not automatically hooked up to Nobunaga - that would be much too easy, wouldn't it? In fact, it causes many a heart-stopping moment when you reappear on your second or third life, surrounded by enemies and desperately trying to grab the elusive pod, which is flitting about like an epileptic bat.



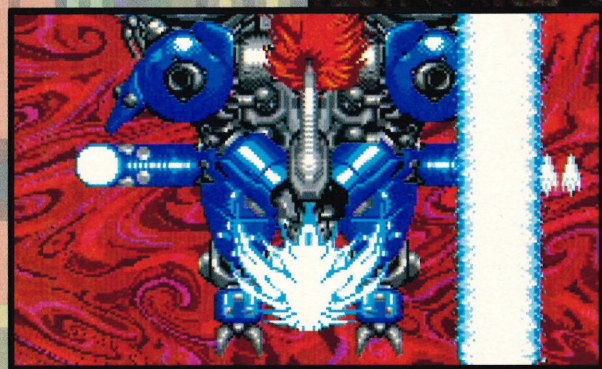
▲ CAN NOBBY GET MORE WEAPONS? SHURIKEN! (GEDDIT?)

GUNDAM BOSSES

If you're into Japanese SF robots such as the GUNDAMS, you'll wet your pants over this game. At the end of every level, you're confronted with a gigantic boss robot carrying more weapons than you'd dare to shake anything at all at. Here's a selection of the little beauties...



▲ "COME OFF IT, I COULD RIP ALL YOUR HEADS OFF AND USE THEM AS MARBLES!"

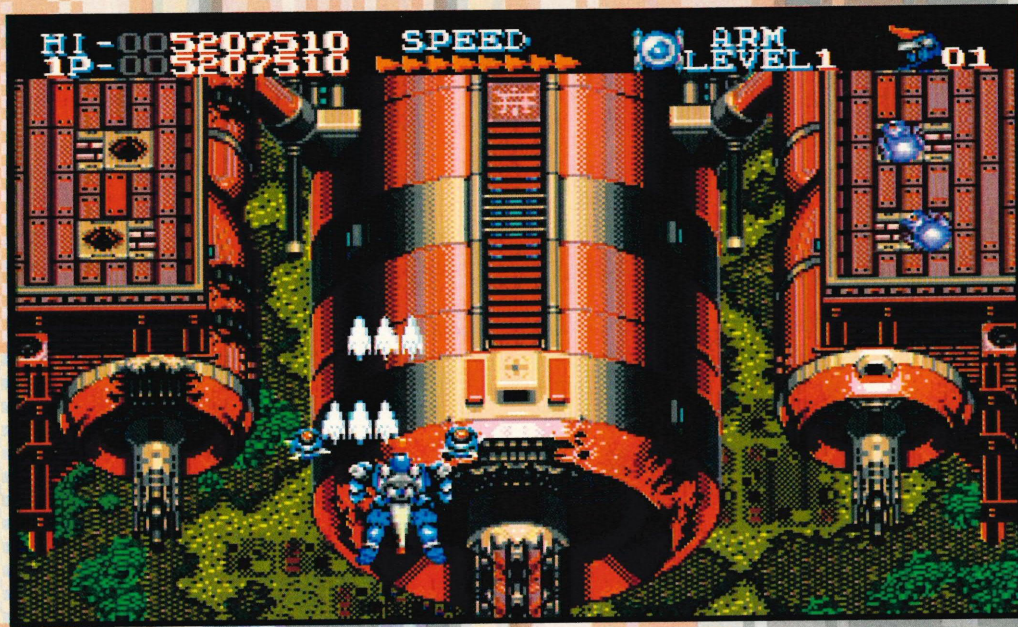


▲ "I'M THE HARDEST BOSS IN THE GAME!"

▲ "GET LOST, I'M HARDER THAN YOU, YOU POWDER PUFF!"



▲ "DUH... I STILL RECKON I'M THE 'ARDEST, 'ARRY."



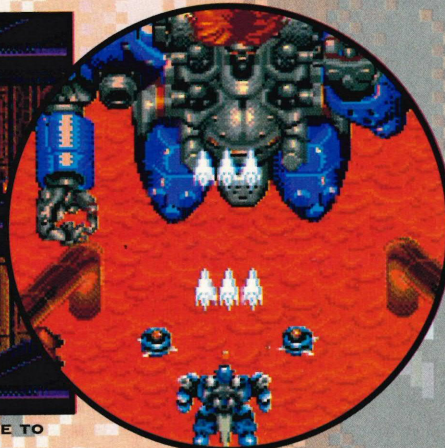
▲ OH NO, IT'S THAT NINJA-SHOOTING, NEVER-ENDING, EVENTUALLY EXPLODING SPACESHIP. (AGAIN.)

PUMP UP THE BASS, HE'S A RAVING NINJA


Nobunaga's smooth and synthy soundtrack really takes advantage of the enhanced audio capabilities of the Mega-CD. The bassy beat hustles you along, punctuated by ascending string section samples and syndrum rolls, and the occasional crazed ninja werewolf-howl adds a mental, offbeat twist. As you square up to an end of level boss, the drumbeat gets heavier and faster, pumping you up for the conflict to come. The sound effects are smart too - meaty metallic 'clunks' as you pick up a power-up and thunderous explosions as you destroy enemy craft. Top stuff.



▲ "PHEW, THINK I'LL TAKE A REST HERE BEFORE I HAVE TO FACE THAT MASSIVE MUTANT MUTHA ON THE RIGHT."



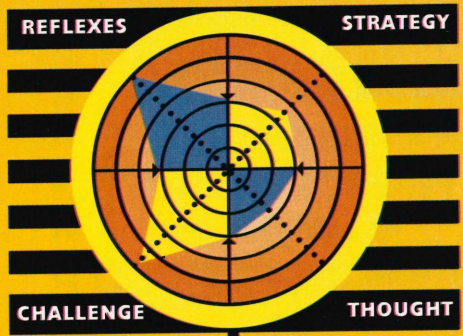
paul's comment



Even though they all seem to be the same, I've been a fan of Compile's shoot 'em ups ever since I played Gunhed on the PC Engine, because they always put such a load of smart weapons and pyrotechnics in their games which provide a real buzz for the player. Though it's much harder to build up an impressive range of guns in Nobunaga, it's definitely their best game yet and one of the best Megadrive shoot 'em ups going. The combination of the outstanding CD music, the excellent graphics and the frantic action (it's certainly one of the toughest Megadrive shooters I've played) will have any blast fan drooling. Apart from the odd sprite scaling and rotation tricks there's still nothing that seems to push the hardware to the limit, although I doubt if you'd see this many levels with this many sprites and baddies in an 8 M-bit cartridge game. The infinite continues mean that it's not an impossible game to finish, but all but the most experienced players will have a tough time doing it - that last boss is murder! This is another of the select few games that make a Mega-CD worth having, and I can't wait for the official version to arrive, if only so that I can understand the plot!

● **THANKS!**
Thanks to Cambridge Consoles for lending us the CD used for this review.

GAME TITLE NOBUNAGA AND HIS NINJA FORCE



PERCENTAGE RATING

PRESENTATION

78

Attractive intro sequence, limited options screen, short intermission screens on later levels - basic for Mega-CD.

GRAPHICS

94

Supremely detailed sprites and backgrounds make this one of the best-looking Megadrive blasts.

SOUND

93

Excellent pumping soundtrack with thunderous sound effects.

SHORT TERM PLAY

87

Easy to pick up, instantly addictive, but don't expect to get very far quickly.

LONG TERM PLAY

92

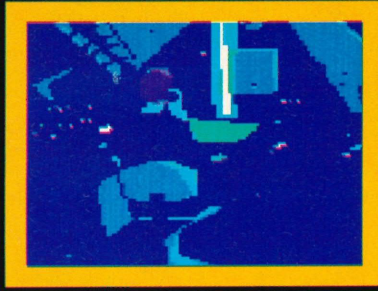
This game is so rock hard, only truly ninjascope players will finish it. You'll be at it for ages.

MEGATECH RATING

92

An excellent old-fashioned blast with new-fashioned graphics and sounds.

REVIEW



FORMAT: CART
M-BITS: 8

BY: VIRGIN

PRICE: TBA

PLAYERS: 1

GAME TYPE: ARCADE ADVENTURE

CONTINUES: PASSWORD

SKILL SETTINGS: 1

T

he life of Lester Knight Chaykin had been a tortured one from an early age. The son of one Dr Exeter

Chaykin, Lester had to live under the shadow of his father's terrible reputation. Dr Chaykin Sr better known as Dr Shock had been responsible for a number of terrible reanimation experiments in the early Seventies and when finally captured and taken to court he was condemned on the evidence of the prosecution's chief witness who just happened to be Exeter's reanimated ex-wife and Lester's mother. Sentenced to the electric chair, Exeter's last words were said to have been, "Crank up the voltage, boyo!"

Now years later, Lester has followed in the family's scientific tradition and taken up a vocation in quantum physics, the pinnacle of his career being the construction of a massive particle accelerator. Late one night as he put the final touches to the machine a stray bolt of lightning struck Lester's workshop activating the machine. In the blinking of an eye, the molecular structure of Lester's body was disassembled and blasted across the cosmos to another galaxy. To Another World.

ANOTH

TAKE ME TO YOUR LEADER!



▲ HOW DID YOU GET YOUR ARMPITS SO SMOOTH AND SILKY?



▲ YUCK, THAT BURP SMELLED OF EGG.



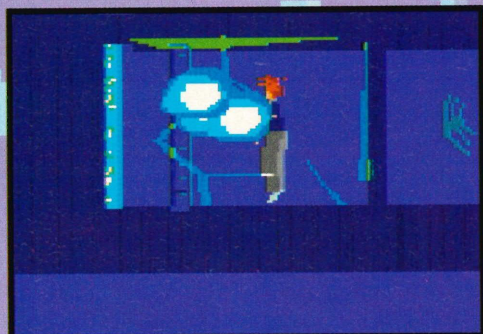
▲ BOY, DO I FEEL ROUGH!

Finding yourself on a strange alien world can be quite distressing, but as any space explorer worth his salt knows, the first course of action is to find life and in Lester's case, that task proves none too difficult. From the beginning of the game, our hero must face the terrors of a water-dwelling tentacle beast, a giant black monster with big teeth and even a collection of ghastly little poisonous polyps, which, should Lester startle them, rear up and scratch through his brown corduroy breeks, instantly killing him with a lethal toxin.

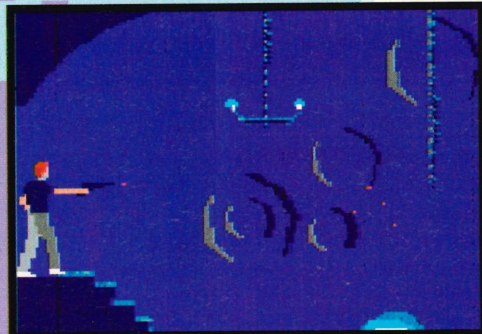
However, it doesn't too long for Lester to uncover intelligent life, but what do sentient aliens look like? Bug-eyed crab creatures, scaly winged apes perhaps, or even living light beams? Nope, in fact they look a little bit like humans with large potato heads. Confused at the sight of Lester's small head they beat him up and imprison him, but as the old saying goes, there's always one good potato in the sack and our little lost earthling soon meets a friendly alien who plays an important role throughout the game, unlocking doors and even throwing our hero across large chasms.



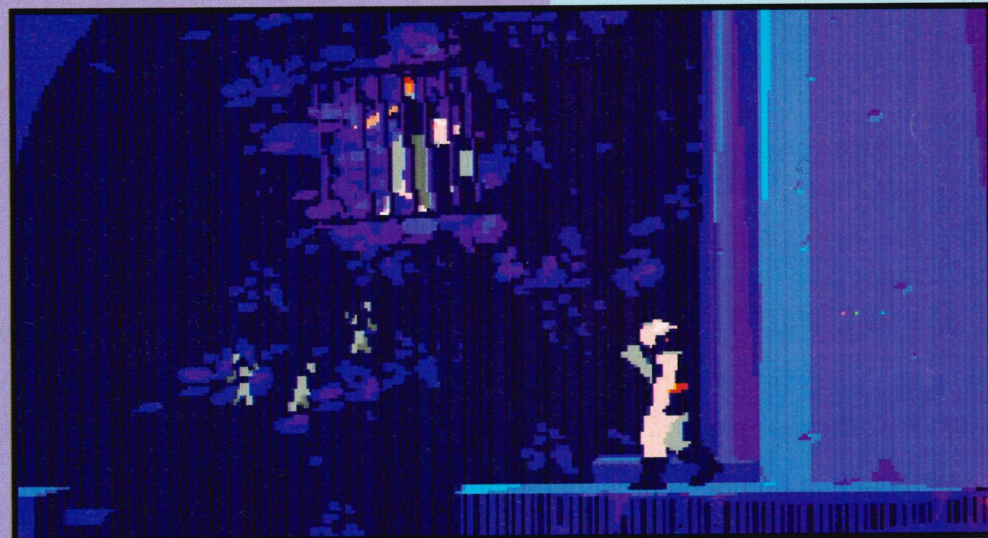
ER WORLD



▲ OOH BABY! HUBBA HUBBA!



▲ SURE IS QUIET. TOO QUIET.



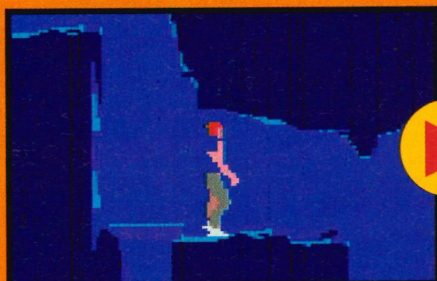
▲ IF YOU WANT TO JOIN ME IN MY DEN, YOU'LL HAVE TO SING THE CLUB RHYME!

SPUD-GUN

The world of the Potato-Heads is a brutal and barbaric place to be, so it's fortunate that Lester manages to get his mitts on a gun early on. However, this is most certainly not your average revolver. On normal setting it just fires a basic laser beam, but hold down the fire button and a charge builds up. Release this charge and the power of the beam is strong enough to blast through walls of solid rock. Also, by releasing the charge at half-power the gun can emit a protective shield which can repel enemy fire. It's vital to use this shield in combat or else Lester and his edible tuber pal will end up as steak and chips.

MIND GAMES

Another World isn't like your average action game. Leaping around, blasting randomly at all and sundry will avail you naught. No, this game requires some serious massaging of the old grey matter. In order to progress, it's important to work out how sequences of events can affect things. This puzzle-solving extravaganza requires Lester to perform all manner of tasks in a strict routine. Here is a simple example of one such chain of crucial events.



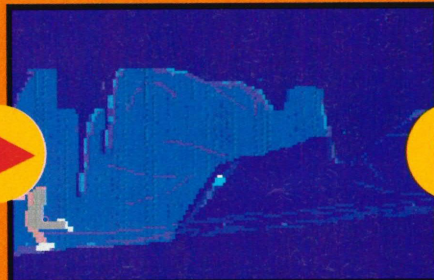
Lester must get up to the tunnel above, but he is unable to reach the ledge. There seems to be no way to progress.



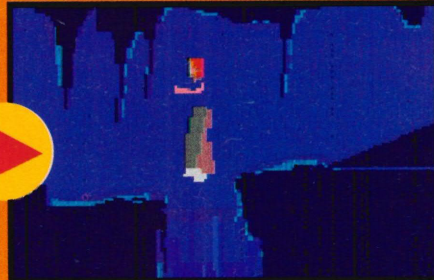
However, by running along the tunnel to his right...



Lester blasts at this wall, releasing the large basin of water above.



The water races along the tunnel and if Lester stays ahead of the raging torrent...



...he returns to the original spot and the pressure of the water blasts him upward to the previously unattainable position. Simple!

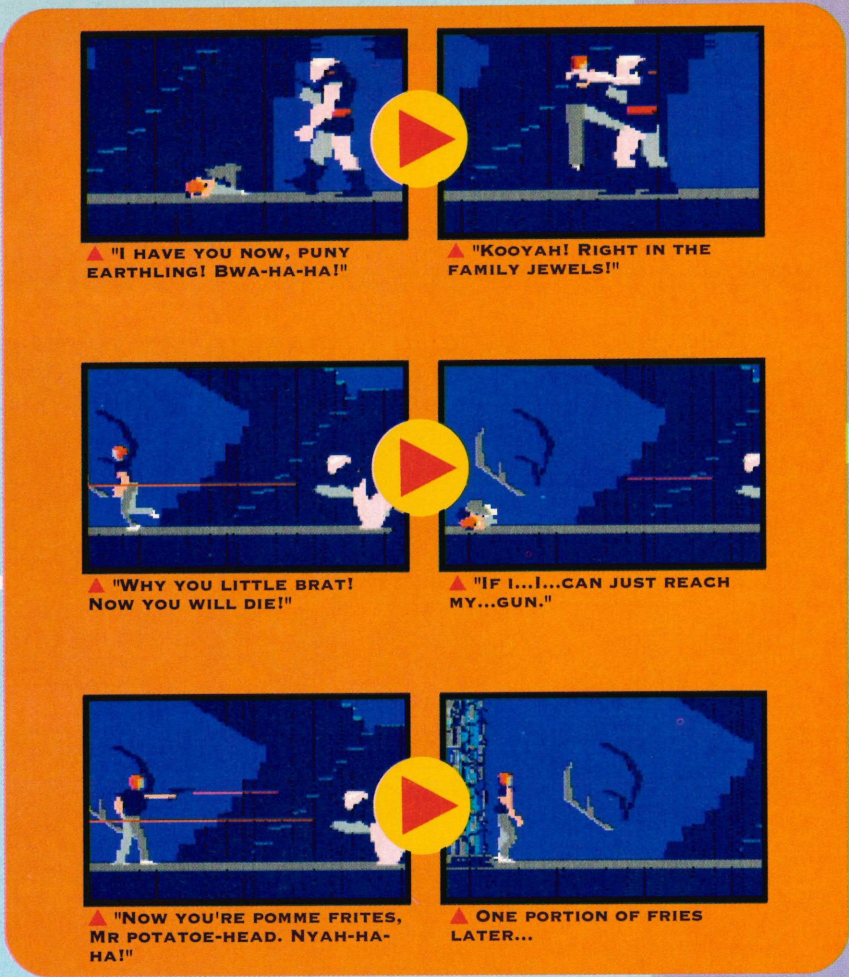




tom's comment

When I first saw Another World I was completely bowled over by the game. It really is one of the best looking Megadrive games I've ever seen. The screenshots really don't do the game any justice at all, because the most impressive visual quality of the game lies in the animation. The incredible digi-

tised movement of all the sprites is the most realistic animation I've ever seen in a console game. Also, the incredible cartoon-style intermissions are mind-blowing. As far as the gameplay goes, Another World is compelling and extremely challenging, but also very enjoyable. However, I do have a few gripes. The layout of the game follows a very strict format and there is only one way to do each section of the game. This means there's very little freedom to the way the game can be played, everything must be done precisely or not at all. This means that once a particular section has been completed, there is nothing left to come back to because you've seen it all. It can also become very boring if your stuck on a section and have to play the same part of the game again and again and that's a very likely situation because the control method is sometimes a bit vague and can easily lead to fatal errors. All in all though, Another World is a technically superb game which certainly challenges your mind. However, if you're after some simple fast-paced action this game will most certainly not satisfy you.



▲ "I HAVE YOU NOW, PUNY EARTHLING! BWA-HA-HA!"

▲ "KOOPYAH! RIGHT IN THE FAMILY JEWELS!"

▲ "WHY YOU LITTLE BRAT! NOW YOU WILL DIE!"

▲ "IF I...I...CAN JUST REACH MY...GUN."

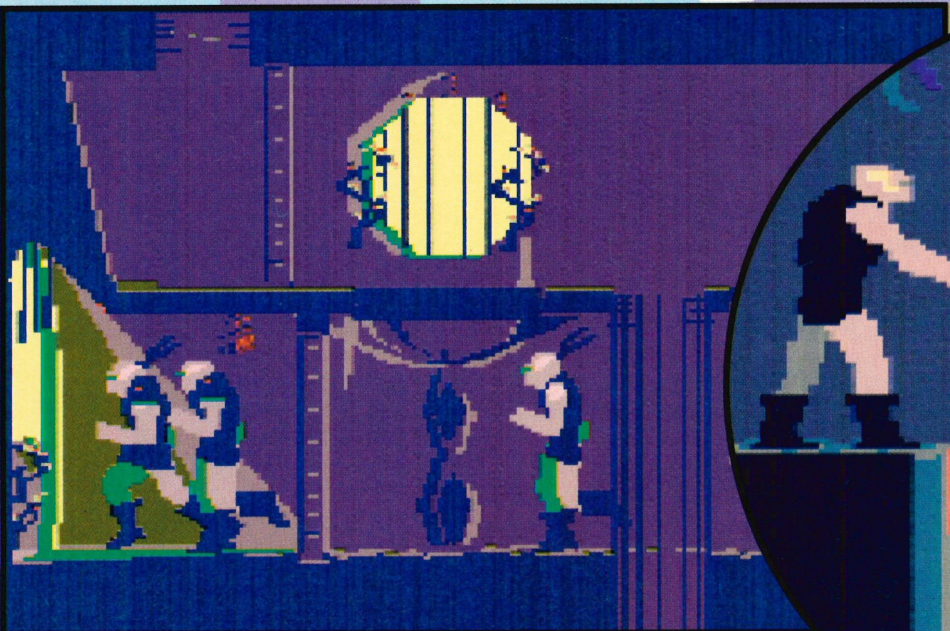
▲ "NOW YOU'RE POMME FRITES, MR POTATOE-HEAD. NYAH-HA-HA!"

▲ ONE PORTION OF FRIES LATER...

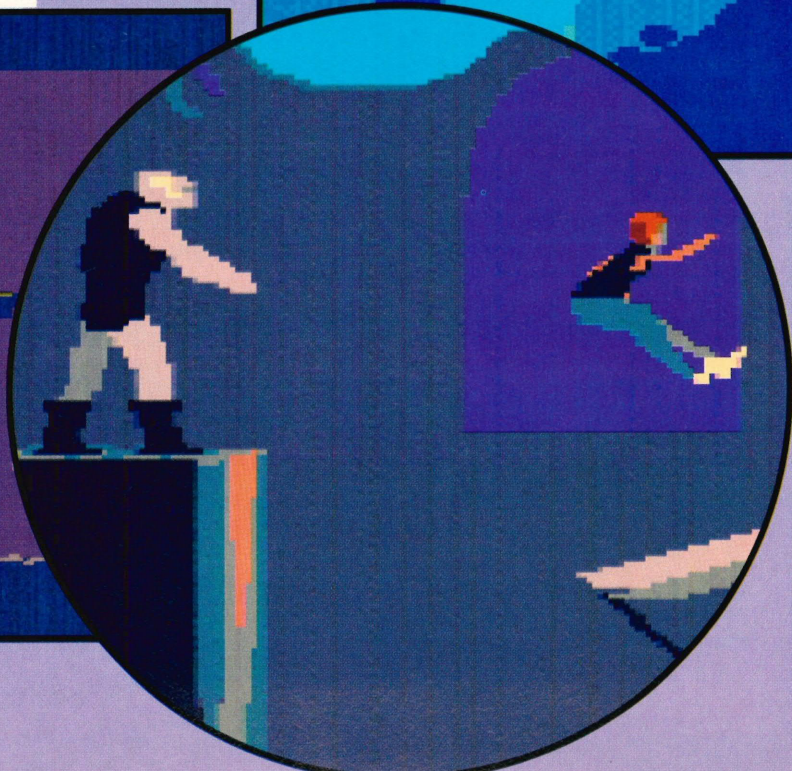
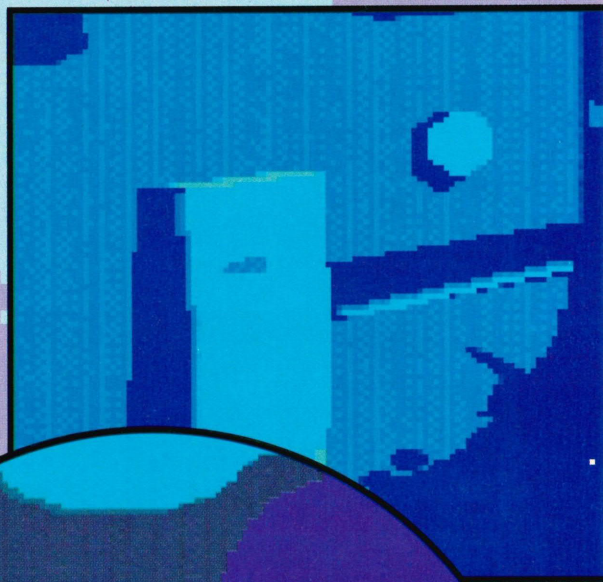
● GOING TO THE PICTURES

Playing Another World really is like taking part in an interactive movie. Realistically moving sprites, polygon graphics and incredible animated intermission sections, seamlessly blended into the game, all help to produce an incredible cinematic effect. Moreover, unlike most console games, the in-game music doesn't just play along repetitively in the background, but changes according to the situation as if it really were a movie soundtrack.

