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# MEGAZONE

NZ \$6.95 (Inc tax) HK \$20 US \$3.20  
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NO.22 JUNE/JULY 1992  
AUSTRALIA \$3.95

# ALIEN 3

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● Full mission briefings before each battle.

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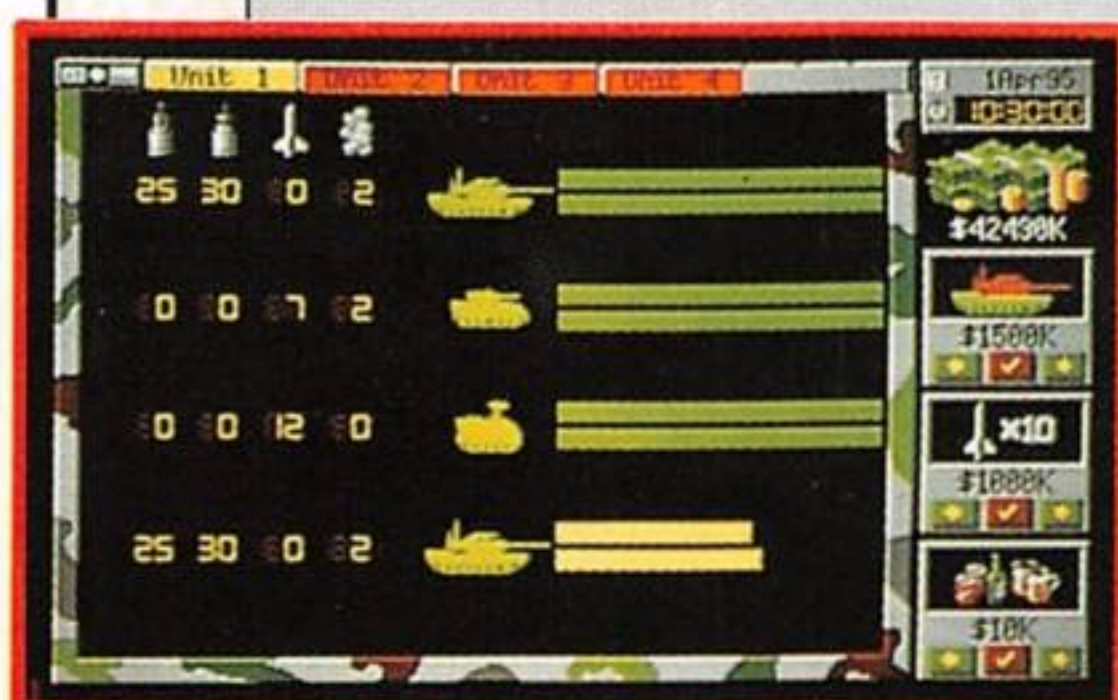


- Simultaneous command of four tank units.
- View the battlefield from four perspectives.
- Control 16 different vehicles at once through an elegant yet simple control system.

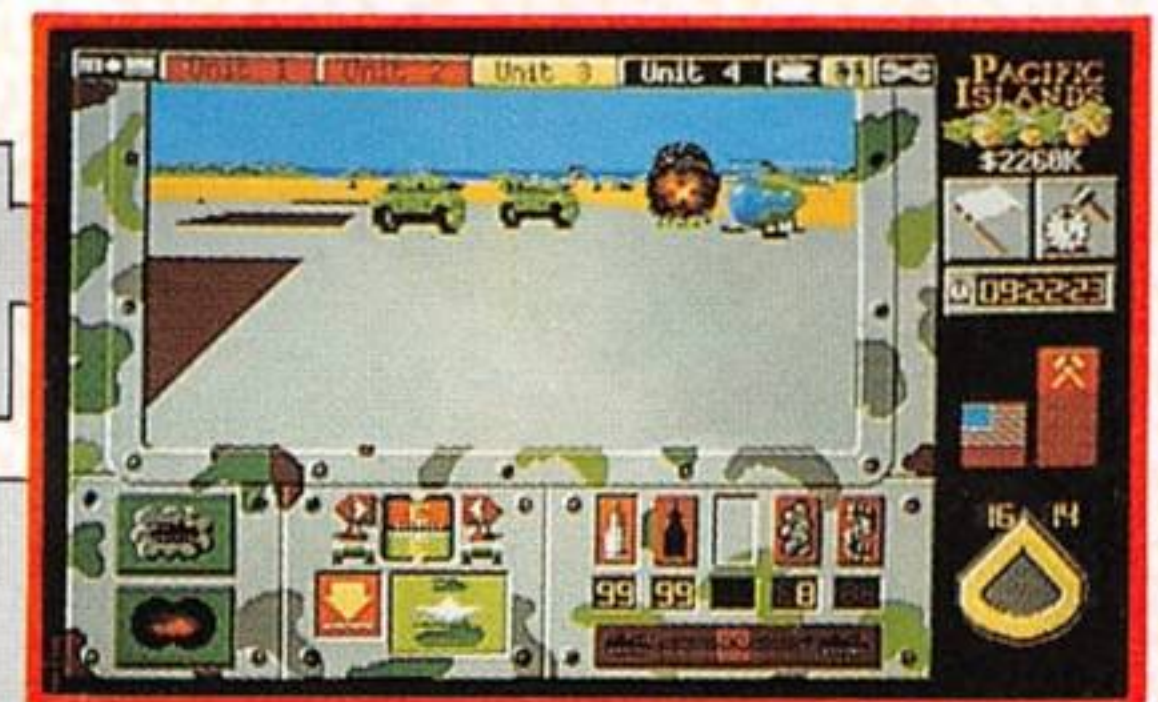


- You must destroy all communications facilities as swiftly as possible. The longer you take, the more information the enemy have about your position and strength.

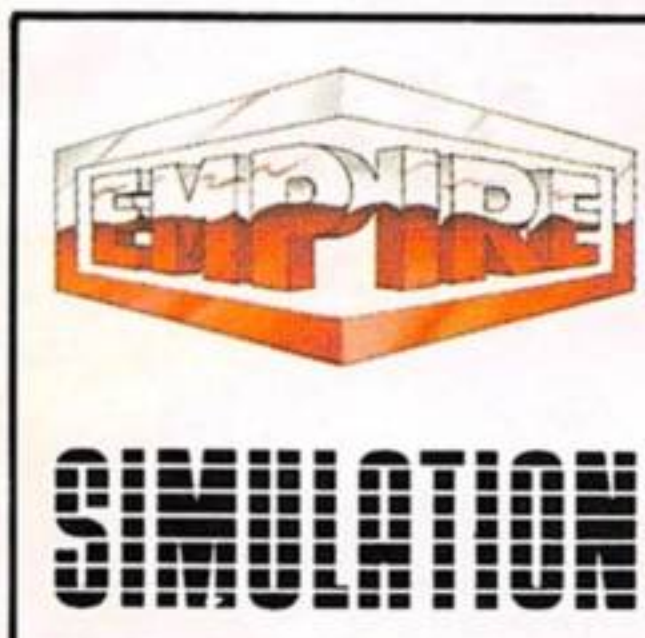
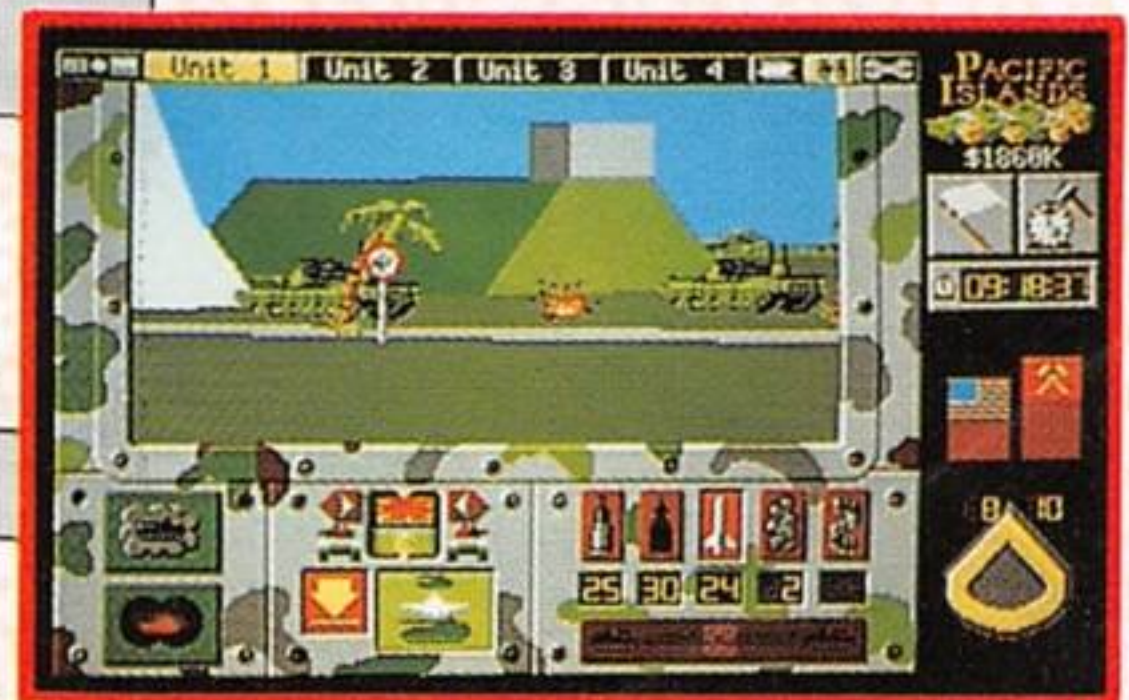
● Cope with multiple objectives - can you destroy an airfield, support a convoy, and make a reconnaissance within 40 minutes?



- Purchase all your equipment.
- Is there enough time and money to repair your damaged tracks and give the crews some rest?



- Eight different types of fighting vehicles modelled so that you even see the rivets!
- M1 Abrams, M2 Bradleys, M113 APCs, ITVs.

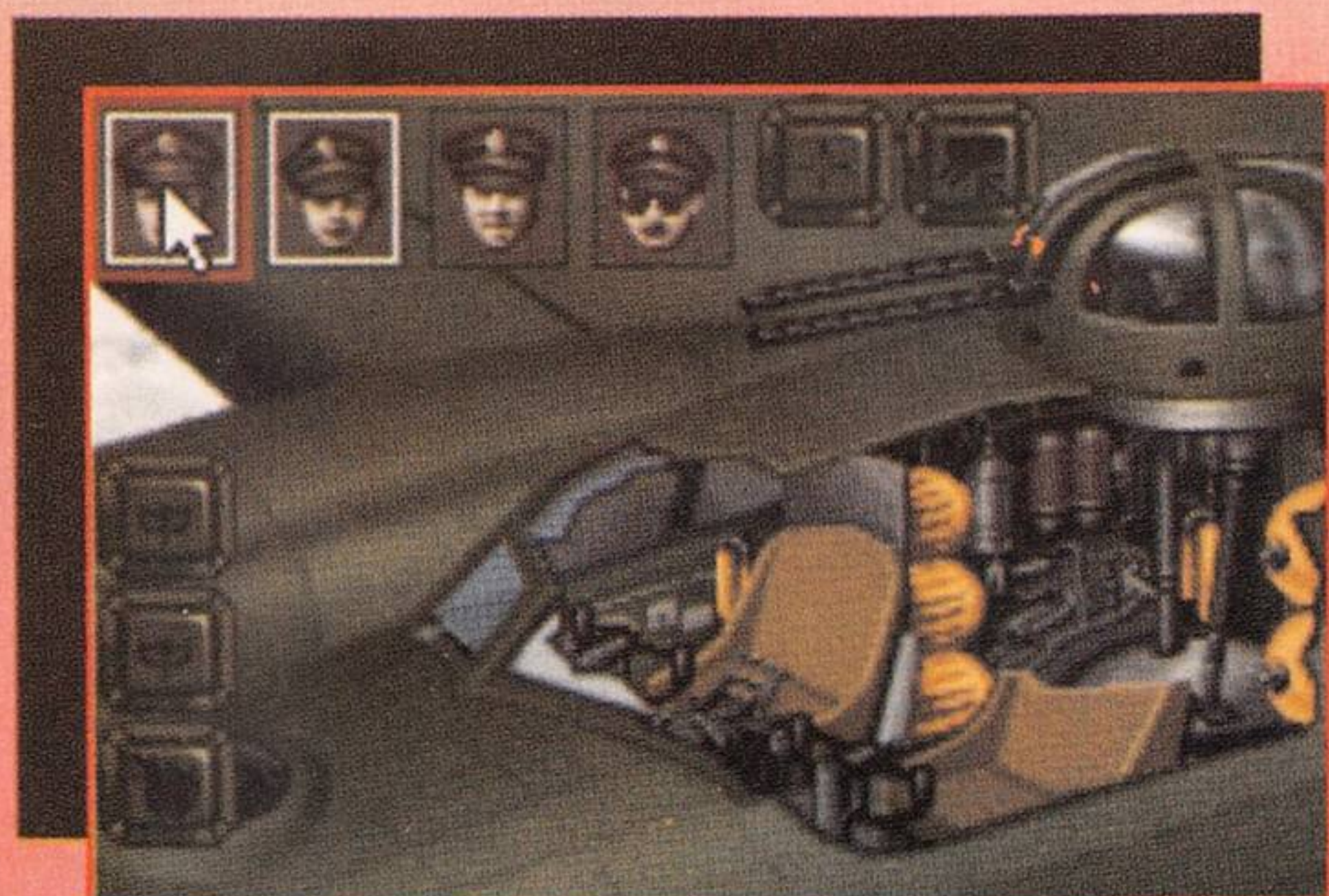
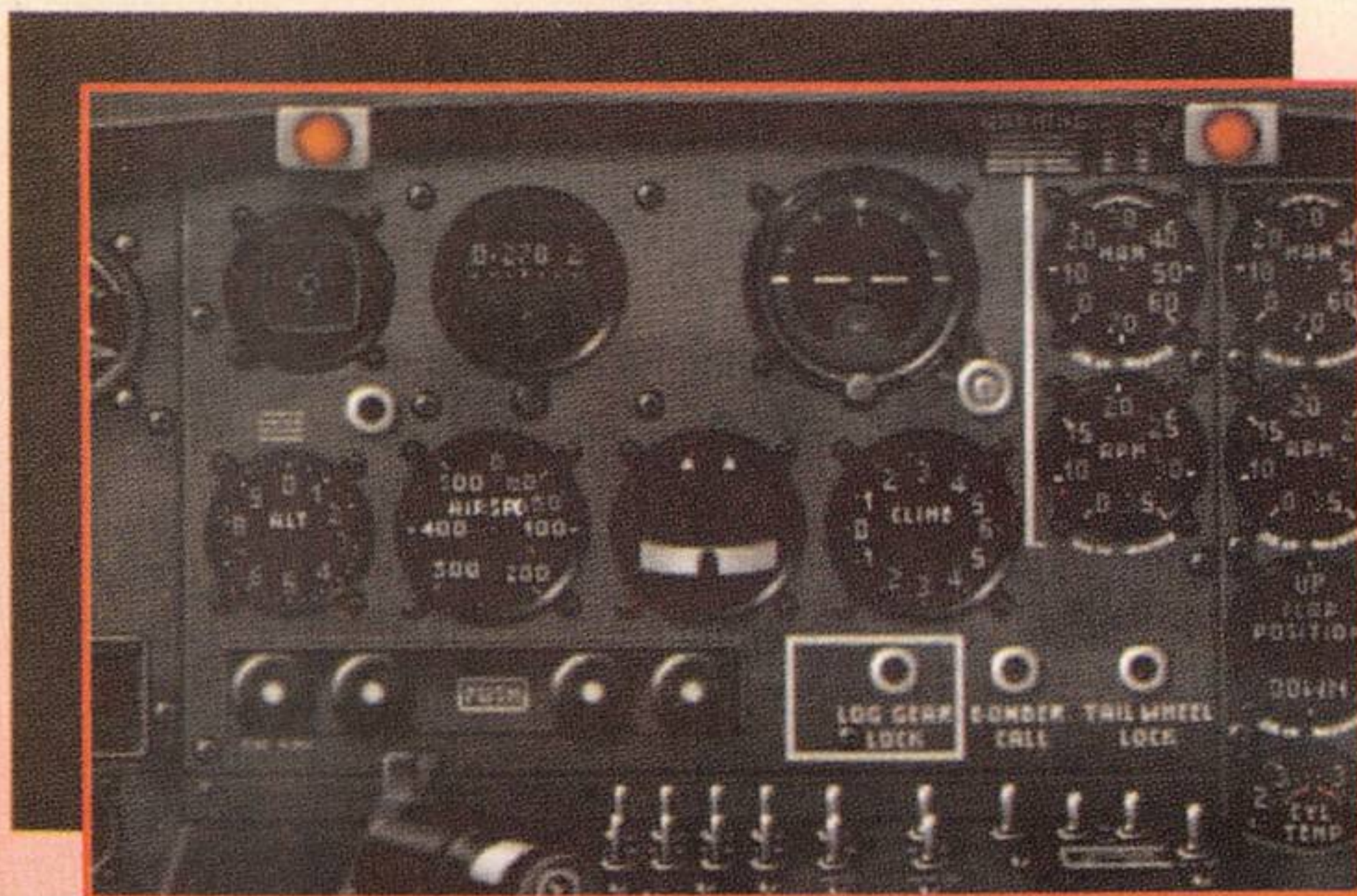
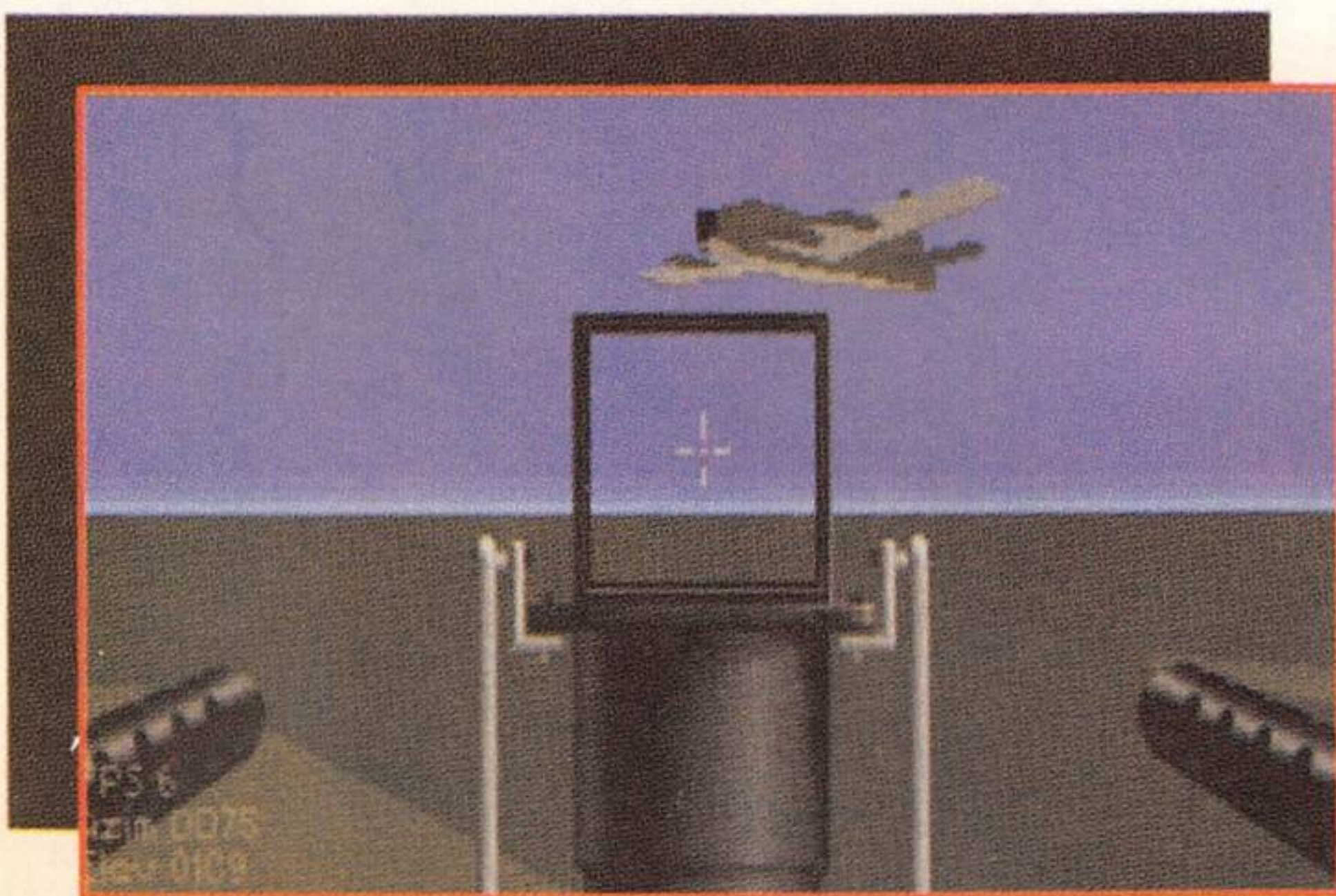


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**This issue's cover model is Gertrude. Hair by Ashley and Martin Make-up by Avon Mucus is Gertrude's own**

Well, another bi-month has come and gone, and Megazone's out again. We've had an enormous response to our last two issue's with letters, hints and tips, competition entries and subscriptions coming in by the sack load. Thanks for everyone's continued support, but stick around because we're going to get bigger and better still.

Because of our huge popularity I'm rushed off my feet doing this, that and the other, so there's no way that I can reply to people's letters personally, no matter what bribes or threats are offered. If you've got a question, write into the letters page and hopefully I'll get around to playing Megazone Doctor there.

Anyway have we got an awesome issue for you! Apart from excitement and prizes with Aliens 3, we've got an interview with Rugby League star Andrew Ettingshausen, talking about his new League computer game. We talk to Dannii Minogue as well, who reveals herself to be a bit of a closet handheld freak (as well as a big spunk!).

As for reviews we've got all the latest and greatest for both computer and console. Check out the News Zone for the latest info that will blow you away. The expanded music section has been rechristened "the Baseline" (more exciting than CD Reviews, don't ya think?) and you can also meet Megazone's new cartoon hero, Rex Vector on page 61. Well, what are you waiting for, Mega Heads!

Stuart Clarke, Mega Ed

**Dannii reveals  
her secret passion  
see page 16**



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Meet Megazone's new cartoon hero, REX VECTOR. His adventures begin on page 61.

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Welcome to art directors gallery dudes! I reckon you lot out there are capable of some creating.. so get out those textas and send them in!!! This months supa shadin' comes from Kyle Boardman, NSW



# The Mail Bag

The bag is hungry!  
and waiting for your letters. Send to:

Megazone Mail Bag, Locked Bag 7, Rosebery, NSW 2018

## AN APPLE A DAY...

Dear Megazone,

I think your magazine is RAD. There is only one problem - I have an Apple Macintosh and your magazine doesn't have many reviews for Apple games. Can you PLEASE put more Apple reviews in your mag?

Thank you, Daniel Linsell

*Daniel, I'd love to put more Mac games in the mag, as I'm using a Mac every day to write this stuff and the odd game break would be much appreciated. Unfortunately, as you probably know, there aren't a huge amount of games out for the Mac and they are released months after the IBM and Amiga versions. However a lot of IBM and Amiga games come out on the Mac as well and when we review them on PC or Amiga I'll try and mention that they're going to Apple as well - Ed*

## PLAYING HANDIES

Dear Megazone,

If you don't mind I'd like to share a few words to people who are considering buying a hand-held game machine. Here are your choices, Nintendo Gameboy, Sega Game Gear, and Atari Lynx. Firstly Nintendo Gameboy's are totally stuffed so that puts them out of the comp. Secondly, a Game gear costs \$199 (approx) where as a Lynx costs \$169 with adaptor and game. Thirdly, a Lynx graphics are totally mad (16-bit) and every good as bit(sic) as Game Gear. Fourthly and lastly, all those neat little extras' for Game Gears are a total rip off. e.g. A TV tuner for Game Gear costs approx \$190 (same as a mini TV) and a converter for Sega Master System games costs approx \$85. (Same as Sega Master System II, except you get a game with MSII). Sorry Sega, the truth must be told! I'm not apologising to Nintendo (the lump of crap).

P.S. You can get a good price on Lynx at Dick Smith and Game Wizards! I hope I've shown you the light!

Lynx

*Thanks for your comment. The Lynx graphics certainly are insane and it is cheaper, but you can't play Sonic or Mickey on it, can you! - Ed*

## A LOSER SUBSCRIBER

Dear Megazone,

You asshole, I subscribed to your mag, and in the first one you sent me you offered a Game Gear and TV tuner if we subscribed to your mag,

I was really pissed off because I would kill to have a Game Gear and TV Tuner. So you better do something about it or I might have to kick some ass (ha! ha!). Beside that I think your mag is ace. Some day I will be a major programmer and you will be writing about me, so if your nice I might give you some inside information on some games before they are on the market. See ya!

Yours faithfully, The DJ

*P.S.the DJ comes from Daniel (John) Gauci  
Bad luck, loser. To win the Game Gear and TV tuner, you'll have to subscribe again. Sometimes you've got to ask yourself this question - is it worth \$14.99 and do you feel lucky. Well do you... punk? -Ed*

## A MONTHLY MEGA MAG?

Dear Megazone,

I've been buying your magazine since June 1990 and I've seen a lot of improvements over this time. However, the best thing is that the price of the magazine is only \$3.95. As far as electronic entertainment magazines go in Australia this is by far the best value for money that we can get. Overseas computer magazines can range anywhere between \$9 - \$12. Congratulations especially for the Adventure Zone and the Hints and Tips section. However, as I own an Amiga 500, only the information relating to my computer interests me. Your magazine really manages to cover a wide range of information, including hand held games to consoles to computer games. Do you feel in the future you may diversify into one particular direction? Or perhaps releasing two magazines, one for console owners and one for computer owners? Or even printing Megazone once a month?

Either way keep up the good work,

Sincerely, Gary Pettinger

*Thanks for your letter Gary. As for Megazone's directions, we're going to continue being multi-format but hopefully interesting to everyone. And remember most PC games are also Amiga games, so read the PC reviews to get an idea on what a game is going to be like, even if it's not specifically aimed at the Amiga. As for coming out monthly, well there's been a bit of talk about that but at the moment nothing's been decided. I'll tell you if anything changes - Ed*

## HALF AN ANSWER

Dear Megazone,

I firstly want to congratulate you for making

this fab magazine! I've only lived in Australia for two years and I've been buying this magazine ever since. Oh yeah, your new look issue - I think it's great. It sort of stands out from the others.

I've got two questions:

1. Do you know when the Indiana Jones and Fate of Atlantis adventure game is going to be released on the IBM PC?

2. Do you or anyone else has any cheats or hints for Gold of the Aztecs and Star Trek, the 25th Anniversary - both on IBM PC?

Stay cool!!!

Ben Slabak, St Andrews NSW

*Well Ben, Indy sure is taking his time getting Down Under but the Fate of Atlantis should be here any day now. It's scheduled for a June 4 release and will cost \$79.95. As for Gold of the Aztecs and Star Trek, I'm afraid I can't help you, but I would love to hear from people who could - Ed*

## MEGA ACTION

Dear Megazone,

You have an excellent mag here, I love it!

I own a Mega Drive and I'm dying to hear the answers to my questions.

1. Which is better Mercs or Eswat?

2. When will the Mega CD be here?

3. Will the Master Gear for the Game Gear be launched here?

4. When will Zero Wing get here for the Mega Drive?

Ben Cook, Yamba NSW

*1. I think Mercs is better, but then...who am I to say? 2. Around September 3. Maybe. Sega in Japan have to approve it first. 4. Should be here by the time you read this - Ed*

## TUBULAR GNARLIES

Yo Megazone,

After buying your totally rad, tubular, best ever, excellent mag, I thought to write and ask a few questions about the Master System II.

1. Do you know if Lemmings will ever come out on Master System II?

2. Is Spiderman out on MSII?

3. Is Super Mario Bros I, II or III coming out on MSII?

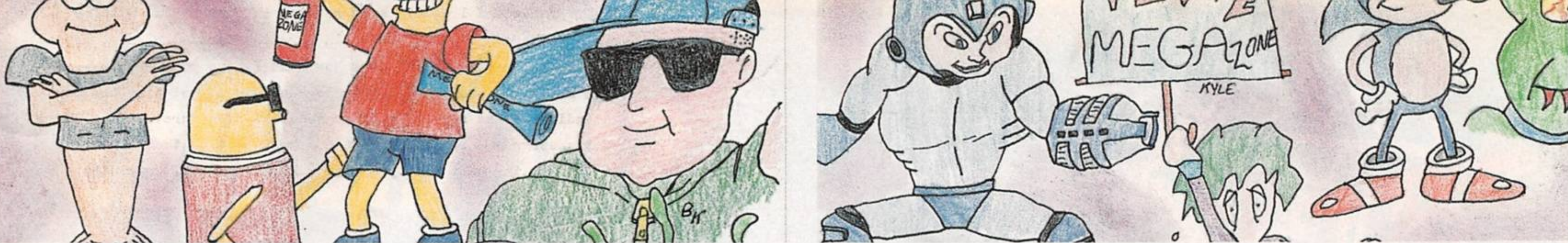
Thank you for answering!!!

Clinton Reid (Reidy), St Miles QLD

Yo Reidy!,

*After reading your awesome, gnarly, coolest ever, bonus letter I thought I'd answer your ques-*





tions about the Master System II. 1. Possibly, but not for quite a while 2. Yes, it's been out for ages. 3. Are you kidding? That's about as likely as Sonic coming out on Nintendo - Ed

## A DORK FROM TASMANIA

Dear Megazone,

Your magazine is the best! I have every issue from one to twenty, but I've never written in before.

If you give me something like a computer game I'll write in all the time and also buy every issue I can.

I love how you have an issue only every two months, so that I can save my money to buy it. I will never buy again unless you give me something! And that's a threat!

Here's a tip for the Amiga: for infinite life on Indiana Jones type in SILLYNAM.

Duncan Blachford, TAS

Dear Duncan Sillyname,

If you think I'm going to give you a game for such a pissy little threat like that, you are sadly mistaken. You'll buy Megazone anyway, there's not much else to do in Tasmania. Oh, thanks for the tip - Ed

## CHUNKY FAN

Dear Megazone,

Your magazine is great, but I think it is lacking in length. All the other magazines I've seen are the same price but two times thicker! Even though Australia does not have hardly any console mags! I believe you are one of the best.

Here are my questions:

1. Will Street Fighter 2 be appearing on the Mega Drive?

2. When will the new games such as Midnight Resistance, Cyber Shinobi, and E-Swat be released in Australia?

3. Do you know of any good retailers of Mega Drive games in the North Shore area of Sydney?

4. Could you please review more, and better games on Mega Drive, such as Streets of Rage?

5. Lastly, what game(s) would you recommend me to buy if I like action and beat 'em up games?

From your Mass Fan, Craig Sue

P.S. Keep it up guys!

