

# MEGAZONE

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**TURTLES** the Hyperstone Heist

**7th Guest** hard graphics  
full review

**Jungle Strike**

**East 17**

**Davis Cup**  
World Tour

Shooting baskets with the  
**Sydney Kings**

**Lost Vikings**

# Global Gladiators

Environmental Warriors out to  
clean up the world



august









# If you were

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

# colourblind

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

# and had an I.Q. less than

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

# twelve

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

# then you wouldn't care which

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

# portable you had.

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





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## OK MEGAHEADS, Is it just me, or are the months actually getting shorter?

It seems like we're delivering you another steaming hot issue of Megazone every fortnight rather than every four weeks. But hey, we're not complaining (much), 'cos we get to play all the awesome new games that just keep pouring into the office. Just looking at the absolutely mind-blowing titles coming out soon, I can confidently say that this much-publicised video game "craze" or "boom" is definitely here to stay, and now big business is saying that too, and not just game-players.

Actually even though this issue is packed full of great games, it is probably the calm before the storm as the end of the year (and Christmas) approaches. This Chrissy looks like a game player's dream, and if you read the mag carefully you'll find out what goodies you're in store for.

Anyway, inside this issue you'll find huge reviews on Global Gladiators' on Sega, which we sort of reviewed a few months back as "Mick and Mack".

Anyway, the finished version is hot stuff, and you'll be seeing heaps of it, I'm sure, thanks to McDonald's stores around the country. Also finally out on Sega are the Turtles with the Hyperstone Heist, the Sunset Riders, the awesome sequel to Desert Strike - Jungle Strike, as well as the excellent new tennis game Davis Cup World Tour.

On computer we give you a full in-depth review of The 7th Guest. Yeah, I know it's been out for a while, but we were so stunned by the graphics that we couldn't even start to review it for a while (Hmmm, bad excuse I know). Anyhow check it out - it'll make you want a CD-Rom drive, guaranteed. We've also got the Lost Vikings, Ultima 7 - Serpent Isle, Protostar, War in the Gulf and a yuppie's favourite game, Rags to Riches. Anyway, don't use up too much excitement yet, because the next issue looks like being one of the hottest ever! Mortal Kombat, Jurassic Park, Final Fight, Bubsy the Bobcat, Wayne's World, Street Fighter 2: Champion Edition, and maybe Sonic 3 and CD Sonic is all I'm saying. No, you're not getting another word out of me!

**Stuart Clarke, Mega Ed**



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MEGAZONE HAS BEEN BROUGHT TO YOU BY...

# ISSUE

# 30

MEGAZONE

LOCKED BAG 7



ROSEBERY NSW 2018



FAVE SPORT:  
snowboarding

mega ed  
Stuart Clarke



FAVE SPORT:  
kitten  
juggling

ed's helper  
Adam Waring



FAVE  
SPORT:  
tiddly  
winks

art director  
Tara-Jane Axford



FAVE SPORT:  
sumo  
wrestling

graphic designer  
Catherine Au Yeung



gra  
Du



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**contributors:**

Gabriel Wilder, Nick Smith, Wayne Lawson, Brian Costelloe, Paul Kidd, Tim Gadler, Andrew Humphreys, Stuart Slater, Ben Mansill, Brendan Basto, Simon Sharwood, Mario Moeller, Julian Schoffel, David Wildgoose, Fil Barlow, Madame Mimi is an Adam Griffiths Inc. Production. When flying interstate, Mimi chooses to use a broomstick. Photography: Rodney Hearne (Sydney Photos)



**FAVE SPORT:**  
rollerblade hockey

**FAVE SPORT:**  
rock 'n' roll wrestling  
**assistant fashion victim**  
**Menekshe**



**FAVE SPORT:**  
no comment

**production co-ord**  
**Leigh Butler**



**FAVE SPORT:**  
dwarf throwing

**resident artist**  
**Brendan Crane**



**FAVE SPORT:**  
yoga

**herbal tea lady**  
**Shelley Kissing**

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**COMPUTER**

AUGUST • 1993

MEGAZONE

**ISSUE**

**30**

**CONSOLE**

**graphic designer**  
**Jane Hatherly**



## I WANT MORE VIOLENCE

Dear Megazone,  
I'll get straight into it. Firstly, I heard on the telly that violent games will be abolished. Does this mean no more games in the Streetfighter II/Streets of Rage II genre? Does this mean the Mega Drive/Mega CD version of Mortal Combat will have no blood and no fatality? (Just like the arcade version I'm starting to see!) I'm sure every beat em up fan is wetting themselves so please help! Another query question is, now that you're \$5 (okay, okay \$4.95) can old subscribers, like me, send in our cheaper subscription forms from older mags that we have? Last question (Phew!) I saw something in an English mag about Desert Strike 2: Jungle Strike. I was wondering if you could confirm this as I am a big fan of the original! That's just about it, so hang cool til next time. See Ya!

Lester Chaykin

Somewhere in Another World

*Yep, there are concerns about violence, but that will hopefully be solved by classification, meaning you'll have to be over 17 to play the really gory stuff. And no, you big loser, you can't send in the cheap subscription form. The review of Jungle Strike is in this issue, so check it out - Ed*

## DOLPHIN SANDWICHES

Dear Megazone,  
G'day ockers. I've a few questions which I hope you can answer through the pages of your magazine.  
Now that you are published by Sega Ozisoft does this mean all Sega games are going to get good reviews?  
For instance, World of Illusion starring Mickey and Donald was finished by my son and I on the first day, as Mickey, Donald and two player. 92% I think not.. 90% for graphics (it's beautiful to look at but crap to play). Overall 30%. Graphics don't make a game. Good graphics hide crap games. Please let's have some honest reviews and don't let Sega dictate to you. If a game is crap, say so, otherwise you are not doing your readers justice.  
Another thing I think is a bit strange is that a Jap company, Sega, can produce a game like Ecco. Can you imagine the scene at Sega HQ, all the big wigs raving about Ecco, then nipping down to the local restaurant to have deep fried Dolphin and Whale sandwiches. Why wasn't Ecco caught in a drift net? Why wasn't he harpooned by a Japanese, fisherman? Why wasn't the whale thrashing about in agony turning the sea red with blood with harpoons sticking out of his body? I think Sega should give some of the proceeds(?) from Ecco to Greenpeace or Wild Life Fund to show that they are not hypocrites. Sega Greenpeace has a nice ring to it. Sega says Save the Whales. C'mon Sega, put up or stop trying to fool the public that you are environmentally sound by putting out games like Ecco and Mick and Mack: Global Gladiators.  
That's it for now. Keep up the good work and keep those reviews honest.  
Yours faithfully,  
Ian Clark  
Upper Hutt, New Zealand  
PS. Have you heard the new Aerosmith album yet? It's ace. Rock on.  
PPS. Do you still bowl underarm? Cheats !!!

*Well, Ian, subjective reviews are always going to vary for a game (or CD for that matter). For instance, I personally think the new Aerosmith album is the biggest load of crud ever recorded, but you obviously like it. The same goes for games - not everyone is going to agree with the score. In answer to your question, the reviews are not dictated to us at all, and the reviewers are honest and careful in their assessment. And about the environmental Sega, well "Ecco" was made by Sega of America, so there's no hypocrisy there. Sega have also supported the Whale and Dolphin Conservation society and adopted their very own dolphin. So hopefully that puts your mind at rest - Ed*

## ANOTHER OLDIE

Hey, another oldie here just after some knowledge on the two rival systems. I own a Mega Drive with Mega CD (every CD title so far is crap, and I'm starting to feel I should never have bought it). Anyway, I really want to know what the internal differences are between the Super Nintendo and Sega Mega Drive.

I only read Sega magazines (it's pointless buying Nintendo as I don't own one) and the opinion is always biased.

1. Can the Super Nintendo achieve 256 colours?
  2. Is the Mega Drive's capability 64 colours?
  3. The two new graphics processors in the Mega CD, what do they actually achieve?
  4. Why can't they improve the palette (like release a plug in chip) to replace the old.
- Fred.

*Hey pensioner, don't feel cheated with your Mega CD just yet - give it a month or so and watch the hot games pour in. 1. Yes. 2. Technically yes, but in new games such as Ranger-X (reviewed next issue) they have increased it to 128 colours through a programming technique. 3. Full motion video, sprite and background rotation and scaling, texture mapping and other similarly spunky tricks. 4. The programming technique I just talked about is the answer you've been looking for - Ed*



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

## PHANTOM LEMMINGS

To the Megaheads at Megazone,  
I'm getting a Sega Game Gear soon, and I'd like to know:

1. How much does the AC adaptor cost?
  2. Do you know if Lemmings 2 will make an appearance on Mega Drive or Game Gear?
  3. This isn't really a question but a comment. I think Sega should do a video game on the Phantom (a comic book hero for over 50 years!). A Phantom movie will almost certainly be in production in about year, and the Phantom may become the Batman/Superman hero of the '90's.
- That's all folks  
Wyatt V. Shev

*Excellent name, Wyatt! 1. An AC adaptor costs around \$29.95. 2. Lemmings 2 is coming to Mega Drive, but I'm not sure about Game Gear - I'd say so. 3. I agree, the Ghost Who Walks would make a great game - Ed*



## FATALITIES ARE THE MAIN ATTRACTION

Dear Megazone,

First of all, congrats on the great mag. That's enough sucking up for now. All I want to know is all of these questions:

1. I love Mortal Kombat and I own a Mega Drive, so I really want to know when it will be out on Mega Drive or if it already is please make a review on it.
2. When is Wondermega coming to Australia?
3. Also I have noticed in Timezone in WA, there is no more blood and guts, no more fatalities and no more smacking people into the pit in Mortal Kombat. Why have they done this when that is the main attraction in Mortal Kombat?

Please send me the answers because I desperately need them.

From Barry (Sub-Zero) White Willetton WA

P.S. Print this in the magazine or I will make you play Columns on Gameboy.

P.P.S. For all the desperate people who can't manage to do Sub-Zero's Fatality because it is too hard, here is a cheat: diagonally down across, across and high punch.

Hey Bazza, Mortal Kombat will be out on the Mega Drive from mid-September and you'll be reading heaps about it in the next issue. 2. I'm not sure about the Wondermega. With the cheaper Mega CD 2 coming out any moment, I doubt it'll be released in Oz. 3. Yeah, lots of arcades have turned the violence level down because they don't want parents complaining. That's the way of the world - if you really want to see blood, you'll have to search for somewhere that shows the full deal - Ed

## CAPRICORNIAN QUESTIONS

Dear Megazone,

I just recently subscribed to your magazine, and what a brilliant piece of paper it is, dude (oops, sorry). I've just got a few questions to ask and then I'm outta here man (oops, did it again).

1. I have subscribed to your magazine, but have not yet received a subscription copy. How long does it take normally to receive your first subscribed copy?
2. I have just purchased the Sega Menacer, which is pretty filthy piece of plastic (I can't help myself). I was wondering if Sega have any other releases besides Terminator 2 (which I've got) coming up?
3. Could you give me the address to the Sega Club, as I am a member, but have changed address and have sent countless letters to them saying that I've moved but still no reply.
4. The final question: I read in a recent overseas article that Atari might be releasing Mad Dog McGree (which has been in the arcades for months, there's even a No. II), on the Mega CD. If this is true, please, please, I beg you.

P.S. Well, thanks for including me in your magazine and I hope you keep it up, especially Madame Mimi. (Any predictions, I'm a Capricorn.)

Mr. X

Hey, X dude, I predict your life will be totally gnarly and bitchin', because Madame Mimi is also a Capricorn and she wouldn't let anything bad happen to a fellow goat. 1. subscriptions take a few weeks to process and if you just missed the cut off date for an issue, you won't receive the mag until the next one. 2. Yes, they've got a few coming up, but no exact titles as yet. 3. the address of the Sega Club is Locked Bag 7, Rosebery NSW 2018. 4. Your prayers are answered, Mad Dog McGree 1 & 2 are coming to the Mega CD - Ed

## CD GAME COMMENTS

Guys at Megazone,

I'm replying to Brian Costelloe's request for views on the new 3DO system. I have heard a bit about it and a "toy" it isn't.

While some people may consider consoles a "toy", anyone who gets to see this system work will agree this is the type of game we will be playing in the future. I own a Mega CD and I was very pleased with it. Even though the price tag was somewhat high, I am convinced CD gaming is the future. 3DO will be released in the US for about \$1200 Australian, so it certainly isn't cheap. But then it isn't a toy. 3DO has over 80 3rd party licensees making games for them, so I don't think software will be a problem, only price.

You also mention Silpheed. A guy in a computer store told me about his game, and it walks all over Nintendo's SFX chip. And this game is so good, that it has the best polygon graphics seen on any 16-bit system.

Now here's a few questions:

1. When will Silpheed be released?

2. Will 3DO be available in Australia and, if so, when?

3. I hear Night Trap may actually see the light of day in Australia because of a new way they will rate CD games with live actors. Say it is because of a great game. Thank you. I hope you found my views interesting.

Thank

Andrew Pearce

ZZZZZZ...Ooops, oh yes Andrew, your views were fascinating. Seriously though, Silpheed looks brilliant, as does Thunderhawk. 1. Before the end of the year I hope. 2. It will be released in Australia eventually, but it hasn't even launched in the States yet. 3. Just for you I'll say it's so - Ed

# MEGA

Dear Megazone,

Congratulations on a really terrific mag. I think it is the best of all the mags I buy and let me tell you a little secret, I do buy quite a few. I own a 486sx and am currently the proud owner of Microprose's marvel F-117a Stealth Fighter 2.0. After recently going through a British games mag, I saw an advertisement for a company selling F-117a 3.0. Now I have two questions about this:

1. Is this just a misprint or is there actually a new version out and...
2. If there is a new version out is there an update available for version 2.0? If so, where can I get my hands on a copy and approximately how much will it cost?
- And some more questions on a different subject,
1. Could you get the Adventure Zone section to print a solution to Rise of the Dragon?, and...
2. Do you personally think that F-15 Strike Eagle III is really worth getting for my machine or will it be too slow? And lastly...
3. Could you tell me which game you think is currently the best buy on the IBM?

Thanks for your time

Jamie Christie

Well you lucky thing, Jamie. F-117a 3.0 does indeed exist and you can update your 2.0 version. If you can't find it anywhere ring (02) 317 0000 and ask for Technical. As for your other questions: 1. I'll think about it. 2. It'll be fine on your machine. 3. My favourite is still Comanche Maximum Overkill, and Lemmings 2 will keep you up for weeks - Ed



## ECCO IS FOR GIRLS

Dear Mega-Ed,

Before I get started with this letter, I have to express my opinion on a so-called game(???) "Ecco The Dolphin". Ecco is a pussy game and only girls like it.

Now I've got that off my chest I can get to some questions:

1. When will Street Fighter II be released on Mega CD, how close to the arcade version will it be and how much will it cost? How about a full review of SF2 on Mega Drive?
2. I read in your June edition that Night Trap has been banned from Australia because it's degrading, Night Trap is only a computer game? If it has been banned can it be purchased from overseas, would it work on my Mega CD? Which organisation banned it from Australia and what rights do they have to do that?
3. When will Mortal Kombat be released on Mega CD and will it be as violent as the arcade version? (it betta be).
4. Do you know what can make this mag even better: a full review of Final Fight for Mega CD (and a poster wouldn't go astray).
5. When will a fully Australian Sega mag be coming out?

That's about it from me, but remember a review on Final Fight.

M. Rowe

NT

*Well M., you obviously haven't got the mental power to play Ecco, because if you did you'd realise what excellent fun and a tough challenge it is. 1. No one knows. I'll review it when it's released - maybe next month if you're lucky. 3. Night Trap will be released under the new classification system, and no you can't play the overseas version in your Mega CD. 3. Before the end of the year hopefully, and it should be a direct copy of the arcade. 4. Maybe next month. 5. Who knows - Ed*

## VETERAN GAMEHEAD

Greetings to the crew at Megazone,

I have been a Sega gamer now for longer than I care to admit and reluctantly remember having even been around when "Pong" swept the nation. I rejoiced when Space Invaders hit the arcades and was overjoyed when Atari first brought out the 2600. I've seen all the variations come and go - The Intelelevision and Wizard by Dick Smith, just to name a few. I bought a Master System when they first came out (I still have it) and, of course purchased a Mega Drive when they first hit the market. Needless to say that I have an extensive library of games.

I have just started buying Megazone and am very impressed with the articles and game reviews. In regards to "Video games can kill" (June edition). Let's get real here! I mean more deaths are caused by smoking and alcohol than video games could ever cause. I'd like to see more games that reinforce a drug free society (I know there are a few, already). Ok, Ok, off the soap box.

I am really impressed by the Mega CD and hope to be the proud owner of one this year. Now that Sega have about 500 Meg Ram to play with, how about seeing a few of those RPG's (Yes! I'm also an RPG addict) that are only available on PC? E.g. The Ultima series (enjoyed Ultima IV on Master System), Kings Quest, Space Quest etc. A game I would really like to see on Mega Drive is "Space Crusade" - put out on PC by Gremlin. I have the board game and have see the PC version and believe that, with a few enhanced death scenes, Sega would make an absolutely brilliant conversion.

In closing I would like to thank the people responsible for Megazone and the Sega Club. It is a terrific service for serious gamers, such as myself. I would love to know how to be a part of doing what you guys 'n' gals are doing.

So, keep up the good work, put out more RPG's (good ones!)

Kindest regards from down here, in Tassie (home of Taz, the Tasmanian Devil)

Darren Papworth CTM\*

\*Competent ToastMaster

*Darren, I'm amazed. There are no questions! But for RPGs check out Shining Force and Landstalker on the Mega Drive and Ultima Underworld is coming for the Mega CD - Ed*

## STRAWBERRY SHORTCAKE GOES CAMPING

Dear Highly cool ed,

In the recent June issue I had a heart attack when I found out that Night Trap was going to be banned from Australia along with other violent games. I think this is a load of bullcrap. Would it be better that kids play violent games rather than be out on the streets committing violent crimes. What do they want us to play? "Strawberry Shortcakes Goes On Camp"?

Anyway, enough of my boring argument. Can you please answer my questions?

1. How much will the CD Rom cost and where do you get it?
2. What do YOU think is better, Super NES or Mega Drive?

Thanks for reading and printing my letter

Sincerely

Big Dave

Maidstone VIC

P.S. One other question, do you think that X-Men is worth buying? And is X-Wing on Mega Drive?

*That was two more questions, retard. Anyway, read the news pages and you'll find out the latest on "Night Trap". As for your questions, what the hell do you mean by CD Rom...the Mega CD I presume? It costs around \$699 at the moment and you can buy it in computer shops and department stores - der! 2. Who cares? It's the software that counts. And yes, X-Men is worth it, but X-Wing won't be on Mega Drive - Mega CD probably - Ed*

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

## A STUD OF EPIC PROPORTIONS

Dear Editor dude!

First let me crawl a bit in order to get this letter printed. I love your mag so much I want to marry your entire staff and have their children, and I have heard from those who know about these things, Madonna, Kylie, and Queen Elizabeth, that you are a stud of epic proportions!!! (Now that ought to do it). In reading an overseas mag, purchased by a less politically stable person than myself, I read a vague reference to a converter to play SNES cartridges on a Mega Drive. Is it possible? Have you heard about it? When will we see them in Australia? How much would it cost?

When you can tear yourself away from your study activities, I'm sure 99% of your readers would like the answers to these questions.

Keep up the good work. I really do think, Aussie or not, your mag is best.

Yours most crawly,

Michael Jordan

Moonee Beach NSW

*Michael Jordan...schyeaahh, right! A little intelligent crawling never goes astray...but not too much or I get turned off. In answer to your very intelligent questions, yes there is a rumour of a SNES/Mega Drive converter but it's complete bull. Dream on, loser - Ed*



## REGURGITATED MAGGOTS INTESTINES

To whom it may or may not concern, Congratulations on the new size of the mag and the decision to go monthly. Rex Vector and Adventure Zone are totally excellent but you need more PC reviews. Could you please review Spin Doctors, Boyz 2 Men and Lenny Kravitz in Baseline?

The Author of Freak On The Loose (issue 28) must have the mental capacity of a bucket of regurgitated maggots intestines and a brain going at the speed of a KO'd baby snail on sleeping pills. I seriously think you should send a team of heavily armed psychiatrists to his house pronto, that's if he hasn't already gone and bought a NES! The same goes for Wayne Pozzi (issue 28). LucasArts kicks Sierra's arse and the two-icon systems are completely different. Compare Indy 4 to Police Quest 3! I rest my case.

Now for the business end of my letter, you piece of unhygienic polar bear snot.

1. Which is better, Historyline 1914-1918 or Dune 2? Why?
2. I have an IBM 286 running at 12mhz, with one high density 5.25 disk drive, a 40mb hard drive and a VGA monitor. As you can see, not many new releases will run on it, so should I upgrade or buy a new computer?
3. Could you please include a War In The Gulf or Strike Commander poster in your next issue?

Well, I've got to finish this letter faster than Ben Johnson on Steroids so I'll see ya' round like a munched Munchero. Keep up the good work.

David Kirkland  
NSW

P.S. Put more pictures in your reviews  
P.P.S. Why not buy a real gun for your Gameboy instead of a light phaser, and utterly waste the handheld!

*OK David, I reckon Dune 2 is much more fun - better gameplay and controls, and more free-flowing. 2. Buy a new computer...now! 3. Nup - Ed*

## EPILEPSY & VIOLENCE

Dear Megazone,

Congratulations Dudes! Your magazine keeps getting bigger and better every time I buy a copy from the newsagent. When I heard you were moving up to 96 pages, I was excited as hell. Then I heard you were monthly and virtually had a heart attack. I don't know how you do it, but keep up the brilliant work.

Now it's down to some serious business. I am the proud owner of a Sega Mega Drive and a Commodore Amiga, and I am really starting to get annoyed about all this crap that seems to be going around about computer games. The first thing that is bugging me is that people believe that computer games cause epileptic fits. If you ask me then that's a load of crap, because a normal television produces the same sort of flickering lights as a computer does.

The second thing is that they are banning "Night Trap" due to its content, which is not fair. Who cares about the fact that it is violent? It's still one of the best computer games ever made, and if they think they can solve the problem by rating the game, then they are wrong because it will only attract people into buying the game. Now I have two questions for you.

1. When will "Street Fighter 2" be coming out on the Mega Drive? Me and a lot of other Sega owners have heard absolutely nothing about the game's progress and when it will be released.
2. Is there a chance that "Night Trap" will be released in the near future?

Can you please, please print my letter as I would like to be a part of your July issue! Keep up the brilliant work.

From  
Paul Barbara  
Athelston SA

*Very sensible comments, Paul. 1. October - and it looks and plays absolutely brilliantly. Beats the SNES version, no sweat. 2. Yes, read the news pages. Oh, and sucked in. Your letter didn't make it into July - Ed*

## MEGAZONE Locked Bag 7 Rosebery NSW 2018

### SPITTING THE DUMMY

Hey big mouth, my main man dude, How are ya big guy, you son of a sex goddess. The whole world would love to exchange bodies with...oh no!, I got hair in my mouth. Yuk! Is that enough butt kissing yet? I love your new monthly mag so much the pages got sticky. It's the best thing you've ever done in two and a half years since I first bought your mind-bending mag. I've got some Q's for you to answer.

1. When is Super Star Wars coming to the Mega CD?
2. What is the best game ending you've seen? (because if it's not good, why keep the game).
3. If I own a Mega Drive with a Mega CD and a SNES, does that make me bi-con-suall. If so, what should I do?

By the way, I agree with the last month's letter (June), the blue and white road maps one. Now how much does it cost for Sega to put two staples in their books. And then when you get a real book it's in two shades of boredom. America and Japan get colour, and for the same price on the SNES you do. So why not Sega? We pay too much already. Please Mr. Big Mouth sir, can you pick up my dummy. I've seemed to have spat it out.

From your mate and may the force be with you always.

Frank 'Toe Champ' Leone  
Kelvine Grove QLD  
P.S. Do you have a sister?

*Yes, I do have a sister, but you're not getting anywhere near her, pervert. Anyway 1. Hopefully soon but no set date. 2. Flashback (because it's not living happily ever after.) 3. Possibly. Just accept it as a perfectly normal part of being a complete and utter game loon - Ed*





## ENTER THE McDONALD'S MONOPOLY COMPETITION

After the furore over the violence in "Night Trap", Sega Australia has followed the lead of Sega America by establishing a rating system for video games. Sega will be rating and "censoring" games itself as a first step to self-regulating the gaming industry in Australia.

A board of Sega executives will meet and determine the rating for every new game. They will focus on age appropriateness for young, teenage and adult audiences and will address the basic game plot and rules, graphics and audio content. It may get to the stage where, like movies, we have cut and uncut versions of the same game.

This system should hopefully please everybody, as younger kids and parents will not be buying violent games unwittingly, and all those older players can get as much blood and biff as they like. With the ratings system comes the good



You'll finally get to see this on your Mega CD - you Hope !

# Video Games - Now Classified INFORMATION

### THE NEW RATINGS ARE:

**GA**

For general audiences

**MA-13**

For mature audiences (parental discretion advised)

**MA-17**

For adults (not appropriate for minors).

news that "Night Trap" will probably be released in Australia after all. Kevin Bermeister, managing director of Sega Ozisoft, has said, "Now we have had time to examine this game in complete detail, we recognise that its imagery and storyline would not even rate an M if it was a movie."

Well, we don't want to brag, but we told you that last issue....So all you Mega CD owners (over 17) get ready for some excellent full-motion video gaming action, saving a household of teenagers from the evil Augs. Release info soon.



So you've got the Sonic calendar, the Sonic comic, the Sonic watch, the Sonic poster, the Sonic water bottle, the Sonic budgie cage deodorant....well, yeah, anyhow, some people have gone so **HEDGEHOG CRAZY** that they have had the spiky blue hero tattooed on them! (Ouch!) There has been a couple of reports of crazy Australian Sonic freaks putting the needle into the flesh for a permanent reminder of Sega fun, but this particular tatt comes from the US mag "Outlaw Biker". Now that's a sign of a real Segahead!

# SONIC - GETTING UNDER YOUR SKIN



# HUGE global



## GLADIATORS

**"Do you want fries with that?"**  
**"No, wouldn't mind a Mega Drive though."**

Yep, go into a McDonald's this month and not only will you get to see the Global Gladiators who should be plastered all over the place, but you can enter the McDonald's Monopoly competition, which has heaps of Sega goodies to give away. The comp works sort of like an instant lottery, and apart from thousands of Sega prizes you can also win Ansett mystery flights, cars, TVs, stereos, and overseas holidays. So if you're one of the 3.5 million people who pass through a Macca's store every week, buy a burger and your Sega dreams could come true.



As you might be able to tell from this issue, **Mack and Mack** are two of the hottest new Sega superheroes. With McDonald's and an excellent, pumping game, the Global Gladiators can't go far wrong...and neither can you with this excellent Megazone competition.

**We've got six** (that's right, Kiwis, six) **copies of Global Gladiators to give away on the Sega system of your choice - Mega Drive, Master System or Game Gear.**

SIMPLY ANSWER THIS QUESTION:

*What's the proper name of your sauce-gun in Global Gladiators?*

Send in your answers to this taxing question on the back of an envelope to:

GLOBAL GLADIATORS COMP.  
MEGAZONE  
LOCKED BAG 7  
ROSEBERY NSW 2018

Please include your name, address and Sega system owned.  
Good luck!

## MCDONALD'S COMPETITION

■ Cyberdreams is working on **Dark Seed II**. No other info but that, but let's hope that H.R Giger and his sick mind is back on the team as well.

■ The latest Sega/Disney tie-in looks set to be **Aladdin**. If it's even half as groovy and visually stunning as the movie, they should have another hit on their hands.

■ **Steven Seagal** (star of Under Siege and other dumb action flicks) is now set to appear in his own Mega Drive beat-'em-up, coming at you from the people at Tecmagik. Apparently his martial arts moves have been rotoscoped (or something similar) so the sprite will move almost as realistically as he does (what do you mean he's actually a robot...)

■ Also from Tecmagik comes **Sylvester and Tweety**, as well as the **Pink Panther**. The great cartoon action of Sylvester and

Tweety has been re-created with original Warner Bros. sketches being used for the game. The Pink Panther will feature the fantastic theme song penned by Henry Mancini.

■ As was expected both **Chuck Rock 2: Son of Chuck** and **Lemmings 2** are to make their way onto Sega, hopefully in time for Chrissy, but more like early next year.

■ **Last Action Hero**, starring **Arnold Schwarzenegger**, is being billed as the Big Movie Ticket for '93. Action, violence, special effects - this film has all the elements of a great game...which is exactly what it's becoming. Yep, the Last Action Hero is being converted to the Mega CD. More details when they arrive.



## BITS AND PIECES

■ The excellent **Another World** is to be released on Mega CD, with not one but two storylines. After the first is completed you apparantly come back as Lester's alien friend.

■ **Lemmings winners**  
These are the lucky Lemmings 2 winners from our June issue:  
Lemmings 2 Games - Glenn McDowell (NSW), Julian Lee (NSW), I. Ling (Qld), Wayne Poulton (Qld) and Patrick Saile (Tas)  
Lemmings 2 T-shirts - Conrad Richters (NSW), Leigh Price (Vic), Adam Farrugia (NSW), Daniel Spragg (SA), Walter Harwood (Vic), Daniel Redmond (Qld), Beth Wright (ACT), Nicholas Seow (NSW), Lucas Webb (NSW), Stuart Walker (NSW)

■ The winners of the "I'm a Cheat" competition to win the excellent Pro Action Replay carts are as follows: M.B Adam (SA), Nathan Lanchbury (WA), Scott Piper (NSW), Daniel Hockey (WA) and Adrian Schmidt (Vic). Congratulations!

■ The lucky person to win a **Mega PC** just for subscribing to **Megazone**, is Tamara Tarandeeep (NSW). Congratulations and happy reading!

■ Oh...almost forgot. The winners of the **2nd Mega Fantastic Competition** which ran in our Fantastic Journeys section are: Michael Kozianski (NSW), Simon Ellis (NSW) and Stuart Hale (NSW). The answers were 1) Jupiter 2) Clive Barker and 3) 42. Easy, huh? Their prize is a \$100 voucher from one of the best bookstores in the world - Galaxy!



CR-ROM IS THE NEXT BIG THING

# CD-ROM NEWS

CR-ROM is the next big thing - haven't we've all heard that before! But now the hype is becoming reality, as the trickle of releases on CD-ROM is turning into an avalanche. All the big names are represented, with companies like Psygnosis and Sierra investing heavily in the compact disc format.

Many of the CD releases are enhanced versions of programs that are already available on standard floppy disk formats. 'Enhanced' can mean many things, from CD-quality music to accompany the game, to the entire dialogue read by actors, additional graphic sequences and even an expanded game. Some titles are only available on CD-ROM and are designed specially to use this format, incorporating such delights as full-motion video, where it's more like watching and interacting with a movie than playing a game.

We've reviewed a few CD-ROM games so far in the pages of Megazone, and here, for your eyes only, is a sneaky peek at all the hot CD-ROM games for the PC that will be on their way soon.



## RETURN OF THE PHANTOM

(Microprose)

Reviewed this issue, the game is available in standard and CD-ROM versions. The CD-ROM version features spoken dialogue and lots of music, composed by Bach. He'll go far one day.

## THE LORD OF THE RINGS ENHANCED

(Interplay)

The original role-playing game has been updated for the CD-ROM format. You guide Frodo and chums through Tolkien's Middle Earth, brought to life with epic movie scenes through a large, full-motion video window.

## ERIC THE UNREADY

(Legend)

This hilarious medieval adventure game has been updated with excellent SVGA graphics that will make your eyes pop out of their sockets.

## MICROCOSM

(Psygnosis)

This has already been released in Japan on the high-spec FM Towns machine. It's currently being translated onto the PC CD, and Psygnosis promise that it's going to be a quantum leap in game playing. It involves entering a human body and flying down arteries and through all sorts of pulsating, gooey organs. I think I'm going to be sick...

## REBEL ASSAULT

(LucasArts)

The third of LucasArts' Star Wars games, and the first to be developed for CD-ROM only. The game is rendered entirely using 3D graphics, and features digitised video from the classic movie. The sonic side of things hasn't been left out, and complementing the visuals will be the Star Wars theme, digitised speech and sound effects taken directly from the movie.

## DUNE

(Virgin)

There have been a couple of Dune games for the PC already, but this all-new CD version is a corker; the digitised video intro is fantastic and there's loads of great graphics and speech through the game itself.

## KING'S QUEST VI

(Sierra)

Actually virtually all Sierra titles will be released on CD-ROM, with nice extra touches. King's Quest V was one of the first and most impressive CDs from Sierra, and Kings Quest VI with spoken dialogue and music could be very juicy indeed!

## RINGWORLD

(Tsunami)

Based on the books by Larry Niven, the CD version of this sci-fi extravaganza features hundreds of worlds' worth of VGA graphics.

## DRACULA

(Psygnosis)

The sure-fire smash hit Coppola movie gets the CD-ROM treatment. It offers such goodies as backgrounds based on the sets of the real movie and 15 minutes of film footage.

## ECO QUEST

(Sierra)

The environmentally friendly adventure game has been around for some time, but Sierra have produced a CD-ROM version featuring lots of extra goodies.

## DAY OF THE TENTACLE

(LucasArts)

This comes in both standard, vanilla versions and a CD-ROM version that features actors' voices. It's a comedy, sci-fi, adventure-type affair and 'stars' the vocal talents of Richard Sanders. No, we haven't heard of him either.

## BLUE FORCE

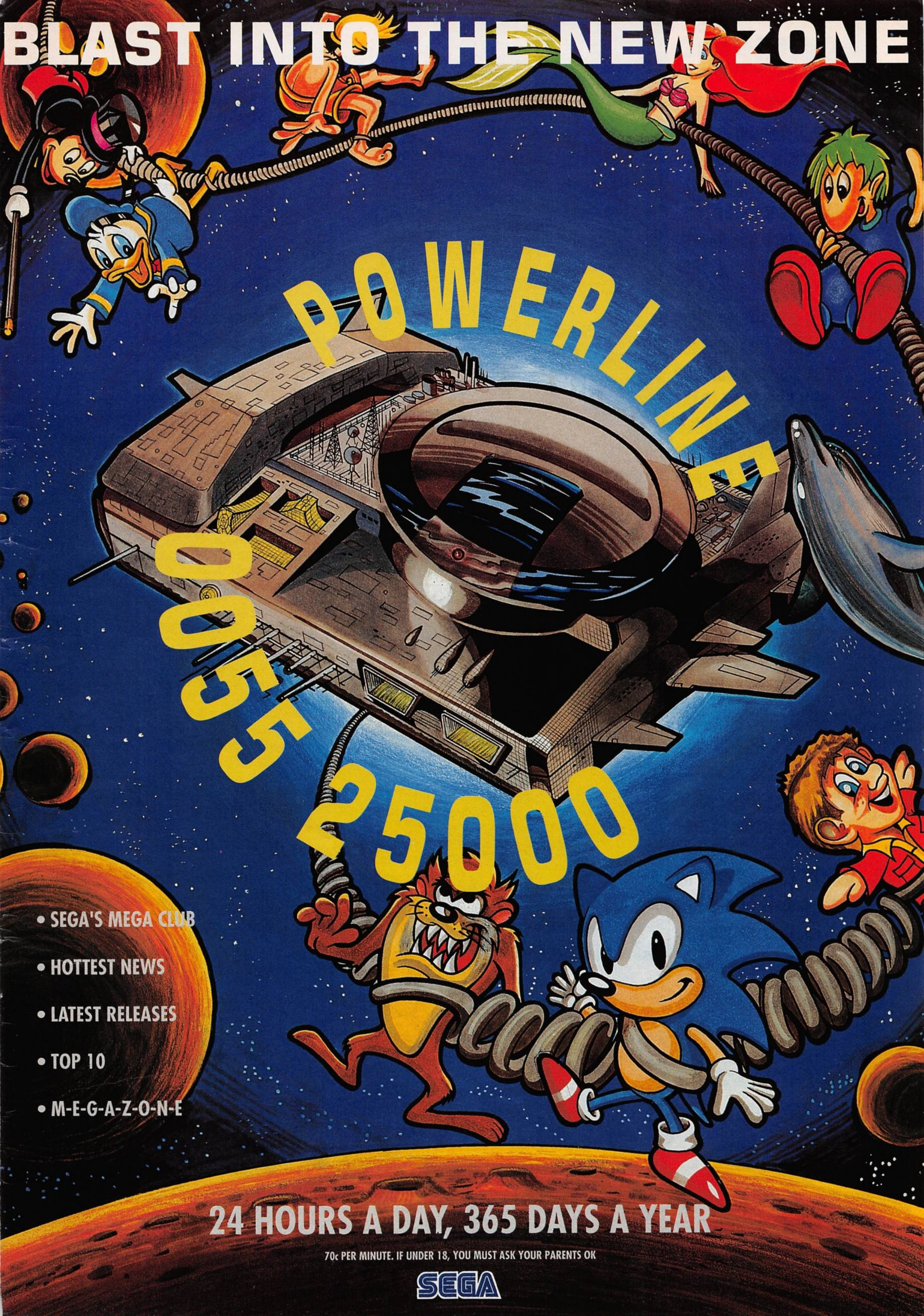
(Tsunami)

This action/adventure game has had that little extra added for the CD-ROM. Great music and video-captured animation for a realistic, movie-like experience.





**BLAST INTO THE NEW ZONE**



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

**SEGA**



# Psygnosis

is an almost legendary name in computer game publishing. It all started a few years ago on the Amiga. Back then most games were graphically pretty ordinary. Then came *Shadow of the Beast* – a visually stunning game that knocked people's socks off and still stands up to the competition today. Then, of course, there's *Lemmings*, the biggest-selling computer game in history. Psygnosis are still making games for Amiga, but now they're also releasing games for the PC, Sega and Nintendo, as well as producing ground-breaking new software for the PC CD-ROM and the Mega CD. How do they do it? What can we expect next? ADAM WARING got past the IDD bar and rang up Psygnosis boss JOHN BICKLEY to find out.



## WHY HAS PSYGNOSIS BEEN SO PHENOMENALLY SUCCESSFUL?

It comes down to very simple results, at the end of the day, which is producing games that people want to buy. We have a vision here to produce leading-edge games. *Lemmings* was a major milestone in the development of the games market, just as *Sonic* and *Mario* have been for Sega and Nintendo. We can be very proud of the fact that we developed characters that have helped get the interest of the general public.

## GAMES LIKE SHADOW OF THE BEAST AND LEMMINGS ARE SEEN AS SOME OF THE MOST IMPORTANT MILESTONES IN COMPUTER GAME HISTORY. WHAT ARE YOU GOING TO DO TO TOP THAT?

There's already a good buzz on the streets from the various shows we've been doing in the UK and in America because we've developed *Microcosm*, which has been released on CD in Japan on the new FM Towns machine. At the moment we've been converting *Microcosm* to play on a number of other formats including the Mega CD as well as PC CD, and probably for some of the other CD machines that are inevitably coming our way.

*Microcosm* is a 600 megabyte game and it's very much based around the concept which we saw in [movies like] *Fantastic Voyage* and *Inner Space*, where someone is miniaturised and goes into the body to carry out a mission. Because of the technology we are using here, the graphics and the gameplay are a quantum leap from anything that currently exists on either PC or any other 16-bit format.

## IS PSYGNOSIS WORKING WITH ANY OTHER GROUND-BREAKING NEW TECHNOLOGY THAT YOU CAN TELL US ABOUT?

All of the technology that we are working on is effectively centred around producing the CD games so there's a lot of ancillary technology. Data compression is the key area in the production of games for CD – or any other format for that matter – and so there's a lot of leading-edge technology being developed here, that ultimately allows us to produce great CD games. As I say, *Microcosm* is being heralded as a top-notch product even though it's only been launched in Japan at this moment in time, but when it's launched at the end of this year on the Sega CD and the PC CD I think people will be astounded by what we've achieved.

## WHAT TITLES HAVE YOU GOT IN STORE FOR US, APART FROM MICROCOSM?

If we look at the various formats and we have a couple of very hot products coming through on PC. A game called *Hired Guns* which has been designed by the DNA people who did *Lemmings* – we're very excited about that because the game has an ability for four players to play at the same time, so we feel that's going to be of interest. Also on PC we're going to bring out a game called *Innocent* which, we feel, is very much going to get beyond the type of gameplay as in things like *Monkey Island*. We have a steady stream of Amiga products still to be released over the next 12 months.

On cartridge we have products for both Nintendo and Sega. *Puggsy* is a little alien from outer space who crash lands and has to find his space ship which is being constantly moved around by the locals. We also have a game called *Wizzy and Lizzy* which is currently reckoned to be the fastest game to be seen for the Mega Drive. On CD, we're currently looking to develop a number of original products. We've already finished *Dracula* for Sony which is going to be available on all formats and it's the first film licence in which people will recognise that the game is very similar to the film script – a lot of the scenes from the film we've been able to reproduce quite faithfully, particularly on the Mega CD version.

## WHEN WILL WE BE SEEING LEMMINGS 3?

I think, realistically, we're probably not going to see *Lemmings 3* until Christmas '94 at the earliest. We're due to sit down with colleagues at DNA and discuss what we'd like to achieve with *Lemmings* going forward. Clearly we've set up a new milestone with *Lemmings II - The Tribes* which was a quantum leap from the original *Lemmings*. We have a big challenge now to better *Lemmings II*.

Psygnosis' importance in the gaming world has just been recognised, with huge entertainment multi-national Sony taking over the company. They obviously see some big games (and some big profits) just around the corner. Stay tuned...



Leading the gaming revolution...

# Psygnosis



# SERIOUS

## OVER THE LAST EIGHT MONTHS

around 65 Specialty Sega Serious Fun stores have opened in shopping centres and computer retailers around the country. It all started way back in December last year when the Daimaru department store in Melbourne became host to the world's first specialty Sega store. Now the spunky-looking shops have opened in 59 Grace Bros and Myers right around Australia, so you can get a regular fix of Sega action whenever you want to.

The Serious Fun stores are fantastic ideas, being self-contained little shops inside a bigger one. Not only do they look good and get the new games first, but they regularly have exclusive special deals on both hardware and software. You can also have a play on the machines to test out a new title, which other stores often don't let you do. All systems and all available software will be there on the shelves and the staff should be specially Sega trained to answer those tricky questions. Sega is hoping to do well out of giving all you Segaheads a place

to hang though, and they're hoping for a turnover of \$25 million this year from the Serious Fun Stores alone.

The biggest launch of the Fun stores came in late May when the first three big Grace Bros stores opened in Sydney. The Chatswood, City and Parramatta stores all opened on the same day and Sega threw a party in all of them to celebrate. *Home and Away* stars Dieter Brummer (Shane) and Melissa George (Angel), both big Sega fans, joined in the hugely serious fun, and officially opened the stores. Sonic the Hedgehog was also on hand for the day, and together with Dieter and Melissa (plus the Mega Ed who had hitched a ride), they caused mini-riots as they drove around town in a stretch limo. The Parramatta store had 700 Segaheads squeezed in (some waiting for over four hours), all

desperate to get an autograph from the stars and to win excellent prizes, such as a Game Gear and a Mega CD.

So, with 65 to choose from, there's certain to be a Sega Serious Fun store in a department store or large computer dealer near you. Keep an eye out for them because they're perfect places to try out the new titles, drool over some excellent games or just beat up a friend (on the screen of course!).

Part of the crowd, out for some serious fun at the opening of the Grace Bros City store.



Melissa George stuffs up again on Sonic 2, and Dieter lets her know it.



# SEGA

# FUN

# IN

# A

# STORE!



## MORTAL KOMBAT



**WELL** who would have thought it, hey? For once a video game is being released on time, even ahead of

schedule! Yes, the goriest arcade game around should be released on your Sega in mid-September, sooner than just about anyone expected. But don't worry if you're squeamish (or your parents are) because you will be able to turn the levels of violence down to your liking.

Join Kano, Johnny, Raiden, Liu Kang, Scorpion, Sub Zero and Sonya in their attempt to completely obliterate the four-armed mutant Goro and his boss Shang-Tsung at the legendary Shaolin tournament for martial arts. The Mega Drive version looks extremely faithful to the arcade, and while the Game Gear is obviously going to lose some moves and graphic detail, it still looks like a remarkably good conversion for a handheld. The Mega CD version, which should be every bit as good as the arcade, is not far behind either. We're not going to excite you too much at the moment, but get ready for the next huge issue of Megazone when we'll go through the game in detail and have a huge Mortal Kombat poster for you!

**Format: Mega Drive, Master System, Game Gear, Mega CD Midway**



## FINAL FIGHT

**FINAL FIGHT** is another arcade monster making its way to Sega very, very soon. This time it's only on Mega CD because it's so huge! This will be a full (and hopefully perfect) conversion - unlike the

SNES' effort. There will be two-player action, new and longer levels and more fighting moves for Cody, Haggar and Guy.

For those who've never played Final Fight, don't worry because it doesn't take much to learn.



It's basically just a non-stop beat-'em-up where you're out to cause as much damage as possible while rescuing the kidnapped daughter of the Police Commissioner. It's just like Streets of Rage 2, only bigger and better!

**Format: Mega CD Capcom**

## THUNDER HAWK

**ANOTHER MEGA CD MONSTER** game on its way is this awesome helicopter sim. which seems a lot like Comanche Maximum Overkill. This looks like



being the first game to fully utilise the Mega CD's rotation and texture mapping capabilities. The game is basically a 3D Jungle Strike, where the player is given missions, such as recapturing a town in Central America, blowing up a bridge or just shooting enemy choppers out of the sky.

Amazingly, the Thunderhawk is free to fly wherever you want in the large playfield and the mission time is long, with your only limitations being ammunition and damage. At higher difficulty settings pilots will be required to fly at low levels to avoid radar detection. The scenery changes as well - from desert to snow to sea to green fields, which is great for those who get bored easily. In all, this looks like being one of the Mega CD's showcase games for the year. HOT! HOT! HOT!

**Format: Mega CD**

**Core Designs**

## THE LORD OF THE RINGS



**A SLIGHTLY EDITED VERSION** of The Lord of the Rings. Frodo, a hobbit (very small person), has a magic ring that can make him go invisible. But it's evil and so he has to destroy it, which he does. There you go, one of the classics of English Literature condensed into two lines. Now you don't have to bother reading it yourself. (You should, actually, it's a CLASSIC! - Ed)

But there's no reason why you shouldn't play the game. The role-playing adventure game is on its way from Interplay, and features footage from the animated movie they made of the first book a few years back. All your Middle Earth faves are featured, and you'll see them come to life with full-motion video scenes. Cool!

**Format: PC CD-Rom Interplay**



## STAR WARS

**ONE OF THE SNES' TRULY EXCELLENT GAMES** has to be Super Star Wars. Well, Sega owners only have a short time to wait before they get their own version of the smash hit. True to the plot of the film, Star Wars opens on the Tatooine Desert. Luke Skywalker searches for Obi-Wan Kenobi who will teach him the ways of the Force. Luke then goes on to meet Han Solo and fight the Empire's stormtroopers in their mission to rescue Princess Leia who is being held captive by ol' Helmet Head on the Death Star. Players can control Luke, Han and Leia, with each character having particular strengths and weaknesses. It looks set to be stunning - even the Master System screenshots look spunky! It should be winging its way out here in the next couple of months.

**Format: Mega Drive, Master System, Game Gear US Gold**





## BURNING RUBBER

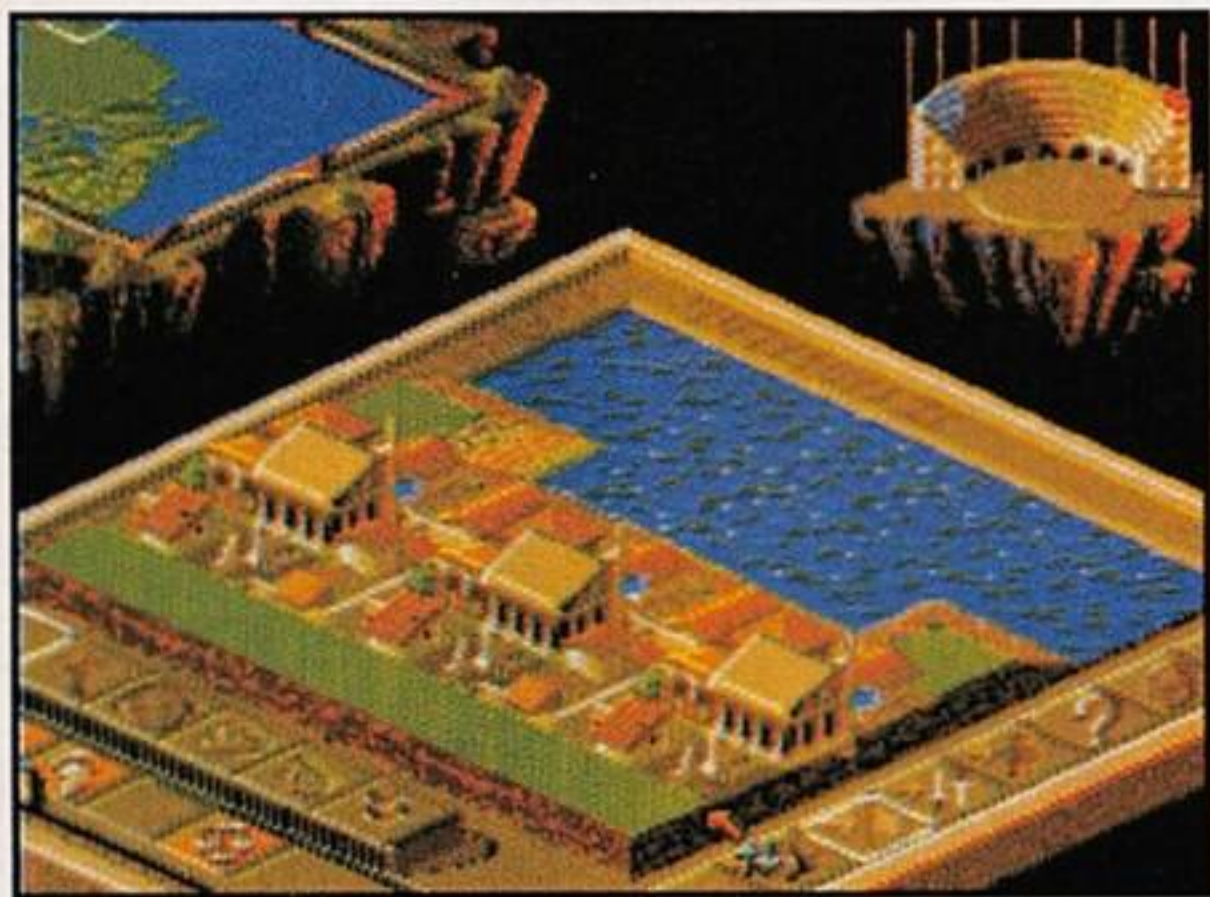


YOU'VE GOT YOUR wheels. You've got your 'P' plates. Now, forget everything you learnt in order to

pass your test; the rules of the road are to go faster, drive harder and crash more spectacularly than anyone else. Drive through the streets of Europe and the USA avoiding cops, traffic lights and pedestrians. There are six different European and American cars to choose from, each with its own set of driving characteristics. You can soup up your mean machine by adding such delights as body kits, turbochargers and nitrous exhausts. Sounds like a blast.

**Format: PC/Amiga  
Ocean**

## POPULOUS II - TWO TRIBES



POPULOUS II is one of the best computer strategy games around, and has been out for ages...so what is it doing in Mega 10? Well, it's now coming out on the Mega Drive under the slightly trendy name of Two Tribes. For those not familiar with the Populous system, let's go over it together.

You play a God (the son of Zeus actually), building your own perfect, peaceful, prosperous society. Well it would be, except there are some other Gods who have different ideas and you're set against them for control of 1000 landscapes. Create peoples, land, towns and then use them to destroy your opponents' creations with volcanoes, violent storms, earthquakes and the like. Sound like fun? Well, it is...for strategy buffs. This one will challenge your mental muscles rather than your arm muscles. Reviewed next issue.

**Format: Mega Drive  
Virgin**



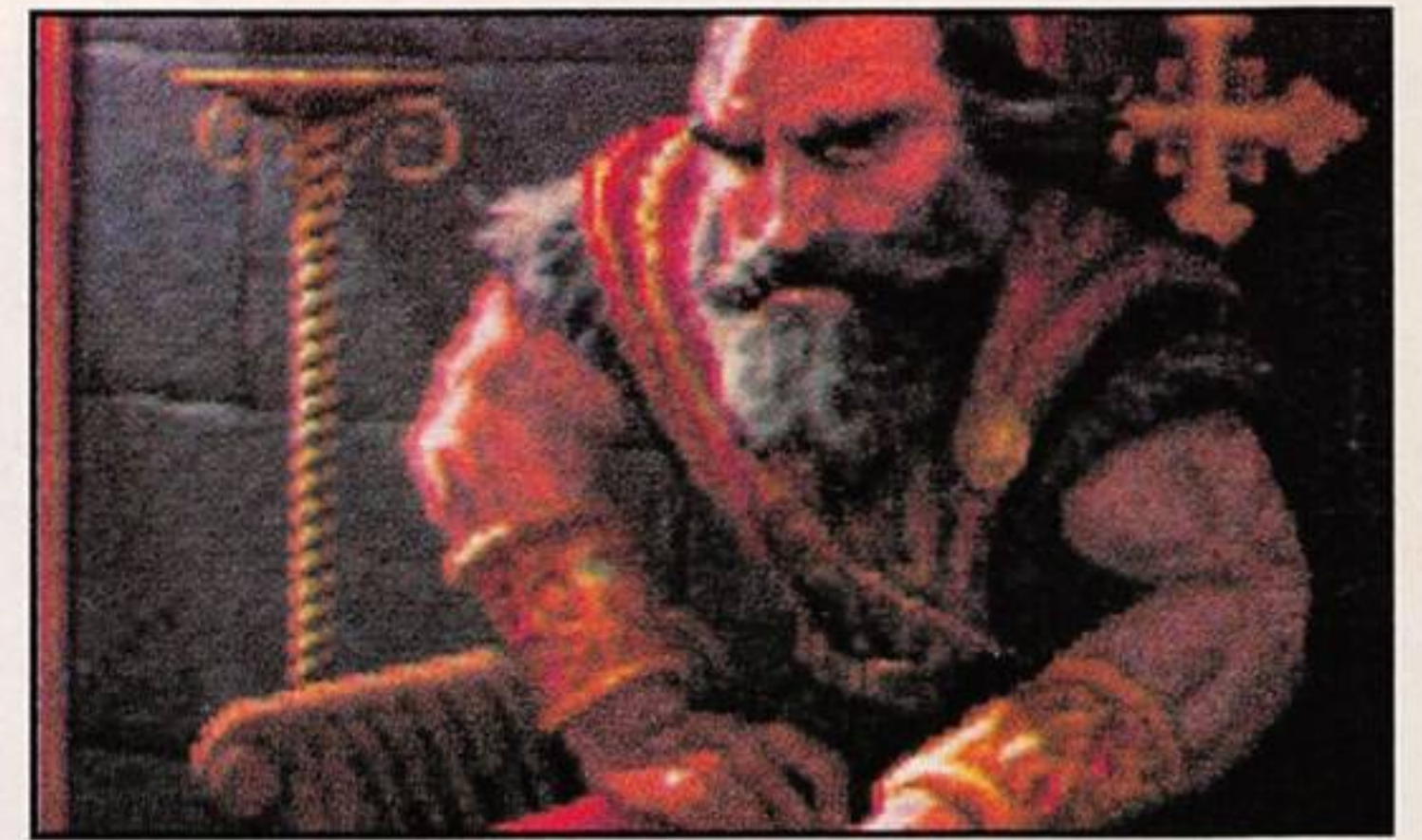
## LANDS OF LORE

MEET SCOTIA. She's a senile old hag who smells of wee. It would be nice to say that she's harmless enough and just dribbles into her soup, but unfortunately that's not the case.

She's power mad and seeks the throne of the kingdom. She should really be put into a home, it'd be the best thing for everybody. Anyway, the old bat's on the loose, and I very much suspect that it's down to you to make sure she doesn't get what she wants.

Lands of Lore - The Throne of Chaos is a fantasy role-playing game that comes from the same team who created the first two Eye of the Beholder games. It features over 20 megabytes of compressed art and special effects. Hope you've got a lot of disk space free!

**Format: PC  
Virgin**



## WIZZY AND LIZZY

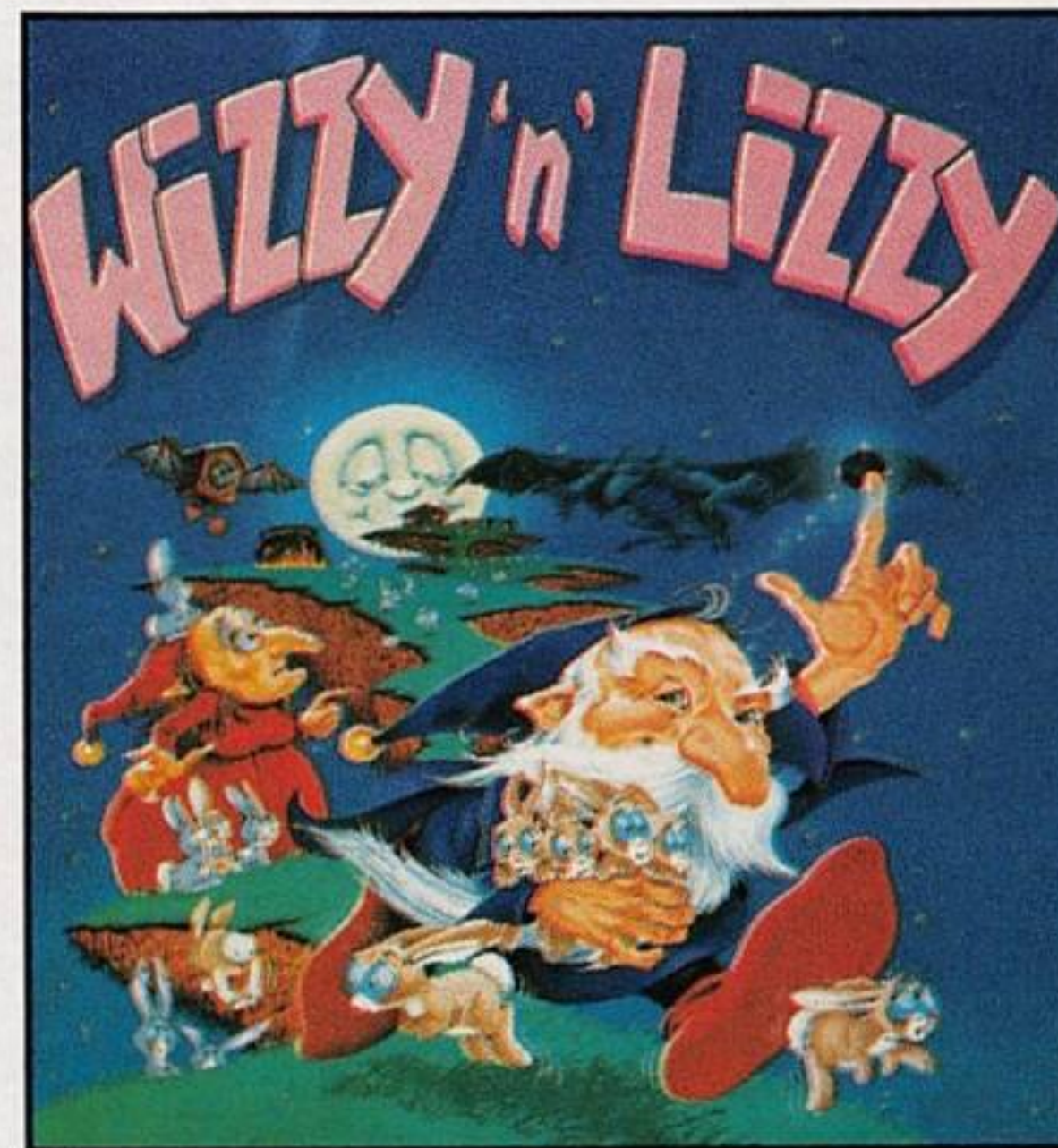
WIZZY'S A WIZARD, Lizzy's a witch, and they both aim to outdo each other in a race for collecting bunnies that turn into letters. Pardon? Well, that's the aim of the game, you see, make up words

with the letters and you're through to the next stage.