Produced by French software company, Delphine, Another World is the concept of a one Eric Chahi who is presently working on the sequel, Flashback. Featuring more of the same stunning animation Flashback is expected to be released sometime this spring by US Gold.



▲ EWW RUN, HERE COMES OLD POEY-PANTS!

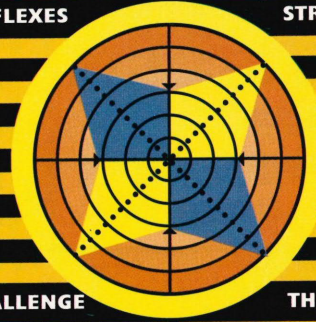




GAME TITLE ANOTHER WORLD

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

PERCENTAGE RATING

PRESENTATION



95

Incredible intro and intermission screens which laugh in the face of the Mega-CD. Nothing in the way of options though.

GRAPHICS



92

Brilliantly animated sprites and excellent atmospheric backdrops. It's a cinematic extravaganza.

SOUND



84

The sound effects and tunes are quite bland, but the way the soundtrack interacts with the gameplay is very novel.

SHORT TERM PLAY



86

Extremely good fun, but not an easy game to get into.

LONG TERM PLAY



85

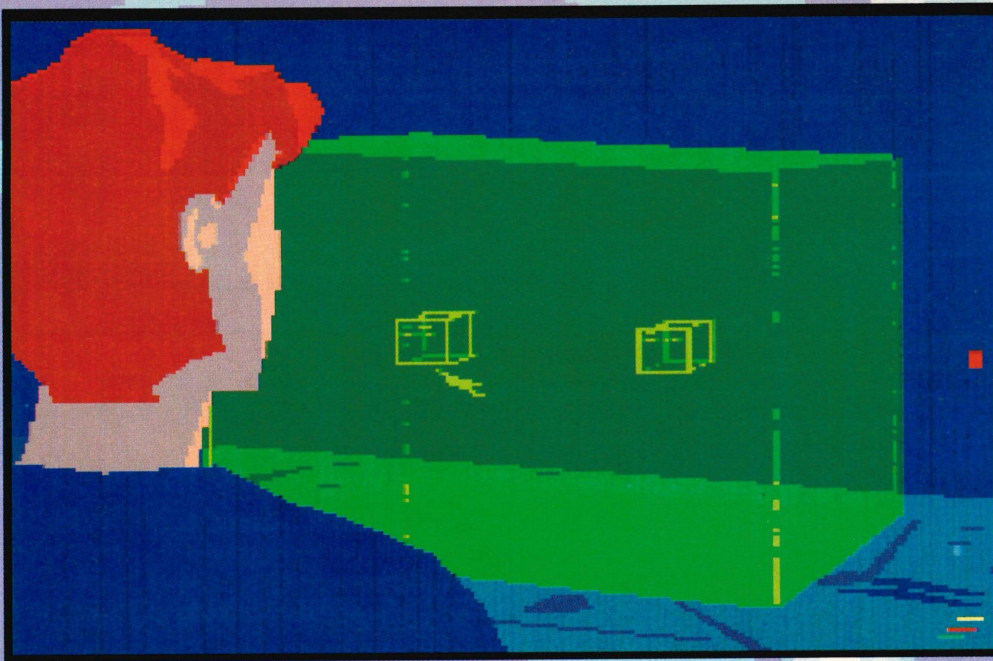
The fiendish puzzles will keep you at it for a long time, but once completed there's not much to bring you back.

MEGATECH RATING



86

A technically superb game that provides plenty of challenge, but a difficult control method and rigid style of gameplay means it may not be to everyone's liking.



▲ AWW MUM, YOU KNOW HOW MUCH I HATE LIME JELLY."



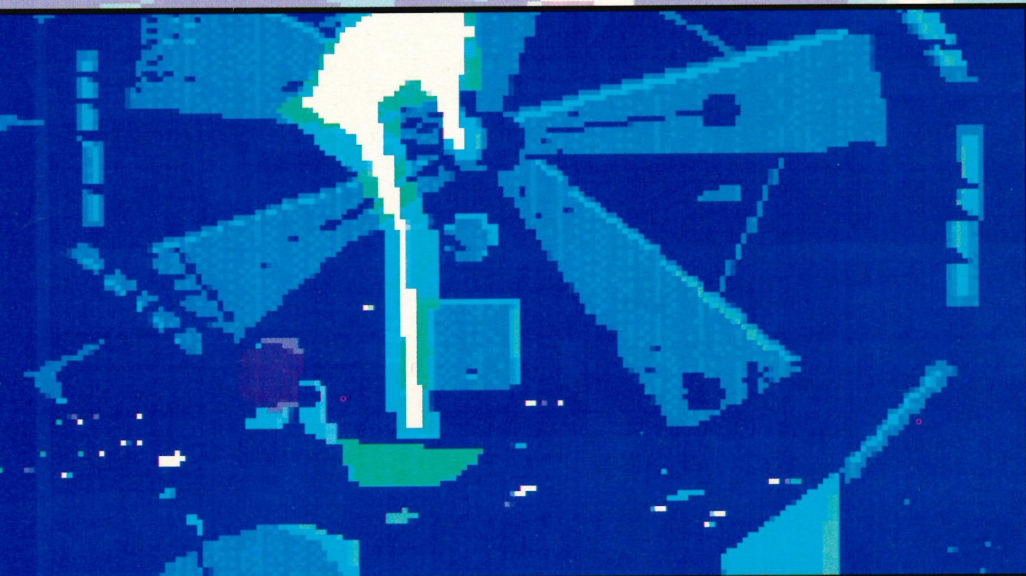
▲ SHARON DAVIES LOVES A LENGTH BEFORE BREAKFAST.



▲ YOU'VE GOT SOME MUSTARD ON THE SIDE OF YOUR MOUTH.



▲ WHOOPS! MY FLIES ARE UNDONE.



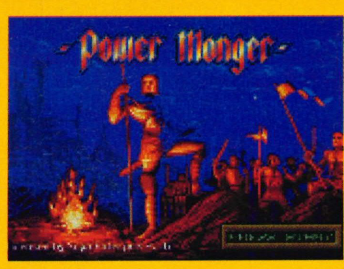
paul's comment



After months of touched-up Megadrive oldies it's good to see something that isn't just another shoot 'em up or platform game. In fact, *Another World* is a highly unusual and testing mixture of all sorts of different games; part adventure, part shoot 'em up, part platform and part puzzle, all bound together by an unusual and compelling storyline. It's not an easy game to master and I think if I hadn't already seen the NMS boys playing the Super Nintendo version it would have taken me ages to work out just how to get

out of the alien prison. There are a couple of flies in the ointment, though. One is the fact that the controls are arranged so that the joypad buttons activate different actions depending on the situation, and occasionally they seem reluctant to do what you were expecting. There's one instance where you have to run through falling rocks, but if you stop midway then try to start running again, Lester sometimes pulls out his gun or strolls under a boulder by mistake. The other slight flaw which may irritate some players is the rote-learning of the precise sequence of actions required to finish a stage, which is reminiscent almost of playing a laser disc game. Overall though, *Another World* is an excellent variation on the standard arcade adventure theme which has my breath bated for Delphine's next Megadrive title, *Flashback*.

REVIEW



**FORMAT: CART
M-BITS: 8**

BY: ELECTRONIC ARTS

PRICE: £39.99

PLAYERS: 1

GAME TYPE: STRATEGY

CONTINUES: INFINITE

SKILL SETTINGS: 1

REVIEW

Powermonger is programming house Bullfrog's second product for the Mega-drive (the first being the hugely successful Populous), and it's another 'subdue and conquer', point 'n' click, icon-driven Powersim. This time, however, you don't play the part of a deity, you're a displaced king whose land has been rent asunder by a terrible natural disaster - a king without a country.

Luckily, you've managed to escape in a frail boat, voyaging to the shores of a foreign land. The land is rich and fertile, but unfortunately it's also inhabited - the population is under the control of various local warlords who enforce their reign with private armies. Being of a kingly disposition, you can't help but look down your nose at these petty nobles, and set yourself the task of uniting these lands under your own supreme control. The territory you aim to subdue consists of 195 separate lands but, luckily for you, you don't have to take over all of them to win. Starting at the top-left corner of the main map, you have to make your way, conquering territory by territory, to your final destination at the bottom-right corner of the map, effectively dividing the opposition and thereby becoming the ruler of the New World.

POWER

WINDOW GAZING

The Powermonger screen is split into five separate sections - four 'windows' and a Command Bar. The joypad controls perform different functions, depending on which window is highlighted at the time.



View Control Window

When this window is highlighted, you can scroll around, rotate and zoom in or out of the Close-Up Map in the Captain's Window, to have a good look at any action that's going on in the vicinity. The Conquest Scales indicate how close you are to conquering the territory you're in. They start off tipped to the left, but as you start to win they swing to the right. Victory is yours when they're tipped completely to the right.

Captain's Window

The main part of the Captain's Window is taken up by the Close-Up Map, overlooked by the giant figure of your Captain (along with any Captains loyal to you). If your Captain dies, you lose, so it's vital to keep tabs on him. You can do this by checking the status bars above his head, which show amount of troops, amount of food and health. Alternatively, click on his medals and accurate info will appear in the Text Window.

Command Bar

Pressing the C button activates the Command Bar, after which each icon can be highlighted by moving the D-Pad. On-line help is available for all the icons. If you can't remember exactly what a particular icon does, simply highlight it, press B, and hey presto! - the icon's function is described in the Text Window.

Overview Window

This contains an Overview Map of the territory you're currently aiming to conquer. The red figure indicates the position of your Captain and the white cross denotes the area which is shown in the Close-Up Map in the Captain's Window. The four icons at the top superimpose the whereabouts of settlements, contours, objects or food.

Text Window

Displays detailed status information (in a weird, olde worlde, difficult-to-read typeface) on just about anything: how your Captain's feeling, who owns a house and whether or not they're happy, and what your troops are up to. As events unfold, any relevant information is automatically updated.





POWERMONGER

ICONOGRAPHY



So what do all these icons do then? Here's a rundown on what's what.

- 1 Passive Posture.
- 2 Neutral Posture.
- 3 Aggressive Posture.
- 4 Go Home: Send a Captain and his followers back to their respective homes – handy for beating a hasty retreat.
- 5 Transfer Men: Make one Captain assign recruits to another Captain.
- 6 Get Food: Take food, either from a conquered settlement or a food cache.
- 7 Drop Food: Makes your Captain drop food. The amount dropped depends on his current posture.
- 8 Transfer Food: Collect food from friendly settlements and drop it off in the wilderness or in another friendly settlement.
- 9 Invent: Use a workshop and its occupiers to create useful items.
- 10 Send Captain: Order a Captain to move to a chosen location.
- 11 Query: Get information on an object on the Close-up Map by clicking on it.
- 12 Derank: Send home some or all of your followers, depending on the Captain's posture.
- 13 Spy: Gather intelligence on an enemy settlement.
- 14 Alliance: Make an alliance with a foreign settlement.
- 15 Get Men: Recruits soldiers from a conquered settlement (but not individuals).
- 16 Equip Invention: Invented objects have to be 'equipped' before they can be used. This icon does just that.
- 17 Drop Invention: Make a Captain drop any surplus items
- 18 Trade: Trade surplus inventions in return for food or other inventions.
- 19 Attack: Order a Captain and his followers to attack a target (settlements, towers, individuals, sheep or trees).
- 20 Options: Brings up Options Menu: Continue, try again, try another territory, go to a new random territory or, if you've conquered a territory, Retire and go onto the next one.



paul's comment

Powermonger's array of displays and icons certainly looks baffling when you plug the cart in, but after you've consulted the manual and played through the sample scenario it's surprising to find the fundamentals of the game aren't that complex. In fact things start off pretty easy, because all you have to do

is march from settlement to settlement getting your strength up before attacking the larger towns. As the game progresses, the other features, such as inventing weapons, alliances and spies, come into play so there's a satisfactory learning curve. Unfortunately, when you reach the top of the curve you find Powermonger suffers from a similar problem to Populous. You find yourself going through the same motions again and again and the different kingdoms all seem the same, only bigger, so they take longer to conquer. That, with the addition of the cumbersome icon system, makes the prospect of playing through the entire, enormous map less than appealing. Only your real hard-core strategy fan will enjoy the game to the end, so I'd recommend that mainstream gamers leave Powermonger to them.

REVIEW



POSTURE IS ALL-IMPORTANT

After selecting which Captain will be carrying out your commands (if you have more than one Captain, that is), issuing commands is usually a three-step process. First, set your Captain's posture, then select the command, and finally point at the object of the command. You have a choice of three posture commands - Passive, Neutral or Aggressive - these serve to modify all other commands except for Query and Options.

Choosing your captain's posture before issuing a command is vital. For instance, if you attack a settlement with a Passive Posture highlighted, your army will go for the 'softly, softly' approach - attempting to persuade the population that it's a good idea to join your side. Using a Neutral Posture, your followers will resort to strong-arm treatment if necessary, which could result in a untimely death for some of the stroppier villagers. If you want to use the 'iron fist' style of attack, highlight the Aggressive Posture - your army will storm the settlement, wiping out as many people as possible and taking no prisoners. Your choice of posture should depend on how loyal to its leader the population of the target settlement is and how badly you need extra men for your army - if you slay the entire population in a fit of rage, there won't be anyone left to recruit into your army, will there? The postures also affect commands such as Get Food. If you command your troops to take food from a newly conquered town while in Passive Posture, they'll take only 25% of the total foodstore; with Neutral Posture, they'll take 50%, whilst an Aggressive Posture will result in them ransacking the town of all its foodstuffs.



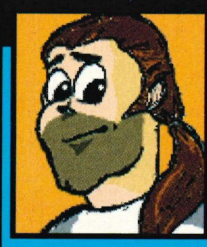
▲ THE TEXT SAYS MR X IS HOLDING A BOW. SO WHY'S HIS HAND UNDER THE TABLE?



▲ OUR SUSPICIONS ARE CONFIRMED - HE'S OBVIOUSLY HOLDING ONTO HIS WEAPON.



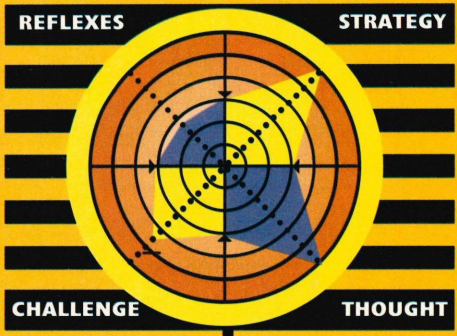
▲ HERE'S CAPTAIN GUS - ANOTHER CAPTAIN WHO LIKES TO PLAY WITH THINGS UNDER THE TABLE.



mark's comment

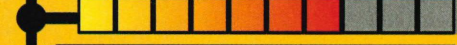
I was really disappointed with Powermonger. It's stuffed to the brim with icons and features, but it seems to me that Bullfrog have tried to cram too much in, and the game just ends up being too confusing for anyone but real die-hard strategists. The 'five window' control system is cumbersome and unwieldy, necessitating endless cycling through the windows, and the three stage command system is long-winded and a bind to use. Sometimes commands seem to take ages to come into effect and the whole thing moves along at a snail's pace. Once you've had your fun rotating and zooming in and out of the Close-Up Map, you realise that it's so difficult to control it takes ages to get the view you really want, and it's easy to miss out on the action. But even if you do manage to catch a combat sequence, the poorly defined graphics make the whole thing a bit of a non-event - a fight between your army and a band of enemy town-folk looks more like a gang of ferrets scuffling inside a sack than a battle. If you're in the market for an excellent Power-sim that's highly playable, graphically excellent and a lot of fun to boot, save your dosh until Mega-lo-Mania comes out in March.

GAME TITLE POWERMONGER



% RATING

PRESENTATION



70 A few pleasant static screens and the game screens look tidy, but the icon system is somewhat fiddly.

GRAPHICS



79 Smart stills and excellent 3D map effects, but the small sprites sometimes make the action difficult to see.

SOUND



78 Atmospheric medieval music and rural pillaging sound effects.

SHORT TERM PLAY



70 Icon system is quite daunting, so it takes a while to get into Powermonger. Once you do, though, it's enjoyable.

LONG TERM PLAY



85 The more you play, the more involved it gets, and there are loads of levels, but the action becomes very samey.

MEGATECH RATING



81 Complex and involved Power-sim, for serious strategy buffs only.

REVIEW

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FORMAT: CART
M-BITS: 4

BY: DATA EAST

PRICE: IMPORT

PLAYERS: 1/2

GAME TYPE: BEAT/SHOOT 'EM UP

CONTINUES: 7

SKILL SETTINGS: 3

This is the voice of the Red Skull. Yes, it is I, the Villain Supreme with the hideous skull-shaped head that happens to be red. I know that you all used to make fun of me and call me ugly-wugly behind my back, but now you'll all laugh on the other side of your faces, for I am going to conquer the whole world. Sure I've tried once every month since 1950 and have always been thwarted in my attempts by that poncey Captain America and those blasted Avengers of his, but this time things are going to be different. Yes indeed. I have invented an incredible new mind-controlling device, unlike any of the many other mind-controlling devices I've created over the years.

With this handy contraption I have taken control of all the super-villains in the world. Well, not all of them, more like six. Admittedly, they wouldn't hang around me to start with and they said I smelled of scotch eggs, but one zap from my trusty mind-controller did the trick. Ha! I haven't felt this good since I turned Captain America's obnoxious little sidekick, Bucky, into catfood. Now, that was a good year. My only problem now is trying to think up a name for my spiffy new super-villain club. How about the Skullsome Six or Boney's Band? Or even better, the Cranial Commandos...

CAPTAIN AMERICA

AVENGERS ASSEMBLE!



▲ PRANCING AROUND WITH HIS MOTHER'S CLOTHING ON, HAWKEYE FAILED TO NOTICE THE DEADLY NINJA CLAMS HIDING ON THE FLOOR.

In time-honoured tradition, that most fiendish of all super-villains, the Red Skull has once more returned from the grave and not being one for originality, he's holding the world to ransom and there's only one super-team that can defeat him. Well, in fact there are loads, but everyone knows how much Captain America loves the job, so it's up to him and the Avengers to assemble once more, as they punch, kick and blast their way through five levels of enemy-infested mayhem in this conversion of Data East's coin-op.

One or two players can battle away simultaneously as they take on the might of the Red Skull's minions, and there are four Avengers to choose from. So without further ado, here they are in all their spandex-filling glory.



CAPTAIN AMERICA

After the injection of an experimental serum, Steve Rogers was turned into the rippling tower of strength and agility that we now know as Captain America. With his indestructible shield in hand, he led the Allies to victory against the Nazis in World War 2. Many have been the Captain's battles against the Red Skull, and on numerous occasions he has actually killed the boney one. But as with all the best bad guys, Red Skull has always returned from the grave.



IRON MAN

Many years ago, brilliant inventor Tony Stark discovered that he had a fatal heart condition. Using his incredible knowledge of micro-electronics he constructed a large metal chest-plate, which kept his heart running artificially. It was later on that he was forced to build the original Iron Man suit, to escape from the clutches of an enemy organisation.



HAWKEYE

Hawkeye (aka Clint Burton) is a self-proclaimed adventurer. Taught all his finest tricks by Captain America himself, Hawkeye is a bull's-eye shot with a bow and arrow, and can hit a target with any projectile weapon. With a wide selection of arrows ranging from grapple rope arrows and smoke bomb arrows, to electro-magnetic repulsor arrows and homing arrows, Burton is ready for any situation.



THE VISION

The Vision is an artificial life-form - a robot. However, this doesn't prevent him from enjoying normal pleasures, and he's married to fellow Avenger, the Scarlet Witch. Gaining his vital energy requirements from light via the gem on his forehead, the Vision can fire this stored energy as lethal solar beams. Possessing expert knowledge of human biology and engineering, as well as carnal knowledge of the Scarlet Witch, the Vision also has immense strength and lightning quick reflexes.



...CA AND THE AVENGERS

● RED SKULL-DUGGERY

By taking over the minds of some of the most powerful super-villains in the universe, the Red Skull has concocted a fiendish plan to destroy the Avengers and take over the world. From the streets of Target Town to the deep ocean beds, the forces of the Red Skull can be found everywhere. However, not all the levels of the game involve straight beat 'em up action. For various parts of the city level, the underwater section and the outer-space scenes, our heroes must negotiate some shoot 'em sections to advance. As the Avengers battle their way closer to the Villain Supreme himself their journey takes them to the moon where the accursed bonehead has constructed a deadly laser cannon with which he aims to destroy the world.

● WITH A LITTLE HELP

Powerful as the Avengers are, they're not so proud as to turn down help from their pals. Although Iron Man and the Vision can fly, Captain America and Hawkeye can't, but thankfully Wonderman is around to save the day. The kindly super-human is more than happy to lend his flying cars (no doubt made by Stark Industries) to whichever heroes need them. Later on, Namor, the Sub-mariner appears to help out during the underwater level and the Wasp and Quicksilver provide much needed power-ups during the flying stages.

● BONEY'S BAND

The Red Skull has a mighty rogue's gallery of villains under his mighty fist with the likes of the Juggernaut, Klaw and the Wizard in his legion. However, the bosses at the end of each level are far more powerful.



WHIRLWIND

Dressed in the silliest green costume you've ever seen, the Whirlwind is not a villain to be smirked at. With death-dealing whirlwinds at his command, only one thing is for certain - the name Whirlwind was an obvious choice.



SENTINEL

A more gigantic robot you could not wish to meet. Sentinel may be big, but speed is not one of his greatest assets. Instead he prefers to grab you Avengers with his mighty fist or blast them with his eye beams.



GRIM REAPER

The Grim Reaper attacks using a set of whirley-sickles connected to his wrists and to prove his strength he makes his entrance by hacking down Target Town's ancient tree. Well 'ard mate, except trees don't hit back.



MECHATECO

This mighty octopus-shaped submarine shudders the bowels of even the most hardened Avenger. Attacking with it's massive tentacles and mouth-beams, Mechateco is a force to be reckoned with.



MANDARIN

One of Iron Man's arch-enemies, Mandarin gains his power by the ten rings he wears. These rings allow him to perform all manner of tricks, such as firing freeze rays and laser beams and even multiplying his own image.



ULTRON

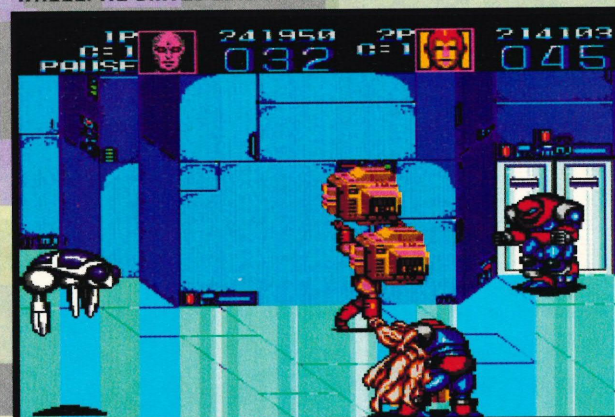
Created by Dr Henry Pimm, better known as Ant Man, Ultron is an indestructible robot made of Adamantium and attacks with the good old eye-beam energy rays, as well as a spinning attack and a pillar of fire.