Craig, I think we'd all like to get a bit thicker and meatier, but we'll just have to wait and see. As for Street Fighter 2, the Champion Edition is out in the arcades, but is not coming to Mega Drive. Looks like it's coming out on the Super NES. 2. E-Swat and Cyber Shinobi are already released but unfortunately, Midnight Resistance is not coming out in Australia (even though it's an excellent game!) 3. Computer Spot in Chatswood are good 4. What do you mean! We only have the hottest games here at Megazone and we reviewed Streets of Rage last issue! 5. Mercs, Golden Axe II, Alien Storm to name a few - Ed

## A SMELLY PILE OF MANURE

Dear Megazone,

In issue 20 Feb/March you said that the Mega Drive was a 16-bit machine which was a more powerful machine than the 8-bit machine named the Genesis. WHAT CRAP! After reading your mag I went out and looked at all the American magazines that I could find and ... wait for it, THE GENESIS IS A 16-BIT MACHINE, it does have a CD Rom like the Mega Drive, and if the Genesis was an 8-bit system it would not take the power of the CD Rom, the only difference is that the Genesis is American and is only used in America and the Mega Drive is exclusive to Australia, England and the rest of the world besides that they're the same. Do ya have an answer for that, Megazone...

Gareth Streistermanis, VIC

P.S. I think you should have more screen shots in your reviews? Oh yeah, and you said in issue 20 too when Tim Costin wrote in and asked if Street Fighter II and Snow Bros is coming on the Master System, I'm a Master System owner and I don't think your giving us the whole story, I mean you obviously lied about the Genesis why not lie about the Master System Games, this makes you look pathetic, you creatures. AND WHO WOULD WANT TO SUBSCRIBE TO YOUR MAGAZINE FOR \$14.99?!!!!

Are you blind or just stupid, you fat goober? I told everyone in issue 21 that the last Ed (wasn't me!) made a mistake about the Genesis. It is the American version of the Mega Drive and is a 16-bit machine. So there's my answer, smelly. As for screen shots, I totally agree and we're putting more in when we can. Street Fighter II and Snow Bros will not be coming out on the Mega Drive, with Street Fighter 2 being on the Super Nintendo, and that's the whole story. And smart people subscribe to MEGAZONE because you get it a lot cheaper. You obviously haven't got the mental facilities to work that one out - Ed. P.S. Is that your real name?

## WHAT, NO GET F\*%@ED?

Yo Megazone!

Well! I'm very disappointed with this magazine. (Only joking, it's cool, but anyway) there are no NES reviews. You might tell me to F\$#! off, like you did to poor old Grannie who wrote in, but PLEASSSSSSSE do some NES reviews.

Yours sincerely

OK, Mr X we're not going to be rude and we'll do Nintendo just for you. In this issue we've got their hot new Aussie Rules release plus Terminator 2 on the Game Boy. We need good reviewers for the NES and Gameboy, so if you think you're up to it write in to me with an example of what you can do - Ed

## FAMMY AND ROM

Dear Megazone,

Keep up the good work guys! Here are a few things I wouldn't mind knowing:

a) Will the Nintendo Super Famicom ever reach Aussie shores? If so, when?

b) When is the Mega Drive CD-Rom drive coming, and how much will it cost?

Thanks a lot guys!

Yours sincerely, Hume Hunt

P.S. Why not do a review on your reviewers?

You can't seriously be called Hume! Isn't that a highway or something? Even though you have got a very silly name I'll answer your questions. The Super Famicom or SNES will be in Australia around July, so there's not long to wait! As for the Sega Mega CD-Rom, it will be in Oz around September and I've heard it will cost around \$600. Oh, and who would want to read about our reviewers, they're a very boring and ugly lot! (Only joking guys) - Ed

## VEGGIE

Dear Megazone,

Are you a vegetarian? Because if your mailbag is hungry, I want to know if I should feed it questions or answers (meat or vegetable.) But anyway, I'm gonna give you both. Or would you rather eat envelopes?

Anyway, enough of this crap, I want to give you questions galore!!!!

How much wood would a woodchuck chuck if a woodchuck could chuck wood?!!!! None, because a woodchuck would not chuck wood because a woodchuck could not chuck.

Now for some questions that your going to get sick of, because I'm gonna ask you every month. But ... first I'm going to tell you something. On Monkey Island II, try picking up the sign at the beginning. Now go and dig up Largo's grandfathers grave. Get the bone and watch your pants fall down! Give the monocle to the guy with the ship. And ask the bartender how the soups going Now get the job and check out the pieces-o-eight. Polish the Pirates wooden leg with the wood polish. Get the wig from Largo's room. Now I need you to tell me how to get everything else and how to get off the island.

From Julian Boyce - or Julian the Magnificent

P.S. If a woodchuck could chuck wood how much wood would a woodchuck chuck if a woodchuck could chuck wood, and how far would that certain amount of wood go that that woodchuck chucked????!!

AND ... How many kilometres of wood would a woodchuck leave when it went to the woods to get some wood to chuck at another woodchuck with some wood to chuck?!!?

You're a real spasma, but stay tuned for the solution to Monkey II! - Ed







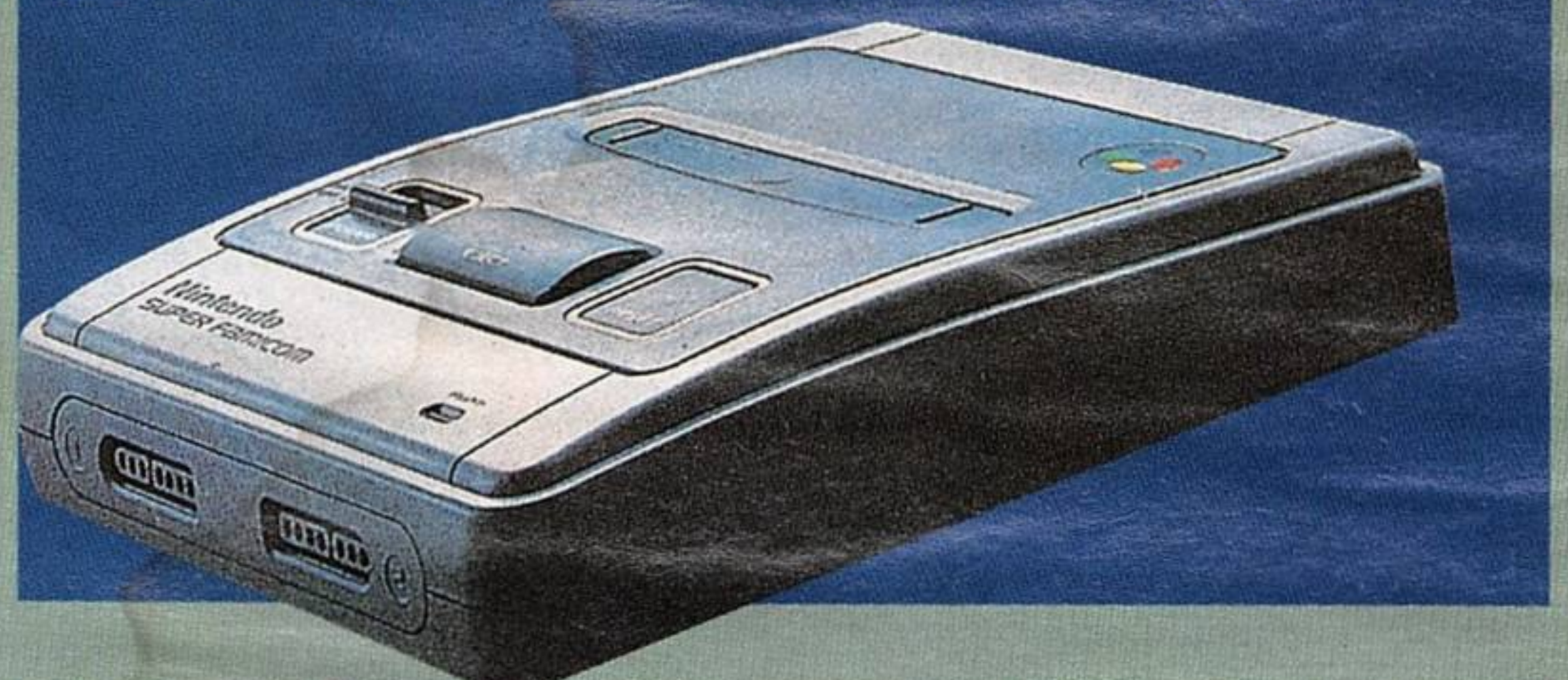
# SUPER NES



Another equally awaited arrival is the Super Nintendo (Super NES or Super Famicom, call it what you will), which will hit the Australian market around July. After a three year wait and the arrival of the 16 bit Sega Mega Drive, Nintendo have finally offered their return challenge. Has it been worth all the excitement...

Well, it certainly appears impressive in a sleek, compact grey casing and inside it looks even better. At its heart is the 16 bit processor, with a number of other video and audio chips (which use both digital and PCM sound). The graphics chip provides a maximum resolution of 2048 x 256 pixels and can has a colour palette of 32 768 colours! Of course there are other chips that do groovy things like screen rotation and flip and zoom sprites. The control pads are also quite innovative, with four coloured fire buttons (A, B, X, Y) on the pads surface, as well as the direction control.

Nintendo are keeping details of their new baby close to their chest, so we still don't know full details, or what its sale price will be. It is likely to be around \$350, and if Australia is following overseas patterns, it should have Super Mario World coming free with the unit. From all reports, it is well worth the wait and Nintendo fans won't be disappointed.



The long awaited launch of the Sega CD Rom took place on April 10 at the International Toy and Hobby Fair, held at Sydney's Darling Harbour. Two huge Exhibition Halls were chock full of the latest games, toys and other fun things, but Sega got all the attention when it demonstrated the Mega Drive's CD attachment to the assembled media.

While Sega's Marketing Manager, Steve Hall put the CD ROM through its paces, the gathered journalists looked on in amazement at the superb graphics and sound quality. While the Japanese game Sol-Feace was busy stunning everyone, Steve explained that it will be nothing compared to the new CD games that will be coming out soon. The game manufacturers now have had

time to use the full potential that CD format gives them (700 times more space than a cartridge) and the sky is really the limit as to what they can do - games with thousands of levels taking months to complete, effortless rotating and scaling etc etc. With all these extra features, Steve believes that in a few years time CD will be the dominant format for game machines and computers, and no one looking at the evidence was arguing!

Before you start rushing to the shops, the Mega CD Rom won't be on sale in Australia until around September. It's price is yet to be decided but is likely to be around \$600. The CD's should come in at around \$80 - \$90 each. And remember, if you buy the CD Rom unit in Japan or America, you won't be able to use the Australian discs when they come out!

## SEGA CD ROM LAUNCHED IN AUSTRALIA!



SEGA CD ROM unveiled at Toyfair

## MEGAZONE WINNERS!!

The extremely artistic winners of our GUY SPY colouring in competition way back in issue number 20 are:

Ben Slabak, St Andrews NSW, Kieron Agius, Altona Victoria, Jimmy Tong, Bass Hill NSW, Siobahn Hennessy, Grafton, Steve Hodder, Alice Springs NT, Wayne Byrden, Eltham VIC

**HOOK GAME WINNERS:** Jason Westerhof (VIC), Sonia O'Halloran (NSW), Michael Wesson (NSW), Billy Hibble (NSW), Maureen Quinnell (NSW), Daniel Warne (VIC), Julian Pinder (NSW), Ben Parker (NSW), Jason Stewart (QLD), Daniel Vaughan (NSW)

### HOOK MOVIE WINNERS

Ryan Stewart, Tim Jensen, Gilbert Diab, Justin Koonin, Cameron Groves, Ellie Diab, Simon Byers, Garth Franklin, Joel Harmsworth, Deanna Willis, Jaddua Wade, Victor Li, Sabrina Elfis, Michael Thorpe, Lance Bourke, Justin King, Bruce Smith, Katrina Marinara, Jacqui Chin, Jarred Welling, Luke Walker, Neil Schmidt, Andrew Whitehead, Tony Collins, Stephen Chong,



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**RULES AND CONDITIONS**

1. The competition is open to Australian residents taking out a subscription before the last mail or 5pm on 29th September, 1992. Entries received after the closing date will not be included.
  2. South Australian residents need not take out or renew sub-scription to enter but may enter once by sending a hand drawn facsimile of a coupon with their name and address to: Megazone Locked Bag 7, 574 Rosebery NSW 2018
  3. The prize is not exchangeable and may not be converted to cash.
  4. The judges decision is final and no correspondence shall be entered into.
  5. Description of the competition and instructions on how to enter form part of the competition conditions.
  6. The competition commences 26 March 1992 and closes last mail 29th September 1992. The draw will take place on the 30th September 1992 and the winner will be notified by telephone. The winner will also be announced in the November/December issue of Megazone.
  7. The prize includes 1 x Sega Game Gear, 1 x Sega TV Tuner and 3 x Sega Game Gear games, valued at approximately \$718.00.
  8. The promoter is Ozi Soft Pty Ltd, 55 Mentmore Ave, Rosebery 2018 NSW.
- Permit No. NSW: TC 92/0974, VIC: TC 92/577, ACT: TC 92/0378 NT: NT 92/0288

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# A NEW BREED OF HERO!

Are you sick of all the ultra-violent Rambo-style heroes who spend their time blasting people's brains out?

Well meet KT, a gutsy new homegirl heroine who uses the power of Love to conquer the evils of greed and exploitation. She's a definite "right-on sister", being an environmentally aware, anti-materialist, anti-violence feminist. She might sound a strange mix for a computer game star, but she was created just for that purpose, as a challenge to the high percentage of violent macho warriors and the appearance of offensive neo-Nazi themed games.

KT stars in a new game Top Banana, which was created by the computer software company HEX. Top Banana features stylish 3D graphics and sampled video graphics, with the music being a soundtrack from dance group Coldcut. The music is called "Global Chaos" and sounds like your average ambient record, but it was in fact created using chaos theory, which means the computer made up its own mixes from the samples it was fed. Far out, groovers!

Top Banana is making it big in the UK at the moment, and will hopefully arrive in Australia sometime soon on the Amiga and Macintosh. HEX is also hoping that Sega and Nintendo will pick up on KT, so that at last we can all have a new kind of hero!



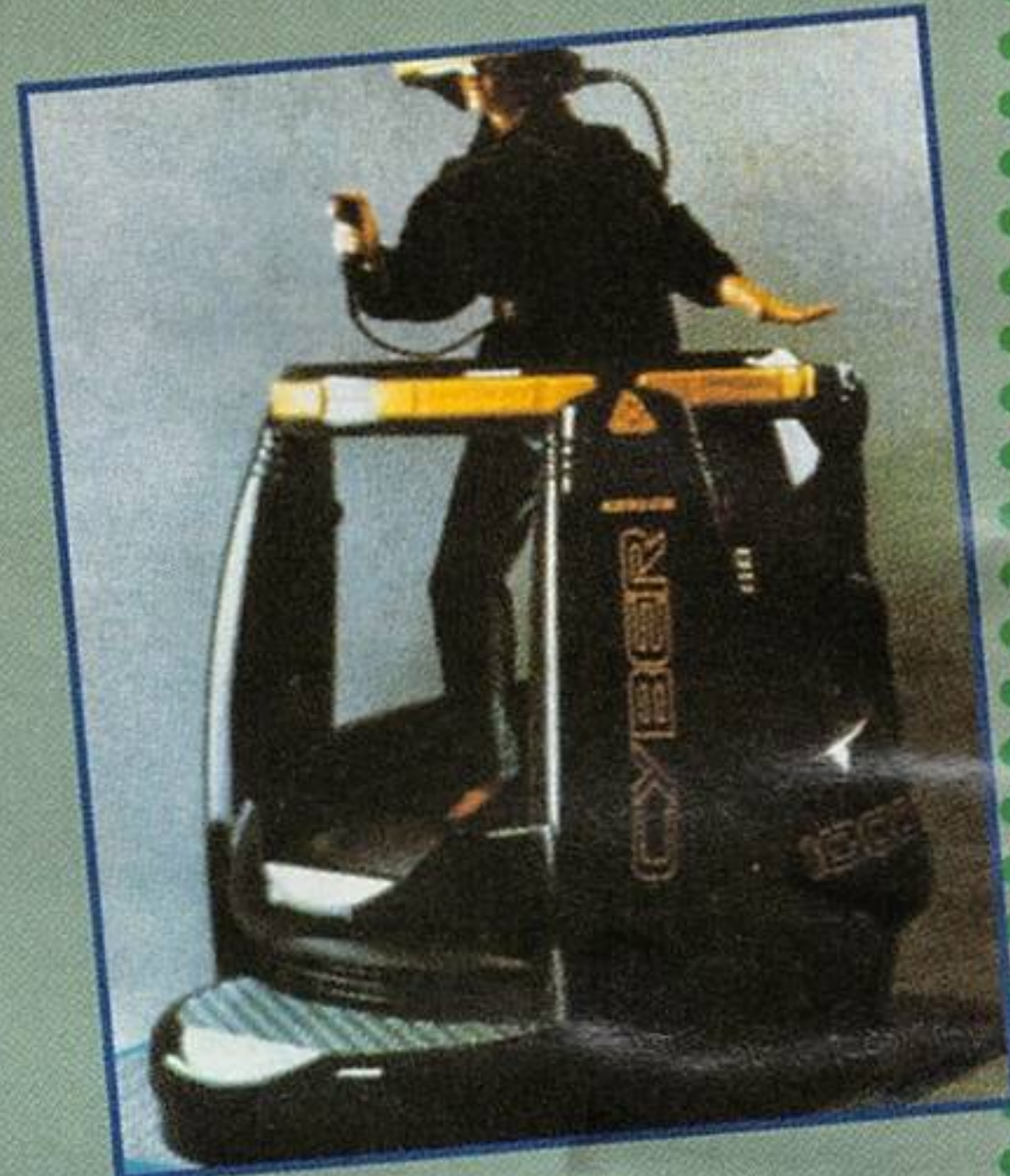
# VIRTUAL REALITY AT HOME!

After years of speculation about virtual reality becoming an everyday part of life, there now comes news of the HOLOSTAR 2000 unit, which will transform your lounge room into cyberspace. Although still in pre-production form, the Holostar is the first of the new generation of 64-Bit machines, featuring custom polygon generation and state of the art infra-red and ultra-sonic sensory equipment.

It will also have the revolutionary HoloSpec System with fibre optic scanning, which has been used by US Defence Force pilots in testing jet fighter prototypes. The unit comes with LCD glasses and sensor equipment, which looks a lot like a mouse. The Holostar 2000 will be released in Britain in August for a surprisingly cheap £229 (around \$500). It will hopefully make it's way Down Under in the New Year. Stay tuned....

Another happening in the virtual world...Spectrum HoloByte and CyberStudio have launched their Virtuality Entertainment System in America, claiming that it will be the first v.r computer entertainment system available for consumer use. The user sits or stands inside the machine and uses the headset, globes and controllers to interact with the game, as well as with other players. Stereoscopic images which are projected by liquid crystal screens inside the visor, are linked to the computer system to monitor position and direction of gaze as the player moves through the world he/she sees.

The Virtuality machines (which are being installed in the big amusement centres in America and England) have



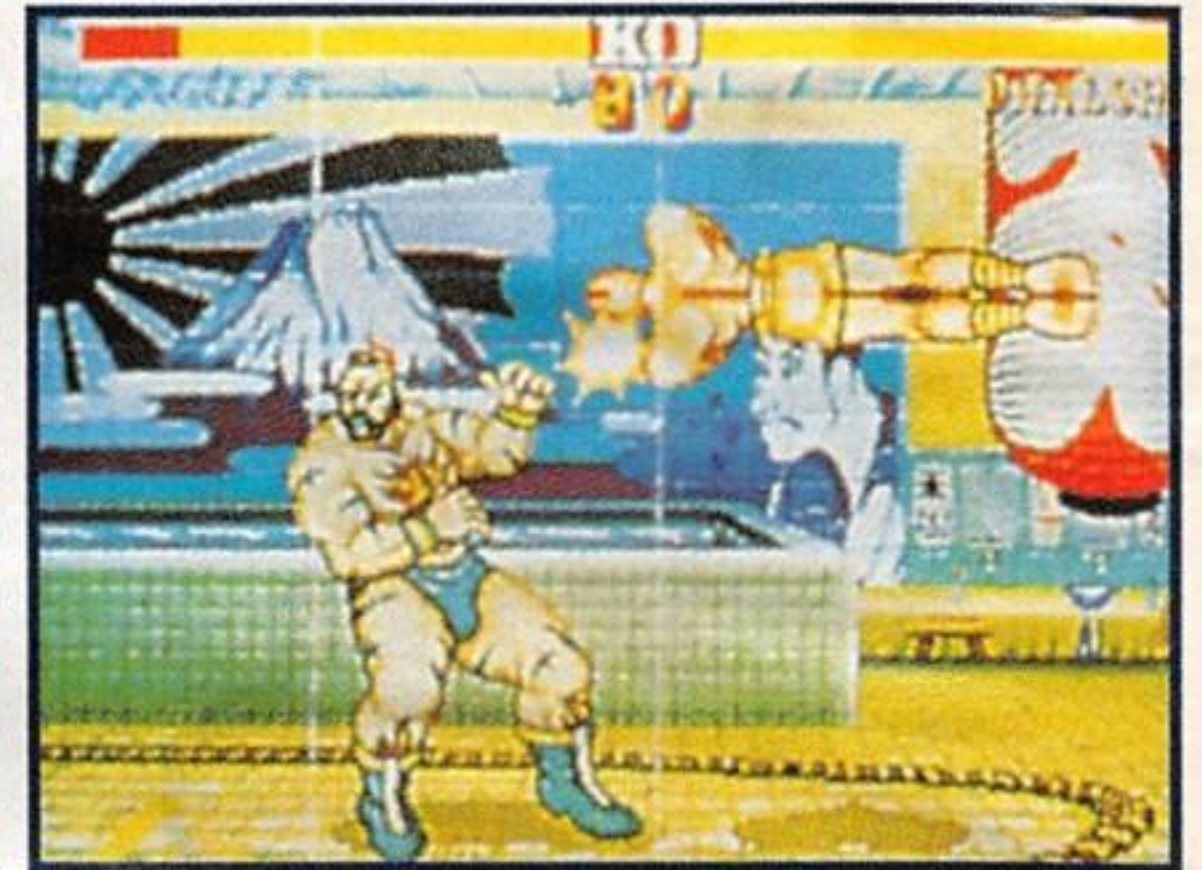
several games already, which are of a military nature. EX-OREX sees the player control a futuristic exoskeletal armoured combat vehicle, while VTOL (Vertical Take Off and Landing) lets the player pilot a Harrier Jump Jet. Hopefully when new games are ready in early 1993, we'll see some more original titles...and the Virtuality machines in Australia!

## MORE WINNERS!!!

The Aces of the Pacific competition attracted stacks of entries but in the end the ten people to walk away with the game are:

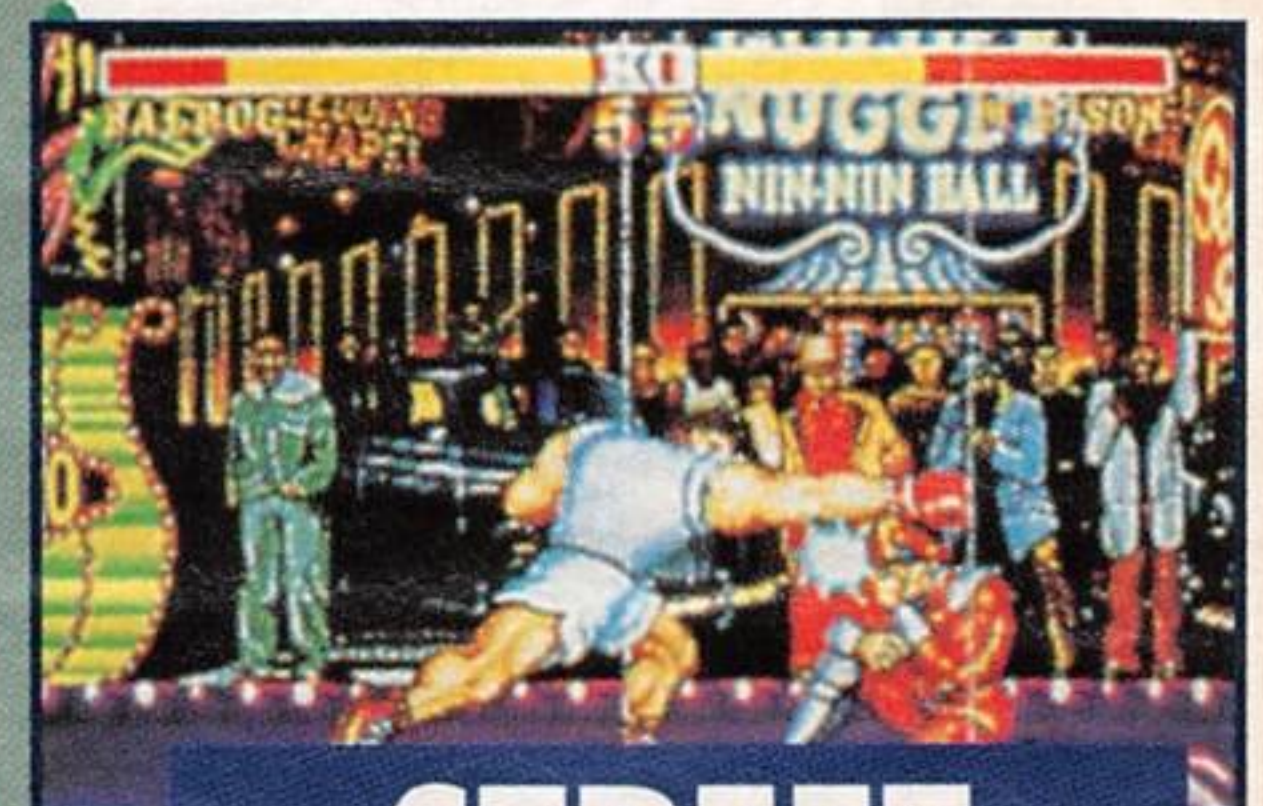
- |   |         |
|---|---------|
| R.G Francis, Adelaide S.A               | (Amiga) |
| Sean Elliot, Mildura Victoria           | (IBM)   |
| Ryan O'Connor, Adamstown NSW            | (IBM)   |
| Gordon Keefe, Bomaderry NSW             | (IBM)   |
| Daniel Penhallurick, Proserpine Qld     | (IBM)   |
| Glenn McDowell, Nth Bondi NSW           | (IBM)   |
| Brian & Nathan Garty, Berkeley Vale NSW | (IBM)   |
| James Mitchell, Burwood Victoria        | (IBM)   |
| Lionel Plug, Byford W.A                 | (IBM)   |
| Michael Volos, Redfern NSW              | (IBM)   |
- Aces of the Pacific will be winging its way out to you as soon as it flies into the country!

The biggest arcade game around at the moment has got better! Capcom unveiled the sequel to the smash hit Street Fighter II at a Game Fair in Japan. At times during the two day show, crowds up to 10 deep were trying to get a glimpse of the sizzling hot beat 'em up.



It has been a year since Street Fighter II hit the streets and it is still the most popular attraction in many game parlours. The Champion Edition includes new features and a new image, sure to make fans ecstatic. The new version features 12 characters which can be selected by the players. This includes 4 new characters - Bison, Balrog, Sagat and Vega who were previously only computer controlled and can now be controlled by the player. Both players may now select the same player character, so the fight is totally even and the best man really will win. Also improved and enhanced are the graphics, both background and figures.

As expected the release is causing a storm right around the country and your local arcade hang-out should have the machine now. If it doesn't, go somewhere else! This game is HOT!



# STREET FIGHTER II - CHAMPION EDITION



# NEW MACHINES IN THE PIPELINE

# NEWS ZONE

**1** Although not officially announced yet, it is believed that a new Amiga model is being planned to take on the consoles, which are becoming a threat to the home computer market. The Amiga 300 will keep most of the A500's specifications but will probably cost around \$400. It will continue to be based on the 68000 processor and will use the current operating system, but it will be housed in a smaller case and the numerical keyboard and side expansion port will be dropped. The expansion port is used for adding peripherals like hard drives and scanners, but manufacturers claim they will be able to develop small drives that plug into the trapdoor on the computer's underside.

It is doubtful that the A300 will reach Australia before next year, but Amiga hopes that when it does that buyers will turn away from game-only console machines to an affordable home computer. We'll wait and



**2** The Sega CD-Rom hasn't even been released in Australia yet and there's already a new machine available in Japan. The JVC Wondermega is a spunky all in one unit, which can handle both Sega Mega Drive cartridges and CD's. The Sega Mega CD was developed in conjunction with JVC and as part of that deal, JVC were allowed to release the CD/cartridge unit, which they are calling the WonderMega.

As you can see the WonderMega looks very slick in black plastic casing and will be totally compatible with all Mega Drive and Mega CD software. It went on sale in Japan

on the 1st of April, but there is no release date here yet, but it definitely won't, I repeat, won't, be this year. The price of the unit in Japan was around \$870 (Aus) but by the time it gets out here, who knows how much?

**3** Another brand new machine that won't be seen for absolutely ages is the Nintendo Super CD. With the Super NES still waiting to be released, this latest upgrade won't be out for a long, long, long time. But we've managed to get hold of an artist's impression of what the beast's going to look like. As you can see it looks pretty similar to the Sega CD-Rom and is designed to sit pretty underneath

your Super Nintendo.

The inside news is that the machine will be pretty darn hot, with a huge RAM cache which means fast loading, and the inclusion of new graphics hardware. This will include sprite scaling and rotation (at the moment only backgrounds can be done) and a polygon chip, which will make it capable of better flight sims and 3D games. To top all this off the audio and speech sampling capabilities are apparently awesome.

The Super NES CD-Rom may not make it out until late 1993, but Nintendo are hopefully going to keep the pricepoint low. They'll need to if they want to catch up with Sega's CD-Rom which is out in a couple of months.