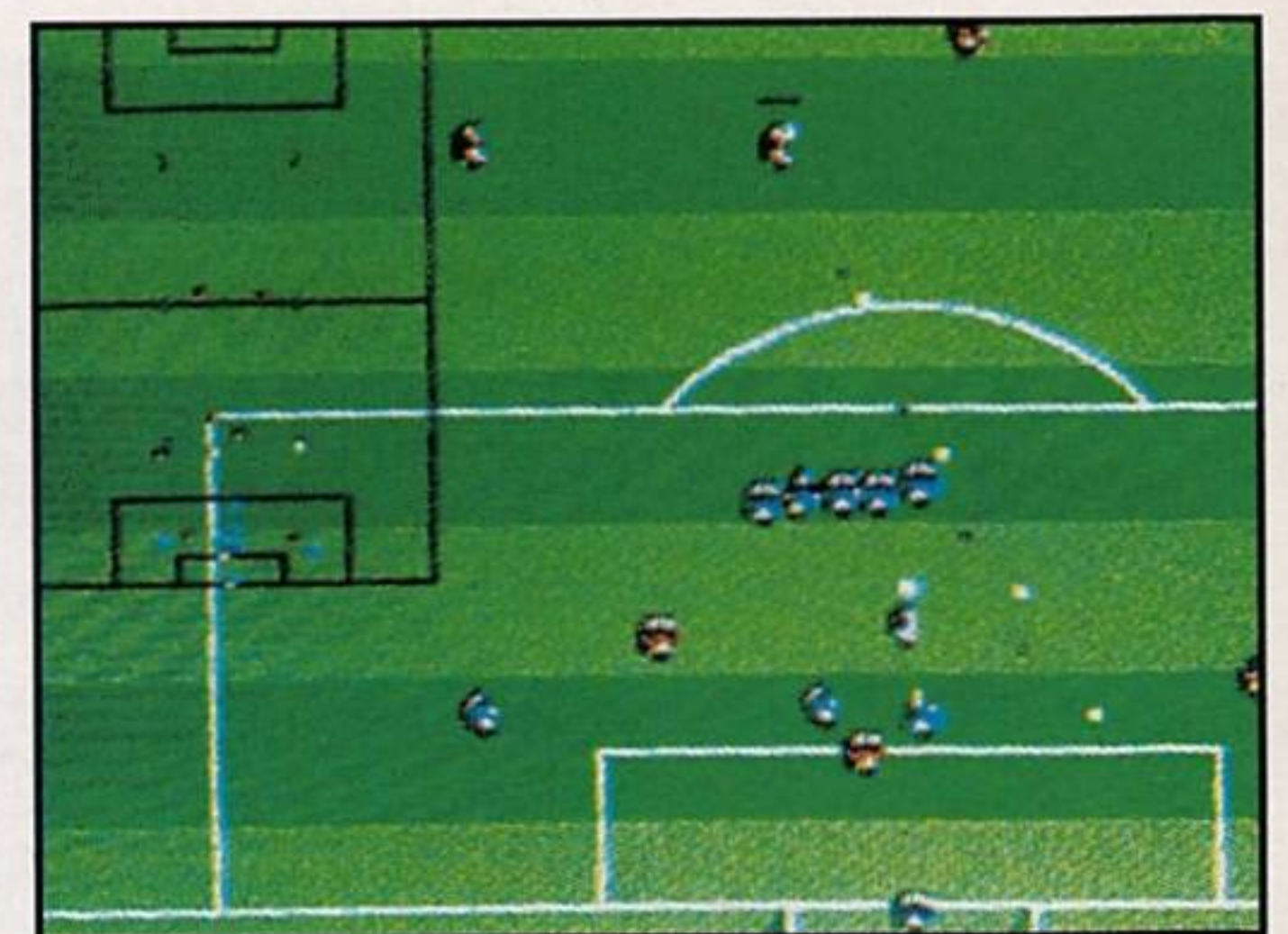
If all that sounds dreadfully dull, then you should know that Wizzy and Lizzy is reckoned to be the fastest scroller ever

devised for the Mega Drive. You can play it in full-screen mode or, with a second player, in split-screen mode, which suffers no loss of speed or graphic detail. You can steal letters from one another, and there are lots of clever little touches that can only be discovered by playing the game heaps.

**Format: Mega Drive  
Psygnosis**



## GOAL!



GOAL! IS, if Virgin are to be believed, the ultimate soccer game ever produced. Mind you, it has some pretty good credentials; it's been written by Dino Dini, the mastermind behind Kick Off and Kick Off 2. The Kick Off games were much loved by soccer fans and video games fans alike. It didn't matter whether you actually liked football for real or not, it was a brilliant computer game. The reason was simple - it was extremely playable. It had more playability than an inflatable sheep.

Anyway, Goal! will be better, with loads of teams, named players with unique characteristics, headers, scissors-kicks and all the usual stuff that you'd expect in a footie sim.

**Format: Amiga/PC  
Virgin**



# Cyberspace

**THIS VIRTUAL REALITY BUSINESS IS A BIT CONFUSING, IT HAS TO BE SAID. ALL THIS BEING SOMEWHERE WHEN YOU'RE NOT AND SEEING THINGS THAT AREN'T REALLY**

**THERE IS ALL VERY DISCONCERTING - IT'S ENOUGH TO GIVE YOU A THUMPING HEADACHE. ADAM WARING TRIES TO WORK IT OUT TO TELL YOU EXACTLY HOW IT RELATES TO THIS NEW GAME.**

You've read all about Virtual Reality, and you still have absolutely no clue of what it's about. Well, Cyberspace is one of those virtual world, cyberpunk, weirdo type of games. There's an absolutely gi-normous game world to explore and, though set tasks need to be carried out to complete the game, you can go off and do other things if you want, just for the heck of it.

It's one big game. And we're talking BIG. Think of something of considerable size, double it, multiply it by the thing you first thought of and it's still bigger. It's bigger than Brisbane, for example, and it has better nightlife. Cyberspace is set in the futuristic city of New Boston, a sprawling metropolis that measures eight by sixteen miles and houses a million and a half souls.

**EVERY SINGLE PERSON HAS THEIR OWN IDENTITY; NAME, ADDRESS, JOB AND FACE - A SPECIAL FACIAL FEATURES GENERATION SYSTEM ALLOWS**

characters to be noticeably different from each other. It's just possible that you'll recognise others when you walk down the street and then you can stop and have a virtual conversation, or something.

It's a role-playing game - of sorts - but one that should be more realistic than ever before. The problem with most computerised RPGs is they tend to be very linear and if you get stuck then it's tough titties. Proper RPGs, where you have books of tables, roll dice, and assume the persona of Warren the Axe Slayer, have a big advantage: a human Game Master. When things are going slowly and the adventurers obviously don't have the slightest idea what they're supposed to be doing, the GM can speed things up with blatantly obvious clues to keep the game moving along. Cyberspace will have a little built-in intelligence and if there's nothing happening then it will make something happen. It won't necessarily have anything to do with the overall plot, but at least you'll be doing something!

**AS YOU MOVE AROUND THE ARTIFICIAL ENVIRONMENT YOU SEE WHAT YOU'D SEE IF YOU WERE REALLY THERE, ONLY YOU AREN'T.** Vital information is

always at hand, in the form of head-up displays that are overlaid on top of the view screen. There are computer terminals all over the place. To get anywhere in the game you have to jack into the net - bit of technical jargon there - and, if you're a good enough computernet junkie, you can get information on people, buildings and all the other things that are required to complete the game.

The game is being programmed for Empire by ODE in Oxford, England. ODE were responsible for games like Team Yankee and Sleeping Gods Lie, so it should be something to look forward to.

Empire





# Imperial Pursuit

## THE X-WING

## SAGA CONTINUES...

YOU THINK YOU'RE PRETTY BLOODY CLEVER, DON'T YOU? JUST BECAUSE YOU MANAGED TO DESTROY THE EMPIRE'S ULTIMATE WEAPON, THE DEATH STAR, IN X-WING. WELL,

THINK AGAIN, SMARTY PANTS, BECAUSE DARTH AND THE BOYS ARE BACK IN NOT ONE, BUT TWO, NEW ADVENTURES FROM THE SPUNKY PEOPLE AT LUCASARTS. **STUART CLARKE JUMPS INTO THE COCK-PIT AND TAKES A LOOK AROUND...**

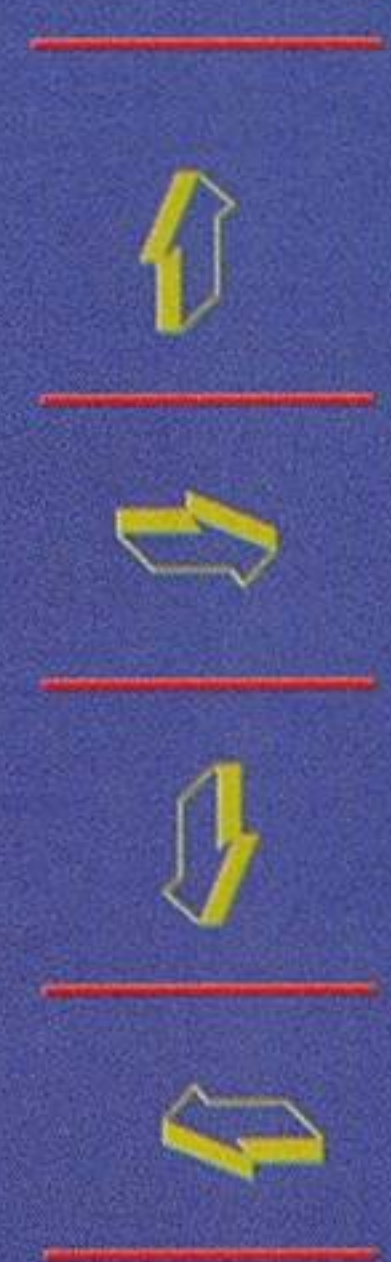
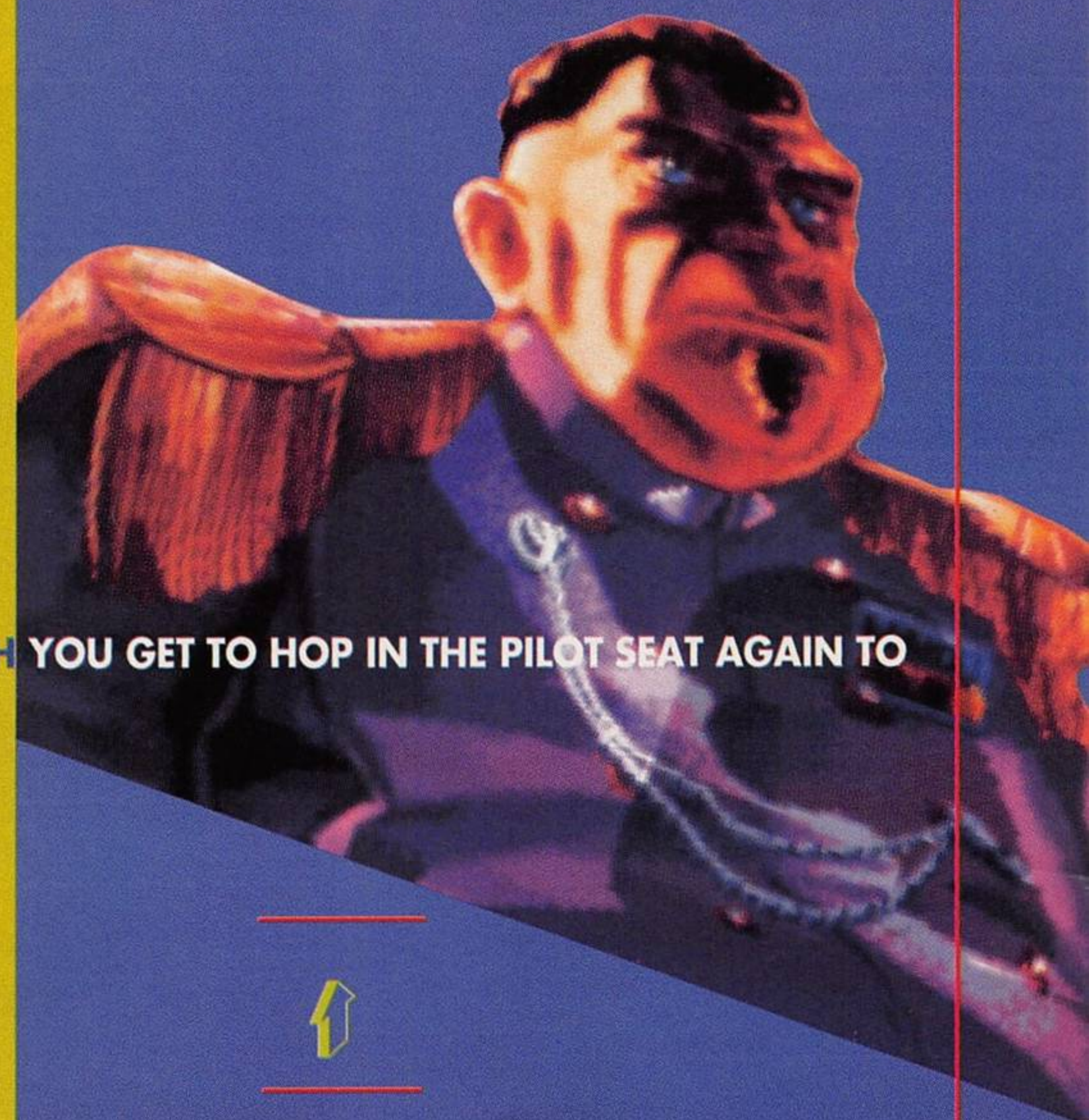
Actually the first one, Imperial Pursuit, isn't really a new game; it's mission disks for the original X-Wing (so you'll need the original to play it), but it's got so much in it that it almost qualifies as a new game in its own right. It follows on directly after the events of X-Wing, capturing all the excitement and intensity of the first game. There are more of the stunning cinematic sequences, more digitized voices and its own original musical score. A Top Ace Pilot disk is included, which will enable players to access all the original X-Wing missions in any order. **THERE ARE ALSO 15 NEW MISSIONS IN WHICH YOU GET TO HOP IN THE PILOT SEAT AGAIN TO FIGHT THE STILL CONSIDERABLE MIGHT OF THE EMPIRE.**

Yes, even as the scraps of the Death Star are still spinning dizzily around space, the Empire retaliates against the tired Rebels. They are forced out of their hidden base on Yavin and flee into space, trying to find a new haven. In the rushed exodus though, they leave their entire grain supply behind. The Empire is quickly recovering from the shock loss of the Death Star, and focuses its anger on the Rebels, ruthlessly pursuing them and destroying their grain. Fleeing blindly, and desperate for food, the future of the Rebels looks a bit shabby. Only the skill and bravery of an experienced starfighter pilot will save the Alliance. This, of course, is where you come in!

If you manage to get through these tough missions, then you're legitimately ready for the real **X-Wing 2 - TIE Fighter**. This time you're fighting for the Empire! Yes, the Dark Side of your nature has finally convinced you that liberty and freedom from oppression are really woosy and unrealistic dreams, and you would rather join in the mass death and destruction that **ONLY DARTH AND THE EMPIRE CAN PROVIDE. OH DEAR, YODA WILL BE UPSET.**

Like X-Wing, TIE Fighter gives you access to a fleet of starfighters, and you can test your skills in training sessions, historical combat missions and tours of duty. There is a choice of six different fighters - the TIE fighter, TIE bomber, TIE interceptor, the Advanced TIE, the Assault Gunboat and a never-before-seen TIE starfighter. There are three tours, each directed by a different commander. And yes, old helmet head, Darth Vader, gets to direct you for one of them.

TIE Fighter looks set to be even more of a blast than the superb X-Wing. The same team are working on it, and they promise more advanced 3D polygon graphics, as well as richer missions and a more flexible tour of duty format. So if you feel the Dark Side within you trying to come out, get ready for TIE Fighter, which should be out by the end of the year.



**ONLY DARTH AND THE EMPIRE CAN PROVIDE. OH DEAR,**

LucasArts

# & TIE Fighter





# Pirates! Gold



Merchant		Adam	
Gold	7950	Gold	1400
Sugar	62	Space	12 tons
Food	37	Sugar	7
Goods	54	Food	14
		Goods	3

MEGA DRIVE

PC PREVIEW



**"Shiver me timbers! Splice the mainbrace!**

Yo, ho, ho and a bottle of rum! Please don't kill me, I'll do anything you want!" Pirates say funny things and if you're going to sail the seven seas then you're gonna have to get the lingo right. It also helps if you gouge one of your eyes out and staple a parrot to your shoulder.

Pirates! Gold is the follow-up to the original Pirates! game that graced home computer screens a few years ago. Microprose have been updating their classic, and its release on the Mega Drive and PC is imminent, if not sooner.

It's based in the Caribbean a few hundred years ago in the age of swashbuckling pirates. You can play an English, French, Spanish or Dutch pirate as you hunt for buried treasure, plunder towns and look for the love of a good woman.

The idea of the game is to get rich by making others poor. Within that loose framework the game is played. The terminally dull amongst you can make your profit in honest trading, by sailing from port to port, buying sugar and other goods cheaply, and then selling them at higher prices to other towns where they're in more demand. To really make a name for yourself, you've got to kill the bad guys. The bad guys are, of course, anyone who isn't of the same nationality as you are. You can do battle against enemy ships or towns, firing cannons at them, or using your swordsmanship skills for fighting at close quarters.

When in a town, you can get your war-damaged ships repaired, trade goods, visit the town's Governor or nip to the pub for a quick pot or three. The pub is the place to recruit your crew and also a place where you can gain valuable information, including treasure maps. The Governor may give you missions to carry out, set you up with his daughter or just slap you on the back and tell you to keep up the good work.

You're able to choose a number of time periods in which to undertake your perilous voyages and can even play famous expeditions of the time, in which case you have to carry out set tasks. Plus there will be many, many more things to discover that we'll only know about when we get hold of the finished version. It's a huge game, with loads of potential. We should be getting the full game for next month for both the Mega Drive and PC. They appear to have quite a few differences, so we'll tell you its deepest, darkest secrets then!

Microprose

Adam Waring

When in a town, you can get your war-damaged ships repaired, trade goods, visit the town's Governor or nip to the pub for a quick pot or three



# Wayne's World



## How to Schwing!!

## PC preview

**BEGIN** from a standing or seated position. To begin, sit up straight. Let your arms drop to your sides. Just get comfortable. Relax and take a few deep breaths. Excellent, you're nearly ready! ■ Now you're relaxed and comfortable, you'll need to come up with a "Schwing!! Motivator" - which is a comment or phrase which makes you "Schwing!!" into action, so to speak. For this demonstration, we'll use the phrase: "Check out Claudia Schiffer's new calender." ■ Upon saying afore-mentioned phrase, tighten your buttock muscles and tuck in your stomach. (If you are seated, plant your arms firmly by your sides onto the chair and use them to help you pull your torso out of the seat.) Rotate your pelvis up and out at a ninety-degree angle. Extend your pelvis out as far as it will go while shouting, "Schwing!!". If you can only move a quarter of an inch or so, that's fine. ■ A nice rule is that if it hurts, you've extended too far. The saying: "No pain, no gain" is a fallacy. Pain is a signal your body sends to your brain letting you know that something is not right. A "Schwing!!" should be pleasurable and painless. Don't show off. The more you practice, the more agile you will become. ■ When you are through, relax your pelvis and slowly release yourself out of the "Schwing!!". Excellent. You've done it! ■ You will get better as time goes on. When you feel you are ready, you can graduate on to doing multiple "Schwings!!". For example a double "Schwing!!-Schwing!!", or maybe even a triple "Schwing!!-Schwing!!-Schwing!!". There are unlimited "Schwing!! Motivators" too - the possibilities are almost endless - so use your imagination. It's up to you how much effort you want to put into it. ■ \*Please note: you should not, I repeat, not, try a "Schwing!!" while sitting on the floor - it can put unnecessary pressure on your lower back.

"Cassandra. Yes, she's been babe-napped by DRAG - the Decency Referendum Against Grossness.."



### Computer Game...Party Time..EXCELLENT!!

Hey guys, this most excellent of games arrived in the Megazone offices too late to give it a proper review, but it was so worthy we thought you ought to get some choice cuts of the story anyway. So sit back and digest the info and we'll have a full review for you next issue. (Shyeeahh! Right! And monkeys might fly out of your butt).

Our heroes from Aurora, Illinois, Wayne Campbell and Garth Algar, are having a right old party time with their basement TV program, called, funnily enough, Wayne's World. They are having excellent fun with extreme close-ups (WHOA!! WAAAAAAA!!) and babe-licious talk (Claudia Schiffer - SCHWING!!). But unfortunately the mayor of Aurora is trying to come in under budget, and has cut funding to community access television, which is what the Wayne's World program is on (C'mon you don't think they get paid for it, do you?). Anyway they need the grand total of \$50 000 to save their show.

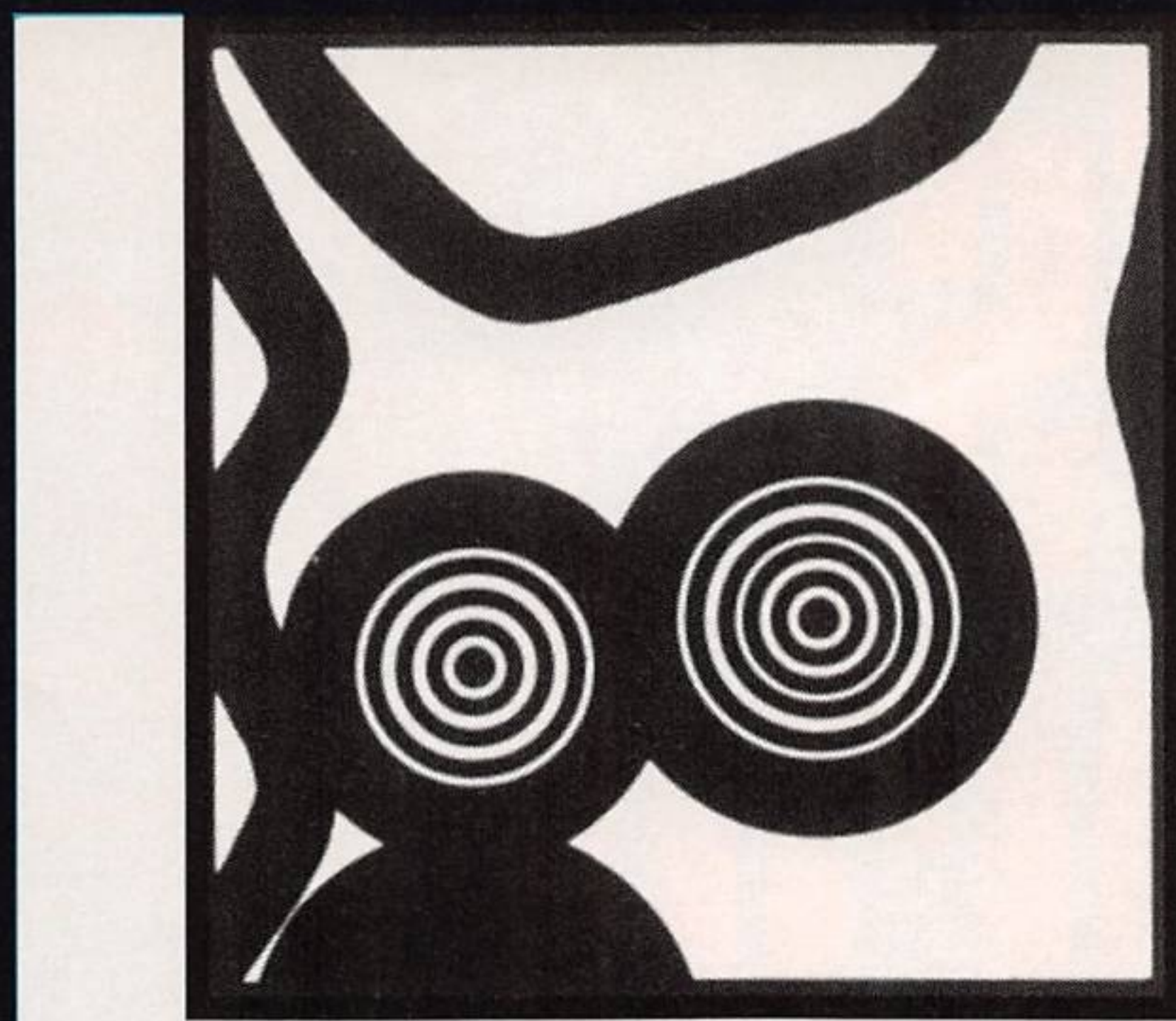
Being the resourceful boys they are, they decide that a pizza-thon will do the trick. Most excellent idea, Wayne and Garth...NOT! So, you'll have to come up with some better ideas as well as saving Wayne's girlfriend, the babe-licious Cassandra. Yes, she's been babe-napped by DRAG - the Decency Referendum Against Grossness, who don't exactly approve of Wayne and Garth. Woah! You've sure got your work cut out for you in this one.

Wayne's World is a graphic adventure, much in the same style as Secret of Monkey Island (but with better jokes). There's no way that a Wayne's World game would expect you to be able to type...so you don't have to, with an easy-to-use point-and-click interface being used. Excellent! The graphics are most cool and the humour is exactly the same style as the movie, so fans won't be disappointed. In fact Capstone are so confident that this game is totally excellent they're offering a "No Hurl Guarantee". OK everyone - so don't blow chunks now, because we'll have the full game reviewed for you next issue (promise).

Capstone

Stuart Clarke





"House of Love". The House of Love is the world and the world is the house.

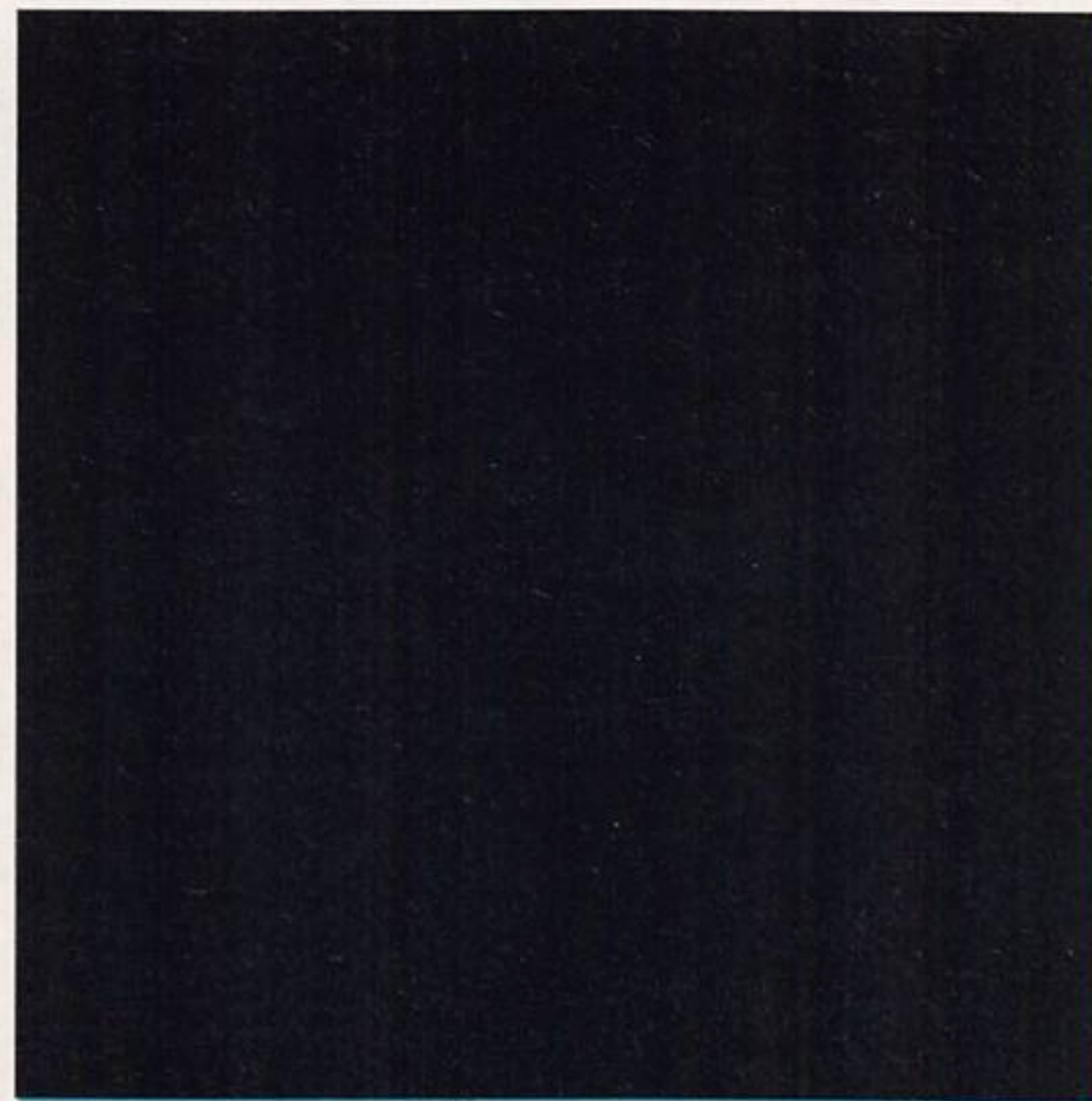
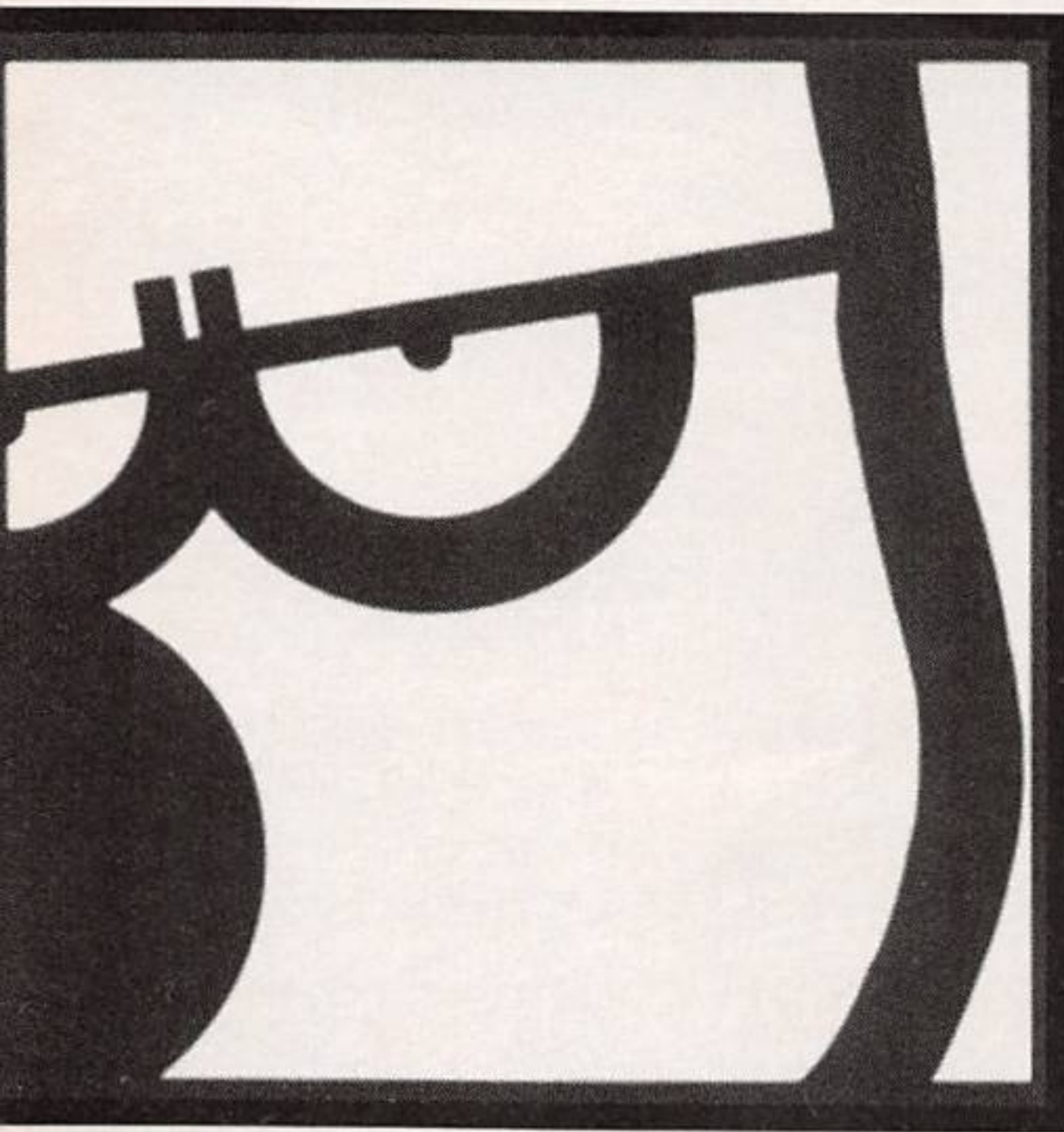


## East 17

### ARE A BUNCH OF

VERY COCKNEY LADS FROM WALTHAMSTOW, A SMALL WORKING CLASS TOWN IN THE EAST END OF LONDON. BEING A VERY CLOSE KNIT COMMUNITY, THEY ALL KNEW EACH OTHER GROWING UP, AND IN FACT WENT TO THE SAME SCHOOL (ALTHOUGH NONE OF THEM FINISHED). LEAVING SCHOOL THEY BECAME PRINTERS, PLUMBERS, CLOTHES SALESMEN AND ROOFERS. FAIR ENOUGH...

BUT ALL OF A SUDDEN ANTHONY MORTIMER, JOHN HENDY, BRIAN HARVEY AND TERRY COLDWELL ARE...UM, SORT OF WELL KNOWN, IN FACT YOU COULD ALMOST CALL THEM WORLD FAMOUS. THEY'VE GOT A HIT ALBUM BEHIND THEM WHICH DID VERY WELL FOR THEM NOT ONLY IN THE UK AND AUSTRALIA, BUT IN SUCH COUNTRIES AS ISRAEL, FINLAND, AUSTRIA AND SWEDEN. THEY DEFINITELY HAVEN'T FORGOTTEN THEIR ROOTS, HOWEVER. THEIR FIRST ALBUM WAS NAMED AFTER THEIR HOMETOWN, AND THEY ALL STILL LIVE THERE (WITH PARENTS AND GRANDPARENTS MOSTLY - OOH WHAT NICE BOYS!).



human, and everyone's got a right to live, without being called black or





Their music is an eclectic mix of techno, reggae, swing beat and pop, which is gaining them broad audience. After reading about their avid video gaming in English magazines, Mega Ed STUART CLARKE visited BRIAN and TERRY when the band was in the country recently....

**Describe Walthamstow to someone who hasn't been there?**

Terry: "Very rainy. Cold. Down-to-earth area, really. It's got the longest market in London, and a city end and a forest end, with an industrial part as well. All sorts of people live there - black, white, Asian."

**It's trying to get people to stop all the wars and the racism. Everyone's**

**How has growing up there influenced you?**

Terry: "It teaches you how to grow up. You get into trouble, get into fights. But it's pretty down to earth, so you keep your feet on the ground."

**Your album is very diverse - how would you describe your music?**

Brian: "Widespread. It's all very different. We used about ten different producers on the album so we wouldn't have the same sound. There's different kinds of music for different kinds of people, so there's a sound on there for everyone really."

"There's no point in making an album which has got the same sound all the way through it, because you'll only get one group of people buying your records, which would usually be the teenyboppers after the first single. But we've released more serious songs like "Deep" and "Slow It Down", so they catch the ears of other people, which is what we want."

**So you don't want to just go for a teen market?**

Brian: "No, I don't think teenyboppers make you last. They grow up and they go off you, and move on to other things"

Terry: "We have got an older market though in other countries. It's different in each country. Like in France, some of our audience are older than us, like old men and people aged 40 to 50."

**What music did you grow up listening to?**

Terry: "I grew up listening to hip-hop. That's what I first started listening to. Now I listen to jack swing and reggae."

Brian: "We listen to rave music as well, and

we're into the rave scene. I don't think the rave scene anywhere in the world, apart from America now, has anything like the music that you get in London. I think the original rave music comes from London, and it's pretty hard core, like the Prodigy and stuff. We were well influenced by that scene. When you're in a group, you have to listen to what other people are listening to and getting off on."

**Lots of your songs have a pretty strong message. Are there any specific causes you support?**

Terry: "Yeah, they've all got certain messages

about what's going on in the world, like for instance "House of Love". The House of Love is the world and the world is the house. It's trying to get people to stop all the wars and the racism. Everyone's human, and everyone's got a right to live, without being called black or white or Asian. Know what I mean? Everyone's just the same underneath."

**There's also quite a spiritual message. I know Anthony writes the lyrics, but I suppose you all go along with what he says?**

Terry: "Yeah, Anthony's really into spiritualism and meditation. He reads the Bible a lot, but he doesn't believe in religion...or organised religion

anyhow."

**So how is it being in a band and being famous at quite a young age?**

Terry: "It makes you feel really old! It does. It's really tiring. You've always got responsibilities, so you tend to grow up a lot quicker. It's good though. You get used to it."

**How has it changed you?**

Terry: "It's made me more tired, but I don't think it's really changed us."

Brian: "We're still the same. It's really terrible though, I suppose. You get to miss your family and your friends."

**So is the whole band into games?**

Brian: "Terry's into the games. I'm not into them that much."

Terry: "Yeah, I started playing years ago - everything from gambling to arcade games. I got a really lame machine first of all, the Spectrum (laughs). That was years ago. I like playing arcade games mainly though."

Brian: "We all got Game Gears when we were in France."

**What games are your favourites?**

Brian: (laughing) "Bomb Jack!" (an ancient arcade game).

Terry: "Hang on, I like Bomb Jack. I thought that was a bloody good game...but for games at the moment I like Street Fighter 2. I'm good at that."

Terry is actually bloody good at games. He took on the supposedly expert gamers of British gaming

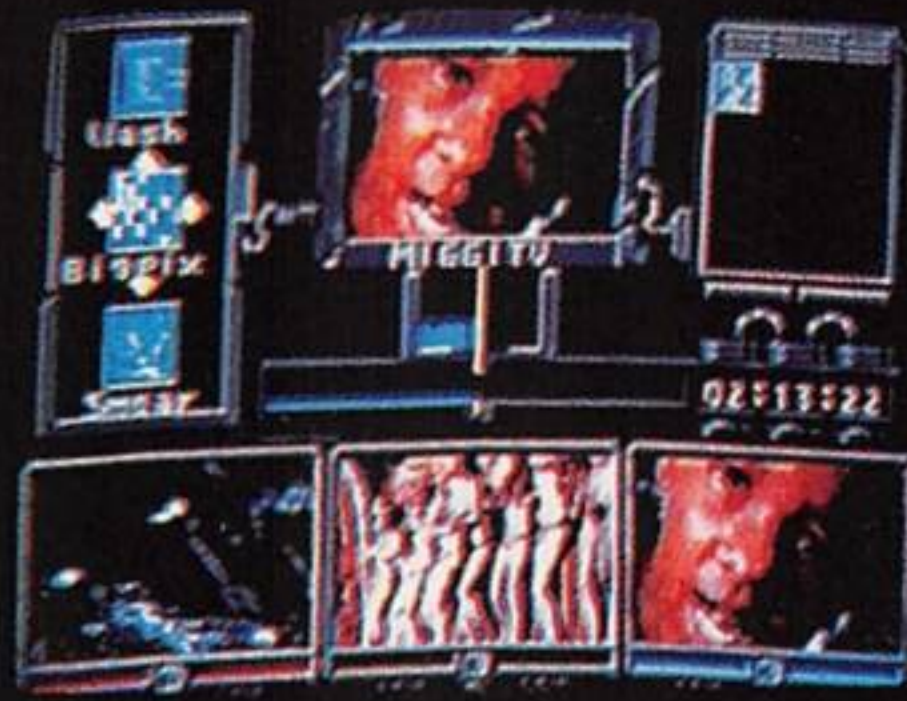
**white or Asian. Know what I mean? Everyone's just the same underneath."**

mag "Mean Machines" at Streets of Rage 2 and wiped the floor with them. Unfortunately, he said he's getting out of practice as he has very little spare time at the moment, and when he gets some time off from the band, he'd prefer to spend it sleeping!

The lads will hopefully be back in Australia next year for a full tour. In the meantime, check out their album "Walthamstow" (reviewed in last issue's Baseline), and look out for their new album which should be released late this year.



WELCO  
METOT  
HENEX  
TLEVEL





# T.V. sucks.

## So what the heck is Mega CD™?

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

# Drugs are bad.

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

Take the game ‘*Sherlock Holmes*’. It allows you to direct the real actors throughout the city to visit places and interview suspects. We’re talking about controlling the movements of real live people here. Their success literally rests in your hands.

# Sex can kill you.

## So everything is more realistic?

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

# Seems like the perfect time

## What about this “music video” thing?

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

# to introduce you to

## What else should I know?

Just that Mega CD is an entirely new, interactive, entertainment experience. All you do is hook it up to your Mega Drive. We've even included bonus games just to get you started. You've simply got to get your hands on one and check it out. It'll blow your mind.



# Mega CD.





**B**asketball is one of Australia's fastest growing sports. In the last couple of years the big American players such as Michael Jordan, Magic Johnson, Charles Barkley and David Robinson have become household names (thanks largely to sponsorship deals and video games). And now we even have local heroes of international calibre, like Andrew Gaze, Damien Keogh and Luke Longley. The Australian team (the Boomers) has a constant place in the top ten countries in the world, and we regularly make the semi-finals in Olympic competition. And the future of basketball Down Under looks even brighter too, thanks to Sega. Hang on...what was that?

Well, the success of our team and the sport in general is due largely to the increase in promotion and exposure. Australian NBL basketball matches are now televised around the country, and over one million fans regularly attend matches. The league has also picked up some big sponsors, including Sega, who have chipped in to support the travelling basketball clinics were started four years ago by the Sydney Kings. In 1989 they visited 120 schools and ran half a dozen camps. This year they will visit over 250 schools and give over a quarter of a million kids the chance to learn the basics of the game.

Mega Ed STUART CLARKE challenged three of the Sydney Kings' star players DWAYNE (the D-Train) McLAIN, TONY DE AMBROSIS, and JAMES CARR to a game of NBA All Stars Basketball on the Mega Drive. In amongst the rowdy one-on-one shoot outs, he managed to ask them some questions about basketball and Sega's involvement in the school development program.

**What attracted you to basketball, rather than, say, rugby or soccer?**

James: "I was pretty lucky. My family was a complete sport freak zone. Dad played football. Mum played tennis. I played first grade cricket and represented NSW in soccer, but one day when I was six or seven years old, I just picked a basketball up and got the bite. Just before high school started I decided to stick with basketball."

Tony: "It's a bit of a co-incidence really. I had to play a sport at school and the only summer sports were cricket and basketball. I wanted to play cricket, but my dad said to me that if I played

cricket he wasn't hanging around to watch and I'd have to get a lift home myself. I thought blow that, I'll play basketball!"

**Only a few years ago, basketball was a fringe game in Australia. Why has it suddenly become so popular?**

James: "Exposure. Excitement. It's an all-round show now, and more kids are picking it up now."

Dwayne: "Yeah, from age 10 to 19, basketball is the fastest growing sport in Australia. It's exciting, it's not as dangerous as some of the Australian Rules and football games, and it's something you can do by yourself or with team mates. For that last reason alone, it has caught the excitement of a lot of people."

Tony: "I think it's got a lot to do with the fact that it breaks away from the traditional sports. A lot of kids are looking for something that their parents don't dominate them in, because a lot of parents have no idea about basketball. Other than that it's a great sport. It's a lot of fun and fast."

**What exactly happens in the school demonstrations you do?**

Tony: "We show them a few skills, but basically it's just to have fun. Introduce them to basketball and show them that it is fun."

James: "It all depends on the ability of the kids to start with. Most of them are done in primary school, so high schools you don't really worry about. In primary schools, we start off with basic ball skills, ball handling skills and the basics for dribbling, passing and shooting. Most of the time so you can't scramble their brains by chucking everything at them. Afterwards if they want to do more, they can go to their local associations and join teams. We have all that sort of paperwork so they can do that."

**How do schools get a basketball clinic to come to them?**

James: "They can just ring us here at the Kings, or it's just by word-of-mouth through the associations in their areas."

**Why is Sega involved in the School Development Program?**

James: "The combination of Sega and the basketball program is perfect, because you go to school and ask the kids what they're doing after

the clinic, and they'll say "we're going home to play Sega". It's just a perfect match at the moment, because basketball's on such an uplift in Australia and all over the world, and so are computer games, Sega systems especially."

**You've all got Mega Drives. How often do you get to play?**

James: "Every day, mate! I come home from teaching the kids and then I'm on that Mega Drive. I

like Another World, but it's too tricky. I like Streets of Rage as well, and Sonic of course."

Tony: "I'm addicted to Sonic, but Pit-Fighter is also pretty good."

Dwayne: "I'm addicted to this golf game, World Class Leaderboard I think. That's where I spend all my time. It's great. It requires patience and timing, just like basketball..."

But I'm just waiting for the Dwayne McLain basketball game. There's a big market for it! All the big players in America have one named after them. I want a one-one-one game, where you challenge all these other players until you get up to me. But I want to be impossible to beat. You make it all the way through, past all the other guys in the Kings and then you go up against the best and there's no way you can win! That would be great!"

Yeah, sure D-Train! But there is actually talk of converting an American basketball game into an Australian NBL competition game, so D-Train's dream game may become reality in some form. Watch out for that one in the future, but in the meantime there's the finals of the NBL competition in late October, so get along and see the big men jump!







Australians can't jump?



# HOW TO BE

# A

# PROFESSIONAL FOOTBALL PLAYER

**W**ith the 1993 seasons in all football codes drawing to a close, excitement over the finals series is building rapidly. Over the last few years, with expensive and effective advertising campaigns, football (both Rugby League and Australian Rules) is once again fervently followed by tens of thousands of people. Great players are revered (as well as being paid handsomely for their work on and off the field), and the popular perception of professional footballers has risen greatly, thanks in part to high profile players such as Andrew Ettingshausen and Dermott Brereton. Maybe being a professional football player mightn't be such a bad gig after all - there's glamorous photo shoots, money, your very own playing card, money, adoration, money...oh, did I mention training?

**S**o what exactly do you have to do to be a pro League or Aussie Rules player? How do you get discovered? Exactly how much training is there to be done? And are you still allowed to stay up all night playing with your Mega Drive? **SIMON SHARWOOD** went to training and found out...



In late 1989, the then 17-year-old Luke Ricketson was spotted playing Rugby Union for his school by a talent scout from Eastern Suburbs Rugby League Club. Three years later, he has become an automatic selection in an Easts side that look like making the Semi-finals, and has been selected as one of the game's most promising (and good looking young players). He was even asked to appear in the League's "Simply the Best" television commercial featuring Tina Turner. Predictably, this was an experience Luke describes as being "a lot of fun".

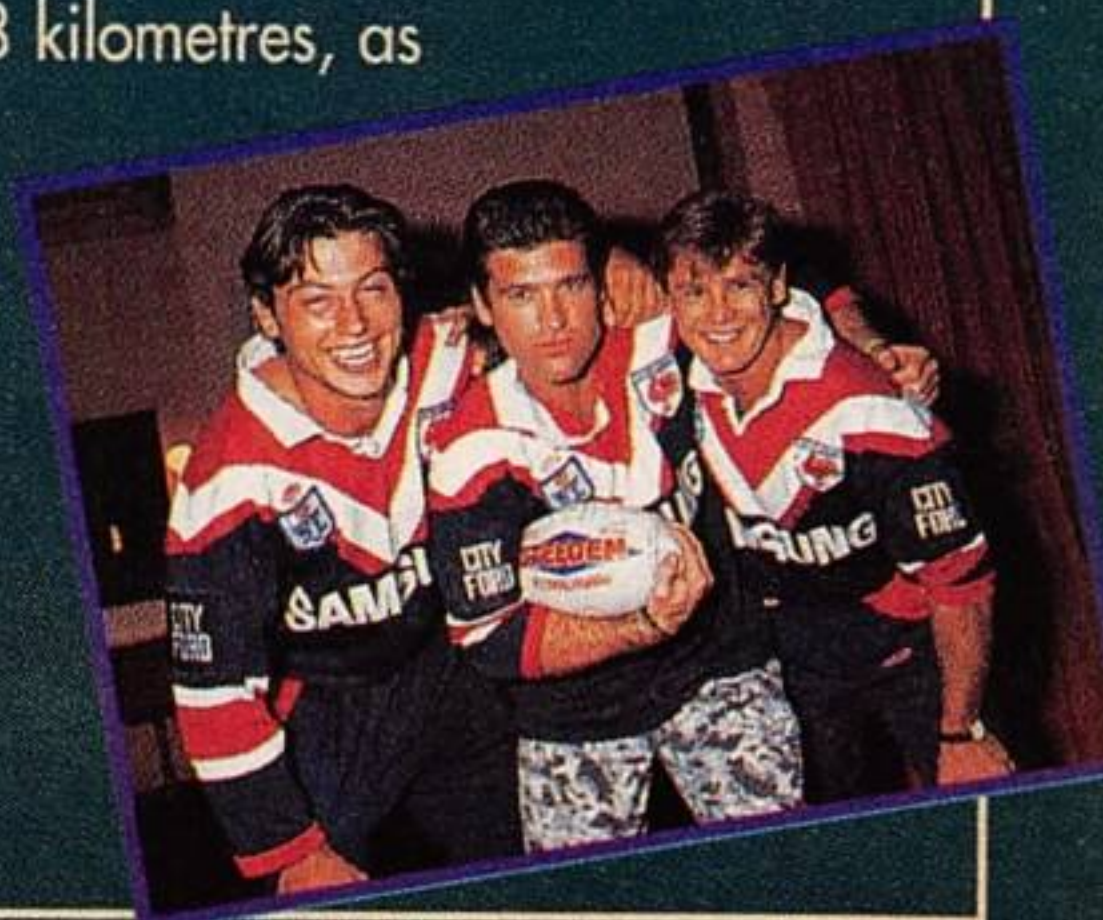
Stardom didn't find "Ricko" overnight, though. He's played football since he was five, and still lives near the beach which gives its name to his first club, Bondi United. After he was "discovered" by Easts he was asked

to play in a few trial matches, and when the club's coaches liked what they saw he was offered a contract.

His first pre-season training camp followed, which Luke found "Very intense. I got a rude shock." A reasonable response, considering that the camp takes place in November, and the football season doesn't start until March. Add to that the fact that Luke's football had previously never been all that serious, and you've got a bit of a eye-opener for a young player.

But Luke's now settled nicely into the routine of being a professional footballer. He trains diligently, nearly every day in the pre-season, and largely by himself - the club expects him to train, and there's no-one around to force him into anything. A typical session includes a run from Bondi to Bronte and back, about 8 kilometres, as well as other running exercises such as hill sprints which, as their name suggests, involve sprinting up the largest hills Easts' coaches can find.

Then there're the weights sessions, four a week during pre-season and three a





week for the rest of the year, the five kilometre runs before training and the three-hour training sessions themselves, which include fitness, sprints and skills training as well as team training.

It all adds up to what the outside centre calls "a full time dedication", without which he believes he could not have come as far as he has. In fact, he attributes his achievements not to his talent but to this constant hard work. As he says, "The more training and effort you put in the more you're going to get out. You can't expect to get anywhere without doing the hard work first."

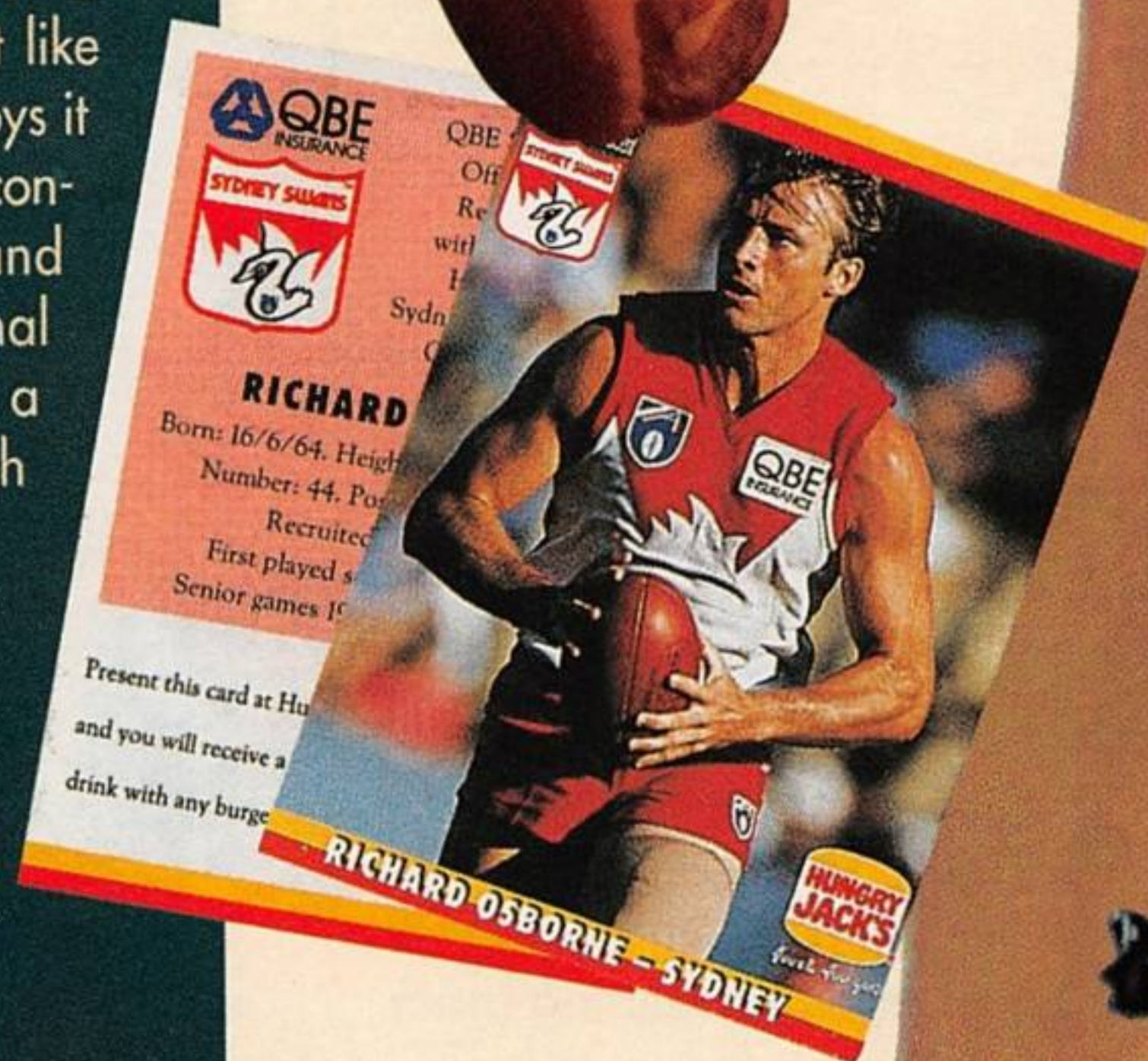
But the effort doesn't stop after training. The club ensures each player consults a dietitian in the pre-season, and Luke is extremely careful what he eats, having to bypass some of his favourite foods. And then there are the forced early nights. Friday night is always a quiet one, as the team trains Saturday mornings. Going out on a Saturday night is also a definite no-no, because the team plays on Sundays! Luke finds these restrictions on his time a little annoying.

Which isn't to say that Luke doesn't like being a footballer. It's plain that he enjoys it immensely, although he does find the constant training tiring after a while, and would love to substitute the occasional skills session for a session in front of a Mega Drive. "I'm sure it would be much more enjoyable than sprints!"

**T**wenty-eight-year-old Richard Osborne has long been one of the AFL's most penetrating, incisive and dangerous players. As Fitzroy's Full Forward he established a reputation as one of the game's most prolific kickers of goals, a reputation which this year saw him snapped up in the AFL Draft by his present club, the Sydney Swans.

Which is how, according to Richard, all young players are recruited to the game today. "Even my mother's eligible for the draft" he says, explaining that talent scouts travel the country looking at junior footballers, and that at any of the three drafts in November, March and June any unattached players can be called upon by any of the AFL's clubs, although juniors are usually recruited in November. Just playing the game is therefore enough to put you in the clubs' eyes, although you'll probably be lucky to be spotted, and you'll need to be pretty good.

Osborne, as something of an AFL veteran, was recruited in a slightly different manner, having been asked to train with Fitzroy after an eye-catching performance in a "scholarship match." He subsequently played under 19's before graduating to senior football, a transition he credits not just to talent but to the influence of senior players such as Bernie Quinlan at the club.



"I trained really hard," he recalls, "and just tried to follow in their footsteps." As with Luke Ricketson, Osborne feels that commitment to the game is an essential requirement. "Being committed is half the battle for success. It all boils down to yourself" he says, adding that it's probably not a good idea to get too obsessed with football, especially at a young age.

Indeed, he sees no reason not to relax with something such as a computer game although it's not something he'd do himself.

On the subject of the Swans and their fairly dismal year, Osborne states firmly that "We can only get better. We're a lot better than what we're showing. Everything that's said about us is all negative, and when we lift our confidence and find some positives we'll go better."

Sadly, the search for improved performances has its price, and at the moment the price is the occasional early morning training session. 6:20 in the morning to be precise, and that's in addition to three training sessions a week which mirror Easts' in duration and purpose.

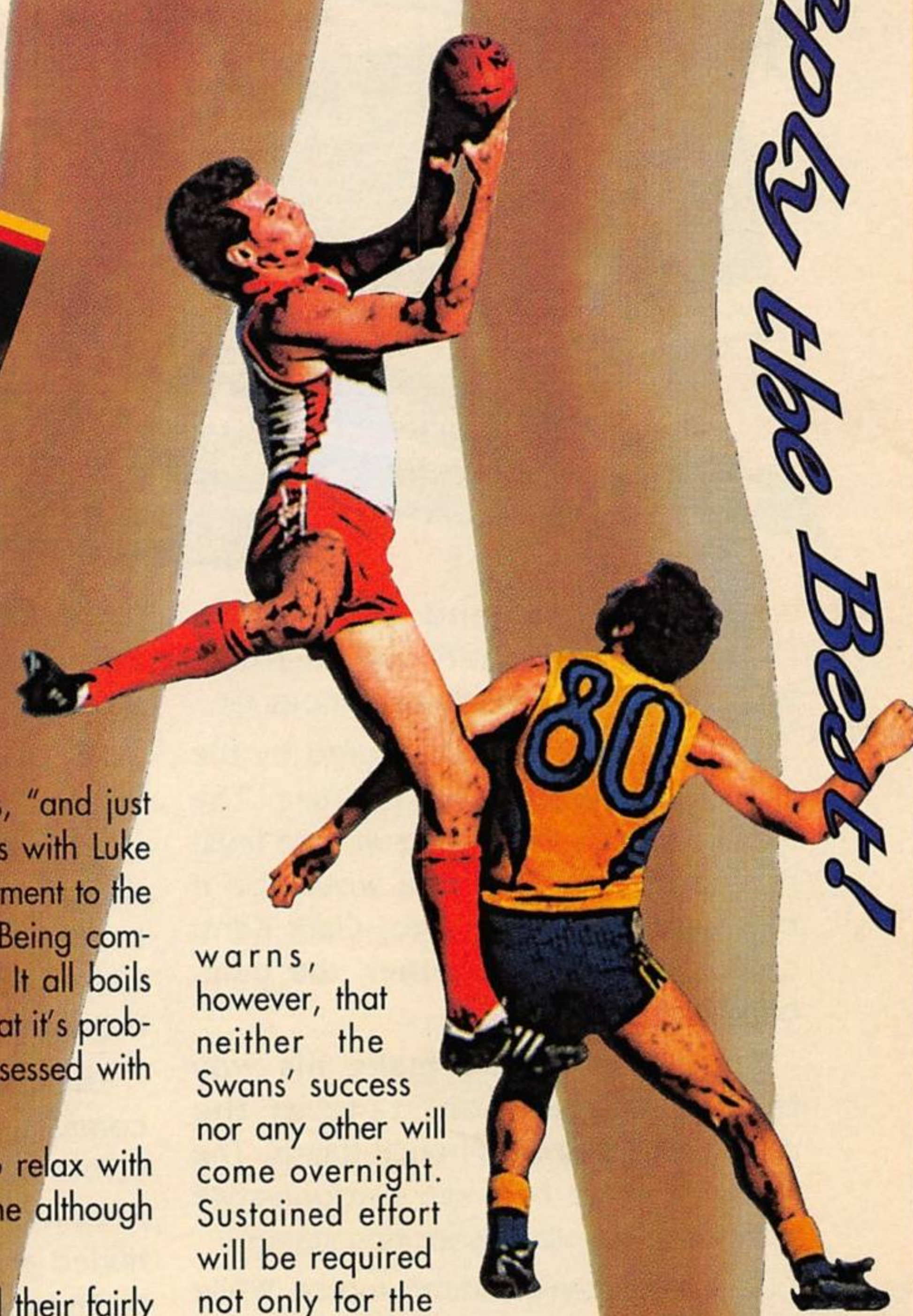
But Osborne isn't complaining. He feels new coach Ron Barassi can bring the Swans increased success, and that the commitment and hard work that turning the corner will take is the model for success at any level of the game. He

warns, however, that neither the Swans' success nor any other will come overnight. Sustained effort will be required not only for the struggling Sydney team to improve but for any young player to reach the heights of the AFL, as raw talent can only get you so far.

Richard's methods of attention to experience, hard work and perseverance have served him well and will hopefully see the Swans achieve better results as well.

**Even if you're not the most talented player in the world, you can still make it into the higher grades by following his advice. No longer does football just require a big, boofy body and very few brain cells - it needs determination, dedication and a lot...a hell of a lot, of hard work.**

*Simply the Best!*







# Superman



**He's faster than a speeding bullet!**

**He can leap tall buildings in a single bound!**

**He can ride a bicycle with no hands!**

Graphics .....	85
Sound .....	80
Music .....	84
Playability .....	68
Lastability .....	78
Difficulty .....	86
Mental .....	62
Atmosphere .....	76
Overall .....	78

**H**e's Superman and he fights for truth, justice and the American way. The stupid, goody-two-shoes git.

Lois Lane has been captured by the thoroughly unpleasant Brainiac. The man of steel is in hot pursuit, and must rescue his babe (or she would be if old Superman's alter-ego, Clark Kent, could get his act together, the bumbling buffoon).