RED SKULL

Waiting at the end of the game is the accursed bonehead himself, but can Captain America and pals defeat him or will the world the Cap holds so dear end in a blaze of destruction?



▲ I TOLD YOU NOT TO LET THE CAPTAIN BEHIND THE WHEEL. HE DRIVES LIKE MY GRANNY!



▲ HOI GET ORF! I'M NOT THAT KIND OF GIRL!



tom's comment

I don't think Captain America ever truly recovered from the death of his pal Bucky, and this game really is a reflection of his downward slide into oblivion. The graphics are abysmal. If jerking around was a special move, then all the sprites in this game are possessed of this ridiculous ability.

What's more, the atrocious backdrops with their garish colours are a far more terrifying nightmare than any plan the Red Skull could concoct. The sound effects are appalling, with annoying music, muffled speech and poor spot effects and the whole game has the feel of a naff 8-bit game. As far as gameplay goes, Captain America and the Avengers is fun to start with. The beat 'em up action is reasonably entertaining and the shooting levels help break up the game. If you're a fan of the comics, seeing the new villains and listening to the corny speech is all very amusing, but all this merriment soon ends. The game is so easy that you've seen nearly all of it on your first go and then it all becomes very dull and annoying. If you're looking for a good Marvel game, Spiderman is a better choice and Streets of Rage 2 is a better option in the beat 'em up stakes.

REVIEW



EAT THIS, RED SCUM!

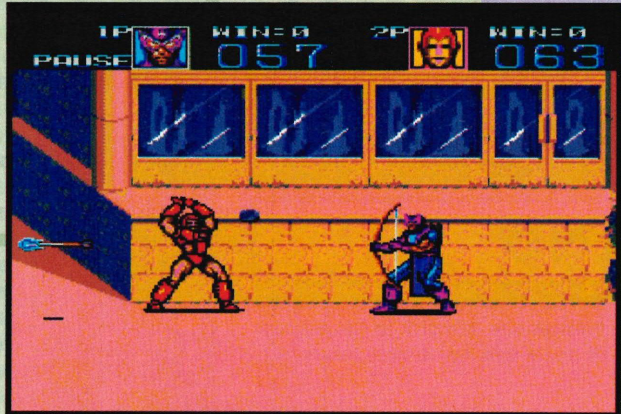
Those mighty Avengers have more than fists and feet at their disposal. By pressing fire buttons A+B together, each Avenger can perform a special attack. For Iron Man and the Vision, this means the use of laser beams and death rays, whereas Hawkeye will fire a photon-charged arrow. As for that Commie-smashing Captain, well he throws his shield of course.



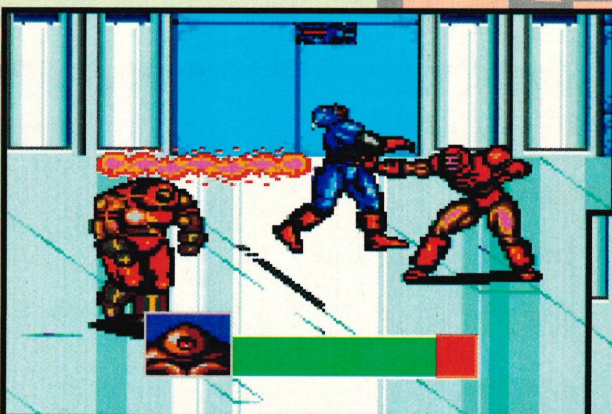
WITH HORROR AND A MOUTHFUL OF WATER, CAPTAIN AMERICA SUDDENLY REALISED THAT NAMOR HAD GONE AND DONE A NUMBER ONE IN THE POOL.

SPANDEX ONE-ON-ONE

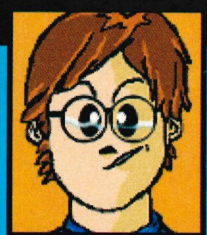
One of the extra options in the game is the training mode. This allows two Avengers to face each other in a head-to-head duel to the death. So, if you're fed up of all the other Avengers calling your pal Hawkeye a ponce, then grab a friend and challenge them to a fight. But if you're battling Captain America, whatever you do, don't mention Bucky!



OH NO! I'VE PUT ON TOO MUCH DEODORANT AND MY ARMPITS GONE ALL STARCHY!



IT WAS HALFWAY THROUGH PE WHEN THE CAPTAIN SUDDENLY LET RIP WITH PERHAPS THE FOULEST TRUMP OF HIS CAREER.



Paul's comment

Something of a disappointment, this. The idea of a two player combat game with superheroes is great, and I liked the way the programmers have included so many Marvel characters in the story, but behind Captain America's godawful graphics lies very mediocre gameplay. I would say that out-and-out Avengers fans would enjoy it most, but I suspect they'd be especially shocked to see their heroes reduced to Master System quality sprites. Compared to some games we've seen lately, much of the animation is pretty grim too, especially in the cases of some of the larger bosses. The other problem is it's just too easy to beat, especially in two player mode, and I doubt whether this would keep even inexperienced players occupied for longer than a couple of days. Save your money for Streets of Rage II.

GAME TITLE CAPTAIN AMERICA AND THE AVENGERS

REFLEXES STRATEGY

CHALLENGE THOUGHT

82% RATING

PRESENTATION



82 The whole game has a good Marvel comics feel about it and there are some nice intermission screens, but little in the way of options.

GRAPHICS



46 Blurry, jerky sprites set against garishly-coloured and altogether rubbish backdrops. Perhaps the Red Skull's plan has succeeded already.

SOUND



54 There's a lot of macho Marvel speech, but it's really muffled. Couple this with poor tunes and sound effects and the final result is not very good at all.

SHORT TERM PLAY



65 With it's simple controls and reasonable beat 'em up action, The Avengers is initially quite a laugh.

LONG TERM PLAY



39 The low difficulty level and somewhat bland gameplay makes the whole game very stale very quickly. Still, there is the duel option.

MEGATECH RATING



57 Dreadful graphics, repetitive gameplay and a low difficulty level make The Avengers a very poor game indeed.

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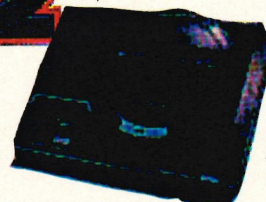
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**FORMAT: CART
M-BITS:8**

BY: VIRGIN

PRICE: £TBA

PLAYERS: 1

GAME TYPE: GOD SIM

CONTINUES: NONE

SKILL SETTINGS: 1

Megalomania: a mental illness characterised by delusions of grandeur, power, wealth, etc.

Mega-lo-Mania: a video game - originally released on Amiga, but now converted to Megadrive - designed to entertain those afflicted with the aforesaid mental disorder. So let joy be unconfined amongst power-crazed Megadrivers everywhere - Sensible Software have come up with an excellent console conversion of their classic icon-driven God-sim, which allows you to play the part of one of four omnipotent beings.

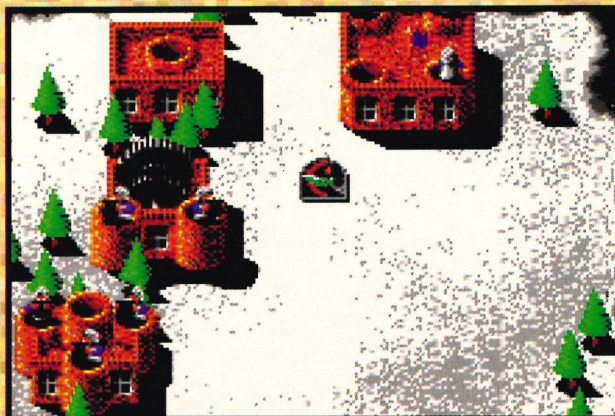
Evolution, destruction and, above all, power are the aims of the game. From your elevated viewpoint, you oversee a succession of islands. Each one represents a new territory, and it is your godly duty to guide your followers in a crusade to conquer each island in turn, defeating the acolytes of the three other gods. If you are successful, your people will evolve from primitive, rock-throwing cavemen through to hi-tech scientists of the nuclear age... but evolution doesn't come easy!

MEGA-I

I WANNA BE A GOD



▲ YOU'VE GOTTA BE TOUGH TO BE TOP GOD - THERE ARE THREE OTHER GODS OUT TO BEAT YOU!



▲ USE DEFENSIVE WEAPONS TO PROTECT YOUR STROGHOLD - REPRESENTED BY LITTLE MEN ON TOP OF THE TOWERS.



▲ AS YOU PROGRESS THROUGH THE EPOCHS, THE ISLANDS GET MORE AND MORE DIFFICULT TO CONQUER.

Your first task in Mega-lo-Mania is to choose which of the four gods you want to play as. Once you've done this, you're presented with a screen showing the three islands of the First Epoch - select one of these islands and a plan view of it appears at the top-left of the screen. You start off with a quota of 100 followers with which to conquer the three islands, and the decision as to how many of your little people to place on each island is an important one. Place too many on the first island and you might not have the numbers to conquer the other two islands in that epoch, but too few could mean a humiliating early defeat.

Each island is divided up into a varying amount of sectors, so the next thing to do is choose the best area to establish a base for your tribe. Once selected, a blown-up view of this sector appears onscreen, with your starting tower already constructed. Now you're ready to put your people to work at their most important job - defeating your rivals and making you top god.

O-MANIA



DESIGN FOR KILLING

In order to arm your forces, you'll need to give some of your followers the task of making weapons. This is achieved by clicking on the design icon, which looks like a large light bulb. The range of weapons you can design is limited by the amount and type of raw materials that occur in your occupied sectors. If you're lucky, and your sector is rich in raw materials, you are presented with a choice of defensive or offensive weapons that your followers can start to construct. You can then appoint as many of your workforce as you want, up to the total amount of people you have on the island, to the job of designing and producing weapons. The more people you put to work on this, the quicker the weapons will be ready - a clock indicates how long it will take before they are ready to be used, but if you're an impatient god you can speed things up by going to the 'alter the passage of time' icon. A lisping, digitised voice tells you when "The design is ready."



▲ WEAPONS DESIGN UNDERWAY - THE CLOCK TELLS YOU HOW LONG IT WILL TAKE FOR THE DESIGN TO BE READY.

IT'S ALL MINE!

If, when you move into a new sector, the design icon does not appear, there are not enough usable raw materials there to enable the construction of weapons. So you'll need to put your men to work in the mines, where they can hopefully excavate enough of the right stuff to be made into armaments. When you've mined enough of the correct raw materials, the design icon will reappear and you can start designing weapons again.



▲ THE COMBAT SEQUENCES ARE BEAUTIFULLY DETAILED.

SLAUGHTER THY NEIGHBOUR

Once your workers have produced the desired weapons, you can tool up an army by going to the weapons icon and then send it on the rampage into the opposing god's sector. An army can only be moved one section at a time, horizontally or vertically, and if it moves into an unoccupied sector, the soldiers immediately start to construct a new tower. If you want your forces to sweep across several sectors of an island towards a mega conflict with an opposing army, you can skip the tower-building and move your men onto the next sector, but you have to be quick - they'll throw up a tower in the blink of an eye if there's enough of them!

When your army enters the home turf of another god, your boys do battle with the enemy forces automatically. The conflict sequences feature neatly animated skirmishes between your little people and the enemy little people - all firing their weapons at each other. Battle stats are displayed to show how well you're doing against the opposition. If you manage to destroy the opposition and raze their base to the ground, you can continue your quest for domination by moving onto the next island, but if you're defeated, you can try again and again until you've finally conquered all three islands in that epoch.

You can also enter into an alliance with one of the other gods. The shields to the left of the plan view of the island represent the opposing gods - click on the shield of the god you want to ally yourself with and that god's head will appear, giving you a digitised speech reply. Other gods may also request you to enter an alliance with them - an alliance request will appear under the shields, which you can accept or refuse. If you accept, your partner's troops will not attack yours and you can move through his territory unhindered, but don't put too much faith in these temporary unions - they can be broken at any point!



mark's comment

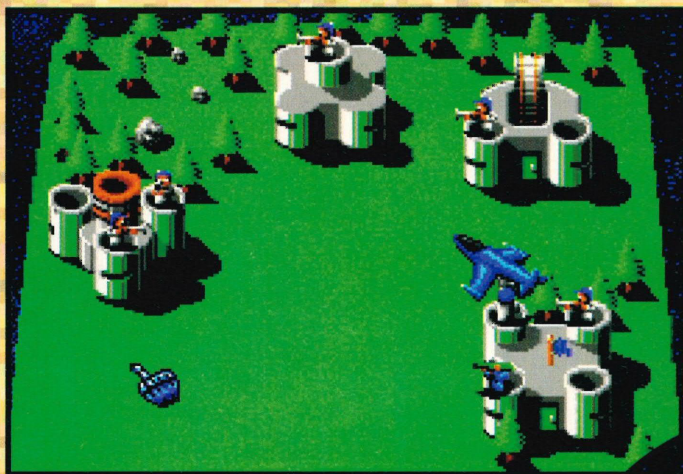
Being a megalomaniac by nature, I loved this game. There are a lot of icons to learn how to use, so it takes a while to get the hang of being a successful god, but once you've conquered a few islands and got to grips with it, the feeling of power is highly rewarding. The point-and-click, icon-driven system is easy to use, and when you've mastered it, the 'alter the passage of time' icon comes in very handy for speeding up sections of the game. The animated combat sections are really smart - little details like the spears which actually have shadows as they fly through the air really make the whole thing look like a class act. The over-the-top digitised speech adds a welcome humorous aspect to the game - from "The production run's completed," droned out by a Tesco's check-out girl, to the "Power critical!" ejaculated in exaggerated Shakespearean tones, they're hammed up to the max, and great fun for it. The variety in the nature of the islands as you progress from epoch to epoch, and the way that the tasks you can get your followers to perform develops the further you push them up the evolutionary scale means this cart is big on long-term interest. It's a real godsend for the Megadrive.



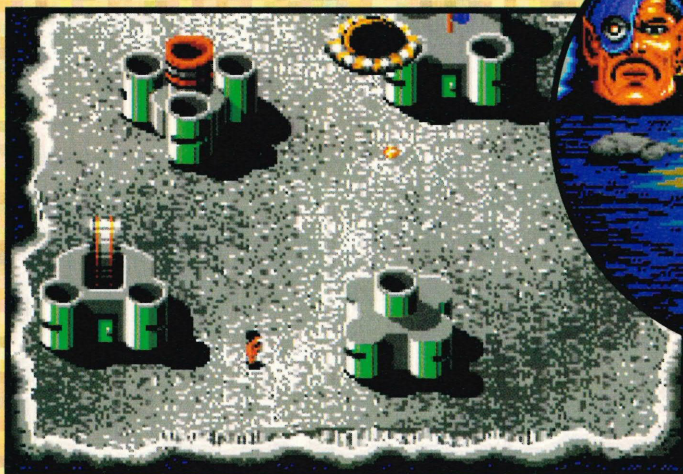
FUTURE WORLDS



▲ OPEN CAST MINES, BOTTOM LEFT, ARE THE MOST PRIMITIVE TYPE.



▲ HI-TECH TOWERS HERALD A NEW AGE OF TECHNOLOGY.



▲ UFO'S TURN UP IN THE LATER EPOCHS.

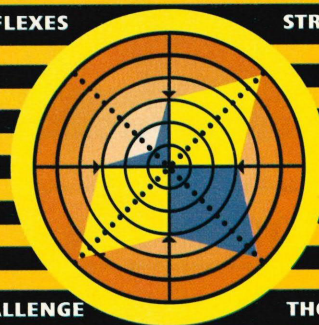
As your tribe conquers more and more islands, they evolve from Neanderthal stone-throwers into more advanced beings. The more successful they become, the more advanced the weapons they can design become. If your people manage to design an advanced weapon (ie if they're cavemen and they manage to design a big, Roman-style catapult), they advance one 'Tech Level'. This means that they reproduce faster and are able to design more complex weapons. When your followers become sufficiently advanced, they'll be able to mine more exotic raw materials, construct laboratories and build factories. The final 'advancement' is into the nuclear age, where you, as their God, have your finger on the big red button, ready to send the world into atomic Armageddon.



GAME TITLE MEGA-LO-MANIA

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

PERCENTAGE RATING

PRESENTATION



92

Neat, myth-building intro, smart victory and intermediate screens. A real class act.

GRAPHICS



90

Polished visuals all round, especially the excellent combat sequences, with very good attention to detail.

SOUND



92

Eerie, portentous music, neat spot effects and a wide range of humorous digitised phrases. Brilliant.

SHORT TERM PLAY



86

Takes a while to get used to the icons, but highly addictive when you get the hang of it.

LONG TERM PLAY



95

As you progress through the epochs, gameplay becomes more and more involved - kiss your sleep patterns goodbye if you get hooked.

MEGATECH RATING

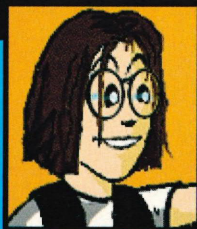


92

A classic God-sim with evolving, engrossing gameplay. A must for power junkies.

REVIEW

tom's comment



Sensible are one of the best names in the business, and their Mega-lo-Mania conversion is everything you'd expect it to be - impressive. Though the game resembles Populous in a way that might worry some games-players, I can assure you it's completely different. The problem with Populous was that once all the elements of disasters and settling had been sussed, the game stayed pretty much the same. Here, there's always a new weapon to design or a new building to rebuild, and you can influence battles with your own tactics. The graphics and sound are brilliant for games of this type, with lots of little humorous details, and the digitised speech is tremendous. To cap it all, you'll discover the game has an overall strategy, which means you set the difficulty level yourself, by judging the amount of men to use in each epoch. Mega-lo-Mania is a real quality piece of software - a vital cart for strategy-starved Megadrive buffs.

WIN

SUPER NINTENDO

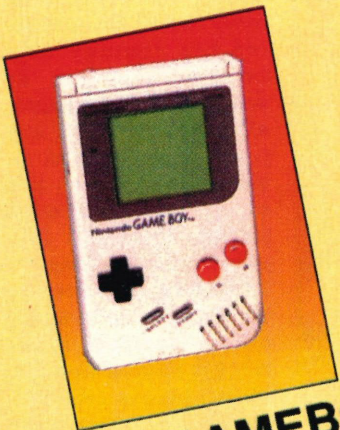
WIN

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A SUPER
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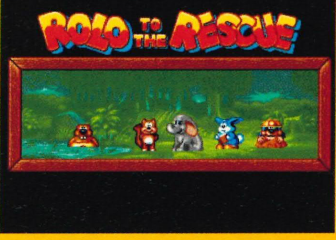


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**FORMAT: CART
M-BITS: 4**

BY: ELECTRONIC ARTS

PRICE: £34.99

PLAYERS: 1

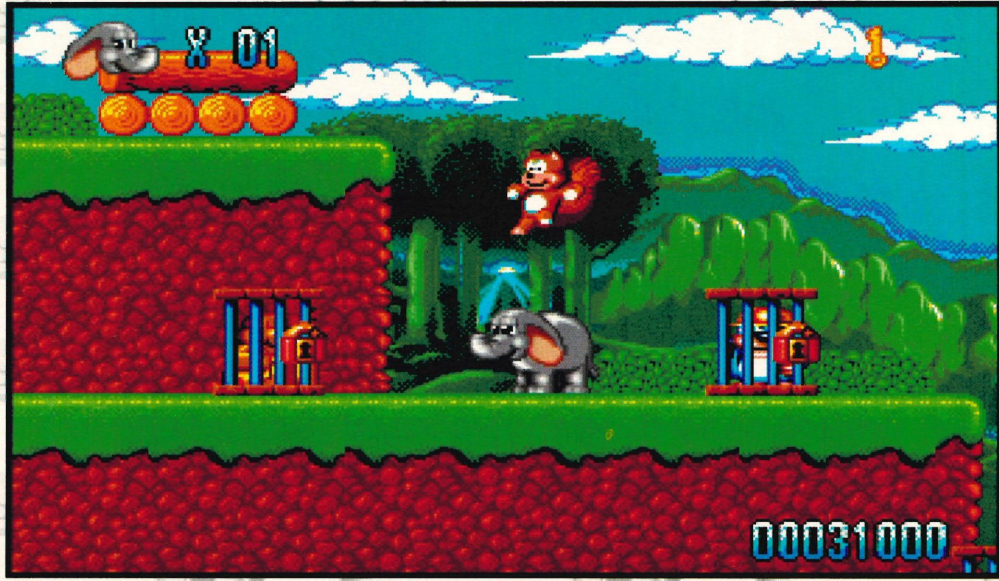
GAME TYPE: PLATFORM/PUZZLE

CONTINUES: 3

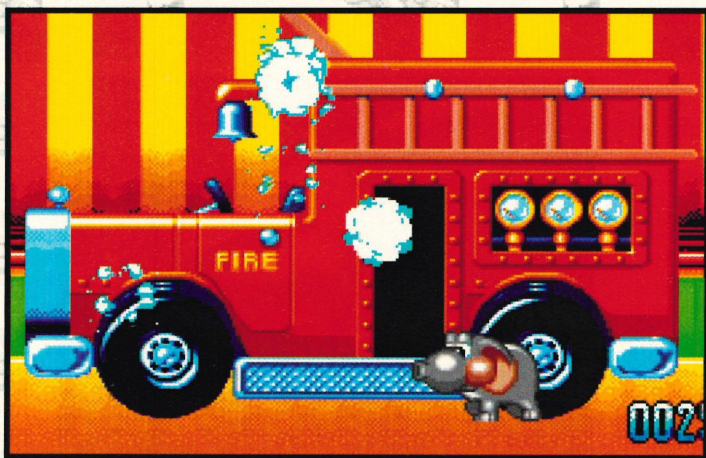
SKILL SETTINGS: 1

ROLO TO

FLYING ELEPHANTS



▲ LISTEN UP, KID. SLIP YOUR SQUIREL MATE THROUGH THE BARS AND I'LL GIVE YOU THIS MAGIC BEAN. HAVE A HEART, I HAVEN'T HAD A DECENT BITE IN DAYS.



▲ WHERE'S FIREMAN SAM. YOU TELL HIM THAT NEXT TIME HE WANTS A WATER MELON FROM THE MARKET HE CAN CARRY IT HIMSELF.

For an elephant, Rolo is quite an athlete. However, he obviously hasn't been reading his zoology text books, nor has he heard that old jumping elephant joke ('I can jump higher than an elephant' - 'I bet you can't' - 'Sound of small jump') - 'Ha ha! Elephants can't jump!' - Sound of fist hitting teeth) because not only can he stampede about like... a stampeding elephant, he can also perform astonishing leaps around the scenery.

It was a grim day for everyone the day the circus came to town. Everyone, that is, apart from the vile McSmiley Bros, who ran a most unscrupulous show. After their last performing elephant died diving into a glass of water, the McSmileys were on the lookout for a new pachyderm going cheap (OBLIGATORY BUDGE GAG HAS BEEN CENSORED).

Things don't come much cheaper than when they're free of charge and waiting to be taken away, and there, ambling around the next field down was a lady elephant, perfect for the show - even the old tu-tu would fit her. Without further ado, the McSmileys lured her into a cage with a peanut and carted her off to the big top for a life of enforced showbusiness.

It wasn't long before Mrs Elephant's absence was noted by her little son, Rolo, but by that time the circus had moved on to the next town! Rolo decided to look for his mum himself, and that's where you come in. Between his home field and the circus, there are over 80 areas which you have to help him through. Along the way you come across other caged creatures, waiting to be collected by the McSmileys, but who will help poor Rolo if he frees them? Blimey, who said elephants had it easy? (Anyone?)

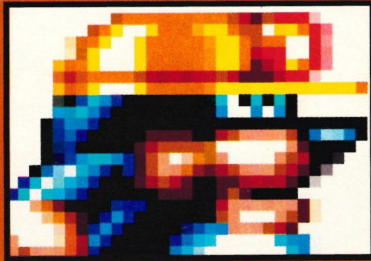
Just as well really, because the whole countryside is laden with platforms and sometimes the only way to get from one side of a level to the other is to vault around lofty platforms or jump across moving stepping stones.