## SEGA

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Super Monaco  
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Strider  
James Pond

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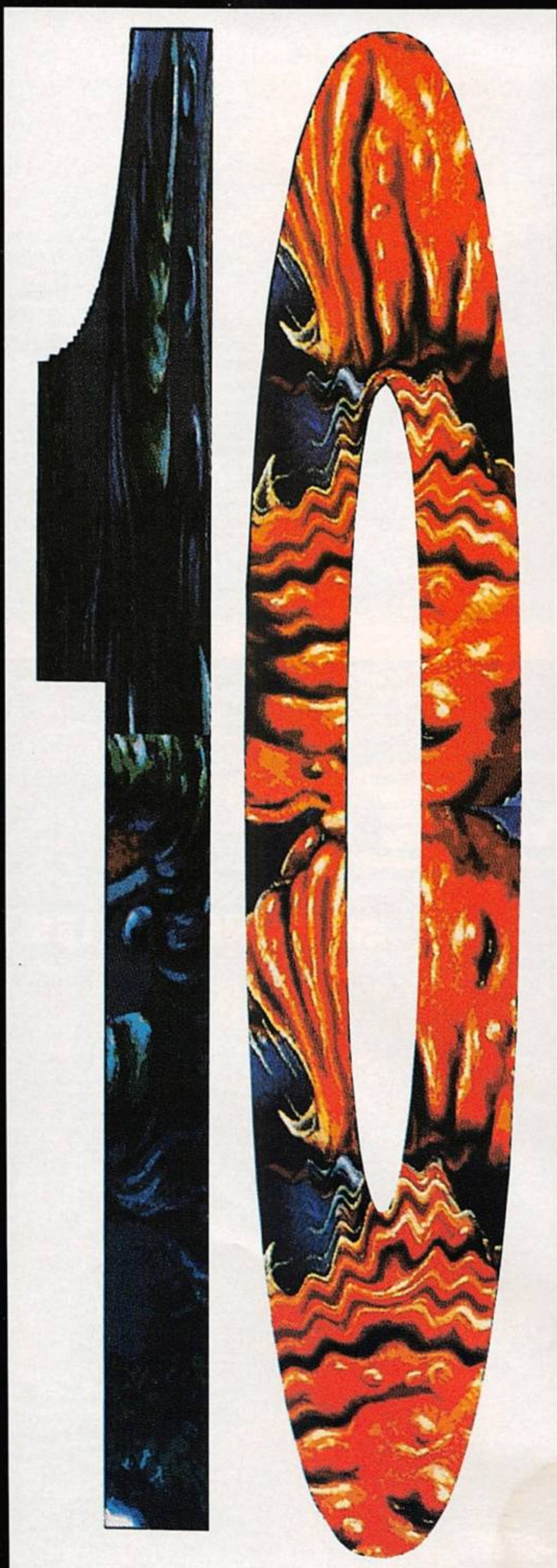
### SOME NEW TITLES

Streets of Rage  
Beast Wrestlers  
Y's III  
Sonic The Hedgehog  
Gaiars  
Vallis III  
El Viento  
Quackshot  
MERCs  
Rings of Power  
Marvel Land  
Shadow of the Beast



The latest offering  
of MEGA titles  
read 'em while  
they're hot!!

# MEGA



## CRISIS IN THE KREMLIN (SPECTRUM HOLOBYTE)

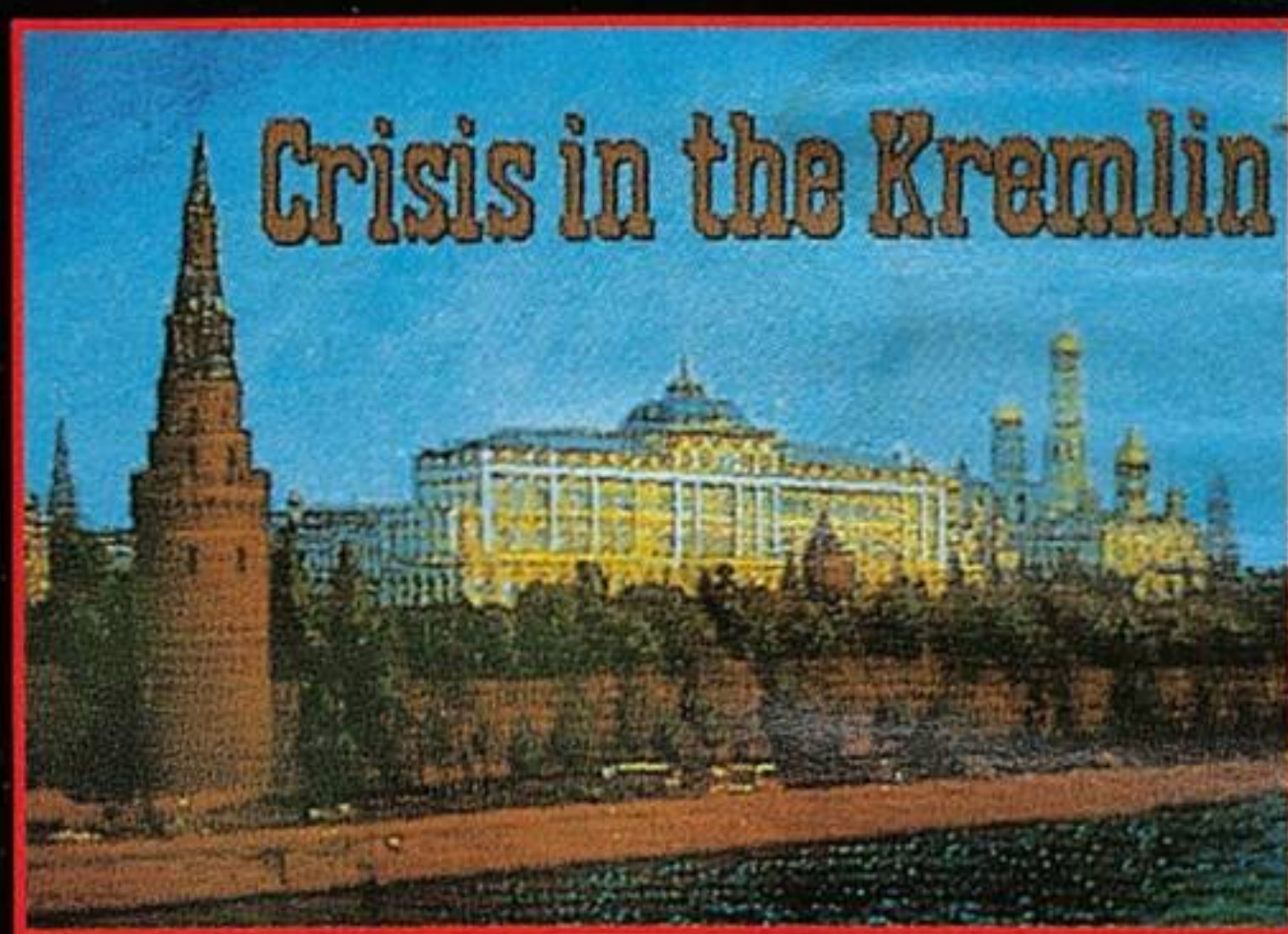
**1** Do you think you can do a better job than Gorbachev or Yeltsin? In "Crisis in the Kremlin" the future of the Soviet Union is in your hands. Players are given the opportunity to initiate realistic policies, budgets and reforms in an experimental setting. One player may choose to take on the role of a hard line Stalinist, while another could experiment with anarchy, fascism or capitalism.

Your objective as President is ultimately to stay in power for a reign of thirty years. To accomplish this, you must turn the countries losses into profits, and deter republics from defecting whilst still maintaining popular appeal. You must determine and set all economic, social and political policies for the Soviet Union. If one key area is neglected, like a house of cards the whole country will collapse.

A multi-media approach is used to give the player feedback on the ramifications of his/her actions. There are two types of feedback, news media (newspaper and television) and inner office memos. Animated TV broadcasts continually update the player on events happening within the USSR, while memos are used to report information from the KGB, Academy of Sciences and other top officials. Some will require immediate attention and action, while others could be jokes.

It's up to YOU to steer the Soviet Union out of crisis and into the 21st Century!

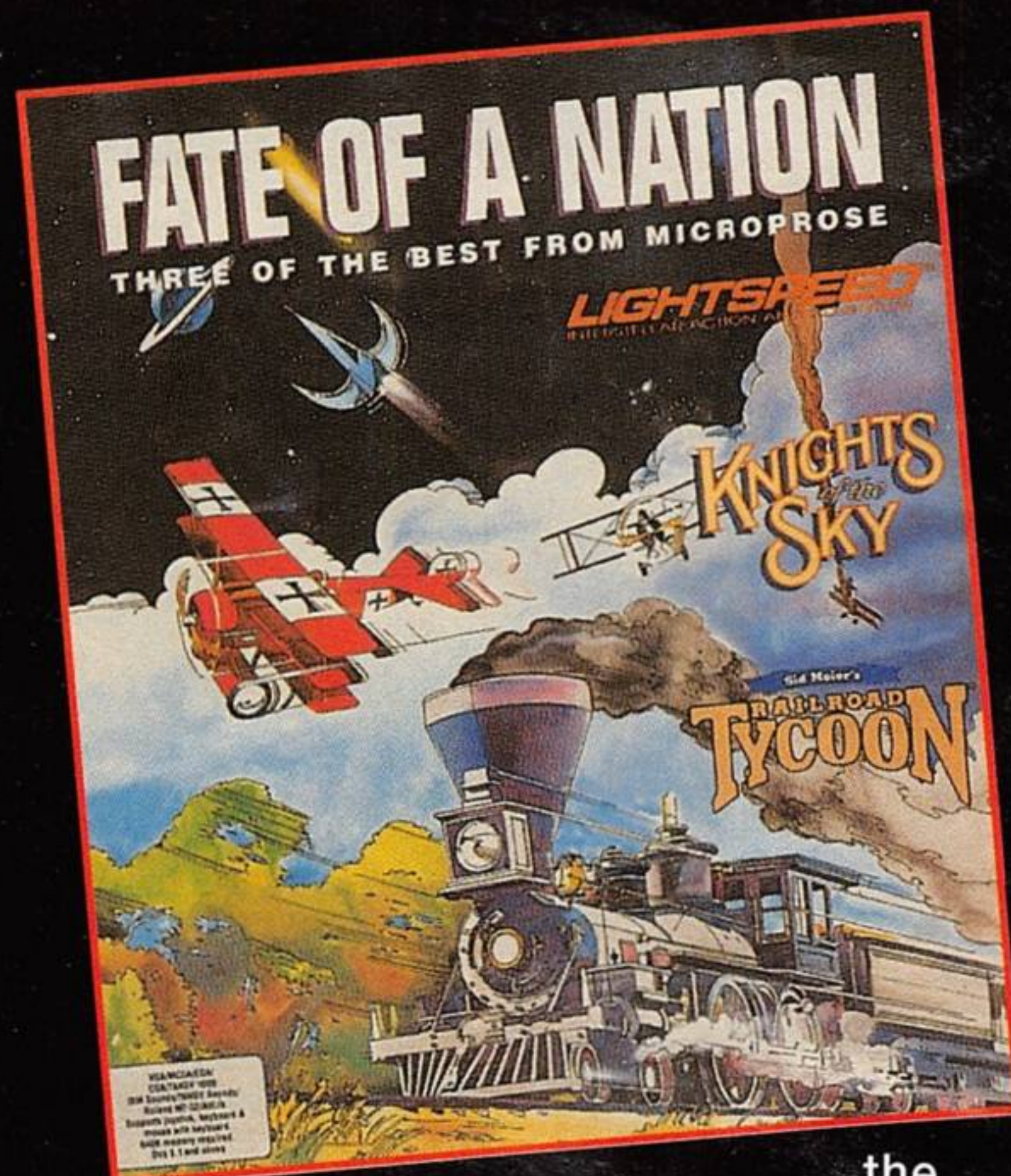
FORMAT: IBM



## FATE OF A NATION (MICROPROSE)

**2** This is a fantastic, Microprose compilation, exclusive to Australia. Containing 3 "Hall of Fame" releases from Microprose, "Railroad Tycoon", "Knights of the Sky" and "Lightspeed".

In Railroad Tycoon you control the destiny of your Railroad's operation, with every choice you make affecting



the world around you. As you change and build your rail empire you are also shaping the entire nation!

Knights of the Sky sets you in the cockpit of a World War I biplane, battling the greatest aerial aces of all time. Play against the computer or challenge a friend in this 3D illustrated flight simulation/action game. You'll play a major role in helping the Allies win the war.

In the interstellar action and adventure game, Lightspeed, Earth is an ecological wasteland and humanity must evacuate the planet to give the mother world time to recover from past generations abuse. You are the pilot of a starship sent ahead of the main fleet, who must find a planet suitable for humanity to survive. It must have resources and friendly inhabitants. These worlds are rare, but you can't take too long as the colonist on board the overcrowded transport ships will begin to die. It's up to you to ensure the future of the human race!

Format: IBM, Amiga

## SOL-FEACE (WOLFTEAM)

**3** One of the first Sega CD Rom games available in Japan is a pretty standard horizontally scrolling shoot 'em up. Not much originality in the space blasting plot, but it is incredibly fast moving with magic sound quality thanks to the CD. There's speech all the way through it which I'm sure would add to the game if it wasn't in Japanese (the English version will be here with the CD Rom). One of the Mega CD's favourite new tricks, sprite rotation, is used all the way through and the effect is very impressive, and in such an early game makes you wonder how much the Mega CD is capable of.

There are the usual features in this game like humungous end of level bosses and extra weapons. Defeat the alien space craft and dodge the floating



space junk if you want to succeed in your mission and save the Universe!

Format: Sega Mega CD-Rom

## PARASOL STARS (OCEAN)

**4** After saving the Rainbow Islands, Bub and Bob are having a well-earned rest. But the evil Chaostikahn has other plans and has a fiendish plots to destroy the Parasol Stars. Our two heroes are once again called upon to save the day, this time armed with a new-found gift of magical umbrellas.

Battle through 8 stars and 3 secret hidden worlds, each containing 7 levels of intense arcade action. Each planet is inhabited with its own individual creatures and cuties. Musicworld is overrun by pianos and other musical instruments, while the killer teddies in Toyworld definately haven't come out to play!

Using your parasol as a weapon, plus anything else you can pick up and throw (including your partner), you must complete all 77 levels to defeat the evil forces of Chaos. Make sure to collect fruit and other bonus items to increase your power.

Parasol Stars is a teasingly addictive arcade extravaganza, with Bub and Bob in top form!

Format: Amiga, C-64, Atari



## LAURA BOW II: THE DAGGER OF AMON RA (SIERRA)

**5** Sierra's brand new murder mystery is the follow up game to "The Colonel's Bequest". That game became well known for its unconventional playing format, where events unfolded whether the player witnessed them or not, making for a more realistic and less structured gameplay. The heroine of that game was Laura Bow, an independent and attractive college student who found herself caught up in plots of murder and intrigue.

Now Laura has started work as a newspaper reporter, and has been given the task of writing the story on the theft of the priceless Dagger of Amon Ra from the Egyptian display at a New York museum. As soon as Laura steps inside the museum though, people start dropping dead left, right and center. She is forced to find the murderer, or become a victim herself!

Wonderfully detailed art-deco style graphics and dramatic storyline make Laura Bow II an engrossing game. Fans of good murder mysteries shouldn't miss it.

Format: IBM, Amiga

## AIR SUPPORT (PSYGNOSIS)

**6** It is the future; Armed warfare has advanced to such a dangerous stage as to render it too deadly to use (in an "oops I've blown the world up" kind of way). Major conflict is now carried out in simulation only.

From your Command Centre you have control of a powerful fleet of hi-tech vehicles with which to engage enemies in conflict. However, to prove yourself worthy of command, you're required to hone your skills as a pilot and strategist in tough training missions before you may advance sufficiently to take on the enemy for real.

Utilising a unique Frac-Scape technique and featuring incredibly realistic virtual 3D, Air Support breaks down the barrier between simulation and reality.

Format: IBM

## BAT II (UBISOFT)

**7** A thrilling role playing adventure saga. A huge game with more than 200 screens; A new sound system which provides an extremely realistic sound atmosphere; 4 flight simulators; A car race (via express): Confrontations with street fighters where two options are available: either strategy or arcade. Beware of confrontations with street fighters where two options are available: either strategy or arcade. Beware of confrontations with gladiators!

Format: IBM

## STUNT ISLAND (DISNEY)

**8** Stunt Island was created for the express purpose of staging and filming the most exciting and dangerous stunts used in movies today.

You will have the opportunity to learn both stunt flying and moviemaking from the masters of their craft. Fly hot stunt planes like the Pitts Special and P-51 Mustang doing everything from racing to inverted loops to crashing into buildings. As you progress you can study the art of filming stunts: choreographing, placing cameras, directing and editing. The program includes numerous aircraft, an edit room, scenery construction feature and a theater in which to show your finished films.

Format: IBM

## RED ZONE (PSYGNOSIS)

**9** Red turns to green as Psygnosis go for pole position with RED Zone: Their hell-for-leather bike race simulator.

Staddle a mighty machine, kickstart her into screaming action and take control of one of the fastest vehicles on two wheels. Burn rubber as you fight for first place and strive for the thrill of taking the chequered flag ahead of the pack.

Authentic recreations of world-famous racing circuits; Practice Laps which enable you to hone your riding skills to perfection; Many and various viewpoints from which to experience your racing performance; First & third person perspective views of the action; Painfully detailed action replays of 'where you went wrong'; Realistic crowd and machine FX. Burn into the Red Zone!

Format: IBM

## DARKSEED (CYBERDREAMS)

**10** Darkseed is terrifying new adventure game based on the fantastic artwork of Swiss surrealist H.R Giger who also inspired the design for Alien, Poltergeist II and the forthcoming Aliens 3. His biomechanical Dark World, depicts the synthesis of technology and biology as they might evolve without the influence of man. In the transfer of Giger's artwork to the computer screen, the result is one of the most graphically unique products ever produced for the PC and Amiga.

You are Mark Dawson, a writer who has just bought an old Victorian house. You are haunted by a terrifying nightmare and as you explore the house you discover a passage to the Dark World. It is a world inhabited by an ancient and dying civilisation of evil creatures, who have chosen Mike to help in their breeding process. Your chilling adventure has only just begun....

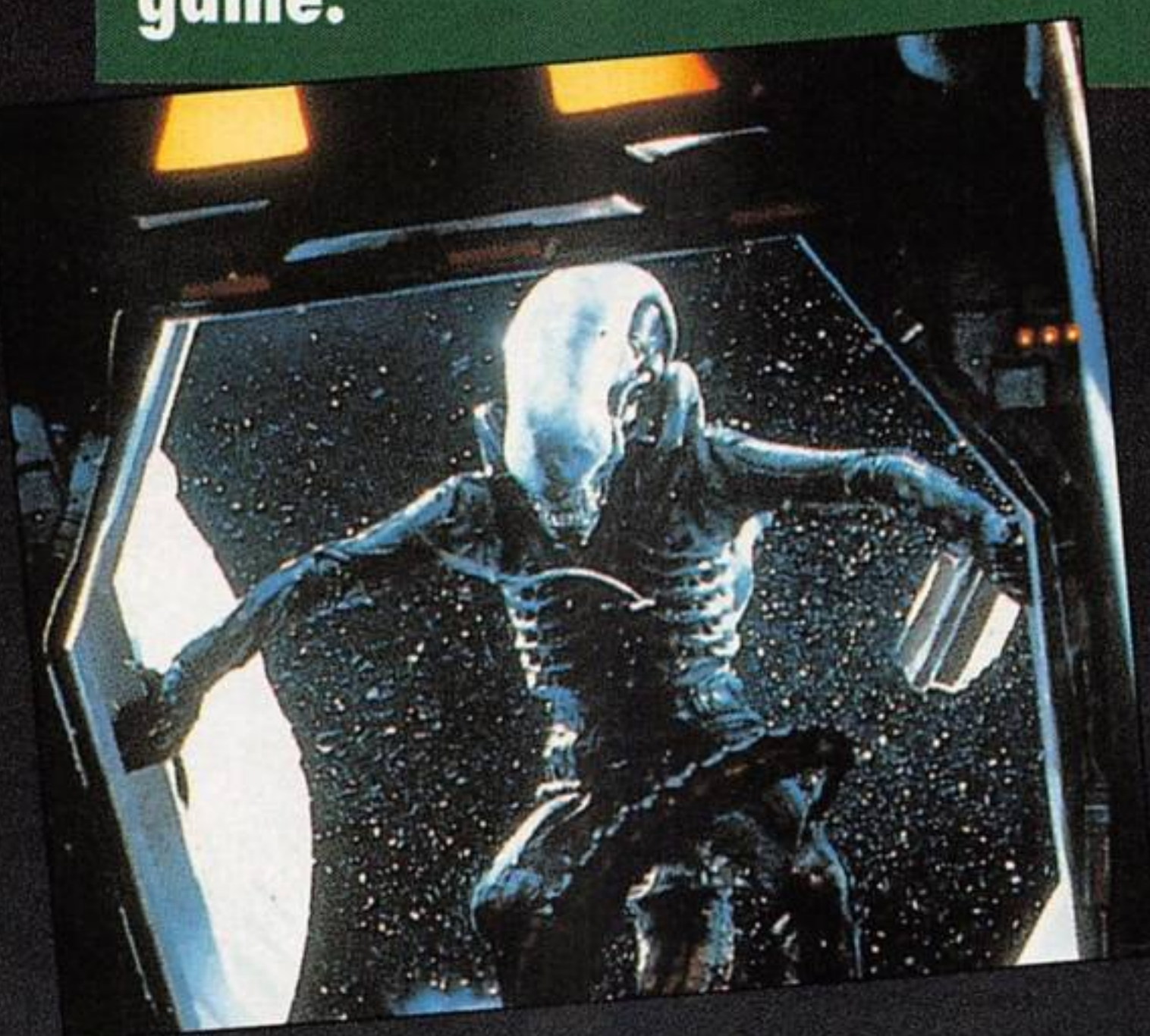


**T**he bitch is finally back! After months of rumour, controversy and re-shooting, the long-awaited *Aliens 3* hits movie screens all over the country on June 4. And it promises to be just as superb as its predecessors.

**STUART CLARKE** takes a look at the history of the *Aliens* series and reveals some inside information on the new movie and computer game.

# ALIEN

## DRIBBLING ON YOUR SCRA



**THE** dark and horrifying *Alien* directed by *Blade Runner's* Ridley Scott, first landed in cinemas in 1979 and starred Tom Skerritt, Sigourney Weaver, John Hurt and Harry Dean Stanton. The movie became synonymous with the by-line "In space no one can hear you scream". There was plenty of screaming going on in audiences however, as the crew of the spaceship *Nostromo* were slowly killed by the seemingly indestructible alien.

The action takes place far away, both in space and time, when the seven crew on board the *Nostromo*, who are returning to Earth on board their battered commercial freighter, receive a distress call which they can't ignore. After landing on the barren planet a crew member (John Hurt) unwittingly brings an alien on board. Once out in space again, the face-hugging extra-terrestrial embryo kills him in a spectacular belly-bursting fashion and then escapes. The remaining crew tries desperately to destroy the creature, whose blood is acid and who hides in the dark air vents and passages, but they are killed one by one. Finally only Ellen Ripley, (Sigourney Weaver), and her cat are left to face the horrifying menace. Ripley leaves the ship



in a pod and destroys the *Nostromo*, but the alien has managed to climb aboard the escape capsule and in a climactic finish Ripley blasts the beast out of the airlock into a spacey grave. She then places herself in hypersleep and waits for rescue.

*Aliens* - the sequel to the classic, took until 1986, this time was directed by James Cameron (*Terminator 1 & 2*, *The Abyss*). Sigourney Weaver again takes up the role of Ripley, who has spent 57 years floating in hypersleep before her escape pod was discovered. Having to cope with this revelation she then learns that the alien menace she thought she had destroyed, has in fact, only just begun. The lifeless planet L.V.426 where the *Nostromo* answered the distress call, has been colonised in the intervening half century, and now communication with the settlers has just been lost. The Company sends her back to the planet with a team of battle hardened space marines to investigate the problem.

They find the human colonists massacred and cocooned by thousands of aliens, the only survivor - a little girl called

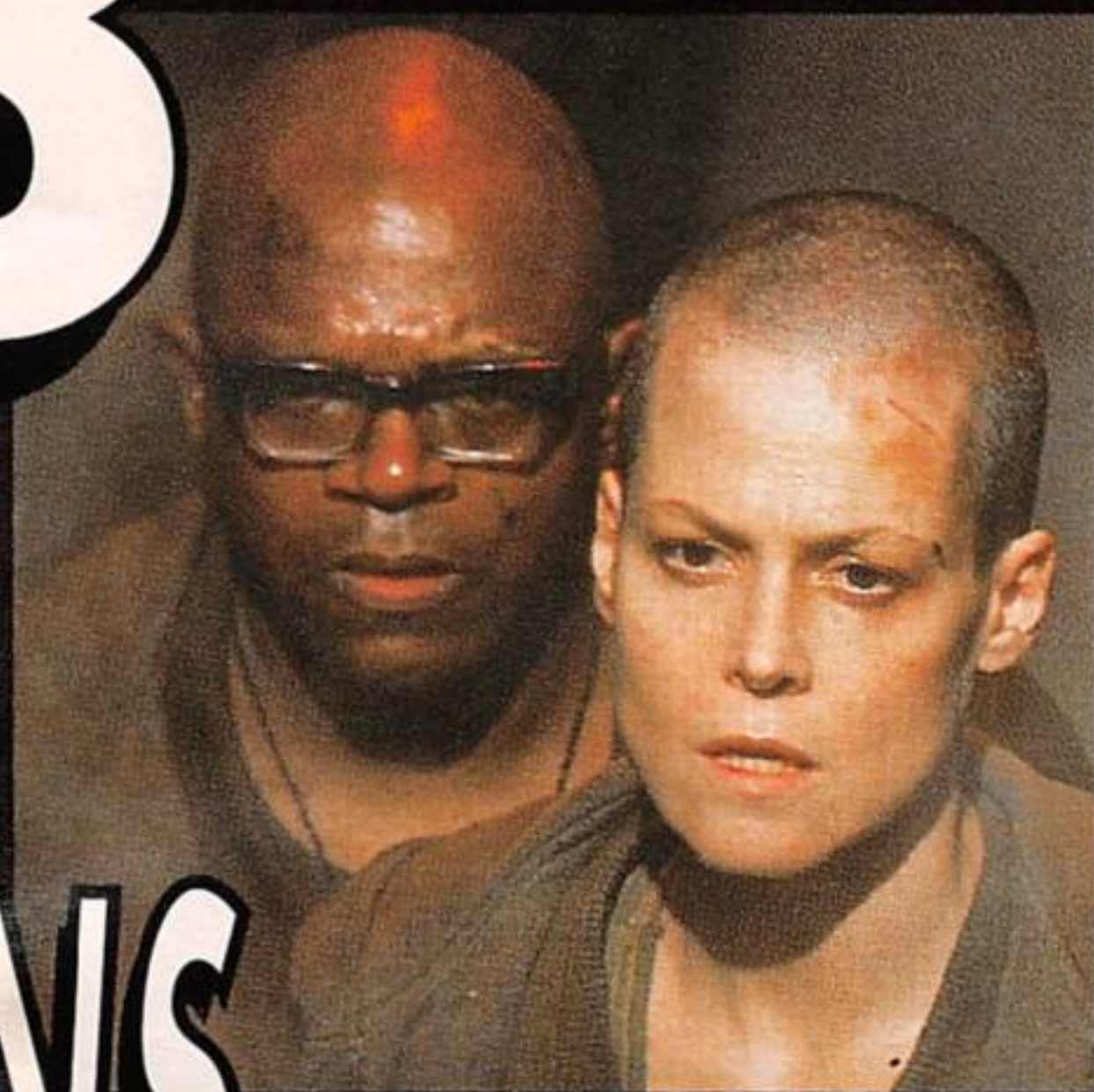
Newt. When the aliens attack, the marines prove no match for these killing machines and soon only Ripley and Newt are left to face the monstrous Queen. Armed with grenades and flame thrower they manage to escape with the help of the android Bishop (Lance Henriksen), who is piloting the spacecraft's drop ship. Once back on board their ship, the *Sulaco*, they discover the queen bitch has followed them, and after watching Bishop spectacularly ripped apart, Ripley wrestles the monstrous creature in a mechanical suit used for freight lifting. Once again Ripley manages to eject the alien out of the air lock and everyone breaths alot easier.

The Special Edition of *Aliens* which contains 17 minutes of movie footage that was edited from the theatrical release, has just been released on video. Apart from more action sequences, it includes the revelation that Ripley's daughter died an old woman while Ripley was floating in hypersleep. The Special Edition also gives a background to Newt's family and their discovery of the aliens in their mining colony.



# 3

# REENS...



The restored version is a timely release for the fans of the series, who are currently dribbling just like our cover model, at the thought of *Aliens 3*.

The plot of the new movie has been a well kept secret, probably due to the fact that not even the movie-makers have decided where to take the story. First time director David Fincher has reshot the ending three times and final editing is taking place only weeks before it opens across the world.

This is the basic storyline that has been

revealed so far... A facehugger alien has somehow survived, and causes Ripley's medical chamber to eject from the *Sulaco*, crashlanding into the acidic ocean of an extremely inhospitable prison planet. While waiting for rescue she must cope with this harsh, barren hell-hole. She is forced to shave her hair off to avoid a lice infestation. When Ripley re-energises Bishop's remains, he confirms her suspicions that an alien embryo is growing inside her body. A Company scientist, who is also Bishop's human template arrives, to fight the chest burster, and Ripley once again finds herself fighting the alien horrors, but this time with no fancy weaponry on her side.

That's all that's been revealed at the moment, but from the film's previews it looks as dark and terrifying as the previous episodes. A large factor in the series' popularity is that at the core of the movies there has always been the designs of H.R Giger, a Swiss surrealist artist. He won an Academy award for the design of the original *Alien* and his unique "biomechanical" style inspired the creatures and sets, which have revolutionised the look of science fiction forever. He has also inspired and designed several computer games, including the new role-playing adventure, *Darkseed*.

*Aliens 3* is in the process of being made

into a game, and the designers are using the movie sets as inspiration, so expect equally dark and terrifyingly detailed screens. At the moment the finishing touches are being added to the Sega Mega Drive, Master System and Game Gear versions, with PC and Amiga versions hopefully to follow shortly.

As revealed last issue the game is taking some artistic liberties with the film's plot, with lots of weapons being available for Ripley to blast the gooey creatures away. The basic storyboard for the game is simple. Parallax scrolling levels of the planet will form the backdrops to a constant barrage of high-action gameplay. The eight main stages in the movie will be represented by graphical changes in the game. You are Ripley, of course, and must move through the prison colony, rescuing prisoners who have been cocooned and destroying the alien beasties that are lurking about. The slimy face huggers are a constant menace and a Queen Bitch alien must be destroyed at the end of each level. Once more it's up to Ripley to save not only herself but everyone around her.

The game probably won't be out in Australia until October this year but in the meantime get the pants scared off you in the movie which opens in cinemas around the country on June 4.



**WIN!**

## MEGA Alien Prizes to the value of \$3000

O.K here's the dirt. Pick the prize or prizes you'd like to win and if you think you can answer the really tricky questions that go with it, then phone the 0055 hotline number next to the prize. (Hint: All the answers are in the article!)

When you call the prize hotlines, you will be asked to answer the questions shown against each prize. If you somehow manage to pick the right answer, your name will be placed into the draw for that prize, so remember to leave your name, address and telephone number.

The prize hotlines are open 24 hours a day, 7 days a week. You can call as many times as you like but if you're under 18, you must get your parents permission first. Calls are charged at 70c per minute.

The closing date is 5.00 p.m. on Monday 22 June, 1992. Get to it Megaheads!

### ALIEN 1 VIDEO

We've got 20 video copies of the original classic to give away!