Superman has to make his way through stage-upon-stage of the despicable Brainiac's hench-things. The levels alternate between platform-style action and scrolling, shooting stages.

Superman can definitely motor. While not quite bullet speed, he can fly at a pretty astounding pace. This makes things a little difficult at times as his inertia drags him into traps. More annoying is that he doesn't look as if he even touched them.

There are two ways of dealing with baddies. They can be punched when close up or, providing you have the required power up, they can be shot from afar. It's mere humans you're dealing with most of the time and they can be disposed of by a couple of

quick uppercuts to the jaw. But they're armed and dangerous, and so caution is necessary when approaching them.

For the first few plays it seems impossibly hard, but once you get used to it you realise it's best to ignore the baddies as much as possible and keep on flying, pausing only to deal with the chimney things that shoot fireballs at you.

The flying, scrolling stages are, in contrast, ridiculously easy. The screen scrolls continuously and it's a case of keeping out of the way of bad things hurled at you and shooting haphazardly. Then you reach the first boss, who's also fairly easy to deal with.

The main Superman graphic looks good, and the backgrounds, though sometimes a bit shoddy, are generally of a good standard. While the gameplay is tough, it's not insurmountable, and should guarantee that it'll be some time before you're finished. It can be frustrating, though, so maybe take some anti-Kryptonite stress pills before you play.

ADAM WARING

**I**T'S NOT EASY BEING DEAD, YOU KNOW. WANDERING THE EARTH FOR ALL ETERNITY CAN BE PRETTY BORING, ESPECIALLY WHEN YOU GET TO WOLLONGONG. IT ALL STARTED WHEN CHAKAN, A PRETTY HARD WARRIOR IN ANYBODY'S TERMS, CONFRONTED DEATH AND WON. FROM THEN ON, HE COULDN'T DIE. THE FIRST TEN MILLION YEARS WERE THE WORST. THE NEXT TEN MILLION, THEY WERE THE WORST TOO...

ANYWAY, CHAKAN'S FED UP WITH ALL THIS BEING ALIVE BUSINESS. HIS ONE CHANCE OF POPPING HIS CORK IS TO ELIMINATE THE INHUMAN ROYALTY OF DARKNESS (WHATEVER THAT IS). TO DO SO, CHAKAN MUST TRAVEL THROUGH PORTALS THAT ARE FILLED WITH ALL MANNER OF GRUESOME BEASTIES. BEING IMMORTAL, CHAKAN CAN'T BE KILLED. HE DOES GET SORT OF TIRED OUT, WHEN HE'S HAD A HARD TIME OF FIGHTING MONSTERS, IN WHICH CASE HE FALLS IN A HEAP FOR A REST AND MUST RESTART THE LEVEL AGAIN FROM SCRATCH. THIS IMMORTALITY STUFF IS, FRANKLY, NON-SENSE. WHAT IT ALL MEANS IS THAT YOU DO GET KILLED BUT HAVE UNLIMITED LIVES.

IT WAS A SMASHING GAME ON THE MEGA DRIVE, BUT THE GAME GEAR LOSES IT A LITTLE. THE DARK, GLOOMY GRAPHICS WERE VERY ATMOSPHERIC IN THE MEGA

# Chakan





DRIVE VERSION, BUT JUST MEAN THAT YOU CAN'T SEE WHAT'S GOING ON TOO WELL ON THE GAME GEAR. THE MONSTERS ARE TOO HARD TO KILL TOO, AND IT'S TRICKY TO DISH OUT THE DAMAGE WITHOUT GETTING HURT YOURSELF. AS A RESULT, YOUR DEATH FORCE SLIPS ANNOYINGLY AWAY AS YOU TRY TO DO THEM OVER.

THE IDEA BEHIND THE GAME IS NOT A BAD ONE, IT'S JUST THAT IT DOESN'T WORK TERRIBLY WELL ON THE GAME GEAR. SORRY, CHAKAN, BUT I COULDN'T CARE LESS IF YOU LIVE OR DIE.

ADAM WARING

GRAPHICS .....	66
SOUND .....	82
MUSIC .....	82
PLAYABILITY .....	73
LASTABILITY .....	75
DIFFICULTY .....	91
MENTAL .....	75
ATMOSPHERE .....	84
OVERALL .....	75

**Kan**



# WORLD CUP SOCCER

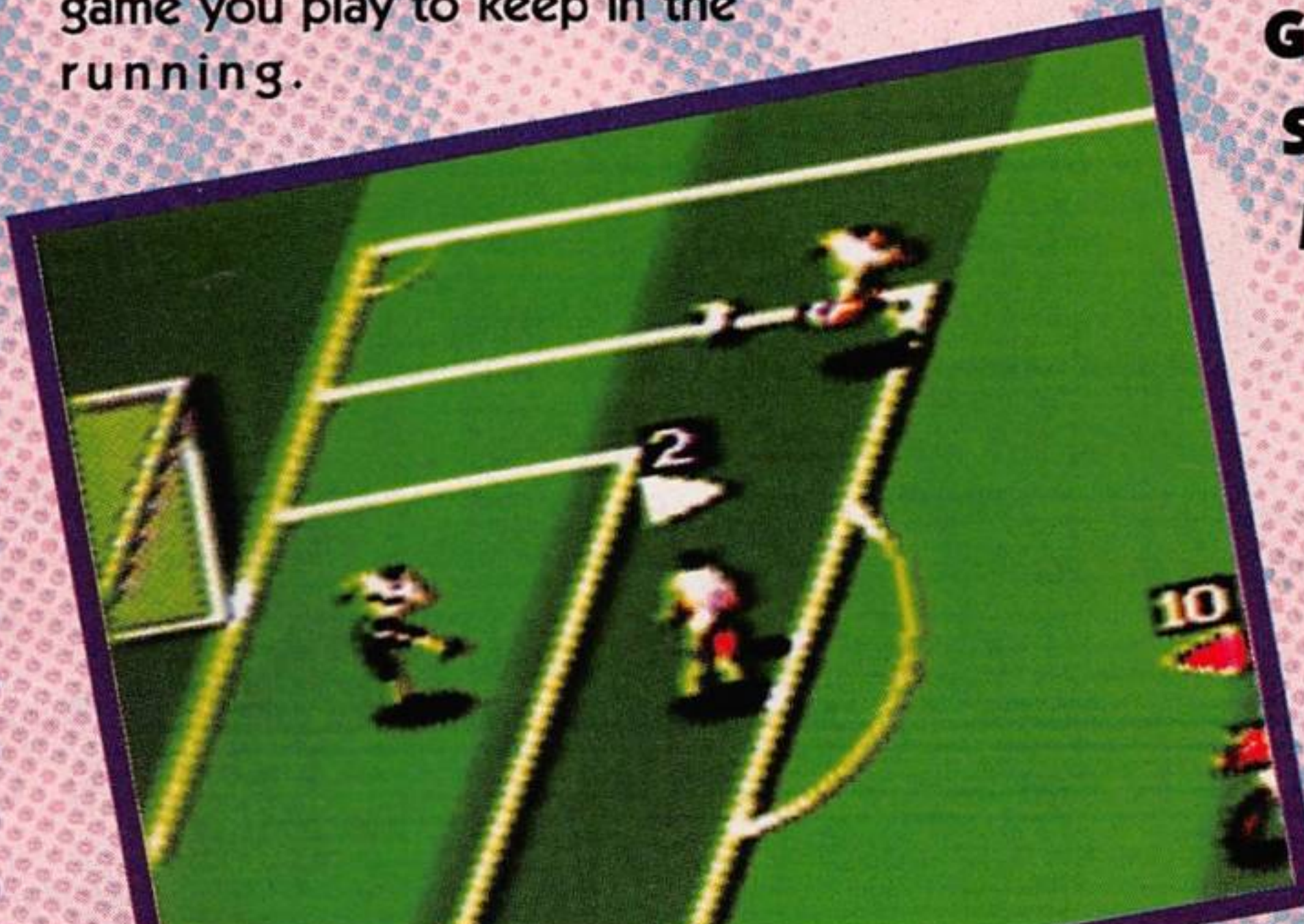


## This is the real football-Soccer.

A game where you really do use your feet, the ball is actually ball-shaped and the fighting is done by the spectators, rather than the players. Soccer is a bit of an underground sport out here in Oz, but to the rest of the world, it's king.

Eleven players attempt to boot the ball from one end of the pitch to the other, and into their opponent's goal. The World Cup is the planet's second favourite sporting competition, only beaten in popularity by the Olympics. If you've never watched on telly, you really don't know what you're missing.

There's a choice of 24 teams from all over the soccer-playing world (Australia isn't an option unfortunately), and you can choose a one-on-one 'friendly' against the computer or go for the full World Cup proper. You start off in a group with three other teams who all play each other; the top two teams then go on into a knockout competition, where you have to win every game you play to keep in the running.



Being a Pom, I naturally selected Engerland. And being true to the English tradition, we were slaughtered six-nil.

Win the finals and the Cup's yours, and you'd have every right to be extremely happy. Win just one match, in fact, and you'll probably be jubilant. Score a single, solitary goal and you'll be ecstatic. See, the problem with this game is that it's too damned difficult.

You get a side-on view of the match, with the pitch scrolling from left to right to follow the progress of the ball. The problem is that you can only see a fairly small bit of pitch and only the players that are in the immediately surrounding area. With anything other than the feeblest kick, it's anyone's guess who the ball will go to.

It's probably quite a giggle when playing another player, but for that you need a Gear-to-Gear cable, and a suitably equipped pal. It's not that it's a bad game, it's just that the computer's very, very good. Too good in fact, and you're at a disadvantage because you can't see what's going on too well. Pity.

ADAM WARING

Graphics .....	86
Sound .....	61
Music .....	72
Playability .....	73
Lastability .....	62
Difficulty .....	89
Mental .....	63
Atmosphere .....	72
Overall .....	68



## HEAR YE! HEAR YE!

The court is in session. The trial of the Mega CD has been heard and the jury have reached a verdict. The Mega CD has been found guilty of being overpriced and under-resourced. It has been sentenced to be abandoned. In its place shall be the Mega CD 2!

Yes, with the Mega CD at \$699 having the same sort of reaction as someone dropping wind in a crowded elevator, Sega have acted accordingly by redesigning both the Mega Drive and Mega CD. The new Mega CD 2 will have a price tag of only \$500, but internally will be identical to the earlier model. Both systems shall hit stands some time within the next month and both are interchangeable with their older counterparts.

In the June issue I asked for your opinions on consoles flooding the market. Well, I did get some response but the only one worth a mention was from a certain Andrew Pearce. Mate, you're lucky that your name is a common one because you are a gonad. You receive the crouton muncher of the month award. For your information I never called the "3DO" system a toy. If I ever did refer to it as a toy it would have been in a cynical tone. So in future read the text properly before making a tool out of yourself! (*He takes things very seriously doesn't he, Andrew - Ed*)

Now that I've got that out of the way I can inform you on the latest titles. SFII: CE for the Mega Drive should be out for September and it plays sooo well. Mortal Kombat will be out on Mega CD soon and, to put it simply, you'll never play the arcade version ever again! Landstalker has been a long time cooking and Japanese players have been indulging it its brilliant gameplay for over 6 months now. But we've finally got an English copy and it is ultra cool! Also, NHLPA '94 shall be released late this year featuring the new victors of the Stanley Cup, Montreal Canadians. Golden Axe 3 is on its way; but if it isn't fixed up, I don't really want to see it!

Pink Panther and Sylvester 'n' Tweety shall finally make its way to the Mega Drive thanks to Tekmagic. No news on how they play but they'll no doubt be platformers. Two hot new Mega CD games to hit soon are Silpheed and Thunderhawk. I mentioned Silpheed before so I won't need to tell you about the water smooth scaling, but Thunder Hawk is a conversion of an old Amiga title of the same name. It features bitmapped landscapes as in Comanche Overkill on IBM's and the tanks and objects are viewable from any angle! These will be the first games to use the Mega CD as it was intended to be used.

On to other things now. The 3DO system is still showing promise in its power but they need to think up some good ideas for games as the game they showed was extremely dull sounding. The Chicago CES showed a Sim-Earth type game where you create you own world. ZZZzzz. Boring!! But the flight sim showing what you've created looks..... amazing! But when we'll see it and the price we'll pay is yet to be answered.

Well, I have some sad news to pass on (*Well, sad for some! - Ed*). This is my last Konsole Kraze column for Megazone as I'm leaving for other things. But don't let that faze you as you haven't heard the last of me yet! Thanks for all your reading support and I'll see ya later!

**BRIAN COSTELLOE CONSOLE FREAK**



# WOTZ

### GAME GEAR

1. PREDATOR 2
2. KRUSTY'S FUN HOUSE
3. TALESPIIN
4. CRASH DUMMIES
5. SPIDERMAN 2

# HOT! TOP 10 PREDICTIONS

### MEGA CD

1. TIME GAL
2. ROAD AVENGER
3. SHERLOCK HOLMES
4. MAKE MY VIDEO
5. ROBO ALESTE

### MEGA DRIVE

1. GLOBAL GLADIATORS
2. FLASHBACK
3. X-MEN
4. TINY TOON ADVENTURE
5. ANOTHER WORLD
6. SHINING FORCE
7. STRIDER 2
8. COOL SPOT
9. SUPERMAN
10. TURTLES - HYPERSTONE HEIST

### MASTER SYSTEM

1. STREETS OF RAGE
2. GLOBAL GLADIATORS
3. SUPERMAN
4. STRIDER 2
5. BART VS THE WORLD
6. CALIFORNIA GAMES 2
7. WOLFCHILD
8. WWF STEEL CAGE
9. WONDERBOY IN MONSTERWORLD
10. SONIC 2



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4. The judges decision is final and no correspondence shall be entered into.
5. Description of the competition and instructions on how to enter form part of the competition conditions.
6. The competition commences 1st July 1993 and closes last mail 30th September 1993. The draw will take place on the 1st October 1993 and the winner will be notified by telephone. The winner will also be published in Megazone magazine.
7. The prize is a Mega Drive2/Mega CD 2 Pack valued at \$699.95.
8. The promoter is Megazone Pty Ltd, ACN 003 924 472, 200 Coward Street, Mascot NSW 2020.





# GLOBAL GLADIATORS

high polish, high quality title.

Virgin Games have learned their lessons very well indeed. Their knack for making good looking games is matched only by their knack for self promotion. Global Gladiators (along with Cool Spot) is their latest sure-fire hit. Yes, Global Gladiators is the McDonald's game. But no matter what your feelings are on corporate sponsorship, it's hard to dismiss an in-your-face game like this of such obvious technical excellence.

If you haven't already heard of Global Gladiators (possibly under the working titles of "Mick and Mack" or "The McKids") then you've probably been dead for quite some time. You should consult a doctor, or at least check your pulse, and you should do it right now. But if you

do, you'll miss this fabulous plot description...

### Gherkins Under the Table

Mick and Mack, two wholesome, all-beef-patty-munching kids, were sitting in their local family restaurant one day, forcing down a couple of cheeseburgers (and sticking the gherkins under the table) whilst reading their latest Global Gladiators comics. "Jeepers!", they thought as one, "Wouldn't it be keen to be a Global Gladiator, an environmental warrior ridding the world of pollution and all things evil!"

Hearing his cue, Ronald McDonald appeared from under the table, gherkins all through his woolly red wig, to transport Mick and Mack inside their favourite comic - and into the slime-filled world of the Global Gladiators! World famous magical clown he may be, but he gets angry when you mess with his wig.

So it's up to Mick or

## How To Make a Name as a Software Publisher in a Very Short Time?

**LESSON 1** - Think big. Very big. Looking for a tie-in? Don't go for some washed up sporting personality, go straight to the top. Why not try McDonald's? If you can sell the world the Fillet o' Fish, you can sell anything, right? (Hang on, I like Fillet o' Fish! - Ed)

**LESSON 2** - Hype big. Create some anticipation in the market. Try to keep the game in the news and previews pages of gaming mags ages before you release it (i.e Megazone 8 months ago). Try to pick up an award too. Sega USA's Mega Drive Game of The Year would be handy.

**LESSON 3** - Produce a



Mummy, I'm frightened!



## Environmental Warr





Hello green blob. I'm going to kill you.



# ARS

Mack (there are two game characters, but unfortunately it's only a one-player game) to clean up the world. Their weapon: the non-toxic but highly destructive sauce splurge gun (otherwise known as a GooShooter). "The world" consists of four stages, each of which is split into three horizontally and vertically scrolling levels packed with waste-pumping machines, axe-wielding beavers, walking trash cans, and a variety of slime monsters.

least thirty McDonald's' arches within the time limit so that you can exit past the flag-waving, fun-loving clown, Ronald. Some of the arches and extra energy icons look out of reach, but don't despair: you can bet your crispy French fries that there's an invisible platform or two that will allow you to get to them.

Collect seventy five arches in any one level and you reach the equally environmentally friendly bonus stage. The object here is to catch the recy-

Global Gladiators looks great. Each of the four stages - Slimeworld, the Mystical Forest, Toxi-Town, and Arctic World - are quite distinctive. All of the levels are well drawn and coloured and the creatures that inhabit them look very nasty indeed.

Mick and Mack themselves are full of character, thanks to some nice detail and smooth animation. Watch them grit their teeth in determination as they build up speed, or as the recoil of

"Wouldn't it be keen to be a Global Gladiator, an environmental warrior ridding the world of pollution and all things evil!"

They walk, they roll, they fly, but basically they just ooze.

## Crispy French Fries

The basic gameplay is very simple, helped along by a nice and responsive control method. All you have to do is run around each level, jumping up platforms and over gaps, dispatching slime creatures as you go, collecting at

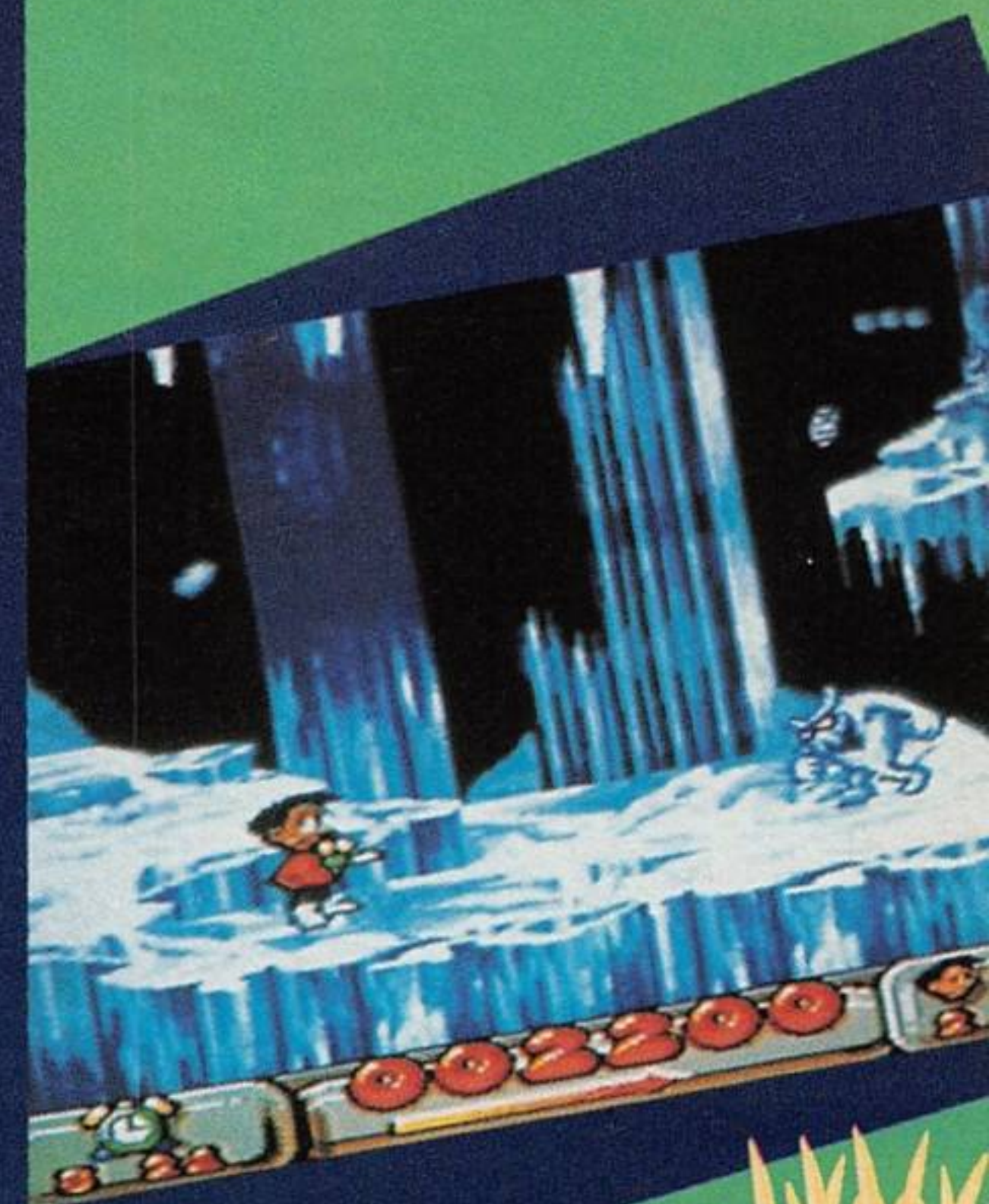
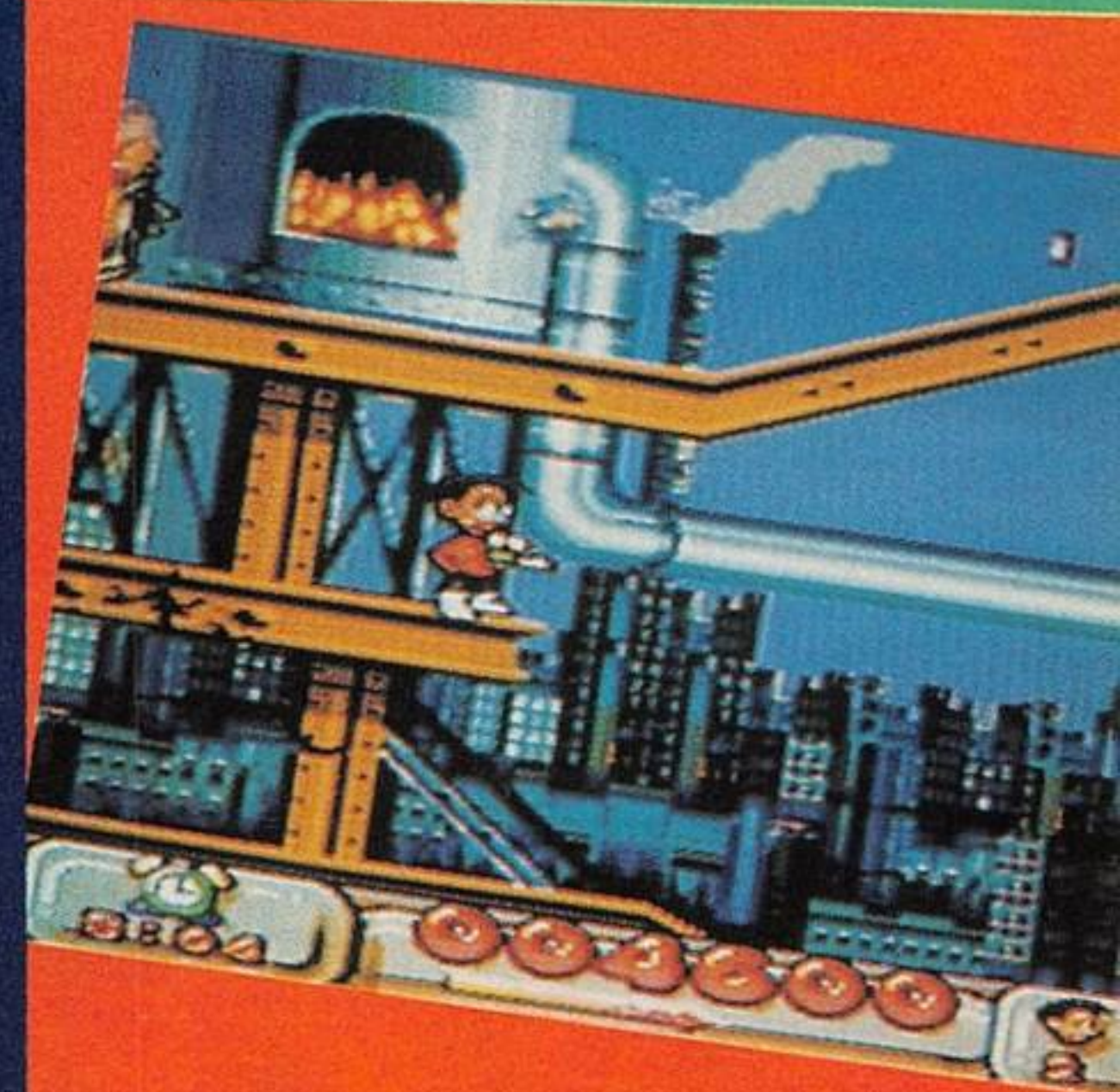
cables that fall from the sky and sort them into their proper bins. Drop just one bottle, can, or bundle of newspapers and the bonus stage ends. It also ends (with a rather nasty bump on your head) if you try to catch a falling anvil. But never fear, you can practice your bonus stage technique before you play via the options screen.

**Rave On**

the sauce gun forces them backwards with every shot. Standing still they spin their weapons and blow bubbles, and when they find themselves on an invisible platform they go all wide eyed with wonder. Very slick.

It sounds great too. The sound effects are excellent and the all-American sampled speech is of a very high standard. The

It's the Big Mac making factory



Could I have a 30c cone, please?



riors out to clean up the world



# GLOBAL GLADIATORS



Graphics .....	90
Sound .....	94
Music .....	92
Lastability .....	81
Playability .....	92
Difficulty .....	78
Atmosphere ..	88
Presentation ..	92
Overall .....	90%

music's no letdown either. The various tunes, mainly techno rave numbers, really kick. Turn it up to a deafening level, add some strobe lighting and a strangely named DJ to your lounge room, and you've got your own private rave. Very hip.

### Slick & Hip, But Not Surprising

It's slick, it's hip, and it's not surprising - Global Gladiators was programmed by the same team that did Cool Spot (David Perry and Co). Like Cool Spot, it also appears to be a very well tested game. There are three levels of difficulty to suit different abilities, so the degree of challenge is up to you, and provided you don't play it on easy it may prove quite tough. Three lives and two continues is all you have at your disposal.

Giving some added lastability is the fact that Global Gladiators, like Sonic, is a multi-layered platformer. All of the levels are well mapped and provide more than one route to the end, so, even after you finish it, there

will be something to come back for. What's more, although Mick and Mack are nowhere near as fast as Sonic, you can always treat each level as a race against the clock.

Virgin have given us another example of the professionally produced platformer. Global Gladiators is a very, very good game, but it's not quite great. The gameplay is weakened by the simple lack of variety. Once again, there's just not enough to do: in every level you just shoot, jump, and run to the right. Over twelve levels, it can get a bit tiresome. It's a small fault, but it really does count.

### Go Get Your Goo Shooter

So, should you believe the hype? Well, yes you should. If you like your platform games with great playability, looks, sound and 100% pure Australian all-beef patties on a sesame seed bun, then go get your Goo Shooter and start cleaning up the world!

ANDREW HUMPHREYS



Master System: I only came here to use the bathroom



Master System: Next time I'm going to Pizza Hut



Game Gear: Oh! my God! Flying Gherkins!



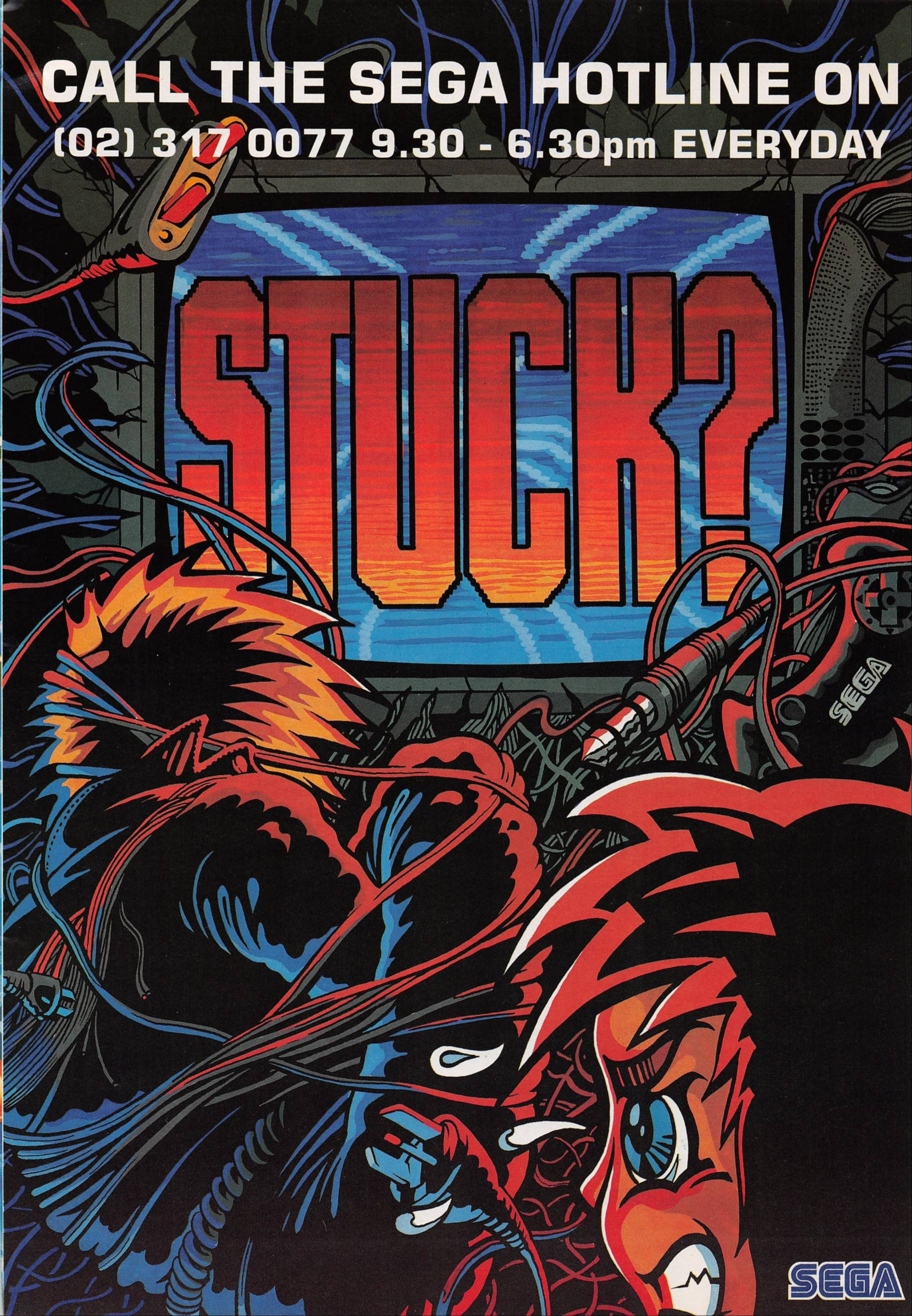
'They walk, they roll, they fly, but basically they just ooze'





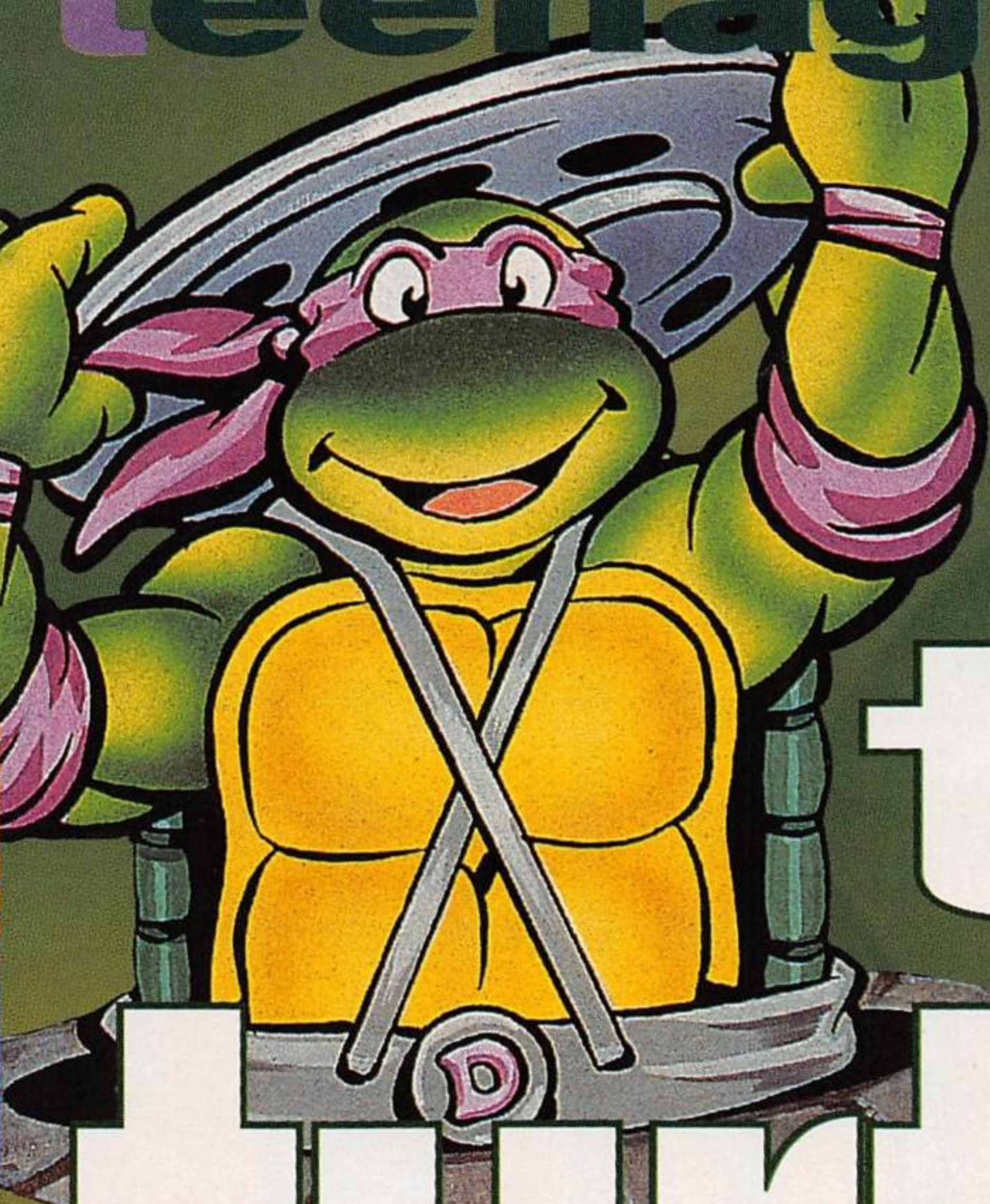
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# STUCK?



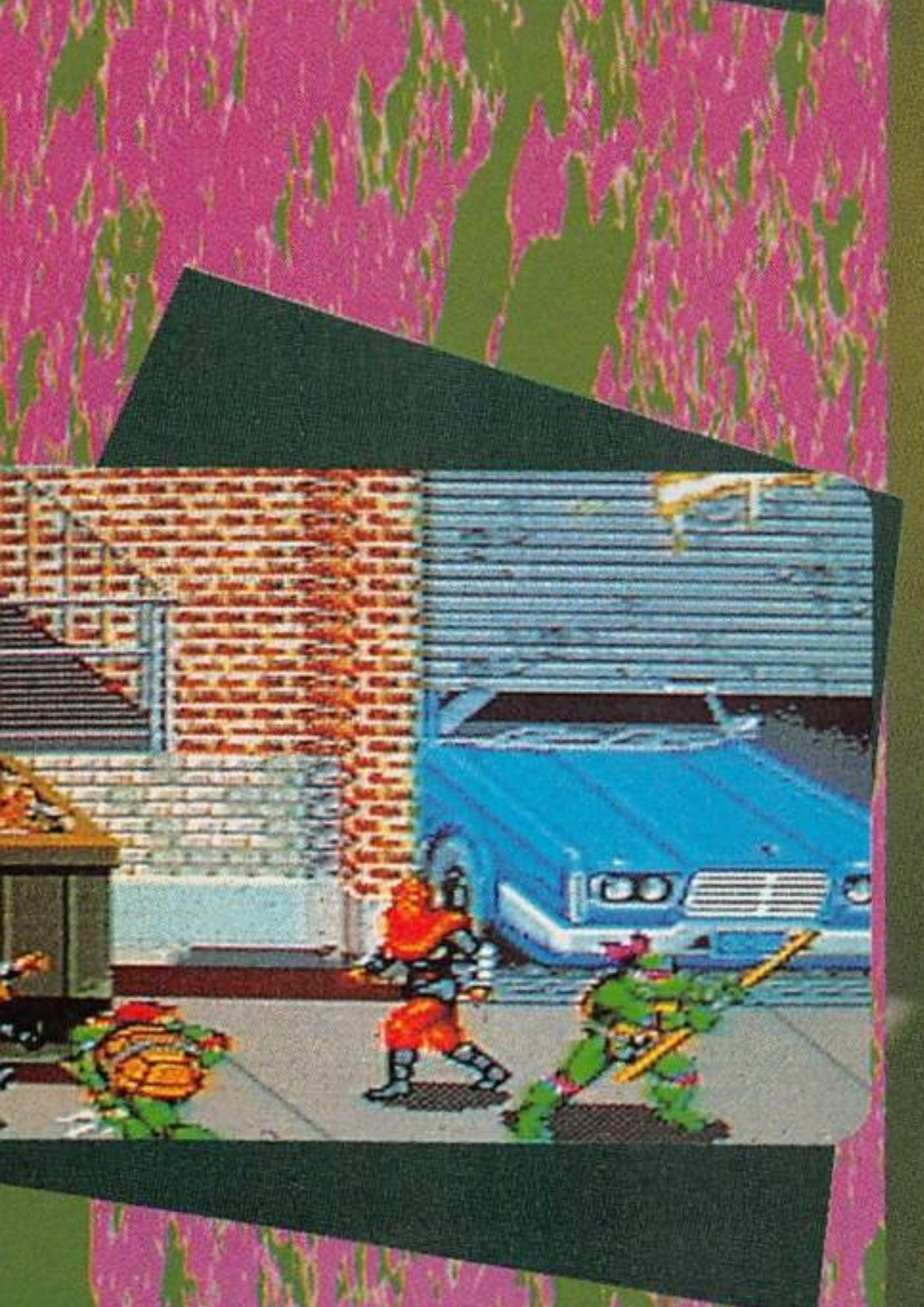
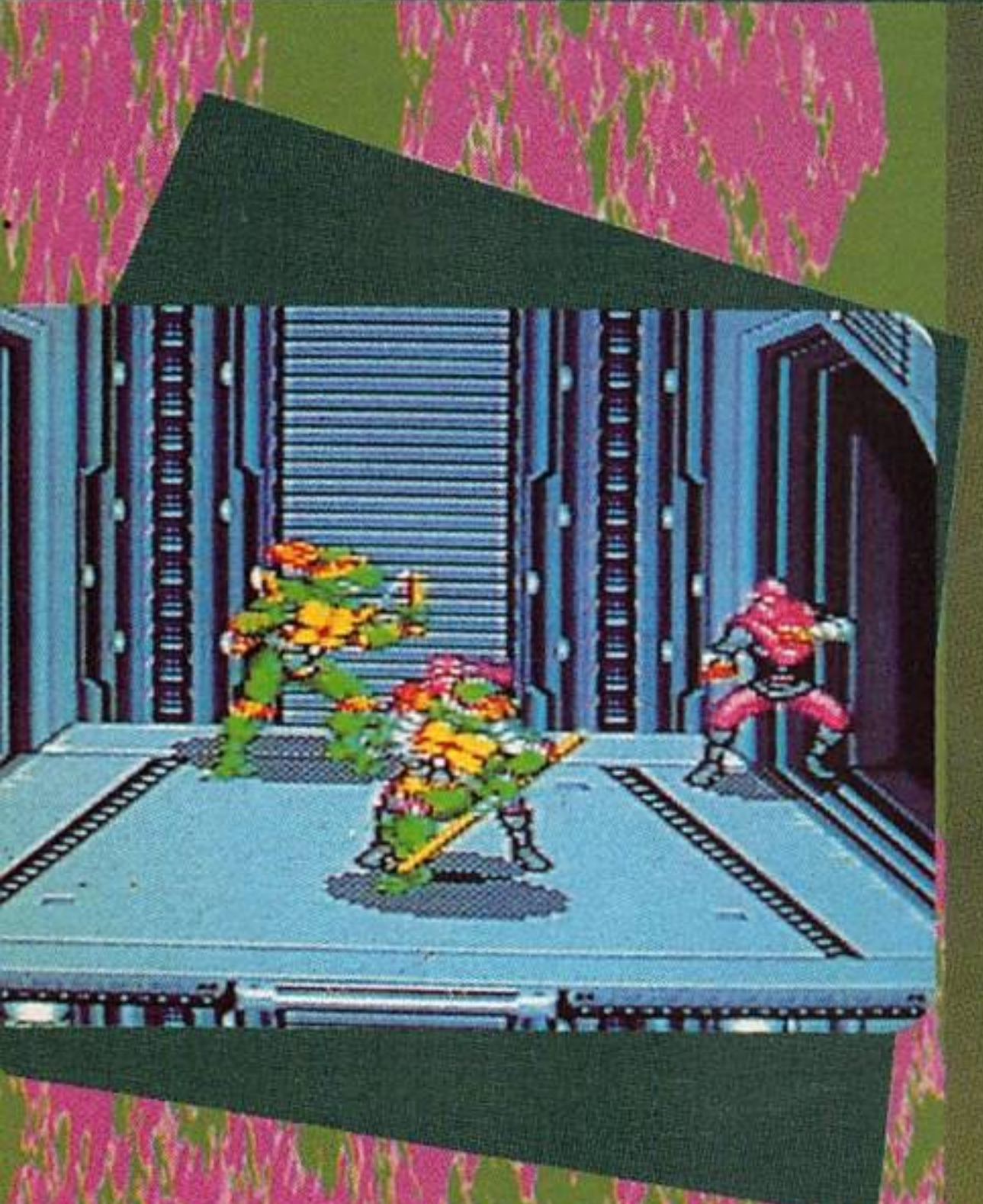
**SEGA**





# the turtles

## THE HYPERSTONE



IS THERE ANYONE OUT THERE WHO HASN'T HEARD OF THE TURTLES? COME ON, PUT YOUR HANDS UP, THERE'S NO SHAME IN IT. YES, YOU, THE ESKIMO IN THE BACK ROW - YOU'VE NEVER HEARD OF THEM? ALRIGHT THEN, FOR THE BENEFIT OF NAN-UCK AND THOSE OF YOU WITH NO SENSE OF POPULAR CULTURE, HERE COMES A BIT OF TURTLE HISTORY. TRUE TURTLE LOVERS AMONGST YOU CAN SKIP THIS BIT AND GO STRAIGHT TO THE GAME REVIEW.

### How to Make Millions or The Joy of Licensing

The Teenage Mutant Ninja Turtles were born in the mid-1980's as the heroes of a small circulation underground comic created by Kevin Eastman and Peter Laird. For some reason they decided to name the Turtles Leonardo, Donatello, Raphael and Michaelangelo - after famous Renaissance artists. The original Turtles' stories were very dark and moody affairs, with the city and sewers the Turtles lived and fought in, shown as the brutal, unfriendly places you would expect them to be. These comics could not be more different from the Archie's Adventures series of the Turtles that you can now find in the local newsagent's. Eastman and Laird have become very rich men, but they still publish their version of the Turtles through their own Mirage Publishing group.

stay underground for long. Someone saw their obvious money making potential, so, thanks to the wonders of the modern licensing agreement, the Turtles were softened and sold to the masses as a light-hearted cartoon series. They began saying things like "Mondo to the max" and "Cowabunga". They ate a lot of pizza and they sold a lot of toys. In fact, they sold a lot of things - movie tickets, clothes, lunch-boxes, videos, you name it. Everywhere you looked there was a Turtle. Luckily, home video game consoles came along to share in the fun.

Everything was going very nicely when the Turtles hit the video game world - first at the arcades, then on Nintendo. But then the Turtles made their fatal mistake - a movie with Vanilla Ice. From that day on their brilliant career was doomed and the downhill slide began. And so to today: Turtle mania is gone, but

The Turtles did not





there's still some life (and selling power) left underneath their battered shells. Now, thanks to Konami, the Turtles finally appear on the Mega Drive.

**The Important Bit**

The Turtles coin-op took the cartoon and turned it into a great horizontally scrolling beat em' up. The simultaneous four player action made it a lot more fun than donning a mask from the back of a pizza pack and swinging a rake around in the backyard with your mates. But what about the Mega Drive version? Was it worth the wait?

Well, yes it was. It's as close to the arcade version as you could possibly want (with the exception that only up to two turtles can take

(or "scenes") filled with Foot Soldiers, Stone Warriors, and assorted robots that need the Turtles' special clean-up touch. At the end of each level is a boss enemy waiting for some turtle soup - Leatherhead, Rocksteady, Tatsu, Baxter Stockman and his Mousers, and Krang will all try to stop you from reaching Shredder and the Hyperstone. To increase your chances, pick up pizzas along the way to restore lost energy and power pizzas for extra-special spinning attacks.

The control method is excellent, so unleashing the Turtles' Ninja techniques is easy. Each Turtle uses a different weapon and has a slightly different special attack, but all of the moves are triggered using the same button combinations. There's an attack button, a jump button and a dash button (which is up to you). Used together, they give you a variety of easy-to-perform moves: body slams and power techniques, sliding attacks and spinning tackles, flying kicks and jumping attacks are all at your disposal. All that plus a special attack - but go easy on this one, it takes away a bit of energy every time you use it.

The Turtles are big and bold and full of character - just like they were in the arcade version. A lot of time has been spent on the animation to make all of their movements very fluid. The backgrounds look just as good: the variety and detail are excellent and the smooth parallax scrolling gives a good sense of depth. Enemy sprites are of the same high quality. There is a choice (on the options screen) of two colour schemes - cartoon or anime - depending on whether you are feeling light or dark and there's a bit of comedy thrown in too: watch

your Turtle stub his toe, fall down holes, step on loose floorboards, get flattened (literally) or char-grilled by a fire-breathing Foot Soldier.

The sound is also very good and close to the arcade game. There's some sampled Turtle-speech in there (yes, they do say "Cowabunga") which is a bit gravelly but a nice effect anyway, and the battle sound effects do inspire serious damage. The cartoon theme song is there at the start and it's very smart, but unfortunately the rest of the tunes, whilst good, are not as good as I would have liked.

The Hyperstone Heist is highly playable and a lot of fun - especially for two players. But for one player it can get quite repetitive - just keep bashing that attack button and moving to the right and you can't go wrong. More variety in the gameplay would've been nice, but then again, wouldn't it always be nice? A bigger game would've been nice too - the levels are a tad on the small side for my liking, especially as it's all too easy anyway. With the exception of the bosses, the enemies range from the stupid to the extremely stupid. There are three difficulty settings and variable continues but even set on hard you should have no trouble finishing it. The lastability factor here is not so much how long it will take to finish, but whether you'll want to keep finishing it - and providing you have a lot of friends, you will want to.

That's it, then. Teenage Mutant Ninja Turtles is a great-looking, fun-to-play beat 'em up. If beat 'em ups or Turtles are your thing, you should look out for a copy. But remember, the Turtles are a team, and two green heads are always better than one.

\* Konami

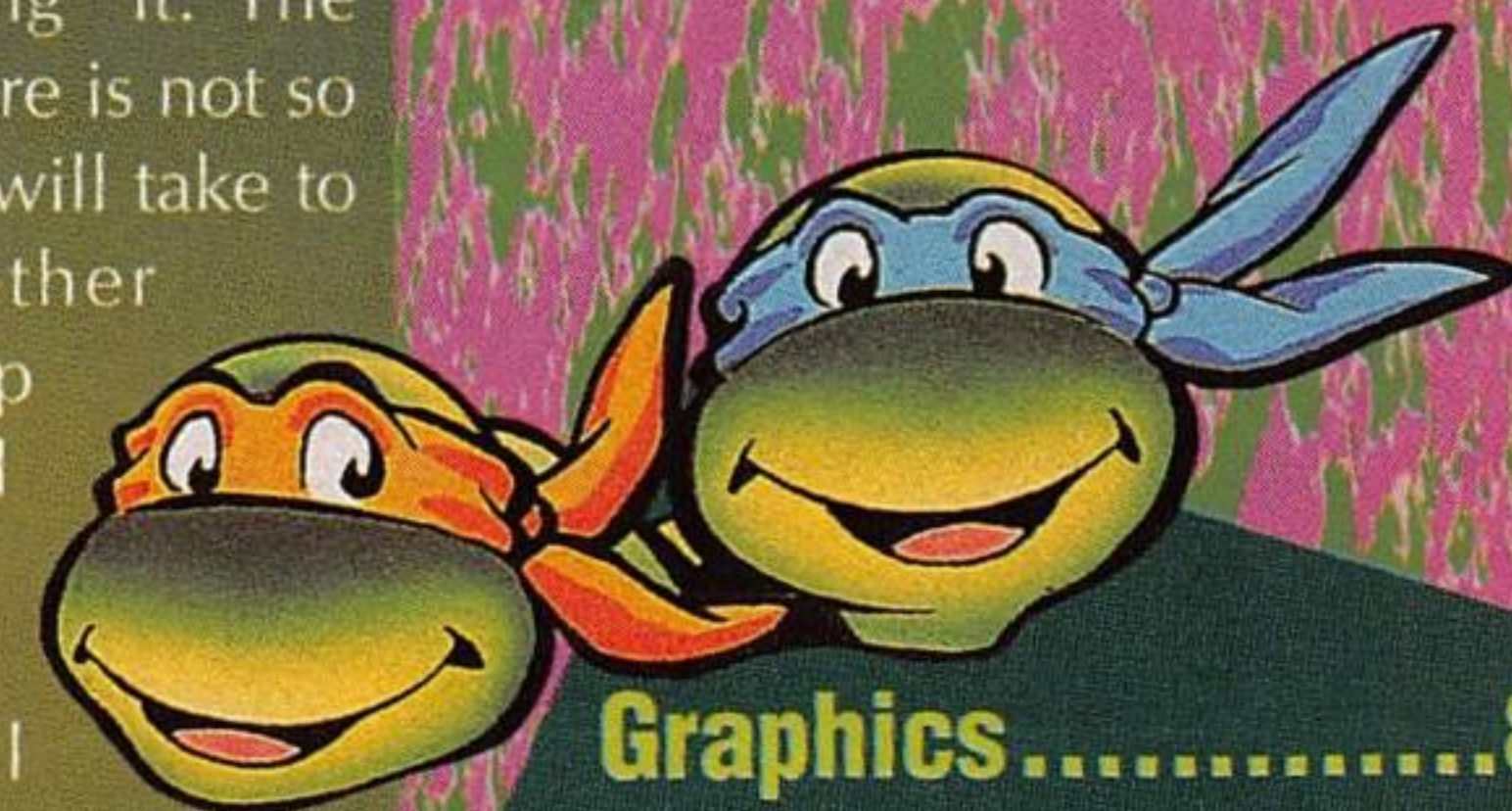
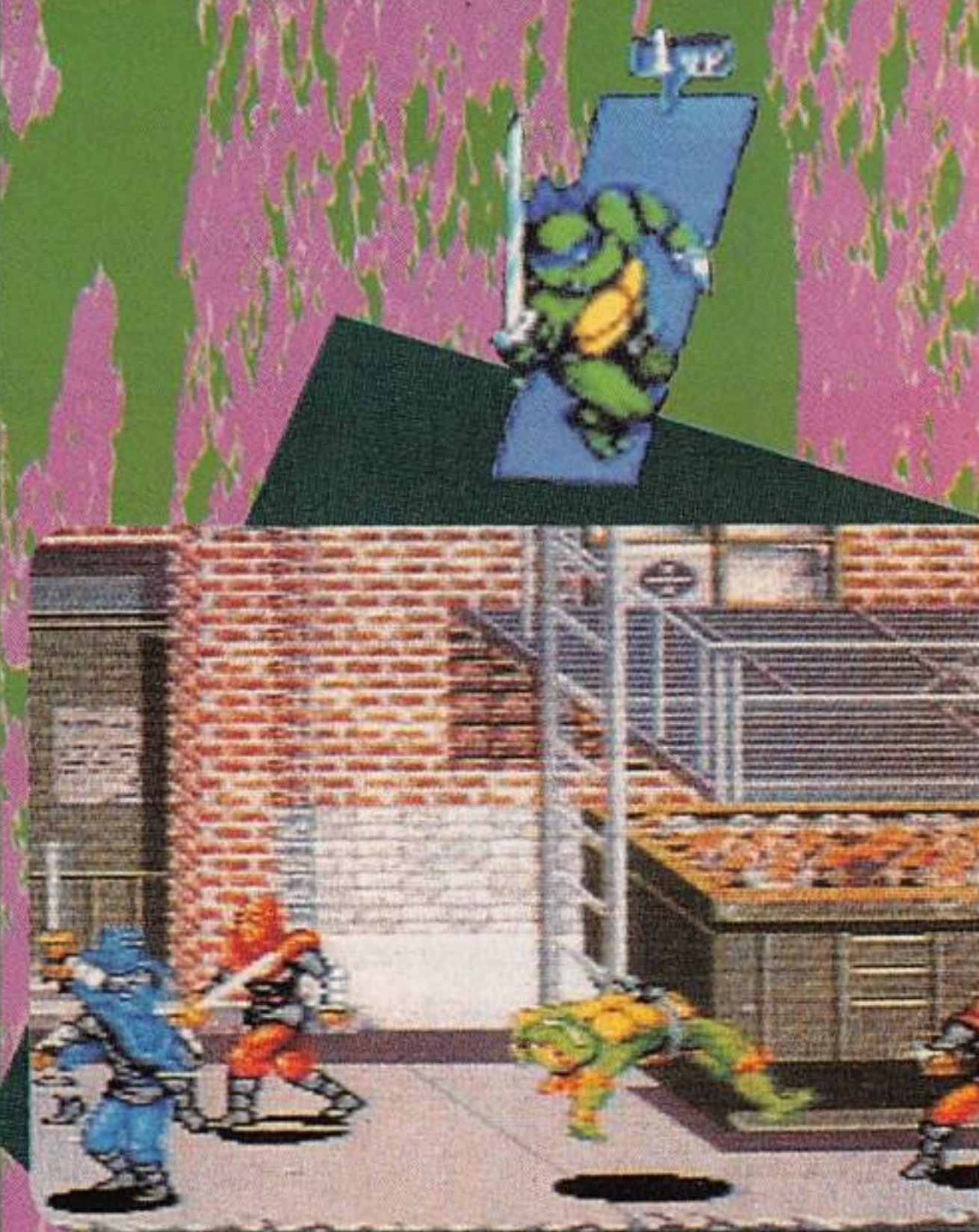
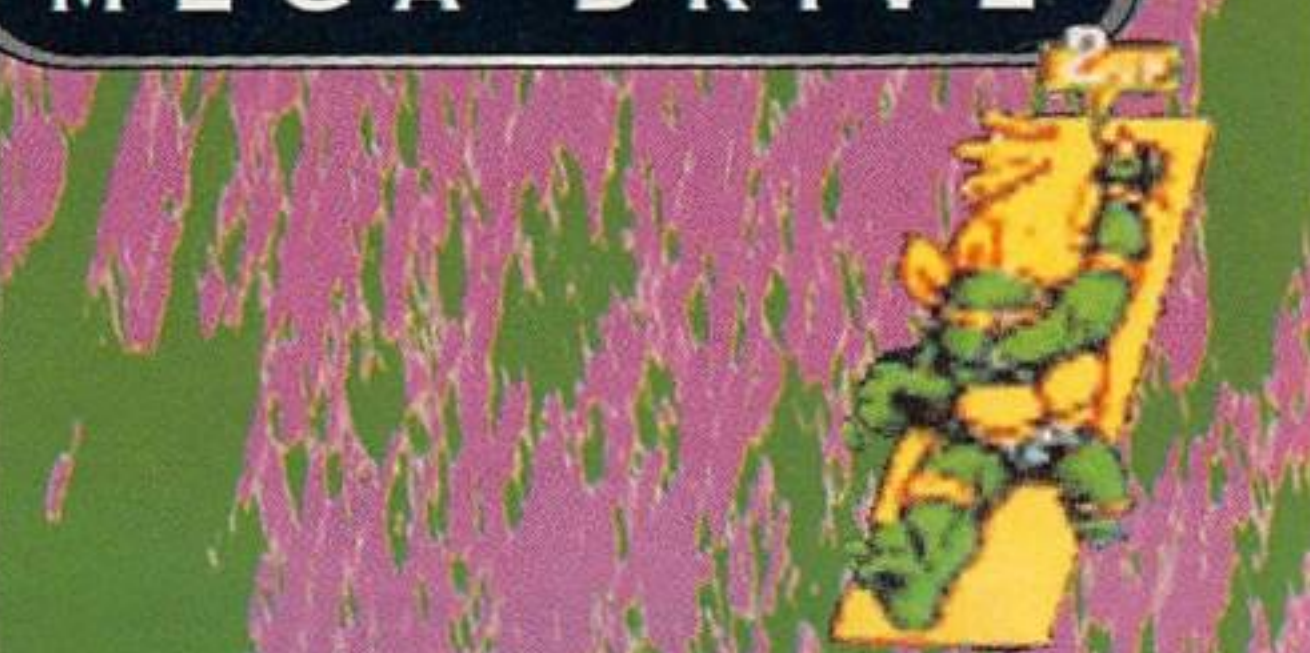
ANDREW HUMPHREYS

**HEIST**

part) and it provides the same shell-splitting thrills and spills. It's not the best beat em' up available on the Mega Drive - that title still belongs to Streets of Rage 2 - but it is a very good game.

The Hyperstone Heist begins, funnily enough, when Shredder (the Turtles' arch-enemy) heists the Hyperstone (treasure of great powers) from Dimension X. He uses it to shrink New York City before the Turtles' very eyes - and the eyes of everyone else watching April O'Neil's television report. But this is only the beginning of Shredder's evil plan - as the old line goes, today New York City, tomorrow the world. The Turtles don't like this one bit, so naturally they set out to put a stop to it all.