- Of course there's more to getting about than just that. To finish a level, Rolo has to:
1. Find the local McSmiley representative who has locked up all the animals.
 2. Jump on his head in a Mario/Sonic style until he releases the key.
 3. Use the key to open the cages and release the required number of bunnies.
 4. Get a piece of map from the last creature and take that to the exit to finish the level and go on to the next.

It's not always as easy as that. For a start, the place is usually crawling with nasty creatures out to do Rolo in, and the other thing is that it often requires a bit of brainwork, and a bit of help from Rolo's animal friends, just to find the cages and the exit.

THE RESCUE

ROLO'S LITTLE HELPERS



MOLE

Armed with his little tin shovel, the mole can dig his way through solid earth and into underground chambers.



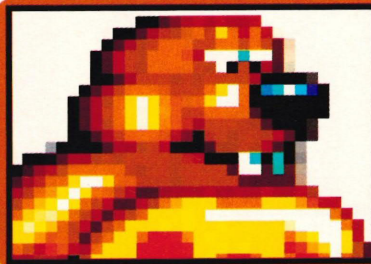
BUNNY

His massive back legs can power the bunny almost into orbit! Good for grabbing bonuses at the tops of trees.



SQUIRREL

This agile rodent can scale rock faces or scurry up the sides of buildings at speed.



BEAVER

Whereas the other animals drown the instant they touch water, Mr Beaver paddles across with impunity.



▲ SORRY, FELLAS - YOU WERE RIGHT ABOUT THOSE BEANS BEING GASSY.



▲ OH NO! IT'S THAT OBNOXIOUS KID WHO SMELLS OF SCOTCH EGGS. GET LOST, FARTY-PANTS!



paul's comment



At first sight, this looks like a pretty basic platform game - jump around a bit, free the animals, then onto the next level. Great graphics, nice music, overall nothing really new. But as I progressed through the levels I found that it was the arrangement of the puzzles in the levels and the hidden routes that really made the game fun. The way the abilities of the different animals are used is cleverly done, but it's not overly complicated so this is a game which should be especially enjoyable for younger players. Addictive though Rolo is - I was hooked for ages - there are so many levels that getting to the end is not so much a Herculean effort of gamesplaying (you don't really need to use the Continues because it's so easy to pick up loads of extra lives) it's just enormously time-consuming. Unless you're prepared to set aside several hours to play it,

you'll find you come tantalisingly close to the end of the game before you have to pack up and have tea or go to bed. If you were given a password or something after beating each boss, it would have made it easy to play for a while and then come back to later. At least you can choose to follow a direct route around the map rather than having to go through all 110 levels, but this point remains a minor niggle. In spite of this, I did enjoy playing Rolo To The Rescue more than the James Pond games, so it's got to be worth a look.



THE PLANET ZANUSSI



▲ THIS IS MY FAVOURITE CAVE. OF COURSE I DON'T NORMALLY TAKE MY HEDGEHOGS HERE ON THE FIRST NIGHT, BUT YOU'RE SPECIAL.

There are some places that even Rolo's little buddies can't reach, but in these cases provision has been made by some friendly gas and washing machine delivery person.

Should Rolo come across a weeny passage, hunt around for the nearest washing machine, jump in and Rolo is given a quick rinse and spin which leaves him sufficiently shrunk to go through the smallest of gaps.

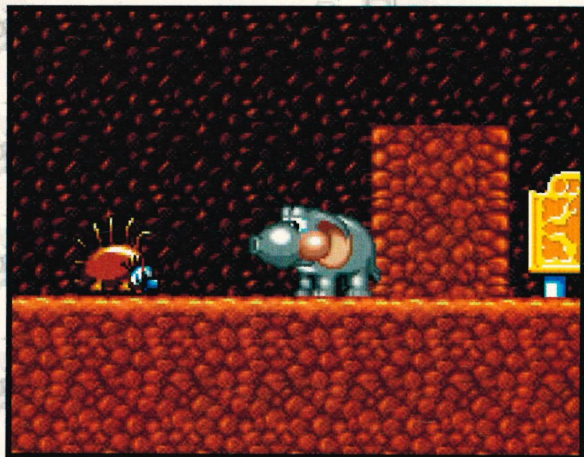
There are also occasions when Rolo suddenly feels the need to fly. In the absence of a pair of giant ears, Rolo has to find a canister of helium, takes a few lungfuls and off he floats. Don't try that at home, kids.

SAVE THE ELEPHANTS

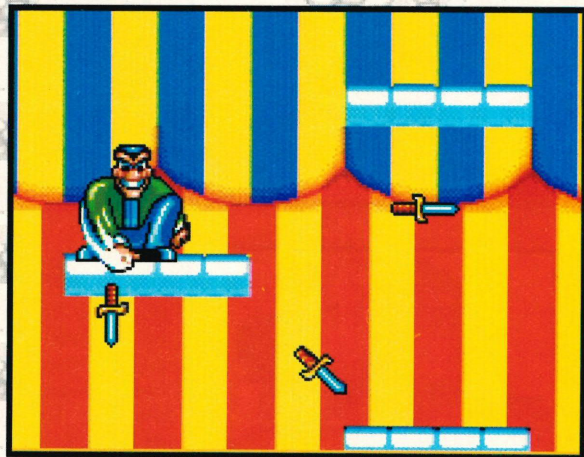
When it comes to defending himself, Rolo can normally make do with stamping on things, but there are alternatives. If Rolo collects a vacuum cleaner, he is empowered with turbo-charged trunk suction which allows him to suck stones or any passing hedgehogs into his trunk, then fire them out at any potential threat. Similarly, if he can find a glass of lemonade he can fill his trunk and use it as a giant water pistol.



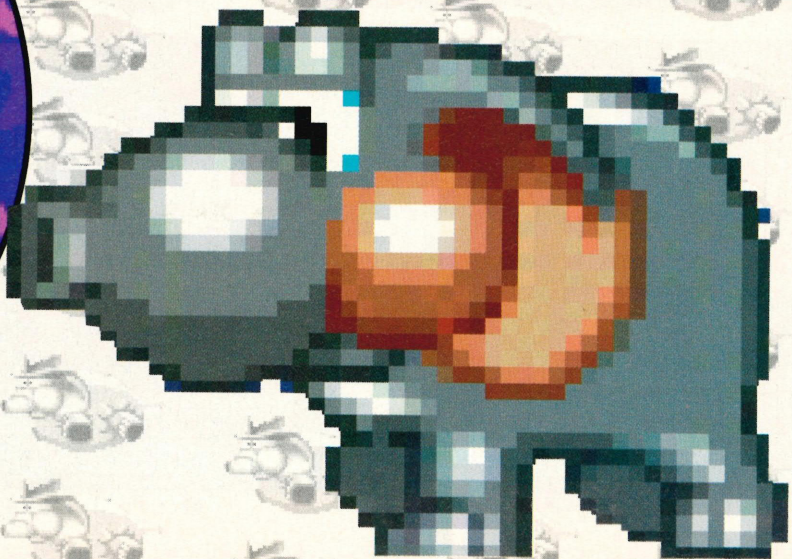
▲ BUNNY, I JUST FELT WIND ON THE BACK OF MY NECK. IT BETTER NOT BE WHAT I THINK IT WAS.



▲ YOU CAN LAUGH AT MY HAIR, BUDDY, BUT THAT'S ONE BAD NASAL BOIL YOU'VE GOT THERE.



▲ NNNGH! THIS CONSTIPATION IS DREADFUL. - SOMEONE PASS THE COOL MINTS.



REVIEW



MAPS AND BONUS GAMES



All 110 levels are on the map, which looks not unlike a jigsaw. Unfortunately, Rolo can only travel to the parts of the map for which he has the piece, which is why it's so important to find as many pieces as possible.

Just picking up the pieces from the end of a level is enough to open the route to the end of the game, but it's worth watching out for other pieces hidden around the landscape as they can lead to bonus rooms which you wouldn't otherwise pass through.

JAMES POND MEETS ROLO




Rolo to the Rescue was programmed by British developers, Vectordean, who have had a lot of success on the Megadrive with their platform games featuring cuddly characters. After winning the hearts of the punters with James Pond, they went on to release a sequel for Christmas '91, Robocod, which was enough of a smash hit to spur the launch of a James Pond fan club, 'F.I.S.H.'. Vectordean hit a bit of a low

with The Aquatic Games (reviewed MT 10), but Rolo To The Rescue makes up for that and puts us in eager anticipation of their next James Pond game, set in space, which is currently having its title changed from Splash Gordon to Codename: Starfish. Watch out for that around March of this year.

As this pic shows, James is already acclimatising himself to lunar conditions and makes a guest appearance in Rolo, when the heroic elephant arrives on the moon!

tom's comment



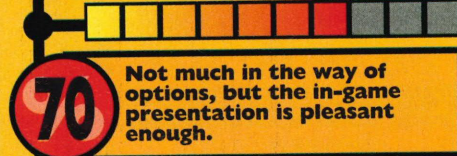
I have to confess that I couldn't stand any of the James Pond games. So when I heard that Vectordean were behind Rolo To The Rescue, and I saw the Pond-esque graphics, I was expecting the worst. Well, I take it all back, because this game is top-per. Sure it has those James Pond graphics, but under these circumstances I can overlook them, in the same way I can excuse the sickly-sweet cutesy tunes and spot-effects. The whole platform-puzzle formula works so well and is extremely taxing on the old grey matter, although never frustratingly so. Moreover, instead of just working your way through a routine set of levels as in Lemmings, you feel that you are progressing through an adventure. Unfortunately there are two problems with the game that prevent it from being one of the best. The fact that Rolo slides all over the place causes many an undesired death, but the main problem is the complete lack of battery back-up or password system. This means that every time you start the game, you have to run through all those previously completed levels, and as there are over one hundred of them in the game, this eventually becomes tedious. However, for a while at least, Rolo is a highly enjoyable and original game that warrants definite consideration.

GAME TITLE ROLO TO THE RESCUE



% RATING

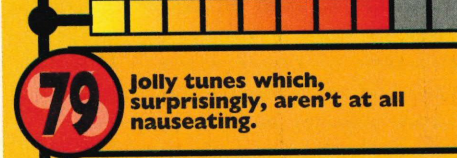
PRESENTATION



GRAPHICS



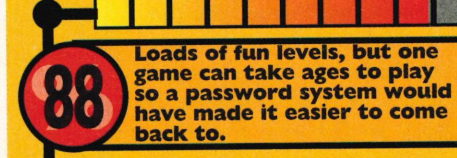
SOUND



SHORT TERM PLAY



LONG TERM PLAY



MEGATECH RATING



REVIEW



FORMAT: CD
M-BITS: N/A

BY: MICRONET

PRICE: IMPORT

PLAYERS: 1 - 8

GAME TYPE: BEAT 'EM UP

CONTINUES: N/A

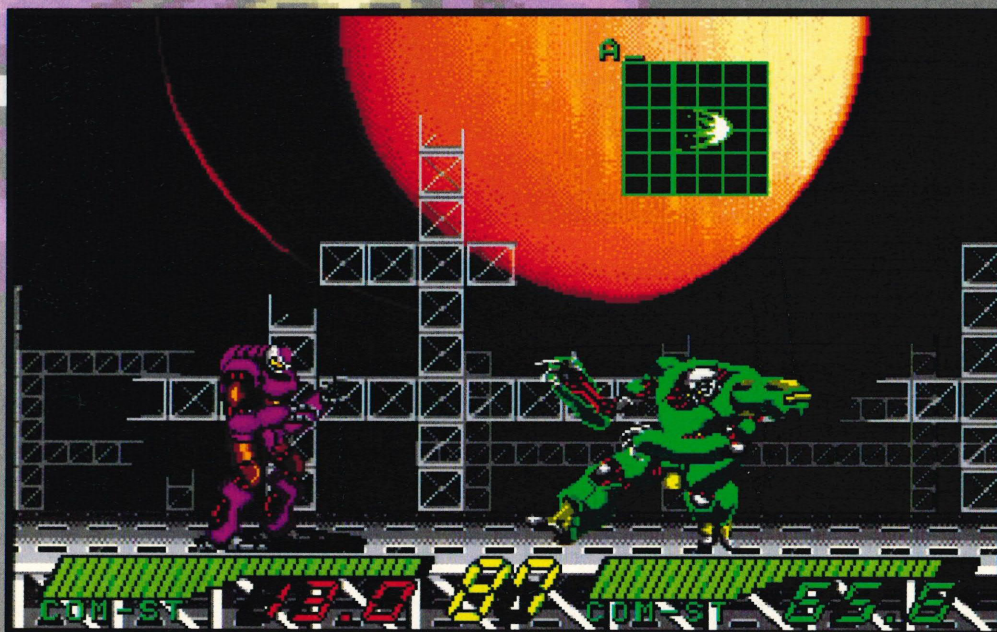
SKILL SETTINGS: VARIES

The year is 2160 AD. Demand for raw materials has outstripped the Earth's resources to such an extent that manned exploratory missions to other planets have become a regular thing. These voyages of discovery have pushed back the boundaries of manned space flight, with each craft venturing further into the outer reaches of the solar system to bring back desperately needed supplies.

The crew of Mission 0627 have reached the outer rings of the planet Saturn, and they're starting to develop severe Cabin Fever. The lads are getting restless and tempers are starting to get frayed. In fact, they're all about to get into a massive ruck about women when the ship goes onto a Red Alert. Multiple Unidentified Objects have been detected by the onboard computer... Aggressive robots are landing on the outside of the ship... Oh no! It's time for a follow-up to the sad one-on-one robo-beat 'em up Heavy Nova! Aiiieeeeeeee!

BLACK HOLE

ROBO-SPECS



▲ HOW ROMANTIC, JUST THE TWO OF US, THE MOON AND A FEW NUCLEAR WARHEADS TO THROW.



The robo-warriors in *Black Hole Assault* have been upgraded from the sluggish Defensive Offensive Lethal Liberators in *Heavy Nova*. The story goes that the military has captured data from the defeated Akirovians, and has developed the new, much faster Cybernetic Anthropomorphic Machines (CAMs). There are eight robots to choose from in *Black Hole Assault*: two CAMs and six Enemies. In Operation BHA, the main event, your choice is limited to one of the two CAMs (Type A or Type B), although in the three other modes of combat you can select from the full range of eight robots.

You get three basic moves: punch, kick or throw, but you can also jump, duck and use a missile attack. Robots also have their own special individual combat moves. Before storming into one of the four different modes of combat, it's a good idea to check out the specifications of the robo-bruizers on offer. Hit the Specifications option and you'll get instant access to a full rundown on the height, width, weight and range of moves for each of the combatants.

mark's comment



Because *Heavy Nova* was such a slug-speed beat 'em up, I can understand Micronet's desire to improve on it with a sequel. After all, the idea of a one-on-one beat 'em up with a range of weird, futuristic robo-warriors as the combatants is a pretty appealing one. Well, they've certainly souped-up the speed of the game - the robots have a lot more zip to their movements compared to their slo-mo HN predecessors. But this is no robotic *Streetfighter II* - although there isn't the massive time-lag between button-pressing and onscreen robot-reaction that marred HN, the control system still makes it pretty difficult to get your fighter to do what you want him to. Having said that, the presentation of the game is well stylish - a neat intro, in-depth specifications screens, smart futuristic intermission screens and a variety of vivid backgrounds give it the look of quality. The fact that up to eight people can take part in the League and Tournament modes is also a definite plus, as is the adjustable skill level of your computer-controlled opponent when playing in one-player Exhibition mode. *Black Hole Assault* looks cool and has some smart features, but it's still very slow compared to state-of-the-art beat 'em ups and could do with some serious sharpening-up in the control system department.

BLACK HOLE ASSAULT



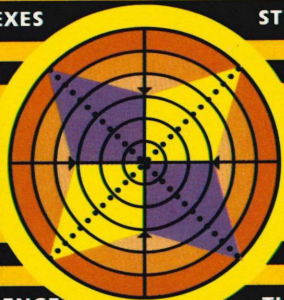
GAME TITLE
BLACK HOLE ASSAULT

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



OPERATION BHA



▲ STUFF DANCING...



▲ ...LET'S FIGHT!

This takes the form of a series of three toe-to-toe scraps, each one in a different part of the galaxy. You choose your CAM, the computer picks its Enemy robot, then it's straight into combat. Beat the Enemy and you're onto the next opponent. Get thrashed and you'll explode, ending up as a smouldering hi-tech scrapheap.

EXHIBITION MODE

In this mode, you can play against the computer or against a human opponent. The choice is yours - you can choose which planet to fight on and all the eight robots are up for grabs. If you and a friend want to take each other on, playing the same type of robot, no problem. When playing against computer-controlled opponents, you can adjust the computer's skill level between 0-99. So you can turn it right down and use it as a punchbag while you practice your moves, then gradually turn it up as your combat skills increase.

TOURNAMENT MODE

Up to eight players can fight-off in an eliminator tournament, each one able to choose their own robo-warrior. If you haven't got seven other humanoids to play with, the numbers can be made up with computer-controlled opponents

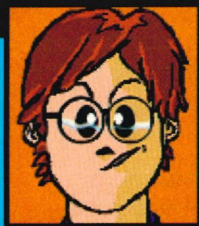
LEAGUE MODE

As in Tournament Mode, this is another up-to-eight-player slugfest. You set your own order of conflict between yourselves. The league grid is filled in after each scrap - a dot for a win, a cross for a defeat - and the rankings at the side of the grid are also updated bout-by-bout. When everyone has played everyone else, the grid is full and each player can see his overall rating on the league rankings table.



▲ "I'M GOING TO TURN YOU INTO SCRAP METAL!"

paul's comment



While this isn't exactly Streetfighter II, Black Hole Assault is certainly better than the tragic Heavy Nova, and that fact is apparent as soon as the disc starts spinning. The presentation is miles better, with lots of smart computer displays and information and option screens. The game itself is pretty similar to the original as far as robot types and the range of moves goes, but it's miles faster - none of this slow-motion fighting - and the improved graphics and clanging sound effects really improve things significantly. The problem is that, for a combat game, there's really not a lot of variety between the abilities of the different combatants, and while the Black Hole Assault mission is fun, it's over very quickly. If you've another player close at hand this is probably worth getting, because in two player mode it's quite a laugh. Solo players won't find it much fun, though.

THANKS!

Thanks to Cambridge Consoles for lending us the disc used for this review.

% RATING

PRESENTATION



85 Good animated intro, futuristic and informative intermission screens. Quality stuff.

GRAPHICS



79 Good range of colourful backgrounds, nice robot-sprites, but they still move too slowly.

SOUND



83 Great metallic clanging combat effects, accompanied by a bland soundtrack.

SHORT TERM PLAY



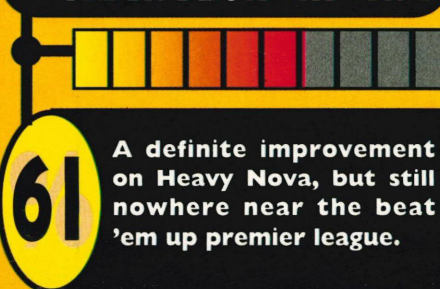
70 Simple to grasp, but frustration ahoy from the control system.

LONG TERM PLAY



52 Might have some longevity for two-player combat fans, but as a one-player game? Forget it.

MEGATECH RATING



61 A definite improvement on Heavy Nova, but still nowhere near the beat 'em up premier league.



'Morning troops. It's been a good month for tips at MegaTech, and it took Paul a whole Sunday of sitting on his living room floor to sort out the packed postbag of top techniques. The result, apart from a bad back for Paul and a mess of envelopes all over his place, is the definitive, tried, tested and clinically approved Sonic 2 cheat, loads of mini hints and Hyper Technique Zones for Phantasy Star III, European Club Soccer and Corporation.

Have you got a set of tips that match these for quality and usefulness? If so, we want to see them, so get them sent in to **TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** Remember, we give five games to the sender of the month's toppest, tastiest tips so make like the chef in an omelette restaurant and get cracking.

TECHNIQUE ZONE



SONIC 2

TZ 1/15

CHAOS EMERALDS CHEAT FROM: LOADS OF PEOPLE



▲ Access the first special stage...



▲ ...then get the first gem...



▲ ...reset, then start again!



▲ Sonic finds the hidden passage that leads to rings and an extra life.

Since Sonic 2's day we've had loads of calls from people after cheats for Sonic 2, but the only one we've come across so far is this one. Actually, a number of people sent it in, but most seem to have got the wrong end of the stick and sent in weird variations, some of which don't make things much easier and some of which don't even work.

The correct version is as follows. To get all seven chaos emeralds on Emerald Hill Zone, Act One, go to the options screen and select the mode you wish to play in (Sonic alone, Miles alone, or Sonic and Miles) then press START to get going. Collect 50+ rings and go to the first star post to activate the special stage. Complete the special stage and get the first chaos emerald, then when you return to the Emerald Hill Zone press reset.

Now, DON'T just keep pressing START to get going again. Go back to the options screen, THEN press START and the game will begin at the Emerald Hill Zone. Collect 50+ rings again and, again, go to the first star post. You should find you are now in the second special stage and if you complete it you have TWO chaos emeralds! You can keep doing this until you have all seven emeralds and you can use the power of Super Sonic all the way through the game!

Edinburgh's own Kenny Macleod also sent in a couple of little hints for Sonic 2, which go just like this:

1. After passing the two loop-the-loops in Emerald Hill Zone, Act One, you come to a red spring which catapults you straight up. On the way down, push right and you will go through the wall to find 15 rings and an extra life.

2. Don't forget that, even in single player mode, you can plug in a second controller and take control of Tails. Because he is indestructible in this mode you can let him do all the difficult stuff, like killing the bosses.



WARRIORS OF THE ETERNAL SUN

TZ 2/15
HIDDEN CAVE
FROM: MIKE BEER, STAINES



After finishing the Azcan Temple stage you can really boost your characters' levels by entering a secret cave, the location of which is shown on this pic. Inside, there's a sabre-toothed tiger, a dragon, loads of gold and magic scrolls and a passage to the top of the lava.

Go to the dragon's cave and kill it using the magic user's or Elf's 'Entangle' to hold it, then leave the cave. Whoever administers the blow which kills the dragon is awarded 5,000 experience points, and the best part is that you can keep going back into the cave and doing it again with a different character, until all your party are hard as nails.



LEMMINGS

TZ 4/15
CODES
FROM: ALEX LEA, ABINGDON



Here are the codes for level 30 on all six difficulty settings (from these you can work backwards if you want to try any earlier level). Note that these are only applicable if you're playing on an English Megadrive or a Genesis - the code screen is completely different on a Japanese Megadrive. Oh, Alex would like us to point out that you shouldn't use these codes if you think it might spoil your enjoyment of the game. Fair enough, Alex.

- FUN - DRKCX
- TRICKY - SCKFG
- TAXING - FKKFX
- MAYHEM - XJKSL
- PRESENT - FQNGV
- SUNSOFT - HCNFD



DRAGON'S FURY

TZ 3/15
98 BALLS CODE
FROM: RICHARD & SANDY MCBLANE,
PRESTWICK



▲ The code that provides 98 balls (see pic below) is revealed!



Here's a code which starts you with 15,202,800 points - not a particularly high score, it's true, but you also get 98 balls! How do those McBlane boys do it?

KJELFLP6DL

Actually, Ray Bridge of Chingford has probably given their game away. He says that, before starting the game you should enter the password **BGMOFFMODE**, which turns off the music. Now you should try to get the bonus base point to 99 and the bonus tip to 109, because as soon as you do you start to get extra balls. Wait until you have 99 balls, then press and hold START to pause the game. After a few seconds the words EXTRA BALL will stop and your score is displayed. Press button A for the password and you can use it to get 98 balls whenever you like.

Incidentally, this also works on Devil Crash.