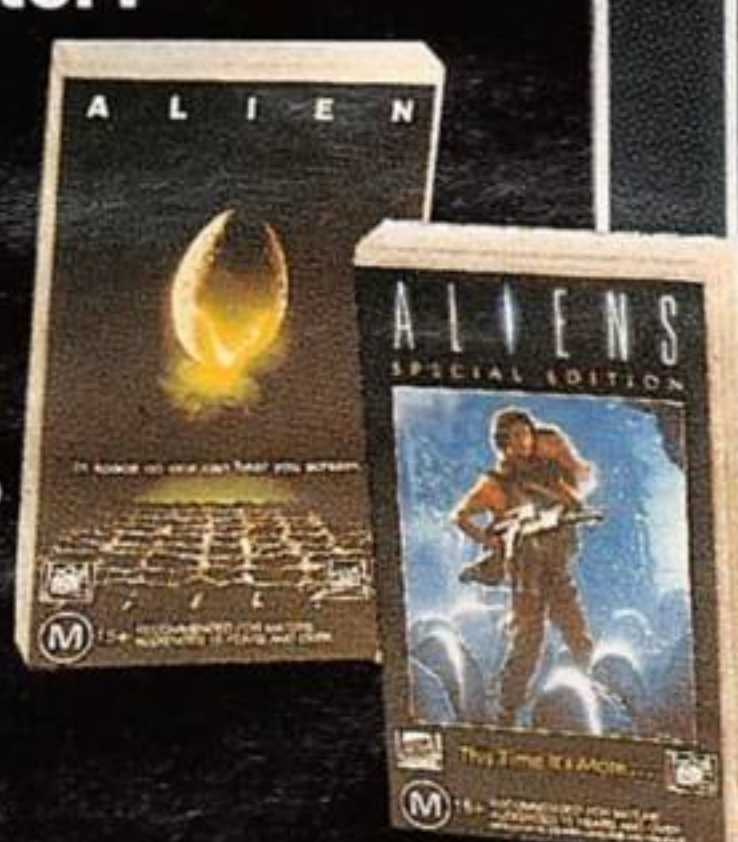
Q1. What was the name of the space freighter?

- 1) the Enterprise
- 2) the Nostromo
- 3) the Titanic

Q2. Who was the alien's first victim?

- 1) Ripley's cat
- 2) Ridley Scott
- 3) John Hurt

Phone: 0055 25061



### ALIEN 2 VIDEO

WIN one of 20 videos of the second movie blockbuster!

Q1. How many years did Ripley spent in hypersleep?

- 1) 57
- 2) 86
- 3) 18

Q2. Who rescued Ripley and Newt from the planet?

- 1) Burke
- 2) Bishop
- 3) Scotty

Phone: 0055 25063

### ALIEN 3 MOVIE TICKETS

There are 75 in season double movie passes to see the awesome new ALIEN 3

Q1. Why does Ripley shave her hair off?

- 1) As a fashion statement
- 2) A new religion
- 3) A lice infestation

Q2. What system is the Alien 3 video game first coming out on?

- 1) Sega
- 2) Nintendo
- 3) Atari

Phone: 0055 25062

**WIN!**



# DANNII JUMPING TO THE HANDHELD BEAT

**M**ost pop stars go on promotional trips to exotic places in all corners of the globe... not so DANNII MINOGUE - her latest promo trip took her... home! In the two weeks Dannii spent in Australia recently, she managed to catch up with her family and friends, appear on just about every TV show (including the Logies) and chat to the press. When a little birdie told MEGAZONE that Dannii's secret passion was playing the odd computer game, the Ed (who wanted to go himself) sent GABRIEL WILDER to catch up with her to find out what she'd been doing, which games are her favourites and to ask her to road test Sonic the Hedgehog on the Game Gear.

It is 10.30 on a Monday Morning and I am slouched on a couch in the very glamorous 'lounge' of the Sebel Townhouse looking decidedly unglamorous. Dannii Minogue is sitting across from me sipping an orange juice looking absolutely gorgeous (*Don't rub it in!* - Ed). The fact that she is able to achieve this fabulous feat at such an hour is just one of the reasons she is a pop star and I am a journalist. But enough of philosophy - let's get to it! (As her big sister recently said in a song.)

Since Home And Away beat Neighbours at its own game in the UK, Dannii has been a star. She has had half a dozen tunes land in the English Top 40 and been awarded two gold LPs - as well as making a clean sweep in the odd readers poll (sometimes outdoing Kylie!). It is not surprising then, that for the past year she has been living in London, travelling from there to Europe and the States where her first single (*Jump To The Beat*) has just been released. After her whirlwind trip back home, Dannii is heading straight back to the UK to start working on her second bona fide LP (her latest LP is a compilation of tracks from her first album along with new singles and remixes). Meantime, she continues to play computer games whenever she can!

Dannii first became addicted to video games when she was recording her first album in New York. "Sometimes there'd be one note that I just couldn't get - every time I went to sing it, it just wouldn't come out right...and there were these video games outside the studio called Rolling Thunder, which I was completely addicted to, and whenever I couldn't get a note and was really frustrated, I'd go and work out all my stress and frustration on the video machine."

**Now she has a Game Boy - which she has customised herself!**

**"I've just painted and scribbled all over it and stuck things on - it's now a designer one!** There was a competition in an English magazine that all these stars were going to custom-design a Nintendo and they were going to give them away, so I did one and thought, 'I like this' so I started on mine, which I haven't finished yet."

Her favourite game is Tetris. "Tetris on linkup is the best! But I also play Super Mario Land, Revenge of the Gaters and Doctor Mario. The other kind of spacy ones and shooting ones I'm not real good at."

OK then, let's get down to the nitty gritty: what's your highest score?

She immediately looks extremely embarrassed. "I haven't played in the last few months, I haven't picked it up at all, I've just been flat out..." she says trying to weasel her way out it, "... but on Tetris my highest score is... oh, the people that read Megazone are



just gonna go, 'That's really bad!' if they play all the time!"

Come on, Dannii, confess! "It's 134 lines on Tetris - I don't know what the score is, I just look at the lines - and SuperMario Land I get to the bit under water where you're shooting from the little ship and I can't pass that stage because I lost the game. I was in a hotel and I left and I was on the plane going somewhere and I was like, where's my SuperMario Land? And I'd left it behind. So I haven't played that in about eight months. Um, Doctor Mario I don't know what the score is on that, but that's so addictive. If you start playing that you won't listen to what anybody's saying to you."

But if she doesn't win any prizes for scoring, she probably comes tops for endurance! "The longest I ever played was when I first got my Game Boy in Japan and I played all the way back to London which was 11 hours... it was sick! They came with the meals and me and my friend would just go (mimes brushing them away), 'No! No! Don't'. Then it's like, 'Oh! battery change!' We stocked up on batteries and we just had a drink and kept on playing."

Strange as it may seem, a pop star's life is perfectly suited to playing handheld computer games because somehow they always seem to be waiting - at airports and on planes and trains... "It's the planes, trains and automobiles tour," she explains, taking a swig of her OJ. "You're always travelling somewhere so you just sort of pick it up. I played in Japan on the bullet trains all the time."

But does she

play them any other time - or just when she's travelling from country to country?

"Only when I'm travelling... but I'm always travelling, so I guess that's all the time!"

**Now it's Sonic the Hedgehog time. When I pull out the Sega Game Gear, Dannii takes one look at it and throws her hands up in horror.**

"Oh no, I'm not good at these... Bros (remember them? - Ed) had one of these when we were travelling and they said, 'You've gotta play... They had a big one, though, it was some surfing thing, you had to surf into...' " She trails off. The Game Gear is in her hands, and from now on it's all I can do to get a coherent word out of her!

**"It goes really fast! What's this thing up here? Oh! It goes so fast!! Whoops - I've gotta dodge these little things... Is this on fast speed or something?..."** So once it turns into a totem pole, you've got it..." she mutters in a language totally

incomprehensible to most!

"Yay... I got the other crab... You've gotta go through the rebounder before you get to the spikes... see there's a little stop sign... this is such a tension game! I think my nerves would be shot after playing this for a while. Yay! Look at his face!"

Dannii's verdict is conclusive: she loves it.

"Very good. Very good," she says after I've wrestled it out of her hands. "Great graphics and the most addictive, tense nervewracking game." (That's a compliment!)

She's also impressed by the TV tuner. "The TV's great - kids can have their own TV in their room. Wow."

Unfortunately for Dannii, our time is up, and I must pack away the Game Gear and leave her to next interview. She looks sad - but hey! She's a professional, resigned to the fact it's not every interviewer who comes equipped with some fabulous computer game... only those from MEGAZONE!

**Dannii has a new LP out called "Love And Kisses And..." (ohh, don't I get anything else - Ed) that contains her new singles (Jump To The Beat and Baby Love) as well as many of the tracks from her first album in a remixed form (the remix of Love And Kisses is excellent!).**

**If you'd like to win one of ten cassettes of "Love And Kisses And..." (fill in the missing word! - Ed)**

**Write to: DANNII COMP, MEGAZONE MAGAZINE, Locked Bag 7, Rosebery 2018 and along with your name and address tell us what you think the missing word/s in the album title should be. The 10 funniest, but tasteful, answers will win the cassette!**







# A\* C\* A\* E\* S OF THE PACIFIC

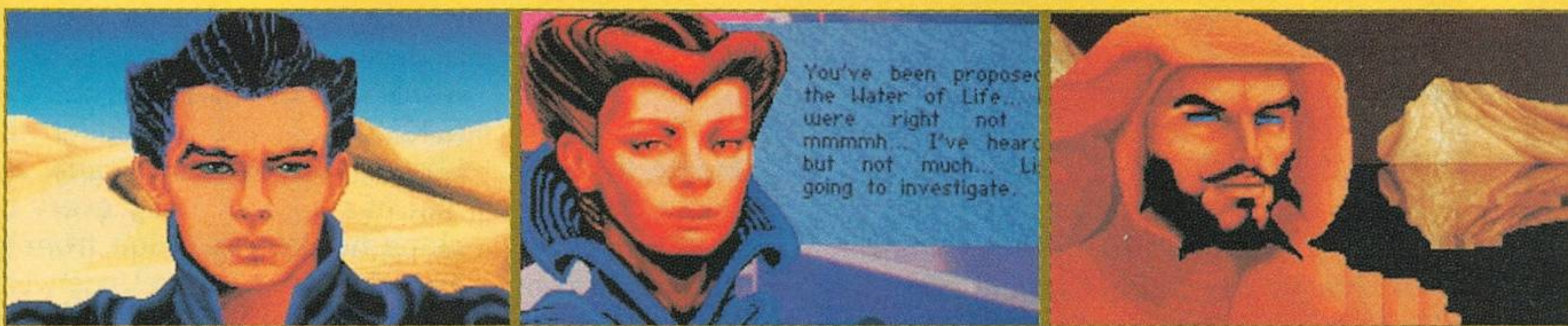


"THE BENCHMARK OF THE '90'S FOR FLIGHT SIMULATORS." - SHAY ADDAMS, SIMULATION!™ MAGAZINE

**Dynamix**  
PART OF THE SIERRA FAMILY



Paul Atreides (Maud'dib to the Fremen), His mystical mother Jessica and Stilgar



**O**n its publication in 1968, the epic novel *Dune* won author Frank Herbert both the coveted Nebula and Hugo awards for science fiction literature. It spawned four sequels and earned countless devoted fans around the world.

At the heart of the story is the most valuable commodity in the universe - spice. Spice, otherwise known as melange, is only found in the sands of Dune and prolongs life, extends consciousness and is used by navigators through space. The action of this drug-dominated universe focuses on the rivalry between the Houses of Atreides and the Harkonnen. The Fremen, fierce native warriors enslaved by the Harkonnens, form an alliance with the Houses of Atreides to rid the planet of Harkonnen rule.

The novel was turned into a big budget film directed by David "Twin Peaks" Lynch and starring Sting and Kyle McLachlan. It quietly failed at the box office, as the plot was almost incomprehensible to those who had not read the book. The game's development team at Cyro Interactive Entertainment ensured that same problem did not happen with the game by having the explanatory Manual of Maud'dib constantly accessible. So *Dune* new-comers will be able to jump straight into this surreal adventure of power and ambition.

You play the character of Paul Atreides and must seize the current opportunity to drive your long-standing nemesis, the Baron Harkonnen, from Dune. To succeed in this you must prove to the Fremen that you are the great leader, Maud'dib, foreseen in their prophecies. But before you can proceed with forever changing the fate of mankind, you must uncover the traitor who threatens to annihilate you and all who follow the House of Atreides.

Rather than attempting to capture the intricate details of the struggle between the two opposing ideologies, the computer game version of *Dune* does not focus on storytelling, but on strategic planning instead. The first hour of gameplay will concentrate mainly on familiarising yourself with your family, the environment, the

**"Know now that the year is 10,191. The known universe is ruled by my father, the Padishah emperor. In this time the most precious substance in the universe is the spice Melange. The spice extends life and expands consciousness - which is vital to space travel.**

Fremen and the ornithopter, which is an insect-like helicopter providing your only safe passage across the huge sandy deserts.

Once you've mastered ornithopter flight you must travel to the Fremen camps to try and enlist their support against the Harkonnens, as well as getting them to mine the precious spice. Use your psychic powers along with armed combat and strategic planning to drive the Harkonnens off Dune, and become the prophesied leader Maud'dib, who can control the huge sandworms that slither beneath the planet's desert sands.

# DUNE

**Just moments ago, my father ordered the House of Atreides to journey to the desolate planet of Arrakis, or Dune as it is also known, to break the spice production monopoly of the brutal Harkonnens."**

From the "Manual of Maud'dib" by Princess Irulan

*Dune* is due for release in June through Virgin, and from all reports, looks set to emulate the success of the novel, rather than the film!

Views from the ornithopter



Feyd Ruthha (otherwise known as Sting), the rather large Baron Harkonnen and a Fremen woman





**A**NDREW "E.T" ETTINGSHAUSEN began his professional Rugby League career in 1983 when he made the first grade side for the Cronulla Sharks while still at school. 15 International Test Matches and 14 State of Origin's later, E.T has become a household name...well, at least in all those households that follow "the greatest game of all". Mega-Ed STUART CLARKE had a chat to the League great about his career and involvement with the new game "E.T's Rugby League" which is out now on AMIGA and IBM PC.

**Why did you start playing Rugby League?**

"I've been playing since I was six years old, so it was probably my mates. I just wanted to get involved with friends, and that's basically been it the whole way through. It's good to be able to play team sport with heaps of friends and keep fit and healthy as well."

**Why not soccer, Rugby Union or some other sport?**

"At my school the majority of kids played League and all my mates were playing it, so I thought I better get involved."

**When did you realise you wanted to play professionally?**

"I made a lot of representative teams as I was coming through school. When I got to about sixteen, Cronulla asked if I wanted to try out for the Sharks. When I started making the rep teams, I made my own decision, that I wanted to get involved and hopefully make the first grade team one day"

**What's been the highlight of your career so far?**

"I think 1990's Kangaroo tour was my highlight. It was just fabulous. It was a dream of mine to play over in England on tour, and the dream came true."

**Apart from playing Rugby League, you also tour around schools promoting the game. What exactly do you do in those classes?**

"Basically just talk to the kids about health and fitness. Rugby League's such a high profile sport that the kids always have plenty of questions to ask, so I do my best to answer them."

**Do you think the new computer game will come in handy in these classroom situations?**

"Yeah definately, I think it's great. There's such a market out there for it because there's so many kids that love Rugby League - collect all the footy cards and everything, so this is a bit of a step up for them"

**Have you ever been much of a computer games fan?**

"I've always had a big interest in them. The only time I ever get

to play them though is around at my cousin's place. They're just mad, they've got every computer game there is and I just sit down there and do my best. Without a lot of practice I'm not much good at most of them, but a few of them I give a bit of competition!"

**Do you have any favourite games?**

"I like the sports ones. There's some great tennis and golf ones out, so I've played quite a lot of those."

**What did you think "E.T's Rugby League" was going to be like before you saw it?**

"I didn't know how it was going to evolve, but it all basically started when I was looking around a computer store and noticed that there wasn't any Rugby League games there. I thought that this has got to be the way to go, I'm sure there'll be lots of people who'll love to play that. Then we got involved with Ozi-

of time playing them. Willy Carne from the Brisbane Bronco's is another one. I've roomed a number of time with Willy, when we go on tour, and he brings along one of the handheld games. Ours always seems to be the busiest room, all the players come in, and we'll be playing all sorts of games!"

**Do you think the computer game will convert fans to Rugby League?**

"There's not a doubt that it will help. People won't have to go out to the game to learn a bit about it, and they can sit there with a friend and work out the game. It'll probably help a lot of people to understand the rules of the game and how it's played."

**Do you think the people who play the game will be those who also play the real thing, or will they be spectators who don't want to go on the field?**

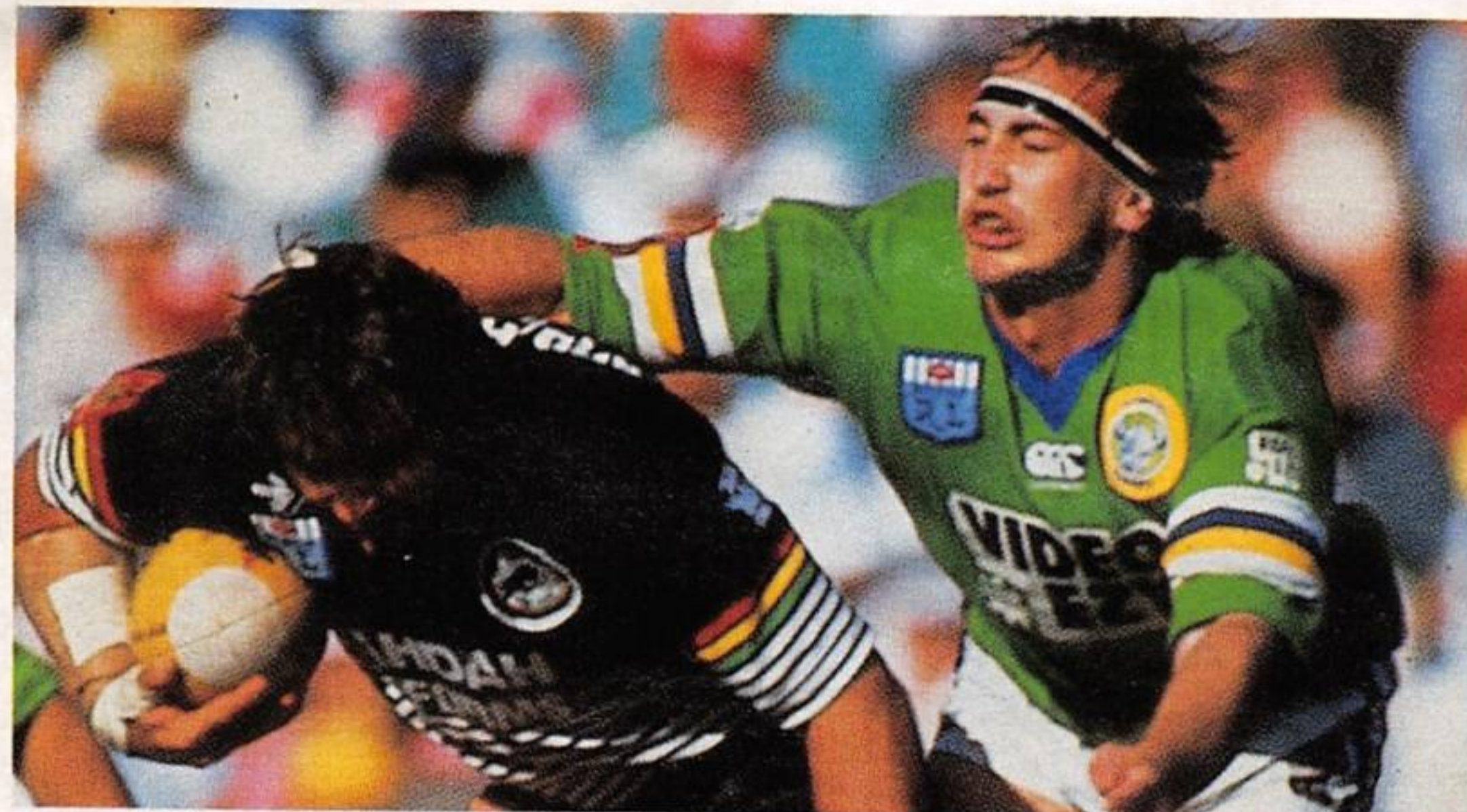
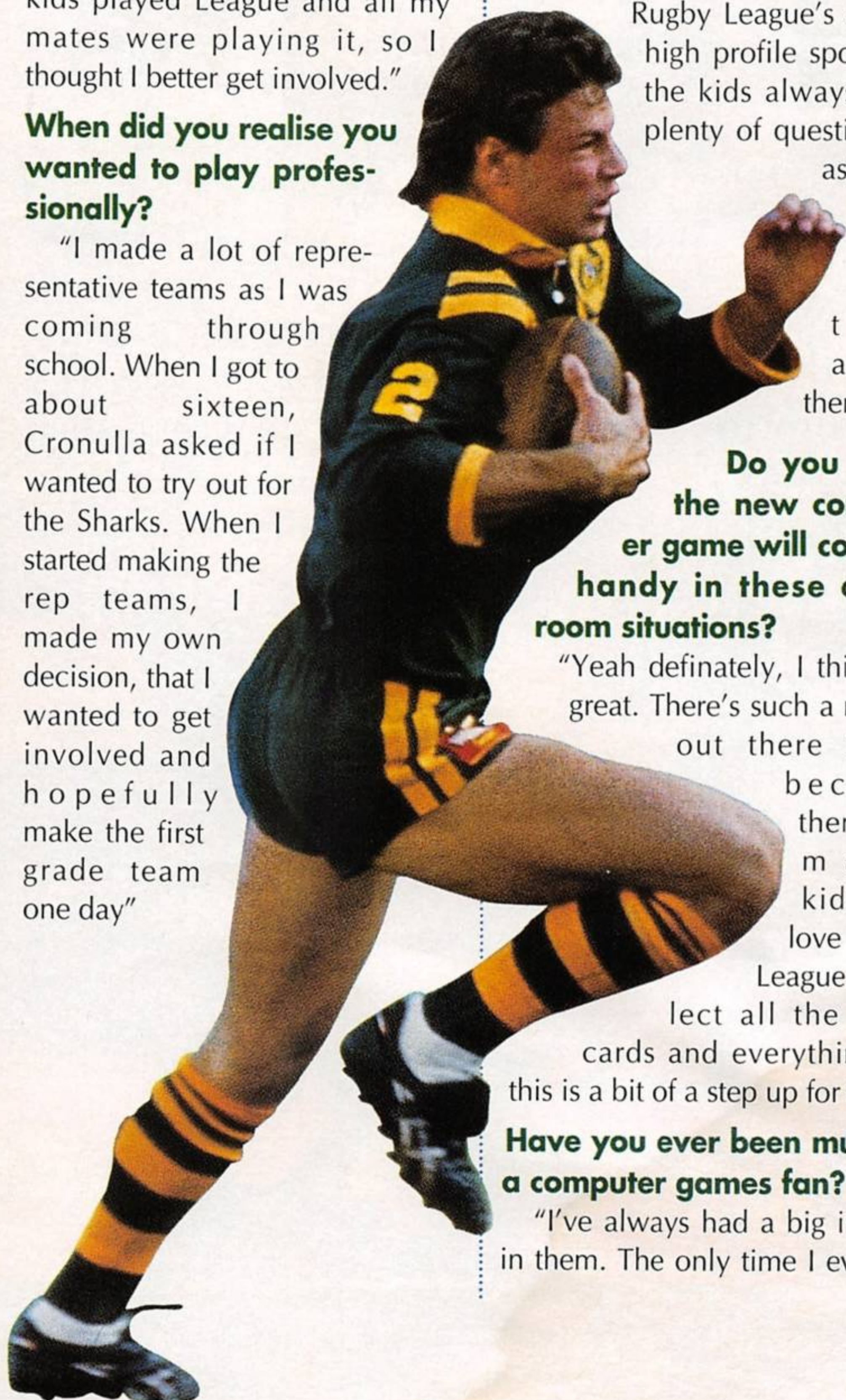
# ET'S RUGBY LI

Soft which was great. I had a vision of the game and it actually come up to par with how it is now. It's probably better than I thought it could be done."

**Do you know any other footballers who are computer game heads?**

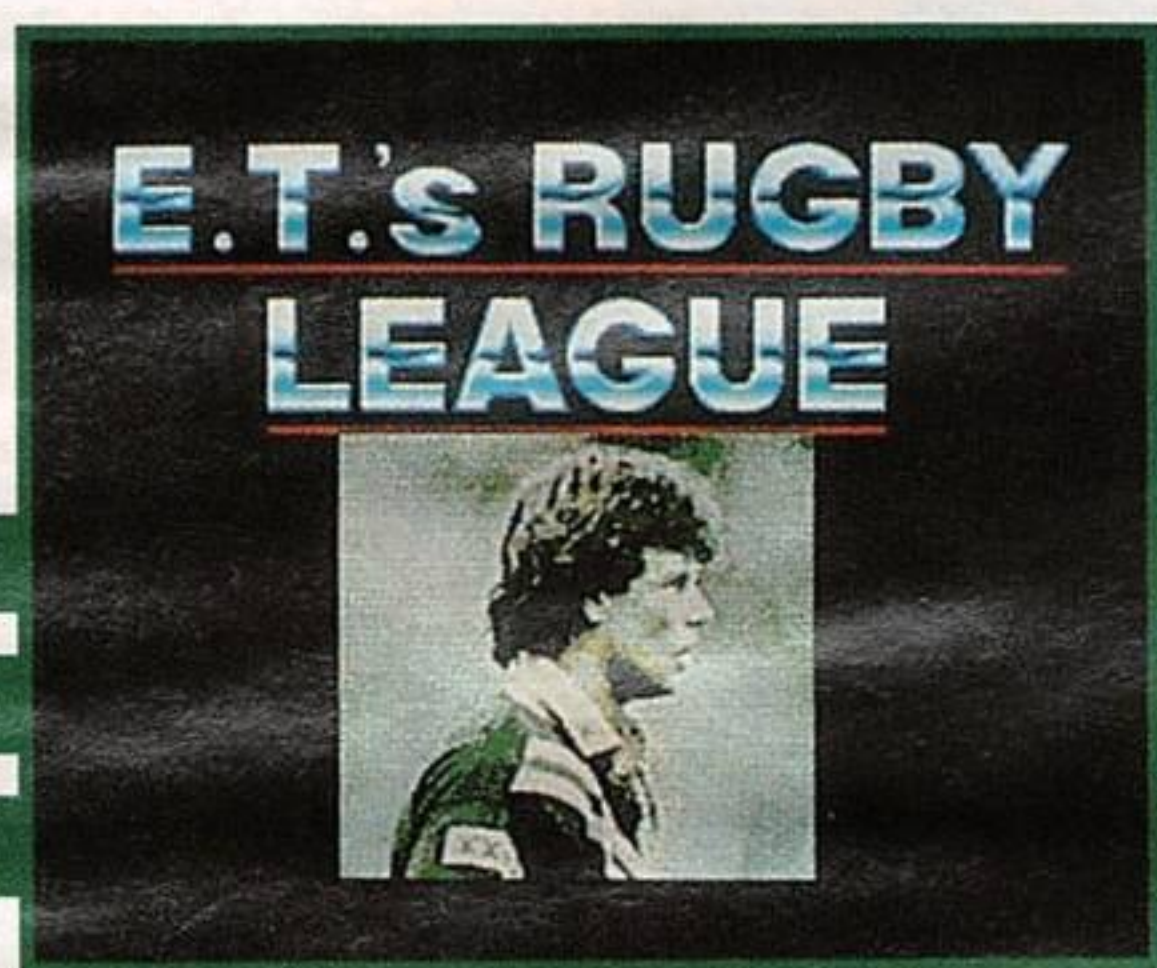
"Yeah, there are a few around the place. Brad Fittler from Penrith is one of the Australian players, and he'll be the first one to buy it I think! He's mad on computer games and spends a lot

" There'll be a number of first grade footballers who will be playing this game for certain, and many Rugby League players around Australia will playing. I think it's a game for the fans and the players, and you can play at all different levels, so it's got plenty to offer. It's very much a safe version of the game! You can dish out as much punishment as you like without getting hurt yourself!"