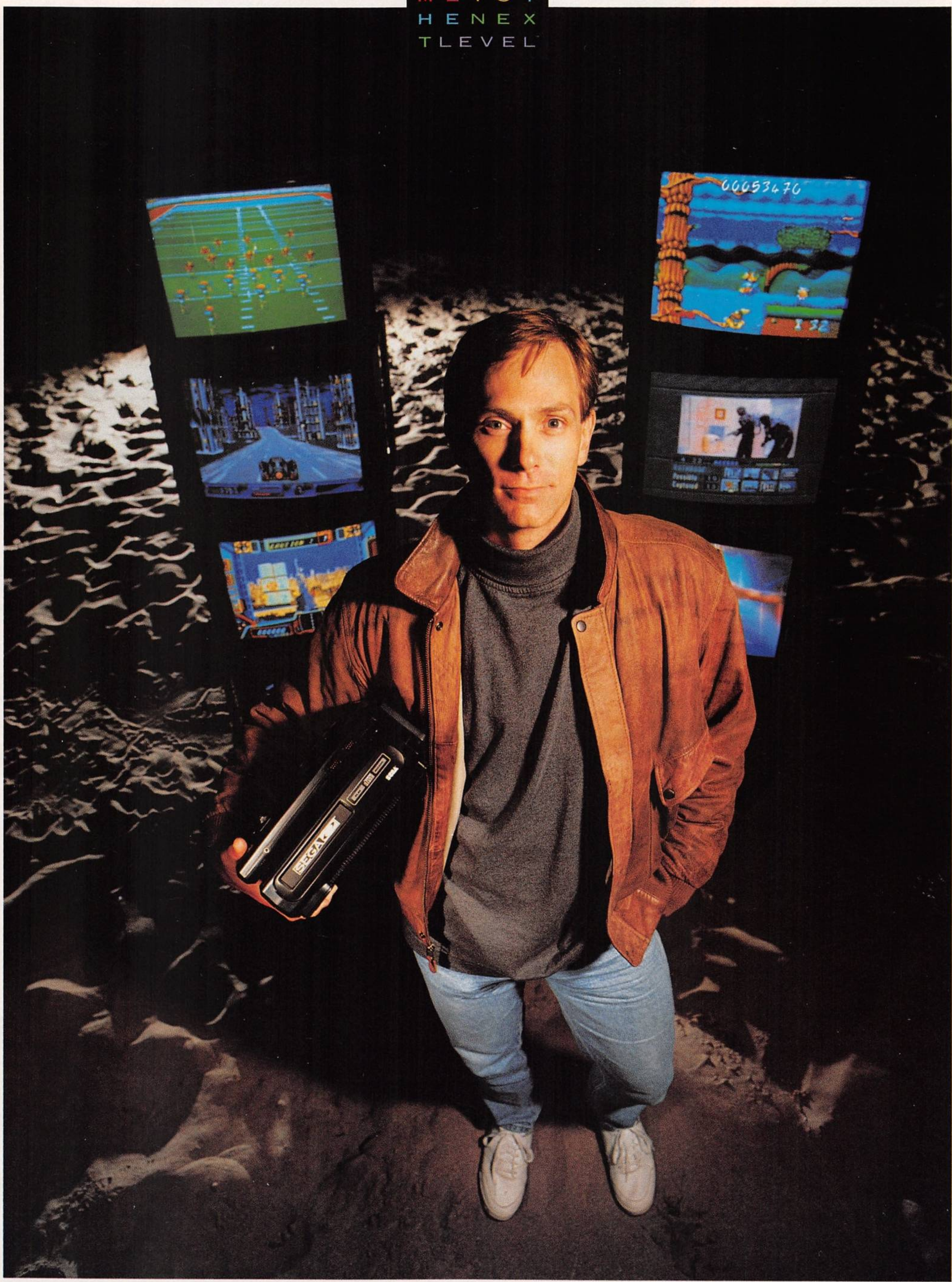
Choose your favourite shell-back (in two-player mode you must each have a different Turtle) and head for the Technodrome for some serious carnage. But before you can take on the Shredder, there are five levels



Graphics .....	89
Sound .....	86
Music .....	80
Playability .....	93
Lastability .....	74
Difficulty .....	67
Atmosphere .....	90
Overall .....	83%



WELCO  
METOT  
HENEX  
TLEVEL





# **Believe it or not,**

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

## **the brains behind Mega CD™**

### **What are the technical advantages of Mega CD™?**

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

## **don't wear pocket-**

### **So the games will be more realistic?**

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

## **protectors or glasses**

### **What do you mean "interact"?**

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

## **held together with tape.**

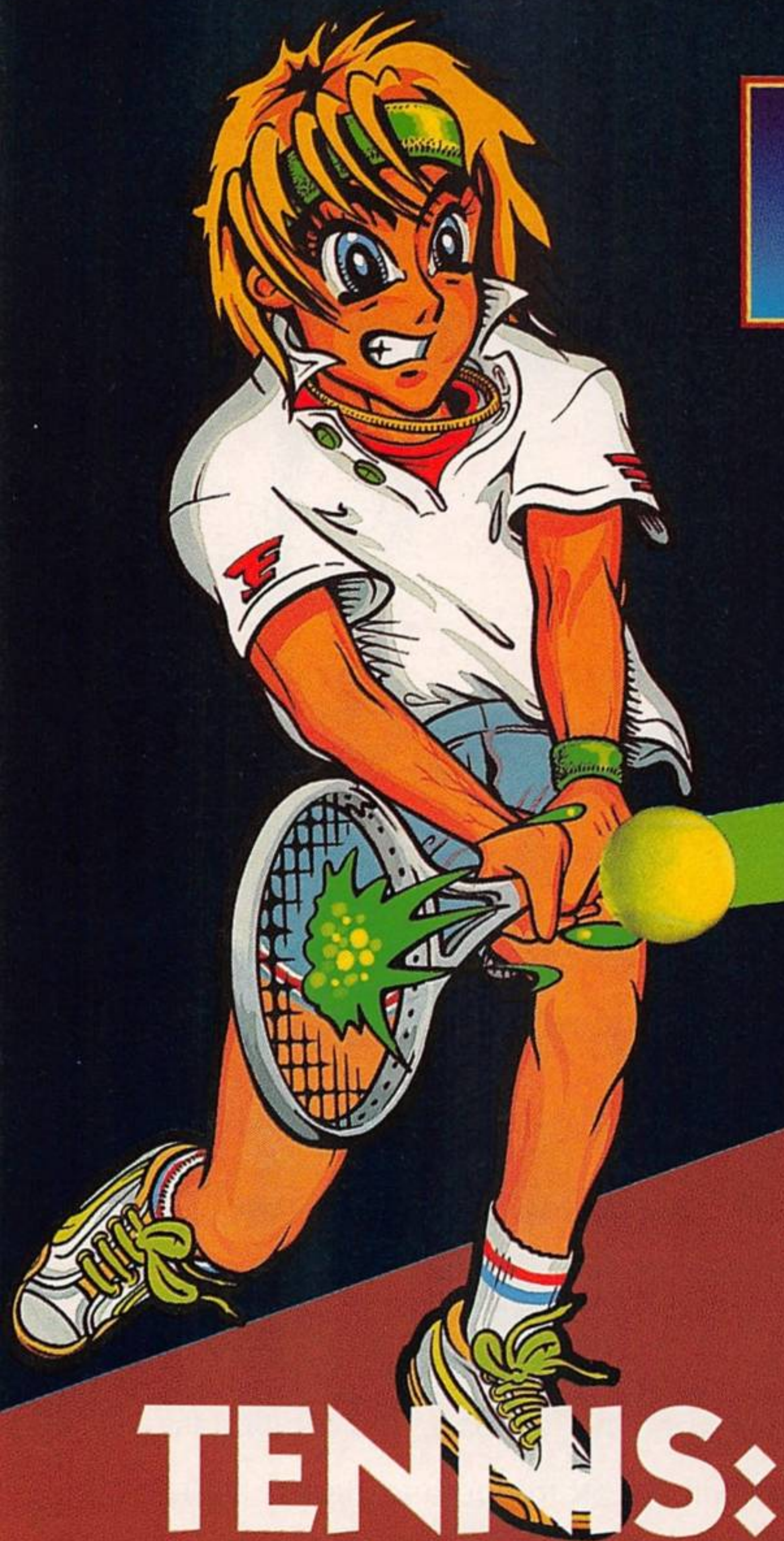
### **Do you have a personal favourite CD game?**

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

## **(Those guys work for our competitors.)**







# Davis Cup World Tour

## TENNIS:

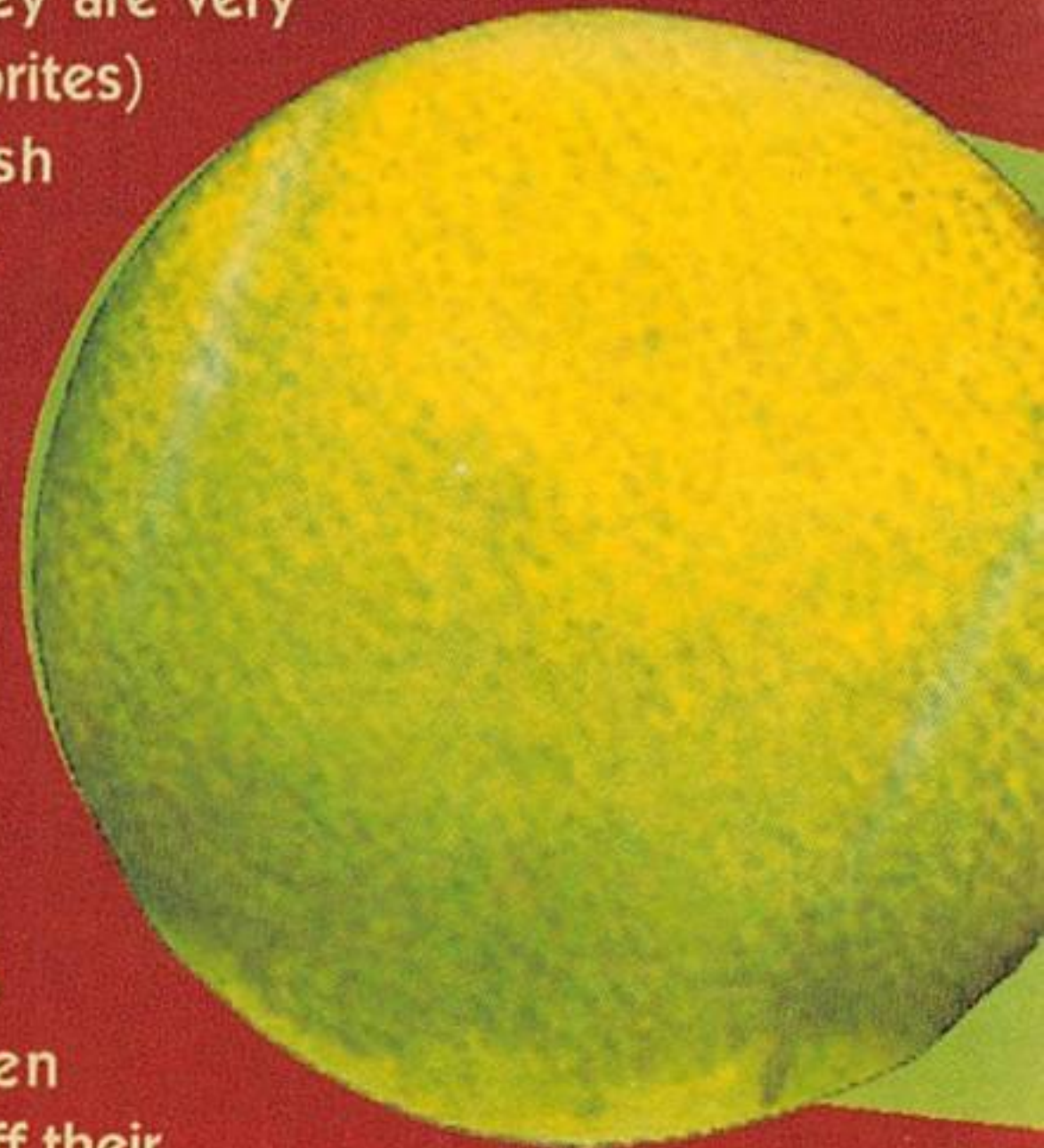
**a game in which two or four players strike a ball with racquets over a net stretched across a court, not to be confused with quoits (game consisting of aiming and throwing a heavy, flattish, sharp-edged iron ring over an iron peg or as close as possible to said peg).**

**M**ega Drive owners have seen a lot of tennis lately and very little of the noble game of quoits. Along with all the TV tournaments we've had to put up with fairly average games from Jennifer Capriati and Andre Agassi. All that swinging your head from side to side stuff really starts getting on your nerves after a while - and it's not much good for your neck either. A nice round of quoits is much more relaxing. But if only a good tennis game would come along we'd all be a lot happier. Well here it is: Davis Cup World Tour by Tengen. Developed by French team Loricel, this is one of the very best tennis carts you'll ever see - it's so packed with options, crowd-pleasing gameplay, and long term challenge that you may never need to wear a headband again.

Davis Cup World Tour has a huge range of playing modes and conditions. You can play a one-off exhibition match or enter a tournament, the Davis Cup competition (with the country of your choice), or the World Tour Championship. Better still, you can play singles or doubles matches, teaming up with a friend or going head to head. You can even pick your surface: clay, grass, hardcourt, or indoors. The object of all the playing modes is simple - to win - but the ultimate object of the World Tour (thanks to the password system) is much closer to the real world of professional tennis: improve your ranking and make a fortune from tournament victories and sponsorship deals. If you're good, you might just make enough to retire comfortably before you burn out at the age of 23, and if you're lucky, it might be before your ranking starts to slip.

The first thing that you'll notice when you plug this cart in is the excellent presentation of the options. Once you've made your choices and selected your player or team (and, in exhibition games, your opponents) you head off to the court for the coin toss and, in Davis Cup, the playing of the national anthem (yes, they did get "Advance Australia Fair" right). There are thirty-one players with different strengths and rankings to choose from. They're not real players (which would've been nice) but they all wear nice headbands and outfits (the pink is lovely).

As you begin play, you'll see a nice, top-down view of the court with solid, well animated players and smooth changes in perspective as the ball travels to different sides of the court. You always control a player in the foreground, at the bottom of the screen. This is maintained in two-player head-to-head competition through an excellent split-screen display. In terms of graphics, it's all there - the players (and they are very decent sized sprites) run, dive, smash the overheads, rant and rave, and argue with the line calls (that's right, there's a "contest decision" option) just like the pros. On clay, they even clean the dust off their





**U** soft-soled shoes with their rackets. Every aspect of the game is included: the crowd (except knife-wielding members), umpire, linesmen, net judge, and ball boys are all "courtside".

The most stunning part of the game, however, is the sound. The sound effects are so realistic that you actually begin to feel that it really is you out there on centre court. The digitised speech is impressive (the umpire announces the score after every point), but what makes the game are the brilliant spot FX: the grunts of the players as they serve or go for extra power on their shots, the sound of the ball as the players bounce it, as it comes off the racket and the different court surfaces, or as it slams into the backing boards. Great sound is the mark of a great sports sim. Add to that involving, adrenalin pumping gameplay and you've got a classic - just take a look at John Madden Football or EA Hockey.

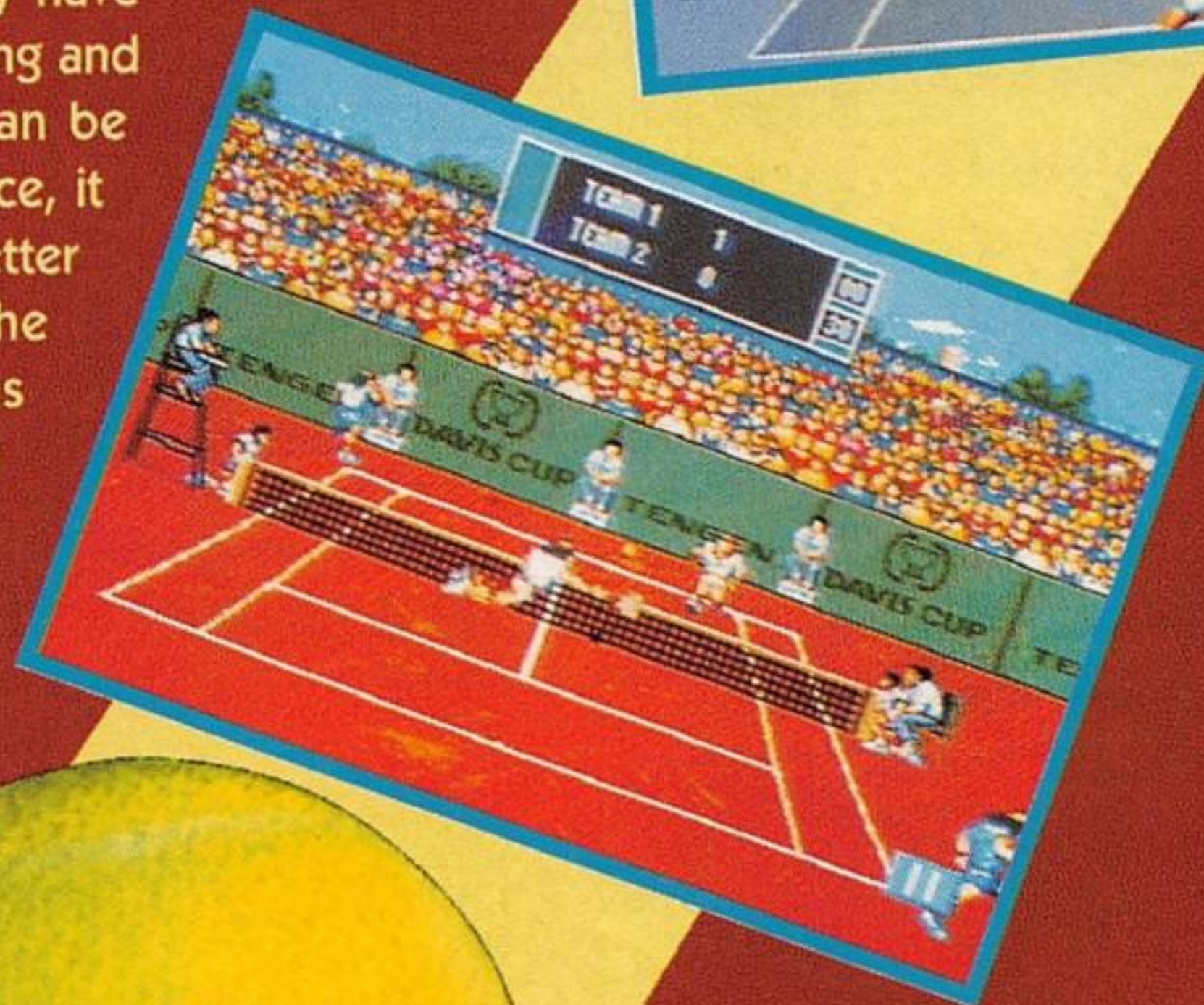
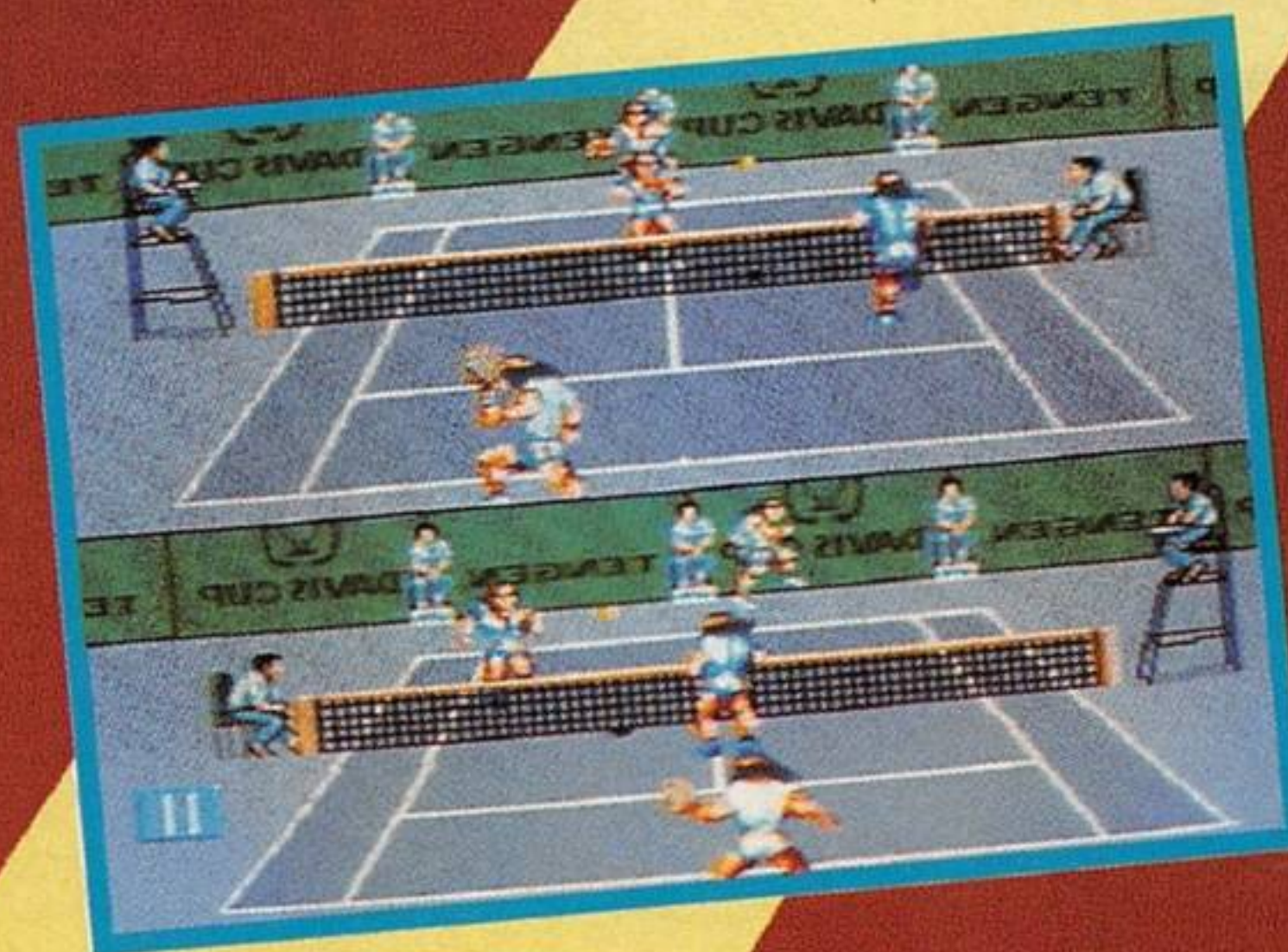
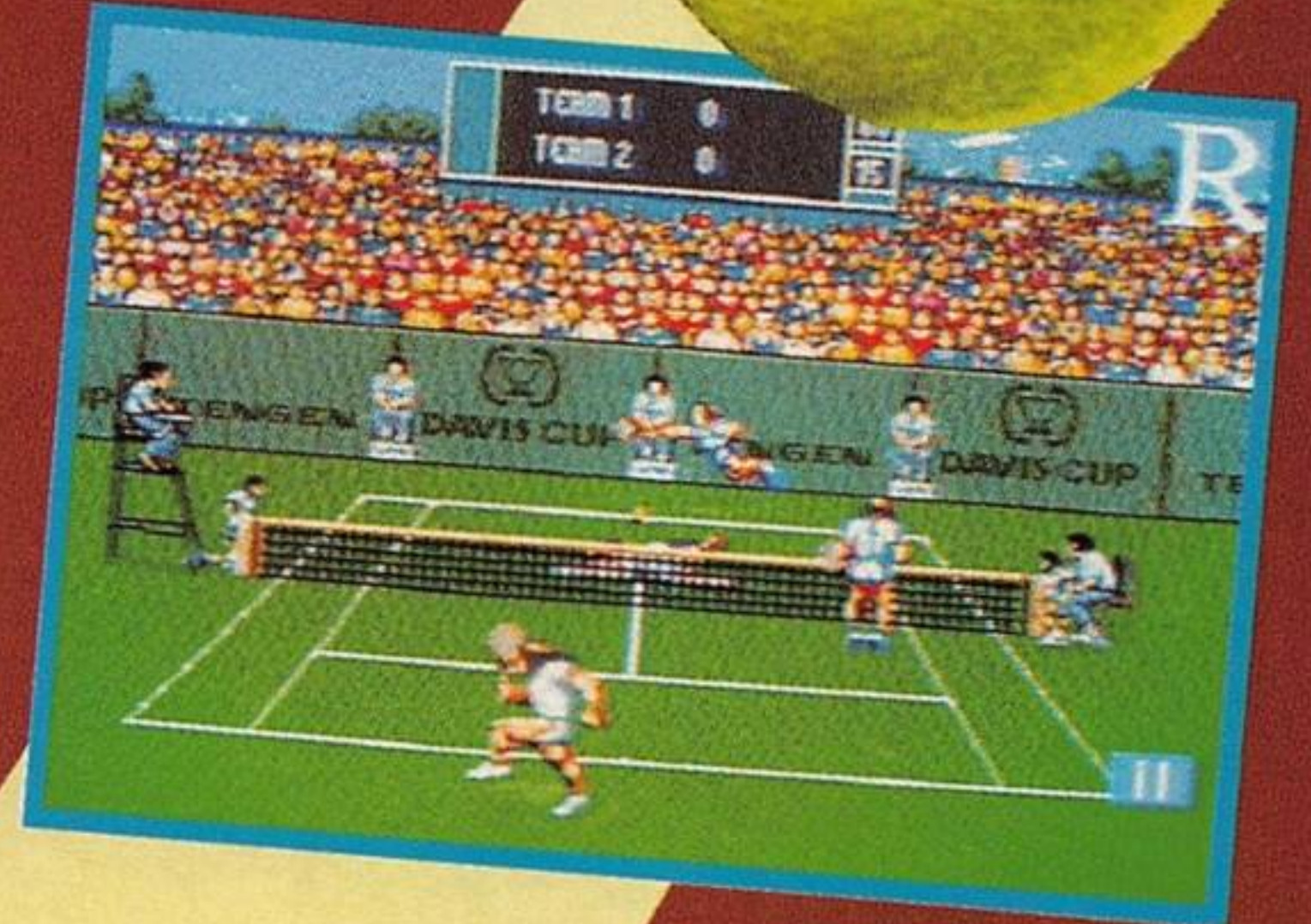
So what about the gameplay? The controls are simple. You aim the shot with the direction pad. Button A gives you a normal shot and, by pulling down on the direction pad, extra power; button B gives a shot lift and allows you to lob; and button C gives a shot slice or plays the drop shot. You may have some trouble initially in timing your swing and getting into position, and volleying can be quite frustrating at first, but with practice, it all starts coming together. It's much better to ease yourself into the game on the Beginners level, where the player runs into position automatically, before you

tackle the Amateur and Professional levels.

One more thing - don't play this game if you're not prepared to lose before you start to win. Even as a Beginner playing as the highest ranked player against the lowliest of rankings, it's very tough and you will struggle to win a point at first. But the level of challenge just makes the points all the more exciting - bear with it and you'll find yourself thoroughly addicted. Make use of the excellent VCR-style instant replay feature and study the match statistics to learn from your mistakes. Spend a lot of time on the practise court - where different options allow you to practice your precision, your service, and your speed - and you'll soon enjoy the feeling of victory.

Davis Cup World Tour is a superb game, and a superb simulation. It shines as a one-player game, and it's even better as a two-player game. For long-term playability and value, look no further - buy this game.

ANDREW HUMPHREYS



Graphics.....	85
Sound.....	95
Music.....	78
Playability.....	92
Lastability.....	95
Difficulty.....	91
Atmosphere.....	96
Overall.....	93

Davis Cup World Tour has a huge range of playing modes and conditions.





**There's been a huge nuclear explosion on a Pacific Island. Now there's something that doesn't happen every day. Understandably, the big nobs in the US Army are a little alarmed, mainly because it wasn't them having all the fun. Further investigation shows the culprit to be none other than the son of the mad bast... er, madman who caused all the trouble in Desert Strike. He's teamed up with a drug baron who's a little miffed at the US for wiping out his drug crops. This duo have a few nasty surprises in store for the helicopter crew of Jungle Strike...which means YOU.**

**A**s the name cunningly suggests, the sequel is based in the jungle, rather than the desert scenario of the original. This basically means the background is green rather than yellowy-brown. Still, there's no time to admire the change of scenery; there's tons of enemy firepower to take out – more and meaner than ever before.

Matters are even more pressing than last time round. We're no longer concerned with some piddly little country that no-one has ever heard of before and wouldn't have given a second thought to if it weren't for the price of a barrel of oil. The bad guys have rather more ambitious plans this time - they're going to launch a nuclear attack on Washington. Hurrah! Um, no, it's 'Boo!', isn't it?

The first game had four missions to complete, this has nine! To accommodate a game twice as large, Jungle Strike comes on a 16 megabit cartridge. Just take a look at what's in store for you...



**T**errorists have invaded Washington and are hell-bent on taking out historical monuments. You've got to put a stop to this nonsense and have also got to protect the President's motorcade. We don't want another JFK incident now, do we?

**Y**ou're out to stop a shipment of plutonium. For this you take to the seas in a hovercraft, destroy a marine fleet and recover the dangerous radioactive bomb-making substance.



**T**his one sends you back to the training camp – the enemy's training camp – to wipe out all the new recruits! There's also a stolen nuclear reactor that needs to be recovered!

**T**his mission takes place at night and you've got a list of objectives to carry out. You have to destroy the enemy's chopper fleet and rescue POWs and captive scientists. There's also an enemy General that could provide our chaps with some invaluable information. Go get 'im!



**N**ow you're in San Puloso. But you're not on vacation; the city's been overrun by the enemy, you've got to destroy the prison camps and rescue the prisoners.

**T**he snow fortress level. It's another rescue mission. The best co-pilot of the bunch, Wild Bill, has been taken hostage and so you go in to find and release him. For a bit of light relief, blow the snow fortress to Kingdom Come, too.

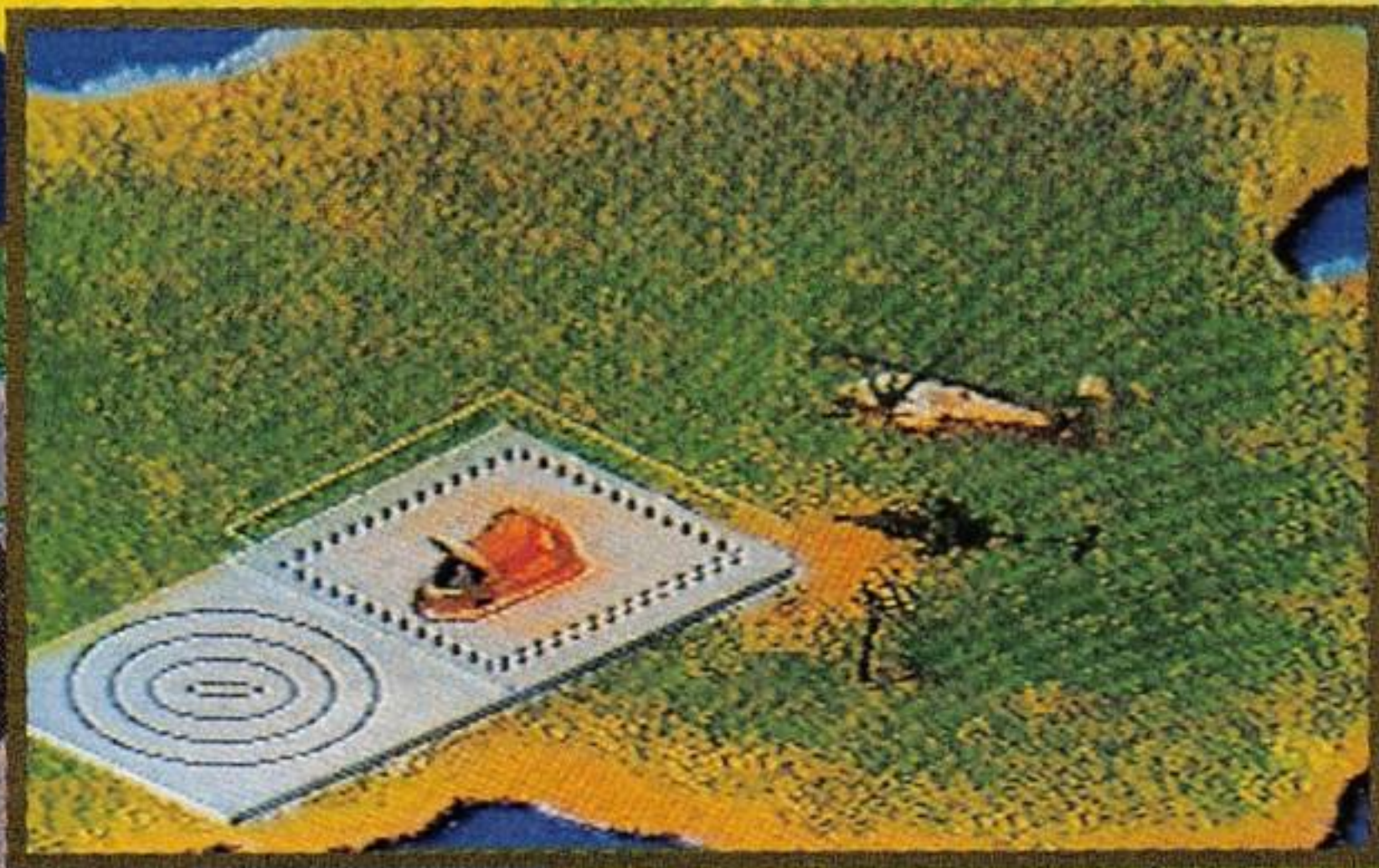


**U**h oh! The enemy has gotten hold of a stealth fighter! You've got to go in and recover it, then use the awesome flying machine to teach the enemy a thing or two.

**T**he enemy are running scared and have holed themselves up in mountain hide-aways. You have to fly in, past Tomahawk missile sites, and attempt to get rid of the evil leaders once and for all...







# Jungle STRIKE

**B**ut you stuff it up and they get away. Now they're wreaking havoc, and in the ultra-tough mission nine you've got to finish the job off properly.

As well as there being a lot more to this sequel in terms of game size, there's also a lot more in the gameplay department. The scrolling is smoother and faster and the background scenery is much more varied; there's snow, ocean and night-time scenarios as well as the standard lush green of the jungles. There are more types of buildings, with Aztec temples, historic monuments – even a recognisable White House. There's a lot more to contend with, too; the bad guys have all sorts of surprises in store for you.

You spent most of your time flying around in a Comanche attack helicopter. But every now and again, you get to try out a different form of transport. There's a hovercraft in level two, a motorbike in mission five and on mission seven there's even a Stealth Fighter to cut your teeth on! Smoke me a kipper, I'll be back in time for breakfast! (huh? oh, don't worry, it must be some sort of English saying I suppose. Bloody Pom! - Ed)

Each mission is split into further sub-missions that need to be completed before you can fly off and go home. You don't have to complete them in any particular order, though it's advisable that you do - if you save knocking out the radar 'til last then you're going to find the whole thing a lot tougher to complete.

You're accompanied by a co-pilot who aims the guns and operates the winch. The better your co-pilot, the more accurate your shots will be. The best of the bunch are missing in action and should you rescue them, then you'll have a crack shot for company.

The atmosphere conjured up really is nail-biting stuff - you're low on ammo, the fuel tanks are almost dry and you don't have enough armour to deflect a direct hit from a pea shooter. As you limp back to base, you suddenly realise you've just flown into a battery of SAM missile launchers, anti-aircraft guns and Sherman tanks. Your heart leaps up through your throat, out of your mouth and onto the floor in a sticky heap. Then the dog runs off with it, buries it in the garden and, when you realise you need a heart to live, you drop dead on the spot. (Or something like that.)

Essentially, it's the same as Desert Strike, but with heaps more to do. You can't get too much of a good thing, and regardless of whether you have the original in your collection or not, you won't be disappointed with this.

There really is endless fun to be had in Jungle Strike. The missions are varied, and are tough enough to ensure that it'll take some time to get through every one of them. The first was a classic and this builds on its success. This is the war game for people who don't like war games.

ADAM WARING

**GRAPHICS .....91**

**SOUND .....88**

**MUSIC .....93**

**PLAYABILITY ...95**

**LASTABILITY ...95**

**DIFFICULTY .....90**

**MENTAL .....83**

**ATMOSPHERE ..93**

**OVERALL .....94**



# NOT JUST *any* PILOT, — *a* JET-FIGHTER PILOT.



**E**ver since I was a little boy I've wanted to be a pilot. Not just any pilot, a jet-fighter pilot (Well, what's happened then, loser!! - Ed). What little boy never dreamt of roaring through the air at Mach 1 defending your country. (Of course this can also apply to little girls in these days of sexual equality). Very few of us realise this dream, which is why flight sims have become so popular. It is a chance to relive the childhood dream.

Sega's latest flight sim offering is F-15 Strike Eagle II, which Microprose has translated from the classic PC game of the same name. The basic idea is to pilot your powerful war machine through 6 theatres of war defending the Western World, Truth, Justice and the American way (oops, sorry, wrong game).

When you start your (hopefully) upwardly mobile career, you have the choice of 4 difficulty levels. The rookie level gives you an excellent chance to accomplish missions and to familiarise yourself with the controls and gameplay. The hardest level, veteran, presents a very difficult but still finishable game, which tests you to the very limits.

With six theatres of aerial combat and ground assault it would seem that F-15 II possesses endless amounts of game-time. This is not the case. There works out to be about 70 missions in the game. Unfortunately the missions are very similar. In fact, each setting is very similar. The only major difference is ground colour.



There is very little attention paid to varying terrain at all. Due to this you get a sense of Deja Vu each time you set out on a new mission. I was even sent on missions which I had already completed.

Although this mission sameness presents a problem, F-15 II packs in quite a lot of interesting features of a standard flight sim. These include 360° cockpit views, autopilot and, for the cowardly, ejection. After each mission successfully completed you are presented a medal and usually a new rank. The game also has an in-built password save which is very useful.

A highlight of F-15 II is the post-flight mission briefing. Here you are presented with a detailed account of your mission. Each event is highlighted on a map and the time and details are given, accompanied by some very nice graphics. This is quite rewarding; after accomplishing a particularly difficult flight it is a great feeling to sit back and bask in the glory.

Gameplay can make or break many a game, and F-15 II is sadly lacking in this department. In fact the gameplay is pretty poor. The controls are very simple. While this is good for flight sim rookies there is no challenge for anybody who has played a good flight sim before. Quite often it felt like flying an arcade game, not a flight sim.

Despite those bad points the rest of the game is pretty good. The graphics are quite good and the cockpit views have a good feeling of depth. The plane itself moves fairly smoothly and is good to fly. The sound is quite realistic and has some very good FX thrown in. The presentation is also quite slick, with some great opening graphics and an easy-to-use options/password system.

Overall, F-15 Strike Eagle II is a fairly average flight sim. It looks good but has no real lastability. If you've ever played a flight sim on PC then you'll get no satisfaction from F-15 II on the Mega Drive. However, if you've never played a flight sim and would like to, then F-15 is well worth a look. The simple controls enable you to easily pick up the game and get the feel for flight sims. Take a look. If you don't expect much, then you won't be disappointed.

WAYNE LAWSON

Graphics .....	76
Sound .....	79
Music .....	75
Playability .....	68
Lastability .....	65
Difficulty .....	67
Atmosphere .....	78
Mental .....	58
<b>Overall .....</b>	<b>72</b>









SEE





2

KINGS  
SYDNEY









# m a z i n

**AT FIRST GLANCE, THE GAME MAZIN WARS LOOKS LIKE YOUR RUN-OF-THE-MILL ARCADE BEAT-EM-UP. LOOK A BIT DEEPER THOUGH AND YOU FIND A VERY ABSORBING GAME SURE TO PLEASE MOST SEGA OWNERS.**

Firstly the plot. Invaders from the outer depths of space have waged war on planet Earth. The survivors of the savage surprise attack retreated to underground shelters. Meanwhile, the earth above was being destroyed by Godkaiser Hell and his Streetmask Force's biobeasts. (Get's my vote for video game Name of the Year.)

After many years underground a pretty clever fellow by the name of Professor Kabuto was performing many weird experiments. These strange doings led to the invention of a weapon capable of stopping Godkaiser Hell: a one man bio-army, that, with the help of the professor's son, Koji, becomes the invincible warrior known as Mazinger-Z.

Mazin Wars looks like a fairly traditional arcade beat-em-up, although don't be complacent, as this game packs quite a few surprises.

At the start you find yourself wandering through four lengthy areas in Europe, India, New York and Egypt. All locales are rubble-strewn scenes of mass destruction. These are your fairly typical arcade "Streets of Rage" - type scenes, in which you venture through and destroy all foolish enough to step in your path.

Once you've disposed of a sufficient number of iron masks (the bad guys opposing you.) you'll be confronted by a much bigger problem: the stage bosses who make appearances throughout the level. These vile anti-heroes are breathtakingly large. They are so large that you only see their faces, feet and hands.

Don't fear, though, Mazinger-Z was designed for cold blooded destruction. You are capable of countless devastating attacks. Well, not quite countless. There are 10 different attacks to choose from - a large variety compared to most

games. These moves include the whirling blade, multi-bladed stab and the Jump Slice.

Once you've made it to the end of the stage you are again confronted by those impossibly large bosses. At your present size it's an impossible battle. Luckily you somehow possess the ability to transform yourself into a much larger hero. (Why you don't do this from the start and crush all in your way, I've yet to figure out.)

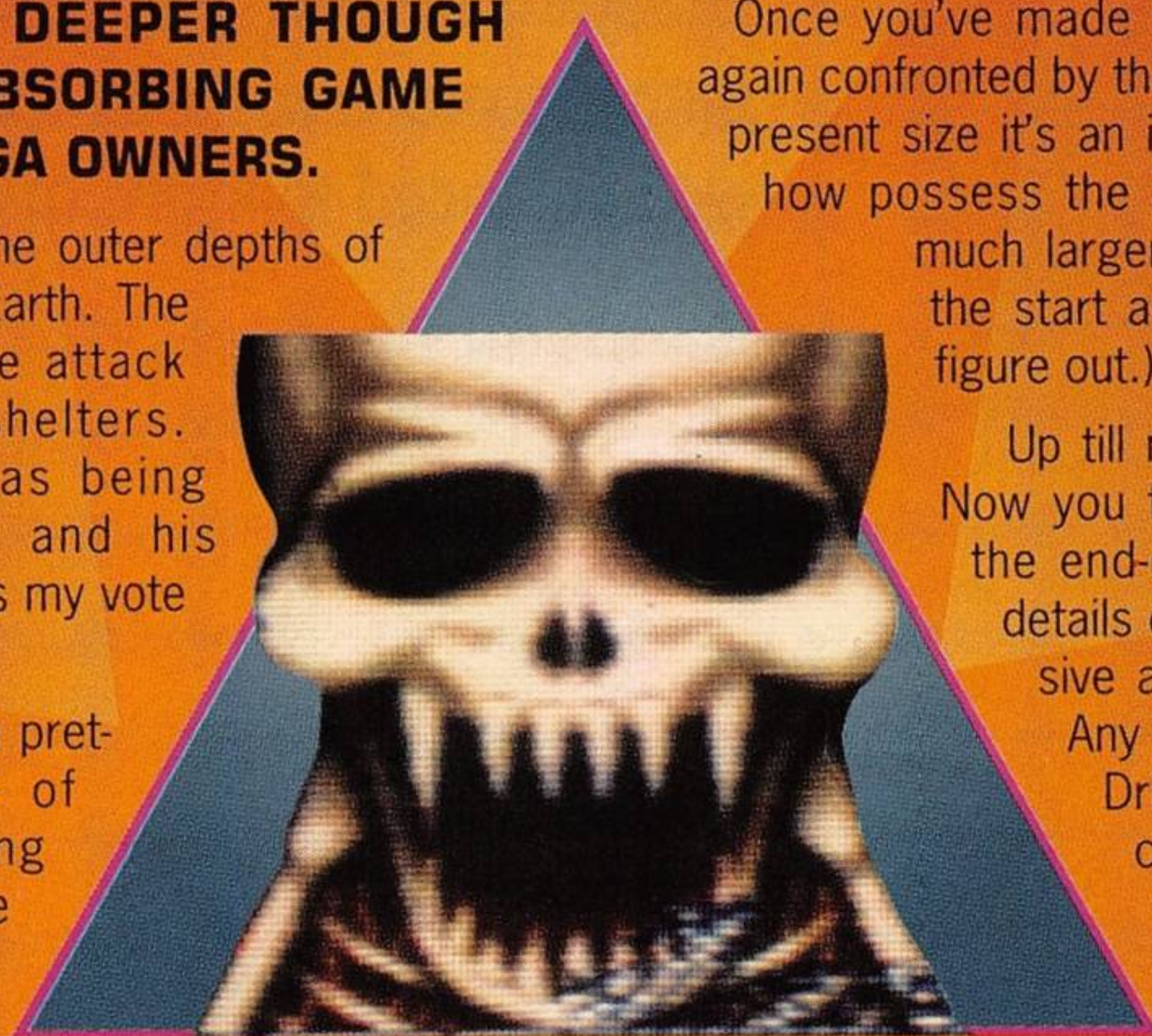
Up till now it's been a great arcade game. Now you find yourself going one-on-one with the end-of-level bosses. The graphics and details on these characters are very impressive and the sprite sizes are very large. Any out there who doubt that the Mega Drive can handle Street Fighter II, need only have a look at what it can do with only 8 meg.

Unfortunately this SFII-style end-o- level challenge also lets the game down in its overall playability. Although there are 10 deadly moves, as I've already mentioned, up against your toughest challenge you find yourself armed with only four. This really hampers gameplay.

Aside from that, the game is hard to fault. The graphics are average in the standard levels, but are superb when confronted with the bosses. The sound and music are average, neither enhancing nor hindering the game.

Where the game exceeds itself is in the areas of gameplay and playability. The basic controls are absolute child's play, while the ten different attacks are easy to learn and even easier to execute. The game itself is long enough and difficult enough to provide a challenge for all but the most seasoned game player. Mazin Wars also offers excellent variety through the nicely used combination of the arcade/SF II elements.

While not a game I'd recommend to the general public, Mazin Wars is an absorbing arcade beat-em-up which will appeal to all fans of the genre and keep them busy for quite some time. So if you got off on Streets of Rage II, don't miss Mazin Wars.



# w a r s



Your opponents come in many shapes and sizes. Don't discriminate, kill them all!



<b>GRAPHICS</b> .....	<b>81</b>
<b>SOUND</b> .....	<b>78</b>
<b>MUSIC</b> .....	<b>78</b>
<b>PLAYABILITY</b> .....	<b>90</b>
<b>LASTABILITY</b> .....	<b>90</b>
<b>DIFFICULTY</b> .....	<b>85</b>
<b>ATMOSPHERE</b> .....	<b>88</b>
<b>MENTAL</b> .....	<b>72</b>
<b>OVERALL</b> .....	<b>84</b>

## WAYNE LAWSON

My, my. What big feet you have. All the better to stomp your brains out!





# MUTANT LEAGUE FOOTBALL

**A**fter all the controversy surrounding the "violently explicit" Night Trap title, it seems ironic that E.A. should choose to release a title such as this. But I suppose that while all the bitching and moaning was going on, Mutant League Football was 95% finished. Besides, this game is more comedy than gross-out, or maybe a well-balanced mixture of both.

**A**ll I can say is that if the New York Post found John Madden '93 violent then they'll brown their dacks when they see this pleasantly violent game! I look at this game as a "wait til they get a load of me!" type of title, in much the same style as "Mortal Kombat" from Midway.

Mutant League Football is a satire of the real NFL/AFL sport, with teams such as the "Sixty Whiners" and "Darkstar Dragons" showing the two extremes of bad to worse! All the rules of gridiron are intact but the refs aren't exactly top class - in fact they can be as bad as the players. Thank God for the useful option to being able to bash the ref to death! Or maybe you can just bribe him before you kill him. There are no good sports in this game, 'cause good sports are dead if they show their face. Mutant League Football has players that'll take you down if you even look like holding the ball!

After a very well drawn introduction where you see a TV intro with credits, and even a sequence of two helmets thundering together, you get to the action. Before selecting play you get to choose teams, violence level (maximum please!), time and other much necessities. Mutant League plays in such the same vein as John Madden '93, without the brilliant graphics though.

Now hang on, don't think I've written this game off straight away with that comment, as there is more to the Mutant League story. You choose your plays, like the Madden series, but the names do get your attention, like the classic "Hail Scary" and other equally satirical names. You can also choose reserves (unlike Madden), with the ghoulish coaches commenting on how good he is, with

remarks like "He's one of our best" or "He trips over his own snot!". The players generally come in three assortments, skeletons, (ad)normal humans, and the weird rollin' animals.

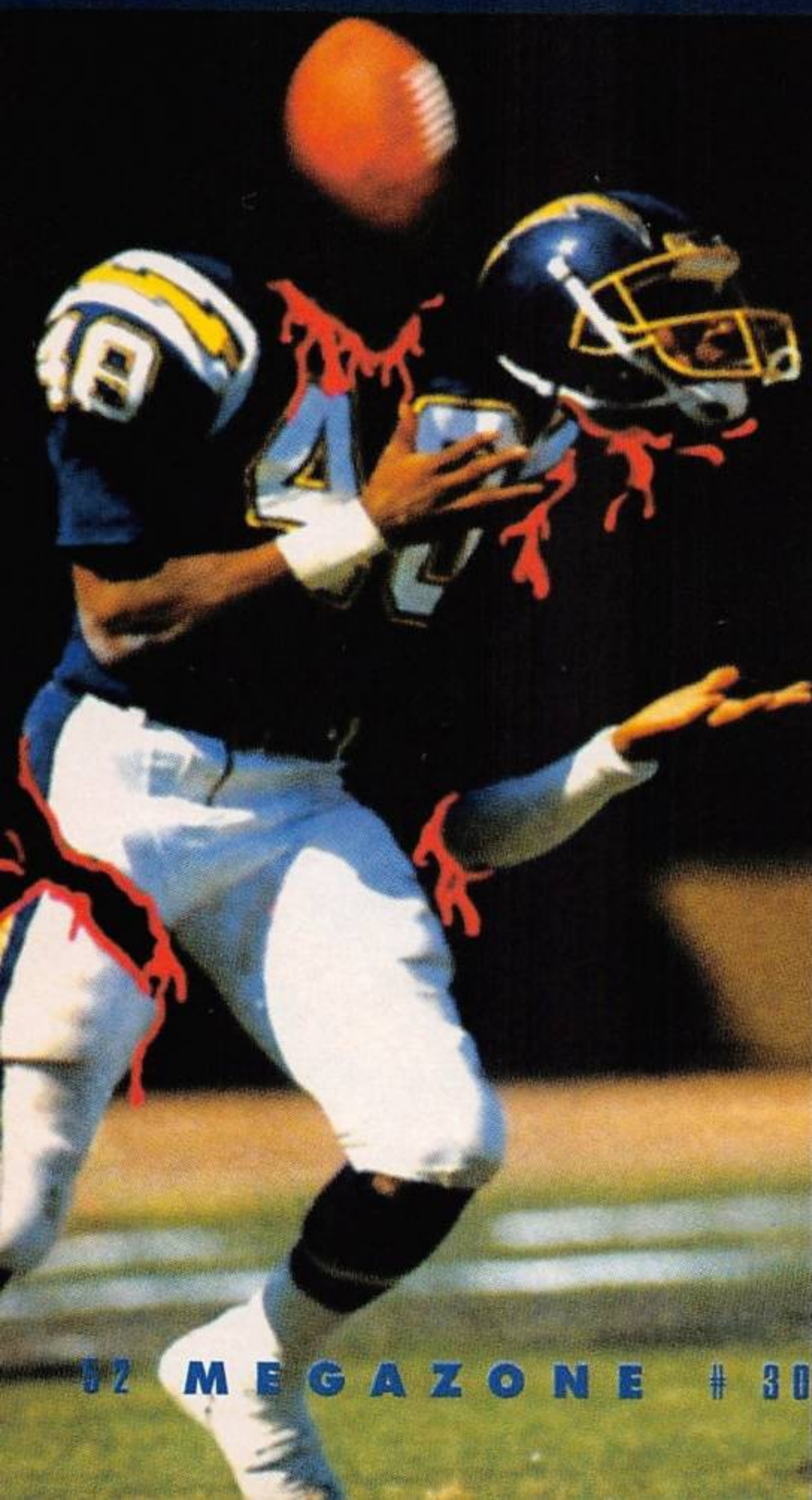
The various planet landscapes (most of which are floating adrift in the depths of space) can produce some frightening hazards such as six foot craters, rocks and landmines, which will put a stop to any touch-down. If the quarterback is proving to be annoying, then the answer is simple, KILL HIM! You can also choose two other suckers to pop off as well, those lucky pair being the wide receiver and the ref! You can also replay those classic plays where half a team is "Terminated!" in one bellowing hit.

The playing fields suit the game well but don't come anywhere close to that of John Madden's brilliance. However, the emphasis here is on comedy and that is achieved well with lots of use of the old ketchup colour! Sound also gives you something to chuckle about, with bone crunching hits and a classic "Terminated" uttered when a player is buried in the alien turf. But the sound of the coaches whining in their alien squeaks gets annoying after a while, plus the music (which has been nicked from Crue Ball), is over-used.

As far as playability goes, well, we have a game where you play just to see the one liners and sight gags. So this doesn't say much for lastability. The games are hell easy and the pass-word save only delays boredom by hours.

E.A. have tried to bring a winner home, with nice presentational touches here and there, such as the skeletons on the goal posts and the TV coverage look. But there isn't much fun here after the first go, which is a grave shame (Bad pun - Ed). Sorry guys, but I have to say that I'm slightly disappointed with what could have been the best original title for some time. I must admit that I saw a pre-release EPROM version, and maybe they'll fix up the problems, but I think the basic flaws will remain. If you're an avid John Madden fan, or love a mixture of blood sports and comedy, then you'll go for this. The rest of you will still probably get a couple of chuckles out of it, though.

**BRIAN COSTELLOE**



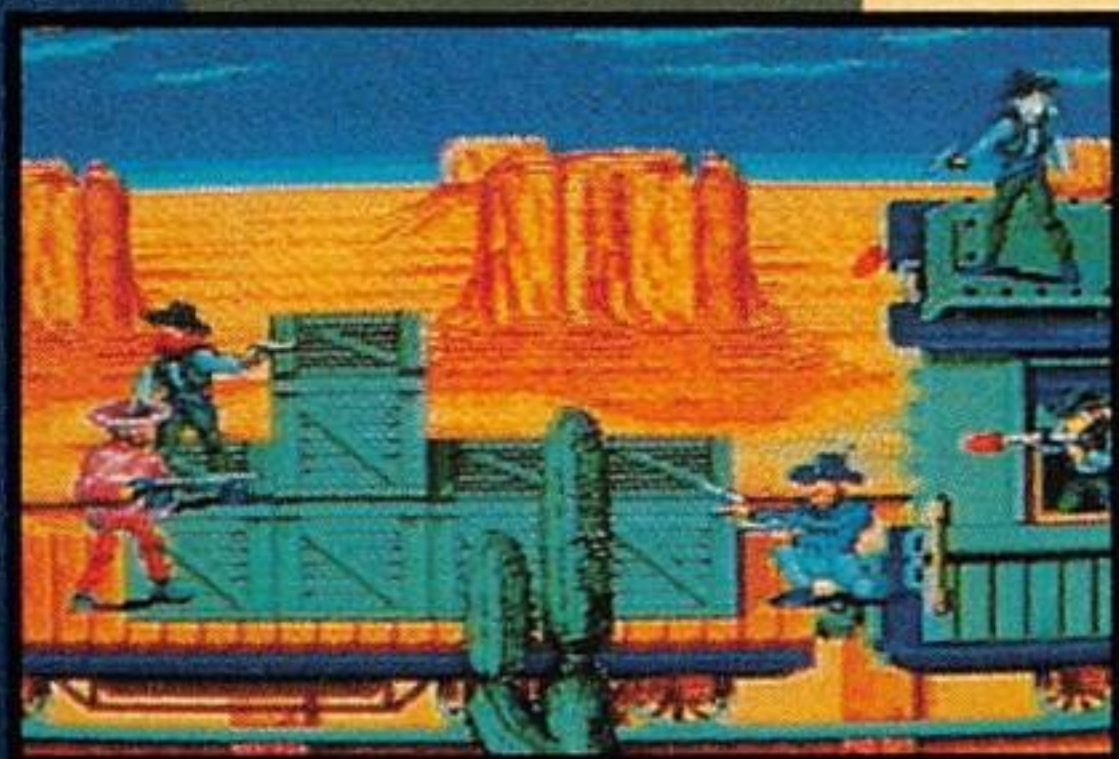
Graphics .....	79
Sound .....	83
Music.....	68
Lastability.....	68
Playability.....	79
Difficulty.....	73
Atmosphere....	84
OVERALL.....	78



# SUNSET RIDERS

If your idea of fun is to walk down the streets of deserted ghost towns riding a six shot or pumpin a shotgun, to have enemies jumping out of every nook and cranny just dying to bite your bullet, to be able to mosey into a saloon and pick up the best can-can girl in the house, then... TA-DA, we have the game for you.

Sunset Riders, the game that turns you into John Wayne or Clint Eastwood (or maybe even the Desperado himself), has finally been taken out of the arcade and put onto your TV. Unlike the norm, Sega has not just simply converted the game from arcade to Mega Drive; what they have done is actually brought you the sequel. The game is quite similar in parts to the arcade game, but all the changes and additions make it just as good as a sequel.



The choice of one or two players makes it a good game to play with your friends. The two characters you have to choose from are the real legendary cowboy, shoot-to-kill, gun slinging types. It is up to you whether you want to be the American Six Shooting Spur Clinging Cowboy or the Sombrero Wearing Shotgun Blowing Tequila Drinking Mexican. Each one provides a different challenge - the Mexican's shotgun has scatter fire, but is slower, while the American's pistol is fast but accuracy is essential.

The game offers that constant level of challenge that should be evident in all good games. We all

know how easy it is to put on the Rapid Fire and walk

through games, but those of us who love the challenge know how cool it feels when you walk along and fully use your reflexes and hand/eye co-ordination to 'pop off' each enemy with a single bullet. You'll also have to use your reflexes to avoid the bombs and jump the stampeding bulls, all the while picking up the gold coins that are scattered all over the ground.

The amount of variety you can have in this game is quite large just by setting yourself different goals and challenges, e.g. try and get through the first pattern without shooting one bullet etc. All these different challenges you can put to mates to see who truly is the fastest in the west, but if you're too lazy to be imaginative then there is the duel option where you can meet your fellow cowboy outside the saloon at high noon to find out who really is the best. Unlike the real gunfights, this one gives you the best out of three.

With only four patterns (the town, the train, the Indian hills and the white palace), each split into two parts, Sunset Riders is quite short and does not have the long-lasting appeal that a great game does. However, it still makes for a great trigger happy blasting game with friends.

Graphics.....	79
Sound .....	80
Music .....	81
Playability .....	84
Lastability .....	70
Difficulty .....	75
Atmosphere ....	81
Overall .....	79

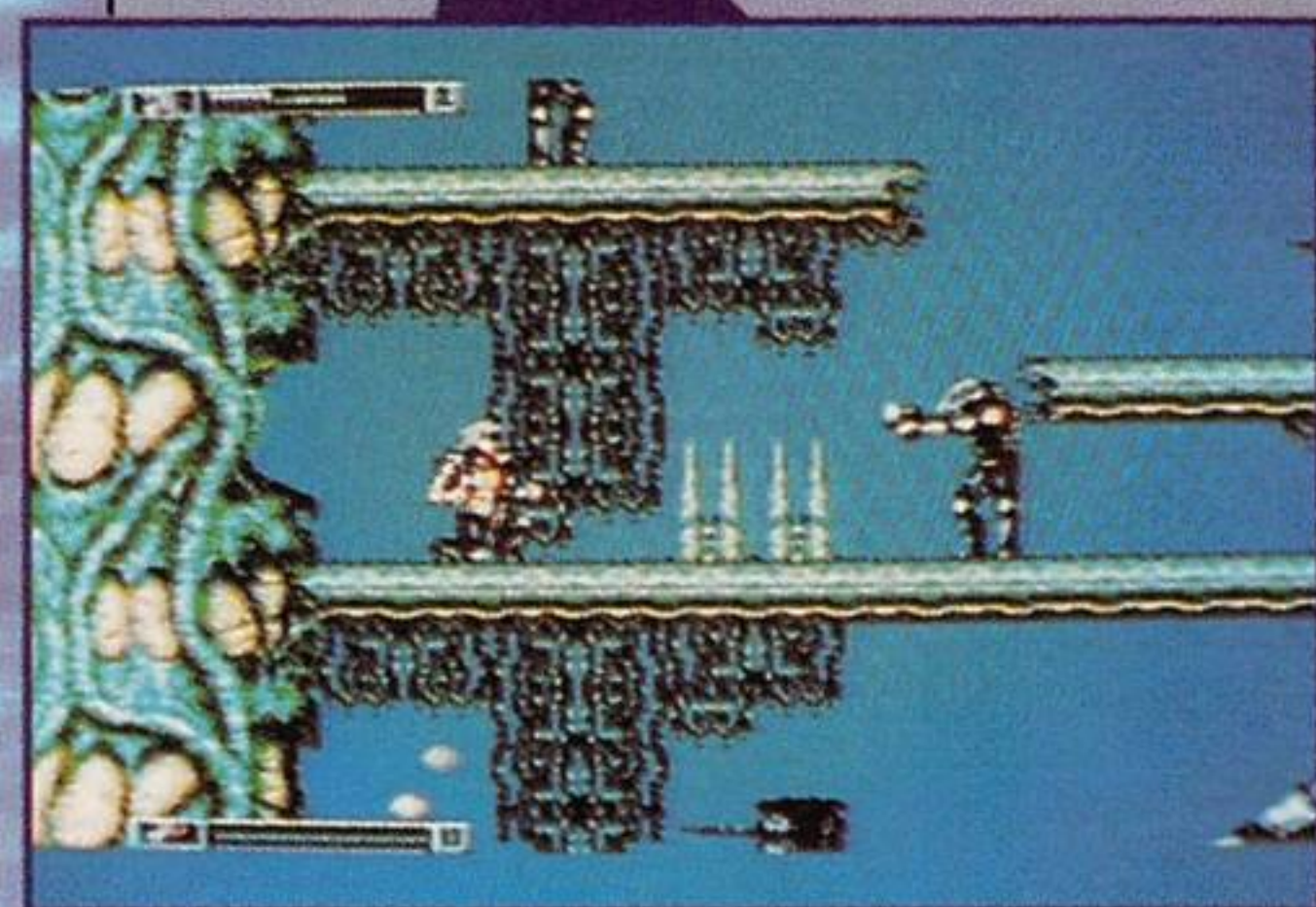


ANTHONY MANSOUR

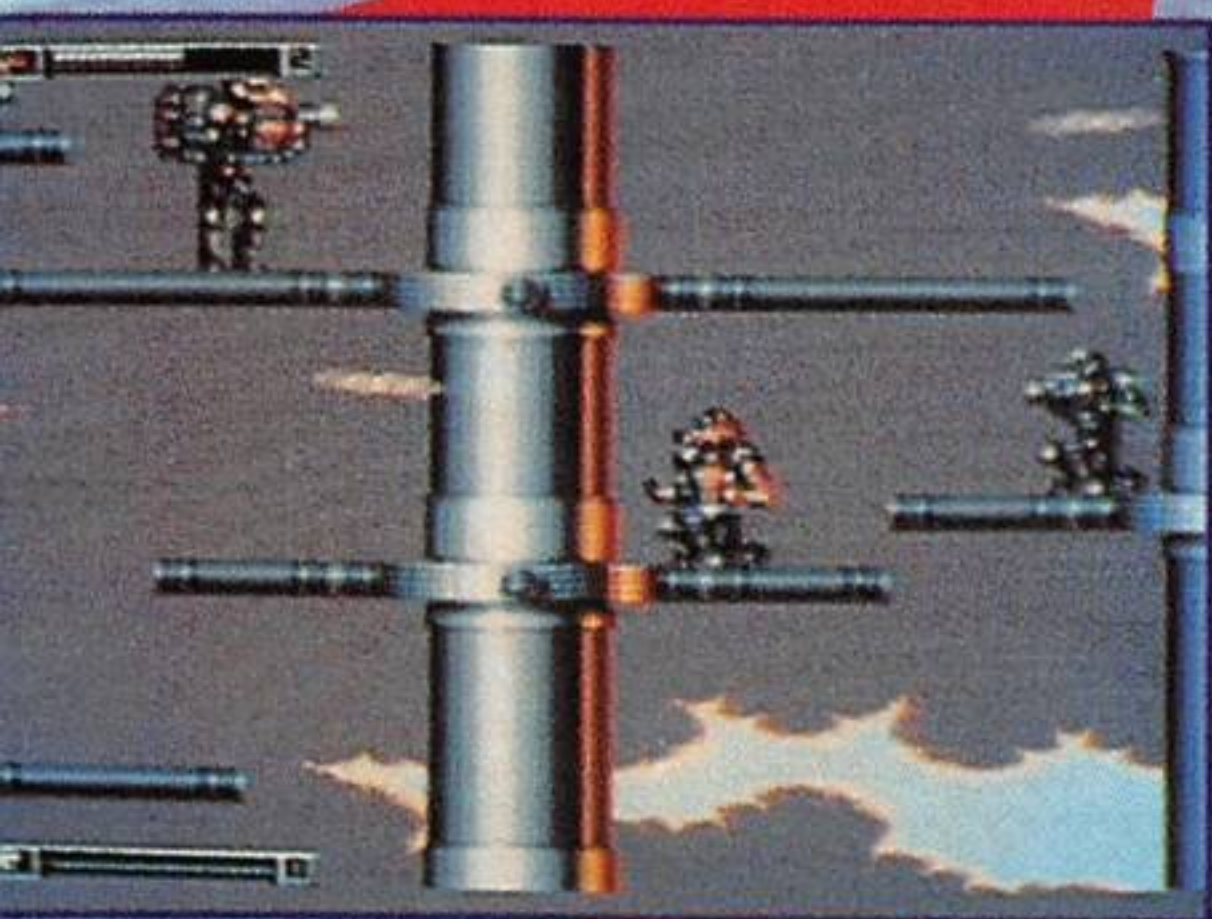




# WOLF CHILD



**OK,** first off I'll explain who's been kidnapped (because there has to be someone kidnapped in every game). This time round Dr. Kal Morrow, the inventor of a gene structure organising chamber, has been swiped by Draxx, this leader guy from a mob called CHIMERA. They hacked at the Doc's brain and forced him to mutate a whole army into big beefy sort of lads. (Hey that's the plot for the enemies, right?) Now this Draxx dude is as happy as Larry!