PREDATOR 2

TZ 5/15
PASSWORDS
FROM: THE UNKNOWN
TIPSTER, EPPING



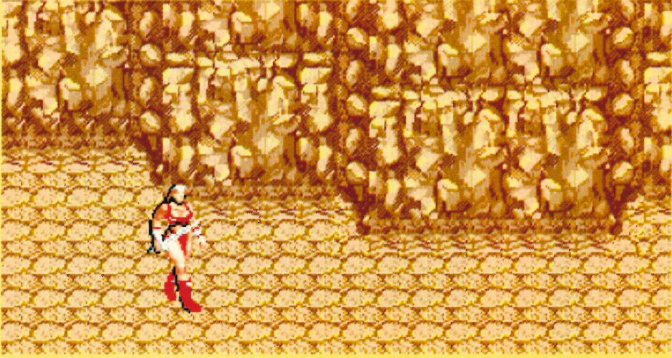
These codes hardly need be printed, this game is so easy, but here they are anyway, just in case anyone is having trouble whipping the Predator.

- LEVEL TWO: KILLERS
- LEVEL THREE: CAMOUFLAGE
- LEVEL FOUR: LOS ANGELES
- LEVEL FIVE: SUBTERROR
- LEVEL SIX: TOTAL BODY (note the space)



GOLDEN AXE 2

TZ 6/15
STAGE SELECT
FROM: LEE DONALDSON, PORT SETAN(?)



Following on from the infinite magic cheat printed a couple of months ago, here's how to choose your starting stage on Golden Axe 2. Alas, we couldn't test this one as our Golden Axe 2 cart has done a runner, but bear with us.

Wait for the intro and hold down A, B and C then press START. Continue to hold down A, but release B and C. Keep A held down and press B and C again to access the options screen. Highlight EXIT. Still holding down A, press B and C again to go back to the main menu. Again, keep A pressed and release B and C. Still following? Right, keep A held down and press B and C to select the number of players. Now, holding down all three buttons, press START to choose the normal game. Still holding down all three buttons, highlight your character, push the D-button to UP and press START. Now, holding down A and C, pick a level.

After all that, this better work.



JAMES POND

TZ 7/15
LEVEL WARP
FROM: DOMINIC REYNOLDS,
AIRDRIE



We've a feeling this is an old tip, but we've never printed it so here's how to get to level eleven the easy way, courtesy of Dominic.

On level one, rescue all the lobsters and go to the pipe you came through (not the two exit pipes). Once there, jump up onto the shore, push down on the D-button and you'll enter a hidden pipe which leads direct to level eleven.



JOE MONTANA '93

TZ 8/15
CODES
FROM: J DAVENPORT, GATESHEAD

Will it never end? After being sent zillions codes for all the other sports games in existence we're now swamped with codes for the latest Joe Montana game! Thank God EA put a battery back-up in John Madden '93!

Anyway, Mr Davenport was the first to send in his codes, printed below, which let you reach the playoffs unbeaten, playing as the New York Giants.

- NEW YORK VS DETROIT X25DCBBBBD
- NEW YORK VS PHOENIX X25FFBBBBD
- NEW YORK VS DALLAS X25GKBBBBD
- NEW YORK VS PHILADELPHIA X25MTBBBBD
- NEW YORK VS WASHINGTON X25J!BBBBD
- NEW YORK VS SAN DIEGO X25K!GBBBBD
- NEW YORK VS MINNESOTA X25L?FBBBBD
- NEW YORK VS PHOENIX X25M?KBBBBD
- NEW YORK VS LA RAMS X25N?TBBBBD
- NEW YORK VS SEATTLE X25P??BBBBD
- NEW YORK VS SAN FRANCISCO X25Q??CBBBBD
- NEW YORK VS PHILADELPHIA X25R??FBBBBD
- NEW YORK VS DENVER X25S??KBBBBD
- NEW YORK VS DALLAS X25T??TBBBBD
- NEW YORK VS LA RAIDERS X25V???BBBBD
- NEW YORK VS WASHINGTON X25W???BBBBD
- NEW YORK VS MINNESOTA X25X???FBBBBD
- SEGA BOWL: NEW YORK VS DENVER X25Y???KBBBBD



WARRIOR OF ROME II

TZ 9/15
HIDDEN GAME
FROM: MARK WOOD, CRAWLEY

Having trouble getting your jollies out of this empire simulator? Try this to unveil a hidden game of Tug o' War for two players. Plug in two controllers and start a new game. Press START on pad one then when the selection window appears, go to LOAD DATA and put the cursor on the far right. Now hold down START on pad two and press A on pad one, then START to get the game going. To get the warriors tugging, press the C button on each pad as fast as you can.



DEVILISH

TZ 10/15
99 BALLS
FROM: MARK WOOD, CRAWLEY



On the title screen, press START, then hold down A, C and LEFT on the control pad before pressing START again. This should give you 99 balls after you've chosen players.



HELLFIRE

TZ 11/15

INVINCIBILITY

FROM: NEIL LOVER, POOLE



We haven't tested this cheat because the tea leaf who's been nicking our games has now made off with our copy of Hellfire. Honestly!

Neil says that, with spot-on timing you can actually make the ship invulnerable to attack with the following method. Get to the end of the first level and destroy the boss. As the last bit of the sprite is disappearing off the bottom of the screen, fire two hellfires. As you detonate the second one the screen should go yellow.

The second level then begins and if everything's hunky dory you should find yourself invulnerable to everything, as long as you don't use another hellfire. Unfortunately this also means that you can't pick up bonuses and weapons, so be sure to power the ship up fully before you destroy the first boss.

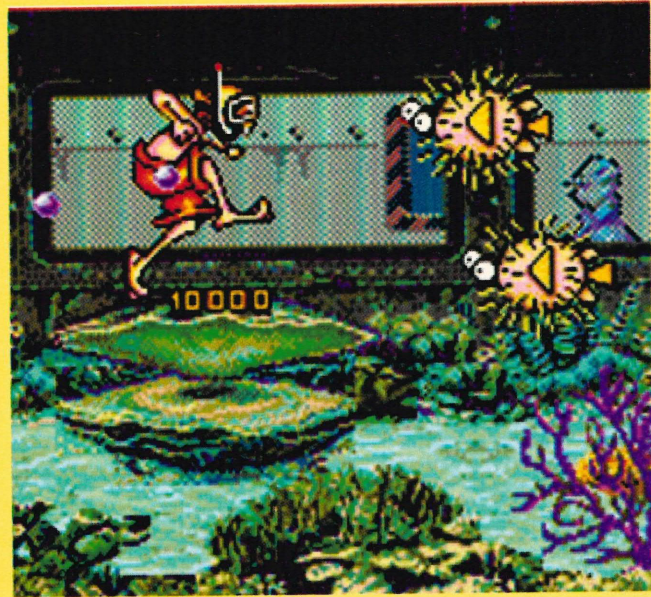


GREENDOG

TZ 12/15

HIDDEN ROOMS

FROM: DAVID ARCHBOLD, BIRMINGHAM



David has discovered some hidden bonuses in the underwater crypt in Curacao and the second part of Saba.

Before dropping down to face the boss in Curacao, go left and right and you should find you can jump through the walls. On the right is a superdisc and a bonus life, while on the left you'll find a continue.

There's another continue in Saba, and to find it all you need to do is jump at the wall when you reach the first springy stone. Following this route also allows you to miss out a lot of the level.



ALTERED BEAST

TZ 13/15

MUSIC TEST

FROM: MATT NORMAN, BUNTINGFORD



If you get off on the sounds of this most ancient of Megadrive games (well, you never know, it takes all sorts) this is the tip for you. When the title screen is up, hold the D-button in the up-right diagonal and press A, C and START to activate the sound test.

Matt, who, judging by his handwriting is either psychotic or a doctor, notes that this gives you access to sounds you wouldn't normally hear in the game. Eerie.



ALIEN 3

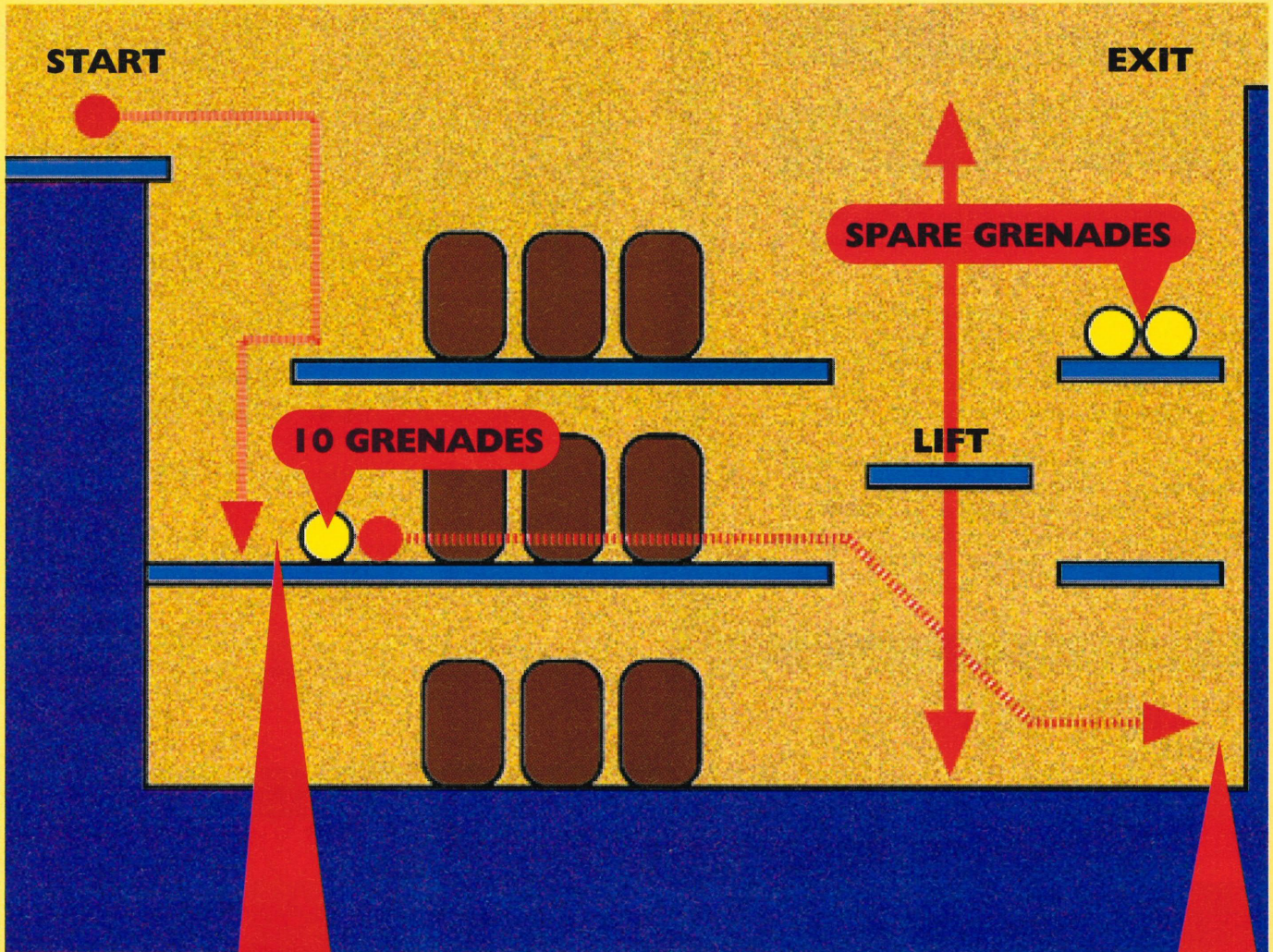
TZ 14/15

LAST LEVEL TIPS

FROM: MICK MERCER, WEST HAMPSTEAD

Mick sent in a big score for Alien 3 and the secret of his success is this tactic for defeating the last boss aliens in HARD mode.

Make sure you have about 80 grenades in the grenade launcher before you start, then...



...Drop down here. After a few seconds, the first alien lands at the edge of the platform and advances. Start blasting! Instead of spitting, he stops in front of you and turns before plodding away. If you're quick enough you should be able to destroy him without taking a single hit. That done, go to...

...Here. You should still have 70 grenades left. The second alien stays on this level. He'll advance towards you, but if you time your jumps carefully you shouldn't take more than two hits and you can keep blasting him. If you run out of grenades, take the lift up to the platform by the exit where you should find 20 more.



JEWEL MASTER

TZ 15/15

BEATING LAST BOSS

FROM: BILL VERNALL, LONDON NW2

Bill wrote in to correct other mags which say that the best way to beat the last boss is to use fire and pray! What you really need, says Bill, are four rings each in the shape of a claw then put them on in this order: grey, green, blue, red. This gives you a sword which fires four balls, linked up to make a huge flame, and this kills Javeline in about seven hits if you attack him at close range when he's in human form.

Bill adds that the last ring needed for the sword can only be picked up from level four's giant dragon boss. Also, the fire fairy who replenishes your energy is found in the ice cave, inside a column of ice. Stand in the column and shoot fire upwards to release it.

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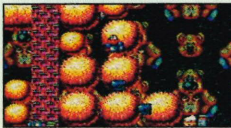
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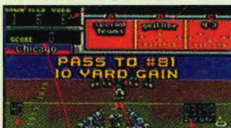
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PHANTASY STAR III

SOLUTION

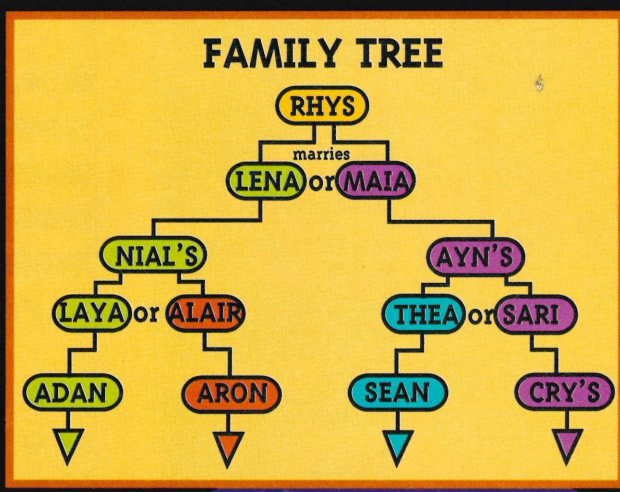
FROM: GRAHAM WALTON, STOCKPORT



We're proud to present Graham's solution to this sizeable RPG, not only because it's extremely detailed but because it should answer most of the Phantasy Star III questions we get every month in the Helpline. For his superlative mapping and game-solving efforts, Graham gets his choice of five Megadrive titles which should be in the post any day now.

Oh, remember kids, close your eyes and don't use this solution unless you're prepared to use it sensibly and don't let it spoil your enjoyment of the game.

PHANT



RHYS' STORY

From Landen go to Ilan over the bridge. Talk to the boy in the town square and he tells you he saw a woman at a lake by the north eastern forest. Go to the woman, who is Mieu and she will join your party. Now go to the town of Yaata (where the boat is) and talk to the man at the fountain. Then get on the boat and go to the island (MAP 1). Meet Lyle in the cave and he will give you a sapphire which opens the eastern cave. Go through the cave (MAP 2) and on to Rysel, the fishing village. In Rysel, go upstairs in the supply shop. You are told a tower in Aridia holds the key. Now go upstairs in the Armour Shop. You are told to go to the ruins south of Rysel (for a map of which see issue six of MegaTech). Now follow MAP 3 and you come out in Aridia. Go to the



town of Hazatak. You are told that the one you seek is in a western cave. Leave Hazatak, go west and you come to a cave (MAP 4). Here you meet Wren, who joins your party. Now go to the Weather Tower east of Hazatak (again, see the maps in MegaTech 6). On the first floor you meet Lyle who joins your party. After fixing the weather controller, go back to Rysel. At Rysel get the boat and go across to Agoe. From Agoe go up to Shusoran and go to the fountain in the NW corner and walk into it (see MAP 5). Go from stairs A-B and into the courtyard (MAP 6). In the NW of the courtyard Lyle leaves you and you must now fight

him. When you defeat Lyle, Lena joins your party. Lena tells you to put the moonstone and moontear into the satellite system in Aridia. This creates a sandbank from Shusoran to the island of Cille, which is where Maia is being held. So, go back to the Weather Tower in Aridia and go to the control panel (that was in MT 6 as well). When you have done this, return to Shusoran. Go through the castle and use the sandbank to reach Cille. Here, go to the sixth fountain (see MAP 7), follow it around and come out in the courtyard (see MAP 8). Now fight and defeat the king of Cille and you get the choice of marrying Lena or Maia.

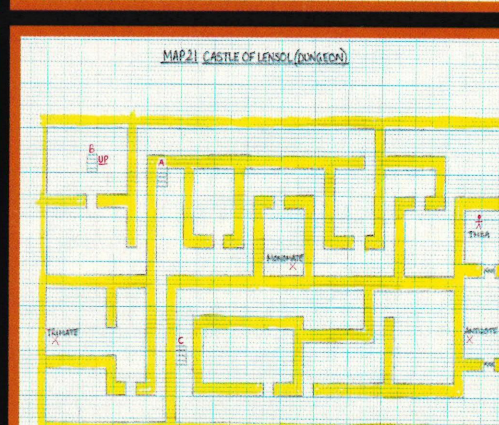
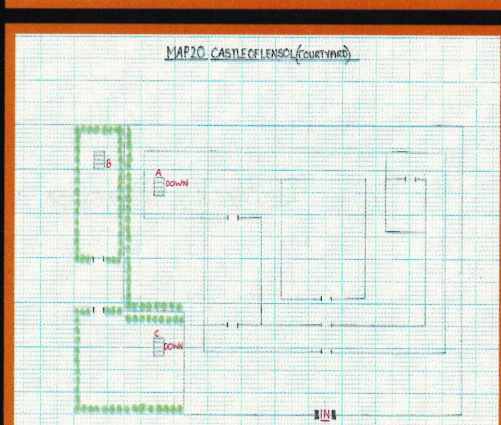
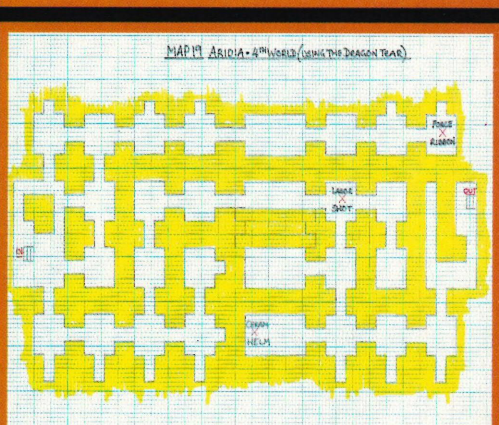
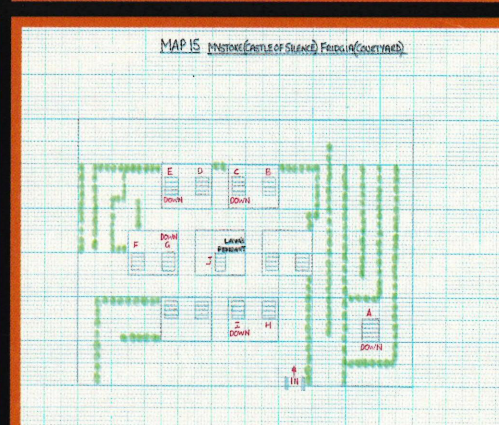
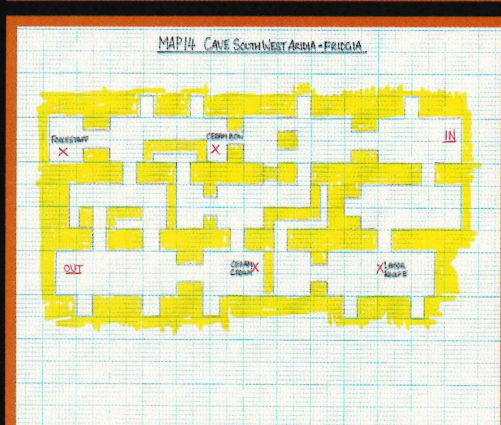
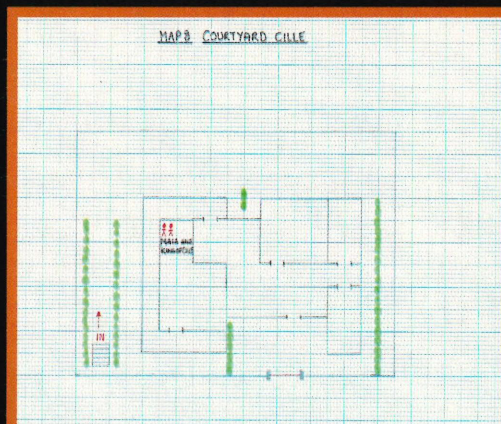
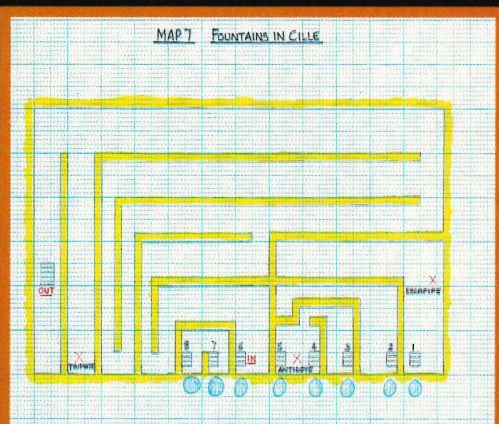
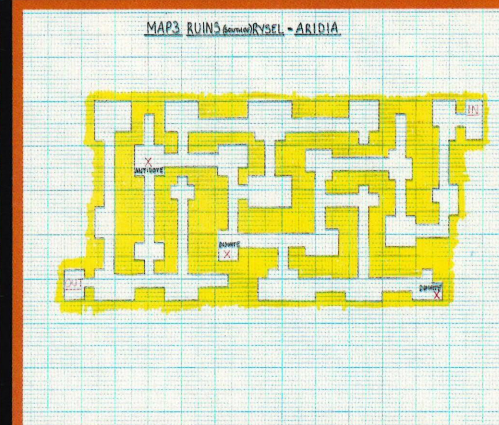
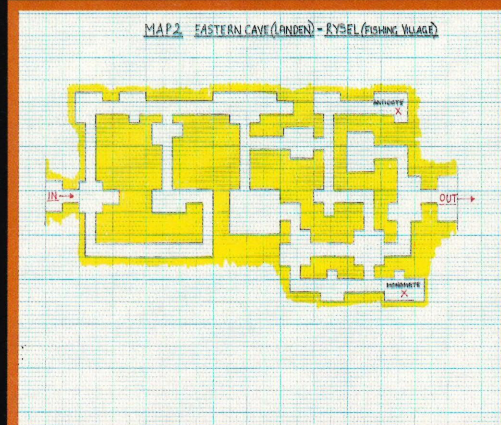
RHYS MARRIES MAIA AND HAS A SON, NIAL: NIAL'S STORY

Journey west to find who is invading Satera, going first to Landen where you are told that 'the Twins' Ruby is the key to another world'. Now go to the cave SW of Landen (see MAP 9). Go through it and you come out in Divisia. Go through north Divisia into the courtyard (MAP 10). You are told Lune's sister Alair is in the dungeon. Go to the dungeon (MAP 11) and rescue Alair then use the steps at C to get to southern Divisia. There you are told that there is a rebel army in the cave to the west. They want to go to the lands of Aridia and must enter the cave in the SE of Landen. So, go to the rebels in the cave west of south Divisia (MAP 12). Here you meet Ryan who joins your party (Ryan also holds the twins' ruby) and find the aquaparts for Wren. Now make your way back to Landen and head SE to a cave (MAP 13). Once in Aridia go to Hazatak where you are told to journey SE to an amazing whirlpool. Leave Hazatak and walk along the river until you are transported to a world beneath Hazatak. Now go to the temple. You are told that Mystoke of Fridgia holds the key. Go back to Hazatak and head SW with Laya who now joins your party (MAP 14). In Fridgia, go to the town of Mystoke. Here you are told to use Laya's pendant to hear Laya's final words. Now journey to Aerone, south of Divisia. Go to The Castle of Silence and get Laya's pendant. Enter the castle courtyard (MAP 15) and go down to the dungeon



PHANTASIA

HYPHER TECHNIQUE ZONE





EUROPEAN CLUB SOCCER

FROM: ALAN TROTTER, A DUNNE, MARK ASHBY, KEVIN WOOD, DUNCAN CLAPHAM

We're getting loads of tips for this game – time wasting techniques, how to score every time, etc – so here are a selection of the best. Thanks to everyone who sent in their tactics.