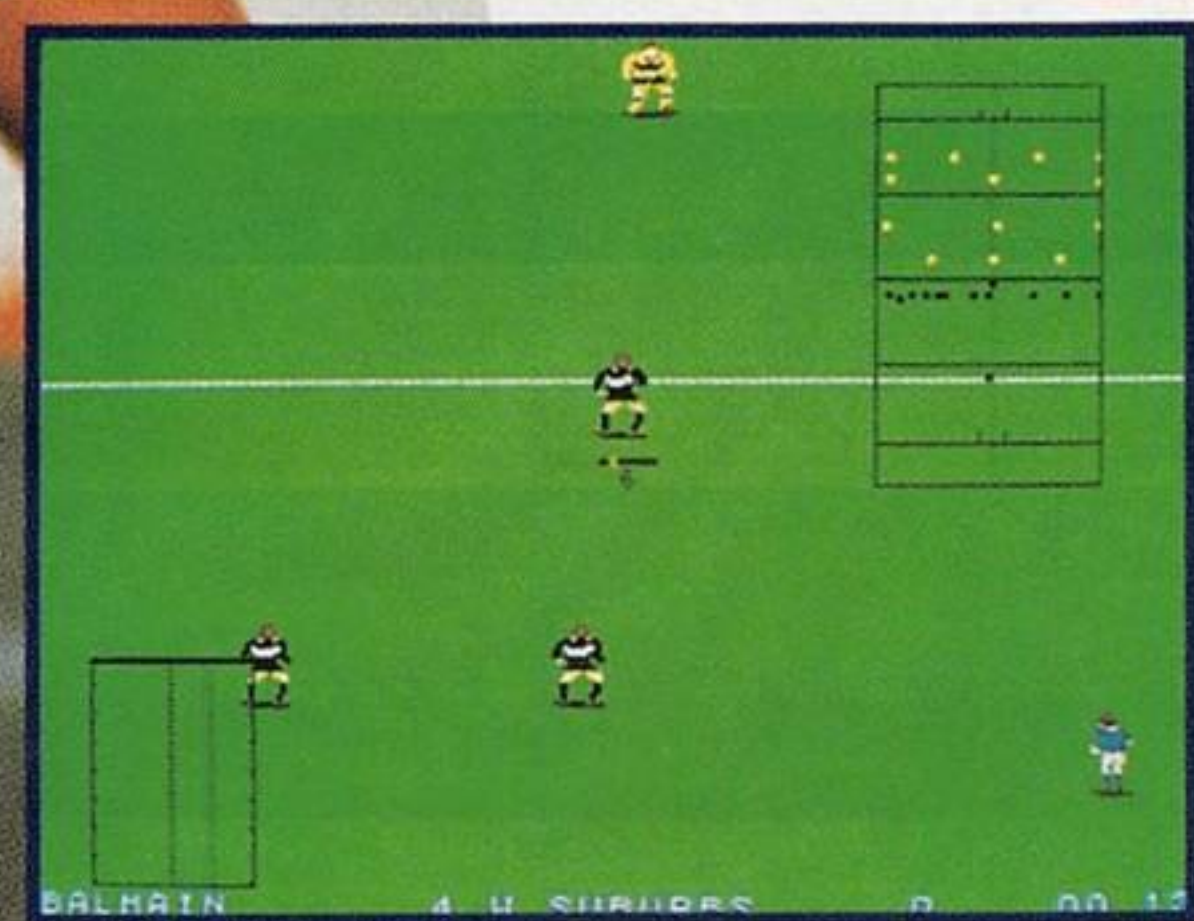
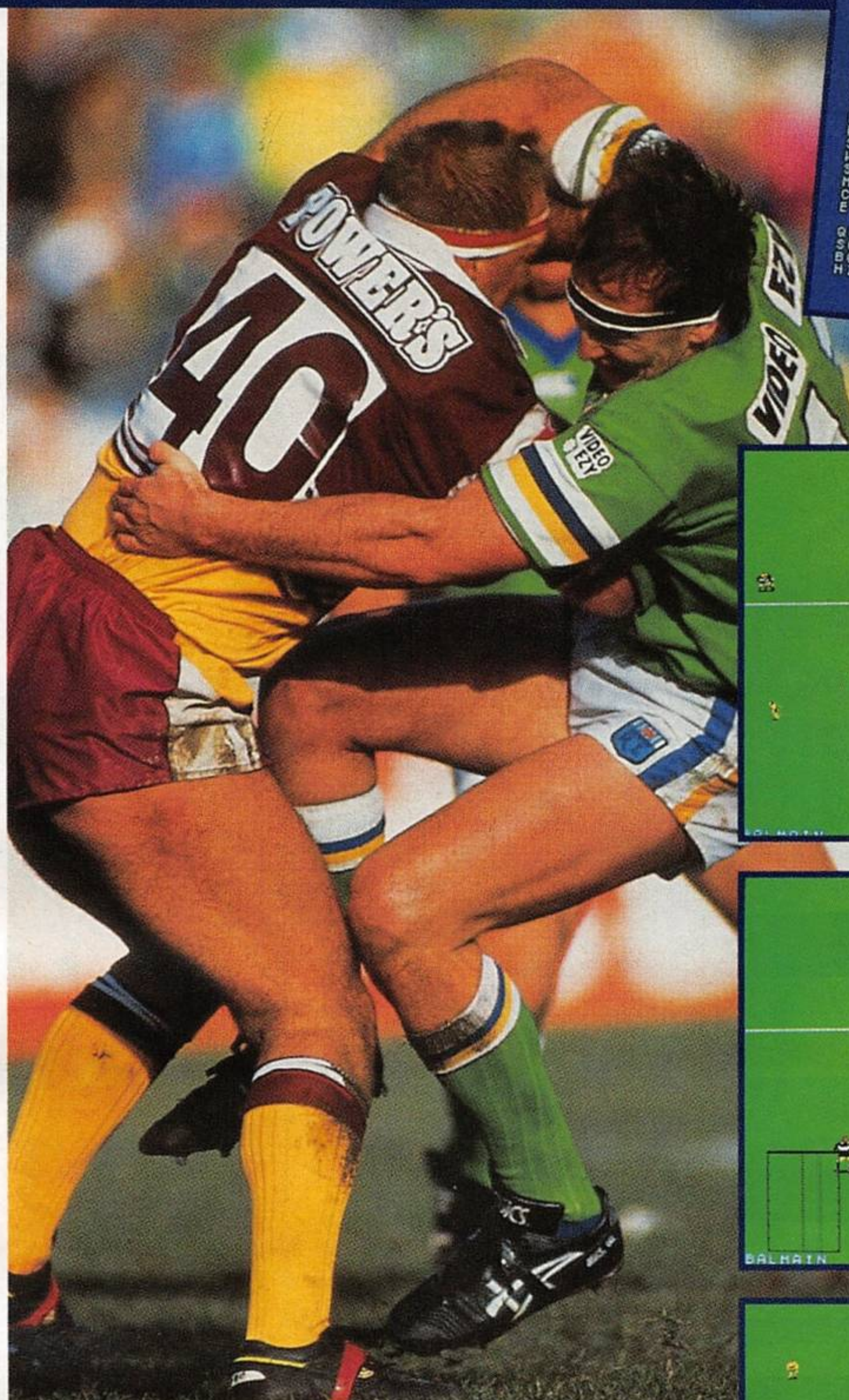
After just about every other sport except synchronised swimming, Rugby League has finally been made into a computer game, and for all those armchair League fans out there, it's finally your turn to control the action! In E.T's Rugby League you can chose to coach and control any of the 16 teams in the world-famous Sydney competition. You can even select individual players and their position on field. Be careful doing this - you don't want a 9 stone winger as full forward, or there could be some damage done! Other players can coach an opposing team or you can take on the computer coached side.



# RUGBY LEAGUE

If you're sick of all the foreign teams and games, then you can relax as the game has a very Australian feel, from the team's logos right down to the players names. There are several different match lengths to chose from, so it depends if you want a few quick runs around the paddock or a long battle for League supremacy. There are the full rounds of the Winfield Cup, plus the thrilling State of Origin matches, as well as international Test Matches for a real challenge.

Games can be played or viewed in 2D mode or a stunning 3D mode and the different viewing perspectives can be alternated during play. Video options give it a real TV viewers look. You can load and save your favourite replay, view it in 2D mode or 3D mode or if you want to really analyse your moves, there is slow motion action and blimp view. The game play sound effects are excellent and extremely realistic. The crowd even boos when the ref calls a penalty. With the front row of League fanatics banging on steel advertisements there is



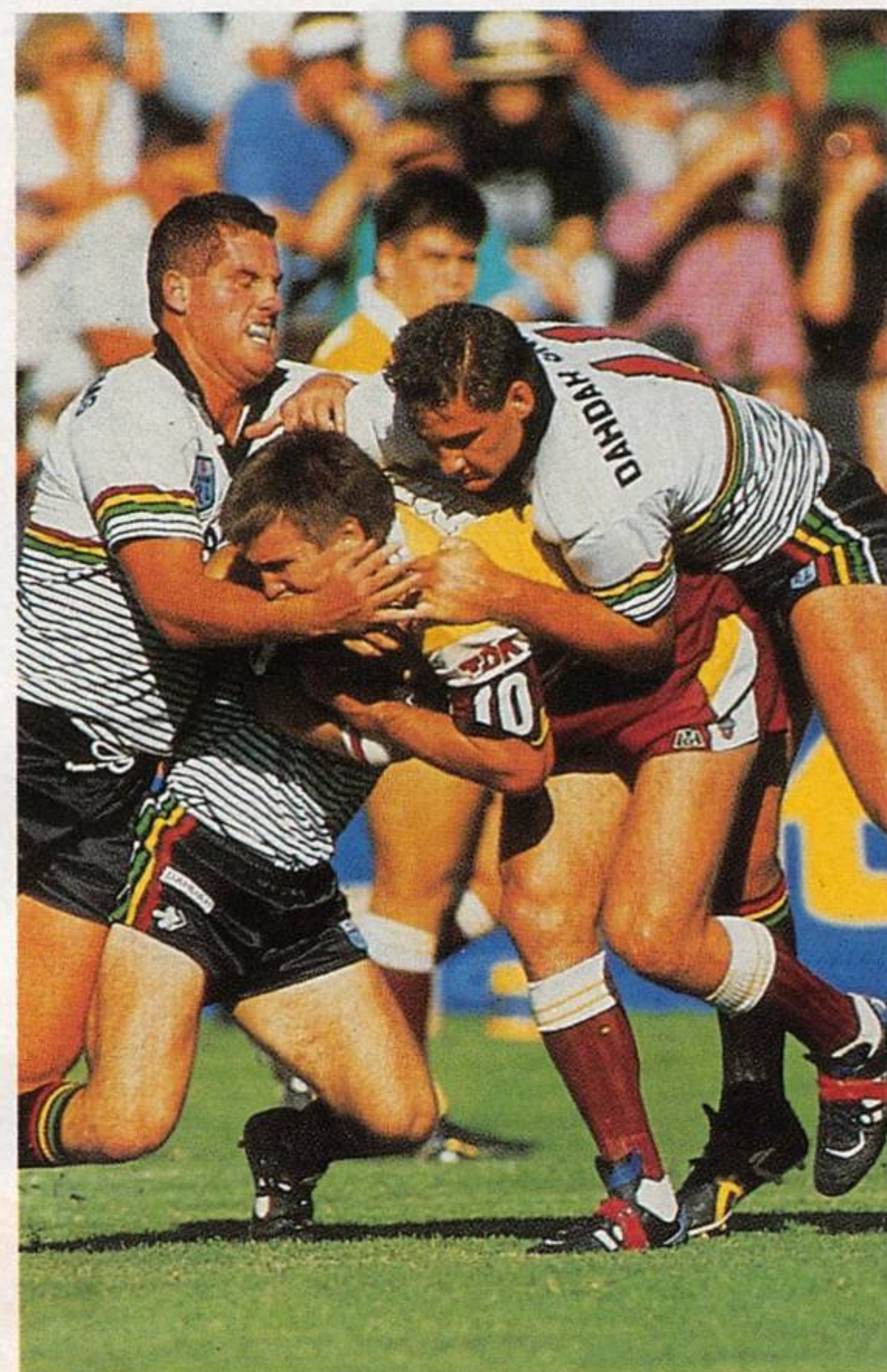
(Exclusive screen shots from the demo version)

that real game atmosphere.

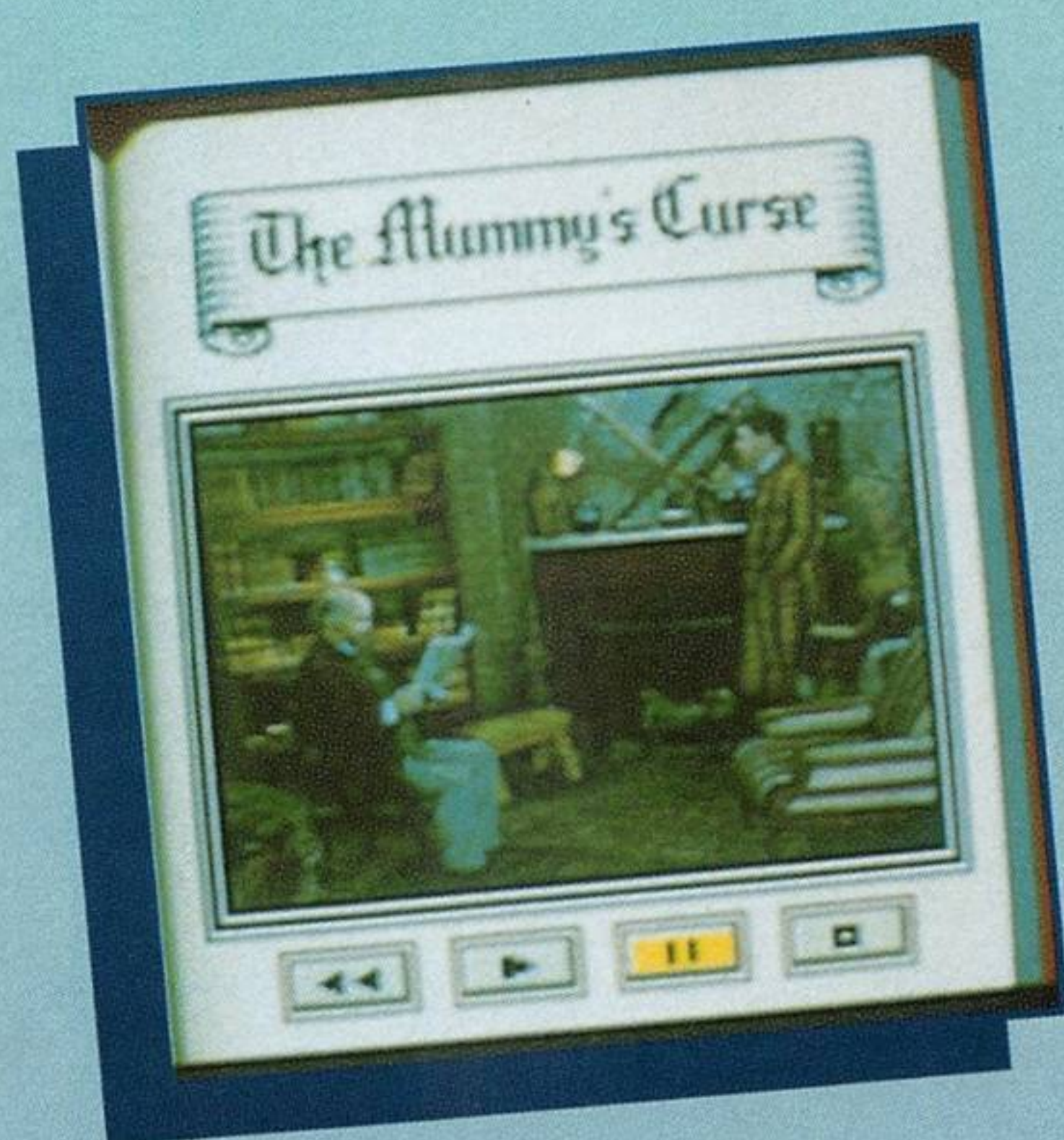
E.T's Rugby League is very playable and you won't want to stop until you've battled through the full round and are holding the Winfield Cup aloft in glory. The sweat really starts to flow when you are losing a Grand Final, but it doesn't matter - just load up a previously saved result and have another chance at the Premiership.

It follows the rules of the game exactly, with players being sent to the sin bin for suspicious moves. Special plays take place before a scrum or a tap kick. Just before the ball is played a selection of preset manoeuvres with such names as a "stand off switch" and a "dummy drop off" can be chosen and once the selection is made, the ball is played and the computer controls the players for the duration of the special play. These moves could well result in a valuable try.

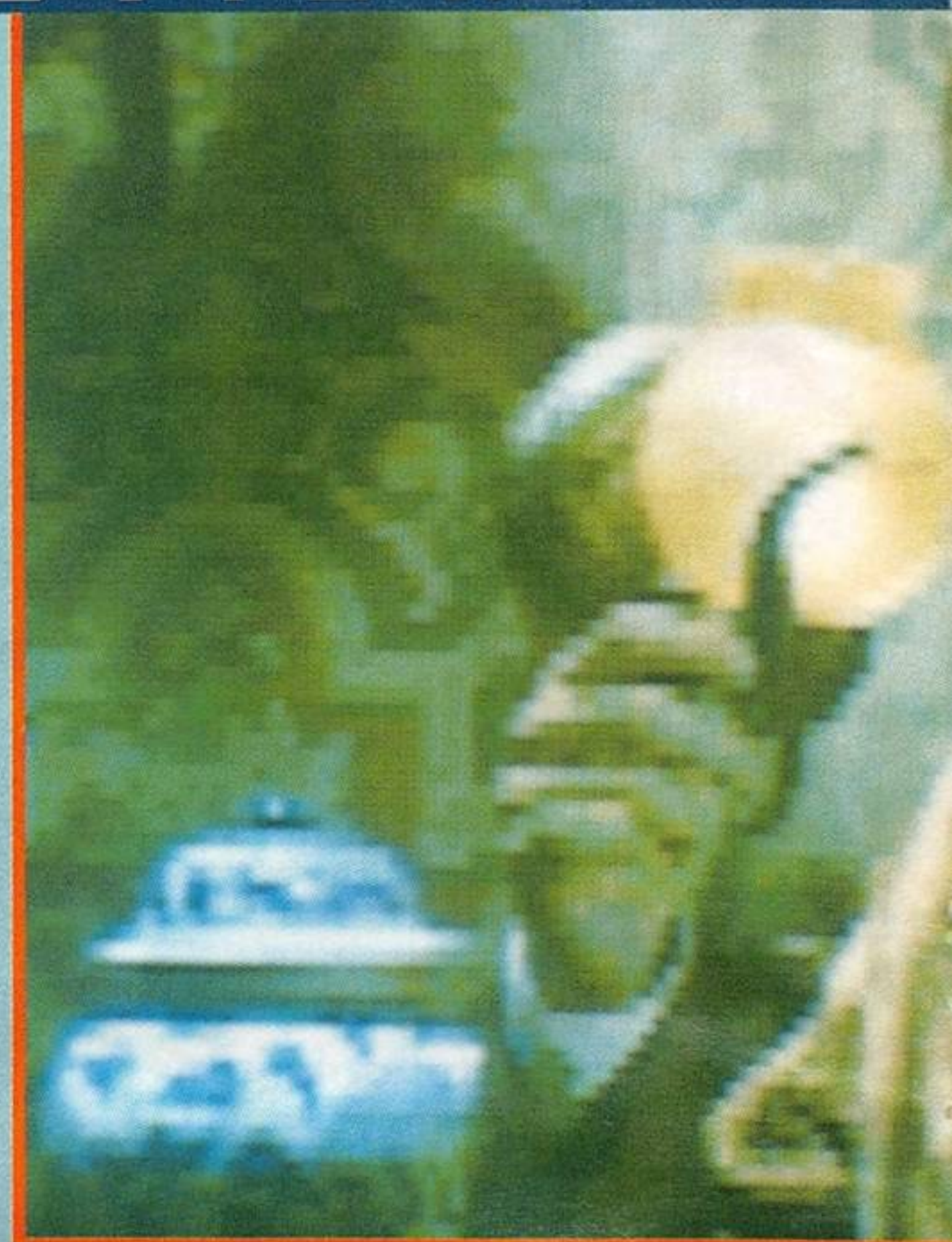
It's well past time that a quality Australian sports game was released, and E.T's Rugby League definitely is a quality Rugby League sim. Looking similar to the old favourite game "World Class Rugby", this one should please everyone in New South Wales and Queensland, plus every one else with taste too! I believe this is being released with a wall chart of the Winfield Cup rounds in 1992, so you can play the game in the same order order as the official fixtures for 1992.







*THROUGH THE  
COURSE OF THE  
INVESTIGATION  
YOU'LL UNCOVER  
A NETWORK*



# Sherlock Holmes

## CONSULTING DETECTIVE

*OF LUST, REVENGE  
AND INSANITY THAT  
WILL LEAD YOU TO  
THE MURDERER/S*

**W**e had an amazing response to the Sherlock Holmes on CD-Rom preview we printed last issue, so much so that we just had to tell you more about it and show you some more of the stunning video graphics. (*Actually we're trying to justify playing it for two weeks solid - Ed*)

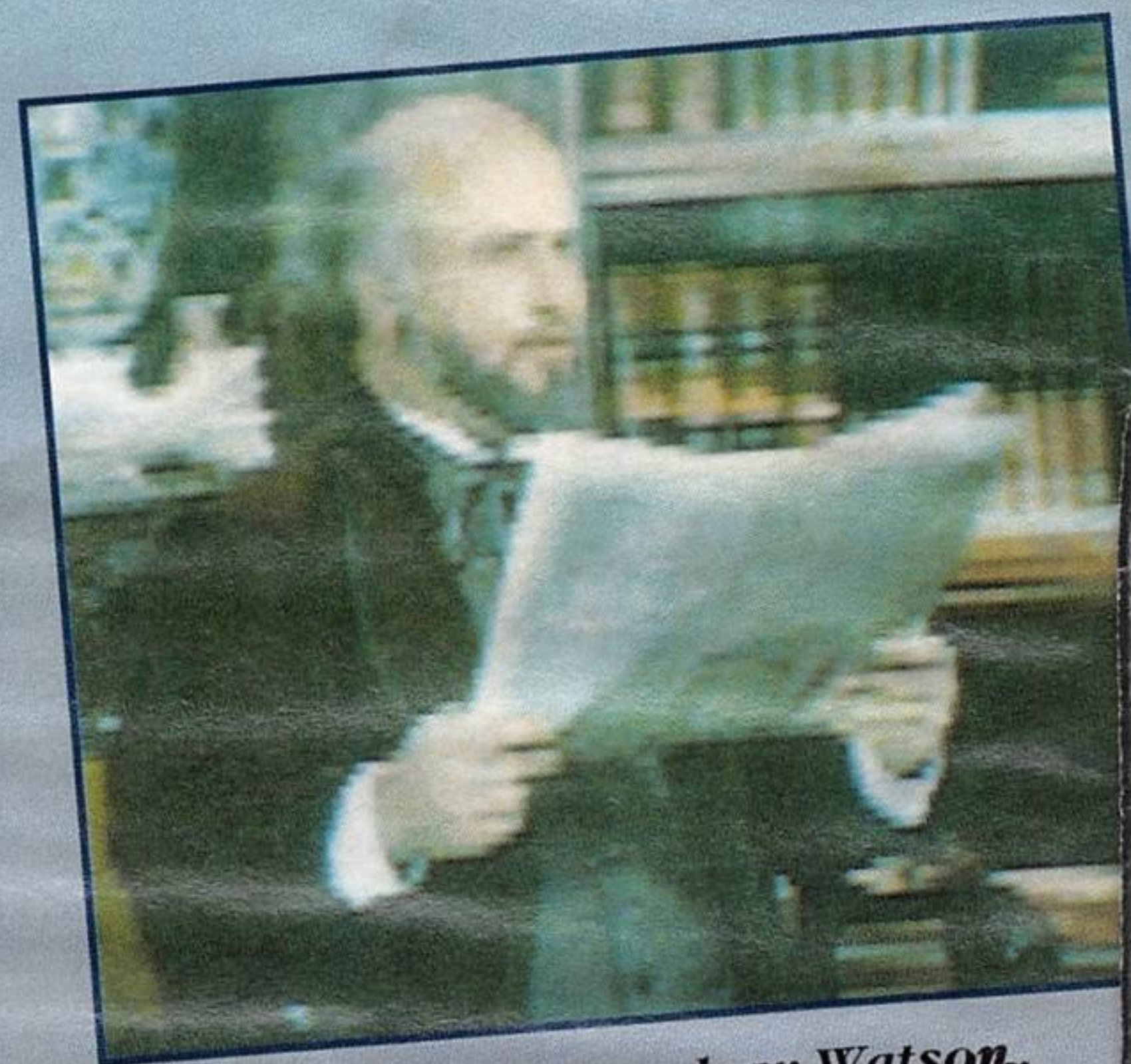
For those who missed it last time, Sherlock Holmes: Consulting Detective is one of the first games to be made especially for CD format at a cost of millions of dollars. The superiority of CD is apparent as soon as you load the game and the full motion video hits you in the face. It is the first game of its kind to use full motion video technology which displays video at 15 frames-per-second with synchronised audio. And the video clips (which can last for several minutes) aren't just snipped from old Sherlock movies for a nice touch, they were specially filmed for the game and are an integral part of solving the puzzles. So you can't just watch and be amazed, you've got to be on the ball to pick up all sorts of obscure clues.

Actually the game's video parts were produced much like a film and appear at near TV quality. Twenty five actors play the fifty speaking parts, seventy costumes were designed and twenty five Victorian era sets were built especially for the game. A script-writer has gone over the dialogue, so the video clips can be entertaining in their own right rather than just necessary for gathering clues. This game is going to be the forerunner of interactive CD movies in which the viewer can actually play one of the characters and through their actions affect the outcome of that movie.

Sherlock Holmes contains three games in one. There are a triad of mysteries for you,

Holmes and Watson to solve. Each one will leave you puzzled for hours, days, weeks...or however long you take. Anyway, the Case of the Mummy's Curse involves the suspicious deaths of three men involved on an archaeological dig in Egypt. The only link is the 4000 year old mummy they brought back to England. *The Times* and many others believe it the killings to be the result of an ancient Egyptian curse, but Holmes believes that the real murderer is much more human. Through the course of the investigation you'll uncover a network of lust, revenge and insanity that will lead you to the murderer/s.

The Case of the Mystified Murderess sees a young woman charged with the murder of a low-life scoundrel, who she was rumoured to have certain affections for. He was also rumoured to have had some intimate liaisons with the woman's sister. The suitor of the lady is outraged at his fiance being accused of murder, or of having anything to do with the fortune-squandering cad. What



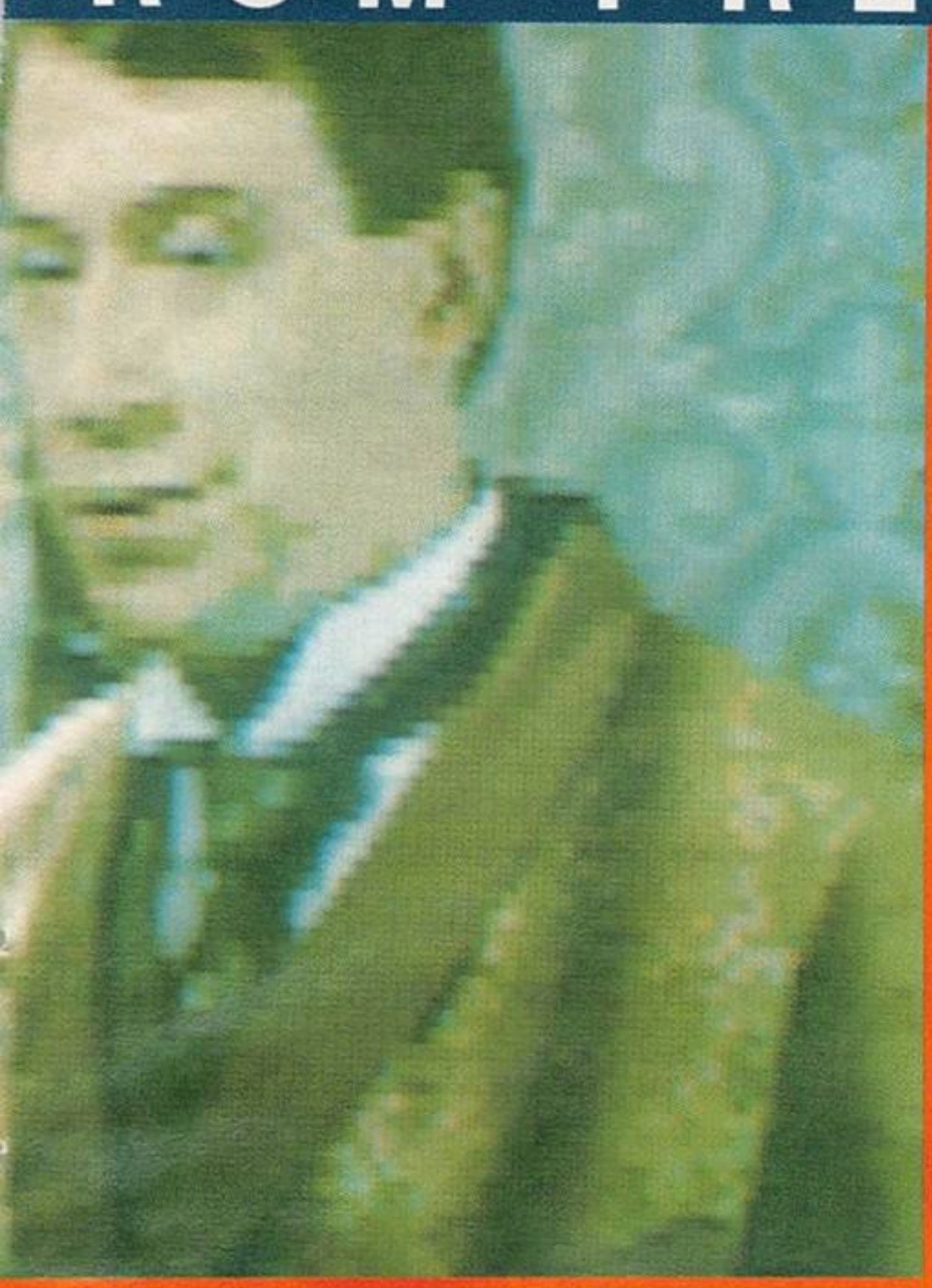
*Elementary my dear Watson..*

are you and Holmes to make of this mess?

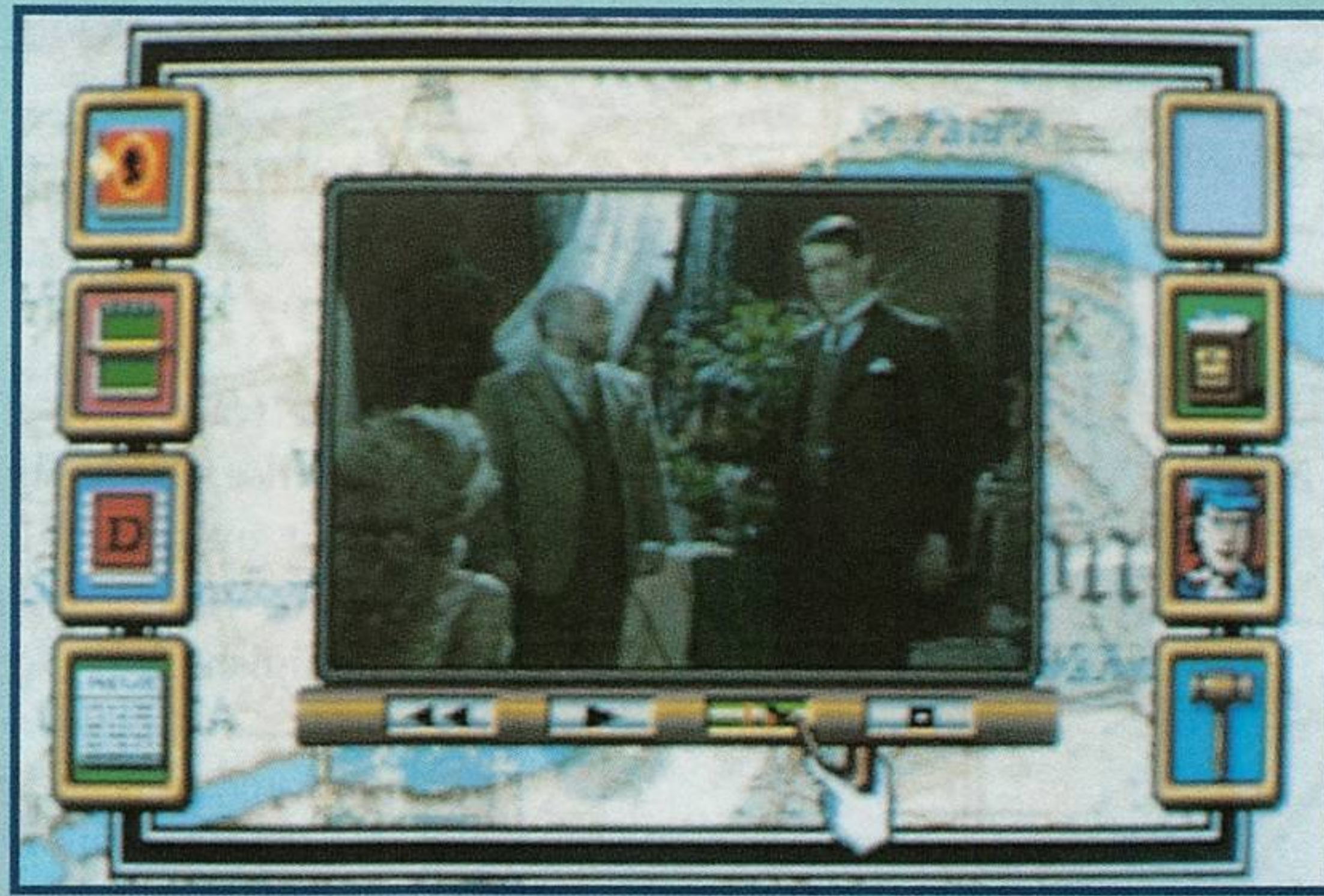
After you've tried solving that one, the Case of the Tin Soldier awaits. This one involves an army officer and an initiate of high society. He collected exquisite treasures from the around the world and now he is dead. He had travelled many pathways in his life and it is up to you and Holmes to unravel them and to discover who killed him, and why.