But what he doesn't know is that the Doc's son isn't too happy about the whole thing, so he has mutated himself into a big werewolf-like weirdo who is hell bent on the idea of terminating the whole CHIMERA syndicate. Wow, some plot! I bet the 5-year-old who thought of it got heaps for the idea!!

This game is fairly reminiscent of Strider in the gameplay and the backgrounds. Especially round one where you are on a flying ship with gun turrets everywhere, shooting every piece of ammunition available. You start

off with no weapons at all bar your trusty old fists, but once you get enough energy up you can dramatically change into the beast-man himself (and it doesn't take a whole minute nowadays for this amazing feat like it did in the movies of old!). Once you have become the Chewbacca lookalike you can then fire out a fireball power at enemies. Simple really!

It's quite a good game that is presented well. The Master System is used rather well as it doesn't try to accomplish anything too tricky, so everything attempted has a polished look about it. Sega have learnt the Master System's limitations and are now concentrating on its good spots. The backgrounds in some spaces are of Mega Drive quality in the detail, but are sparsely spaced apart. The main character is perhaps too small but I've come to expect that from Master System titles.

What you will notice about Wolf Child is how it is amazingly similar to the Mega CD version! This is not much of a compliment to the Master System, but rather a criticism of the Mega CD. The Mega CD

version is pathetic, as it does nothing that the CD System promises. The only thing missing in the Master System version are just two insignificant features: the CD music and the pathetically slow intro cartoons. Almost an improvement, eh?

The game's main problem though is having to look all over the place for an obscure exit. OK, so maybe that adds to the lastability of the game to some. But I think finding an exit that you had already found before isn't quite fun. I think that Strider would be better suited for you if you like this sort of thing.

This title just goes to prove one thing: the Master System is nearly dead and the Mega Drive is now in full flight. All MS owners out there, please save yourselves! Get that Mega Drive NOW!!!

BRIAN COSTELLOE

GRAPHICS .....	83
SOUND .....	39
MUSIC .....	58
PLAYABILITY .....	83
DIFFICULTY .....	82
LASTABILITY .....	88
ATMOSPHERE .....	65
MENTAL .....	67
OVERALL .....	74%

he has mutated himself into a big werewolf-like weirdo who is hell bent on the idea of terminating the whole CHIMERA syndicate'



**What** sort of mind invents characters like the Teenage Mutant Ninja Turtles or the Toxic Avenger? Nothing seems to stop the Americans from making millions on some of the strangest ideas this side of a surrealist's gallery.

The newest crazy concept is the Crash Dummies. Well, to be more precise, The Incredible Crash Dummies. You know them, they're those poor dudes you see in Volvo car safety ads. Their names are Vince and Larry and they are employed as stunt men. The idea of their game is to get as big a pay packet as possible by doing five jobs (or levels).

**DAY 1 STUNT DOUBLE**

Throwing yourself off a 28-storey building is not what you call "fun for all the family" but it seems to be for this duo. The more radical you make your fall, the more money you get. You do this by crashing through balconies, swinging on flagpoles and bouncing off awnings to finally hit a bullseye on ground zero and disintegrate into little pieces of wood only good for a fire place.

**DAY 2 BUMPER BAR TEST**

Yes, this is the job that Crash Dummies have become famous for. This time you are testing a new type of bumper bar and, yes, you do smash into a brick wall. But, it's not that easy. There is an obstacle to go through first, with cracks in the road and roadblocks to dodge, it's not going to be easy, is it? Also there are some items to collect such as Air Cans, 1-Ups, money and wrenches. Because you are testing a new Air Bumper, you have to

# The Incredible CRASH DUMMIES



pump it up. To do this you have to collect air cans. If you can get through all that, you get to smash the car into the wall and collect your pay packet for the day.

**DAY THREE THE SLOPES**

Here you have to test out a new ski slope. And what better way than to hit all of the course markers with as much G-force as possible, just to see if they are solidly placed. But watch out for the rocks and trees. They will do more damage than first planned.

**DAY FOUR BOMB FACTORY**

"Yea! What



a great job..... NOT!" This time you are in a bomb factory packing them away. Problem is that some of them have already been lit and if you don't blow them out quick enough... well, need I say more ?

**DAY FIVE GUIDED MISSILES**

"Thank God it's Friday!" It's the end of the working week with one more job to do. Guide a missile to the target without hitting any of the hills or getting hit by other missiles.

So that's the story, and what a fun one it is too. Unfortunately this game is so damn easy it ruins the whole gameplay. I was hoping that after the first level, I might find something addictive about the Dummies, but by the third round all hope had faded. The sound fx and music are nothing special, unless you like pleeps and bleeps, of

course. While this is possibly the most original game I've played for some time, it has the most boring gameplay.

I hope that they improve on the Incredible Crash Dummies if they make a sequel. Vince and Larry deserve better. The idea of throwing yourself off a building is cool and the wisecracks at the end of levels are funny, but it's just missing the fun game element.

TIM GADLER

GRAPHICS.....	80
SOUND.....	71
MUSIC.....	55
PLAYABILITY.....	85
LASTABILITY.....	31
DIFFICULTY.....	42
ATMOSPHERE.....	70
MENTAL.....	63
OVERALL.....	62

**'I feel like I'm beating my head against the wall'**



YOUTH ARE OBSESSIVE  
MUSIC MOTIONS

**For** starters, you're not going to like these CDs if you don't actually like the bands. So if you think that Marky Mark is a pumped up boofhead and Kris Kross are a couple of losers with bodgy haircuts... then you'd be absolutely right (*um, hang on - Ed*) but you'd also be better off spending the money on lots of chocolate instead.

The basic idea behind all the Make My Video discs is that you have to create a 'video' by mixing different footage and combining with special effects and so on. There are two ways to play: Edit Challenge where you have to tailor the video to meet specified requirements, and U-Direct where you get all creative and can edit and re-edit the video until it's your idea of perfect.

In both modes, the system of putting together the video is identical. There's a large telly at the top of the screen which shows the actual video you're creating. At the foot of the screen, three smaller screens display the footage you have a choice of using. Shots of the band, cartoons and other bits and pieces are all on offer. Pressing the A, B and C buttons switches to the different channels, bringing up the images to the main screen.

The directional button is used for special effects. You can scroll up and down through a set of these

and pressing left or right switches the effect on. There's usually some kind of variation depending on the direction you push the joypad. You can mix and match for a variety of startling effects. There are lots on offer, such as strobos, flips, colour washes, smears, big pixels, freeze frames and oh, all kinds of other delights that will guarantee the finished image bears no resemblance whatsoever to the one you started with.

You have a choice of three of the band's hits, each with its own selection of video clips. Kris Kross belt out "I Missed the Bus", "Warm It Up" and of course, "Jump", while Marky Mark has "Good Vibrations", "You Gotta Believe" and "I Need Money". It's actually quite impressive how much has been stored on the disc: three songs with what amounts to three videos for each song. Plus a whole lot of other full-motion video and digitised speech.

The format of the game is slightly different on each disc in

the series, but the aim remains pretty much the same: you have to keep your viewers happy by producing a video that does it for them. For example, you may be asked to have lots of dancing, certain special effects or to include specific images. You then have to incorporate this, to the best of your ability, into the video. After the editing session, you get to sit back and view your masterpiece. Then it's time for the crunch. You're judged on how good the video is, and your critical audience isn't at all scared to tell it to you like it is.

Each disc has a separate storyline. The Kris Kross one features a hip dude (I believe the gentleman's name is 'Boyd') as the host of a radio request show. Fans ring up, requesting songs and giving hints about the sort of thing they want to see.

With Marky Mark, a brother/sister team are having a bit of a blue about what makes a good video. The sis-

# Make MY Video





# Marky Mark & THE Funky Bunch/Kris Kross

DISC

IS

IT

ter wants boxing and music and the brother is into romance and handsome mug shots. Or is it the other way around? Whatever, the twosome desperately need help. (Obviously — they like Marky Mark.) They go around to their friends, to the gym, they even ask mom and pop for a bit of advice. (“Well, it’s like this, kids. When a man and a woman love each other very much...” no, no, not that kind of advice!) Of the two, Marky Mark probably has the best intro, but they really achieve exactly the same thing in a different way. Both are quite wittily scripted and fun to watch.

The U-Direct section isn’t really a game at all, but lets you fine tune your video until it’s perfect. There’s no introduction as such, you go straight to the cutting room floor. It’s done in much the same way as with the game, the difference being that you can go back and change things until they’re just right. You can even save your piece de resistance into the Mega-CD’s memory for showing off to your pals at a later date. Cool, eh?

The music is good — as good as you get, really. Pretty much what you’d expect to

hear if you bunged a ‘proper’ CD in the player. The digitised graphics are a little bitty, but that’s due to the Mega Drive’s limited colour palette. It all moves fluidly and, once you’ve added a few effects, gets to be quite a lot of fun.

The Make My Video series has to be one of the most technically impressive bits of software to come out for the Mega-CD. (Let’s face it, the competition hasn’t been particularly tough so far.) Now obviously, if you’re just not into any of the bands on offer then it’s a dead loss straight away. However, if Kris Kross and Marky aren’t quite your bag, then you may be interested in a couple of other artistes that Sega have signed up. Make My Video discs from INXS and C+C Music Factory will be available soon.

This series of games aren’t really games in the conventional sense. It’s quite amusing to see the responses to your video-editing handiwork — at first. But after a while, no matter how much you worship your pop idols, it does get a little, um, boring. You can’t help wondering if

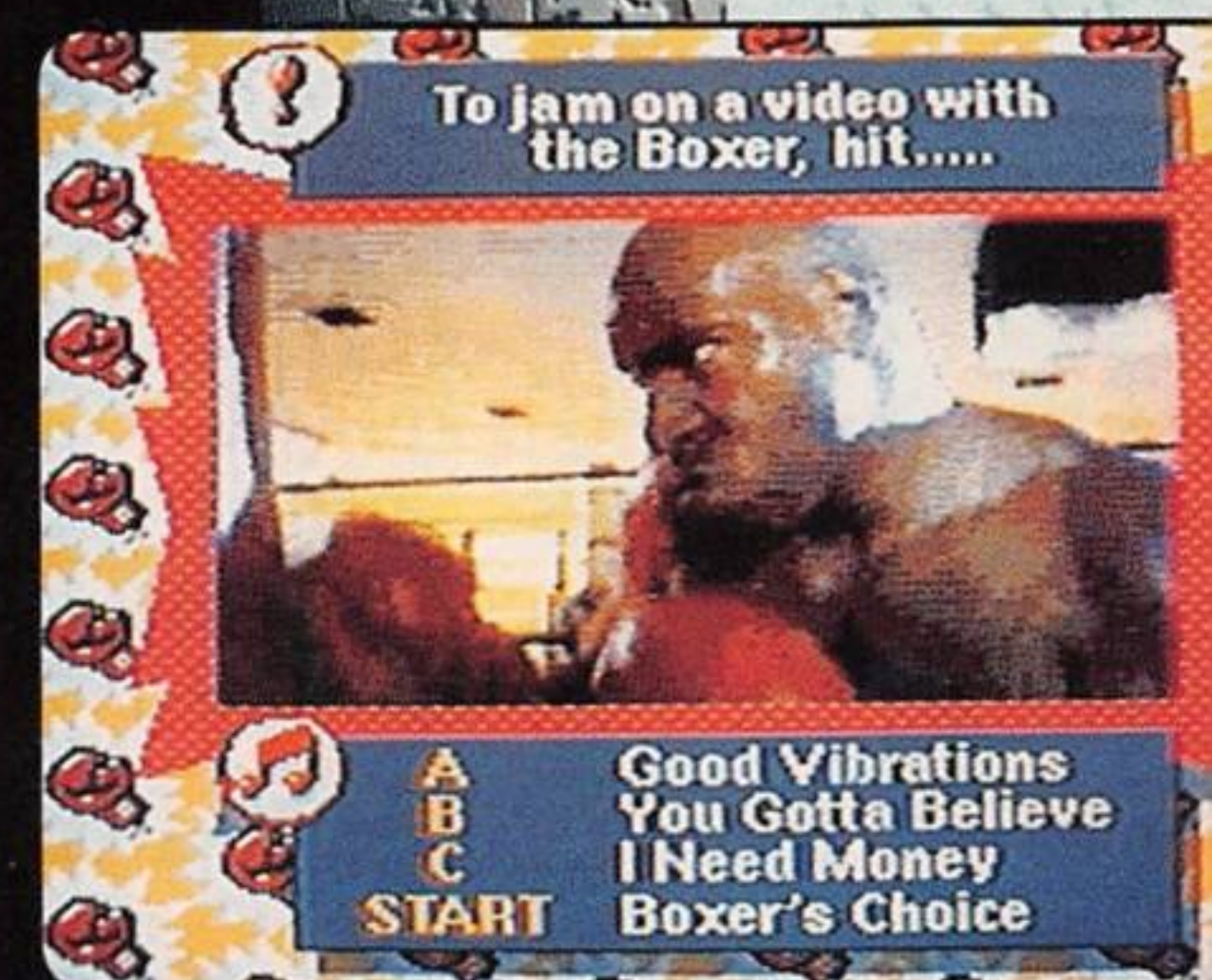
you’d have been better off getting the LP and video for half the price.

But for all the budding video clip and movie directors out there, these really should be added to your collection. They’re technically wonderful, and give you an excellent hands-on introduction to the wonderful world of video editing. Who knows, today the lounge room, tomorrow the Oscars? Hmm, maybe not...

ADAM WARING



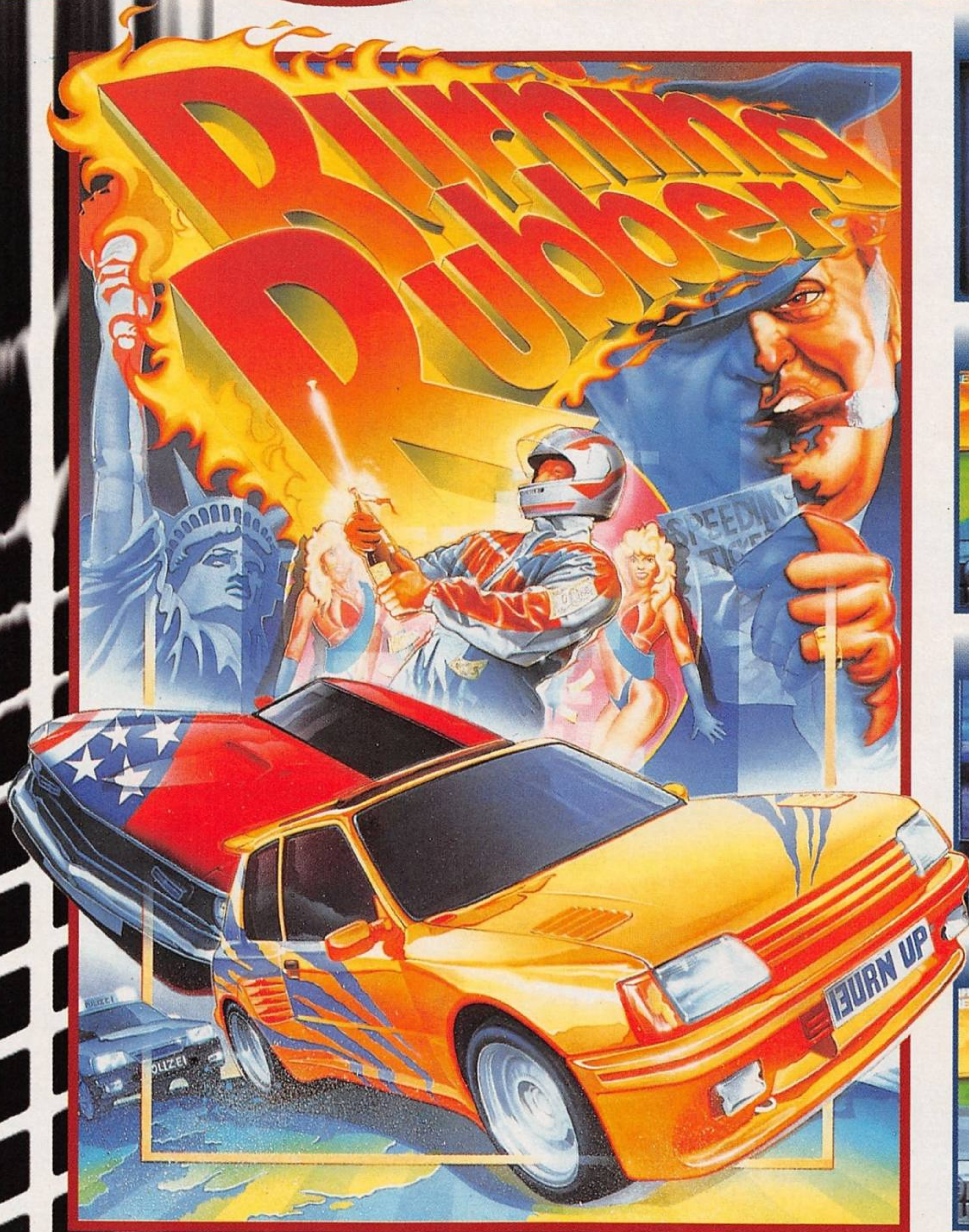
Graphics .....	86
Sound .....	90
Music .....	95
Playability .....	78
Lastability .....	60
Difficulty .....	68
Mental .....	72
Atmosphere .....	70
Overall .....	77



MEGA CD



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**C B M  
A M I G A**

**A M I G A  
A 1 2 0 0**



**W**e've all seen this fellow before. Chuck Rock has been available on the Mega Drive and Game Gear for a while, and on computer formats since prehistoric times. Now Mega-CD owners can retread the neanderthal numbskull's footsteps around a dinosaur-infested earth. His missus has been kidnapped by his evil arch-rival, and so Chuck sets off to rescue his stone-age babe with plenty of Jurassic japes on the way.

The storyline hasn't changed in this new version, but there is an animated introduction that tells it more fully. If I was rigged up to some kind of apparatus that could detect if I was lying, then it would be making some very loud beeping noises if I were to say this new intro adds anything to the game or, indeed, was the slightest bit interesting to watch. The truth is that it's shoddily put together, badly drawn and the voice-over is the only thing that's less animated than the graphics. In short, it's about as exciting as watching the toast so it doesn't burn.

Well, never mind, it's only the intro. The game's the important bit, surely? What improvements have been made here? Heaps, actually. Beep! Ah well, nearly got away with it. The gameplay, the graphics, goddammit everything is identical to the standard Mega Drive version. There are more stages, however, and these are

# CHUCK ROCK



interspersed between the previously existing ones. This means there's more to play and makes the game take longer to complete.

This is a worthy sequel. Beep! Bah, rumbled again! If you already have the original Mega Drive version of Chuck Rock, then there isn't enough here to make the new one worthwhile; you just have to play longer to get to the stages that you've already seen. And if you haven't yet played Chuck then the sad news is that the original game wasn't up to that much in the first place. Sure, the graphics are cute enough, but good graphics do not make a good game, and it's a rather tired platform jobbie played to a stone-age formula. If you're determined to get hold of a copy of Chuck, then this is a better buy than the cartridge version, simply because there's more game there. It's just a pity that there couldn't have been

anything new added. The Amiga has just got Chuck Rock II – an entirely new game starring Chuck Jnr. which is coming to Sega very soon. You might be better off waiting to see what that's like instead.

The Mega-CD version of this timeless classic is an excellent, original game that can't be too highly recommended. Beep! Beep! OK, OK. It's a boring, bog standard arcade game that's had a couple more levels bunged on and isn't worth buying unless Chuck is your hero. There.

Adam Waring  
Sony Imagesoft

Graphics .....	80
Sound .....	76
Music .....	82
Playability .....	60
Lastability .....	50
Difficulty .....	61
Mental .....	52
Atmosphere .....	55
Overall .....	62%



**MEGA CD**



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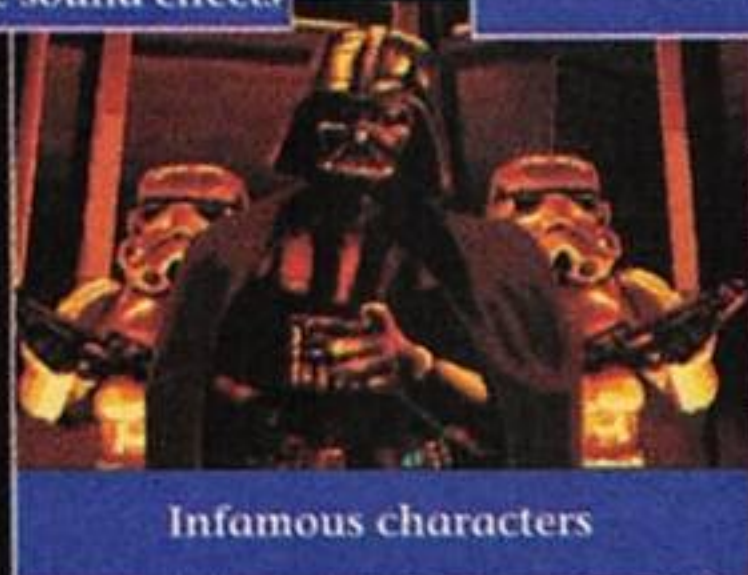
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TIE fighters' unique roar, one of many digitized movie sound effects



Cinematic sequences



Infamous characters

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JOIN THE REBEL ALLIANCE NOW





**W**ell there's no beating around the bush in this game. No subtle references to "a mad dictator somewhere in the Persian Gulf". Saddam's the dictator, the countries in conflict are Iraq and Kuwait. And you're on Kuwait's side, by the way.

I'm none too sure whether the all-too-recent conflict is really a fitting subject for a game. Now I don't want to get all morally judgemental about all this, so I won't. You know what it's about, so I'll let you make up your own minds.

Anyway, it's set in the near future, shortly after the withdrawal of UN troops. As soon as Uncle Sam heads back home, the mustashoed one sends in his troops for another crack at his annoyingly wealthy neighbour. But this time it's going to be different: the old loony didn't reckon on Team Kuwait being there.

You're the commander of a 16-strong battalion of tanks, split up into four groups of four tanks. The opposition are the Republican Guard, Iraq's elite tank forces. The game is split into several missions; each of which has to be completed before further missions can be accessed. First of all you're concerned with the island of Failaka. There are three missions, which can be completed in any order you like, but all three must be completed before you can move on to further missions.

March straight into battle and the likelihood is that all you'll be left with is 16 lumps of smoking hot molten metal. It's wise to get used to the controls of the machines first, and for this purpose a training mission is included. This allows you to get a grip. It teaches you to move your tanks and allows you to shoot enemy tanks without the inconvenience of them shooting back.

Two screens are used to control the movement of your armoured vehicles. The first screen lets you see what's going on, allows you to shoot at things and generally make a nuisance of yourself. The second screen is concerned with movement. Tanks are moved by setting coordinates on a map, which the tanks trundle relentlessly towards.

Each unit can be controlled through a full-screen display, but then you can't see what your other units are up to. To see everything that's

**Since the outbreak of the Gulf War a couple of years ago, we've seen a fair few games based on Middle-Eastern madmen invading small, but filthy-rich, neighbours. It may not say it in so many words, but we all know it's Iraqi butt we're kickin'.**

going on at once, the screen is split into quarters, the four miniature displays each representing a unit.

It's all very fiddly, all these different screens. In the heat of battle, it can get a little confusing as to what's going on and where, and it's easy to make mistakes while trying to locate the unit that's in trouble.

It's a real strategy buff's game and, unless you're a devoted wargames freak, then this isn't going to be for you at all. If you liked *Team Yankee* and *Pacific Islands* then you'll undoubtedly like this – it's written by the same guys and based on the same game engine. For the right person, *War in the Gulf* holds endless hours of fun and drawing things on charts. But for the rest of us, it's a difficult, awkward game and has about the same appeal as a porridge sandwich.

**ADAM WARING**



Keeping an eye on all four groups of tanks is a bit of a struggle.



Ohh, look at all that lovely sand. Wish I'd brought my bucket and spade.

- GRAPHICS.....81
- SOUND.....57
- MUSIC.....53
- PLAYABILITY ....69
- LASTABILITY.....77
- DIFFICULTY.....86
- MENTAL.....87
- ATMOSPHERE ...82
- OVERALL.....70

# WAR IN THE GULF

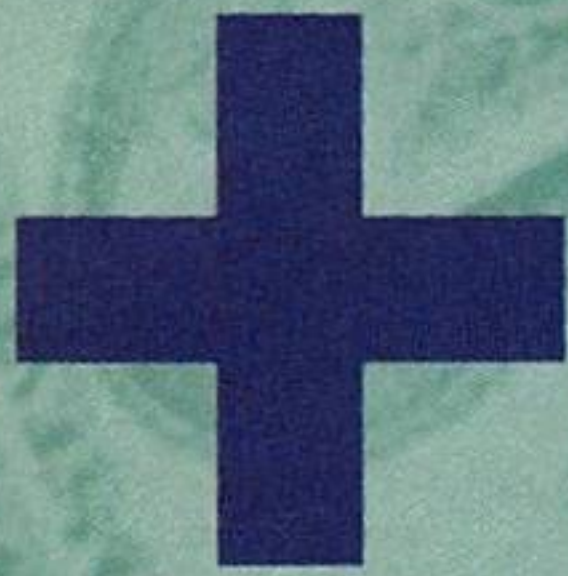




# RAGS TO RICHES



If my parents gave me \$200 000 then I'd go and buy a new car, a new CD player, a new telly... and that's just for starters. In this game, you're not quite so impulsive and decide to invest the money in the stock market, instead.



Two hundred thousand US dollars may hardly seem like rags to you and me, but in the high flying world of car phones and 'doing' lunch for two hours at a stretch, it's hardly enough to cover your round at the wine bar. But by being a shrewd businessman/woman you can make this small fortune into a larger one; buying, selling and running off with huge debts to live in South America at the right time.

There are four types of commodities to buy: oil, gold, blue chip stock and bonds. The prices rise and fall during the day, and you have to buy cheap and sell dear. There are various sources that you can obtain information from. Your TV set is tuned to four channels only, each station giving information about one of the four commodities; a newspaper reports on the state of the market and you can go out and do lunch to get information from your contacts. Your PC is constantly on line, reporting the latest market trends.

You can't do it all on your own, however, and to run your office efficiently you'll have to employ staff to do all the running around for you. A secretary is needed to answer the phone, a pit runner goes and physically buys and sells the shares for you. Hiring them costs money, of course, but you can always give them the boot should you need to save a few bob.

When the loot is rolling in, as all yuppies do, you can nip down to the mall and buy some expensive consumer goods to show off your new-found wealth. It's not only how much money you make, but also the rich boy's toys you amass that gives your final score.

The gameplay consists of a number of static screens which you flip between that show locations such as your office, the restaurant, your bedroom and so forth. These graphics are nice enough, but there's not much in the way of animation – unless you count graphs going up and down, that is.

An icon, showing a pair of eyes, shows you how tired you are. They get more and more closed during the day. Strangely, they draw a parallel to real life; play this game for any length of time and you'll find yourself beginning to nod off too. This is because *Rags to Riches* is a dreadfully, dreadfully dull game. God, it's boring. In fact the only person it could possibly appeal to is a stockbroker, and they do it all day, for a living. The difference is they're making *real* money out of it.

And that, I think, is *Rags to Riches'* great problem. The possibility of winning – or losing – huge sums of money is enormously exciting in real life. But being told that you've just made an imaginary couple of billion dollars means absolutely nothing in a game - it's just a figure on the screen, a score. Take away the material value of this money and you realise that everything about trading stocks and shares is boring; watching figures dance around the screen makes for a stupid game. However, if you want to be a rich yuppie bastard then *Rags to Riches* is the perfect training ground.

**ADAM WARING**



The office you do business from. A bit pricey for chips, don't you think?



Make lots of lovely lolly and you can spend it on expensive things.

<b>GRAPHICS</b> .....	<b>62</b>
<b>SOUND</b> .....	<b>80</b>
<b>MUSIC</b> .....	<b>60</b>
<b>PLAYABILITY</b> .....	<b>46</b>
<b>LASTABILITY</b> .....	<b>43</b>
<b>DIFFICULTY</b> .....	<b>75</b>
<b>MENTAL</b> .....	<b>82</b>
<b>ATMOSPHERE</b> .....	<b>63</b>
<b>OVERALL</b> .....	<b>56</b>



## WHAT'S THIS... A MAC GAME?

Blimey, it's not often that we get one of these in the *Megazone* office. Actually, *Spectre Supreme* is the sequel to a game called *Spectre*, which has been around for a few years now and is something of a Mac classic. The idea is to go around in a tank and blow others up. Got that?

In the single player game, the object is to grab all the flags in the playing arena while avoiding being killed by the enemy tanks that guard them. This done, you're whisked off to the next level where things get that little bit tougher.

The first level is really just to let you get used to controlling your tank. There are a few fairly dumb tanks that don't pose much real threat to you. The playfield is littered with obstacles and has an invisible boundary that you can't move outside. There are also plenty of things that are good to run into and plenty of others that are bad. Energy dumps recharge your shields and top up your ammo, pools of cybermud slow your progress and moving walls team up with intelligent acid to dissolve your tank.

Every couple of levels you get a new optional weapon to play with. The standard cannon that you start out with can only shoot things in straight lines, but after a few levels you find yourself with an arsenal of grenades, smart missiles and proximity mines. You'll need them, though, things get very tough later on in the game.

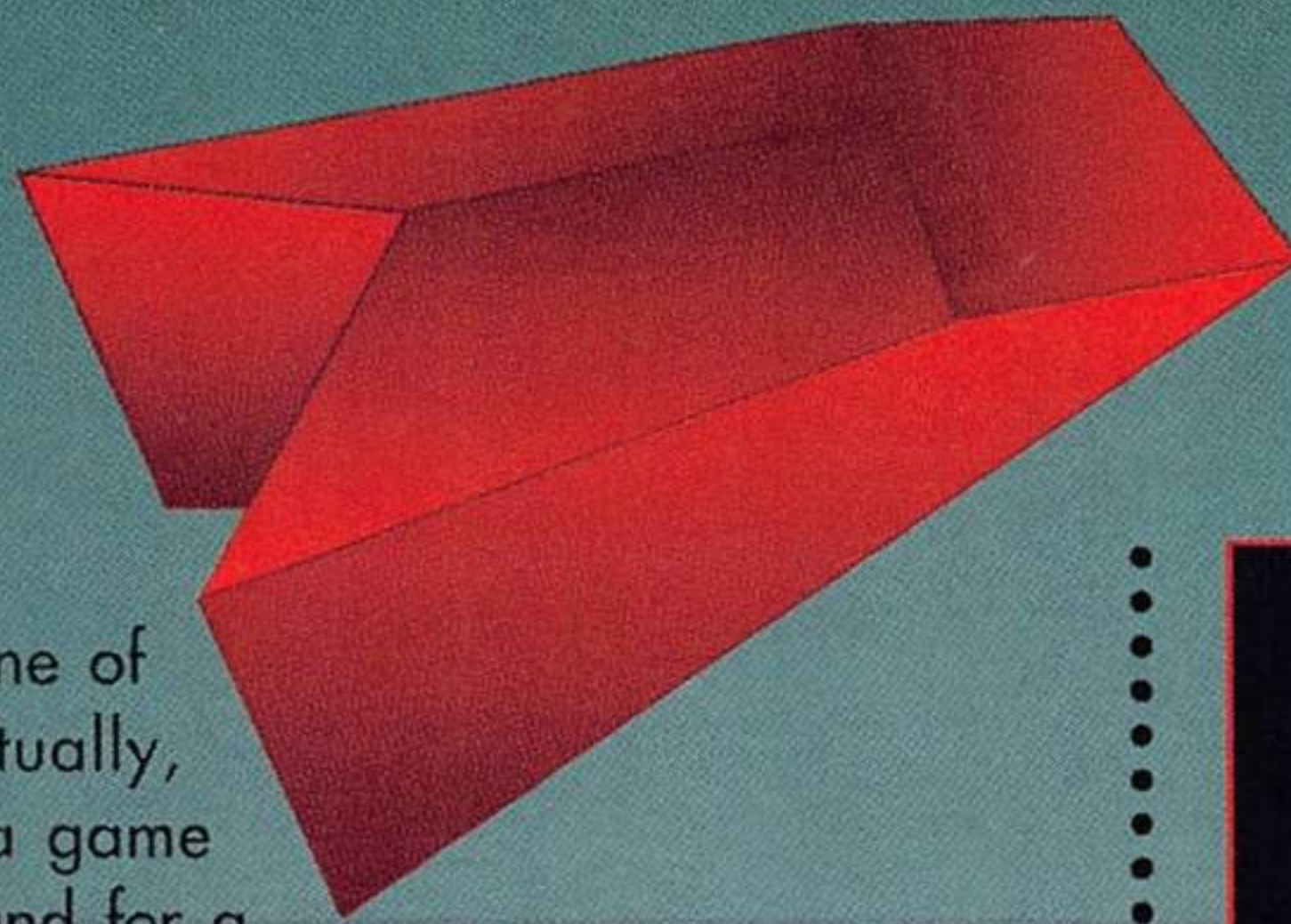
There are heaps and heaps of levels, though they're all very similar to one another, just with a few more nasty surprises waiting in store for you. When you're dead, that's it, it's game over. It's annoying that you have to replay previously conquered rounds every time you play, and it's a pity that you can't save your position.

The real fun comes when you play the game against other human players instead of the computer. *Spectre* is designed, predominantly, as a network game and to get the most out of it you need your Mac to be on a network. You'll also need a copy of *Spectre* for everybody who is to play, either that or else a special multi-user pack that licences the program for more than one machine. There are a dozen scenarios to choose from, ranging from a free-for-all where it's everyone for themselves in a kill-or-be-killed frenzy, numerous capture-the-flag-type games, bumper tanks where you can't shoot each other but can make use of the strategically placed pools of acid, and cyber soccer where you bash the ball from one end of the arena to the other in an attempt to score goals.

It's by far the best in multi-player mode; as well as giving you a real human intelligence to pit your wits against, there's so much more variety in the different games available.

Mac games are few and far between (although becoming more common), and while this isn't stunning when compared to what's available on other formats, it actually scores pretty highly in the gameplay stakes. *Spectre Supreme* is a deceptively simple game, but one that you keep going back to for 'just one more go'.

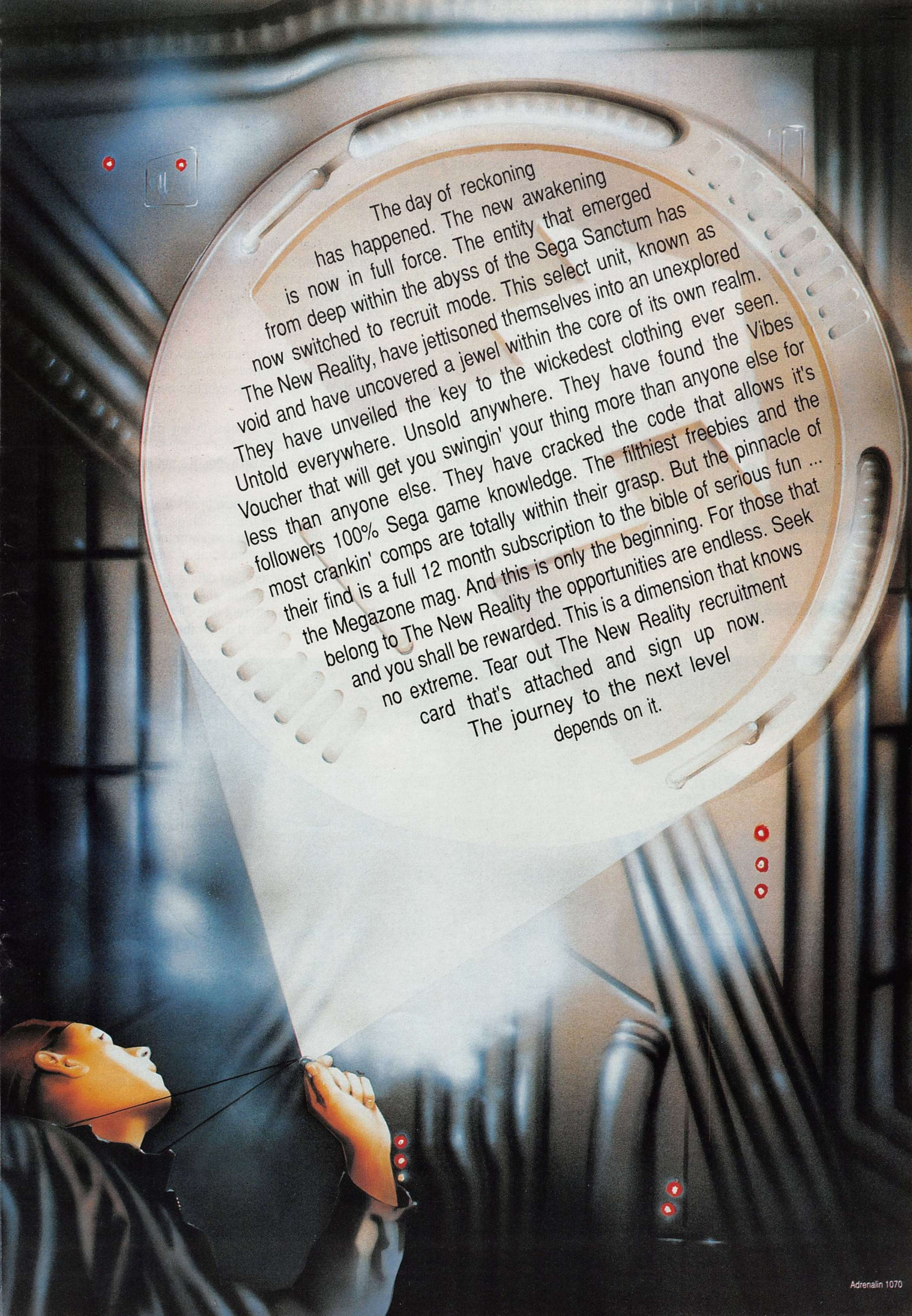
**ADAM WARING**



<b>GRAPHICS</b> .....	<b>77</b>
<b>SOUND</b> .....	<b>86</b>
<b>MUSIC</b> .....	<b>77</b>
<b>PLAYABILITY</b> .....	<b>88</b>
<b>LASTABILITY</b> .....	<b>85</b>
<b>DIFFICULTY</b> .....	<b>65</b>
<b>MENTAL</b> .....	<b>76</b>
<b>ATMOSPHERE</b> .....	<b>79</b>
<b>OVERALL</b> .....	<b>78%</b>

# SPECTRE SUPREME





The day of reckoning  
has happened. The new awakening  
is now in full force. The entity that emerged  
from deep within the abyss of the Sega Sanctum has  
now switched to recruit mode. This select unit, known as  
The New Reality, have jettisoned themselves into an unexplored  
void and have uncovered a jewel within the core of its own realm.  
They have unveiled the key to the wickedest clothing ever seen.  
Untold everywhere. Unsold anywhere. They have found the Vibes  
Voucher that will get you swingin' your thing more than anyone else for  
less than anyone else. They have cracked the code that allows it's  
followers 100% Sega game knowledge. The filthiest freebies and the  
most crankin' comps are totally within their grasp. But the pinnacle of  
their find is a full 12 month subscription to the bible of serious fun ...  
the Megazone mag. And this is only the beginning. For those that  
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and you shall be rewarded. This is a dimension that knows  
no extreme. Tear out The New Reality recruitment  
card that's attached and sign up now.  
The journey to the next level  
depends on it.



# S G N I K I

## IT MUST HAVE BEEN ACE, BEING A VIKING.

They drank beer by the bucketload, would fight over the slightest thing and wore silly hats with horns on. Quite why a visitor from another planet would want some for his collection isn't adequately explained. Odd though, isn't it? Anyway, this alien comes down, switches on his transporter beam thingy, and whisks three Viking brothers – Olaf the Stout, Baleog the Fierce and Erik the Swift – off into the depths of space.

The Vikings are none too chuffed with this arrangement; they shout and bellow, they stamp their feet, they break things. When they realise it's not doing them any good whatsoever, they decide the only thing for it is to escape.

The clever thing is that each Viking has a special ability that neither of his brothers has: Erik runs fast, can jump and headbutt walls; Olaf can raise or lower his shield and Baleog has a rather large sword and can shoot things with his bow and arrow. The levels are packed with puzzles and require a combination of each Viking's skills. Erik's the only one who can reach many of the objects, Olaf can protect the others from attack while they get on with other tasks, and Baleog kills things. The puzzles can be quite tricky, but persistence usually pays off.

You can swap between the brothers at will. The other two remain immobile while you control your chosen character. As you move around a new level, caution is advised while you find out what's what. You soon get an idea of how best to deploy your Vikings, though, and once a level has been conquered then you can zip through it again fairly quickly.

Many of the levels are impossible to complete without all three Vikings. In any case, you can only progress to the next level when all have made it to the exit. Whenever you complete a level the three Vikings have a bit of brotherly banter that's supposed to be funny but isn't very. It's not really the 'hysterical cartoon captions' that the packaging promises.

The graphics change every couple of levels and you're introduced to new things that interact in different ways with your character. There are things to pick up all over the place, such as food, which adds to your energy levels, keys to open doors, or bombs to blow things up. You can swap things between characters, so should one be short of food then another can generously donate some of their supply.

The biggest downside to the game is that, with so many characters and different things to do, it can sometimes get confusing as to what you're doing. It gets really frustrating when one of your characters blunders to his death because you thought you were in control of a different one. Of course, it's your fault entirely, but that doesn't lessen the desire to hurl the entire computer through the window and under a passing juggernaut.

So, *The Lost Vikings*, while it's not great, is still a nice little platform/arcade game, and everybody agrees that the PC sees too few of them, so take a look at this one.

ADAM WARING

GRAPHICS.....	79
SOUND .....	69
MUSIC .....	74
PLAYABILITY .....	83
LASTABILITY .....	84
DIFFICULTY .....	77
MENTAL.....	84
ATMOSPHERE....	76
OVERALL.....	79

# THE LOST



Olaf fends off the brute; the others stand around looking gormless.



This bubble makes a handy lift later on in the game







The game starts here and now, in 1993. Well, it is 1993 unless, of course, someone buried this particular copy of *Megazone* in a time capsule to be discovered in the future when we have no hair and built-in short wave antennas sticking out of our heads so we can communicate simply by the power of thought. If that's the case you probably can't even read this because you have a bar code scanner cybernetically implanted into your index finger, making the written word obsolete; you can simply scan all the information you need in 15 nanoseconds. In that case, try the bar code on the front of the magazine.

Anyway, let's assume that this is not the case, and you are on the way back from the newsagents with this copy clutched in your hot little hands. The plot goes something like this: you're a copper in France called Raoul Montand. There's been a bit of a kerfuffle at the Paris Opera House. Tonight was the world premiere of the 1881 score of *Don Juan Triumphant*, the piece supposedly written by Mad Erik, once known as the Phantom of the Opera. (Cue spooky music...)

Just as the performance began, the massive chandelier fell on the heads of the terrified audience. The Manager calls you to the scene, where they're still scraping the bodies off the seats, and you set off to solve the mystery. It's definitely not just a straightforward case; in fact it's quite *Twilight Zone*, involving as it does ghosts and time travel. I'm not giving too much away (I hope), but in your adventures you'll travel back through time where you confront the original Phantom of the Opera, and this may well change the course of history...

The first person you get to chat to is Monsieur Brie, the Manager, who reckons that it was some kind of copycat crime, but we know better, don't we? He gives you a few pointers with which to start your investigations, but from then on you're on your own. Talking to the other characters in the game is very straightforward;



The Phantom of the Opera has been wowing audiences world-wide, and the Andrew Lloyd-Webber musical extravaganza is currently doing the rounds in Australia. But you don't have to don your opera glasses to get into the spirit of things, 'cos now you can play it on your PC.

# RETURN

# OF THE PHANTOM + TOM

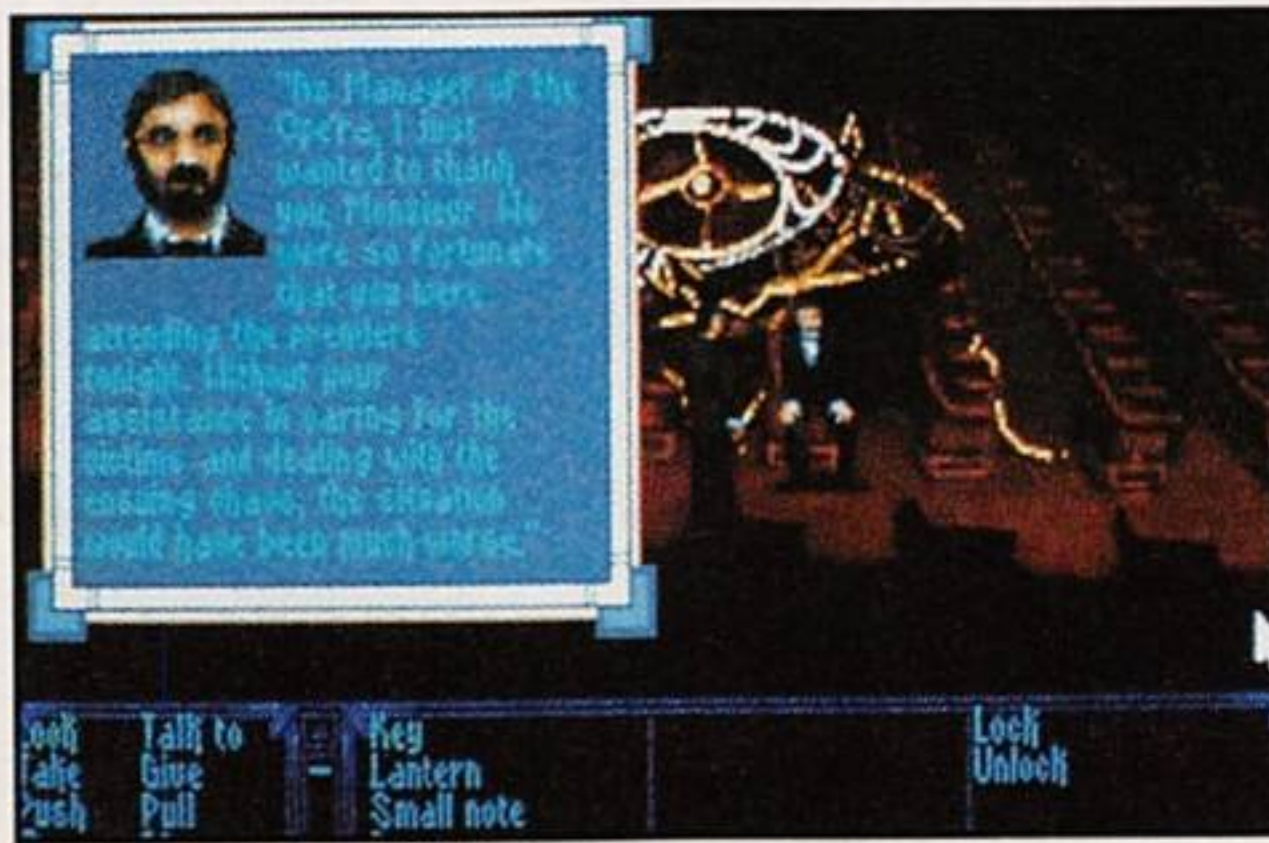
you have a choice of two or three sentences to say. The responses – and usefulness of the information – depend on your choice of phrase.

Everything about the game is easy to use. At the bottom of the screen is a choice of actions, split into lists of verbs and nouns. Click them on and the computer constructs sensible sentences out of them. This system ensures that you don't have to be a hardened adventurer to get to grips with the program, you just have to have an eye for solving mysteries. Nothing's unsolvable but there are a few curly ones to give the grey matter a work-

Well it looks as if everyone thought wrong, doesn't it.



It's not easy running a theatre. Who's going to pay for the damage?



ADAM WARING

GRAPHICS .....	88
SOUND .....	84
MUSIC .....	85
PLAYABILITY .....	83
LASTABILITY .....	87
DIFFICULTY .....	83
MENTAL .....	88
ATMOSPHERE .....	89
OVERALL .....	85



# MAELSTROM



But you can forget all that because it doesn't matter. Maelstrom is bloody good because it really gets you in-

**M**aelstrom's all about space conflict. In particular the conflict between the Syndicate (your typical intergalactic nasty-types who are, natch, intent on universal domination) and just about everyone else. At the time of writing the Syndicate have conquered nearly half of all known space and are preparing to plunder the other half.

The character you play used to be an officer of the Syndicate until you were ordered to fly a one-man reconnaissance mission to the peaceful planet of Harmony. Harmony is composed almost entirely of the volatile yet incredibly valuable mineral, Fitzholnium, used throughout space as a powerful fuel. The Syndicate saw Harmony as vital to their plans and sought to capture it for themselves; thus, you were sent to investigate potential ways to take control.

It was during this flight that you apparently had second thoughts about the operation and, in particular, the Syndicate's methods of takeover, so you decided to defect. The Harmony government accepted and, in the only slight plot implausibility I've encountered so far, appointed you to the position of Overlord because of your prior experiences in dealing with war.

War? Yep, that's right. Your little act of defiance isn't going to worry the Syndicate much but it will probably put you and Harmony at the top of their List of People to Visit. So, essentially what you have to do is stop the Syndicate...but how?

As Overlord, you are the Main Man and are responsible for every-

thing on Harmony, though you do have a cabinet to provide assistance. The cabinet consists of the Heads of Government, Military, Research, Secret Intelligence and Mining. Each will supervise their own area unless you decide to intervene and throw your weight around.

You can organise military programs, decide which spaceships and weapons to purchase, set tax rates and wages, assign research and development teams to specific areas, hire and fire staff, send agents to spy and dig up dirt on various important and influential people or simply ring up the Overlord-next-door for a friendly chat plus a million other things. And all this from the comfort of your own home! (Well, sort of.) There's this neat gadget called the Executron 1200 or "holo-desk" from which you issue all your commands as well as handle all your communication needs.

Communication is an intrinsic part of success in Maelstrom. It is absolutely imperative that you establish links and alliances with the neighbouring planets if you are to withstand the might of the Syndicate. Although, not everyone may be willing to co-operate with you.

Maelstrom is a bloody good game, although when I began playing I had some doubts. First, it's all a bit overwhelming. Not because the game is particularly hard or complicated, rather it is complex and full of possibilities. Second, the graphics are a bit duff. See that text in those blue boxes? Get used to it, you'll be seeing a lot of each other. Admittedly, there are a number of small graphical interludes which look quite nice, but it's hardly X-Wing. Third, er...that's it!

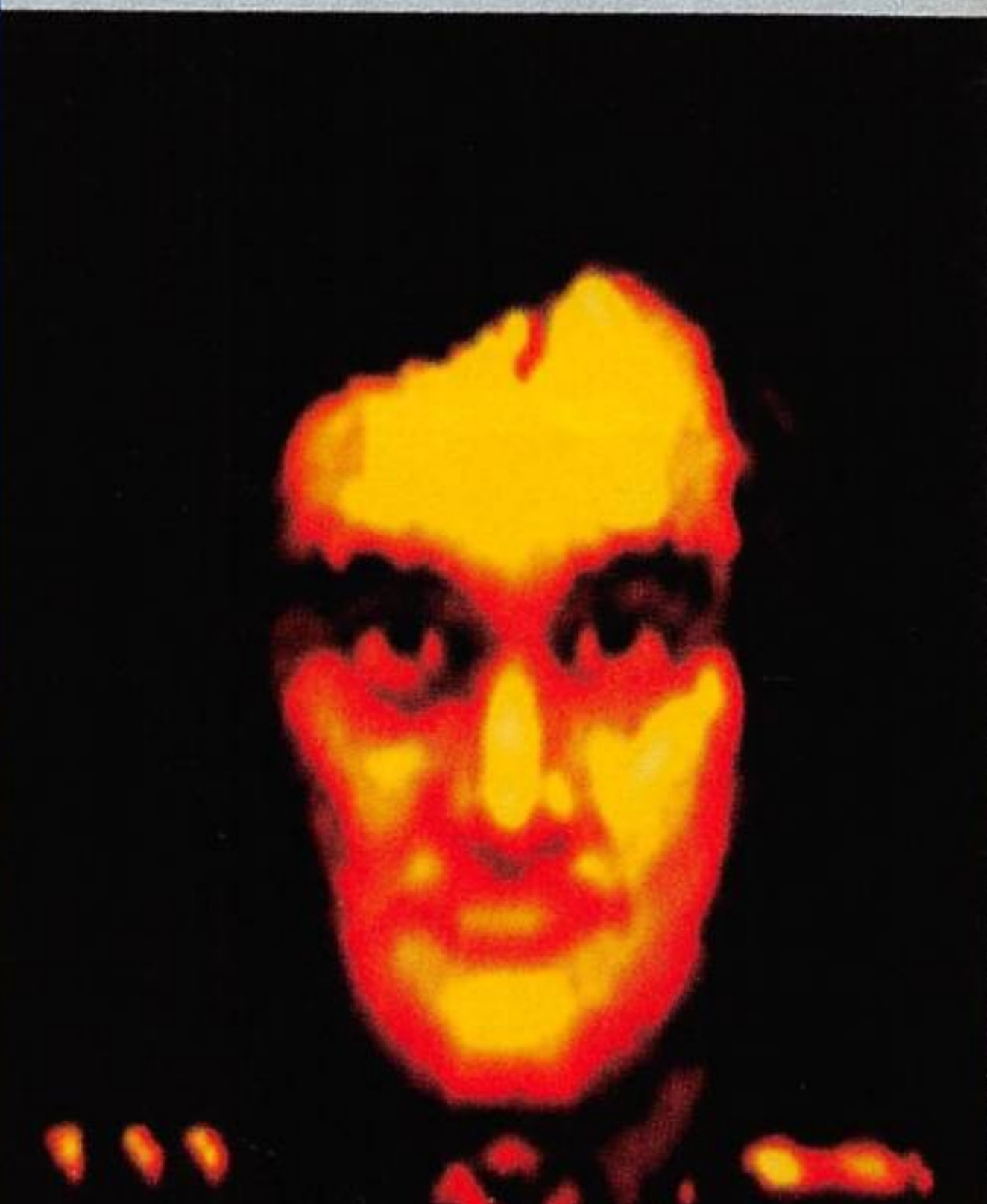
involved; it tiptoes up behind you, without even suspecting, slyly taps you on the shoulder then smothers you in its atmosphere and engulfs you in its astonishing depth.

It really does suck you in without warning. Initially, you'll be just clicking on things randomly and generally exploring the capabilities of the Executron, but the next thing you know you'll be pitched into the midst of an intense battle with several Syndicate ships over such brilliantly named planets as Tool and L' ll' y' yy' rww (!) or agonising over whether to appoint Rooop' Chand Ellis ('cos he's has an astonishing IQ of 156) or Abre Genn ('cos she's a babe) to head your Nuclear Research Project!

Maelstrom isn't going to appeal to everyone. Indeed if your attention span is only about 10 seconds and you don't know the meaning of "acute brain activity" then please steer well clear. On the other hand, if you loved games like Elite, Civilization and Dune, and you like the sound of a highly-involved roleplaying/strategy/space wargame epic, then Maelstrom is your next essential purchase.

DAVID WILDGOOSE

- Graphics .....70
- Sound .....70
- Playability ....88
- Lastability ....94
- Difficulty.....90
- Atmosphere ..95
- Mental .....93
- Overall .....91





# PROTOSTAR



**R**emember Lightspeed? Liked the concept but felt a little empty after it was all over? (For those born yesterday, Lightspeed was Microprose's classic game of interstellar exploration and conquest, later re-released with a new scenario as Hyperspeed.) Well, the concept is back again as Protostar, and this time it's brought to you by the good people at Tsunami.

Stardate 001:2336 (that's 2336 AD, moron) is a pretty gloomy time for Humanity. An unpleasant alien species called the Skeetch are trying to wipe our glorious species from the face of space. And guess who's got to stop them!

Thanks to your skill, cunning and good looks you've been chosen by the Human Alliance to do away with this bothersome pest once and for all.

Cleverly masquerading as a merchant trader, your mission - and you have no choice but to accept it - is to take your Merchant Starship through the galaxy in search of other alien species, and to align them to your cause against the despicable Skeetch. And while you're out there, the Alliance expects you to keep their outfit running by sending the cash they need, when they need it.

There's no shortage of ways to make a buck in this galaxy. Most planets offer abundant resources to mine, and alien cities offer trade opportunities through other merchants. Here it's necessary to balance a fine line between turning a good profit, and not upsetting any aliens by making a great profit.

You'll need to keep lots of spare change on hand throughout the

whole game. The Alliance is not shy about putting their hand out. In addition, you'll continually need cash for recurring expenses like ship repairs, medical treatment, crew's wages and fuel. After that, there's the need to give your ship the edge (which it will need) by upgrading components such as engines and weapons. And if you don't have plenty of investment capital to play with after all that, it will be pretty hard to keep the economic ball rolling.

The business end of play is conducted from the bridge of your Starship. It's a functional and well designed layout, although too much room is taken up by meaningless cockpit graphics, leaving too little room for the forward view. Icon-type selectors access various ship functions like navigation and communication, a variety of displays show you the important facts on the ship's health, and radar and damage displays let you know who's winning the battle (or how much you're losing it by).

For manoeuvring there's a strange mouse driven control panel. You move your mouse pointer around a small square to indicate your desired direction, and keep it in the centre to move forward. For a leisurely romp through the cosmos, this would be the method of choice, but for hard turning space dogfights it falls woefully short. To alter your speed you have to completely deselect and abandon the controls, and move to a different set of icons. Some of these bad guys move and turn as fast as a tie fighter, and this little design flaw prevents you from reliably outflying them. Your only real hope is to upgrade to better engines and shields so you can run away faster and safer.

Surface excursions are made in

a smaller craft called an Explorer. Its controls and appearance are virtually identical to the Starship, and

you pilot it over stunningly bad ground terrain graphics in search of resources, other aliens, and alien cities. Both vessels are armed with light guns, and the Starship also has a heavy cannon and guided pursuit missiles. Whilst in combat there's a handy display to show how much damage you've managed to inflict, although an apparently totally damaged enemy can continue to be a pain for quite some time.

So if you're deft enough to perform economic miracles and win a good fight or fifty, then you're ready to focus on the real task at hand - forming a Galactic Alliance of alien species to eliminate the Skeetch threat.