EURO CLUB

HOW TO SCORE FROM A CORNER EVERY TIME

There seem to be two main schools of thought on this subject.

1. The Clapham Technique

| | |
|-------------------------|--|
| TOP LEFT | |
| BOTTOM LEFT | |
| TOP RIGHT | |
| BOTTOM RIGHT | |

Pioneered by Duncan Clapham, this tactic allows you to hit the ball from the corner and curl it directly into the net. It doesn't always work, says Duncan, unless you're kicking from the bottom-left corner.

If you get a corner at the top of the pitch, hold down C for about five seconds then release it, and at the same time push the D-button left or right towards the goal (see diagram). Do the same if you're kicking from the bottom of the pitch, but this time push left or right AWAY from the goal.



EUROPEAN SOCCER

2. The Wood-Ashby Variations

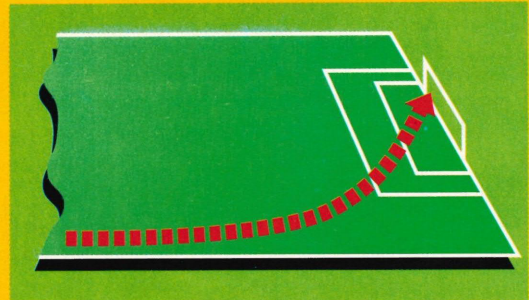


Mark Ashby fools the goalkeeper every time by positioning the cursor on the goal-line past the far post, then lobbing the ball across the face of the goal. The 'keeper misses it and all it takes is one of your blokes to knock it into the net for an easy goal.

Kevin Wood's advice is similar, but he positions the cursor about halfway between the corner flag and where the 18 yard line meets the goal line **ON THE SAME SIDE** as the kicker. You should then hold down button C for 3-5 seconds then release the button to watch the ball sail over everyone, rebound off the far post and into the net.

HOW TO CREATE GOOD SCORING CHANCES REALLY EASILY

1. When running towards the goal, just enter the penalty area. The goalkeeper should dive at you almost straight away, and all you have to do is take the ball round him and put it in the net.
2. Place a man on the halfway line with the ball, then get him to lob it upfield. This should cause the keeper to fumble it, allowing you to nip in quick and shoot.
3. Lob the ball from the edge of the centre circle and it should drop straight onto the head of one of your players, just in front of the goalie. Press the lob button again and you will head it past the keeper every time.



4. If a player is running along the pitch like this (see diagram), hit a powerful shot by pressing and holding B, then push right to swerve the ball in towards the goal. Using aftertouch like this is tricky, but it's worth getting the hang of. Just remember that you can only use it after a powerful kick and you need to push left or right on the pad, depending on which foot you would use to kick the ball from that position.

HOW TO GET AN EASY PENALTY

When you're in possession, run towards the opposition's penalty area and wait for an opposing player to slide-tackle you from behind. As he slides at you, simply stop running and you'll be awarded a penalty.

For quick progress in the cup competition, build up a two goal lead in the first leg, then when you get to the second leg just quit the game. You always lose by one goal if you quit a match, so you should still go through 2-1 on aggregate.

TIME WASTING

We mentioned this one last month, but here it is again. When you're in the lead and find yourself in a free kick or penalty situation, take as long as possible to take the kick. The clock is still counting down, bringing you ever closer to the final whistle and **VICTORY!** Though not a particularly sporting one.



CORPORATION

MAPS AND SOLUTION
FROM: MARTEN MABEY, SOUTHAMPTON

Having problems with a Ripper? Embryos nowhere to be found? Tense, nervous headache? Try these Marten Mabey maps, which, in conjunction with his quick and easy solution, should make life easy for all Corporation infiltrators.

CORPORATION

THE QUICK SOLUTION

1. Get to level five, update your access, then use the lift to descend to level four.
2. Update your access on level four.
3. Go back to the lift, then up to level five again.
4. Once in the lift, take down the password and reset the game.
5. When you start again, enter the password and repeat the whole process. You will find you can update your card seven times and can go to any level you like.
6. Now go to level -3, where you will find the embryo chamber.
7. Collect an embryo and head straight for the car park on the ground floor to **COMPLETE THE GAME!**

THE PASSWORD

If you can't be bothered with all this card updating, here's a password that gives you loads of everything and puts your security clearance up to level 7.

FXAKBXAMGNAVGSUIKOTBKDT



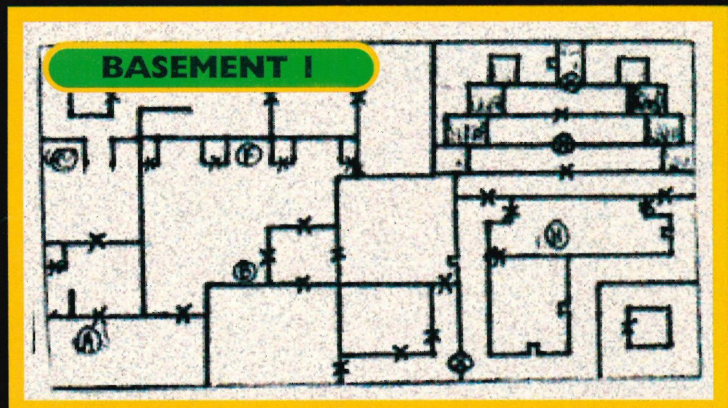
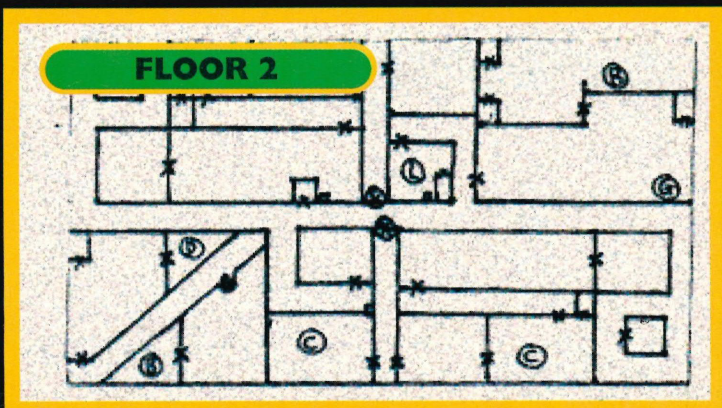
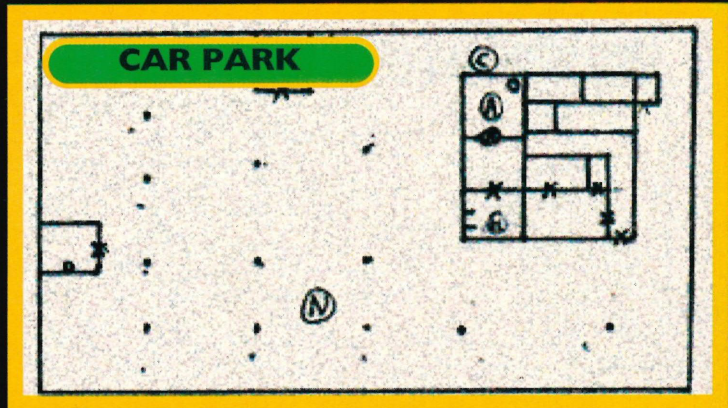
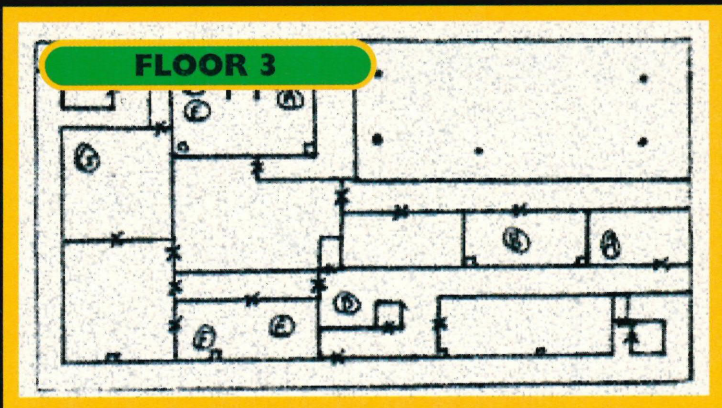
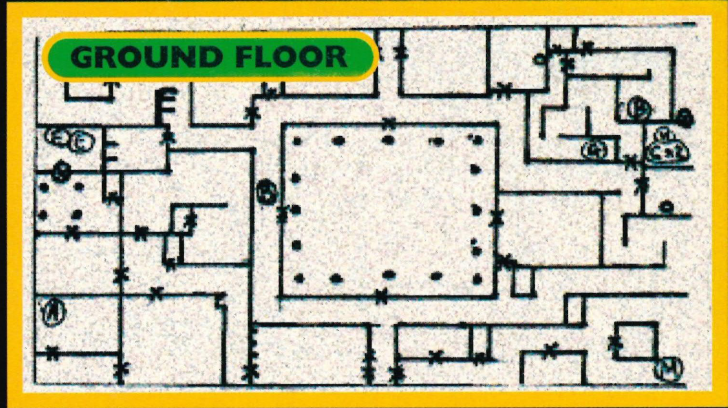
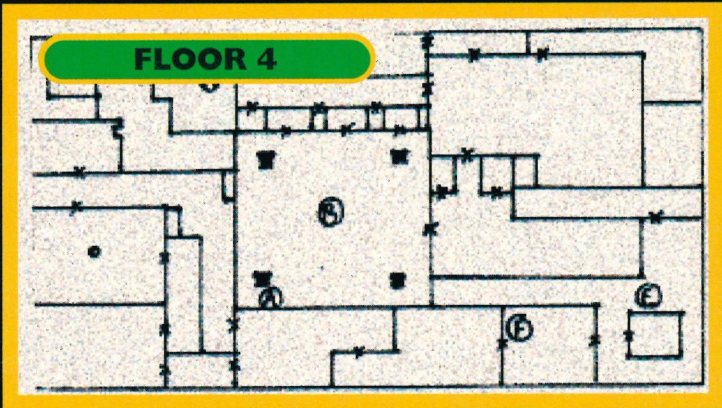
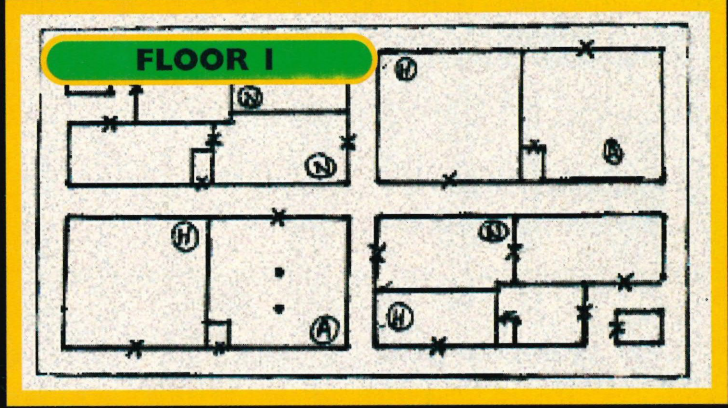
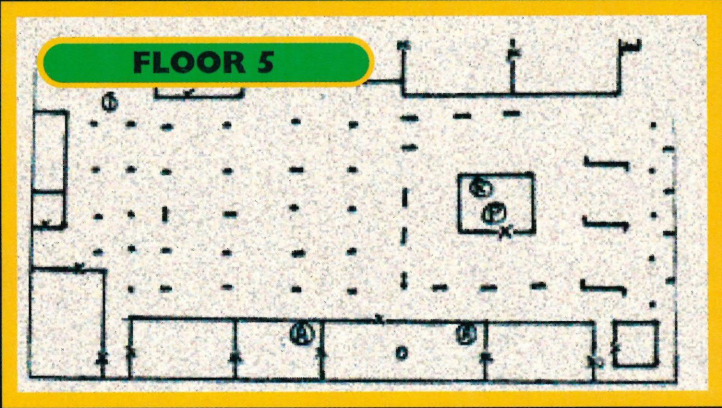
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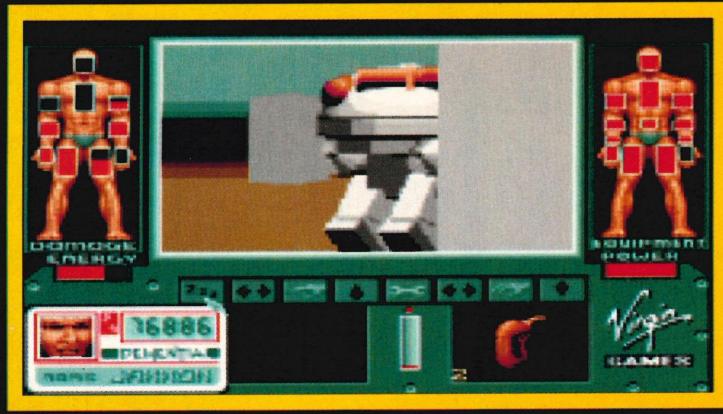
- A - REFILL
- B - POWER PAK
- C - GRENADE
- D - STUN GRENADE
- E - FIRST AID
- F - ELECTRONICS
- G - DISRUPTER
- H - CHEMICALS
- I - DRINK
- J - ELECTRONIC LOCK PICK
- K - GAS MASK
- L - FACE MASK
- M - RETINAL LOCK PICK
- N - PILLS
- P - SCANMAN
- R - HOLOGRAM
- X - DOOR

OPERATION

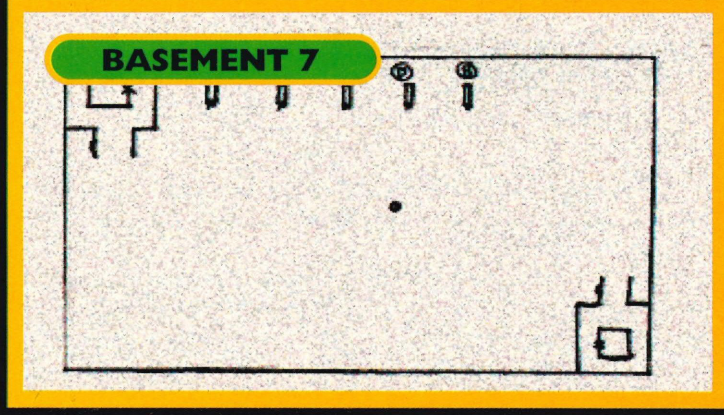
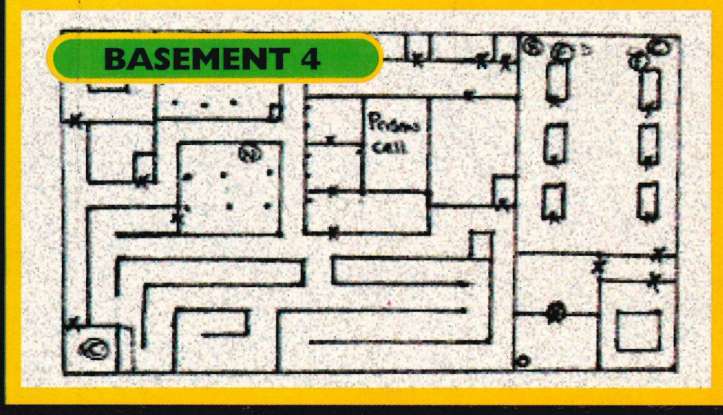
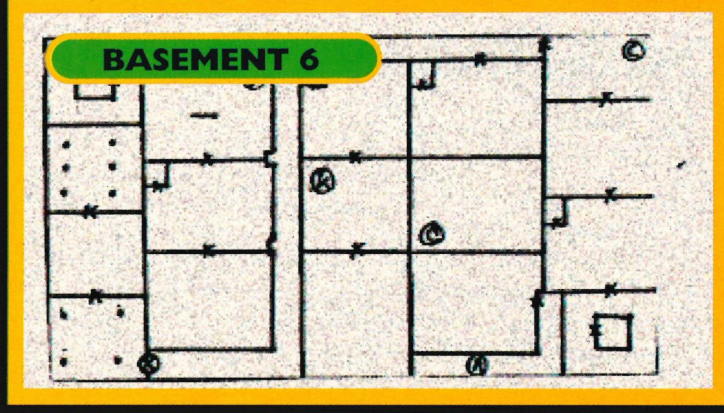
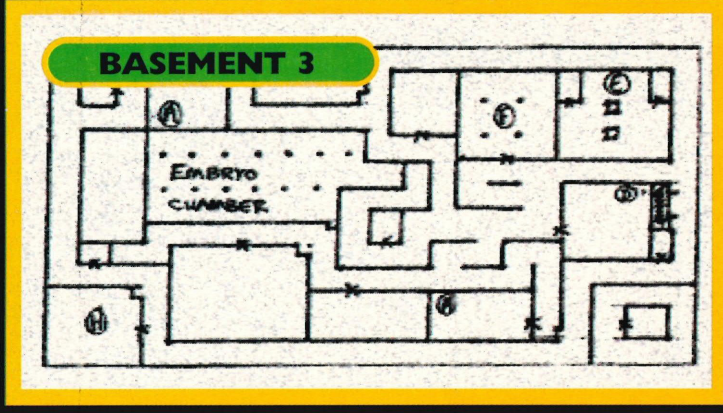
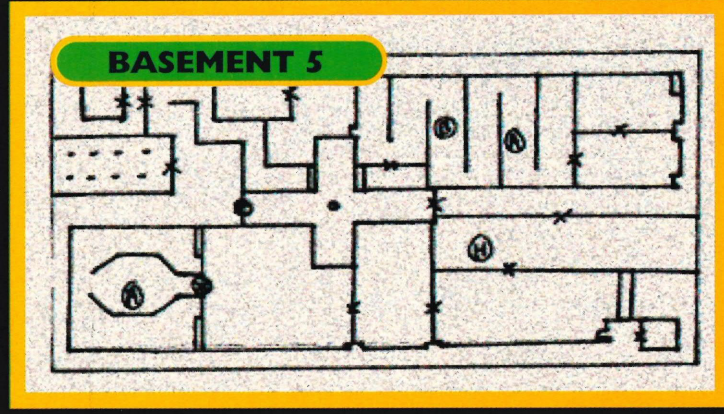
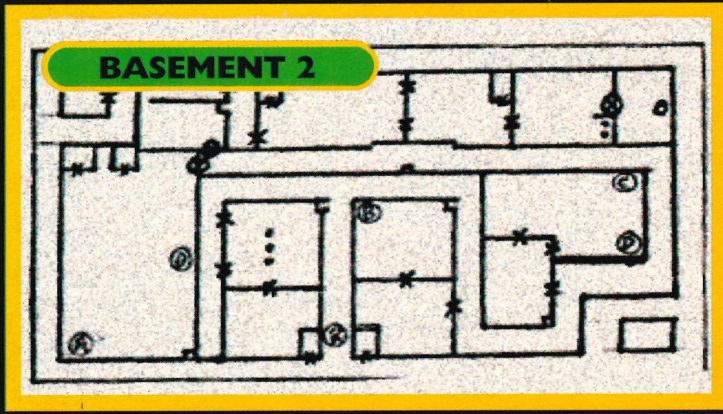


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UNIVERSAL SOLDIER

TZ/14
FROM: CHESTER GREENIDGE, PECKHAM
HIDDEN ITEM CODES



Look, we know what you're thinking: 'You already printed these codes, you snivelling MegaTech wretches'. But you'd be forced to eat your cruel words when we revealed that these codes actually provide invincibility for your little UniSol, and made all the hidden bonus blocks visible. For the former input PWRZS at the password screen and to reveal the bonuses use



SUPER HANG-ON

TZ/14
UNLIMITED DOLLARS
CHESTER GREENIDGE, EAST DULWICH



It seems the code in the MegaTech tips book doesn't work, so to save anyone else from ringing up here's a replacement which should provide stacks of money. Note the 0 in the first line is a zero.

5FF2F346F35303
FFHRCOMDEEIFRQ



MIGHT AND MAGIC 2

TZ/14
FROM: YOUSRI BIN DAHLAN, SINGAPORE
EXTRA ITEMS

For free gold, gems and powerful weapons at any time of the day or night use this secret technique. Choose 'VIEW CHARACTER' and when 'VIEW WHICH' appears hold down left, A and C on the joypad. Let all three go simultaneously and when the character menu appears keep pressing left and you should see a load of odd characters which should mean the cheat has been activated.



SHADOW OF THE BEAST

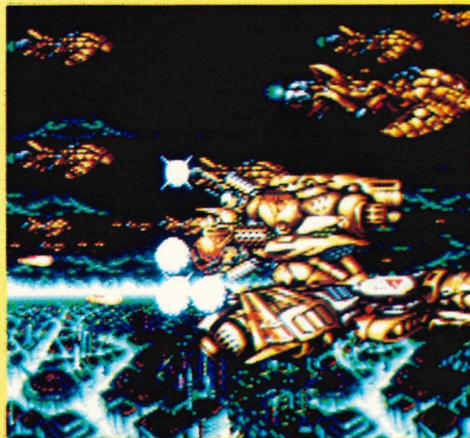
TZ/14
IMMORTALITY
CHESTER GREENIDGE, EAST DULWICH

Chester certainly gets around. One minute he's sending Universal Soldier codes from Peckham, the next he's in East Dulwich. Anyway, back to immortality in Shadow of the Beast. Play the game until you die then, when asked to enter your initials, enter ZQX. Follow this by pressing and holding A, B, C and start together. Now when you lose your hit points the counter will still count down but when it reaches zero it resets to 11 or 1Z and you can carry on. Be careful not to fall down any pits, though.



THUNDERFORCE IV

TZ/14
99 LIVES AND ALL WEAPONS
FROM: LOADS OF PEOPLE



About 40% (or perhaps it was nearer 42.331%) of all the tips letters we received this month contained these tiny (though tasty) tips. Thanks to all you sharp cookies who shall remain otherwise nameless.

To start the game with 99 lives just switch on and go straight to the options screen (A

and START) then set the SHIP STOCK to zero. Start the game and ba-boom, ba-bay, there you are with 99 lives, which makes things just a tad easier.

Simplifying the action even further is this tip which gives you all the weapons except the Thundersword right from the word go. This time, don't change the options but start the game. When the stage select appears don't press anything and wait for the action to begin. When it does, press START to pause then press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP. Lovely.



LOTUS TURBO CHALLENGE

TZ/14
PASSWORDS
VARIOUS



ESPRIT TURBO SE



| | |
|--|---|
| <p>MAX SPEED: 163 MPH 0-60 MPH: 4.7 SECONDS 0-100 MPH: 11.9 SECONDS MAX POWER: 354 BHP MAX TORQUE: 361 LB FT</p> | <p>EQUIPMENT ELECTRIC WINDOWS CENTRAL DOOR LOCKS ELECTRIC HEATED MIRRORS AIR CONDITIONING ICE WARNING</p> |
|--|---|

MEASUREMENTS IN INCHES WIDTH 33.2

This was another set of tips that came in from numerous sources. To get yourself from race to race using no driving skill whatsoever, use these passwords:

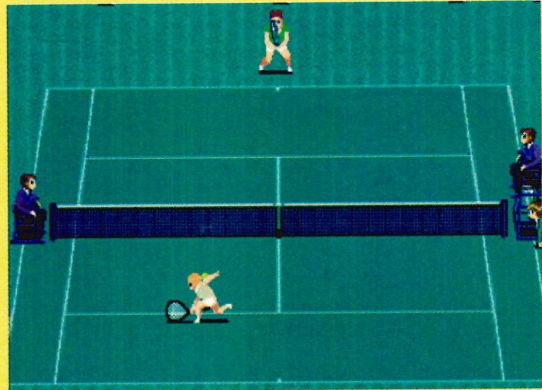
- Level 2 - Night - SLEEPERS
- Level 3 - Fog - HERBERT
- Level 4 - Snow - BUSINESS
- Level 5 - Desert - APPLEPIE
- Level 6 - Interstate - STANDISH
- Level 7 - Marsh - MALLOW
- Level 8 - Storm - TEACUP

Also, if you make a mess of a particular race you can simply use the password MANSELL to take you onto the next race in the set.