Luckily you aren't without help in the cases as there are two groups of acquaintances you can call on to help with background details and inside information. The so-called Regulars are all respectable journalists, barristers, police inspectors, publicans, doctors and chemists who will give





# Holmes TECTIVE



*On occasion Sherlock feels compelled to make house-calls*

a judge who will ask you about the results of the investigations. You must correctly answer his questions about the murderer/s, motives and methods to complete the case. Don't worry if you get one wrong, you'll just be sent out to try again. Your aim is to gain the maximum amount of information from the lowest number of resources and so beat Holmes in solving the case. Unfortunately Holmes is very good and I didn't come anywhere near his score.

The obvious drawback to this game is that once you've solved a case, there's really no point in playing it anymore, apart from showing friends the capabilities of your spunky new CD-Rom. And they certainly will be amazed by Sherlock Holmes, with the video action certainly saving this game from mediocrity. If you've got a CD-Rom, then Sherlock is a must; if you haven't, take a look at this game for some reasons why you should!

STUART CLARKE

<i>Graphics</i> .....	96
<i>Sound</i> .....	94
<i>Playability</i> .....	92
<i>Difficulty</i> .....	85
<i>Presentation</i> .....	83
<i>Lastability</i> .....	75
<i>Atmosphere</i> .....	84
<i>Value</i> .....	80
<i>Overall</i> .....	86

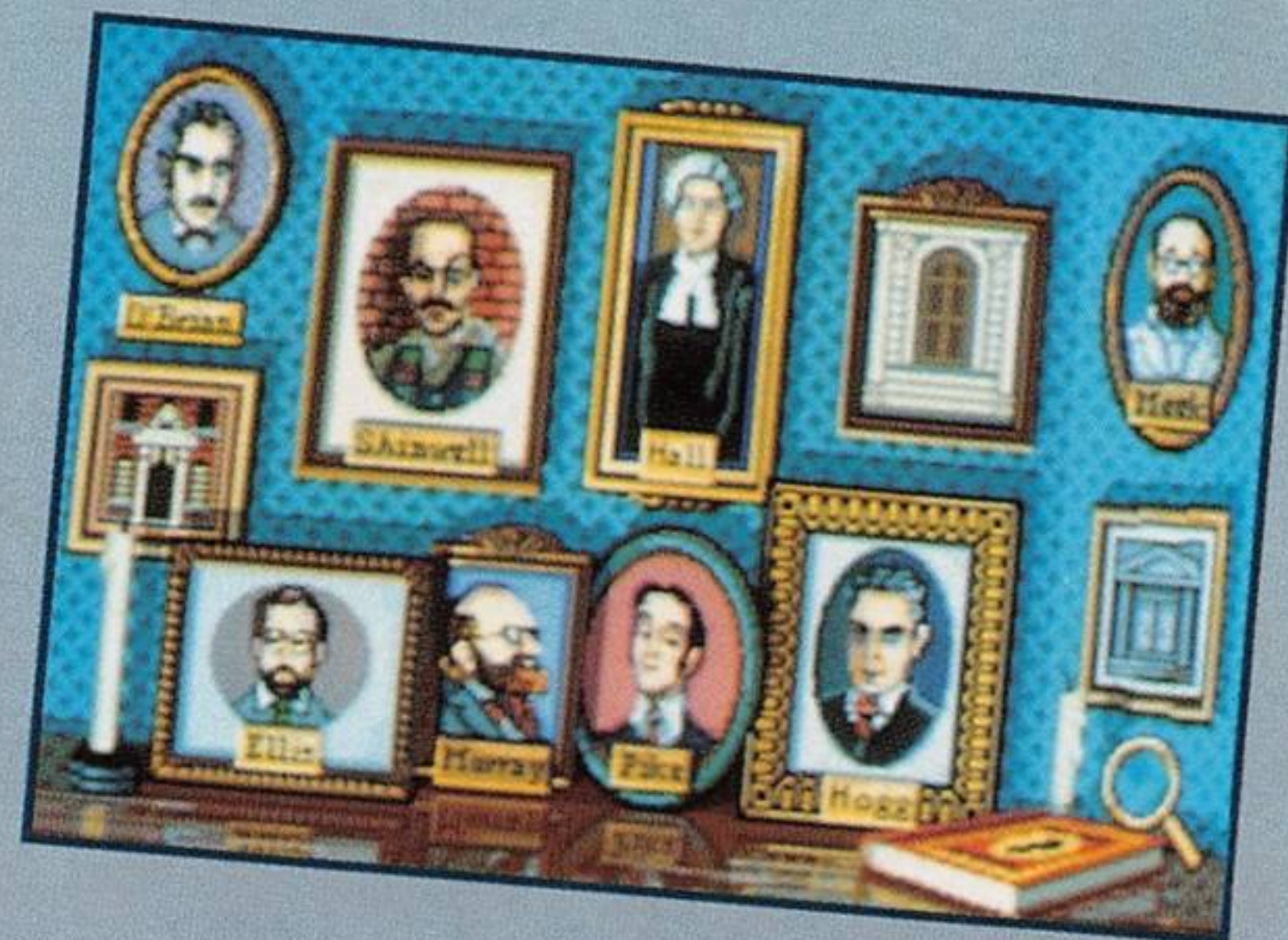
*Reviewed on IBM CD-Rom*

*Available now on IBM, Macintosh, CDTV  
R.R.P \$99.95*

*Technical Requirements to run CD-Rom drive and software: 12 Mhz, 286 or better IBM required. 640K RAM (490K available memory) DOS 3.3 or higher •VGA colour card and monitor •A mouse •Pro Audio Spectrum audio card or compatible*



*Search ye olde London town..*



*Baker Street regulars*



*By Jove! I think I've got it!!*



*Judgement day on Baker Street*

you assistance when they can. The Irregulars on the other hand are a gang of London "low-life" who will get you information by various methods, both legal and....er, suspicious. Both groups are invaluable in solving cases, but Holmes must of course travel around London interviewing suspects and friends of the deceased.

The game has excellent playability with the point-and-click icon interface getting you anywhere you want to go. The various cases may take you a while to solve, but they can of course be saved and re-loaded later, but don't forget to write hints and clues down as soon as you come across them. Once you think you've solved the case (never be too sure!), you can go before



**B**y now all of you will have seen Arnie and T2, and will know the story. But just a quick recap. After failing to kill Sarah Connor in 1984, SKYNET (the computer system which provoked a global thermonuclear war) has sent back another Terminator.

This one, a T-1000, is more dangerous than the first and is out to destroy John Connor, who will lead the human resistance to SKYNET. The T-1000 is made of liquid metal and able to mimic the shape and voice of any human it touches. For the sake of humanity, it must not succeed in its mission. And this is where the game starts.

**Level 1** is set in the future with John Connor trying to get into the SKYNET base by destroying power generators in the correct order then destroying a robot at the end.

In **Level 2**, John is inside the SKYNET base where he is trying to find a Terminator to send into the past to combat the T-1000 and so end the war.

**Level 3** is a puzzle stage where John must reprogram the T-800 to be his Protector in the past. He does this by fixing a circuit board so that the digital read-outs all display a zero. He will do this three times each time the board being harder to solve. This has a strict time limit so you had better hurry!

**Level 4** is in a drainage canal where the T-800 is now programmed to undertake its orders. At this point the T-800 and John are on the Harley that the T-800 has taken and are being chased by the T-1000 in a 23,000 pound big-rig tow truck. The T-800 must steer around debris in the process of blowing the truck to smithereens, all the while trying to avoid being crushed.

**Level 5** is in Cyberdyne Systems where the T-800, John and Sarah Connor must obtain pieces of the first Terminator. Cyberdyne's future depends on these parts so that they're not going to just give them away. So in other words, there are lots of guards and SWAT teams with M-



16's to deal with! You may be a Terminator but enough hits from these guys and you're a lump of scrap metal headed for the local tip. Fortunately you do have an M-16 with just one clip and a 10-gauge Winchester level-action shotgun.

**Level 6** is the final level where you actually have to fight the metal monstrosity they call the T-1000. Unfortunately, you can only fight him with your fists, unless you can find your M-16 or a very powerful M-79 grenade launcher. This is the best thing against the T-1000 although it will not kill it. The only way to kill it is to blast it into a big vat of molten metal.

I was very pleased at this game when I started it up. It has great graphics and some pretty good sounds too. The gameplay is slightly frustrating at first but after a few games I found myself getting a little bit further every time and that made me play on to see how far I could get. I am glad the makers did not try to make a Gameboy version of the Amiga and PC game because I found them totally boring and uninteresting. This is a great game and with a little perseverance anyone will enjoy it. All in all a challenging and enjoyable game with only a slight difficulty problem.

**DAVID COLVILLE**

Graphics .....	92
Sounds .....	88
Playability .....	88
Lastability .....	91
Value .....	86
Difficulty .....	94
Overall .....	90

# SLIME WORLD

**B**e warned!!! If you don't like the colour green, your enjoyment of "Slime World" may be somewhat diminished!

As Todd, a fearless galactic explorer, you like nothing better than planets full of weird and dangerous creatures, and your passion is exploring them, either by yourself or part of a two to eight man crew. On an exploration mission in the Andromeda sector, you discover a mysterious drifting starship, abandoned by its crew. You board the deserted ship, and retrieve part of the captain's log.

The log describes Slime World, a planet teeming with slimy, gooey, disgusting life forms. You only have the first section of each date's entry, so the information is maddeningly incomplete. But when you reach the first reference to valuable slime gems on the planet, you immediately tell your android copilot to set a course for Slime World. Then your frolics begin!

The many adventures are populated with Maggots, Drools, Headsuckers and other revolting creatures. On the way you collect tools and gems to restore your energy and aid








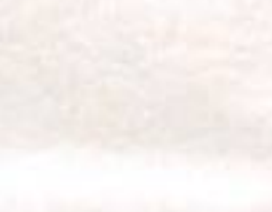


in completing your mission.

The game play is exciting and somewhat different in relation to a number of other games around. With 6 slipping and sliding solo adventures, or 6 expeditions with a crew, there's lots of options. And although not terribly difficult, it will keep youngsters amused for quite a while, as Todd climbs, sprays and dodges the slime!

The graphics are green but great with slimy creatures, and well created back drops. The music is very... ahh, ordinary, but the graphics and gameplay overshadow such deficiencies.

As you begin to get totally engrossed, it becomes apparent that Slime World, although it may be fun for all, will be thoroughly enjoyed by younger thrill seekers.

**KAREN COLLINS**

	GRAPHICS .....	90
	SOUND .....	60
	MUSIC .....	57
	PLAYABILITY .....	87
	DIFFICULTY .....	80
	PRESENTATION .....	93
	LASTABILITY .....	80
	ATMOSPHERE .....	93
	VALUE .....	85
	OVERALL .....	81

## LYNX



Destroy skynet defenses in the future



Red line young John Connor to safety!



Lend a hand to the Resistance—destroy the terminator endoskeleton

# TERMINATOR 2: JUDGEMENT DAY



**D**rift back in time to a bygone civilization, the ancient world of Phoenicia. And play a game that originated among Phoenician merchants, Columns.

This game is incredibly captivating, yet very simple. You'll find yourself losing track of time, as the gems keep tumbling to the floor. While it certainly is challenging, you don't have to be a game whiz to play this beautie at the hardest level.












Similar in style to Tetris and Klax. The object of the game is to arrange the Columns, of which you must align 3 or more items of the same colour or shape horizontally, vertically or diagonally to remove them from the playscreen.

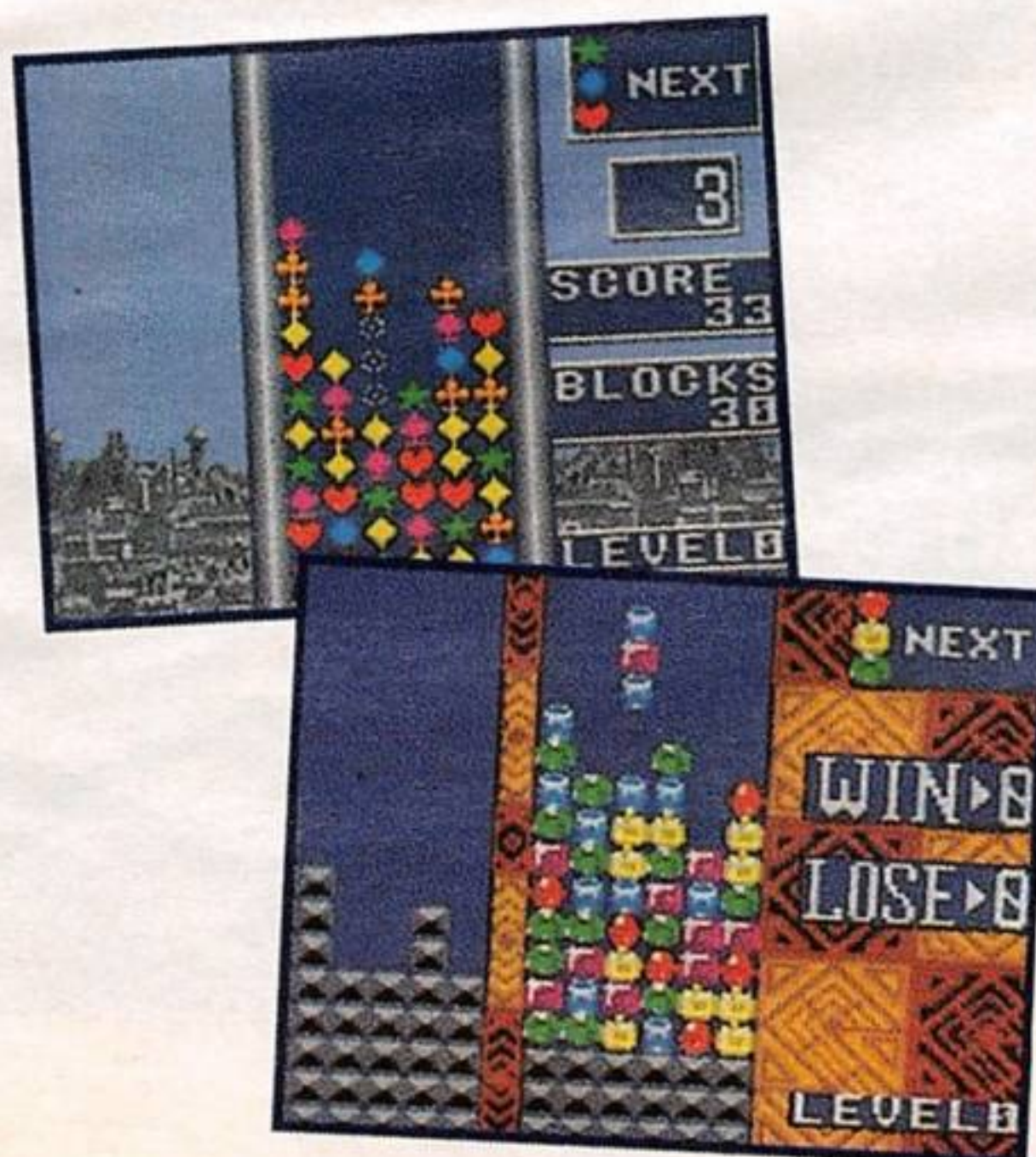
If the columns pile to the top, its Game Over.

I personally found this game slightly tedious, probably because I grew up as Tetris was coming around.

Although, the game play is smooth and is very mind stimulating (no killing in the game) and can keep you amused for hours. I think you should at least check it out.

**BRETT MUNRO**

	<b>Graphics</b> .....75
	<b>Sound</b> .....72
	<b>Music</b> .....77
	<b>Playability</b> .....79
	<b>Difficulty</b> .....90
	<b>Mental</b> .....92
	<b>Presentation</b> .....83
	<b>Lastability</b> .....80
	<b>Value</b> .....79
	<b>Realism</b> .....77
	<b>Overall</b> .....81



**W**oah! Disney Fans! Check this hot little number out! It's Mickey Mouse battling his way through the Castle of Illusion on the Game Gear.

You probably know the story by now....It's a lovely day in Vera City. The sun is shining, the birds are singing and the sweet fragrance of the flowers fills the air. Mickey and Minnie are happily dancing in the meadow....

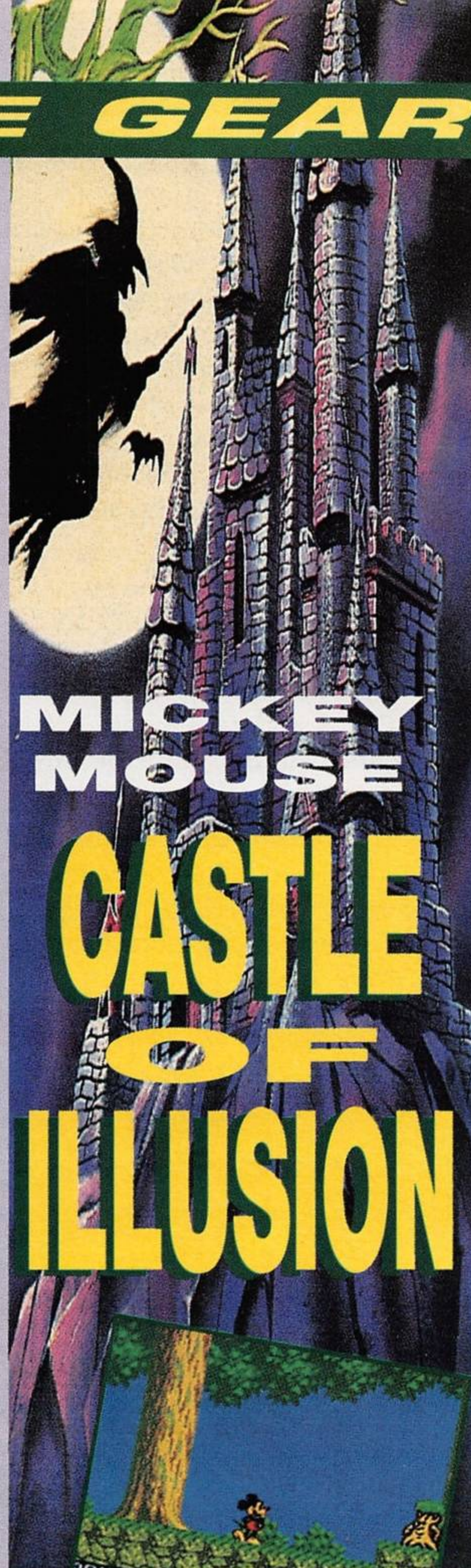
Suddenly, thick, grey clouds cover the sun and the birds falls silent. Mickey glances up to see a witch on a broom hovering above him! It's Mizrabel, who has become so jealous of Minnie's beauty that she grabs her and flies off to her mysterious Castle of Illusion.

It's up to you to rescue Minnie before its too late. In order to defeat Mizrabel, you'll need the seven "Gems of the Rainbow", which are hidden within the castle.

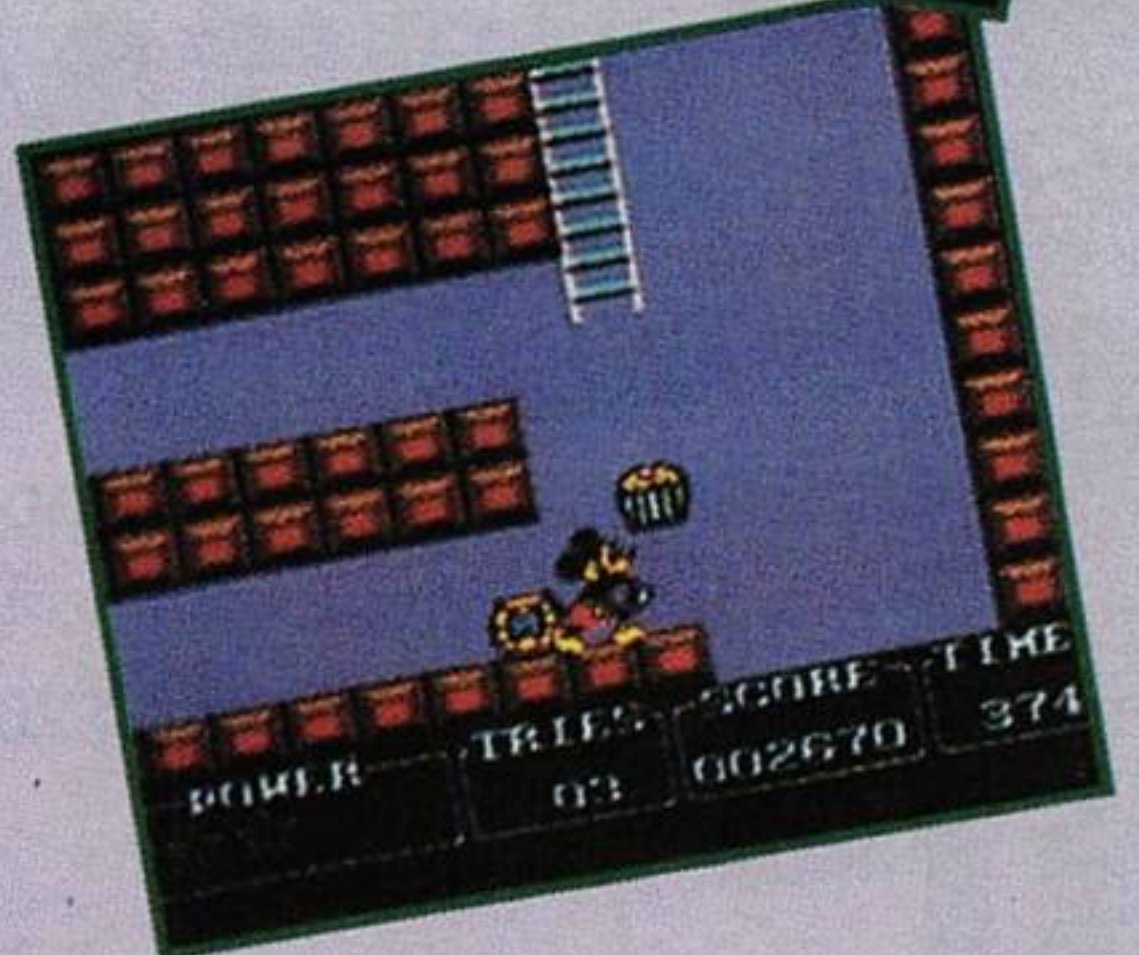
Your heroic quest is to navigate through the different levels within the Castle, which include the Enchanted Forest, Toyland, the Dessert Factory, the Library, the Clock Tower and Mizrabel's Castle. You've also got to find the gems, power-ups, rescue Minnie and defeat Mizrabel ... sounds simple doesn't it? Can you handle this task? Well, I can tell you, this is one great, enthralling game, that grabs you by the boo-boo's and won't let go. I found myself up late many a night, playing this gem of a game. Tossing and turning in bed trying to figure the next scene out, nights of pulling my hair out and screaming in anguish, but it was worth it!







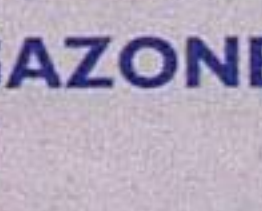

The Game Gear graphics are superb, scrolling is smooth, sound is great. What more can I say guys ... Buy it!!! It's a must!

**BRETT MUNRO**



## MICKEY MOUSE CASTLE OF ILLUSION



	<b>Graphics</b> .....94
	<b>Sound</b> .....92
	<b>Music</b> .....90
	<b>Playability</b> .....95
	<b>Difficulty</b> .....93
	<b>Mental</b> .....88
	<b>Presentation</b> .....88
	<b>Lastability</b> .....95
	<b>Atmosphere</b> .....92
	<b>Value</b> .....90
	<b>Realism</b> .....89
	<b>Overall</b> .....94



# TOPTEN

**Y**o, it's console time & I've got a few brow raisers for you to check out. Firstly, news on the corporations. Sega and SNK may have contracts worked out soon which would be good news for both Sega owners and Neo Geo freaks. Spiderman II, Aliens III, Predator II, Sylvester and Tweety, Shadow of the Beast II, Terminator I & II & Smash Hits TV are all coming soon for the Mega Drive.

The Encyclopedia Britannica is rumoured to be released on the Mega CD, so watch out for that as it looks to be huge. (5 + CD's!) The games so far out on the Mega CD, like Heavy Nova, Earnest Evans, Sol-Face and Tenkafubu are all good but don't show any of the CD's full capabilities. It won't be long though...

News on Game Gear and looks like there'll be more use of the Gear to Gear cord, with RC Grand Prix, Rastan II, Simpsons and more coming. But you'll have to wait.

Nintendo's CD Rom is set for Japanese release sometime soon and it looks to give the Mega CD a run for its money, although maybe it's a little to late. Plus an 8-bit Colour Boy hand held is rumoured soon.

Back to Sega, they have big plans for a bunch of Generation II games. These have hardware scaling inbuilt into the cartridge! Can't wait. There's heaps more news but no more space.

Check ya!

**Brian Costelloe (Console Junkie)**

## NINTENDO

1. Super Mario 3
2. Legend of Zelda
3. Aussie Rules Footy
4. Duck Tales
5. The Flintstones
6. Battle of Olympus
7. Super Mario
8. Bugs Bunny Blowout
9. Golf
10. Tetris

## MEGA DRIVE

1. Alien Storm
2. Donald Duck (Quackshot)
3. Sonic the Hedgehog
4. Streets of Rage
5. Mickey Mouse
6. Road Rash
7. James Pond II
8. JB Douglas Boxing
9. Desert Strike
10. Ghouls & Ghosts

## MASTER SYSTEM

1. Asterix
2. Donald Duck
3. Sonic the Hedgehog
4. Alien Storm
5. Mickey Mouse
6. Wonderboy
7. California Games
8. G-Loc
9. Shadow of the Beast
10. Xenon II

## GAME GEAR

1. Sonic the Hedgehog
2. Wonderboy
3. Super Monaco GP
4. Mickey Mouse
5. Ninja Gaiden

## GAME BOY

1. Gargoyles Quest
2. Super Marioland
3. Robocop
4. Turtles 2
5. Bubble Bobble



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# ACTION ZONE

## "ROAD RASH"

**Definition:** The resultant torn flesh incurred by propelling oneself in mid-air at around 150 mph, using the friction between your smooth skin and the rough asphalt as a brake.

Competition is what it's all about, and once you've leathered up and straddled your new sports bike, you can hit the road. But despite your first impressions, make sure you haven't forgotten your helmet - you're going to need it.

The competition's tough, in more ways than one. If you can't beat the 14 other racers, known as "Rashers", to the finish line, you can still have fun beating them to a pulp. Which is so much fun, who cares about winning anyway! But that's if they don't get you first! Every time you hit the road and try to pass the 14 other rashers, they'll try to hit you, punch you in the head, kick you outta the way, Or if they're nice they'll just backhand you into oblivion as they cruise calmly by! Although some want to win, others eat their best friends for lunch, and are just itching to wipe the pavement with your face.

All the fighting happens on the bikes at full speed around corners, flat out full throttle on straights and in mid-air! While it is fun to "kiss 'em goodbye" and send 'em flying with a side kick, a serious rasher won't waste too much time bashing. Go as fast as possible, you'll need to be in fourth place or better in all five roads to move on to the next level - and you need all the time you've got, without spending it trying to waste your opponents.

At each level the turns get tighter the roads get longer, and there are generally more annoyances to try and slow you down. But you'll be happy to know the first level is pretty easy and a great place to tone your riding and fighting skills.

### THINGS TO WATCH OUT FOR:

Staying in the running and basically on the road has been made a little more difficult by various obstacles and other small annoyances. Cows and deer are probably best avoided, watch them or they'll stray blindly across your path. Dangerous drivers abound in this game as well as oncoming traffic, intersections



# ROAD RASH

## Kick, punch and club your opponents off the

and speeding cars from behind. Keep your eyes on your rear view mirror. Oil slicks, gravel and sand will cause you to skid and crash, so watch out. Rocks are cool, you can actually perform some awesome jumps off them at the same dangerous speeds, but jump them, don't slam into them!

Trees are fairly unreceptive. Although the fastest bike, the Diablo 1000 can take you from 0 to 60 in 4 seconds, a tree will take you from 200 to 0 in far less!

The cops are also fairly unreceptive. Often you'll have to ride like a bat out of hell to avoid them, but don't crash. Otherwise, you'll get severely fined (or jailed for repeat offenders). Don't waste time fighting the cops, if you crash or get run over, you're history. And no matter how many times you thump them they just won't die. (By the way, nobody dies in this game).

### THE BIKES

Unfortunately your bike is not fitted with

the latest laser guided weaponry but on the other hand many of the controls are simplified in order for you to survive. The handling of the bike is much easier to come to terms with than earlier bike sims such as Super Hang On. This really is a fun game that you can plug in and play straight away. You don't even have to waste time shifting gears, so now you can concentrate on kicking your opponents off their bikes.





The bikes get bigger and better as you can afford them. The money you win from each race helps you save for a better, more expensive bike. If you can crash too much you'll have to pay for bike repairs which dips into your hard-earned cash. Details of the bike including info on the engine, weight, handling characteristics, price and a picture are available by pressing button C after every race.