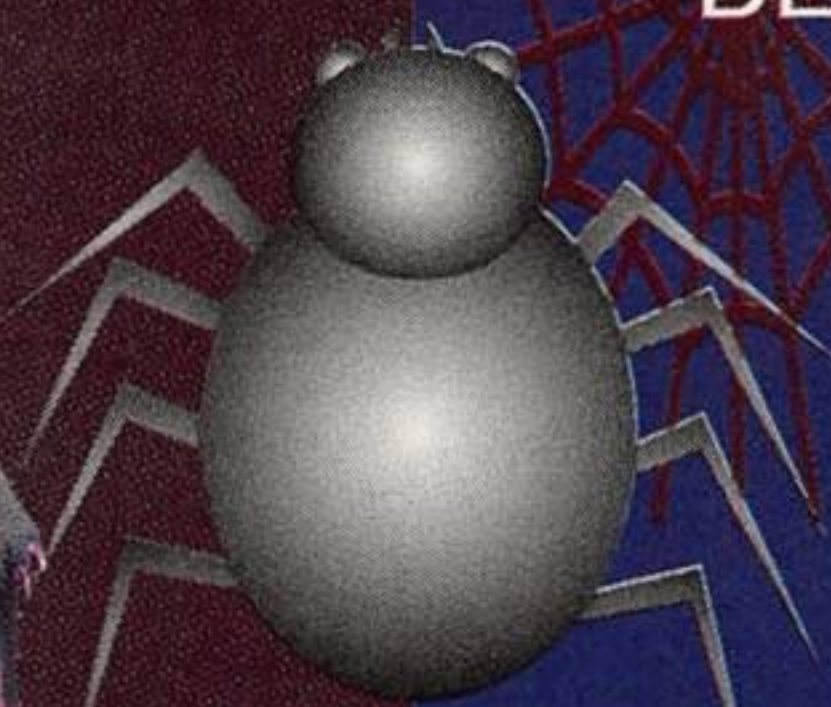
Particular attention should be paid to any encounters with other beings. You are out to build an alliance between different species remember, and it's a complicated galaxy out there. Each species has their own interests to think of, and not everybody gets on. Skilful manipulation of alien personalities is in order. If you offend the wrong alien you had better be ready for damage control.

Good looking graphics and some very listenable music make Protostar pleasant fare, although its nature is more that of a big, hard puzzle. Science fiction fans will love it for the quality storyline, and Adventure Game Freaks will be kept up late for many a night.

BEN MANSILL

- Graphics .....88
- Sound .....84
- Music .....94
- Playability....91
- Lastability ....88
- Difficulty.....90
- Atmosphere ..90
- Mental .....87
- Overall .....88





➤ "ALL OF THE GUESTS  
DISAPPEARED WITHOUT A TRACE AND  
STAUF'S MANSION HAS STOOD ROTTING AND  
DESERTED EVER SINCE. DESERTED EXCEPT FOR  
THE GHOSTS THAT IS!"

**BASICALLY THE 7TH GUEST IS A PUZZLE**  
and horror game rolled into one. You find your-  
self in the huge mansion of a demented toy  
maker, Henry Stauf. Before your eyes a sequence  
of horrific occurrences begins to unfold. It is up to  
you to work out what is going on and what part you  
play in the subsequent events.

The amazing introduction tells you that Henry  
Stauf was a murderer and a vagrant who suddenly  
became obsessed with idea of creating the toys and  
other objects he saw in his dreams. After he succeed-  
ed in making a fortune out of his toys he built a man-  
sion and became a recluse. Then one by one, all of the  
children who possessed a Stauf doll began to die of a  
mysterious virus.

About this time Stauf invited six guests to attend a  
small party at his strange mansion. The guests included  
Martine Burden, a smalltime actress, Brian Dutton, a man  
of dubious moral standards, Hamilton Temple, a second-

rate magician, and three others, along with the mysterious 7th  
guest. What happened that night has remained a mystery, but  
all of the guests disappeared without a trace and Stauf's man-  
sion has stood rotting and deserted ever since. Deserted  
except for the ghosts, that is!

As the game begins, you find yourself in the huge entrance  
hall of Stauf's mansion. After some initial exploration you begin  
to see the ghosts of those who died at Stauf's party, re-enacting  
what happened that night. What is the purpose of your presence  
in the house? Only by playing Stauf's demented games and solving  
his devious puzzles, which you discover around the house, will you  
find the answers you need to complete the game.

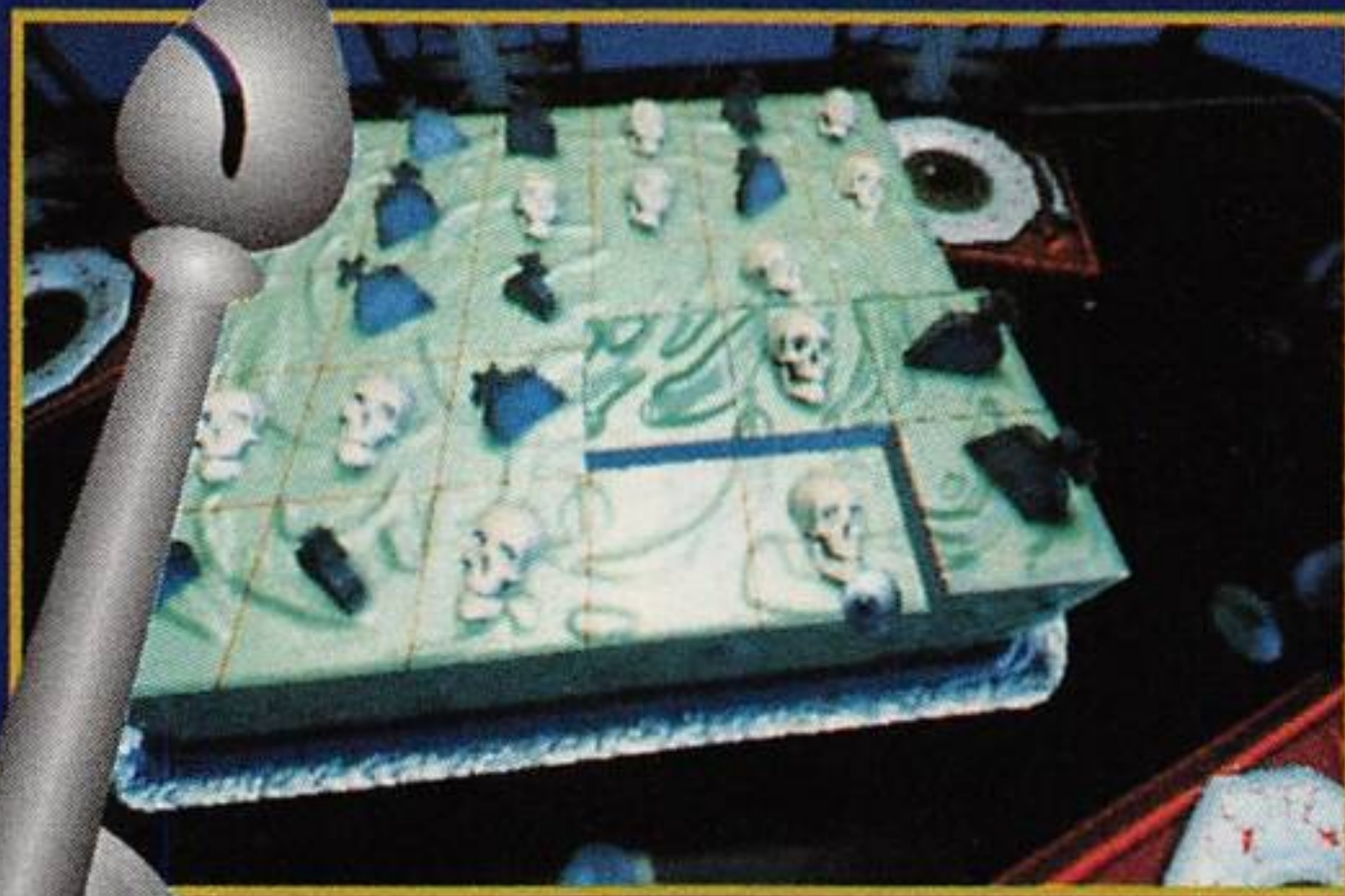
The game is totally mouse-driven; by positioning the skeletal hand  
icon on the screen you can move around. When there is a puzzle to  
be solved, the icon will change to a skull with a throbbing brain. When  
you are doing a puzzle the icon changes to either a blue or brown eye-  
ball, according to which object you wish to manipulate. If there is a  
dramatic event for you to see, the icon changes to a theatrical mask  
or a set of chattering teeth. All you need to do is move the icon to the  
desired place and click it. When you have successfully completed one  
of Stauf's games or puzzles you will either be given access to a new  
area of the house or will be allowed to witness a new event which may

# THE

the long-awaited  
7th guest is one of  
the first games  
specifically designed  
for the CD-ROM format.  
It is definitely the first  
to fully utilise the  
CD-ROM's potential  
for sound and graphics,  
and weighs in at over  
700MB of data! When I  
saw the 7th guest for  
the first time I could  
hardly believe my eyes  
and ears; here was full  
motion video and CD  
quality sound, in a total-  
ly interactive game!

# TH





give you a clue as to what Stauf is up to.

The puzzles and games can be fiendishly difficult at times so be prepared for some serious hair-pulling. Make sure you listen to what Stauf says to you and what ego (your character) says - they give you some valuable hints. If you can't solve a puzzle don't despair, old Stauf has left a clue book in the library; you are allowed to visit the clue book for any specific puzzle three times. The first two times it will give you some rather cryptic hints and the third time it will simply solve the puzzle for you, though this comes at a price.

Visually the game is absolutely stunning. All the characters are portrayed by real actors so it's like being in an interactive drama. The music and sound is also superb and combined with the graphics create one of the most atmospheric and spooky games I have ever played. However, don't expect any combat or direct interaction with the other characters. You can only move through the house, play Stauf's games and puzzles and

# QUEST

witness events. So if you like your games with lots of fighting and few brain teasers, then The 7th Guest definitely isn't for you.

Now I come to an important point. The 7th Guest demands some serious hardware: 1) a CD-Rom drive with a minimum of 150k per second transfer rate, 2) at least a 386DX processor with 2Mb of extra memory, 3) a fast 16 bit SVGA graphics card with a minimum 512k of memory (although you can run the game in MCGA mode), 4) a sound card with FM and PCM sound, 5) a mouse, 6) a hard drive with 10 Mb of free space, 7) MSCDEX version 2.2 or higher and, 8) DOS 5.0 or higher. And these are just the minimum hardware requirements! Don't even think about getting the game unless you have everything listed above.

The 7th Guest is breaking new ground in the world of PC entertainment, and it will set a new standard by which all new games will be judged. If your PC meets the hardware requirements, you love puzzle games, amazing atmosphere, brilliant graphics and sound, then go out and get a copy of The 7th Guest, you won't be disappointed. Even if you don't really dig puzzles, grab a copy. It will be your showcase piece of software for quite a time to come. Load it up, and watch your friends' jaws drop!

**JULIAN SCHOFFEL**



**GRAPHICS .....99**

**SOUND .....99**

**PLAYABILITY ....93**

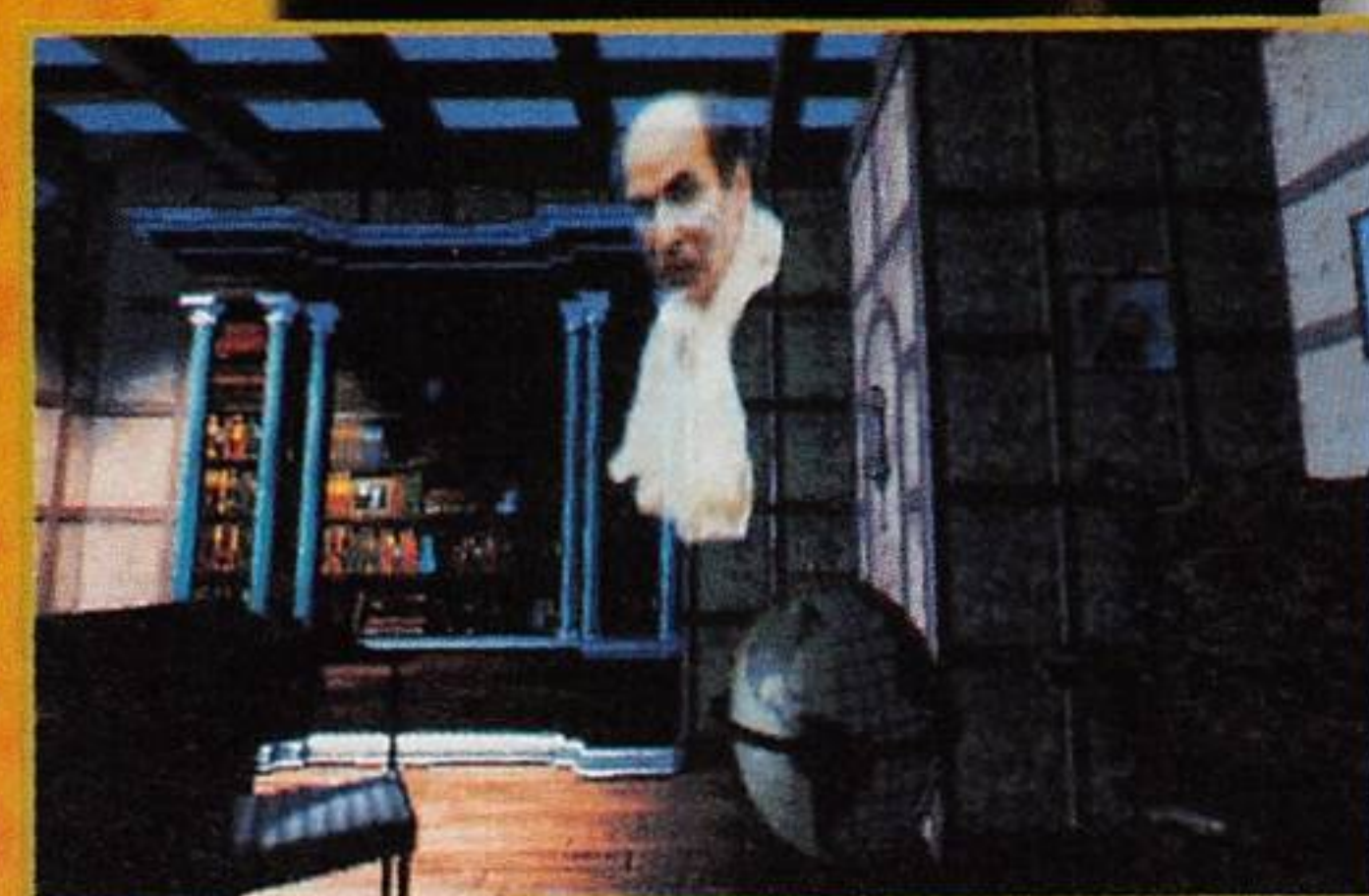
**DIFFICULTY.....97**

**LASTABILITY....90**

**ATMOSPHERE ...99**

**MENTAL .....96**

**OVERALL .....97**





# YOU HAVE ENTERED THE:

# ADVENTURE ZONE

The most talked about

part of **MEGAZONE** by far (ahem!-ED)

**S**tay a while. Discover what's new in the land of adventure, what the big boys at Sierra and LucasArts are up to, how to get out of the dungeon with nothing but an inflatable life raft, and maybe even win something while you're here.

Drop me a note, and let me know what you think about Adventure Zone, and also let me know if you're stuck in an adventure, and I'll try and sort you out.

1. Enclose a medium size self-addressed stamped envelope if you expect a personal reply, and pop it off to:

**Adventure Zone**  
38 Greenvale Drive  
GREENVALE VIC 3059

Include a few stamps to cover time and photocopying costs if you're after a complete solution, but try and ask specific questions about a game first if you can.

2. Send me electronic mail at Uni (if you have InterNet access):

[moeller@mundil.cs.mu.oz.au](mailto:moeller@mundil.cs.mu.oz.au)

## Letters

Yo Mario (he, he, it rhymes),

I just thought I'd drop in a line. I've only got a few things to say. I enjoy reading the Adventure Zone but having one adventure game on my Amiga is a little frustrating but something happened when I went to play my Monkey Island. It was stuffed. Yes, bugged. I'd just thought I'd share that with you. Thank you for your patience.

Yours

Matt McKey (or Mad Matt would cover it pretty good)

Matt, you are a complete nutcase. If you heeded LucasArts' advice to "make a backup copy of all your disks and put the originals in a safe place", you wouldn't have this problem. But you didn't. Suffer.

Hey Mario,

Let's talk interfaces. Sierra's new interface is too easy so they make their new games huge so that it will be harder, Sierra's old interface was too time consuming and got very boring. LucasArts' interface is pretty good and simple, and so is Revolution's with Lure of the Temptress. The ultimate interface is still typing. I don't know of any companies which use it any more but you could use a lot more verbs than get, throw, walk, use and look. Maybe in a few years we should be using speech recognition so you can use all your brain-power without having to make your fingers do all the work. Now.....what would you give the following games on the IBM.....?

Loom, Kings Quest V, Monkey Island, Willy Beamish, Rise of the Dragon, Heart of China, Zak McKracken.

Yours whatever,  
Thomas McQueen

Bringing back a typing interface would be going backwards in time, wouldn't it? I think the future of adventure games lies more in the region of first person 3D perspective such as Underworld. Ratings? Well this is rough. Loom 60%, Kings Quest V 70%, Monkey Island 90%, Willy Beamish 75%, Rise Of The Dragon 80%, Heart of China 85%, Zak McKracken 90%.

## Win A Free Game

Winning a free game couldn't be easier in Adventure Zone; every issue a great PC game is given away to the best adventure head. Who knows? This month YOU could be the winner! Simply answer the simple question below, and the first correct entry will be declared the winner. So get in quick!

### Last issue's answers

1. Six gold keys were needed to open the chest in Elvira.
2. Ocean released the adventure game, The Never Ending Story.

3. The Wizard's name in The Pawn was Kronos.

4. In Ultima III the land was called Sosaria.

### This month's questions

1. What did the badge given away with The Hitchhiker's Guide To The Galaxy say?
2. What is "Vohaul's Revenge II" better known as?

### Adventure Clues

**Police Quest** - To get Sweet Cheeks out of jail ask her to help with operation.

**Monkey Island** - There is a key in the cereal boxes on board the galley (look at the prize). Use gunpowder on dam, use flint on cannonball.

**Elvira** - Practice with crossbow until you have mastered it. Now kill the falcon with the crossbow. There is a ring in the centre of the hedge maze.

**Quest for Glory II** - To capture the Air elemental, get a pot of dirt from the flower seller. Throw the pot of dirt into the centre of the Air elemental. This will slow him down, and enable you to get it with the Bellows.

## MARIO'S TOP 5

The five finest adventure/role-playing games currently available:

1. **Ultima Underworld 2 (PC)**  
Role playing couldn't possibly come much prettier than this.
2. **Waxworks (PC/Amiga)**  
One hell of a creepy, scary game.
3. **Indiana Jones and the Fate of Atlantis (PC/Amiga/Mac)**  
Keep up with Indy across all ends of the Earth.
4. **Space Quest V (PC)**  
Follow Roger as once again he gets up to mischief.
5. **The 7th Guest (PC CD-Rom)**  
Using superb camera angles, this is one of the best mystery/puzzle games out.



# REVIEWS

# BEHOLDER 3

# W

ell its been a long time between drinks for those of us who played Eye of the Beholder 2, which was released back in early 1992. SSI have finally released the third and final game of the Beholder series, which summons the Heroes of Darkmoon to the ruined city of Myth Drannor where you must find an ancient artefact of divine power.

Your ultimate adversary is Acwellan, a powerful undead wizard. Before you can even enter the city though, you have to find a way through a forest labyrinth which is teeming with nasties. Once inside Myth Drannor you'll have to fight and puzzle your way through various guilds, a mausoleum and a temple. Well that's a very crude outline of the plot, so how does the game itself shape up?

The first thing you notice when you load the game up are the sound effects, as they are a big improvement on number 2. With a good soundcard it sounds fantastic. Even before you can see what's stalking you, the creature can be heard moaning, slithering or gibbering. As it gets closer the sound intensity increases until you turn around and the foul beast attacks! This gives the game a great deal of atmosphere. Furthermore when you chop down a tree or cast a spell, the accompanying sound effect does it justice for a change. There is a large array of spell explosions, whizzes and crackles which give a lot of satisfaction when you obliterate a foe with magic.

The second thing you notice is that the graphics have also been improved. Monsters come in a huge array of shapes and colours that further enhance the atmosphere of the game. Like the previous two instalments of the series you can see the monsters in the distance, hopefully before they see you.

For those of you who are unfamiliar with the Eye of the Beholder series, it is another first person perspective game. You control up to six characters who can be seen on the right side of the screen. The action takes place in the viewing box on the left side of the screen. You can use a mouse or keyboard (or a combination of both) to control movement and all the other aspects of the game. Some aspects of the game have been refined since Eye of the Beholder 2. One of these is the "all attack" option which allows you to use the offensive capabilities of all your characters at once, with the exception of spells (these must still be cast manually). This option gives you more of a chance against some of the tougher creatures.

There has been a great effort to increase the depth of the plot by adding more cinematic intermissions and thirty letterboxed still shots. They have also given your party a wider choice of NPCs to choose from throughout the game; these range from sprites to were-tigers and Saurials. There is also a huge number of puzzles within the game which give you a great amount of satisfaction, if and when you finally manage to solve them.

Overall, Eye of the Beholder 3 compares very well with the other games of this genre. Although it doesn't have the smooth 360 degree scrolling of the Ultima Underworld series, it still manages to firmly hold its position as one of the best RPG games to be released so far this year.

On the down side, Beholder 3 doesn't have an automapping feature which can make life a bit difficult at times, but it doesn't really detract from game-play all that much. Also, it tends to run a bit slower than its predecessors, but I would attribute this to its size (50% larger than Beholder 2) and to the huge amounts of sound effects that occur within the game. The game constantly has to access the hard disk for data, so I would suggest using a cache like smartdrv.sys to speed things up a bit.

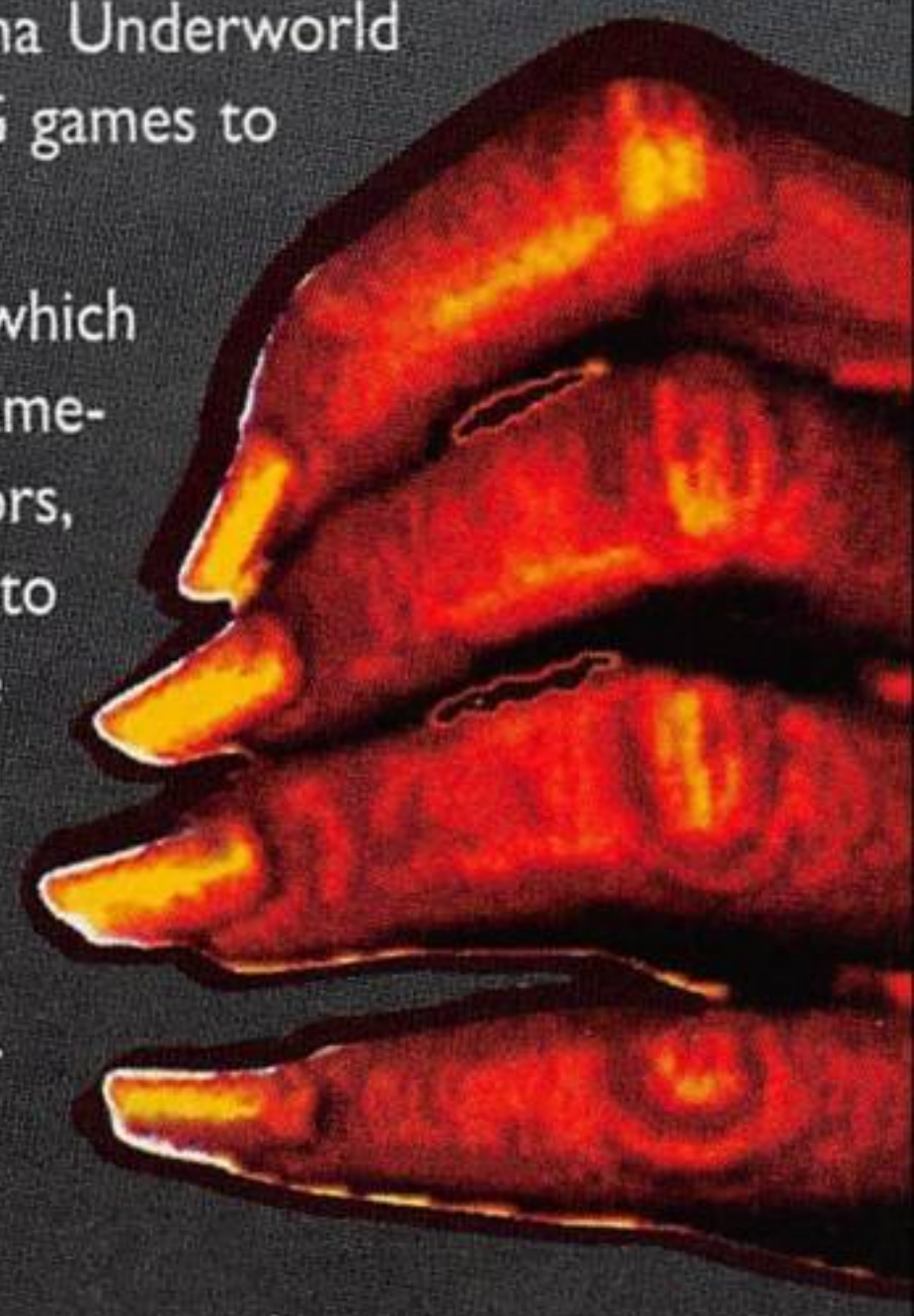
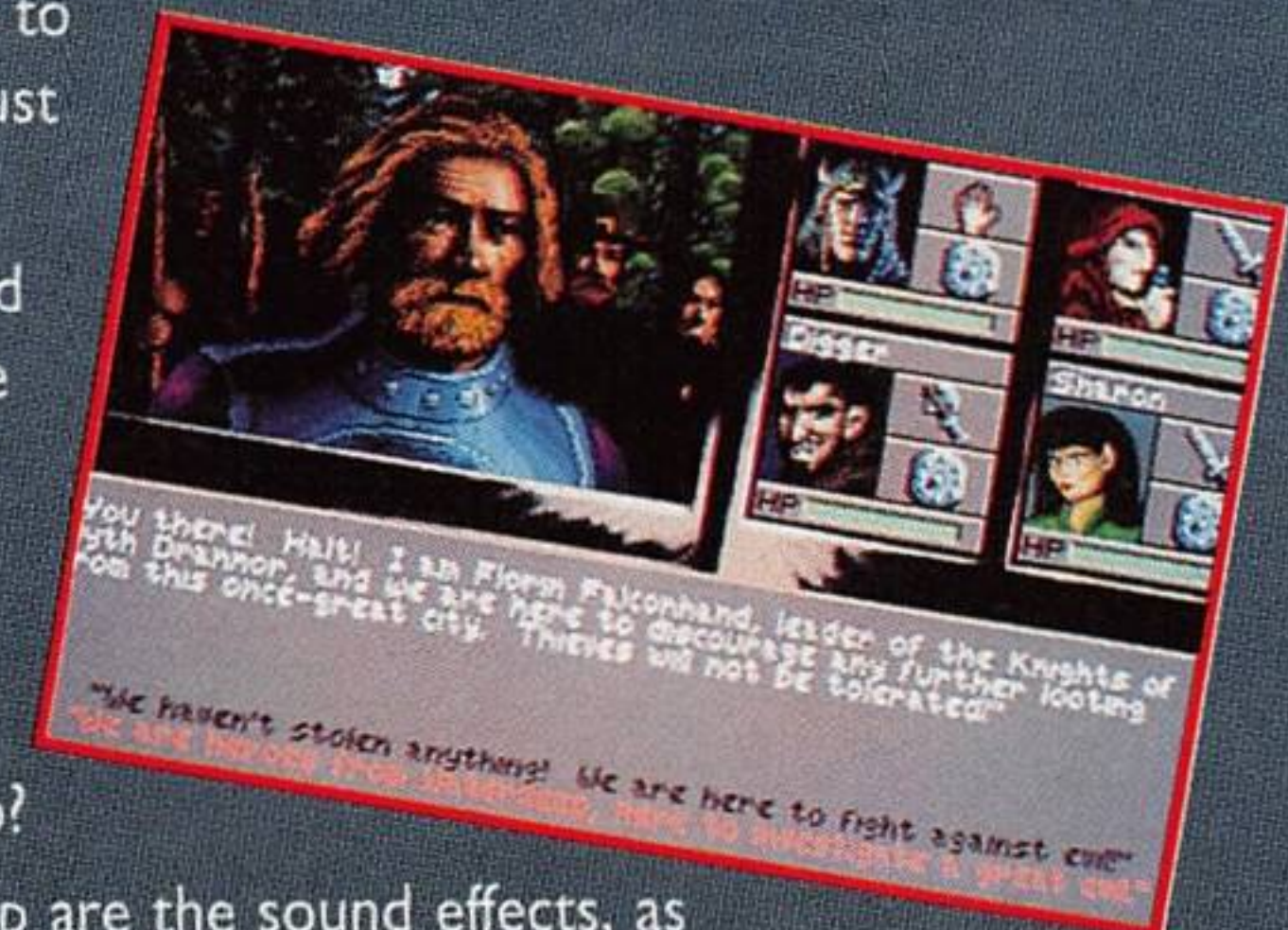
If you want to get the most out of the game you'll need a 386 upwards with a VGA graphics card, a Pro Audio Spectrum or Soundblaster sound card (or 100% compatibles) and at least 2Mb of extra memory for the sound effects. You'll also need a mouse.

If you enjoyed the previous two Eye of the Beholder games, or other games of this genre, then there is no way you'll be disappointed with Eye of the Beholder 3. This excellent series has definitely ended on a high note.

**JULIAN SCHOFFEL**

## ASSAULT ON MYTH DRANNOR

Graphics .....	88
Sound .....	90
Playability .....	84
Difficulty .....	87
Lastability .....	87
Atmosphere .....	89
Mental .....	85
Overall .....	86



yikes—spooky





# THE FIRST THING I HAVE TO SAY ABOUT SERPENT ISLE is THAT IT IS ABSOLUTELY HUGE!

**T**he game takes up 25Mb of disk space and needs at least a 386SX with 2Mb of RAM to run. It is another of those games where you view everything from above. It is totally mouse driven, although you can use the keyboard at times to speed things up a bit. Serpent Isle is the latest instalment of the now venerable Ultima series, and Origin have gone to great lengths to iron out the bugs which were present in Ultima 7 (part one) The Black Gate. After playing the game for over a week, I would have to say that they have succeeded admirably.

The first improvement I noticed when playing Serpent Isle was the increase in the game's speed. In The Black Gate, there were times when I found myself ready to take to my computer with an axe because of the sluggish speed of character movement in cities and towns. This is simply not the case in Part Two. Origin have optimised the speed of the game engine to a now acceptable degree. The second most noticeable improvement is in the character inventory. Serpent Isle allows you more comprehensive utilisation of space in your character's inventories, which in turn makes gameplay easier.

You again take on the role of the Avatar. The stunning intro informs you that Lord British has reluctantly sent you in search of the Guardian's right hand man, Batlin. The villainous Batlin has ensnared Iolo's wife Gwenno and sailed through the Serpent Pillars to what appears to be an alternate dimension. So, after enlisting the help of your trusted companions Iolo, Shamino and Dupre once more, you follow Batlin through the Serpent Pillars to find yourself in a new world ravaged by magical storms and apparently on the verge of destruction. Your Quest is to find Batlin and Gwenno, and to try and save the land known as the Serpent Isle from imminent destruction. The first thing you notice is the striking similarities between the Serpent Isle and Sosaria, the land from which you have come. Could the two somehow be one and the same? Is the Guardian behind it all, once again? You'll have to play the game to find out.

Serpent Isle is a totally new game. It doesn't require you to have played The Black Gate or any of the other Ultima adventures. Perhaps the greatest aspect of this game is that it is decidedly non-linear. You are faced with a huge amount of problems and puzzles throughout the game but they don't

have to be solved or dealt with in any specific order. The gameworld itself is absolutely enormous, with astounding amounts of detail. This gives Serpent Isle an amazing amount of depth and atmosphere. You can manipulate almost any object in the game, from a dart-board to an oven, in an extremely realistic way. To converse with an NPC, you simply double-click the arrow on the relevant sprite.

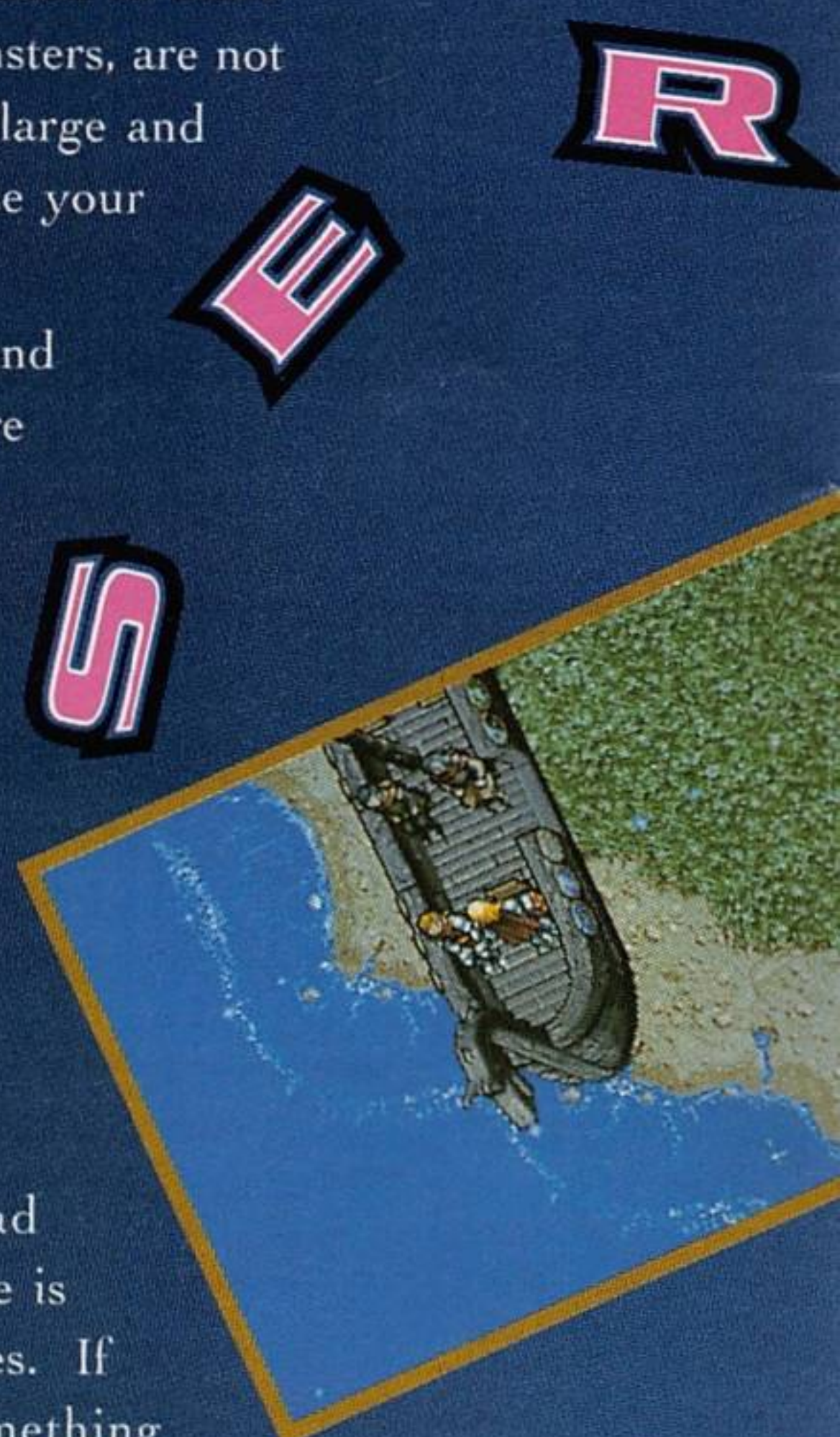
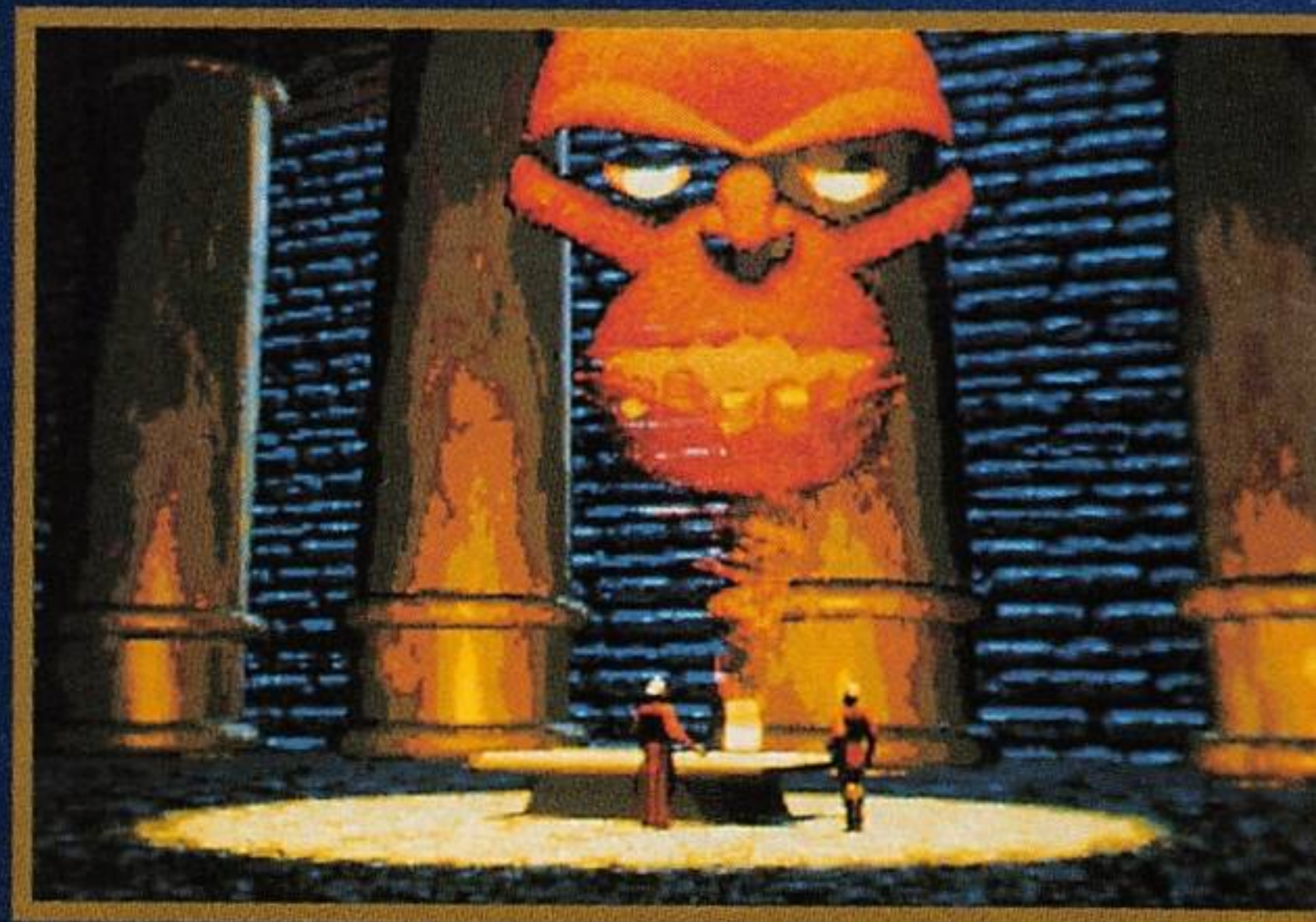
During the course of conversations you are given a choice of topics to discuss, and if you revisit an NPC they will often have new information for you.

Graphically, Serpent Isle is just as good if not slightly better than The Black Gate. The gameworld fills the entire screen and you interact via a mouse or keyboard to bring up menus or manipulate objects. You will be pleased to know that your characters, along with NPCs and monsters, are not irritatingly tiny sprites, but are actually quite large and detailed, enabling you to individually recognise your characters as well as the NPCs and beasts.

Soundwise the game is excellent - birds sound like birds, thunder sounds like thunder and there is a great variety of music throughout the game. One feature which I found to be very useful is the way the music takes on a sinister edge whenever there are hostile NPCs or creatures about. This gives you the chance to adequately prepare for combat. There is a limited amount of speech in the game, but what there is, is used to great effect. If you want full speech and sound-effects you'll need at least 4Mb of RAM.

I really can't think of any particularly bad points about Serpent Isle, except that the game is extremely large and can be very difficult at times. If you enjoy RPGs and you are looking for something which will challenge you and last for ages, then you simply couldn't do much better than the latest in the Ultima saga.

*Julian Schoffel*





ADVENTURE ZONE

Graphics .....	90
Sound .....	90
Music .....	89
Playability .....	85
Lastability .....	94
Atmosphere .....	93
Difficulty .....	92
Overall.....	91



# ULTIMA VII

## PART 2

THE  
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## KEEP YOUR GUNS LOADED & DON'T TOUCH THE GHOSTS.

# HAUNTS

### THE ATTIC

Firstly, to stop any nasties trying to attack you, rearrange the furniture. Push the cupboard in front of the window and the chest over the trap door - this keeps the rabid dogs and zombies at bay. Search the furniture and take the gun, the rug and the oil lamp.

### SECOND FLOOR

Take the oil and the bow. Go into the room on the left and take the sabre from the chest: the key's on the desk. If the sabre breaks, keep the broken blade because you'll need it later on in the game. Smash the vase in the room opposite and left. You'll get a key to open the chest of drawers - and don't forget to take the two mirrors. You've got a zombie and a half-dog type creature on your tail. Shoot the "doggy" monster, and avoid the zombie.

### FIRST FLOOR

Go to the room on the right. Grab the gramophone, cartridges and matches but step carefully around the ghost - if you touch her, she'll go crazy and spin you to death.

Take a quick detour to the conservatory (downstairs and left). Pick up three arrows from the statue and hightail it out before

the spiders close in on you. Back upstairs, go into the corridor on the left. The toothy giant sea anemone in the bathtub is a toughie but you need the water jug. Best way to get it is to run in with your sabre, give the creature a good poke, pick up the jug, give it another decent hit and run away...fast.

Get the statue from the next bedroom (throw this at the knight to get his sword).

Put the rug on the picture of the Davy Crockett character in the gallery, then fire an arrow at the picture at the far end. Get the fake book and key (behind the clock) from the far room.

Next stop - the library. Light the lamp, drop it and go sharp left between the bookcases, right at the end, then put the fake book in the bookcase. Go through the secret door before the library phantom blubbers all over you. Pick up the daggers and the talisman, then carry the dagger with the wiggly handle into the library and stab the library ghost. Now you can read a few good books before going downstairs. Remember to grab the lamp.

### GROUND FLOOR

There's heaps of stuff in the kitchen - get the cellar key and eat the biscuits from the pantry on the right. Then go to the other little room and pick up the oil can and the gun. Fill the jug with water from the barrel.

Go to the dining room, and now it's time to do some serious zombie bashing. After the zombies are beaten into submission, run into the adjoining room and pour water from the jug onto the smouldering cigar. Use the key that you found behind the clock to get into the study. Place the sabre (handle and blade if broken) on the plaque to reveal the entrance to the

# in the D

Drink the contents of the flask in the bathroom for extra strength. Then get rid of the demons on the stairway by placing a mirror on both of the statues in the corners - they're so hideously ugly, one look at themselves and they die of shame and embarrassment.

underground caves, but don't go down yet! Take the record from the shelf and go to the dance hall.

To get to the dancers, you must fight the pirate. Use the Knight's sword and be careful - he's a tough old sea dog and can fight well. When (and if) you've killed him, use his key to enter the hall.

Play the green record on the record player. Grab the key from the mantelpiece, bob and weave to get out of the door and don't touch the dancers.

Now you can go down the hidden stairway, but check your inventory first - you will need the lamp, the lighter, the talisman, the key from the dance hall, and some weapons.

### UNDER THE HOUSE

Run across the bridge and take off down the tunnel. Then, when you see the slimy slug, dive into the tunnel on the right. Send the slug the



P.C.

# ADVENTURE ZONE

wrong way by popping your head out of the tunnel until you see him, then run back to the end you came from and go right.

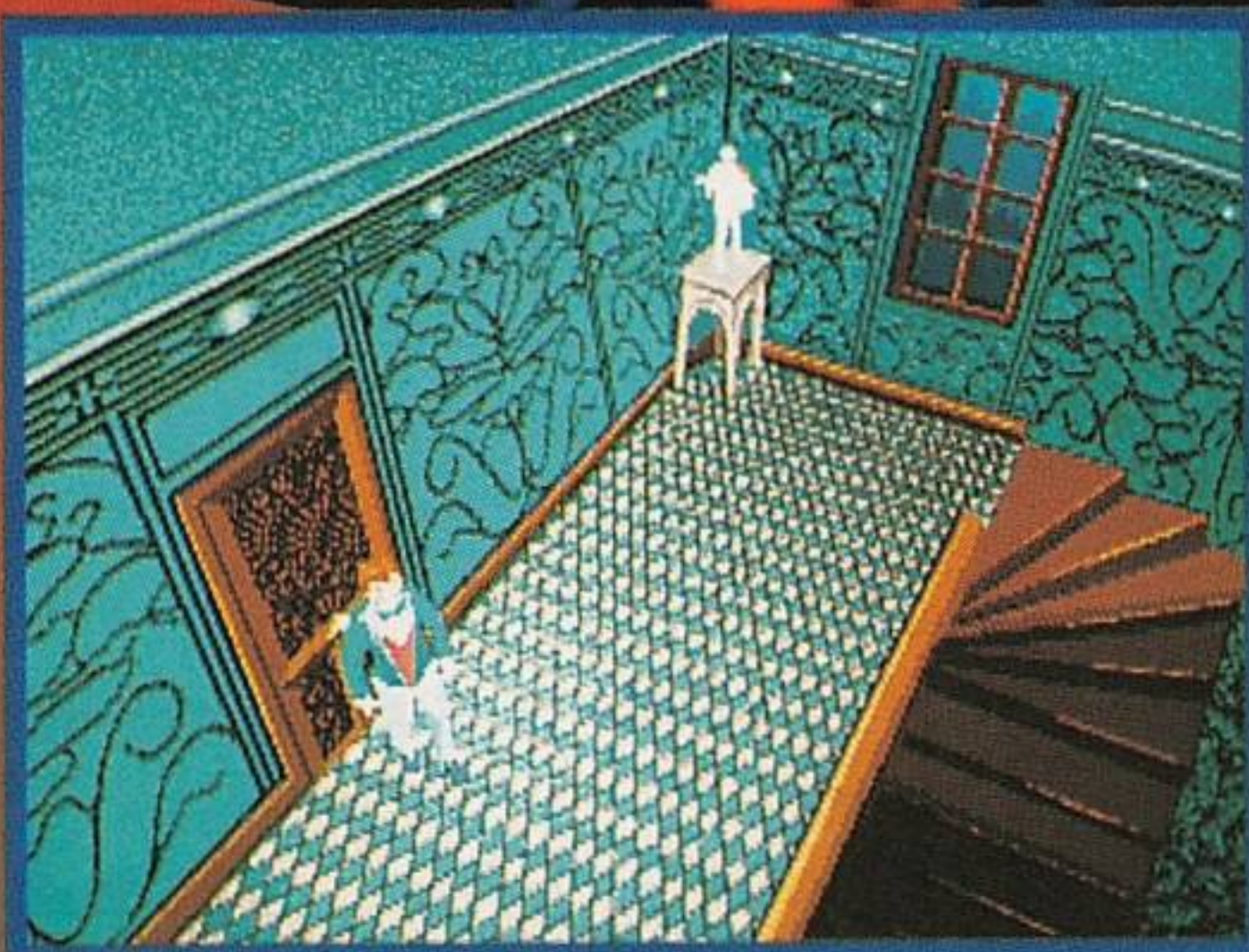
The next three caverns are connected by the swamp, so you can just dive in and wade through - but this way you'll have to deal with the bug-eyed sea monster. Otherwise, run round the wooden platform and jump over the loose boards.

At the standing stones, jump across to the opening. The birds can be killed with the sword or daggers but it's probably easier to avoid them.

When you get to the wooden bridges, go left at the sabres then right at the skulls. Open the chest with the key from the dance hall and take the gem. Then push the large stone behind the chest and go to the maze. In the maze, go right, following the outside walk around the edges until you come to a door with a hole in it. Put the gem in the door to open it.

This is the last stage now. Jump straight into the water, ducking and diving the fireballs and old bug-eyes as you go. Get to the altar, drop the talisman and pick up the hook. Throw the oil lamp at the tree (it got to be on). This causes a bit of an uproar, so it's time to get out quick before the house falls on top of you.

Move to the rock ledge on the character's right, dodging the boulders. Use the hooks to open the door, go into the maze and use the hook on the door to your immediate right. Run



# ark

back around the edge of the water and up into the tunnel. Go right, straight up the tunnel where the slug was first sighted and through the hole in the cellar. Run to the ground floor and out of the front doors where your chauffeur is waiting to take you safely home....you hope!

## OTHER TIPS

There are loads of books that contain useful information but only read the books that are green - the others will drive you crazy.

Always keep your lamp well oiled and have plenty of matches and your lighter.

Keep your guns loaded.

Drink from the flasks, munch on the biscuits, but don't slurp the soup.

Don't touch the ghosts - der!!

SOLUTION BY MATTHEW FIELDS

# tion.



# HEALTHY HINTS

## BACK TO THE FUTURE II

### Mega Drive

During the game you can skip to the next level by pausing and pressing UP and A simultaneously. Then DOWN and A, then LEFT and A, RIGHT and A.

## ROAD AVENGER

### Mega CD

#### Level Select

Press A six times on the title screens. You will hear a ping-pong noise if the cheat works. Keep on playing as normal and a level select will appear.

## KID CHAMELEON

### Mega Drive

Jump onto the block above the flag at the end of level 2. Hold down B, C and DOWN/RIGHT and you should find yourself transported to the lair of Plethora, the final guardian.

## LOTUS TURBO CHALLENGE

### Mega Drive

#### Level Select

Race 2:

SLEEPERS

Race 3 :

HERBERT

Race 4 :

BUSINESS

Race 5:

APPLEPIE

Race 6:

STANDISH

Race 7:

MALLOW

Race 8:

TEA CUP

## WORLD OF ILLUSION

### Mega Drive

On the last level, you'll come across a

top hat (you'll see this when you charm the cards, using your magic, for the third time). This gives you a extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll be able to collect again. Repeat this as many times a you like, then jump on the die with a three on it to finish the level.



## CORPORATION

### Mega Drive

1. Update your access card on level five and take the lift to level four.

2. Update your access again on level four.

3. Take the lift back to level five.

4. Take down the password in the lift and reset the game.

5. When the game starts, enter the password and repeat the process. You can keep doing this and update your access card to allow you to go anywhere.

6. Go to level three and pick up the embryo.

7. All you need to do now is to get to the car park to complete the game.

## POPULOUS

#### Level codes:

Level	Code
025	QAZITORY
275	BUGINOND
050	HOBZJOB
300	NILQAZOUT
075	NIMLOPILL
325	SCODEING
100	CALEOLD

305	SUZDIEHOLE
125	FUTDIMAR
375	SABOUTER
150	BINQUEME
400	BADMEILL
175	ALPAPAL
425	BURIKEPIL
200	EOAMPMET
450	JOSYMAR
225	HURTOGODOR
475	MINCEME
250	VERYOXT

## TERMINATOR

### Master System and Game Gear

Go to the title screen and Hold Button 2 and Press Button 1. The screen will go black for a second. Now quickly press LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN and down. Now change the numbers that are now on your screen to change rounds!

## CHAKAN

### Mega Drive

Go to the small platform above the sky portal and use the Passage spell. You will be transported twelve levels further on and given all the weapons.

## PREDATOR 2

### Mega Drive

Level codes:

Level 2	Killers
Level 3	Camouflage
Level 4	Los Angeles
Level 5	Subterror
Level 6	Total-Body





# CHEAT TIPS

## ROLO TO THE RESCUE

### Level Select

On the title screen press Up, Left, A and C. Keep the buttons held down and press reset. Keep a hold of the buttons for a few seconds and then press B. You should now have a secret options screen.

## FLINTSTONES

### Mega Drive

#### Round Select

To go to any round you wish, hold LEFT and ABC on the title screen. Now choose away.

## TEENAGE MUTANT NINJA TURTLES - HYPERSTONE HEIST

### Mega Drive

#### Round Select

We're big on selecting rounds this month. On the KONAMI logo, press C, B, B, A, A, A, B, C. Be sure to do this before the logo is off the screen. Now press START. On the title screen Press A, B, B, C, C, C, B, A. Now press START on the one or two player option and then choose your round! Hard to get going but you'll get over it.

## MEGA-LO-MANIA

### Mega Drive

#### Hidden Game

On the password screen enter this code for a weird shoot 'em up. "JOOLS". The game isn't hot but what did you expect??

## STREETS OF RAGE 2

### Mega Drive

#### Weird thingy

OK, this is no real big deal but I bet you didn't know it so listen up. When you complete the game and you see the high score list appear. Press A, B, or C and you'll see a number appear showing how many enemies you bumped off.

## ECCO

### MEGA DRIVE

#### Infinite Air and life

Once you've entered a password and the name of a level appears, hold down button A and start until the game starts.

Release the buttons and unpause the game. You should now be able to swim through the game with the greatest of ease.

## DEVILISH

### Mega Drive

To grab a rather useful 99 balls, wait for the title screen to appear and press START. Follow that by holding down A, C and LEFT, then press START. When you've chosen the number of players, you should find yourself with 99 balls.

## ESWAT

### Mega Drive

To activate the level select, insert the ESWAT cartridge, switch the Mega Drive on, then remove the cartridge without switching it off. Put the cartridge back in, then press RESET and START when the information screen for level one appears. Now hold down LEFT and A, B and C and numbers should appear. You can now select your starting level by pressing UP or DOWN then hitting start.

## WORLD OF ILLUSION

### Mega Drive

#### Level Codes

S = Spades, H = Hearts, C = Clubs, D = Diamonds

#### MICKEY

Forest	QS/KH/QH/KS
Clouds	KC/QH/KH/KD
Underwater	KH/KS/KD/QS
Library	QH/KD/KS/KC
Magic box	KD/KC/KH/KS

#### DONALD

Forest	KH/QS/QH/KS
Clouds	KS/KD/KC/QS

Underwater	KC/KH/QH/KS
Library	QH/KD/KH/KS
Magic Box	KS/KH/KC/KD

### TWO PLAYERS

Forest	KD/KC/QS/KH
Clouds	KS/KH/QS/KC
Underwater	KS/QH/QS/KC
Library	KC/QS/KD/QD
Magic Box	KS/KC/KD/QH

## HELLFIRE

### Mega Drive

This cheat requires precision timing to activate it, but the game is so hard that it's definitely worth the effort. First you need to get to the end of the first level and destroy the boss.

Just as the last part of the sprite disappears off the screen, fire several Hellfire's. As you launch the second one, the screen should flash yellow.

You should now be invincible, and you'll stay that way providing you don't use another Hellfire. The downside to this cheat is that you can't pick up any power-ups once it's been activated, so you'd better make sure that you collect as many as possible before hand.

## OUTLANDER

### Level Codes

Level 1	FYBY1QZFQ240Q0
Level 2	89D020JCY8CZ8
Level 3	P69H0SK 7YCKCX
Level 4	TZZY2159Q9YK80

## KID CHAMELEON

### Mega Drive

Here's a neat way to get to the last boss in this cute platform romp, just by completing level two. Jump onto the black above the flag at the end of the level. Hold down B, C and DOWN/RIGHT and you should find yourself transported to the lair of Plethora, the final guardian.



# THE HAVOCS

## MIGHT AND MAGIC 2

Choose View Character and when View Which appears, hold down LEFT, A and C. Let all three go at the same time and keep pressing left when the character menu appears. This will give you party loads of gold, gems and excellent weapons.

## ALIEN 3

### Mega Drive

Press C, UP, RIGHT, DOWN, LEFT, A, RIGHT, DOWN on pad two and you will hear a sound. Pause the game and press C, A, and B, you will go to the next level.

## SIM CITY

### IBM & Amiga

If your a bit short of cash, ten thousand bucks will come your way simply by pressing caps lock and typing FUNDS. Be careful not to do this more than two times without spending \$5000, otherwise there will be an earthquake coming your way!

Christian Truscott  
Toowoomba QLD

## STREET FIGHTER 2

### Amiga

Here is the juicy tip for the latest release SF2 on Amiga. During the actual fighting, press pause. When on pause, type '7kids', if you have done it correctly, the screen should flash yellow. Now, when you next return to the fighter selection, you should be able to use both the same fighter. eg. Guile Vs Guile or Blanka Vs Blanka!

Axel Tracey  
Manly NSW



## AFTERBURNER

### Amiga

Pause the game, during flight, then type Thunderblade, and unpause.

Now press;

G for extra missiles

N: for extra lives

SHIFT & , : to go back a level

SHIFT & . : to go forward a level.

Axel Tracey

Manly NSW

## PITFIGHTER

### Amiga

This is a code to skip many levels. During the actual fighting, type LOBSTERS. This code shall skip you through levels 1-10 and put you straight in the championship match.

Axel Tracey

Manly NSW

## RICK DANGEROUS

### Amiga

Here is a code to give you a little head start. On the high score table, enter your name as POOKY, and you can restart on the highest level already reached.

Axel Tracey

Manly NSW

## OH NO! MORE LEMMINGS

Here are the codes for the Havoc and Crazy level:

### HAVOK:

- 2 - KIQTFNGCFQ
- 3 - LPTGLGCDK
- 4 - STGLGKLEFG
- 5 - TFLGCHVFFN
- 6 - FNGIHVTGFG
- 7 - NGCLWTGHFH
- 8 - GKLTTOJIFR
- 9 - GCIRWOJJFI
- 10 - KHSUFLGKFI
- 11 - MSWFHFALFR



- 12 - SUFNGKLMFQ
- 13 - UGNGCHNNFK
- 14 - GLGMHUUOFR
- 15 - NGCLVUGPFP
- 16 - GILTUNJQFH
- 17 - GCIPTBOBGH
- 18 - IIPTEMGCGM
- 19 - LPTDOGGDGP
- 20 - RTEOGKLEGH

### CRAZY:

- 2 - GLCKHUTGBO
- 3 - NCCLVTGHBO
- 4 - CICTTGNIBD
- 5 - CCHRUFJLJBG
- 6 - KHRUFNCKBR
- 7 - LSUGLCCCLBO
- 8 - SUGLCKLMBH
- 9 - WNHCEHWNBH
- 10 - GNCKHUVUOBK
- 11 - LCAMTUFPBR
- 12 - BIMTUNLQBR
- 13 - CGHPTEMBCQ
- 14 - MISVLICCCQ
- 15 - MPVMKCCDCL
- 16 - RVLKIMECDO
- 17 - TDOCAHWFCG
- 18 - DMCKITTGCN
- 19 - ICCMWWLHCD
- 20 - CKLVVLKICN

## MOONWALKER

### Level Select:

- Use Controller 2 - Press UP, LEFT, and A.
- Use Controller 1- Press START and select a one player game.
- Use LEFT & RIGHT to skip through levels.



# & TIPS

## Missing Bubbles

If you crouch after rescuing the last kid on a level, bubbles won't appear.

## AFTERBURNER 2

## Mega Drive

Stage Select - hold down A, B, C and press START on title screen.

## QUACKSHOT

## Mega Drive

### Extra Lives

At the Viking Ship, climb up the mast in the elevator and collect all the money. When you reach the top of the elevator, walk right and follow the rope path down. That's where you'll find an extra life, if you keep repeating these steps, you will receive more and more extra lives!

## X-WING

## PC

Wingmen skill levels and saving pilots:

It's a good idea to try to build and maintain a good pilot so that he may later be cloned and used as a better wingman. To do this build up a pilot's skill level by flying historical missions and proving grounds. Then, before embarking on a

tour, save a copy of the pilot in a separate DOS directory. Now make a clone of the pilot by renaming him. You can repeat this process until you have as many clones as you like. When you're finished, copy the newly created clones into the XWING directory, and assign them to friendly ships in the pilot roster just prior to each mission. Once you've embarked on the tours, every time you complete a mission, save a copy of your pilot to your pilot directory and whenever he gains a skill level you can update all your clones. Periodically saving your pilot also allows you to avoid update on all your clones. Periodically saving your pilot also allows you to avoid the penalties encountered when a pilot must be revived at the registration desk.