JENNIFER CAPRIAT: GRANDSLAM TENNIS

TZ/14
SPECIAL CODES
FROM: STEPHEN WORTHY,
ESHER



Stephen sent in loads of tips, among them these two codes which should provide much relief for your tennis elbow. Remember to fill in all the empty spaces with full stops.

This one lets you play as some kind of Super Tennis Girl
I.(heart symbol) .AG ASS I.. ...

... ..
... ..

This one... well, give it a try and find out for yourself.

CON FIG

... ..
... ..



STEEL EMPIRE

TZ/14
EXTRA BOMBS AND LIVES
BLAIR PATON, EDINBURGH



These tips have been around a bit, but we've never printed them before so here they are.

For 99 bombs start the game and plug a controller into port two. On the ship select press C, A, C, A, START, B.

For 99 lives, go to the options menu and change them all so that they read as follows: DIFFICULTY: HARD, STOCK: 2, CREDIT: 1, SOUND TEST: 65. Now start the game as usual for the extra lives.



GAIQUES

TZ/14
WEAPONS SELECT
FROM: CHRIS DANIELS,
WARRINGTON



We've printed numerous tips for this in the past, but somehow this one slipped

through the net. It starts off like the level select cheat, so you'll need two joypads, alas.

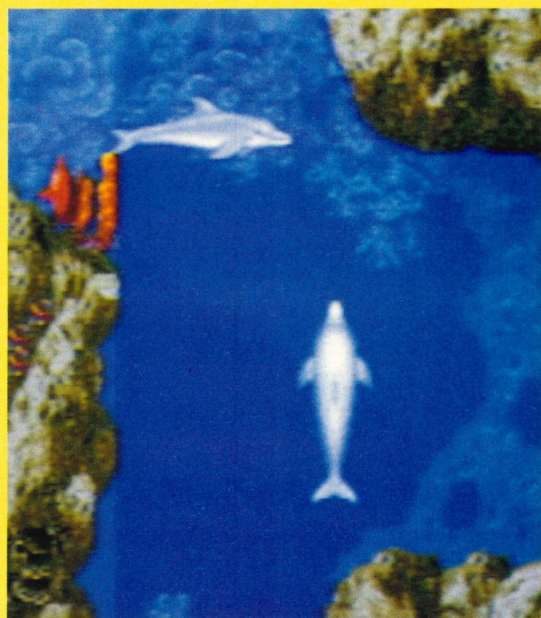
First go to the options screen by holding down A, B, C and START. Set BGM test to 18, hold down A on the second pad and exit the options. Press START on the first pad and you should be at the stage select.

Now start the game at whichever level you want and press START and UP to pause the game. Now press A to cycle through the weapons in this order: P-Cannon, G-Beam, S-Laser, T-Missile, H-Laser, V-Laser, R-Collidere, E-Smash, F-Formation, T-Vulcan, A-Bullet, T-Braster.



ECCO

TZ/14
LEVEL CODES
FROM: DARREN VICKERS,
ASHTON UNDER LYNE



This is such a good game it seems slightly sacrilegious to print level codes for it, so to save us from guilt we'd advise you not to use these if you feel they may spoil your enjoyment. Even if you do use them they won't take you right to the end of the game, and Darren also says that to finish level 19 you need to find a sphere somewhere in the Prehistoric Section. The reason he didn't provide codes past that level is because he couldn't find the sphere!

TROPICAL SECTION

- 2 The Vents GOWLACCF
- 3 The Lagoon MBNAQYCC
- 4 Ridge Water JFMBWIAF
- 5 Open Ocean OBSMWIAX

ARCTIC SECTION

- 6 Ice Zone WIRMOFBB
- 7 Hard Water TRZIOFBL
- 8 Cold Water TPHFOFBO

TROPICAL SECTION

- 9 Island Zone BDTILFBW
- 10 Deep Water UWFQLFBC (Remember the Alien Helix's message - you need it for level 19)

ATLANTIS SECTION

- 11 Marble Sea XOEUNFBC
- 12 The Library WMZXNFBX (Hardest level yet, so don't get frustrated!)
- 13 Deep City KGUPNFBS
- 14 City of Forever KVBBOFBB

PREHISTORIC SECTION

- 15 Jurassic Beach QUYARCBC
- 16 Pteranodon Pond QWSERCBC
- 17 Origin Beach TSPIRCBC
- 18 Trilobite Circle ATHNRCBH
- 19 Dark Water USCRRCBZ

If you're finding the music irritating pause the game and press button A once. To turn it back on, pause and press A twice.



WORLD OF ILLUSION

TZ/14
LEVEL CODES
FROM: VARIOUS



Players guides for World of Illusion constituted about 59% of this month's post, which is odd, because this is a pretty easy game to get through. If you (or your little brother/ daughter/ nephew/ pet monkey) have a favourite level you'd prefer to start on, you can zip straight there with these passcodes.

STAGE ONE

- AS MICKEY: Q Spades, K Hearts, Q Hearts, K Spades
- AS DONALD: K Hearts, Q Spades, Q Hearts, K Clubs
- AS BOTH: K Hearts, K Diamonds, K Spades, K Clubs

STAGE TWO

- AS MICKEY: K Clubs, Q Hearts, K Hearts, K Diamonds
- AS DONALD: K Spades, K Diamonds, K Clubs, Q Spades
- AS BOTH: K Spades, K Hearts, Q Spades, K Clubs

STAGE THREE

- AS MICKEY: K Hearts, K Spades, K Diamonds, Q Spades
- AS DONALD: K Clubs, K Hearts, Q Hearts, K Spades
- AS BOTH: K Diamonds, Q Spades, K Hearts, Q Hearts

STAGE FOUR

- AS MICKEY: Q Hearts, K Diamonds, K Spades, K Clubs
- AS DONALD: Q Hearts, K Diamonds, K Hearts, K Spades
- AS BOTH: Q Spades, Q Hearts, K Clubs, K Spades

STAGE FIVE

- AS MICKEY: K Diamonds, K Clubs, K Hearts, K Spades
- AS DONALD: K Spades, K Hearts, K Clubs, K Diamonds
- AS BOTH: K Clubs, K Diamonds, K Spades, K Hearts





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Speedball 2 £25, EA Hockey £24, Streets of Rate £24, Strider £20, Truxton £20, Fantasia £20. Phone Andrew 0275 393397 might swap.

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John Madden 92 £20 or swap for good game like Columns, Sword of Vermilion or Desert Strike. Ring (0222) 620788

Swap Toe Jam and Earl, Strider for JMF 92,

R. Shinobi, Desert Strike, Ghouls 'n' Ghosts, Thunderforce IV. Phone Richard on: 0670 510212 after 6pm

SWAP! Hellfire, Alien Storm, Altered Beast, Thunderforce III. Wanted: Gynoug, Revenge of Shinobi, others considered. Phone Phil: 0532 707163 evenings

Megadrive games to swap. Large collection of new and old. For a list please send SAE's to: Michael Herron, 10 Glebe Gardens, Newtownabbey, Co. Antrim, N. Ireland BT36 6ED. Or phone (0232) 844473. I also have a few games I may sell.

Swap Montana 93 for any of the following Gynoug, Steel Empire, Bio Hazard Battle, Captain America, Thunderforce 3, Aero Blasters, Crue Ball, Alisia Dragoon, Galahad or even possibly perhaps WWF Wrestling or by the Gods maybe even Batman. Tel: 0556 3977 after 6pm.

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M E G A S E L L



H Y P E R P L A Y E R S



Are you the ultimate Megadrive player? Well, are you? Come on, answer the question. If you think so, we want to hear from you because you could be the sort of high-scoring hero who deserves a place in the MegaTech Legion of Hyper Players. Check the scores here and if you can beat any of them WITH NO CHEATS! send them in to us on the form provided or on the back of a postcard, with a signature from someone who witnessed your achievement. The address is

**Hyperplayers,
MegaTech, Priory
Court, 30-32
Faringdon Lane,
London EC1R 3AU.**

NAME.....
 ADDRESS.....

 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
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 SCORE.....
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 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 witness.....

- AFTERBURNER**
27,861,520
Daniel Sullivan, Coventry
- ALIEN 3**
15,570,450 (Hard)
Robert Guthrie, Galashiels
- ALIEN STORM**
100 Supreme Ruler
Jim Graham, Stevenage
- ALISA DRAGON**
Elven Mage (Level 7, Normal)
Anthony Dowd, Telford
- BATMAN**
561,900
Danny Kenmure, Edinburgh
- BATTLE SQUADRON**
8,912,101 (easy level)
Asif Akhtar, Wimbledon
- BLOCK OUT**
296,534 (Level 0-1, 12x5x5, Flat Fun)
Sharon Mmmitcheil, Fraserburgh
- BONANZA BROTHERS**
9,762,777
Paul Whiting, Kidlington
- CALIFORNIA GAMES**
Footbag: 854,370
Timothy Phillips, Cardiff
Double Footbag: 379,500
Jonathan Philips, Cardiff
Surfing: 10.0 (Turbo setting)
Yuen Aw, Birmingham
Skating: 12,530
Martin Charles, Cardiff
Half-Pipe: 47,398
Martin Charles, Cardiff
Double Half-Pipe: 74,699
Richard Lee and Anthony Davison, Darlington
BMX: 146,760
Martin Charles, Cardiff
- CHUCK ROCK**
433,675 (Completed)
BarryPowell, Newport
- COLUMNS**
97,633,647
James Montague, Chelmsford
- CRUEBALL**
66,617,700 (Level 6)
Freddie, Portadown, N.I.
- DARIUS 2**
6,530,390
Mark Hogg, Burton-on-Trent
- DESERT STRIKE**
4,995,700
Liam Cullen, Welwyn Garden City
- DICK TRACY**
339,900
David Rowntree, Devon
- DJ BOY**
9,835,700
Jonathon Tilbrook, Sheffield
- DOUBLE DRAGON 2**
51,280
Bob Payne, West Bromwich
- EARNEST EVANS**
1,480,050
David Wheeler, Caerphilly
- ELEMENTAL MASTERS**
356,530 (completed on Normal)
James Terry, St. Albans
- ESWAT**
345,900
Warren Noble, Eastbourne
- F-22 INTERCEPTOR**
USA: 35,577
Dean Lloyd, Rugeley
USSR: 35,577
Dean Lloyd, Rugeley
IRAQ: 36,477
Dean Lloyd, Rugeley
KOREA: 36,477
Dean Lloyd, Rugeley
- FANTASIA**
11,683,600 (hardest level)
Chris Maginnis, Linlithgow
- FATAL REWIND**
3,658,180
Iody McLarty, Aylesbury

FIRE SHARK
7,122,130 (Completed)
Sharon 'Slim' Mitchell, Fraserburgh

FLICKY
3,334,800
Stephen Gallimore, Bournemouth

FORGOTTEN WORLDS
1,991,800
Daniel Gallop, Essex

GAIARES
1,608,352
Asif Akhtar, Wimbledon

GALAHAD
2,071,300
Lawrence Simpson, Walthamstow

GHOSTBUSTERS
17,758,000
Wayne Lockwood, Boroughbridge

GOLDEN AXE
984.0 (Hard level)
Ben Tucker, Catford
247.0 (Duel)
Kevin Shirley, Cheshire

GOLDEN AXE II
992.0 (Normal)
Mick & Barry Gosling, Coventry

GRANADA X
23,563,545
Carl Bown, Bournemouth

GREENDOG
496,400
Karl Smith, Long Lawford

GYNOUG
2,345,760
Wesley Thomson, Fifef

HARD DRIVIN'
634,483 (Normal)
Nicola Whittaker, Eastbourne

HELLFIRE
19,478,220
Robert Guthrie, Galashiels

JAMES 'BUSTER' DOUGLAS BOXING
23,607,480 (Hard)
Espen André Nilsen, Oslo, Norway

JAMES POND
1,829,560
Wayne Turner, Chelmsford

KID CHAMELEON
1,409,960 (Normal)
Mick & Barry Gosling, Coventry

KLAX
8,064,580 (import version)
Sharon Mmmitchell, Fraserburgh
6,376,775 (official version)
Sharon Mmmitchell, Fraserburgh

KRUSTY'S SUPER FUN HOUSE
999,990
Michael Steward, Milton Keynes

MI ABRAMS BATTLE TANK
702 (First Lieutenant, 100 kills)
Stewart Parker

MARBLE MADNESS
205,360
Darren Neale, Helston

MERCS
Arcade Mode: 1,407,500
Neil Kendall, Birkenhead
Original Mode: 5,107,950
Stu Gornler, Gorsley

MICKEY MOUSE
2,824,500
Nathan Preston, Mid-Calder

MIDNIGHT RESISTANCE
2,104,100
Dan Towes, Gillingham

MOONWALKER
949,400
Philip Butler

MUSHA ALESTE
133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OLYMPIC GOLD
Archery: 171
Ben Mills, Peterborough
Diving: 473.50
Meredydd Wilson, Swansea
Hammer Throw: 93.45m
Angus Poland, Scotland
110m Hurdles: 12.73 sec
Angus Poland, Scotland
Pole Vault: 6.40m
James Ward, Huthwaite, Notts
100m Sprint: 9.38 secs
P Watson, Hayes, Middx
200m Swimming: 1:41.37
Ben Mills, Peterborough

OUTRUN
37,004,160 (Hyper level)
Justine Miller, Sutton Coldfield

PACMANIA
1,000,111 (Hard level)
Lee Tooze, Brixham

PGA TOUR GOLF
Avenel: 235 strokes (best 72)
Dean Lloyd, Rugeley
Avenel: 51 strokes (best 18)
Stewart Bonner, Hemel Hempstead
Sawgrass: 200 strokes (best 72)
Gareth Watson, Pontypridd
Sawgrass: 47 strokes (best 18)
Gareth Watson, Pontypridd
West Stadium: 218 strokes (best 72)
Stewart Bonner, Hemel Hempstead
West Stadium: 50 strokes (best 18)
Peter Norman, Corringham
Sterling Shores: 222 strokes (best 72)
Jody Osman, Warwickshire
Sterling Shores: 51 strokes (best 18)
Simon Shone, Heywood, Lancs

PITFIGHTER
2,449,350
Stephen Gallimore, Bournemouth

POPULOUS
515,090 (Genesis level)
Philip Best, St Austell

PREDATOR 2
12,355,340 (Easy)
Nathan Preston, Mid-Calder

QUACKSHOT
10,077,000
Martin Hunt, Maidenhead

RAIDEN TRAD
2,072,650 (Easy level)
Neil Morgan, Reading

RAMBO III
999,999,995 (Hard level)
Tim Burton, March

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROBOCOP
13,780,300
Simon Shone, Heywood

ROLLING THUNDER 2
554,180
Scott Hazel, Trunch, Norfolk

SHADOW DANCER
2,650,965
Asif Akhtar, Wimbledon

SONIC 2
447,300
Matthew Murray, Pontypool

SPACE HARRIER 2
27,283,600
Lee Royle, Reading

SPEEDBALL 2
263 Points (Division two winners)
Karl Peacock, Leigh, Lancs.

SPIDERMAN
23:03:42 remaining (Nightmare level)
Scott Hazell, Norfolk

SPLATTERHOUSE 2
878,910 (Hard)
Wayne Turner, Chelmsford

STREETS OF RAGE
9,999,000

Nathan Preston, Mid-Calder

STRIDER
236,800
Mick & Barry Gosling, Coventry

SUPER HANG-ON
92,021,540 (Expert level)
John Payne, King's Lynn

SUPER MONACO GP
6,002 Driver's points
Neil Boswell, Pembroke Dyfed

SUPER MONACO GP II
160 Driver's points
Wayne Pearce, Haddlesey

SUPER OFF ROAD
199,000 (no continues, 48 races won)
Mike Houghton, Stockport

TASK FORCE HARRIER
765,000
Neil Brockhouse, Bolton

TAZMANIA
1,230,760 (Hard)
Robert Guthrie, Galashiels

TERMINATOR
1,141,920 (Easy level)
Gavin Pinkett, Abertillery

TERMINATOR 2
4,282,400 (Normal)
Gary Nunn, Chesham

TEST DRIVE 2
411,384 (Desert in Porsche)
Andrew York, Bolton

THUNDERFORCE II
2,689,719 (Hard level)
Steven Cooper, Fife

THUNDERFORCE III
11,528,100
Hywel Llewellyn, Pentyrch, S. Wales

THUNDERFORCE IV
3,208,550
Ben Randell, Hastings

TOE JAM & EARL
1,697 (Toe Jam)
Adam Welbourn, New Romney

TOKI
334,200 (Hard)
Sven Chesters, W.Sussex

TROUBLE SHOOTER
669,780 (Normal level)
Ben Randell, Hastings

TRUXTON
30,300,503
Lawrence Simpson, Hackney

UNIVERSAL SOLDIER
1,441,987 (Hard)
James Dudley, Solihull

WARDNER
1,290,900 (Normal level)
Richard Lunt, Bagillt, Clwyd

WINTER CHALLENGE
Speed Skating: 19.75 seconds
Gary Nunn, Chesham
Cross Country: 3 mins 26.8 seconds
A J Walsh, Romiley
Downhill: 1 min 24 seconds
Gary Nunn, Chesham
Ski Jump: 117.6m
Gary Nunn, Chesham
Biathlon: 4 mins 7.3 seconds
A J Walsh, Romiley

WONDERBOY IN MONSTERWORLD
596,651 (Gold)
Stuart Tolcher

ZANY GOLF
18 strokes (completed)
Yuen Aw, Birmingham

ZERO WING
2,584,700 (Easy level)
Craig Wilkins, Delapre

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GAMEX

| GAME NAME | BY... | PRICE | RATINGS % | | | | | GENERAL COMMENTS | |
|-----------------------------------|-----------------|--------|--------------|----------|-------|-----|-----|------------------|--|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | | M TECH RATING |
| 688 ATTACK SUB | ELECTRONIC ARTS | £39.99 | 80 | 80 | 89 | 85 | 86 | 87 | An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"). |
| AEROBLASTERS | KEMCO | IMPORT | 78 | 84 | 81 | 85 | 71 | 78 | A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices. |
| AFTERBURNER II | SEGA | £34.99 | 86 | 80 | 88 | 85 | 78 | 79 | A good conversion of the 3D jet fighter coin-op, with speedy graphics and thumpy soundtracks. All the gameplay of the original is in there, but alas that never amounted to much, and it can become a little dull after a while. |
| ALIEN STORM | SEGA | £34.99 | 84 | 84 | 80 | 89 | 69 | 70 | This would be an outstanding conversion of the coin-op were it not for the fact that it's a piece of cake to complete. Great graphics and highly enjoyable one or two-player action, but it's all over too quickly. |
| ALISIA DRAGON | SEGA | £39.99 | 83 | 94 | 80 | 84 | 89 | 88 | Alisia Dragoon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format. |
| AQUATIC GAMES | EA | £34.99 | 76 | 89 | 82 | 70 | 50 | 59 | James Pond's third game, an attempt at a humorous sports simulation is disappointing. The graphics are excellent, but the series of seven mediocre are boring. For little kids only. |
| ARNOLD PALMER'S GOLF | SEGA | £39.99 | 85 | 79 | 69 | 86 | 80 | 85 | This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike. |
| ATOMIC RUNNER | DATA-EAST | IMPORT | 83 | 88 | 89 | 78 | 82 | 0 | Join Chelnov, the Atomic Runner, as he runs through scrolling platform levels zapping aliens. Great graphics (though Chelnov himself is a bit weedy) and challenging gameplay. |
| AYRTON SENNA'S SUPER MONACO GP 2 | SEGA | £49.99 | 91 | 90 | 77 | 94 | 92 | 93 | Ayrton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get. |
| BATMAN | SEGA | £34.99 | 79 | 79 | 75 | 71 | 65 | 70 | Quite a smart-looking game of the first Batmovie, but not only is the gameplay very basic (walk around, punch some blocks, jump on a platform) it's very easy to complete. |
| BATMAN RETURNS | SEGA | £39.99 | 69 | 73 | 70 | 75 | 80 | 76 | Big graphics and more involved platform punch-up gameplay make this the better batgame, but it still lacks star quality. Sometimes it goes beyond challenging and becomes frustrating so it's not one for novices. |
| BATTLE SQUADRON | ELECTRONIC ARTS | £39.99 | 78 | 83 | 79 | 82 | 81 | 80 | A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics. |
| BIOHAZARD BATTLE | SEGA | £39.99 | 73 | 93 | 86 | 87 | 86 | 88 | Spectacularly gross graphics and enjoyable, challenging gameplay set this apart from the bulk of Megadrive shoot 'em ups. Well worth buying, and watch out for it under its Japanese title, Crying. |
| BLOCK OUT | ELECTRONIC ARTS | £34.99 | 78 | 70 | 30 | 90 | 91 | 91 | This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection. |
| BONANZA BROS | SEGA | £34.99 | 82 | 88 | 84 | 79 | 55 | 69 | Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver. |
| BUCK ROGERS-COUNTDOWN TO DOOMSDAY | ELECTRONIC ARTS | £49.99 | 88 | 76 | 58 | 89 | 90 | 90 | As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans. |
| BULLS VS LAKERS | ELECTRONIC ARTS | £39.99 | 95 | 85 | 83 | 75 | 83 | 80 | Probably the best of EA's basketball simulations, featuring all the big name American teams, fast and realistic on-court action and the named players have all their real-life special moves. Good stuff. |
| CALIFORNIA GAMES | SEGA | £39.99 | 80 | 88 | 70 | 83 | 79 | 80 | Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun. |
| CHIKI-CHIKI BOYS | CAPCOM | IMPORT | 84 | 89 | 89 | 86 | 84 | 86 | The Megadrive conversion of the Mega Twins coin-op suffers from the lack of the original's two player mode, but otherwise it's an enjoyable platform adventure with pleasant graphics and sound. |
| COLUMNS | SEGA | £39.99 | 76 | 69 | 93 | 88 | 87 | 88 | Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal. |

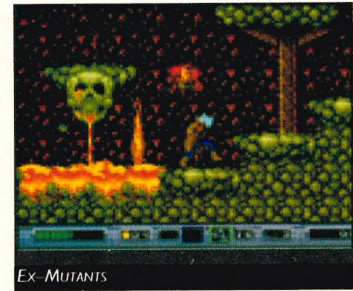


GAME INDEX

| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|----------------------------|-----------------|--------|--------------|----------|-------|-----|-----|---------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M'TECH RATING | |
| CORPORATION | VIRGIN | £39.99 | 80 | 76 | 84 | 76 | 91 | 87 | Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game. |
| CURSE | MICRONET | IMPORT | 66 | 62 | 64 | 71 | 62 | 65 | While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this. |
| CYBERBALL | SEGA | £34.99 | 79 | 79 | 82 | 81 | 72 | 76 | A decent conversion of the multi-player coin-op American football game which features robots instead of humans. Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others. |
| DARIUS II | TAITO | IMPORT | 83 | 85 | 82 | 84 | 80 | 82 | A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans. |
| DAVE ROBINSON'S BASKETBALL | SEGA | £39.99 | 81 | 86 | 77 | 85 | 80 | 83 | This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still an excellent game. |
| DECAPATTACK | SEGA | £34.99 | 74 | 80 | 70 | 83 | 81 | 82 | A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out. |
| DESERT STRIKE | ELECTRONIC ARTS | £34.99 | 92 | 91 | 85 | 95 | 93 | 93 | Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential. |
| DEVIL CRASH | TECHNOSOFT | IMPORT | 86 | 91 | 84 | 93 | 88 | 90 | A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans. |
| DICK TRACY | SEGA | £34.99 | 83 | 85 | 78 | 88 | 85 | 85 | A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike. |
| DJ BOY | SAMMY | £34.99 | 78 | 75 | 70 | 60 | 59 | 59 | A beat 'em up on roller skates which looks quite novel to start with but soon grows tedious. It's very easy to complete as well so you'd best give it a miss. |
| DOUBLE DRAGON | ACCOLADE | £29.99 | 65 | 75 | 67 | 50 | 30 | 53 | Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it. |
| DYNAMITE DUKE | SEGA | £34.99 | 83 | 82 | 74 | 84 | 61 | 73 | One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply. |
| EA HOCKEY 2 | ELECTRONIC ARTS | £39.99 | 88 | 85 | 86 | 89 | 88 | 87 | EA's original ice hockey simulation is still pretty hot stuff, but of course, now that they've released the tougher and slightly spruced up sequel, NHLPA Hockey, you're best off going for that instead. |
| ECCO | SEGA | £39.99 | 97 | 96 | 90 | 94 | 93 | 94 | A very unusual game in which you play a dolphin on an underwater mission to find its friends. Graphics are absolutely spectacular and the puzzle action, though not fast and furious, is most engrossing. |
| ESWAT | SEGA | £34.99 | 86 | 87 | 82 | 87 | 82 | 85 | A smart conversion of the Sega coin-op (without the two player mode, unfortunately) which casts the player as a cyber-suited cop of tomorrow roaming a city full of high tech bad guys. |
| EX-MUTANTS | SEGA | £39.99 | 92 | 80 | 72 | 89 | 92 | 89 | Based on the Malibu comics, this is an action-packed platform game in which you control a heavily armed hero or heroine on a mutant-mashing mission. Graphics aren't superb, but it's great fun. |
| F1 CIRCUS | NICHIBUTSU | IMPORT | 90 | 68 | 69 | 76 | 82 | 80 | Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out. |
| F22 INTERCEPTOR | ELECTRONIC ARTS | £39.99 | 94 | 80 | 76 | 89 | 90 | 90 | EA's first flight sim is impressive with fast 3D graphics, and stacks of combat missions to fly. Sometimes seems a little unrealistic, but if you fancy a change from mindless shoot 'em ups, check this out. |
| FANTASIA | SEGA | £39.99 | 72 | 93 | 44 | 52 | 47 | 49 | This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans. |
| FASTEST ONE | HUMAN | IMPORT | 41 | 35 | 25 | 31 | 28 | 29 | This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear. |