### THE ROADS

There are 5 roads to choose from with a placing of 4th or above in a race advancing you to the next road. Scenery

# ASH

# MEGA DRIVE

road at 150mph

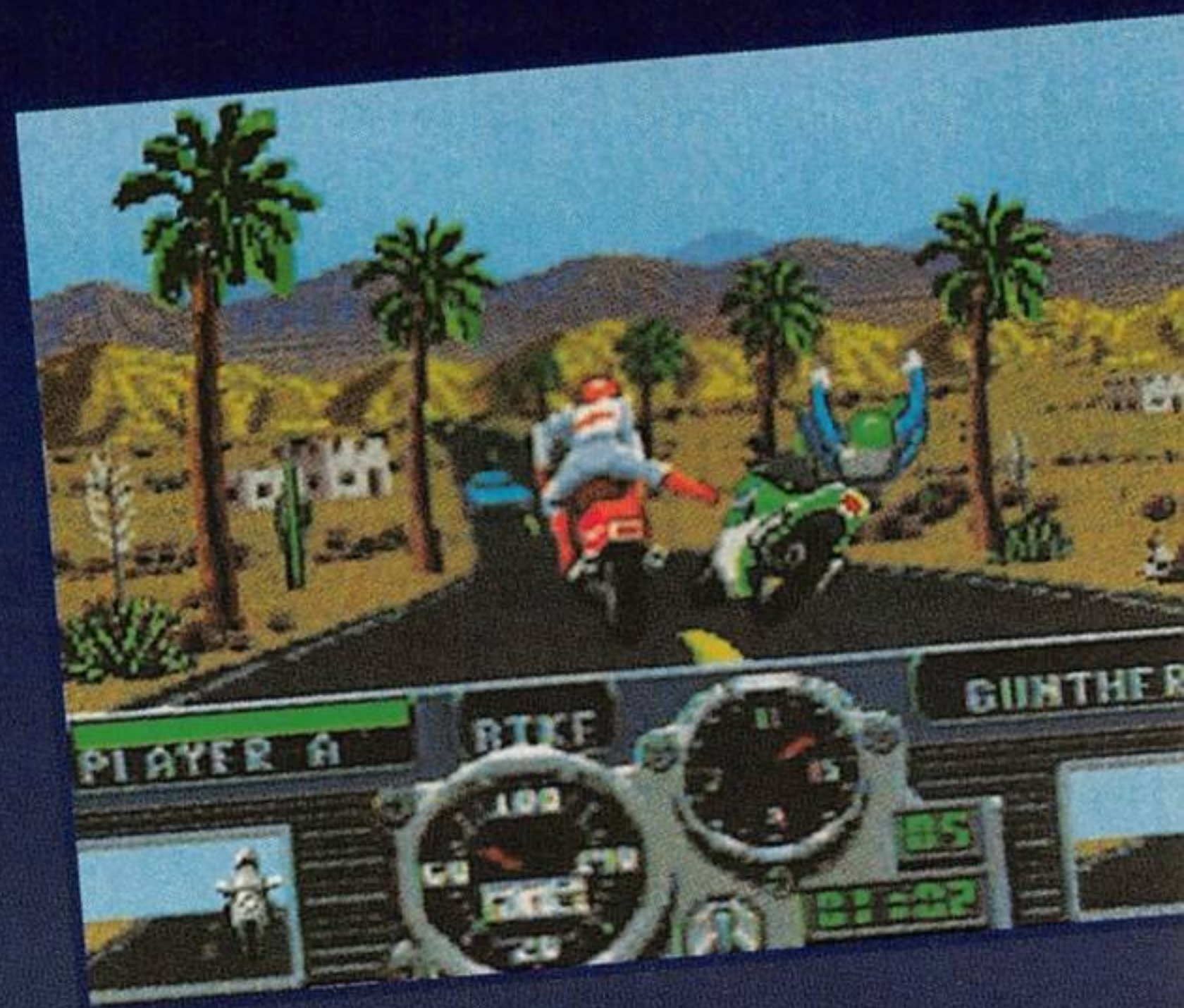
wise, Road Rash offers plenty, with excellently detailed graphics and multi-level parallax scrolling which creates a vividly realistic setting. Each road has a differing array of geographically appropriate death-inducing inconveniences, whether it be cow skulls, rocks, pine trees, cacti, along with the generic problems such as other traffic, rashers with a death wish and friendly law enforcement officers, most of which you can punch

and kick if they prove too much trouble. All of the obstacles get a little thicker and quicker as the levels crank upwards.

Soundwise, there isn't a knob to twist on the title screen allowing you to "choose a tune", but what the heck, who cares! A fairly hefty and grunty piece accompanies most of the game with a few variations for different screens. Crank up the volume on your TV and watch the room fall apart from the drum samples! Well not really, but for those who like some hot 'n heavy rhythm, it's all there for you. And for those that don't, turn the music off and listen to your bike change gears. Wow! Try running into an oncoming car. The ensuing "Aarrghhh!" is quite realistic and very funny in a sick way. Cows also "moo" just as you would if you were a cow that just got hit by a huge hunk of metal flying at 150mph. Tyres squeal while grunts and groans emanate from happy recipients of a club or leather-clad fist in the face.

Road Rash certainly offers players variety. Whether you want to hear police sirens, watch very fast bikes rip around corners and fly in mid-air (over bumps and dips in the road!) or feel yourself cutting the crisp Alpine air, negotiating tough turns, tough characters, tough pine trees; Road Rash will probably give you what you came for in fast, quick update 3D and stunning visuals. But on a personal note, stuff the scenery, swiping a club across an opponents helmet in mid air at 150mph or just kicking a friend off the road certainly gets the adrenalin flowing - not to mention venting any particular frustrations one may have during the game. Besides, what's a side kick or punch in the head between friends at 150mph anyway?

REVIEWED BY  
MARK BRUTON



Graphics .....87



Sound .....85



Music .....94



Playability .....92



Difficulty .....85



Mental .....75



Presentation .....85



Lastability .....90



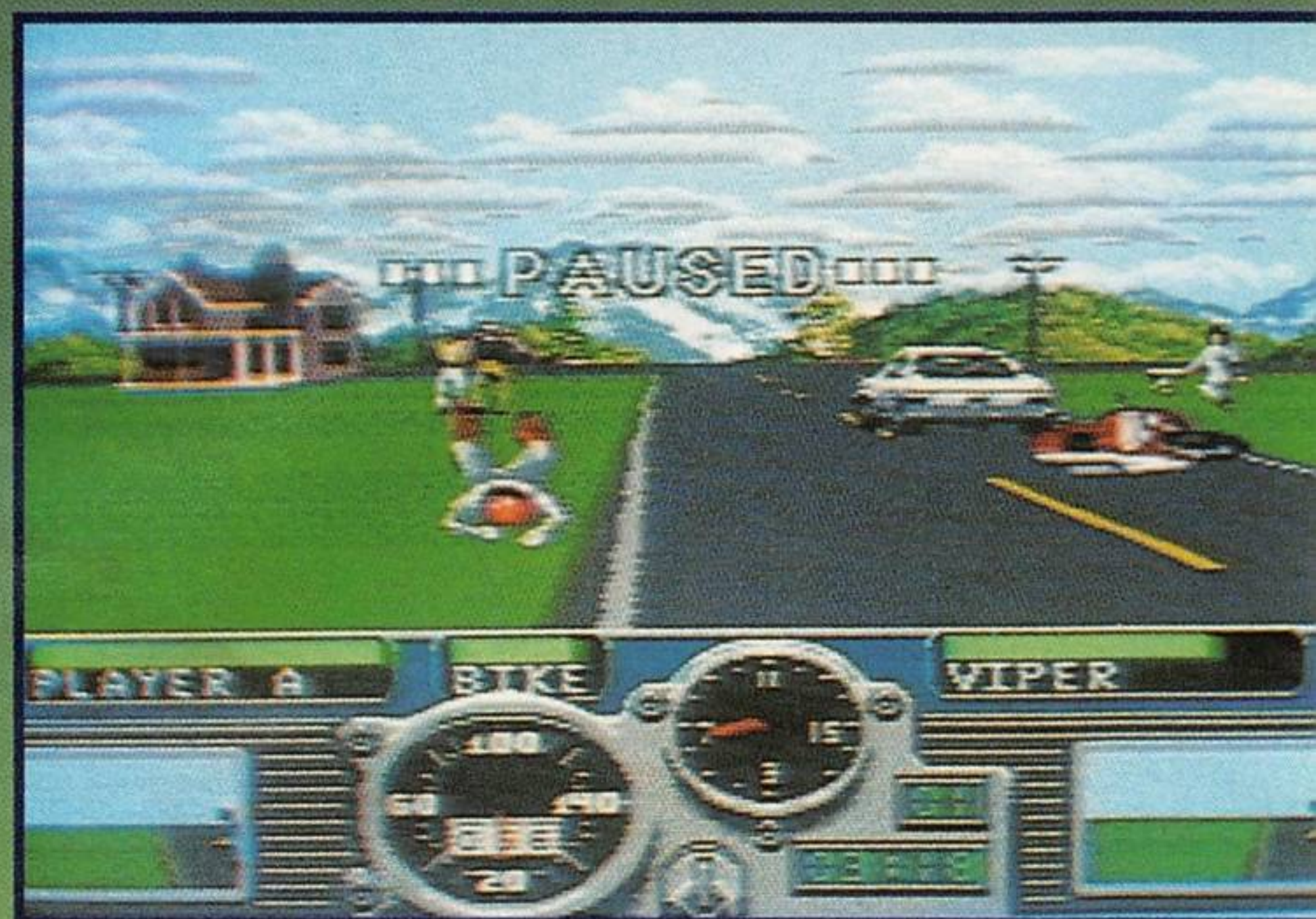
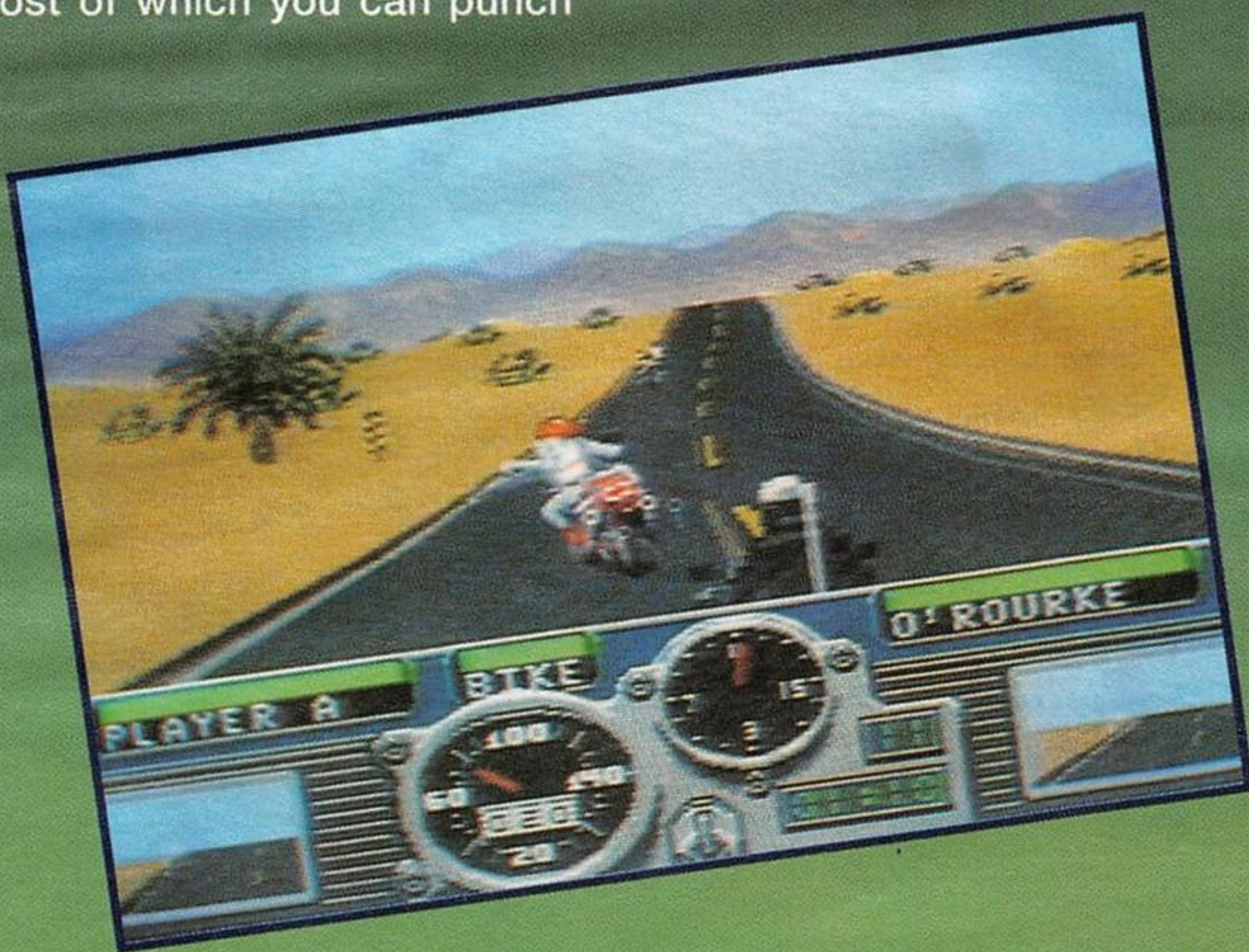
Atmosphere .....85

Value .....90

Realism .....80

Conversion .....90

Overall .....92





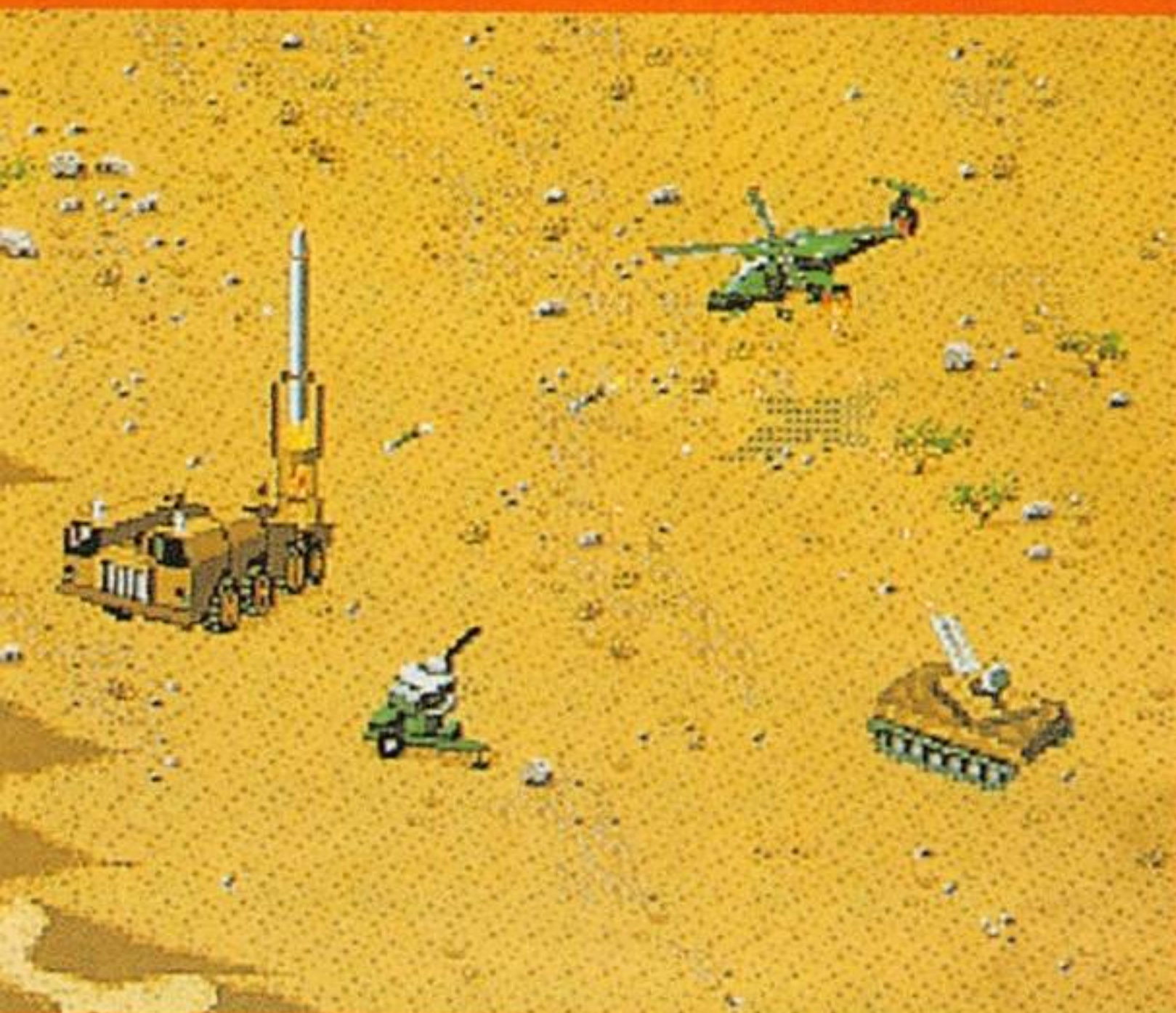


**N**ow that the hype about the Gulf crisis is over, we can forget about it, right? Well, according to Electronic Arts it's worth a memory and they've made a good cart to remind us!

Desert Strike features Saddam Huss ... hang on a sec! There seems to be a misprint as it says his name is General Killbaba, a Middle Eastern dictator! Actually, this whole game has been changed to stop any resemblance to the real thing. Even the title is ever so slightly different. But you all know what's going on.

But rolling along now. Desert Strike puts you in charge of an Apache heli that is armed and ready to play ball in the gulf. The game starts off by showing you a run down on the situation, and how the "mad-man" has taken over a small middle eastern nation (*Kuwait by any chance? - Ed*) by ruthless measures. It also features a news report by EANN network which is a laugh. But after the pretty pictures it's the action this gamester wanted and boy did I get it!

Knocking out Radars, shutting down power generator, getting rid of those devious Scuds are all challenging missions. But nothing prepares you for the last three rounds in which a mortal will experience ultimate Hell in the form of dumb but tough tanks which seem indestructible! (hey trust me, I wasted three Hellfire missiles on one lone tank just find it still standing!) Ammunition consists of normal Gattling cannon, Hydrass missiles and the ultimate in wipe out equipment, Hellfire missiles! Each one is limited according to size, but throughout the endangered territory are ammunition dumps littered around. Fuel is also limited but fuel dumps can be picked up as well. Armour replacements are to be found but in small numbers.






As in all wars, some MIA's (Missing in Action) soldiers can experience bloodshed hell - reminds you of "One" doesn't it fellow Metallica fans! (*Yeah, all three of you - Ed*) Help them out by dropping a ladder down to clear them out of bother. Some missions get you to pick up Arab informers to find out the locations of secret bunkers and other military targets. Also Scud commanders spew out the info when captured on the whereabouts of Scud launchers. Rescuing prisoners, UN reps, EANN reporters, destroying chemical factories, ammunition depots are some other missions.

Graphics from start to end are just superb with a water smooth animated Hele and nicely shaded landscapes which are made

## RETURN TO THE GULF

up of a not too repetitive texture. Cinemas displays are surprisingly well made and in plenty even during the rounds themselves. Sound features an unreal Gattling gun effect and nice chunky explosions, which give you that satisfying feeling upon blowing something into the never never! (sorry, but this is one lad who loves violence and plenty of it). (*You're sick though - Ed*) Atmosphere is a dramatic charge, as memories of the Gulf crisis on 15th January 1990 come back to mind! (Even though this isn't based on it, of course!) With five lengthy, butt hard levels to endure, this is one game that will continue to take it's rightful place in the cartridge slot for a long time to come, or maybe until the next real life crisis! A nice surprise from EA and I hope to see more titles in the EA Air Force series soon, if this is the standard. Desert Strike is a cart that I think General Schwarzkopf himself would be rapped in! Desert Strike - it's the mother of all carts!

	<b>Graphics</b> .....	<b>93</b>
	<b>Sound</b> .....	<b>91</b>
	<b>Music</b> .....	<b>89</b>
	<b>Playability</b> .....	<b>87</b>
	<b>Difficulty</b> .....	<b>90</b>
	<b>Presentation</b> .....	<b>95</b>
	<b>Lastability</b> .....	<b>89</b>
	<b>Atmosphere</b> .....	<b>92</b>
	<b>Value</b> .....	<b>88</b>
	<b>Realism</b> .....	<b>89</b>
	<b>Overall</b> .....	<b>90</b>

# DESERT STRIKE





# HELLFIRE

**I**t seems that if all the shoot 'em up plots were to suddenly come to life then we may as well kiss our duffs goodbye, as planet Earth always seems to be the bullseye of the intergalactic dartboard. HellFire is no exception to the rule, but thankfully there is a great game behind the tiring "save our butt" routine.

Anyway, to give you the story briefly, the year is 2998 and the galaxy is threatened with total destruction by an evil force known as the Black Nebula. Your mission is to free the planets that have been enslaved, and finally to destroy the Super Mech, which is the force behind the Black Nebula.

But it's really not that important who this new lot of aliens are or what they are trying to do, when there is a price to each one of them. This original shoot 'em up has power ups like the rest of the other clones but the option of deciding where you shoot is the best feature of HellFire. Having to think which direction would be most suitable for kicking booty is my favourite

part of the game. Although my personal favourite selection is the four way diagonal blaster which blasts more for the price of one!












Loads of capsules are to be found including speed ups, weapon booster and HellFire's, which are a last resort kapowey fire which are limited and not present in the arcade version. Another option which isn't present in the arcade shooter is the Homing capsule which simply acts as a randomly moving death causing companion which stays with you till death thou parts! While on the topic of arcade conversions, this beastly is a fairly good improvement on the original with biffer music that rocks ya soul as well as more fluent game play.

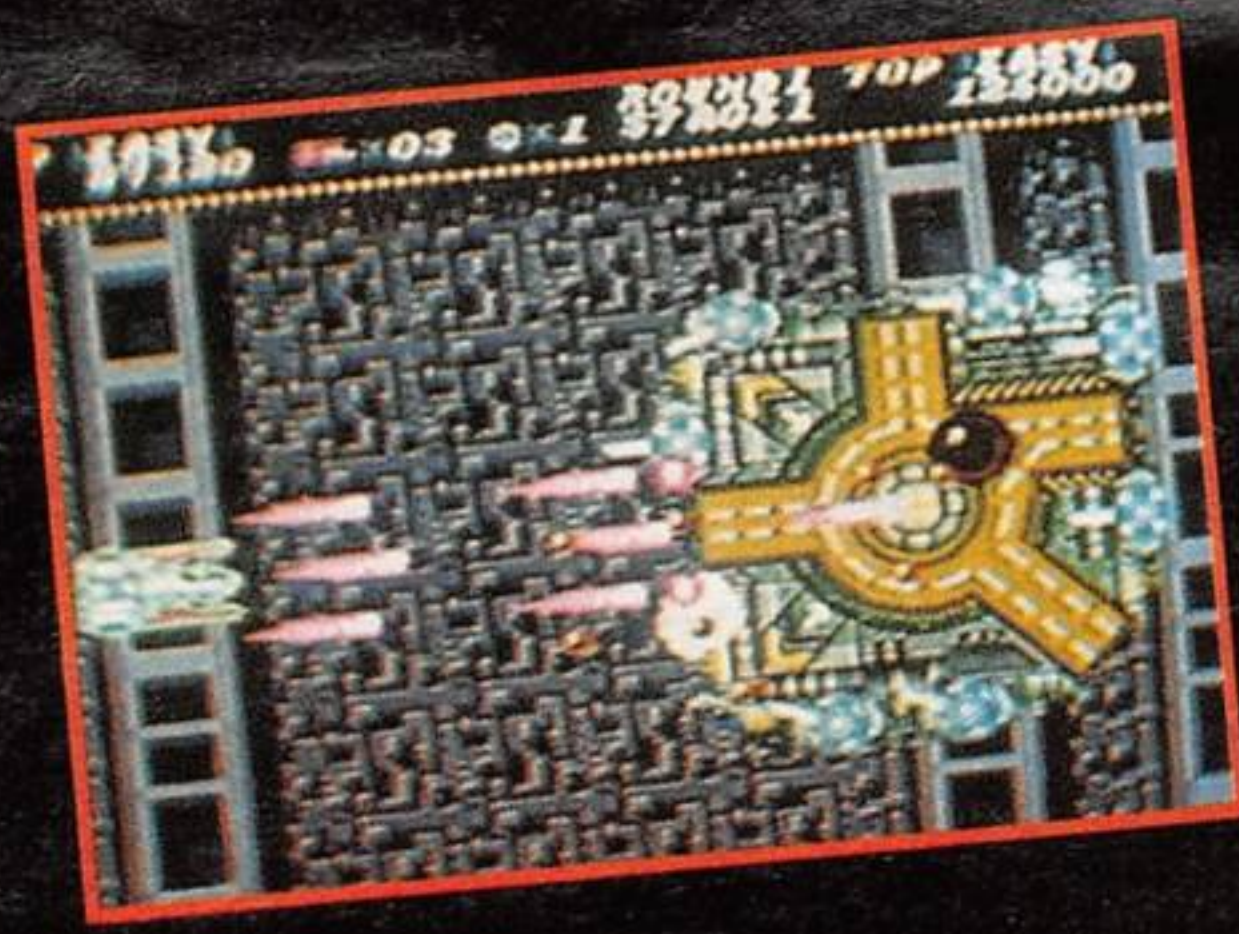
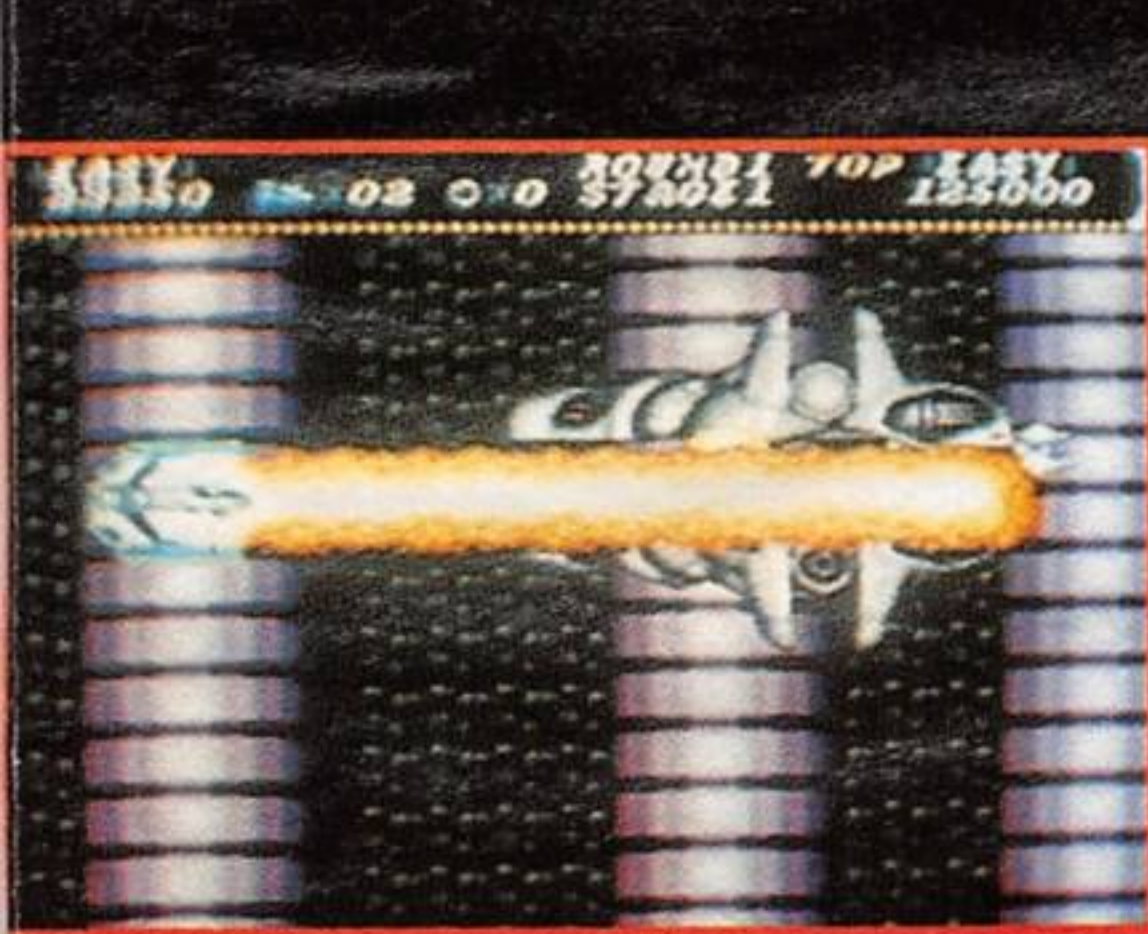
HellFire won't be conquered in a few short blasts, and with six bitchen' levels to try and fluke, Hellfire is damn hell hard! An average round has you plucking off the odd wave of mutants up until a mid level. The game has a good atmosphere to it with the music and graphics keeping your interest up. There is always an urge to complete it as soon as possible to marvel at the next scene.

Now some of you may be looking at the screen shots and saying "just another

side scrolling shooter" but I think that until Gaires or MUSHA Aleste is released officially in Oz than you'll have to settle for HellFire which is a decent shooter. Some players won't be impressed first off, but after a couple of goes you'll keep coming back for seconds. Crisp graphics, long term difficulty, a great sound track and a brill blasterama feel to it! Do yourself a favour, if you can't get a hold of Gaires or MUSHA Aleste, then get yourself a real shoot 'em up, Hellfire!