**KNOW SOMETHING WE DON'T? SEND IN YOUR HINTS & TIPS (ESPECIALLY ON PC & AMIGA) TO: HINTS & TIPS MEGAZONE LOCKED BAG 7 ROSEBERY NSW 2018**

## SEGA HINTLINES:

**Alex Kidd in Miracle World**  
(Sega) 0055 22303

**Alex Kidd in High Tech World**  
(Sega) 0055 22304

**Wonderboy in Monsterland**  
(Sega) 0055 22305

**Wonderboy in Dragon's Trap**  
(Sega) 0055 22306

**Sonic the Hedgehog**  
(Sega) 0055 22307

**Phantasy Star**  
(Sega) 0055 22308

**Golden Axe Warrior**  
(Sega) 0055 22309

**Mickey Mouse: Castle of Illusion**  
(Sega) 0055 22310

**Flashback**  
(Mega) 0055 22313

**Sonic the Hedgehog 2**  
(All formats) 0055 22314

70c per minute -  
If under 18, please ask  
parents permission



## SIERRA

## HINTLINE:

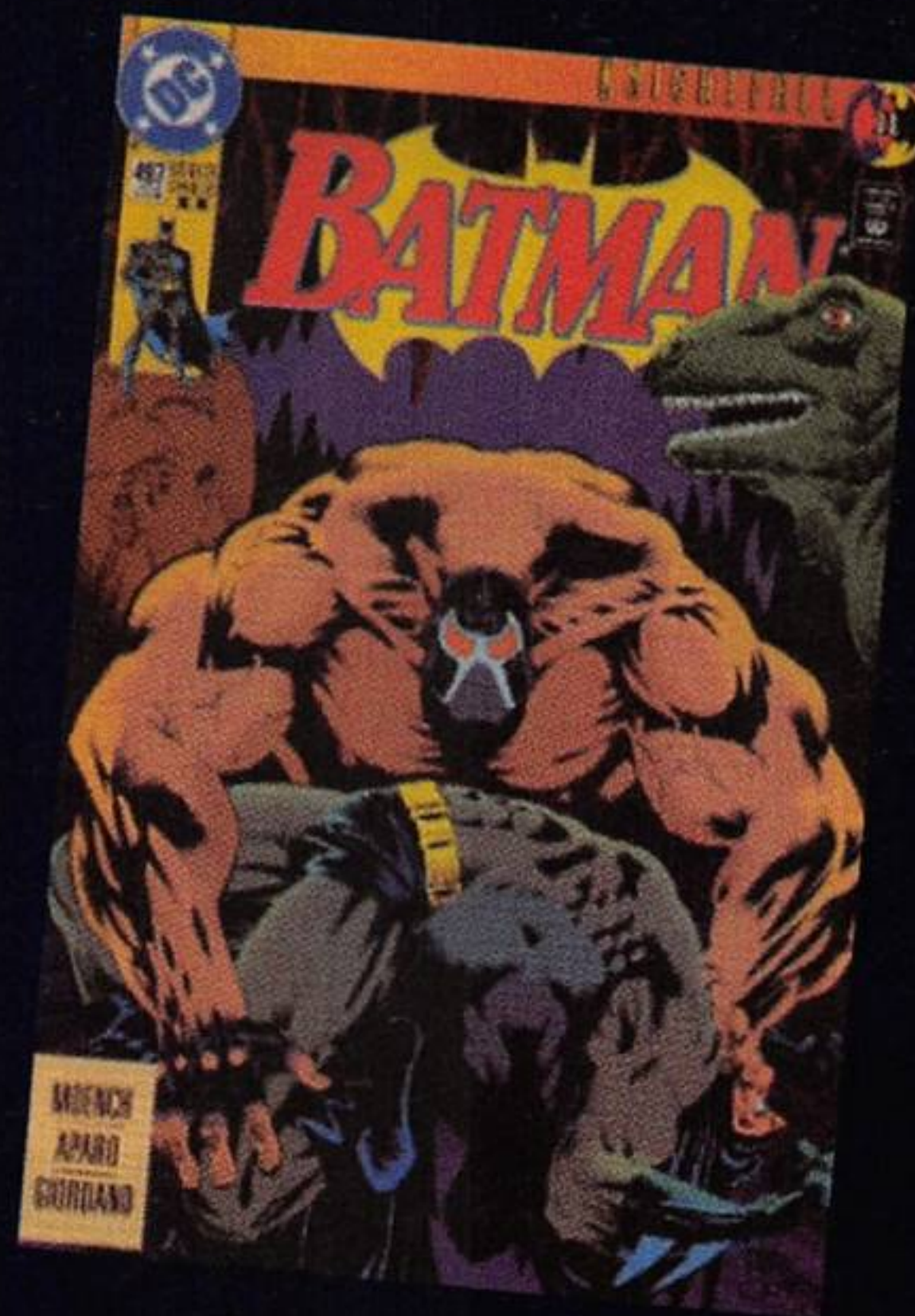
*For hints on Sierra titles  
(eg: King's Quest/Space Quest/Police Quest etc)*

# 0055 22919

70c per minute - If under 18, please ask parents permission



# THE COMIC FIX



**HI**

IT'S AUGUST  
ALREADY AND  
THE AMERICAN  
SUMMER IS  
HEATING UP AS  
FAR AS THE  
COMIC WORLD  
IS CONCERNED.  
THERE ARE  
LOTS OF TITLES  
OUT THERE TO  
CHOOSE FROM  
AND IT'S HARD  
TO DECIDE WHAT  
TO BUY AND BE  
HAPPY WITH.

First up, two of the comic greats have combined to produce what may be the most fantastic cross-over to date, Todd McFarlane's *Spawn* steps into Neal Adams' *Valeria The She-Bat* in issues 3 and 4 in a story with demons, magic and some interesting twists for both characters.

**DARK HORSE** have introduced comics' greatest world, with the start of their \$1.00 *Superhero Universe*, which should be great if they live up to their standard of great movie licence books. Also from Dark Horse is the beginning of *Aliens/Predator: the Deadliest of the Species*. It begins with a story by Chris "Ex X-Men" Claremont and pencilled by Jackson Buire - this storyline is going to be MEGA!

**DC** continue their strong following with the immensely popular *Knightfall Story* running through the *Batman* titles, with the conclusion just around the corner in *Batman* #500. It features Azrael in the newly designed *Batman* costume and begins the story of Azrael finding Bane. It features a die-cut foil enhanced cover (Cool!). *Batman: Legends of the Dark Knight* #50 is also out. Set in the early days of *Batman*'s career, he believes he has had his first encounter with the Joker. Also in August, *Superman* #82 features the identity of the real *Superman*, and also sports DC's first chromium cover.

Onto the **VERTIGO** line and the latest offering from DC's "mature readers"

line is *Black Orchid* # 1, inspired by Neil Gaman's *Black Orchid* mini series. An investigative reporter digs for the details of her whereabouts, but if he learns too much it could be the death of both himself and the mysterious plant woman.

**IMAGE** are hopefully getting their problems sorted out. This month they are releasing *Brigade* #0. Bridging the gap between the *Youngblood* #0 and the first issue of last year's *Brigade* miniseries, *Brigade* #0 chronicles the sequence of events that led up to the formation of the *Brigade* team. The big news from *Image* is the *Savage Dragon* #2, which guest stars the *Teenage Mutant Ninja Turtles*. On the flip side of this book is *Vanguard* #0 - a special preview of the upcoming monthly series by Gary Carlson, Tom Coker, and Jim Sinclair.

**MARVEL** are consistently bringing out more and more product, some good stuff along with the bad. This month is going to be the debut of the new line of Horror/Hero comics designed and watched over by the grand master of horror himself, Clive Barker. The first to be released is *Razorline: The First Cut*. This 32 page preview features 5 page stories for each *Razorline* title. Barker's new superhero imprint includes an interview with Barker. The first of these titles is *Ectokid*. Dex Mungo is trapped between two worlds and is about to enter a life of mystery and adventure. *Hyperkind* is about a contemporary superhero team who inherit the powers of a team

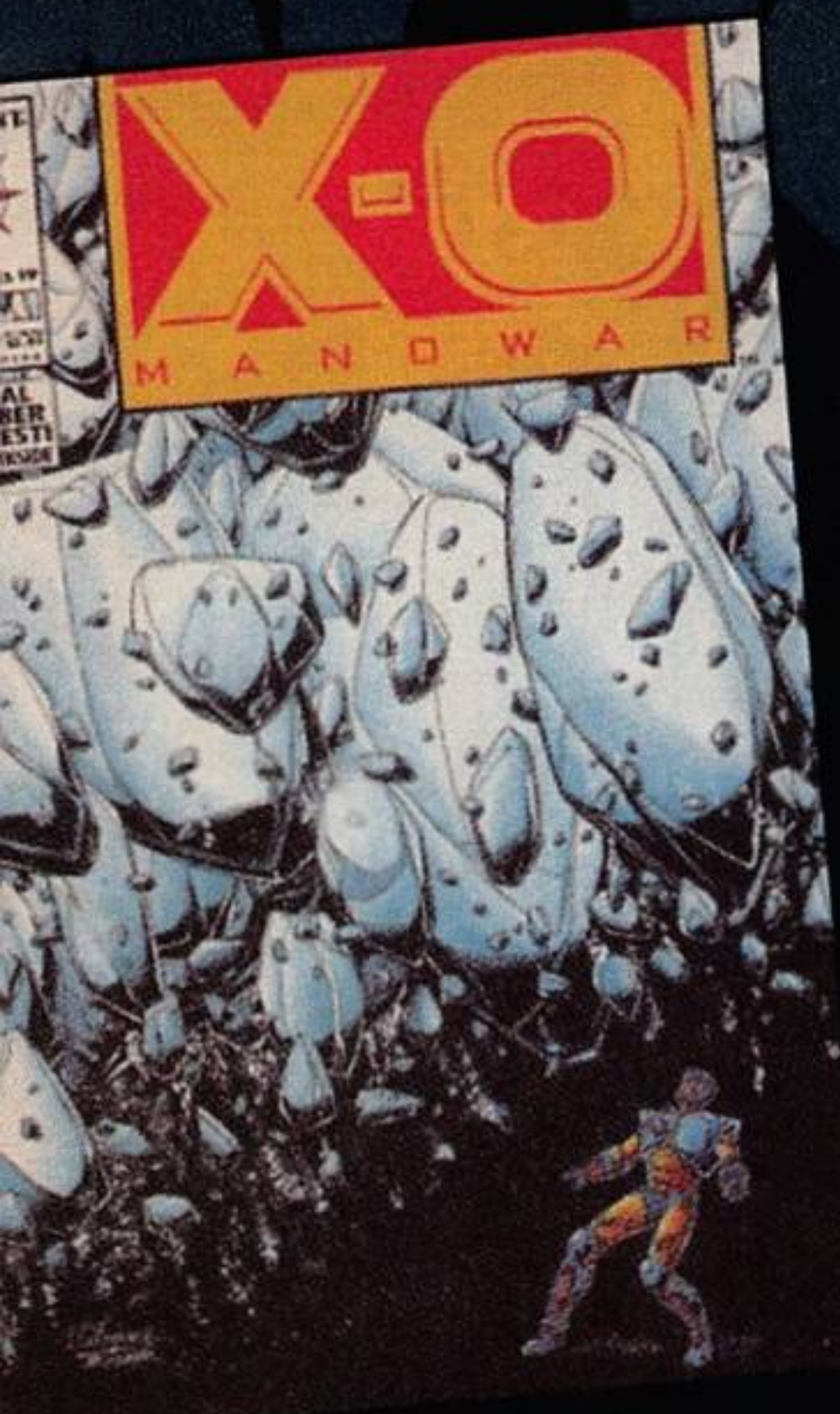
the world has forgotten. *Hokum and Hex* - a cosmic twist of fate makes a failed comedian Earth's protector against invading forces.

Marvel's mainstream releases are *Lethal Foes of Spiderman*, the sequel to the *Deadly Foes* limited series. The X-titles 30th anniversary issues are out, all with the return of *Magneto*. And finally a quick plug for Marvel's Epic line. Pick up *Groo The Wanderer* created by Sergio Aragones (of *Mad Magazine*) and written by Mark Evanier. It features the mishaps and blunders of a certain Barbarian named Groo. Every issue has been created by the same team, so if you like recycled jokes (and cheese dip) this is for you! Because it is up to issue #104, the early issues are available in TPB form. This series is very funny and well worth a look at.

A sigh of relief from everyone as we move onto **VALIANT**. Their most interesting release this month is the *Valiant Reader: Guide to the Valiant Universe*. This is an opportunity to introduce new readers and expose existing *Valiant* fans to the entire *Valiant Universe*. The 32 page colour comic has a cool chronological update and synopsis of all the major characters in the *Valiant Universe*. It also explains the characters' relationships to each other and glimpses of what is in store for the *Valiant universe* in the future. *Turok Dinosaur Hunter* is being written by Tim Truman who joins the *Valiant* group and there's a surprise in store for *X-O Manowar* readers, when Randy Carter becomes *X-O She Devil of War*.

**WOW**





## TUNDRA

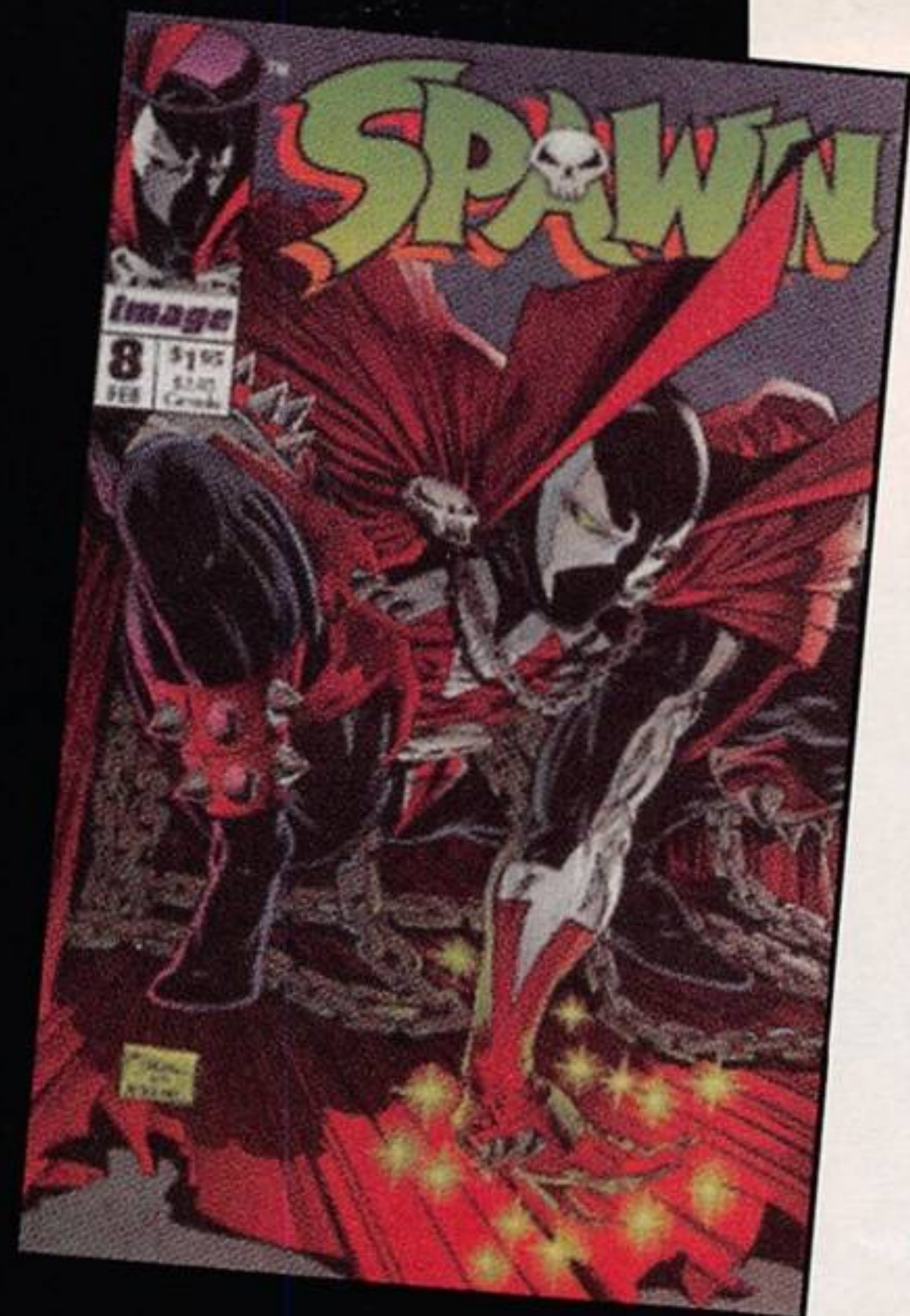
For all those readers who are tired of the same old unoriginal mainstream offerings, we'd like to spotlight an independent company, Tundra. Set up by Turtles co-creator, Kevin Eastman, in July 1990, Tundra operates on a creator-owned basis. All material published under the Tundra Banner is wholly owned by the creator/s.

By allowing creators to maintain complete ownership of their works, Tundra has attracted the best creators the field has to offer. These include Alan Moore, Rick Veitch, Steve Bissette, Dave McKean and Bernie Wrightson to name but a few.

Here's a look at some of the best titles Tundra has to offer.

The best known of Tundra's titles would be **The Crow** by James O'Barr. The Crow is a Gothic-style modern-day tale of a rock star who returns from the dead to avenge his lover. Featuring haunting art work and excellent writing, The Crow has quickly developed a cult following. The Crow was recently made into a movie starring Brandon Lee. Tragically, Brandon (son of Bruce) died when a scene went horribly wrong. If you do get a chance to see the movie, most definitely do so.

Another of the more well known titles is the **Madman** done by Mike Allred. Madman, a light-hearted take on Superheroes, was first released as a three issue B & W mini-series. In these early issues, Mike kept fans guessing as to the Madman's identity right until the last moment of this



entertaining story. Madman has recently become an ongoing colour series which should be on all want lists.

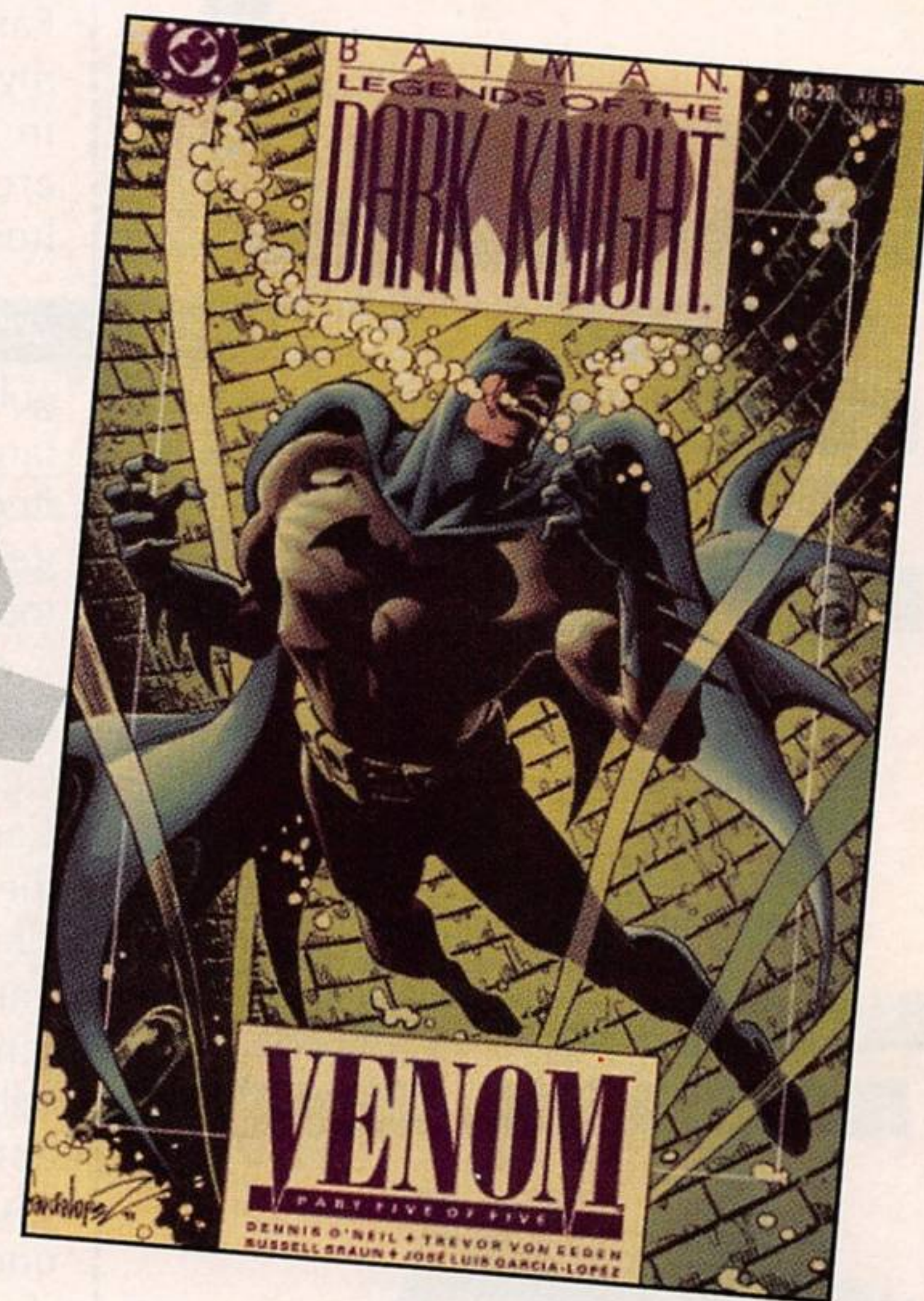
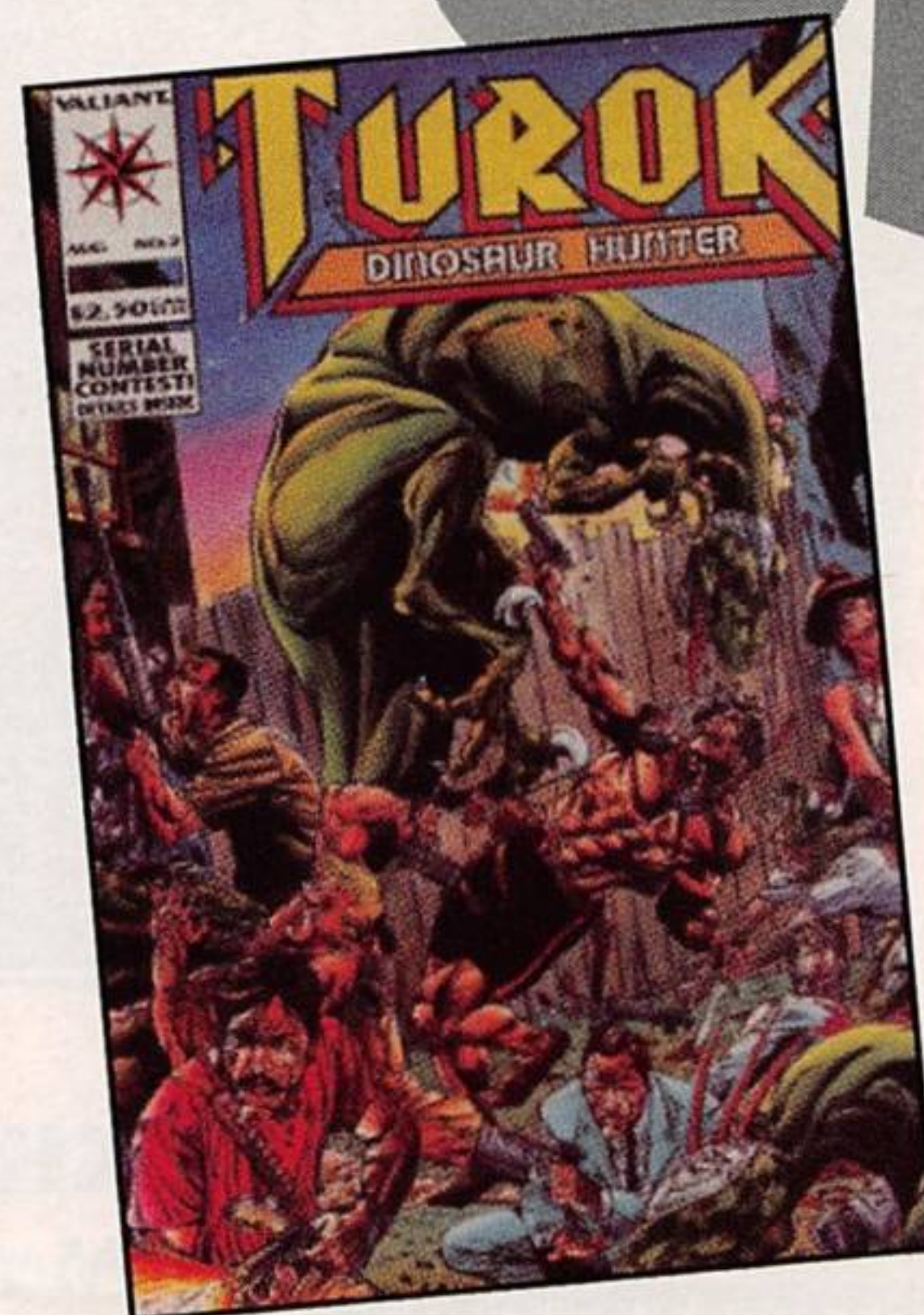
Known for his run on **Swamp Thing**, firstly as artist, then writer, Rick Veitch is another who has enjoyed success with Tundra. He first enjoyed success with the **Brat pack**. This was a graphic novel which focuses on the absurdity of superhero sidekicks. In his next series, the **Maxi Mortal**, he focuses his attention on the oldest superhero myth, that of a super alien child who comes to earth (**Superman** the best example). In fact there are many similarities between this story and Superman, but Veitch's story is more unsettling and realistic.

Allan Moore, the god of revisionist comic writing, is best known for stories like **The Watchmen** and **V for Vendetta**. He has also done a fair bit of work for Tundra. He is currently working on the series, **From Hell**, with Eddie Campbell. This story cuts through the fact and fantasy which shrouds the Whitechapel murders perpetrated by Jack the Ripper. A must for all Moore fans.

There are many other excellent works from Tundra which I'm unable to mention here. Ask for them at your local store.

Well, that's all we've got space for this month. Keep writing and we'll keep replying. Next month - Image and the Who'll Save Metropolis and Hairbutt winners.

NICK SMITH AND  
WAYNE LAWSON



That's it for this month. We'd like to thank all those who sent in letters.

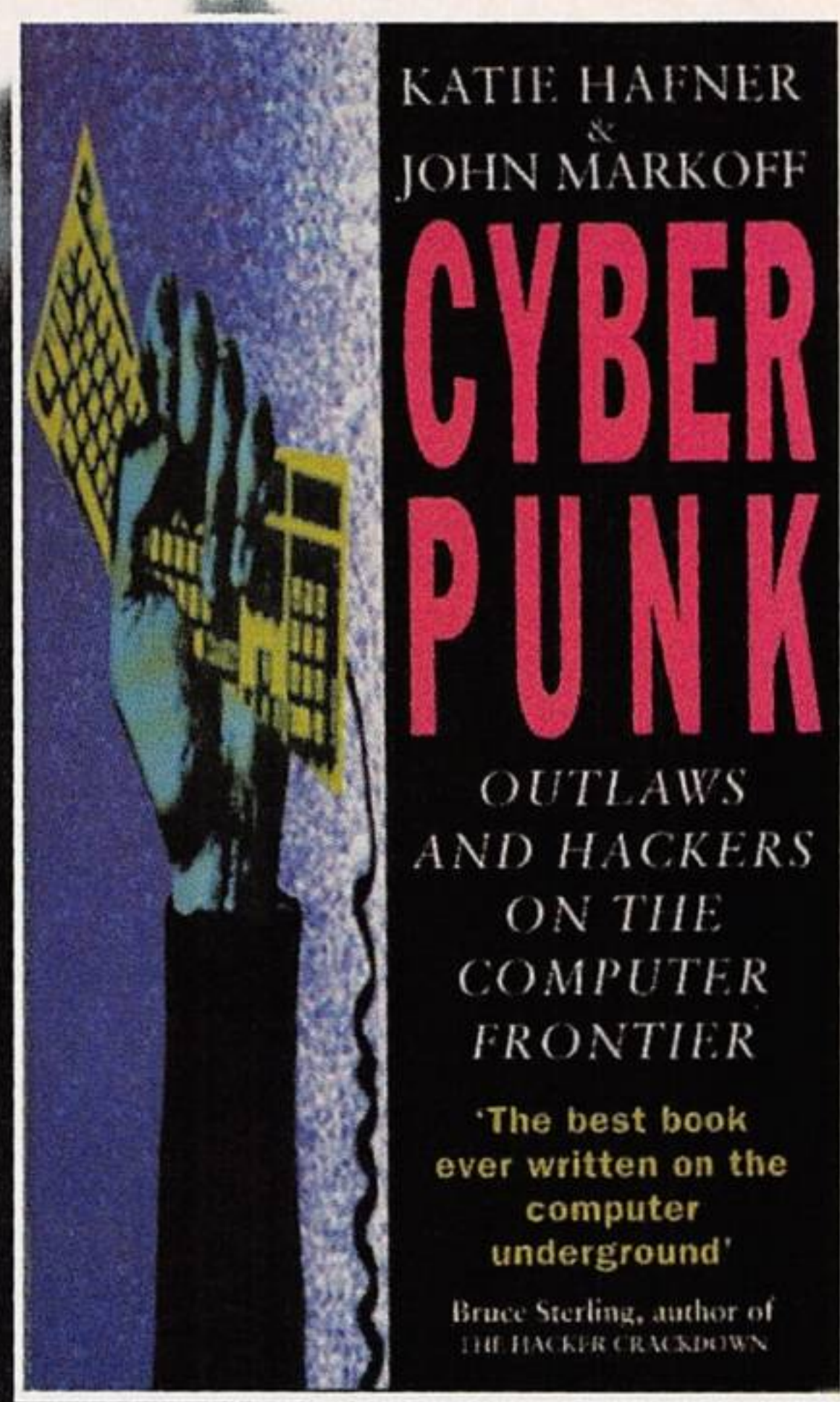
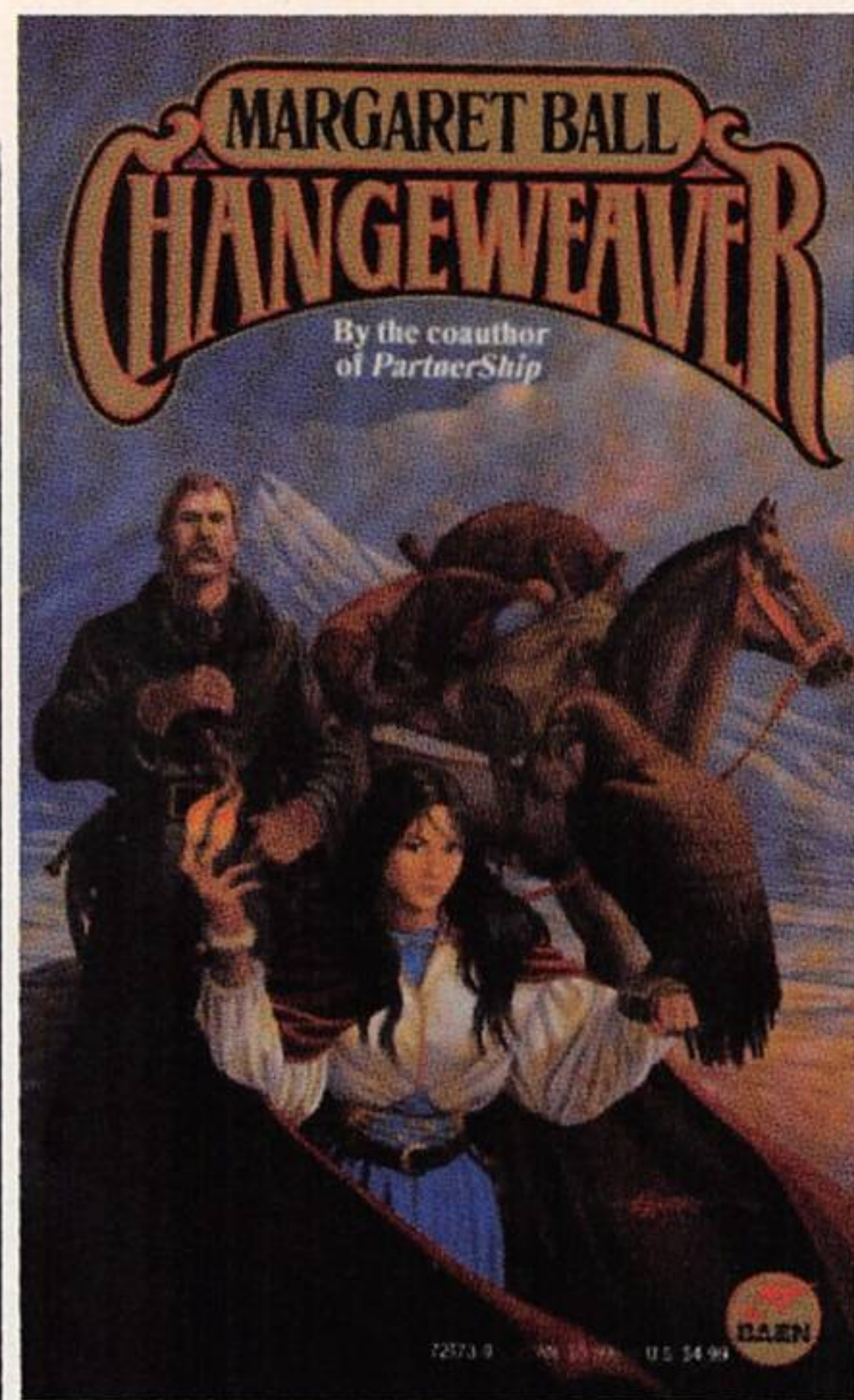
All letters should be sent to : The Comic Fix, Megazone, Locked Bag 7, Rosebery NSW 2018.

And remember don't forget to read your comics.

Wayne Lawson & Nick Smith

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I am a great fan of science fiction that can take technological ideas, prototypes and science that is hard edged today, and place it within a fictional environment of a feasible future.

## CHANGEWEAVER Margaret Ball

Fantasy. The Webster's primary definition is simple - creative imagination. The most common fantasy literature is High Fantasy - primarily based upon Western myths and cultural structures, normally set in the romanticised Middle Ages. They are often very moral tales of knightly heroes, aided by white magic, facing demonic evil or the plunderings of monsters, such as dragons and goblins. But it's 1993 and the backlists of fantasy available for readers are often limited to the inspirations and demands of generations now very much 'out of touch'.

Changeweaver is a fantasy set in the heart of the Hindu Kush, in a fictional 19th Century. It's a mountainous region in Central Asia that shares land dominated by the Russian Empire, Muslims, the mystical Chin Empire and a 'free' hidden culture, unlike all those around it - Gandhara. The land is rich with contrasting cultural behaviour and some very interesting characters, primarily Tamai, the Changeweaver. She is full of wild and uncontrollable magic, but even though she has used it to heroically aid her people she becomes a virtual outcast. And there's Lord Charles Carrington, eminent British explorer, loyal to the crown and civilisation, adventurer and gentleman.

Changeweaver offers much in the way of adventurous fiction. The story follows a voyage to gain information from the Chin - who are nasty, xenophobic and have those truly grisly, bound demons who manifest themselves as rotting, semi-corporeal, ex-pretty women. The land crossed is rich with colourful imagery and 3D characters, from young Asiatic slave-girls offered to placate the Chinese 'Tyrant' to an English couple. The book is full of the fantastic without copying the 'style' that would make it 'popular' and

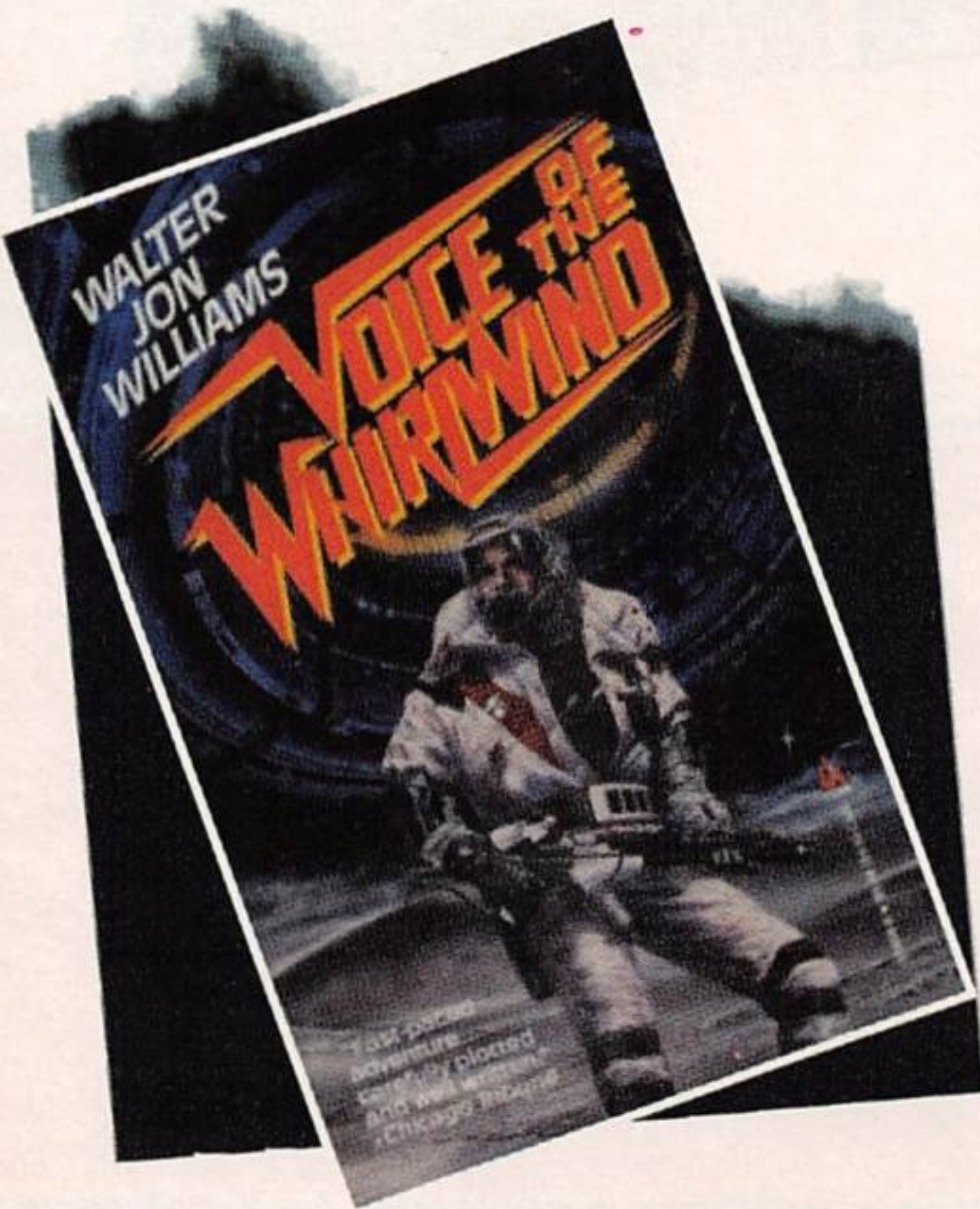
full of situations that are much more emotive than simple death or glory. The action and conflict that keeps you on edge often relies on individuals trying to understand and deal with new societies, culture and lifestyles that are increasingly threatening their own. I found this one a creatively-imagined good read!

## VOICE OF THE WHIRLWIND Walter Jon Williams

I am a great fan of science fiction that can take technological ideas, prototypes and science that is 'hard edged' today, and place it within a 'fictional' environment of a 'feasible' future. The neatest generalisation of this is Cyberpunk, but you really can't categorise SF's varied output without losing the subtle nuances, perspectives and styles that make the works of individual writers stand apart from 'popular fiction' of the day. Walter Jon Williams is a writer of Science Fiction and, although many of his works are tied with the Cyberpunk 'movement', the scope of his books covers the whole gamut.

Voice of the Whirlwind is about the clone of a corporate mercenary brought to life after his death. The Merc's mission, 15 years before the clone opens his eyes, is tied to the discovery of sentient alien life and the subsequent rush, by corporate entities, to claim it. The clone, with his outdated memories, starts piecing together information that opens up the many subplots surrounding his 'predecessor's' mysterious existence. This book has tech, aliens and biological side-effects blasting throughout and the style is sharp and quick-paced. The reader knows just about as much as the main character, so each page offers unexpected twists as he travels in search of his past.

The SF is bolstered by the complex plot-line and the re-occurring theme of the





# don't know exactly exactly where i am

# Fantastic Journeys

nature of identity. Zen is another important aspect of the book - this mercenary, loner, clone seems to have a lot to philosophise about. I found this book to be a great introduction to Williams' work, which all-in-all has not let me down. Highly recommended!

## **CYBERPUNK - OUTLAWS AND HACKERS ON THE COMPUTER FRONTIER**

**Katie Hafner and John Markoff**

This book is non-fiction and, I think, very important. We seem to have lost sight of the punk in Cyberpunk. The anarchic actions of the unaffiliated, entrepreneurial, knowledgeable youth are the basis of more than one plot-line that has arisen in the last... say, 30 years. The free-for-all Hackers that unashamedly take advantage of anything their PC's can give them access to is the bottom line of this punk. And they are not reserved for fiction.

This book is about three unaffiliated Hackers: Kevin Mitnick, Pengo and Robert Morris who, between them, penetrated the research facilities of top computer manufacturers, offered hacking services to the Soviets before 'the Wall' came down and distributed flawed programs into major databases - that in effect let the world know about 'viruses'. Here are real life accounts of these Hackers, what they did, where and how they did it, and what 'the law' did to them when they were discovered. This book was written by the editor of several works on hard-core/business computing and one of the PC correspondents from the New York Times, who put the Morris story on the front page of the Times in '88. Apart from reading like a 60 Minutes

feature, this book is quite easy to swallow and it's a real eye-opener! Hell, the stuff in here happened 5 or more years ago - God only knows what's going down now! If you really want to know what can be done with computers check this book out.

## **VAMPIRE - THE MASQUERADE (The RPG system - White Wolf Games)**

The popularity of the black-clad, long haired, slick, cool, old (though not usually showing any signs), wise, bloodsucking prowlers of the night is phenomenal. In America, Vampire is currently the most popular Fantasy/SF/Horror game or game-aid available. We've been Dracula'd for generations and Buffy, the Lost Boys and that French vampire chic have got us recently on the big screen, while the horror writers and artists just keep the blood pumping. Most significant of all, for our generation, is Anne Rice and her Vampire Lestat series which did a lot to romanticise the vampire and generally give the ol' devil a bit of sympathy.

Here the vampire is treated as a completely separate race that has existed as long as humanity. These vampires are not affected by the traditional garlic, cross, mirror and stake. They are susceptible to sunlight and have the nature of a predator. Their culture, albeit detached, is strong and factional; their skills and abilities varied and phenomenal. They are creatures of passion; they feel, remember and hunger. They are the Kindred.

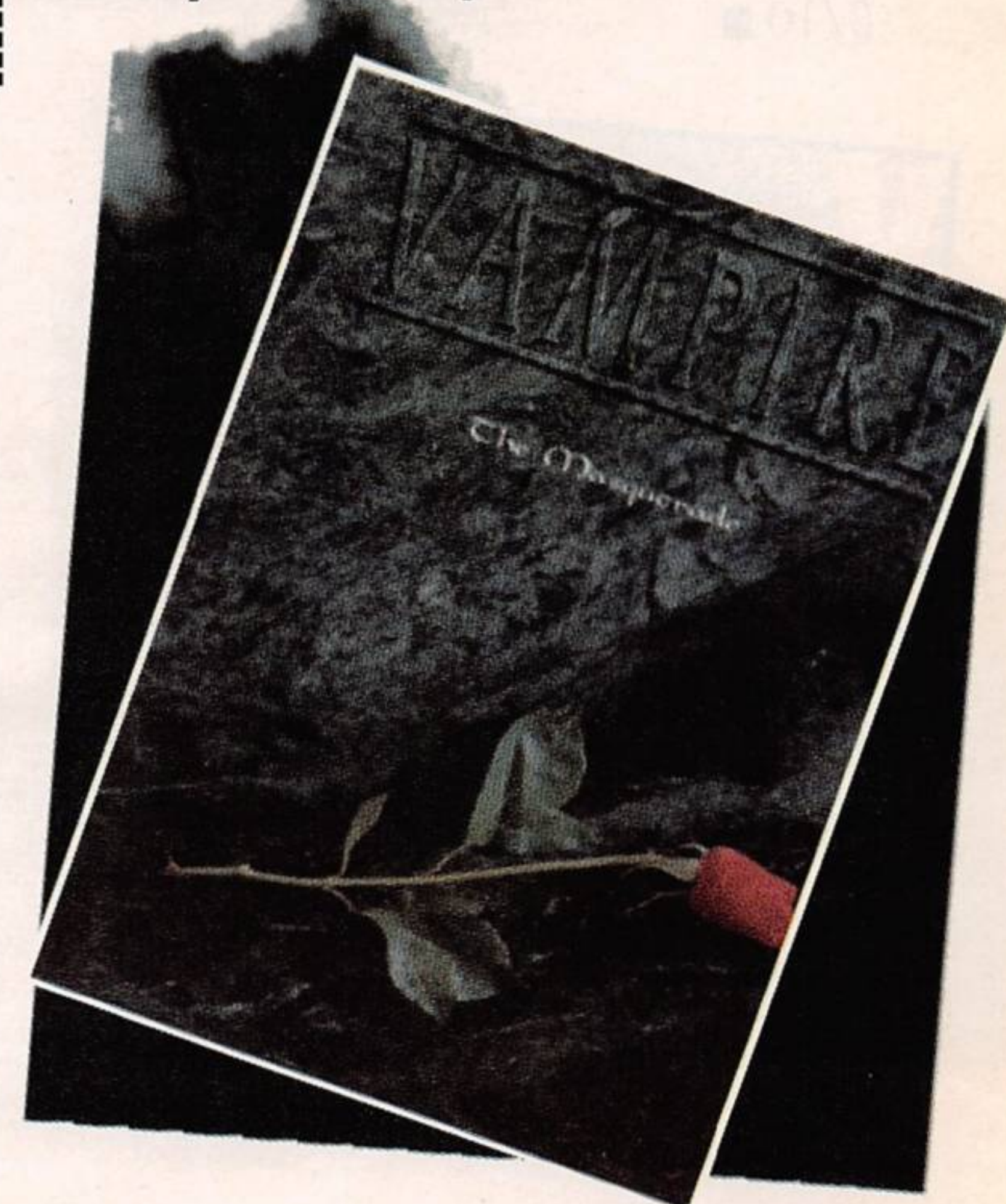
Well, here we have a game that relies more on 'storytelling', imaginative narratives and vocal group participation than dice. It is representative of the high demand for Dark Fantasy - the creative imagination that dwells more on the dark-

er aspects of life - the night, the unknown, the damned, fear, lust, pain and death. But the whole romantic nature of this genre - the noble beast, the fact that most vampires really don't have a choice and the rich colourful history and culture, along with the fact that the Kindred, once identified, are hounded to the DEATH - makes for a hell of a lot of fun.

The rulebook is in its second edition and provides everything you will need to start up your own Vampire scenario or, with a little work, campaign. The book's history is well researched and documented and covers a lot of years and historical events (the Catholic Inquisition is great!). If you are keen there are quite a few supplements to provide further background info and/or pre-generated scenarios. All up this package is great and fills a gaping hole in the market. If you like role playing and Vampires this is a must.

REVIEWS BY BRENDAN BASTO

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# THE BASELINE

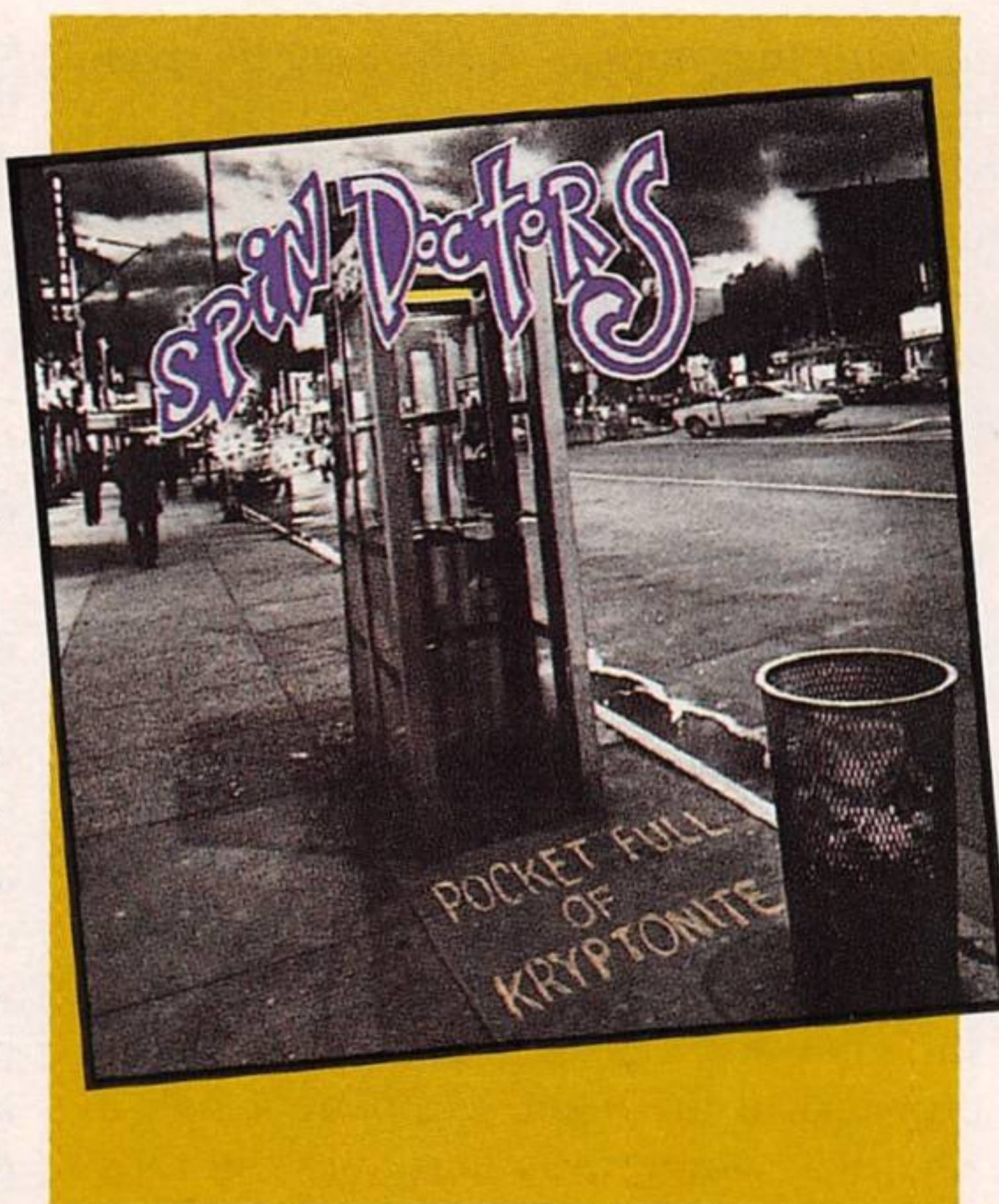
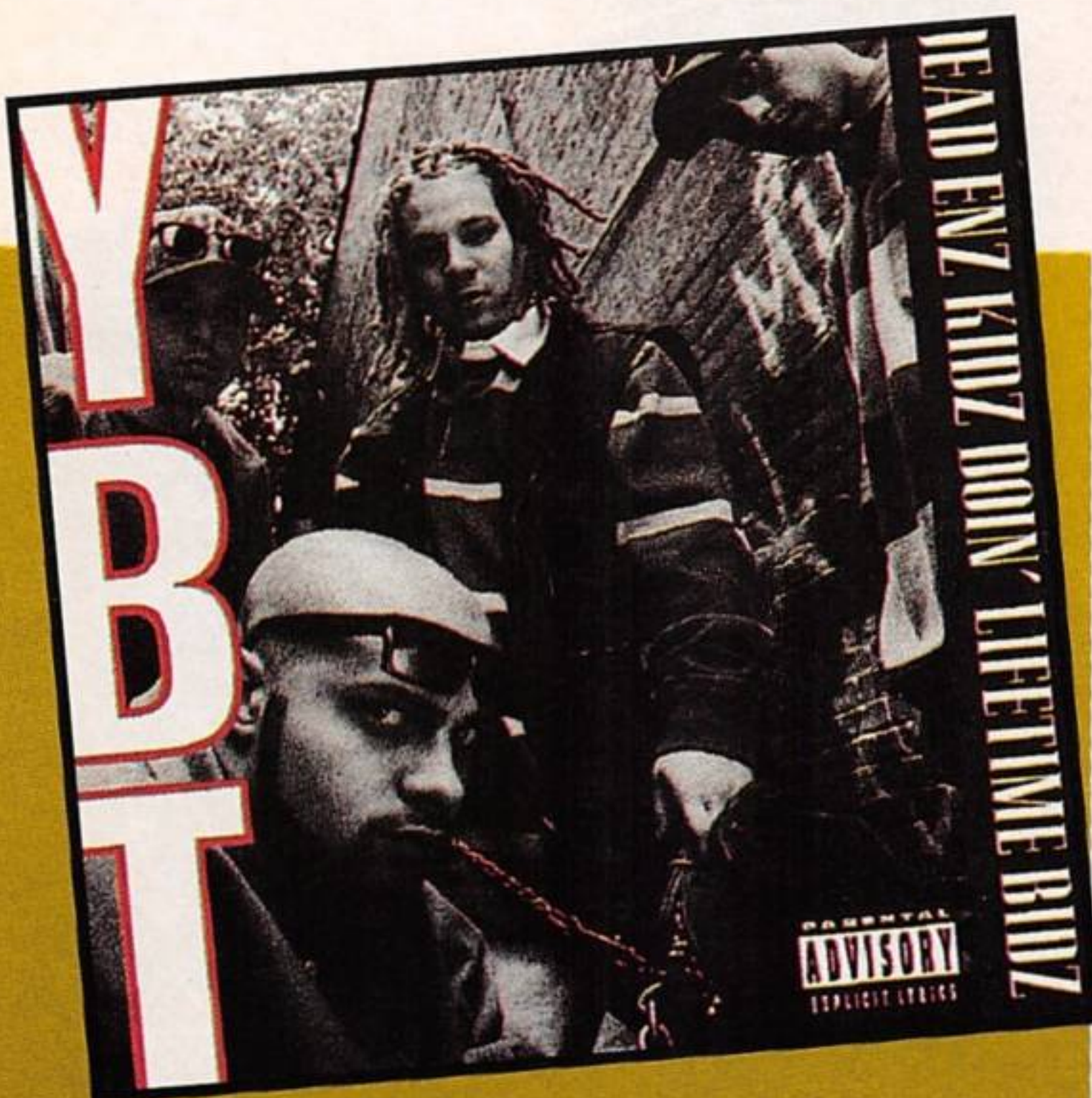


## YOUNG BLACK TEENAGERS

Dead Enz Kidz Doin' Lifetime Bidz (MCA/BMG)

Whether Young Black Teenagers are this year's New Kids On The Block, only time will tell. Just kidding. They're nothing like NKOTB (pew!). They are white, yes, but they're backed by producers such as Public Enemy's Keith Shocklee and Gary G-Wiz and rap pioneer Grandmaster Flash. Not only that, but when it comes to rapping they are wicked!

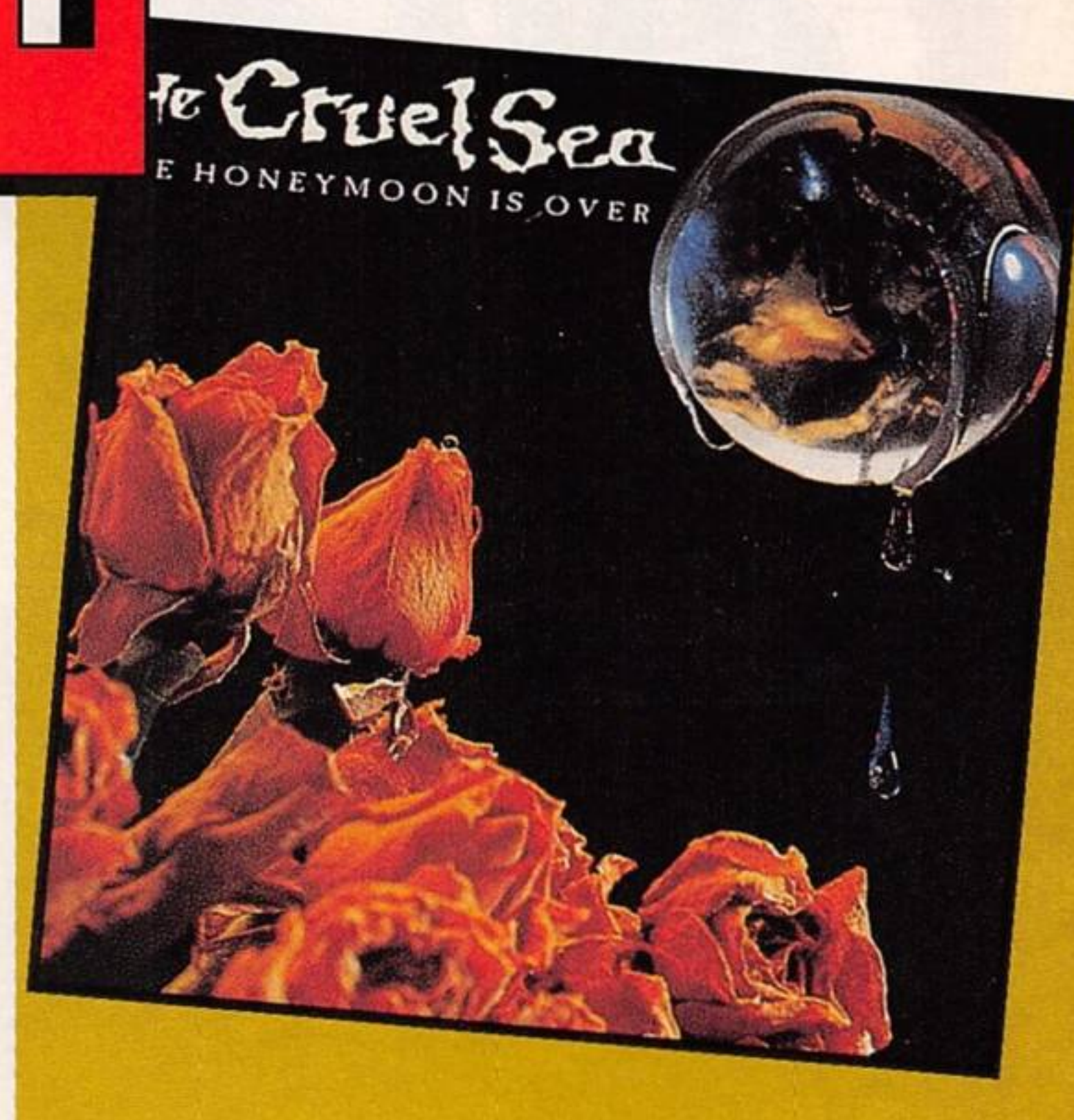
It is surely no coincidence that "Tap the Bottle" is the first full length track on their CD. It features incredible vocal gymnastics; rapping so smooth and fluent it will knock your socks off. And the rest of the CD is of the same quality, whether it's cool Philadelphia-style disco rap as on "First True Love Affair", or they're sampling acid jazz as on "Roll W/The Flavor" or punching out hard rhythms on "Sweatin' Me", these guys are way cool. 8/10 ■



## SPIN DOCTORS

Pocket Full Of Kryptonite (Sony)

This has been around for a while, but it's still worth a spin or two. It's a CD of likeable, harmless, feel-good tunes, most of which are dead catchy. The whole CD is a potpourri of ideas, both musical and lyrical. There's a snatch of blues, a tinge of country, a whiff of heavy metal, a swirl of psychedelia and the jingle of funk. But the heavy songs are a tad clumsy - they're at their best on the snappy straight ahead tunes which soar thanks to seemingly effortless vocals and cool riffs. The secret of the songs lies in their simplicity; when they try to get too clever it sounds ham-fisted. As a result, this CD swings from the thoroughly enjoyable to the completely irksome: the second single, "Two Princes", for instance, is a chunky ray of sunshine, all irresistible guitar playing and cute lyrics. "What Time Is It?" on the other hand is a waste of time. Its mix of Black Sabbath power chords and jangly Prince-style funk leaves a nasty taste in the mouth. 7/10 ■



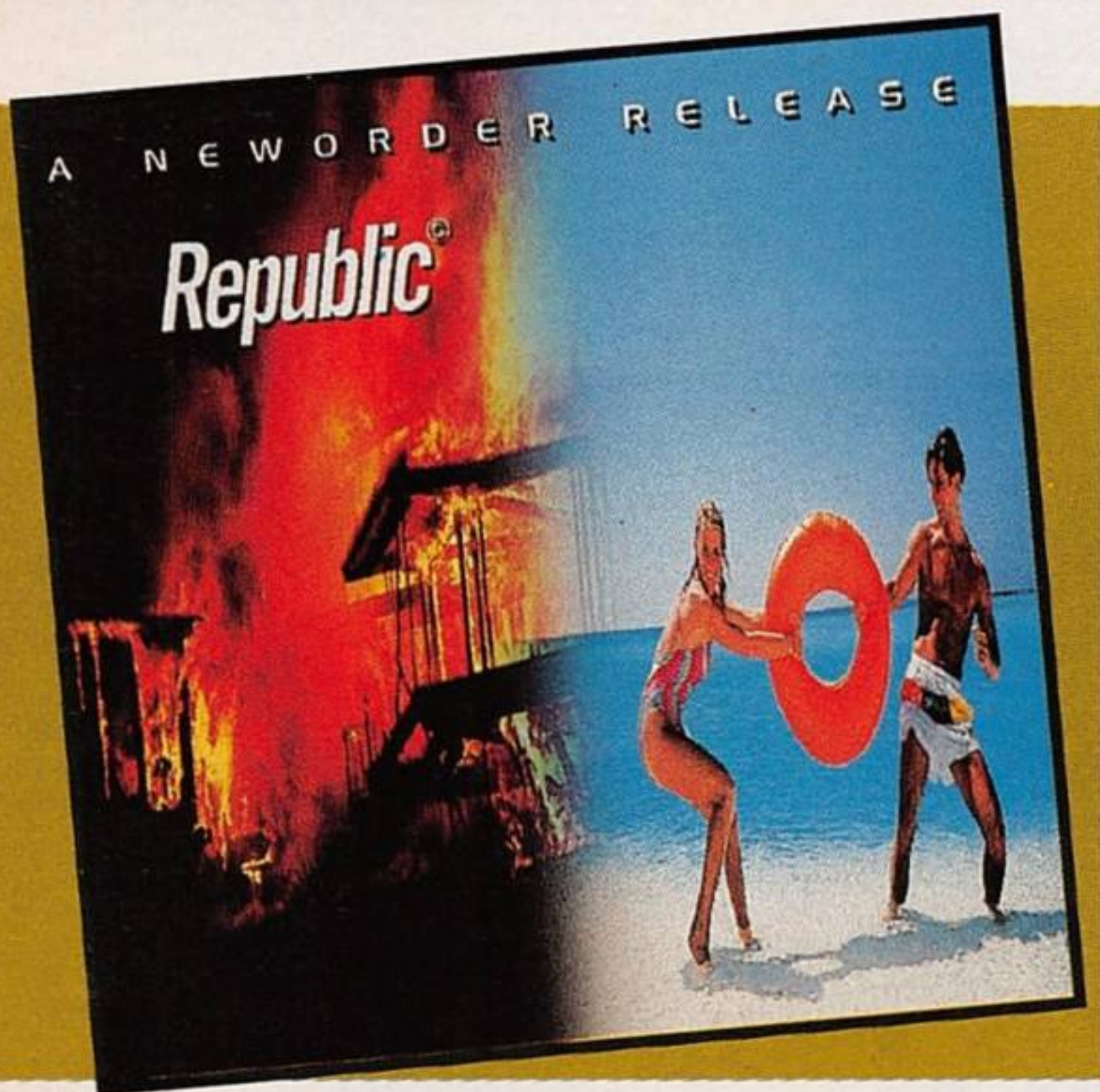
## THE CRUEL SEA

The Honeymoon Is Over (Polydor)

The Cruel Sea are turning into one of those rare things - a band you can depend upon to live up to your expectations. If their first LP showed promise, their second delivered the goods, and The Honeymoon Is Over is every bit as satisfying, and is all the more enjoyable as it lacks the muddy sound that occasionally marred This Is Not The Way Home. Live, with or without charismatic singer Tex Perkins, they are capable of enthralling. On CD, the results are rarely short of brilliant.