BATMAN 2



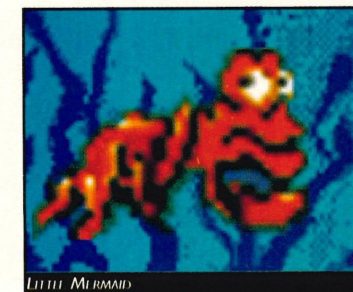
EX-MUTANTS



GREY LANCER



LUMINES



LITTLE MIRMOID

GAME INDEX

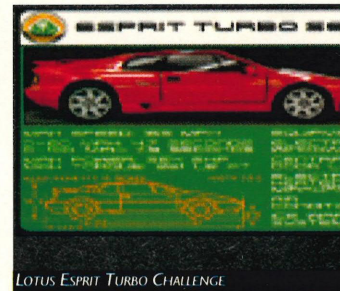
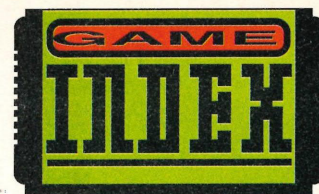


GAME INDEX

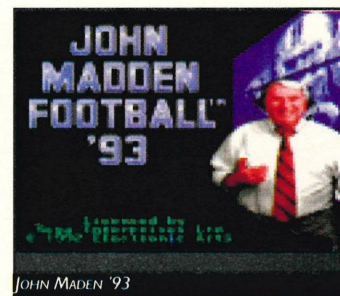
| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|--------------------------|-----------------|--------|--------------|----------|-------|-----|-----|---------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M'TECH RATING | |
| FATAL REWIND | ELECTRONIC ARTS | £34.99 | 72 | 84 | 81 | 84 | 82 | 80 | Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be. |
| FIGHTING MASTERS | TRECO | IMPORT | 79 | 85 | 79 | 88 | 78 | 84 | As a one player game Fighting Masters falls flat on its face. The two player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety of moves unique to the individual characters. The best on-on-one 'Megadrive beat 'em up. |
| FORGOTTEN WORLDS | SEGA | £39.99 | 82 | 79 | 86 | 79 | 80 | 82 | Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction. |
| GAIARES | RENOUATION | £39.99 | 81 | 88 | 75 | 80 | 85 | 84 | An excellent-looking game, Gaiares is one of the toughest shoot 'em ups available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge. |
| GHOSTBUSTERS | SEGA | £39.99 | 84 | 85 | 83 | 84 | 81 | 82 | Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out. |
| GHOULS 'N' GHOSTS | SEGA | £39.99 | 88 | 92 | 93 | 93 | 92 | 93 | Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library. |
| GODS | MINDSCAPE | IMPORT | 80 | 91 | 88 | 89 | 88 | 89 | Solve puzzles and beat off mythical monsters in this great platform shoot 'em up. Sega Europe didn't like it enough to release it officially, but it's worth chasing an import copy. |
| GOLDEN AXE II | SEGA | £34.99 | 79 | 80 | 67 | 72 | 67 | 67 | Sega couldn't improve on the original with their sequel, in fact they produced a game which wasn't a patch on the first. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this. |
| GREEN DOG | SEGA | £39.99 | 77 | 84 | 86 | 62 | 52 | 56 | Trek across six Caribbean islands in the hunt for a wasted surfer's surfing powers. A rather action-unpacked platform game which looks great but is dull to play. |
| GREY LANCER | MASAYA | IMPORT | 89 | 80 | 70 | 80 | 60 | 72 | A slick-looking space shoot 'em up from the creators of Gynoug. Though it's well programmed, Grey Lancer's content is unoriginal and it borrows from just about every other shoot 'em up in the cosmos. |
| GYNOUG | SEGA | £39.99 | 89 | 96 | 86 | 89 | 94 | 92 | Gynoug stands head and shoulders above most Megadrive shoot 'em ups. It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without. |
| HARD DRIVIN' | TENGEN | £34.99 | 84 | 88 | 89 | 76 | 70 | 75 | Tengen's conversion of Atari's Hard Drivin' leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey. |
| HELLFIRE | SEGA | £34.99 | 60 | 85 | 81 | 93 | 89 | 93 | Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out. |
| HERZOG ZWEI | SEGA | £29.99 | 76 | 71 | 75 | 76 | 74 | 76 | A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the tacticians, rather than arcade players. |
| HOME ALONE | SEGA | £39.99 | 70 | 71 | 64 | 73 | 59 | 70 | Guide the Macaulay Culkin sprite around the neighbourhood, foiling the plans of a pair of burglars by setting traps and attacking them with home-made weapons. Fun for a while, but too easy to appeal to any but a young player. |
| ISHIDO | ACCOLADE | £35.99 | 76 | 65 | 76 | 74 | 81 | 80 | Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult. |
| JAMES POND | ELECTRONIC ARTS | £39.99 | 44 | 80 | 66 | 77 | 72 | 78 | A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels. |
| JOE MONTANA 3 | SEGA | £39.99 | 88 | 86 | 93 | 82 | 72 | 78 | Sega combined all the best features of the first two Joe Montana games to produce an American Football game which still isn't quite as playable as John Madden '92. The spoken commentary is as spectacular as ever, though. |
| JOHN MADDEN FOOTBALL '92 | ELECTRONIC ARTS | £39.99 | 90 | 95 | 93 | 89 | 96 | 95 | This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this. |
| JOHN MADDEN FOOTBALL '93 | ELECTRONIC ARTS | £39.99 | 87 | 90 | 87 | 92 | 93 | 91 | This has a few extras over JM92 (classic teams, speech, battery save, a few extra moves). It's also slightly slower and tougher, but it's not much of an advancement. That said, it's an excellent game, but don't buy it if you've got '92. |



| GAME NAME | BY | PRICE | RATINGS % | | | | | MTECH RATING | GENERAL COMMENTS |
|--|-----------------|--------|--------------|----------|-------|-----|-----|--------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | | |
| KID CHAMELEON | SEGA | £34.99 | 60 | 65 | 78 | 77 | 60 | 64 | Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level. |
| KLAX | TENGEN | £34.99 | 90 | 74 | 85 | 84 | 82 | 85 | Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out. |
| LEMMINGS | SEGA | £39.99 | 91 | 89 | 85 | 89 | 93 | 92 | All the features of every other version of this classic puzzle game have been included in the Megadrive game, including the music, all the levels and the two player mode. Hours of fun for all the family! |
| THE LITTLE MERMAID | SEGA | £34.99 | 85 | 88 | 87 | 66 | 40 | 57 | Save the merpeople in this lovely-looking Disney arcade adventure. TLM is aimed squarely at junior players and the consequent low difficulty level makes it unsuitable for more experienced players. |
| LOTUS TURBO CHALLENGE | ELECTRONIC ARTS | £39.99 | 89 | 80 | 70 | 87 | 89 | 85 | Drive an Elan or an Esprit around tortuous courses, dodging obstacles and other cars and trying to cope with various forms of bad weather. An excellent race game with a particularly good two player mode. |
| MARBLE MADNESS | ELECTRONIC ARTS | £29.99 | 73 | 80 | 78 | 86 | 55 | 73 | An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying. |
| MARVEL LAND | NAMCO | £34.99 | 76 | 81 | 80 | 85 | 79 | 81 | A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. |
| MERCS | SEGA | £39.99 | 89 | 85 | 84 | 91 | 80 | 90 | This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans. |
| MICKEY MOUSE IN THE CASTLE OF ILLUSION | SEGA | £39.99 | 88 | 90 | 79 | 90 | 76 | 87 | Although the first Mickey game has been superseded by World of Illusion it's still an excellent platform game with great graphics which is perfect for younger players. |
| MIDNIGHT RESISTANCE | SEGA | £39.99 | 80 | 85 | 90 | 88 | 78 | 85 | A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time! |
| MIGHT AND MAGIC 2 | ELECTRONIC ARTS | £39.99 | 85 | 77 | 50 | 79 | 85 | 79 | An decent menu/text-driven RPG which should keep purists scratching their craniums for months. Non-RPG fans will find the lengthy combat system heavy going, though. |
| MIKE DITKA'S POWER FOOTBALL | ACCOLADE | £39.99 | 69 | 74 | 80 | 76 | 69 | 70 | A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different. |
| MOONWALKER | SEGA | £34.99 | 84 | 79 | 88 | 80 | 71 | 80 | With its excellent graphics, thumping soundtrack (which includes such hits as Beat It, Billie Jean and Bad) and sampled speech this is a simple, but enjoyable collect 'em up. |
| NEW ZEALAND STORY | SEGA | £34.99 | 85 | 84 | 83 | 88 | 85 | 85 | New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended. |
| NHLPA HOCKEY | EA | £39.99 | 88 | 85 | 86 | 90 | 88 | 89 | This update of EA Hockey is nearly identical to the original. The subtle extras do add more realism but only real ice hockey fans will notice them. Worth buying only if you don't have EA Hockey. |
| PACMANIA | TENGEN | £34.99 | 82 | 82 | 73 | 80 | 60 | 70 | This is a perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means. |
| PGA TOUR GOLF 2 | ELECTRONIC ARTS | £39.99 | 92 | 93 | 91 | 94 | 96 | 94 | The first game was terrific but this is better. An amazingly playable golf simulation, this features seven real courses, multi-player tournaments, battery game-save and is just great fun, even if you don't care much for the sport. |
| PHANTASY STAR III | SEGA | £49.99 | 89 | 84 | 77 | 85 | 92 | 89 | Another enormous role-playing game, but this one has far more depth and variety than its predecessor. The combat-by-rounds might be a bit off-putting for beginners but experienced players should enjoy it. |
| PITFIGHTER | TENGEN | £39.99 | 90 | 78 | 70 | 76 | 80 | 80 | Though the digitised graphics in this conversion occasionally look a bit rosey, and the animation sometimes has strange effects, Pit Fighter is a surprisingly enjoyable beat 'em up, especially in two player mode. |
| PREDATOR 2 | ARENA | IMPORT | 80 | 65 | 79 | 85 | 54 | 62 | A game with lots of potential for violent shoot 'em up action, but which is marred by naff graphics and a lack of challenge. Even beginners should be able to finish this in less than a day. |



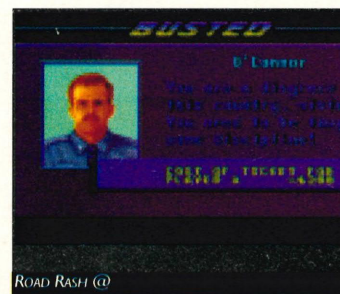
LOTUS ESPRIT TURBO CHALLENGE



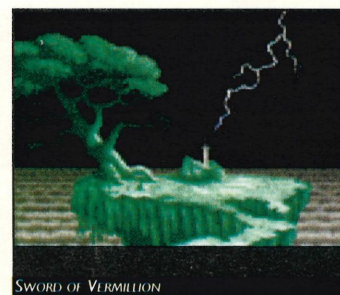
JOHN MADDEN '93



MIKEY AND DONALD



ROAD RASH @



SWORD OF VERMILLION

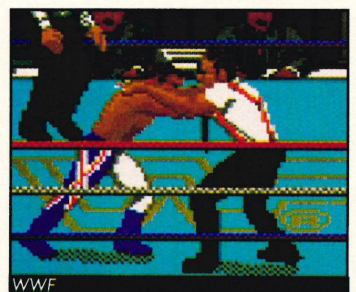
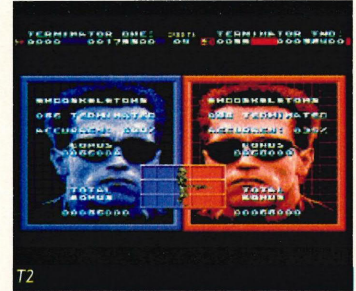


GAME EX

| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|----------------------------|-----------------|--------|--------------|----------|-------|-----|-----|---------------|--|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M TECH RATING | |
| PRINCE OF PERSIA | VICTOR CORP | IMPORT | 85 | 89 | 90 | 80 | 90 | 90 | This doesn't make much use of the Mega-CD's facilities, but it's still one of the best Mega-CD titles. Great music and graphics, fiendish platform puzzles and a twelve level of swash-buckling make this compulsive playing. |
| QUACKSHOT | SEGA | £39.99 | 80 | 92 | 89 | 83 | 80 | 82 | Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete. |
| RAMPART | TENGEN | IMPORT | 75 | 85 | 83 | 90 | 93 | 90 | A conversion of the culty Atari coin-op which blends Tetris, Qix and Missile Command in a medieval setting. Use your cannons to wipe out your opponents' castles and ships then rebuild your battered castle. Unusual and great fun, especially with two players. |
| RBI 4 | TENGEN | IMPORT | 70 | 79 | 61 | 79 | 72 | 74 | An action-packed baseball game with decent graphics and plenty of features, but really, unless you're well into baseball already you probably won't get a ton of fun out of this. |
| REVENGE OF SHINOBI | SEGA | £34.99 | 85 | 92 | 93 | 95 | 91 | 94 | This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase. |
| RISKY WOODS | ELECTRONIC ARTS | £39.99 | 80 | 88 | 78 | 86 | 89 | 84 | A fantasy platform game in which you guide a knight across possessed landscapes trying to rescue wise monks from nasty monsters. The action is nothing new, but the graphics are good and it's quite entertaining. |
| ROAD BLASTERS | TENGEN | IMPORT | 79 | 82 | 80 | 77 | 70 | 72 | This is a conversion of a old coin-op that puts you in the driving seat of an armoured assault-car, traversing a post-holocaust landscape putting paid to bad guys with machine guns, electro-shields and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for. |
| ROAD RASH | ELECTRONIC ARTS | £39.99 | 89 | 92 | 92 | 94 | 88 | 92 | Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways including in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive! |
| ROAD RASH 2 | ELECTRONIC ARTS | £39.99 | 88 | 89 | 69 | 88 | 83 | 88 | As with most of EA's sequels, Road Rash 2 is more of the same. This time you get an additional weapon, the heavy chain, and there's a split-screen two player mode, which, surprisingly, doesn't add that much to the game. |
| ROLLING THUNDER II | SEGA | £39.99 | 90 | 89 | 88 | 86 | 86 | 88 | An excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. |
| SIDE POCKET | DATA EAST | IMPORT | 82 | 85 | 70 | 85 | 83 | 83 | A video game translation of American Pool which features single and two player modes, a nine ball game, a pocket game and a trick shot game. Good fun. |
| SOL FEACE | WOLF-TEAM | IMPORT | 85 | 75 | 76 | 84 | 74 | 80 | Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out. |
| SONIC THE HEDGEHOG | SEGA | £39.99 | 85 | 93 | 81 | 93 | 93 | 83 | Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days. |
| SONIC THE HEDGEHOG 2 | SEGA | £39.99 | 94 | 98 | 85 | 94 | 90 | 95 | Sonic returns, accompanied by a two-tailed fox cub, in one of the best Megadrive games yet! Loads of levels, superb graphics, an excellent two player mode and challenging gameplay put this game head and shoulders over the first game. |
| SMASH TV | ACCLAIM | £39.99 | 74 | 80 | 81 | 78 | 72 | 70 | Fair conversion of the destruction-packed Williams coin-op. Graphics and sound are okay, and the gameplay would be fine, were it not for the rather annoying control method which leads to many an unfair death. |
| SPIDERMAN | SEGA | £39.99 | 88 | 84 | 86 | 92 | 90 | 91 | Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game. |
| STAR CONTROL | ACCOLADE | £39.99 | 86 | 68 | 90 | 93 | 90 | 90 | Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it. |
| STREETS OF RAGE 2 | SEGA | £44.99 | 91 | 95 | 98 | 95 | 92 | 95 | The ultimate Megadrive beat 'em up. One or two players can take part in this urban gang war which features more moves, spectacular, big graphics and astonishing rave sounds. A worthy follow-up to the excellent Streets of Rage. |
| SUPER HIGH IMPACT FOOTBALL | ARENA | IMPORT | 93 | 87 | 89 | 85 | 45 | 62 | A conversion of a rather zany American Football coin-op, in which the emphasis is on the game's violent aspects rather than on the strategies and tactics. This results in a game which is fun for a while, but is ultimately rather shallow and tedious. |
| SUPER OFF-ROAD | BALLISTIC | £24.99 | 82 | 79 | 84 | 88 | 78 | 83 | This is a great conversion of an old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on custom parts. The two-player game is a good laugh, but it dulls slightly in one player mode. |



| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|--------------------|-------------------|--------|--------------|----------|-------|-----|-----|---------------|--|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M TECH RATING | |
| SUPER VOLLEYBALL | VIDEO SYSTEMS CO. | IMPORT | 77 | 80 | 55 | 69 | 50 | 61 | Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this. |
| SWORD OF VERMILION | SEGA | £49.99 | 85 | 79 | 94 | 85 | 90 | 87 | A sizeable RPG with a gripping plot and excellent graphics. Even better (for non-RPG veterans) the combat is played in an arcade style which is much easier to get to grips with than the combat by rounds used in the Phantasy Star games. |
| TALE SPIN | SEGA | £39.99 | 72 | 79 | 82 | 74 | 57 | 63 | Lots of irritating little glitches, iffy graphics and dull and frustrating gameplay make this one of the weakest Megadrive Disney games. |
| TAZ MANIA | SEGA | £39.99 | 70 | 90 | 89 | 89 | 75 | 82 | Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else. |
| THE TERMINATOR | VIRGIN | £39.99 | 84 | 85 | 90 | 73 | 50 | 60 | The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence. |
| TERMINATOR 2 | ACCLAIM | £39.99 | 77 | 85 | 92 | 86 | 84 | 86 | A good conversion of the popular Operation Wolf-style arcade shoot 'em up. Great graphics, sound and a two-player mode make this good fun, and if you own a Menacer light gun you can plug that in to make it even more like the real thing. |
| THUNDERFORCE 3 | SEGA | £39.99 | 82 | 88 | 86 | 91 | 86 | 89 | The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended. |
| THUNDERFORCE IV | SEGA | £39.99 | 90 | 96 | 91 | 94 | 94 | 94 | Probably the most spectacular scrolling shoot 'em up on the Megadrive with a vast number of levels, loads of extra weapons and hours of challenging gameplay. Currently it's only available for Japanese SCART Megadrives, but an official version is coming. |
| THUNDERSTORM FX | WOLF TEAM | IMPORT | 93 | 94 | 97 | 91 | 85 | 87 | A conversion of an old Data East laser disc game, this is one of the most impressive Mega-CD titles yet. Pilot your helicopter through ten cartoon levels, shooting down enemies and dodging buildings and missiles. Amazing sound and graphics. |
| TOE JAM AND EARL | SEGA | £39.99 | 87 | 80 | 89 | 85 | 90 | 82 | A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out. |
| TURRICAN | ACCOLADE | £39.99 | 65 | 71 | 72 | 77 | 72 | 73 | A quite enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go! |
| TWINKLE TALE | WAS | IMPORT | 83 | 91 | 90 | 89 | 86 | 88 | Great graphics and enjoyable blasting gameplay make this an appealing and unusual shoot 'em up. Guide a mini-witch past all sorts of supernatural terrors with only a few magic spells at her disposal. |
| TWO CRUDE DUDES | SEGA | £34.99 | 88 | 94 | 76 | 88 | 85 | 87 | This is a conversion of the Crude Busters coin-op, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's too easy to complete though, so this will appeal to fans more than anyone else. |
| UNIVERSAL SOLDIER | BALLISTIC | £34.99 | 70 | 60 | 79 | 79 | 59 | 60 | This was going to be Turrican 2 until Ballistic got the Universal Soldier licence, and it shows. Much like Turrican it's a mega-weapons platform shoot 'em up, but unlike Turrican it's very easy to complete. Graphics are occasionally very dull and the links with the film are most tenuous. |
| WANI WANI WORLD | KANEKO | IMPORT | 65 | 77 | 80 | 87 | 70 | 80 | With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback. |
| WARSONG | TRECO | IMPORT | 84 | 64 | 75 | 77 | 88 | 85 | Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this. |
| WONDERDOG | VICTOR CORP | IMPORT | 89 | 95 | 91 | 88 | 79 | 82 | A pleasant, Chuck Rock-style platform game on CD only. Wonderdog has to get through loads of levels full of monsters and hostile canines to reach his home planet. Great graphics, but a bit too easy for most players. |
| WORLD OF ILLUSION | SEGA | £39.99 | 92 | 96 | 90 | 96 | 90 | 94 | Mickey Mouse and Donald Duck star in this marvellous one or two player platform game which is definitely the best Disney licence to date. Super graphics, music and gameplay make this an especially good game for youngsters. |
| WWF WRESTLEMANIA | ACCLAIM | £39.99 | 65 | 86 | 59 | 86 | 79 | 84 | All you WWF fans can take control of your favourite fat blokes in this fine game of fighting. Smart graphics, lots of different moves, tag matches and even a WWF championship and survivor series make this the best wrestling game on Megadrive. |
| ZANY GOLF | ELECTRONIC ARTS | £39.99 | 79 | 85 | 80 | 85 | 65 | 72 | A very smart looking attempt at a crazy golf game, with nine levels of wonderfully bizarre obstacles. Alas, nine levels don't last an awfully long time, so the fun wanes all too quickly. |





NEXT MONTH...

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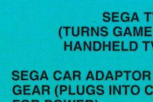
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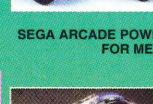
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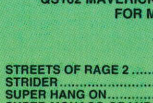
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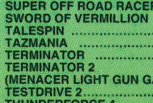
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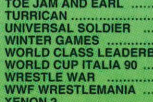
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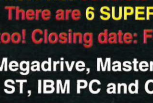
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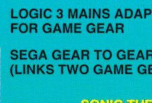
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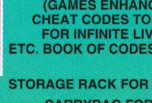
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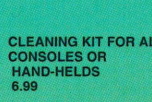
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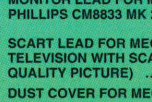
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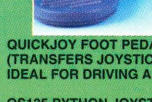
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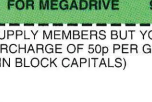
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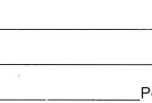
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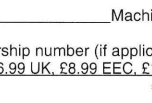
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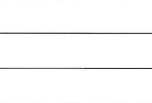
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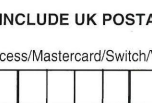
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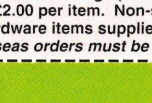
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