Theirs is a sound based on growling vocals and wicked guitar playing that veers from dirty blues to southern soul to dub to a cheesy 60s kind of vibe. The eccentric instrumentals (there are five) are every bit as good as those which feature vocals, but Tex's lyrics, which are often of a wry humour, add a new dimension. There's a whole bunch of real good songs on this record. It's condescending to say they are undoubtedly one of the best bands in Australia and grandiose to proclaim that they are close to the top on a world scale, but what the hell, it's true! Check out The Honeymoon Is Over. If you dig it, and the band are playing in a town near you, as Molly says, do yourself a favour and get your butt down to one of their shows! 9/10 ■





## NEW ORDER Republic (Polydor)

During the more than three years that have elapsed since New Order's last LP, *Technique*, much has changed. The band went their separate ways during that time: bass player Peter Hook recorded with his own group, *Revenge*; singer Bernard Sumner linked up with Johnny Marr (and occasionally Neil Tennant from the *Pet Shop Boys*) for *Electronic*, while the defacto part of the group, Gillian Gilbert and Steven Morris, recorded under the ironic title *The Other Two*. Gillian and Steven claim it was only as a result of a superhuman effort on their part that Republic was even made, and although the breakdown in the inter-band relationships is not obvious from listening to the CD, Bernard's extra-curricular activity has almost made New Order redundant - next to the colour and texture of *Electronic*, the band's sound now seems rather one-dimensional.

But that's not to say Republic is no good. That sound, mimicked by so many others, sounds perfect in the hands of those that created it, and on this CD it remains intact. There's the imaginative use of drum machines and synths, depressing lyrics and Bernard's useless but brilliant vocals. There's a lot of disappointment here, but that's not to say it's disappointing. And it's difficult to tell whether it's because they were all pissed off about working together or because Bernard's a miserable sod, anyway.

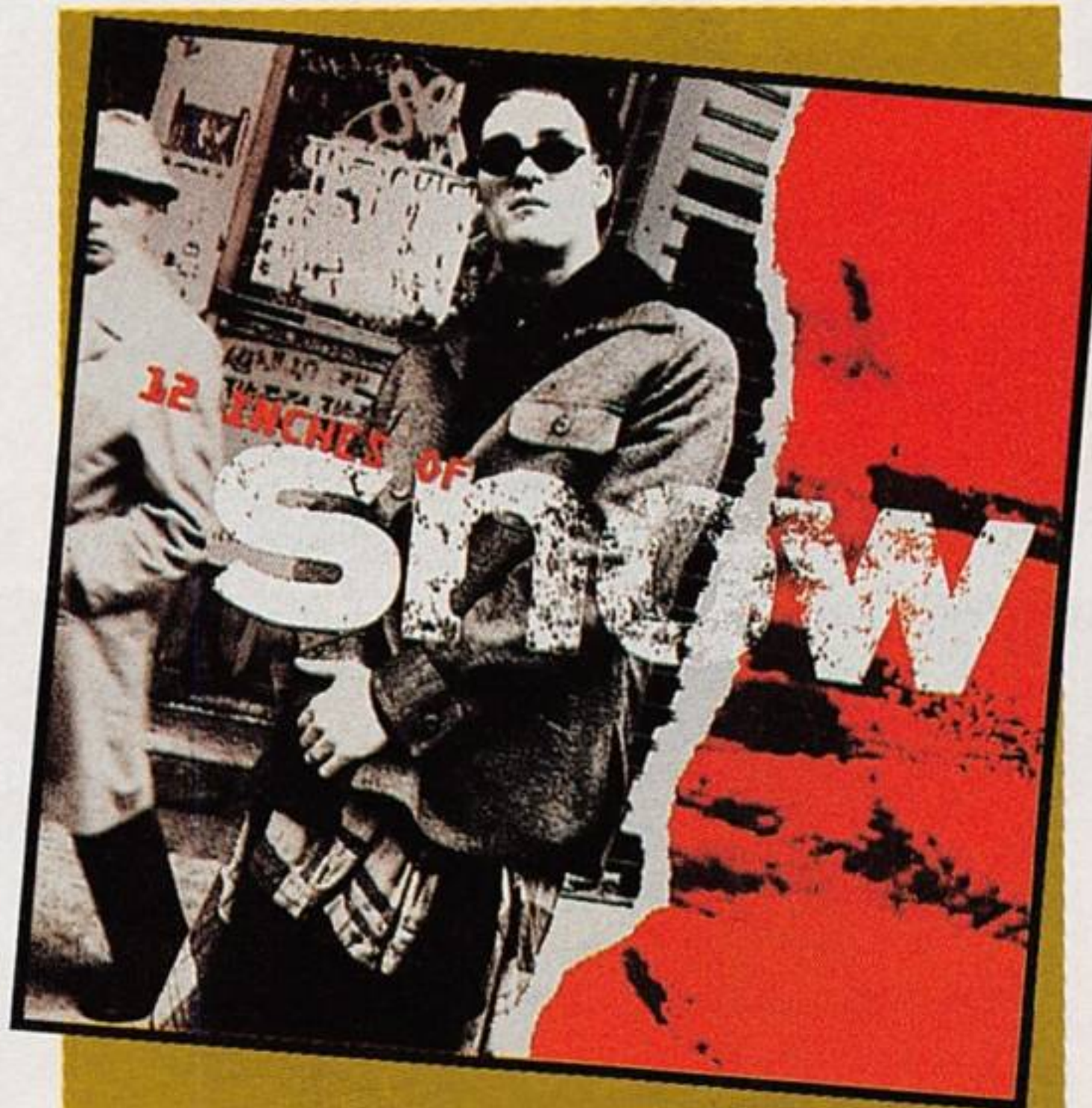
Whatever, it makes great, repeated, listening. It's not going to make you click your heels with glee, but if you feel like a wallow, it's perfect. New Order are always at their best on their singles; and a few tunes stick out as being worthy successors to *True Faith*, *Perfect Kiss*, *Blue Monday* or any of the other brilliant singles; but the remainder are difficult to ignore. Republic swings from the occasionally dull to the beautiful to the sublime, and proves that as long as they can bear to be in each other's company, they've still got something to offer. 9/10 ■

## SNOW 12 Inches Of Snow (Warner)

Whether Snow is this year's Vanilla Ice, only time will tell. The similarities are obvious: Snow is a white guy doing music that has been almost exclusively performed by blacks. And like Vanilla Ice, he's a handsome chap whose first single ("Informer") has shot to the top of the charts. The difference is that Snow has hip hop heavyweight MC Shan behind him. And, although he occasionally delves into hip hop on his first CD, his trademark style is ragga, a kind of rapid, sing-song rapping that is traditionally accompanied by reggae or dub beats, and associated with the likes of UK/Jamaican artist Shabba Ranks.

The people that dig this kind of music really dig it. Others have been known to find it extremely irritating. I'm somewhere in between, and find the CD more enjoyable after track five, when Snow relaxes the ragga tip, and experiments with ballads and funkier tunes - he even tries his hand at singing. 'Tries' being the key word, for although he manages to get a melody out, he doesn't hit many of the notes. Still, that never stopped anyone before!

The songs are pretty good, even one with the dubious title of "Lady With the Red Dress" turns out to be a cool soul tune. All in all it's a pretty worthy attempt - and there's not an Ice Ice Baby in sight, although he does 'sing' the chorus from a *Color Me Badd* number in "Uhh In You", but there's plenty to counteract that potentially fatal error, and anyone who can toast like this guy deserves respect. 7/10 ■



## SUGAR Beaster (Festival)

Beaster is an EP containing just six tracks, but it should not be overlooked. After Sugar had completed work on the brilliant *Copper Blue* CD, the group's mainman, Bob Mould, discovered he had a whole bunch of songs left over, just begging to be released. In an accompanying bio written by Bob (which, incidentally, is almost as incomprehensible as his song lyrics) he explains that these were the darker tracks not suitable for *Copper Blue*. But don't let the fact that the last CD wasn't exactly a happy-go-lucky affair put you off.

Beaster has *Copper Blue*'s awesome guitar sound created by weaving intricate riffs over and over. Bob is no John Farnham, but his vocals are clever and expressive. Beaster finds him depressed, angry, bitter and disappointed (so what else is new?), and although the music often reflects this, as on the tough "JC Auto," which blazes with irate passion, it also seems diametrically opposed as on the boppy "Tilted" or "Feeling Better", which features synthetic disco strings, but is neither soft nor mellow. Beaster is a brilliant mix of the rough and the smooth. At \$21.95, it's kinda pricey; but it is Sugar, and as a result, there's nothing quite as sweet. 8/10 ■

# CD REVIEWS





## COMING SOON - THE LAST ACTION HERO

This is the movie that will no doubt battle it out with Spielberg's Jurassic Park to be the biggest movie of the year. This one has a very big plus in its favour - Arnold Schwarzenegger. Yes, the highest paid muscle-man in history stars as Jack Slater, an action-movie star who has to deal with violence in the real world.

Last Action Hero actually satirises Schwarzenegger's earlier celluloid efforts, and is largely set in the fantasy land of motion pictures. Jack Slater is a movie hero who has never lost a fight on the silver screen. His world is turned upside down, however, when an 11-year-old boy called Danny is somehow transported out of his theatre seat and into his latest high action epic. Danny's boyhood dreams have come true and he gets to live out his wildest fantasies, you know, like crashing cars, beating up tough bad guys, diving through windows...things like that.

But this is where it begins to get a bit complicated. The on-screen villains that Jack and Danny are fighting, manage to escape into the real world. Of course, Jack and Danny must follow them, but in the real world there's no Hollywood magic to protect them - punches hurt and guns kill. Jack now has to prove that he's a real action hero, and not just a manufactured screen muscle-man.

So, it sounds pretty interesting, and going on the squillion dollar budget it should have some awesome stunts and special fx. In fact, the movie studio, Columbia Pictures, are so confident that Last Action Hero is going to be a huge blockbuster, that they paid \$500 000 for advertising to be painted on a NASA rocket (which has been subsequently delayed, much to Columbia's distress). Anyway, it looks like this one's going to be bigger than Arnie!

Last Action Hero opens around the country on September 19.

STUART CLARKE

## EL MARIACHI

A lonesome Mariachi guitarist stumbles into a dusty frontier town to meet his destiny, at the same instance as a fugitive murderer who has just slain six men. He is identically dressed and also carrying a guitar case, which conceals everything but a guitar!

So begins Robert Rodriguez' Tragic Black Comedy which somehow threatened to open this year's Sydney Film festival.

Through the shimmering Mexican heat come tequila soaked dream sequences and seductive Senoritas telling of passion and death the Latin way. But with boring regularity, the credibility is blown away by blazing Uzis and Spanish translations of "Go ahead make my day". All that this proves is in B-grade movies (and this is B-grade), good old violence beats art everytime.

While some head-spinning "Spaghetti Western" style camera angles and the renowned Mexican preoccupation with mortality add some colour, but with a budget of \$7,000, you are only ever going to get something just above Film School standard.

The Mexican Film Industry may well have a future, but it certainly is well into the future.

★1/2

BRENDAN CRANE



## THE ASSASSIN

John Badham's most ambitious thriller to date, follows two current Hollywood trends. Firstly, it remakes an exceptional foreign movie, and secondly, it explores extremes in human behaviour, particularly with women.

Bridget Fonda is Maggie, an explosion of heroin-addled hate, sentenced to death for the murder of a cop. Her lethal injection is switched at the last minute by a Covert Government Agency, training assassins, who harness her fury into a tight dress and a beguiling smile able to kill on command. Like a twisted Pygmalion, Maggie is given



the glamorous life she could once only dream about... yet she is officially dead, totally expendable and alone with the terrible secret that she must continue killing to continue living!

The movie's dark first 40 minutes is stunningly shot and genuinely disturbing, but it sinks in the middle, to something which could almost be James Bond in parts. However, "The Assassin" is based on the French film "Nikita" and it shows its European roots by gently sidestepping the usual shoot-out climax in a most satisfying way.

See it.

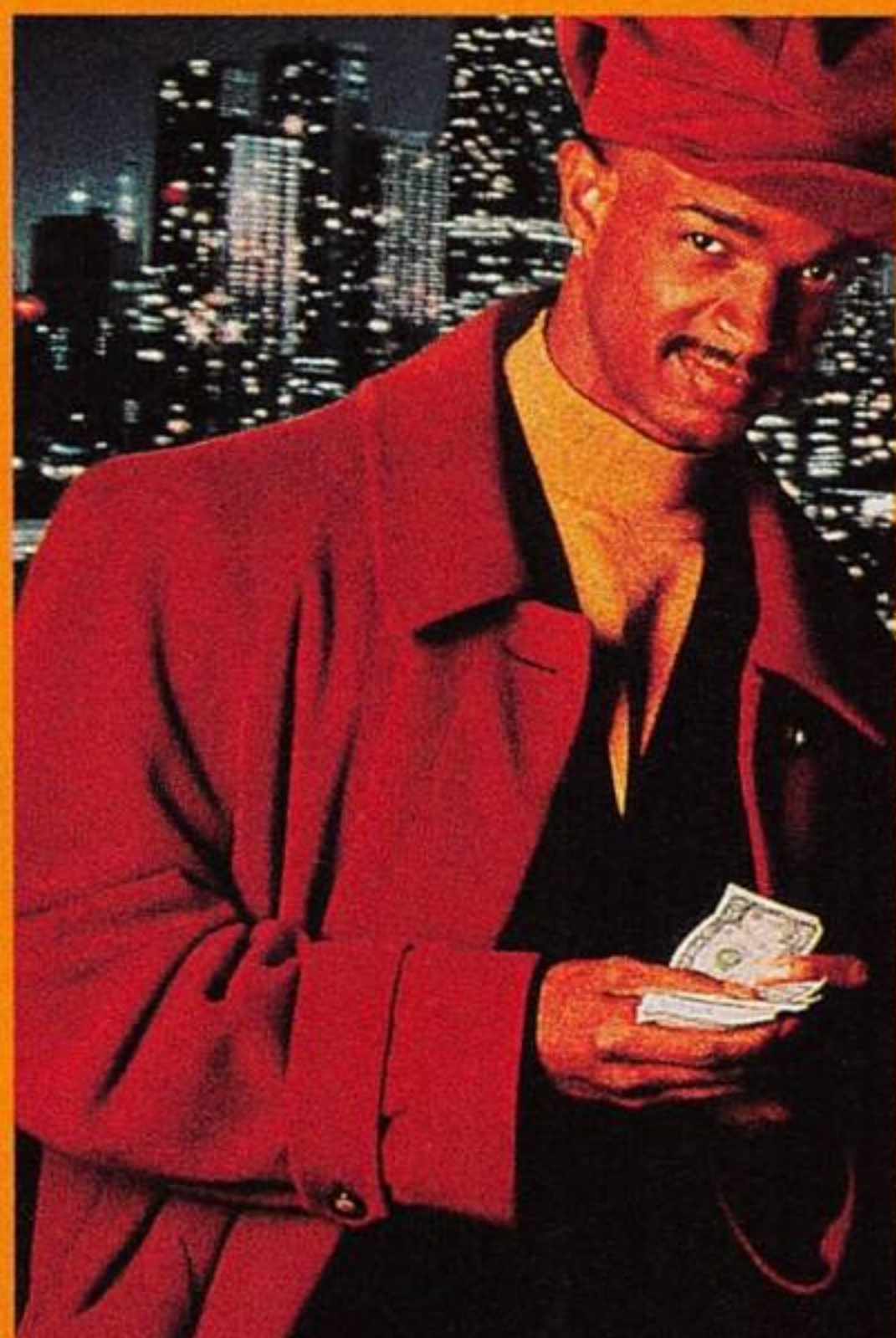
★★★1/2

BRENDAN CRANE

## REVIEWS

# MOVIES





## STRICTLY BALLROOM

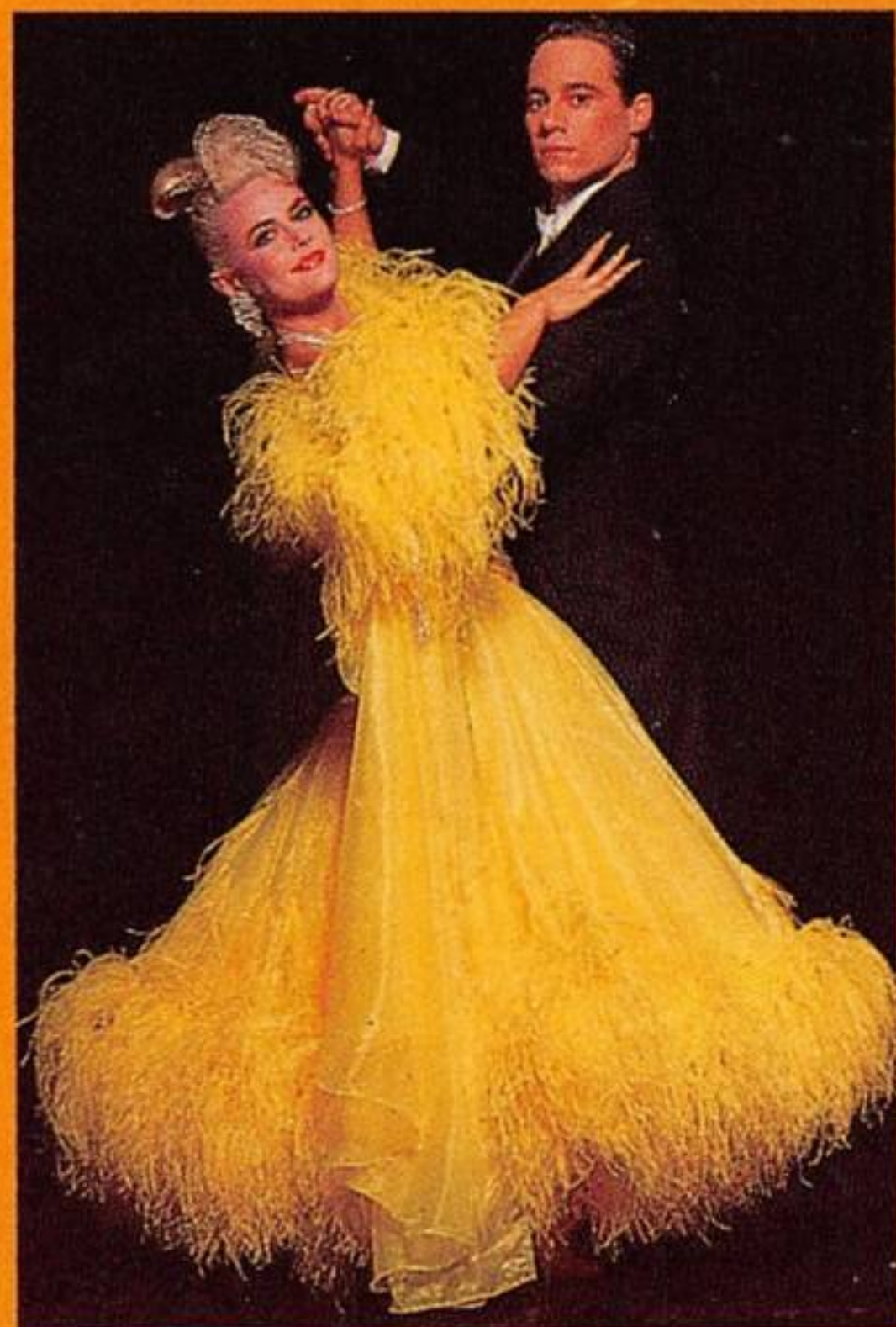
For those few who haven't seen it, *Strictly Ballroom* is a romantic comedy about the dreams of youth, rebellion and ultimate fulfilment. In a bold style that pays homage to the classic Hollywood dance films of the 1940's, it tells a story of love and conflict, of two young people fighting for artistic freedom against a repressive regime.

When 21-year-old ballroom champion, Scott Hastings (Paul Mercurio) commits the cardinal sin of dancing his own steps rather than those laid down by the all-powerful Dance Federation, retribution is swift. He is dumped by his partner Liz, and his hopes of winning the Pan Pacific Grand Prix are dashed.

All seems lost when out of the shadows emerges Fran; a beginner and the ugly duckling of the dance studio run by Scott's parents. Through sheer persistence she convinces Scott to give her a chance and an unlikely partnership is born.

Federation President Barry Fife's pressure to break up his renegade partnership pushes Scott into the Spanish world of Fran's family, where Scott experiences the excitement of true Latin dancing.

If you haven't seen this Australian classic, now is the time. It's one of the best "feel good" movies for ages.



## MO' MONEY

Johnny (Damon Wayans) and his younger brother, Seymour, are comrades in con. One step ahead of the Police and two months in the rent as they look for ways to make Mo' Money, Mo' Money, Mo' Money.

It isn't legit, it has no future and for Johnny it's a lot less fun than it used to be, so when he runs into the beautiful Amber Evans, a rising executive assistant for the Dynasty Club credit card company, he decides to get an honest job in the Dynasty mailroom, where he can be near her.

The trouble is, his salary doesn't bring in much cash, and Johnny thinks he needs mo' money, to compete for Amber's love. His solution is to return to what he knows best, scamming. This time he does it with Dynasty's credit cards, which are on hand and readily available - but the Hustler's been hustled, and paying the interest on these particular credit card bills turns into a real killer.



## DAMAGE

As his fiftieth birthday approaches, life holds no fears for Stephen Fleming (Jeremy Irons), a respected Conservative member of Parliament and junior Minister, marked by the Prime Minister for higher office.

Secure in his enduring marriage to Ingrid (Miranda Richardson), he has no premonition of the storm that is about to engulf him when he meets Anna (Juliet Binate) at an Embassy cocktail party. Although she is already in a relationship with his journalist son, Marten (Rupert Graves), she acknowledges the immediate physical bond between them and they are quickly enmeshed in a passionate affair.

Stephen is unable and unwilling to break from his obsession with Anna and he continues to maintain the facade of normality, although with increasing difficulty. The relationship intensifies despite the announcement of Marten and Anna's engagement.

Anna's mother (Leslie Caron) perceives the dangers in the situation and tries to warn Stephen, but to no avail. When tragedy finally and inevitably strikes, Anna is a survivor and it is Stephen and his family who must pay the price.

# VIDEO DEEDS

## REVIEWS

### ACCIDENTAL HERO

"Hero" is a contemporary comedy about some unusual forms of heroism. The set-up is relatively simple: a plane carrying 54 passengers, including reporter Gale Gayley (Geena Davis), crash lands in the midst of a driving rain-storm. Small time crook Bernie Laplante (Dustin Hoffman) is the first person to reach the chaotic scene of the fiery accident. In spite of himself, Laplante spontaneously and anonymously risks his life and saves a plane full of people.

But this unlikely hero won't be taking bows or conducting interviews at the scene. "I don't take credit", he says later, "I'm a cash kind of guy." This is a man who lives by the credo 'keep a low profile'. He sneaks off into the night, soaked and covered in soot, and leaves only one clue behind - one of his \$100 loafers, size 10B, lost for the moment in the mud.

If the set-up is relatively simple, what follows is considerably more complex. The film is as complicated as the modern world - a blend of humour, low and high crime, family drama and nightly news dramatics, social satire and a Cinderella story (with mud on it).

The film finds its premise in America's craving for heroes - and finds its irony in how the media and indeed most of the nation define those idols (the blow-dried, designer-clad, optimistic and superficially sincere are strictly preferred). If nothing else, "Hero" clearly turns its back on traditional Hollywood hero archetypes and black and white moral choices.

REVIEWS COMPILED BY  
STUART SLATER





COMPUTER GAME...  
PARTY TIME... EXCELLENT!!!



# WAYNE'S WORLD

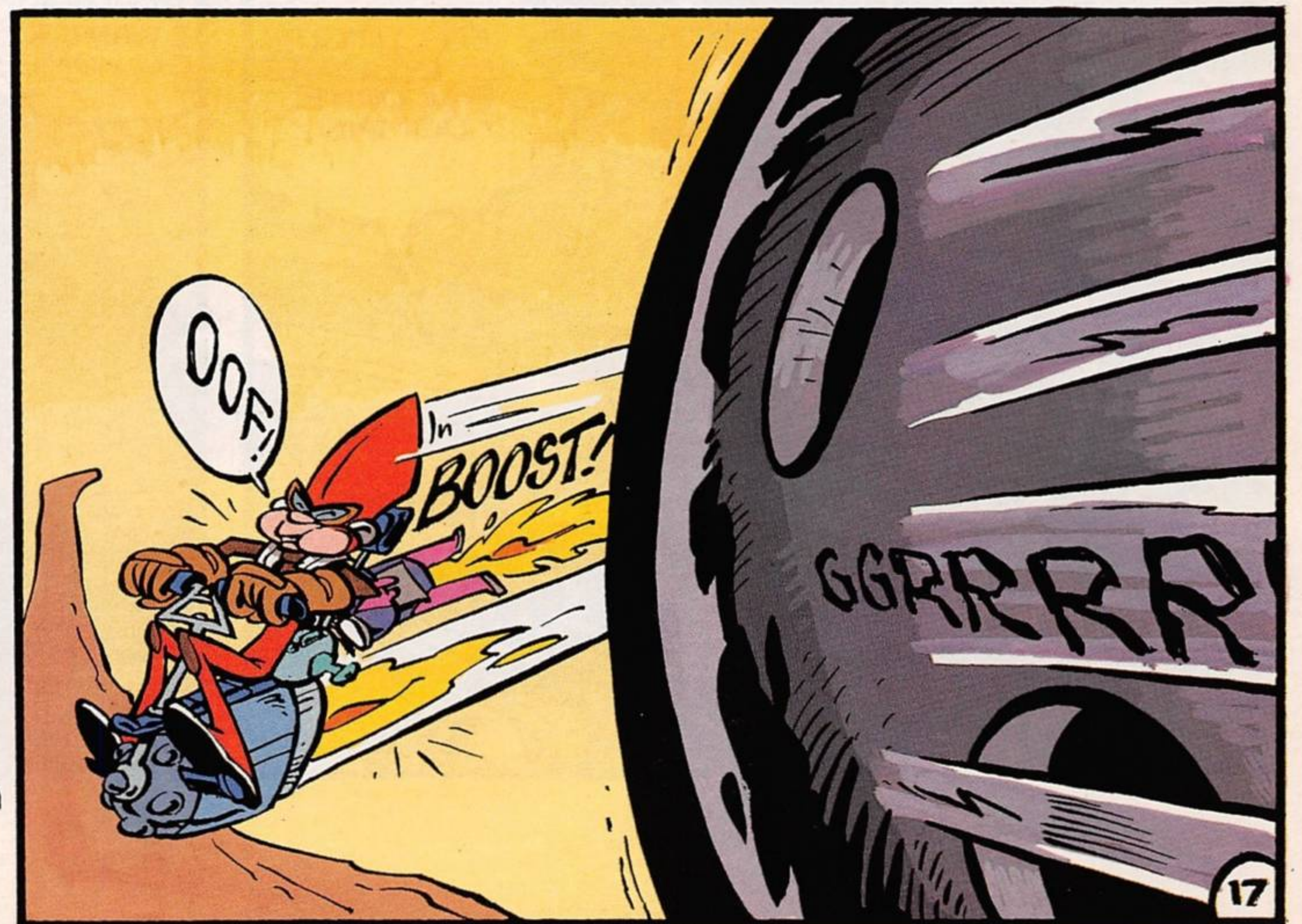
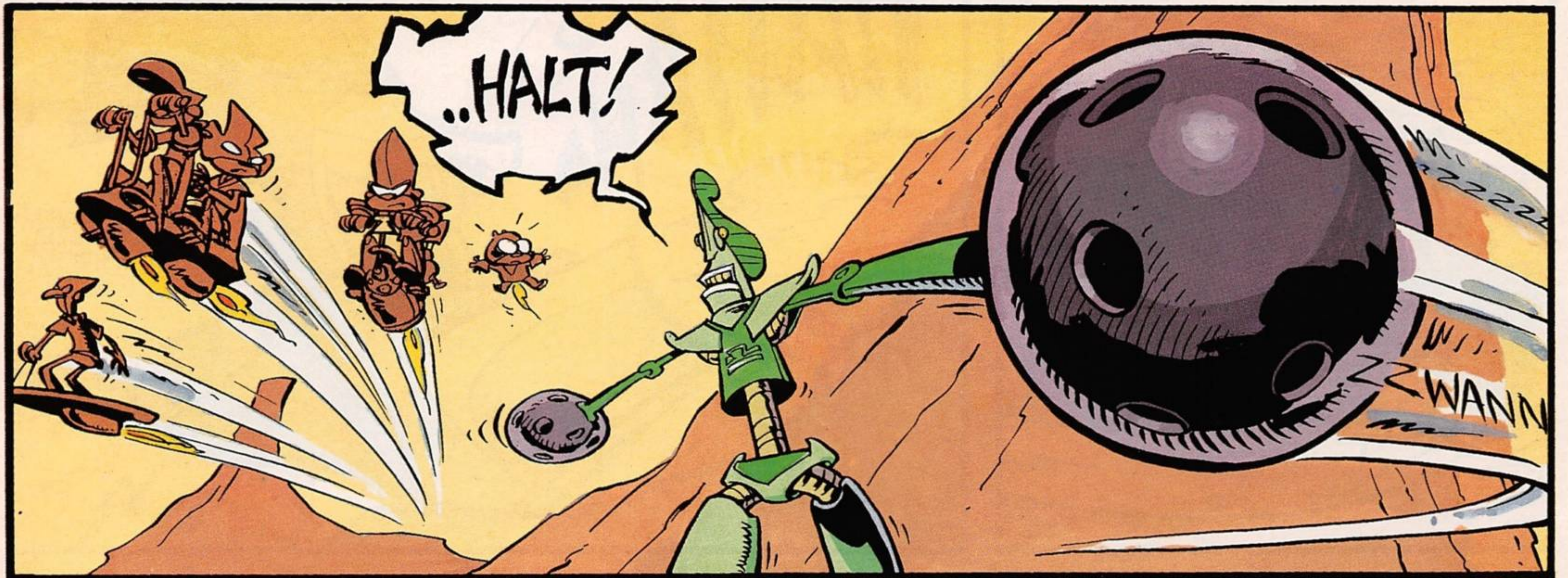
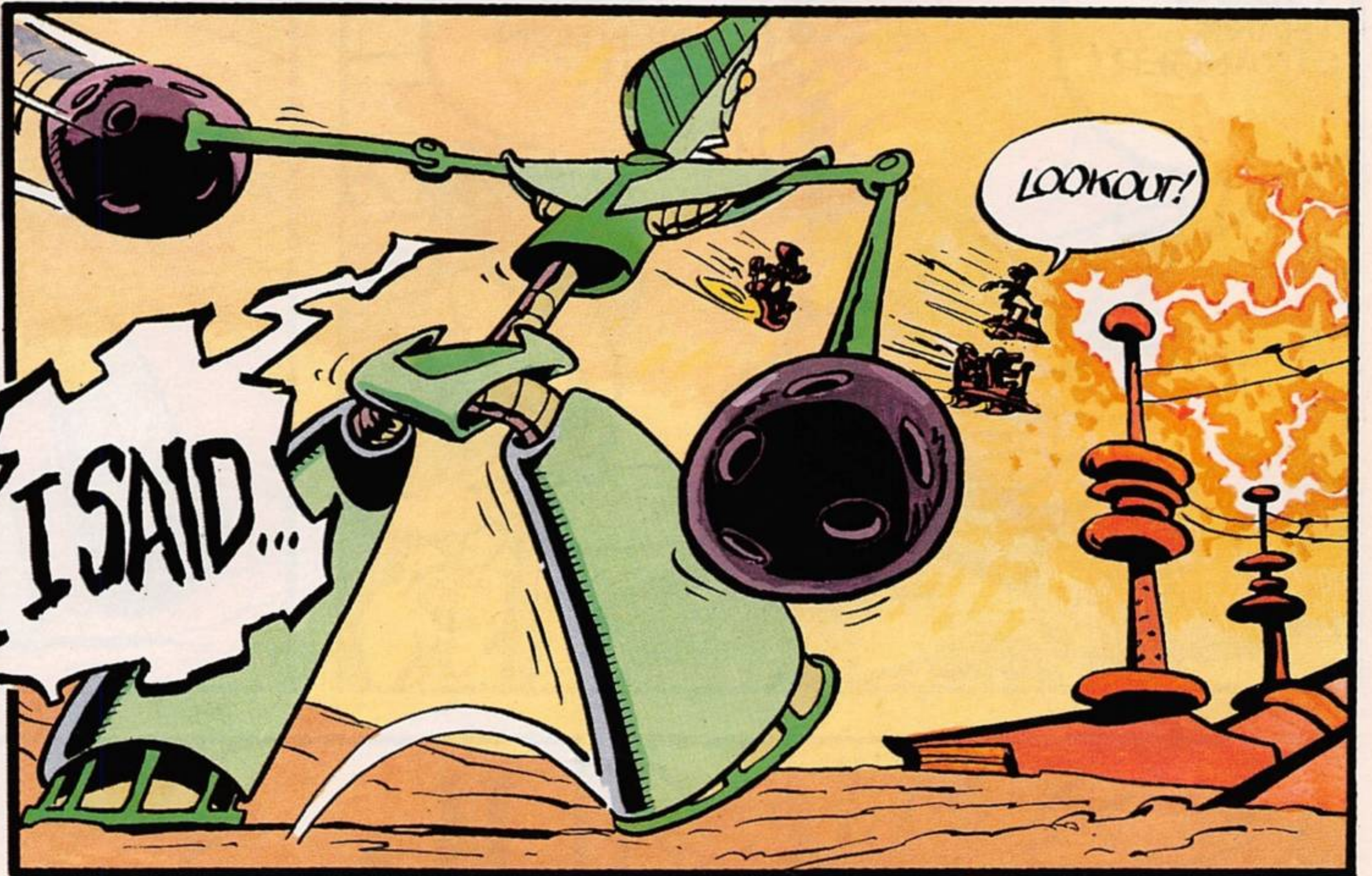
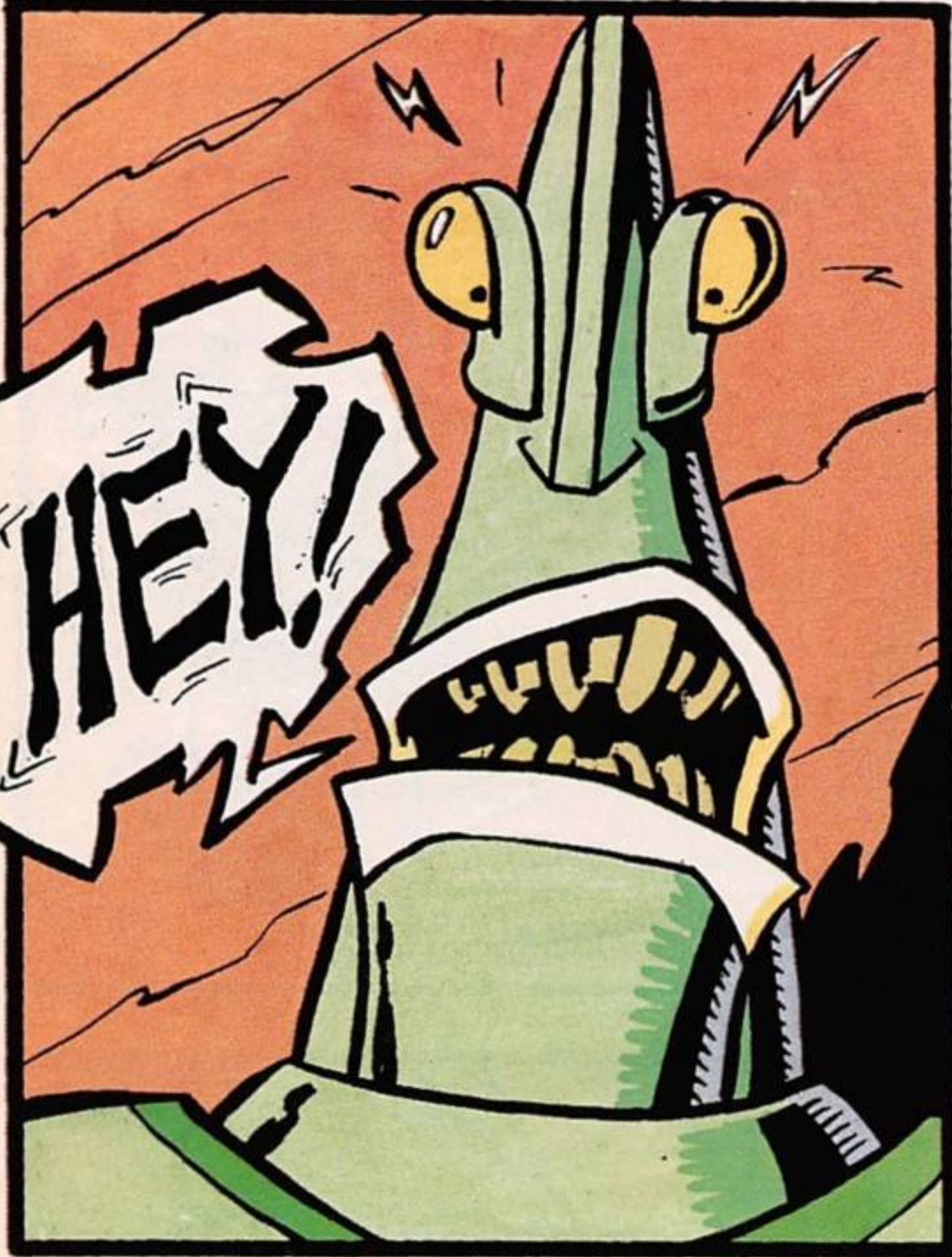
Available on IBM Compatibles 3.5" only.



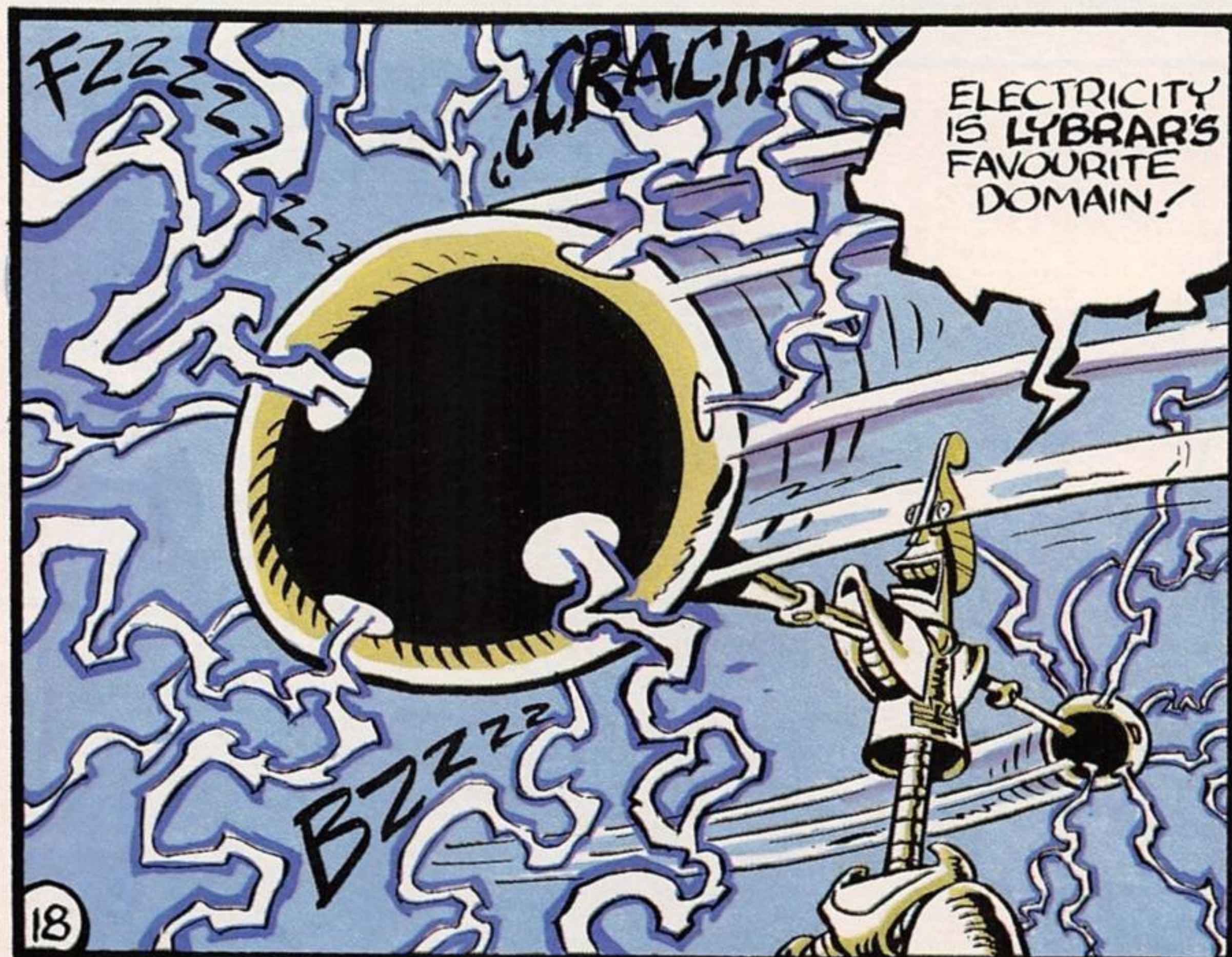
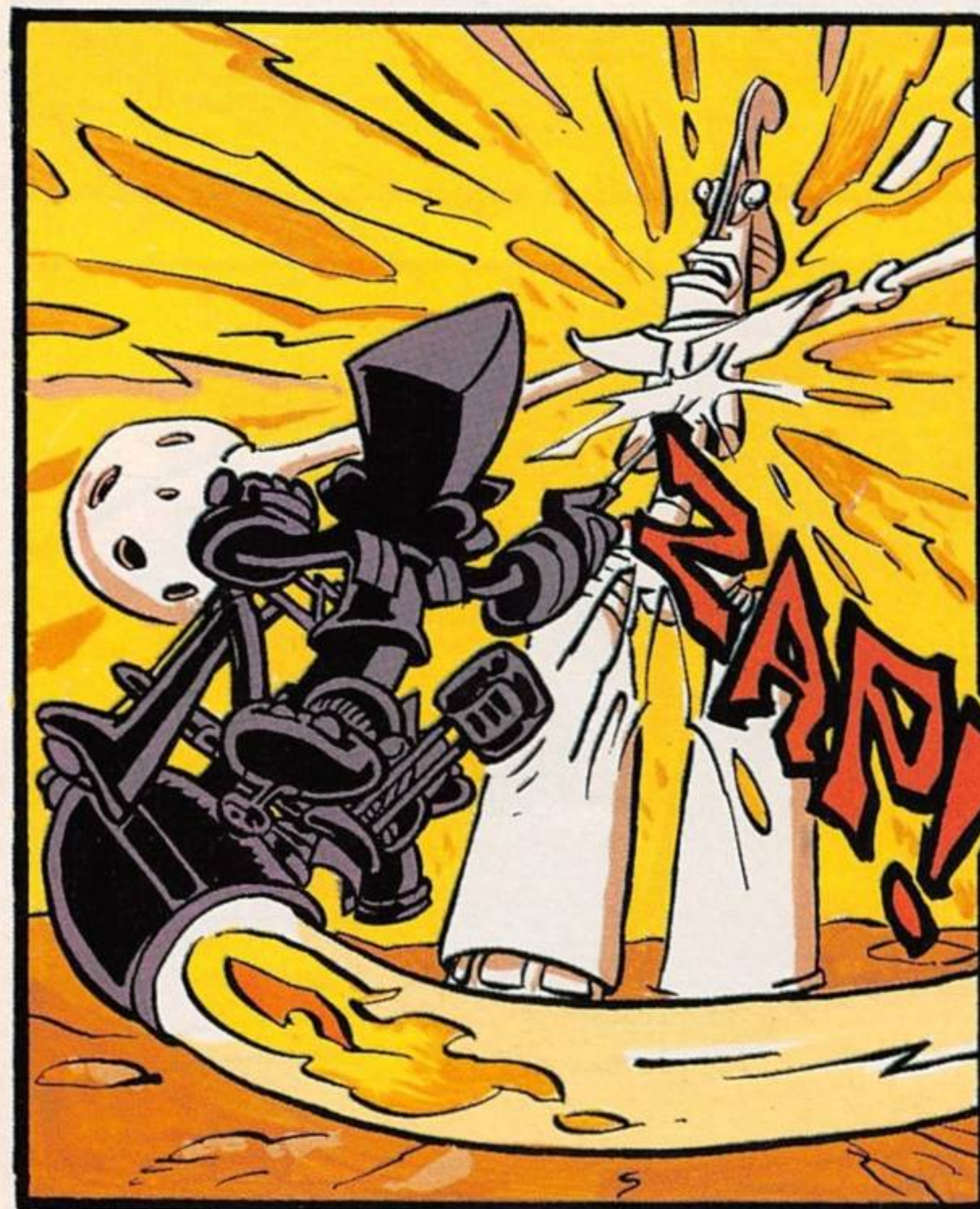
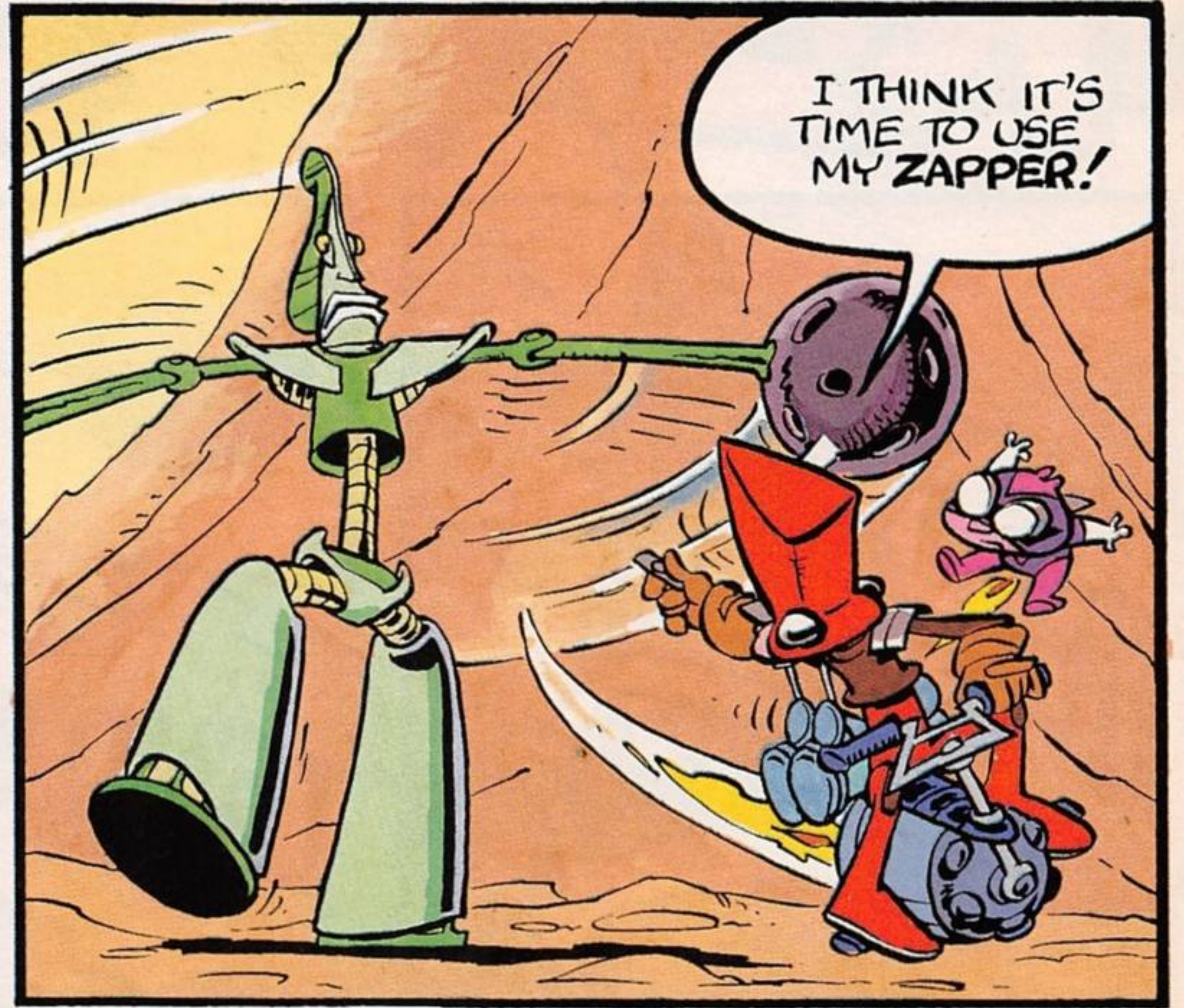
# REX VECTOR

BY FIL BARLOW

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TO BE CONTINUED....



# coming up

**Mortal Kombat!** the most gruesome and realistic fight game ever, lands on your Mega Drive, Master System and Game Gear. We'll give you the full review and an awesome poster.

**BUBSY THE BOBCAT!** Is this cat really faster than a hedgehog? Could this be a candidate for Game of the Year? Find out next month!

**JURASSIC PARK:** One of the biggest films of the year is also one of the hottest games. Check out all the huge dinosaur action next issue.

## next issue

**DAY OF THE TENTACLE:** Lucas Arts gives us the wackiest graphic adventure ever

**FINAL FIGHT:** on Mega CD **HOT! HOT! HOT!**

**POPULOUS II TWO TRIBES**

**golden axe III**

**PRINCE OF PERSIA 2**

# MEGAZONE

**BETRAYAL AT KRONDOR**

**JAPANESE ANIMATION SPECIAL**

...and much, much more. (Maybe even a full review of the Mega Drive version

of...Street fighter 2 - championship edition, if you're lucky!)

# brings you...



## BY YOUR SPOOKY SPUNKY SAYER OF THE SOOTH,

Madame Mimi, and her pathetic personal assistant, Spooky Ted. Aloha ha ha ha ha ha ha ha ha ha ha!

Welcome my cringing little worshippers – kneel down as you read this! Last month Spooky Ted and I attended the 4,444th annual astrologers' convention, which was held this time in sunny Hawaii (did you notice that zany native greeting). I was the keynote spooker on the opening address: *The stars – are they a load of bull or what?* . (Of course, none of us professionals believe in this Horoscope nonsense...we just foist it onto you, the gullible public).

Spooky Ted went to a workshop on rebirthing and found he had a past life... which is good, since he certainly doesn't have a *present* one. Then he went surfing, was cursed by an evil amulet he found on the beach and got swept out to sea by a freak tidal wave. It was just like Greg in that *Brady Bunch* episode... I spotted him swimming home as I flew back to Australia – I hope he gets here soon... I sure need a massage.

Until next month my pretties, may your head always be in the stars... and may your stars always be in Uranus.

Madame Mimi xxx

\* Madame Mimi filth alert: this month's column contains the words 't\*rd', '\*rse,' 'cr\*pper,' and 'low\*r'. Sensitive readers should turn away now.

### STAR SIGN OF THE MONTH

## Leo

24 July - 23 August

*Leo... is not a dirty word, leo... is not a dirty word, leo... is not a dirty word, don't you forget that you are a big turd... Leo!* (A little Skyhooks humour there... you know, Shirley Strauchan, Red Simons... oh, forget it youngsters).

Leo is the sign of the lion, which means that you are probably covered in shaggy body hair and like to eat raw antelopes. Mimi predicts that on your birthday you will get a slobbery smooch from your grandma (watch out for that tongue) and even crapper presents than last year. Lap it up, loser!



## AQUARIUS

21 January - 19 February

Here is a poem for you:

*If your starsign is Aquarius,  
then you must have a Hairyarse!*

## Pisces

20 February - 20 March

Pisces is the sign of the fish. This month you are aream full of ideas, but clam up when your leather jacket is stolen by a loan shark one night while you are trout on the town having a whale of a time. A tall dory? Sure, but tuna what to do, for cod's hake!



## Aries

21 March - 20 April

You have been frustrated lately, but you will get an unexpected break later in the week. Unfortunately, the unexpected break will be in your leg. Suckonit!



## TAURUS

21 April - 21 May

This month you finally realise that there has never been a Taurus of any importance in the entire history of the world, and kill yourself. No bull! (*Excuse me, Mimi, I'm a Taurus - Ed*)



## GEMINI

22 May-21 June

It's time you face your biggest problem. Your biggest problem is your face. Mimi suggests a paper bag on your head... if it works for Spooky Ted it can work for you, too!



## CANCER

22 June - 23 July

This month, your family and friends annoy the hell out of you. Try not to get crabby with them. (Geddit? Crabby! Your symbol is a cr...oh, forget it)



## Virgo

24 August - 23 September

This month will be as ridiculous and stupid as any other in the sad, shrivelled thing you are dumb enough to call a life. Sucko, bucko!



## LiBra

24 September - 23 October

Caution is important this month. Don't get pushed into anything – especially that large lake down the road – it's full of pond scum. Pond scum? On second thought, you'd fit right in, algae breath!



## SCORPIO

24 October - 22 November

Another disastrous month for the deceased corpse you call a love life. It's beginning to look like you will never score, pio.



## SaGittARIUS

23 November - 22 December

Your starsign contains the word GIT, and for a very good reason. You are one.



## CaPRICORN

23 December - 20 January

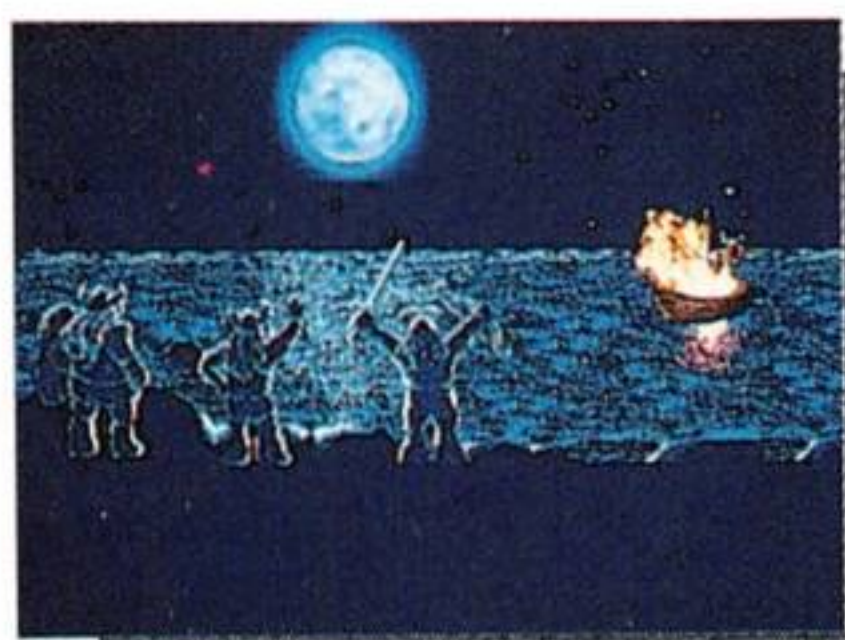
Another gorgeous month ahead for Capricorn, the starsign of the rich, famous and beautiful Mimi... Ted, you're back! About time. And you can stop dripping on the floor. Come over here and give me a massage... oh, lower... lower...



# HAVE YOU SEEN



# THE LOST VIKINGS™?

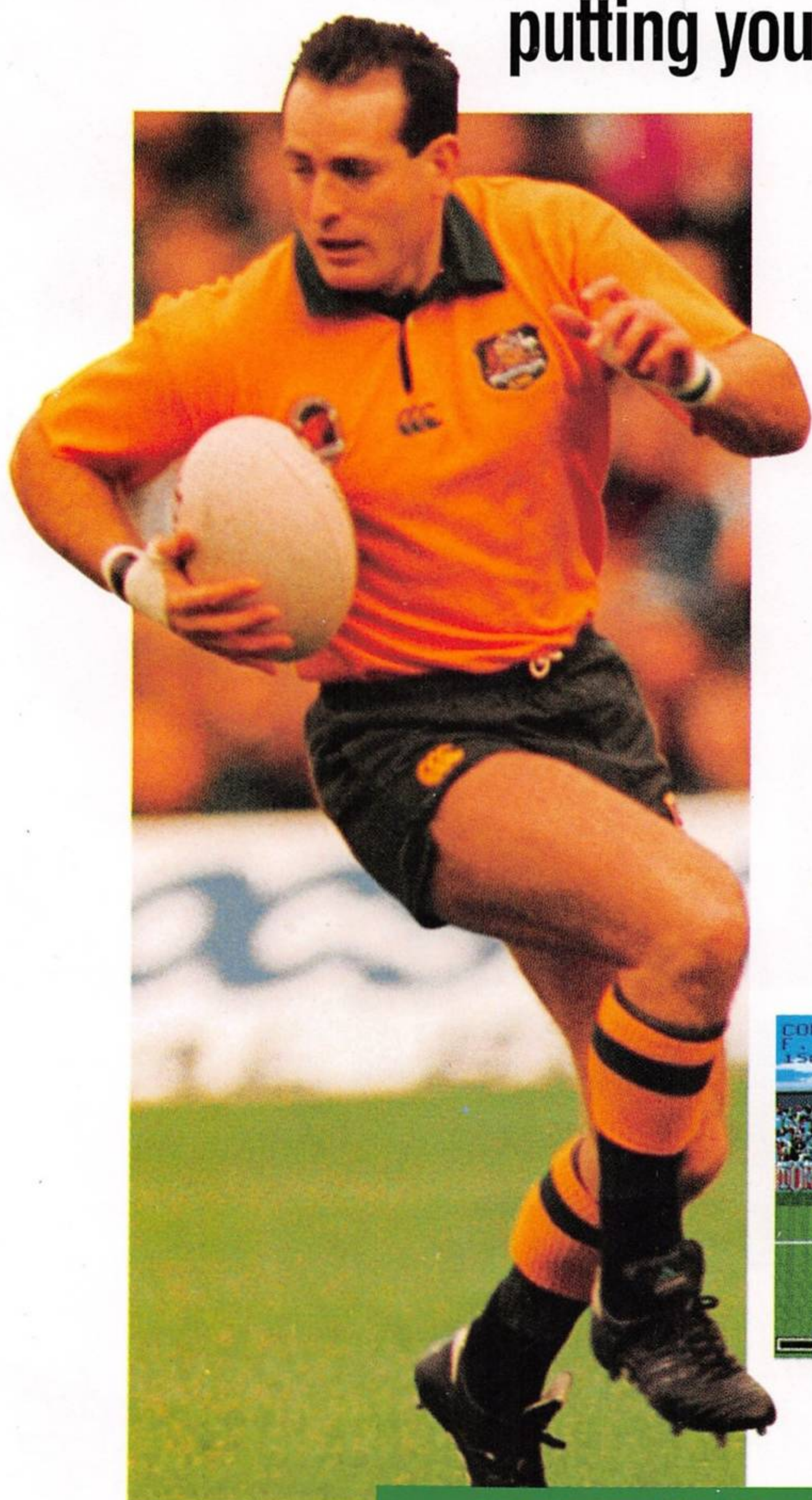


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# CAMPO'S

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Take control of all the fast paced action of the game; pick your players, take on the world's top teams as they fight their way to World Cup Honours; and experience what the world's top Rugby players go through as they fight their way to final victory.

Live every thrill, experience every tackle, leap into action at every line out, run for the toughest tries, hook the ball in every



scrum and survive the toughest rucks in Campo's International Rugby!

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