BRIAN COSTELLOE

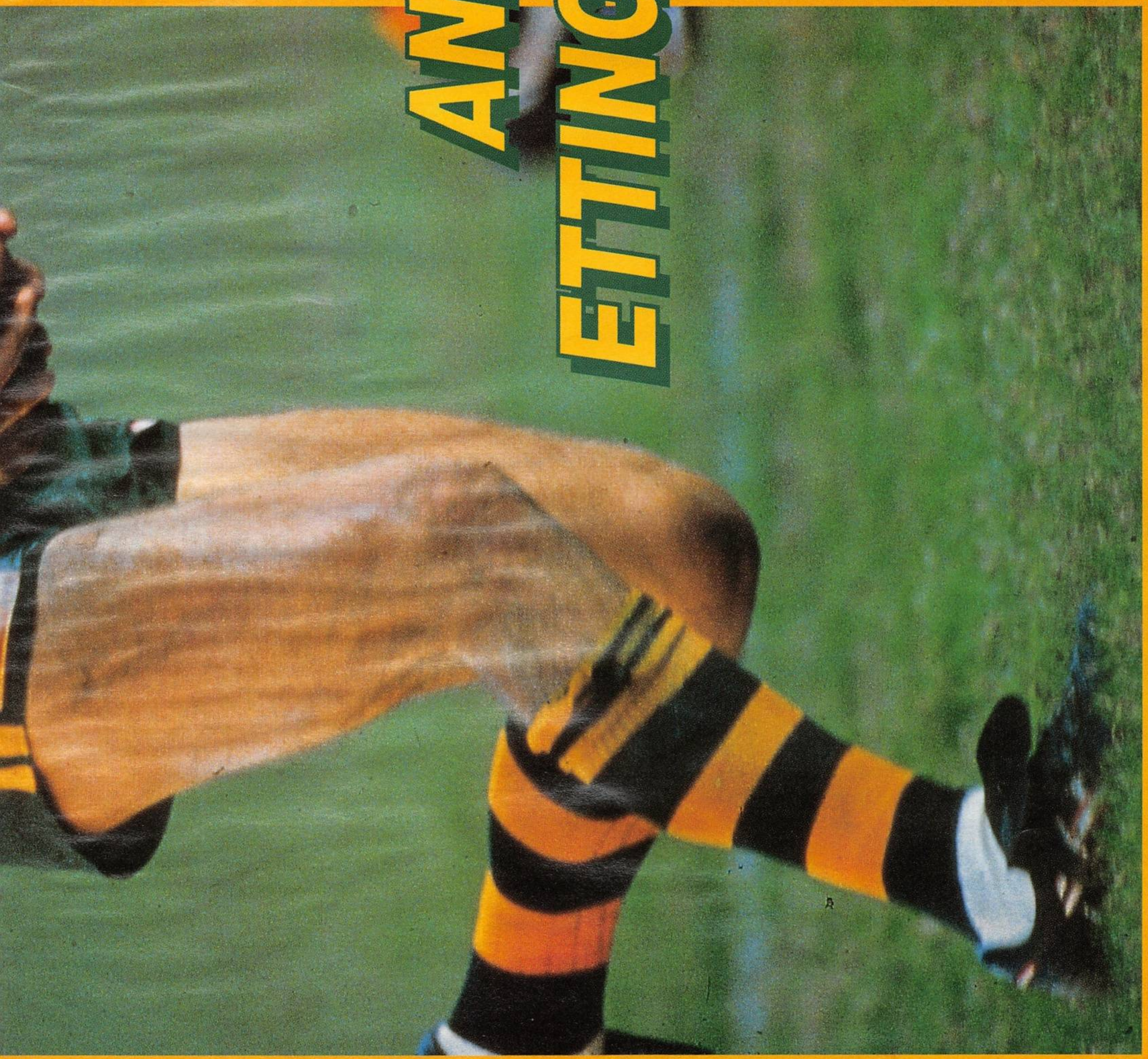
	<b>Graphics</b> .....	<b>86</b>
	<b>Sound</b> .....	<b>83</b>
	<b>Music</b> .....	<b>89</b>
	<b>Playability</b> .....	<b>93</b>
	<b>Difficulty</b> .....	<b>91</b>
	<b>Presentation</b> .....	<b>84</b>
	<b>Lastability</b> .....	<b>90</b>
	<b>Atmosphere</b> .....	<b>86</b>
	<b>Value</b> .....	<b>88</b>
	<b>Conversion</b> .....	<b>94</b>
	<b>Overall</b> .....	<b>88</b>







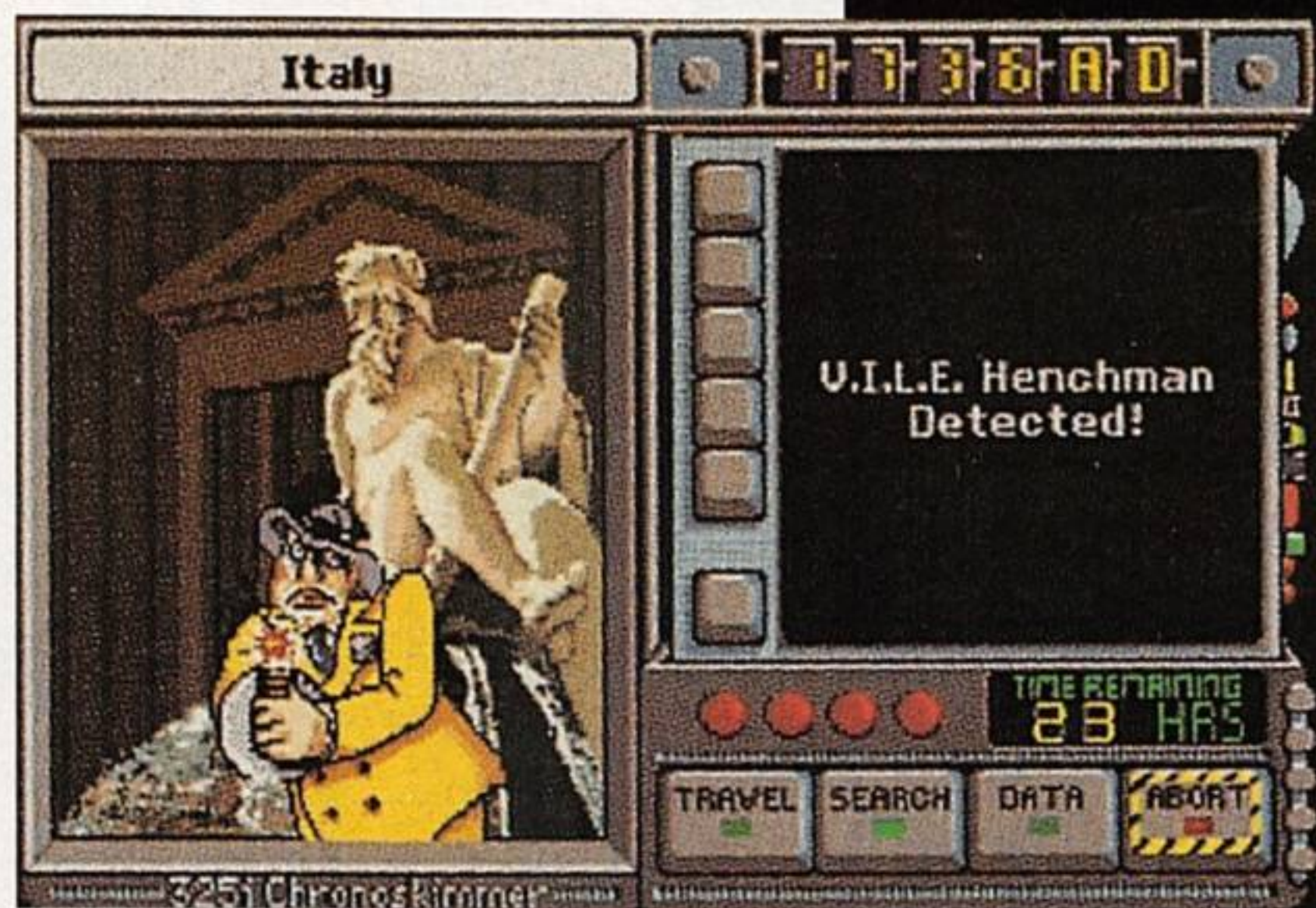




# ANDREW ETTINGHAUSEN

**The fastest and most popular man in Rugby League. Andrew, or E.T. as he is known, was selected to play first grade Rugby League when he was just 17 years old. Since then, E.T.'s illustrious career has included representing his state, in the annual Winfield State of Origin series and also playing for Australia, including the victorious Kangaroo tour of Great Britain in 1991.**





GRAPHICS.....	85
SOUND.....	75
MUSIC.....	68
PLAYABILITY.....	82
DIFFICULTY.....	93
BRAIN STRAIN...	95
PRESENTATION...	90
LASTABILITY.....	70
ATMOSPHERE....	75
VALUE.....	80
OVERALL.....	81

# WHERE IN TIME IS CARMEN SANDIEGO?

**Who says you don't learn anything playing video games? In this new detective game, you're forced to learn or you'll be a big loser! You'll have to scour an encyclopedia for facts if you want to catch the dangerous criminals skipping through history in a stolen time machine.**

"Where in Time is Carmen Sandiego" is like no other game I've seen on the Mega Drive. It is a conversion from the famous PC game which is recommended by Education Departments around Australia, as an aid in teaching history. But while history classes are traditionally dull and uninteresting, Carmen Sandiego certainly isn't.

Opening your Detective's Manual, you discover that Acme Detective Agency have just taken you on board as a Time Cadet in the Time Crimes Division. Lucky you! After registering at headquarters, you are given a Chronoskimmer (otherwise known as a time machine) which you will use to track down criminals.

Your targets throughout the game are Carmen Sandiego and her V.I.L.E gang. They are an international band of thieves causing political turmoil

throughout the world, stealing priceless treasures. Now Carmen and her gang have stolen the latest model time machine from a super-secret laboratory deep beneath the Nevada desert. They are using it to loot the most priceless treasures of the past 1500 years, such items as Napoleon's hat, Don Quixote's lance and even Pablo Picasso's moustache!

By altering the past, Carmen will disrupt history's delicate chain of events and destroy the present as we know it, not to mention the future. Our very existence is at stake! (*Oh no, not again!* - Ed)

Your mission is to capture Carmen Sandiego and the stolen time machine. Using your Chronoskimmer, you must travel through 1500 years of time and 48 locations. You are equipped with an electronic sensor to scan locations for clues and translate conversations with witnesses and informants. A Capture Robot will be automatically despatched when you finally catch up with the criminal, so there's no need to get your hands dirty!

After the boss gives you your first mission, you're off on the trail of a stolen treasure, getting clues as to where and when the criminals have fled - it could be anywhere from France in the Second World War, China in 1000 A.D or Peru in the 1800's. Remember to work fast - the Federal Time Travel Commission have only allowed a limited number of hours to solve each case, and the more questions you ask the more time you waste. You'll have to travel to several locations and times in

each case before apprehending the villain, but you'll know if you're on the right trail when V.I.L.E henchman appear and act tough. There are a number of time-travelling villains to choose from and you've got to pick the right one from clues and hints about his or her character. Pick the wrong one and you're off the case, and if you don't issue a warrant, they can't be charged, even when captured!

You'll need either a very good general knowledge, especially on history, art and literature, or an encyclopaedia on hand, to succeed at this game. It starts out quite easy, but quickly the clues become more obscure and the criminal harder to trace.

The graphic quality is good and the V.I.L.E villains are very cute cliches, dressed in trench-coats and running from your Capture Robot. The problem I had with the game is that it seemed to get very repetitive, with both loactions and style of questions. I'm sure that once you became a bit more familiar with the game, the questions will be repeated and the cases easily solved. Another problem is that it does get boring to play after a while as there are no action sequences, you just keep clicking on boxes.

But physical action is not what you would buy Carmen Sandiego for. This one will give you a good mental workout, rather than a rush of adrenaline.

ARIEL AERONAUT



# WONDER BOY

## IN MONSTER WORLD



**I**n Wonderboy 1 he saved his girly even though all sorts of obstacles stood in his way. Then years later, in Wonderboy in Monster Land he was asked to save the land from the Meka Dragon. In Wonderboy III (the Master System version) he had to save the same land from the evil Vampire Dragon. Then our heroic youngster was required to save the country on yet another quest in Wonderboy III for the Mega Drive. Now comes the most drastic quest of them all. Wonderboy V - In Monster World; an adventure that overshadows them all.





Yes, he's been through a lot this lad. His biological genes have been altered in a big way. His girly has been nicked (what happened to her?) and he's now a famous hero. But the question is, can he take on this new challenge? The monsters have suddenly come back with a vengeance and the Prince and Princess have gone walkies. The world now has a case of monstervitis and is starting to doubt Wonderboy's healing powers! Wonderboy must search through all types of terrain in his quest for total peace. And look out, because the terrain is long and difficult, making this the biggest Wonderboy cart of the lot!

In this epic 6 Mega adventure we see what could basically be described as the biggest cart Sega have put out! (Yes, bigger than Sonic!) The gameplay is exactly the same as in Wonderboy III for the SMS, but with the WB Monster Land feel to it. There are some old monsters and some quite interesting new ones. The weapons are bought from the towns shops as in all the other Wonderboy carts. Shops become see through as you enter instead of a old full

REVIEWED BY BRIAN COSTELLOE

screen which looks neat. Wonderboy has a new blue hair look and looks very spiffy! (What drugs is he taking! - Ed) The creatures and characters all have a unique comical look and move very smoothly. There is no real change to the gameplay from Wonderboy III on the Master System except that there is more of it and it all looks and feels extra smooth!

There are no sprite flickers to tell off and the music is a great remix of the old Wonderboy games. The sound effects have that great arcade atmosphere to them and control method is an improvement of the previous titles. These are great little companions that help you along the way and lots of people (and creatures) to coast you in the right direction. I don't want to give away too much as I feel this game is going to be a huge seller judging by the sales of Wonderboy III for the Master System. But this game has lotsa twists and turns in the plot, especially the end. (Oops! Better not say anymore otherwise I'll blow the story). After Mario IV's mass hype in other game mags, I can safely say that Wonderboy in Monster World kicks the Italian plumber's butt into oblivion with it's better look, feel, gameplay, originality and entertainment! Wonderboy in Monster World in my opinion is Sega's finest to date!

	<b>Graphics</b> .....	<b>95</b>
	<b>Sound</b> .....	<b>92</b>
	<b>Music</b> .....	<b>93</b>
	<b>Playability</b> .....	<b>97</b>
	<b>Difficulty</b> .....	<b>86</b>
	<b>Mental</b> .....	<b>85</b>
	<b>Presentation</b> .....	<b>96</b>
	<b>Lastability</b> .....	<b>91</b>
	<b>Atmosphere</b> .....	<b>93</b>
	<b>Value</b> .....	<b>88</b>
	<b>Overall</b> .....	<b>92</b>



# NES

# AUSSIE RULES FOOTY

**N**ot wanting to be accused of feeding the local market solely US sports games, Nintendo's latest sports series release has a distinctively Australian flavour. How much more Australian can you get than football, meat pies, kangaroos and .... Aussie Rules Footy.

For those of us that live north of the Murray River, have never heard of Lou Richards, or simply believe that Aussie Rules is just aerial ping-pong, the object of the game is to score points by kicking the ball between four posts. Six points are scored when the ball passes between the inner two posts. Simple really!

Aussie Rules is a game of skill and the computer game is no exception. The game begins with the centre bounce by the umpire. In the centre bounce screen there are 2 ruckmen and two rovers (you and the opposition). When the ball is bounced the ruck can either tap the ball to the rover or punch the ball upfield by hitting the A or B buttons.

Now that the ball is in play, players can run with the ball, kick or pass to another player, or kick the ball downfield. Striking the A button whilst the ball is in flight sends your player receiving the ball into the air - hopefully to take a spectacular mark. Once the ball is marked, you must decide to take a kick or play-on.

Don't think that the defending team is left to sit idly by either. They can try to dispossess the opposition by tackling them or attempt to spoil downfield kicks to gain possession of the ball.

Kicking for goal requires pin point accuracy. When you are within kicking range of the goal posts, an indicator

PETER GREENE

appears on the bottom of the screen. Kick the ball while the indicator is in the middle of the bars and the kick will travel straight through the middle posts, scoring a goal. If the indicator is not in the centre when the ball is kicked the ball will either be kicked for a behind or go out of bounds.

Apart from normal match play, this package gives players the option of taking to the training park to practice the skills of the game, with either two, four, or six players on the field.

When confident enough to play in a match situation, players can select a single match or a season. When a season is selected, players are depending on the number of teams in the draw before deciding on which teams make the elimination finals. One or two player games can be selected, but a word of caution before you try and take on the might of the NES - get some practise first! I foolishly took on the computer and was humiliated 126-0 on my first attempt. My second effort saw me score just 1 point. Oh well, back to the training park!

Aussie Rules Footy comes complete with central field, boundary and goal umpires, which have control of the game in their various areas. If this isn't enough, there is also a commentator that gives us inane comments at quarter time and a final wrap-up - so what's new?

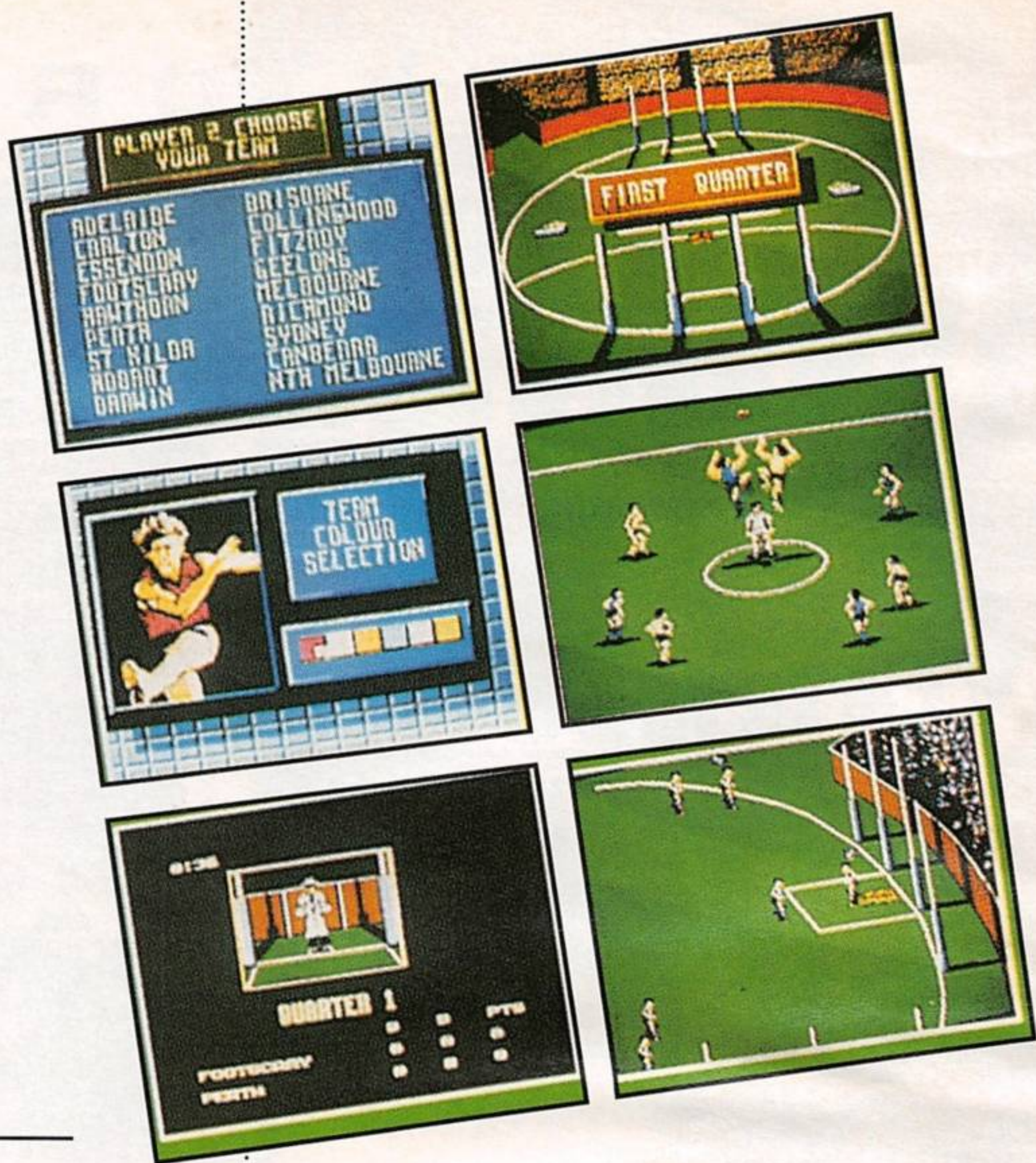
Oh, and one last thing. There are 36 players in two Aussie Rules teams. That's a lot of players to control when you only have a limited number of buttons on your control pad. To avoid confusion, an arrow on the screen indi-

cates which player you are currently controlling and which direction you are kicking. Thank heavens for that!

Full marks should be awarded to Nintendo for releasing this version of Aussie Rules Footy considering the final market will be somewhat limited. The package suffers the same problem as most sports series games. The interest level tends to wane as the players achieve a certain skills base. However, the package is a faithful reproduction of a truly vernacular sport that will appeal to all Australian Rules fans and those players sick to death of US sports games such as basketball and baseball. Graphics are good and the sound is reasonable. The game is fun to use, although a little confusing at first, and is best in a two player situation.

Whether you choose a single match, season or just a practise session, you can be guaranteed a thoroughly exciting and authentic game of Aussie Rules. So - what are you waiting for - get out there and hear the crowd cheering "Up there Cazaly."

<b>GRAPHICS</b> .....	<b>80</b>
<b>SOUND</b> .....	<b>60</b>
<b>PLAYABILITY</b> .....	<b>75</b>
<b>DIFFICULTY</b> .....	<b>94</b>
<b>PRESENTATION</b> .....	<b>80</b>
<b>LASTABILITY</b> .....	<b>75</b>
<b>ATMOSPHERE</b> .....	<b>75</b>
<b>VALUE</b> .....	<b>80</b>
<b>REALISM</b> .....	<b>80</b>
<b>OVERALL</b> .....	<b>80</b>





# KLAX MASTER SYSTEM

## REVIEWED BRIAN COSTELLOE

**A**fter Columns, Tetris and other puzzles clones you wouldn't be blamed for thinking that there couldn't be another smash hit brain racker. But sure enough, hot on the tail of other successful puzzlers, comes a fairly simple but original classic called Klax. To some PC and Amiga owners there is no need for an intro but lets just explain it for the unwary of you out there.

The setting is four rows of conveyor belts on which tiles come rolling towards you. You must collect the tiles as they approach you and sort them out in piles below. But there is limited room below so to get rid of tiles rows of three colours or more must be organised. If you miss a tile as it gets close, then a cruel death comes to the tile which costs you a miss. You are allowed to collect a maximum of just five tiles at once and you can unload tiles back on the belt. But when doing that remember that such as gravity, what goes up must come down and if you unloading well you'll just be buried in tiles. At first tiles come one at a time but things get faster and thicker. This can cause some fairly active and stressful situations.

To clear a round you must complete the goal set out by the computer. You may be asked to reach a set score, or complete a certain number of Klaxs (a set of three matching tiles in a row), or harder still, a certain number of horizontals or diagonals! Multiple Klaxs causing double the points and more Klaxs could be formed after that.

The Master System (which hasn't been used to it's potential yet) has been used quite well in this translation with all the backdrops successfully redrawn. The music has been written amazingly well making it better than the Mega Drive version. The options will have you experimenting with it for ages to come, plus the reactions are lightning quick, making it even more playable than all other versions available. There is only one drama which is small in detail, and that is the missing speech of the original. But speech doesn't make a good game and this proves it even more so. Just reading this review and seeing the screen shots, you'll probably get to think that it's too simple to be good. But play the game and you'll find it's dangerously addictive as you'll want to see how good you can get! So those who have played this on other formats or have even been privileged enough to play it at the pub (hope ya won some

moola!) then you'll be pleased to know that the Master System version does deliver the goods in a darn good cart which is worth a looking for sure. A smash hit in my books. Even non-Klaxters should give this one a go!



**Graphics.....88**



**Sound.....68**



**Music.....80**



**Playability .....91**



**Difficulty .....88**



**Brain Strain.....94**



**Presentation .....70**

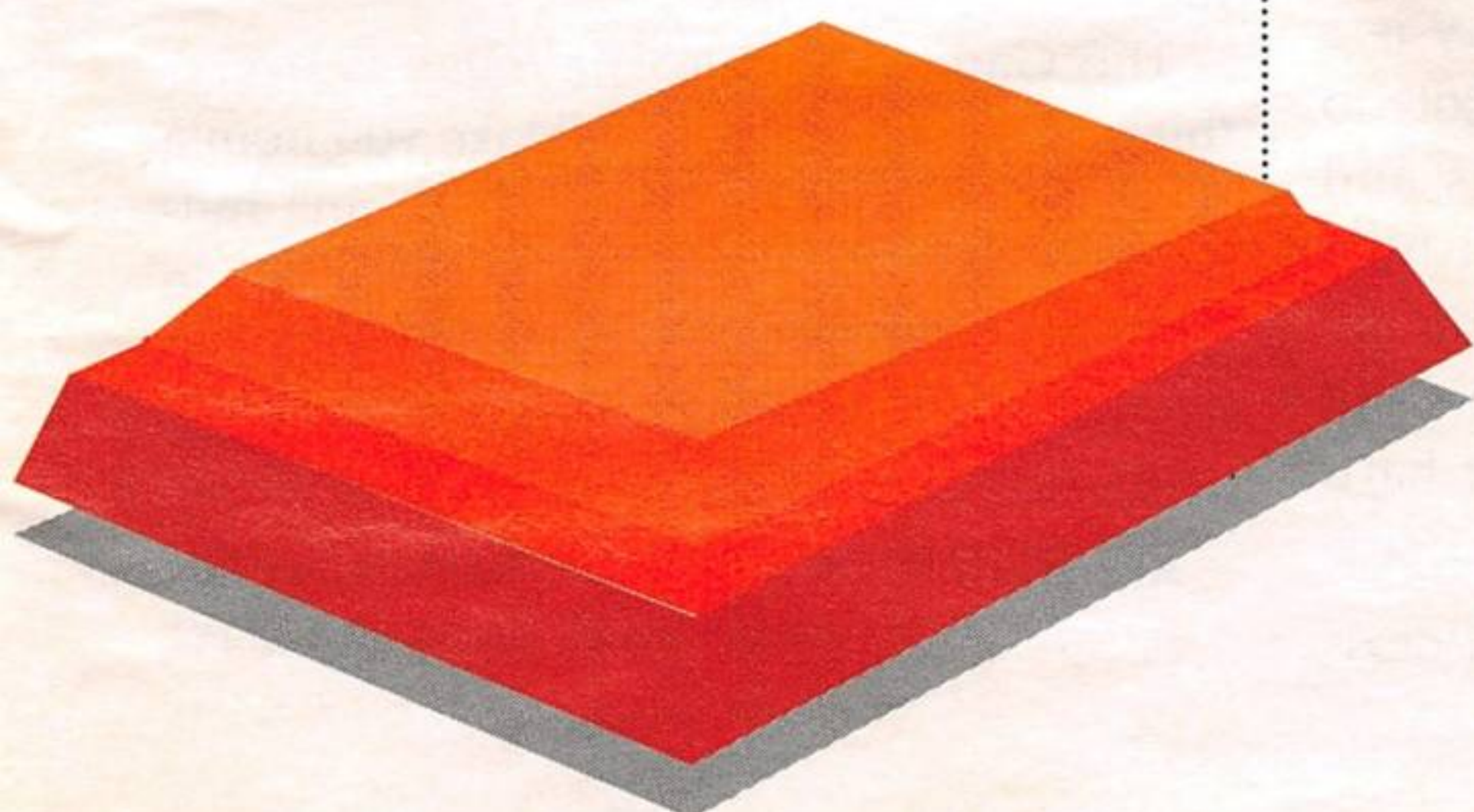
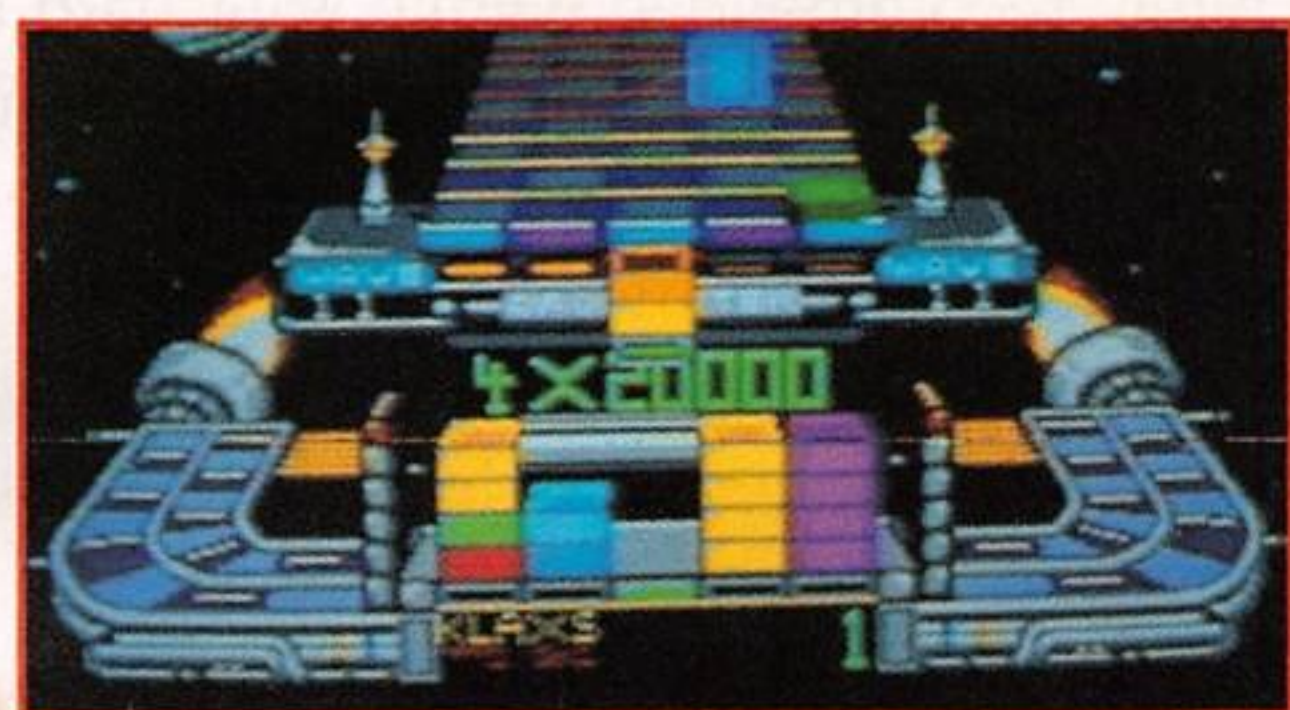
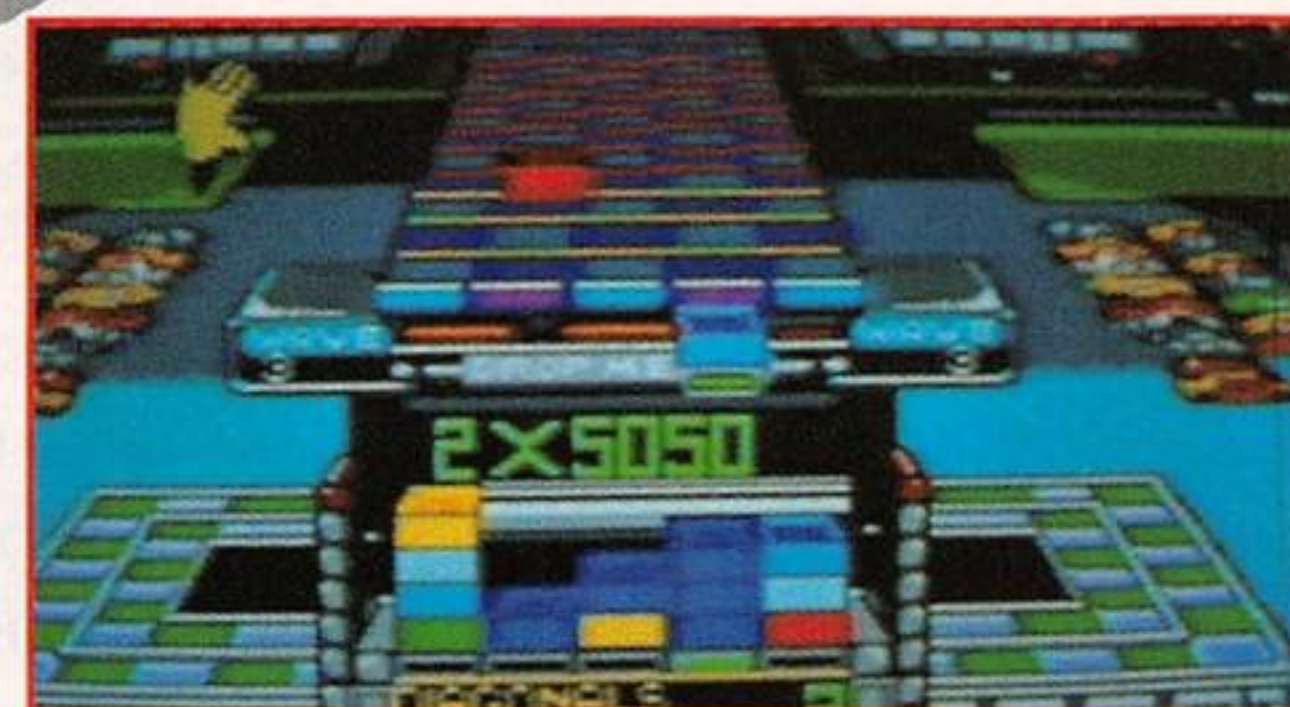
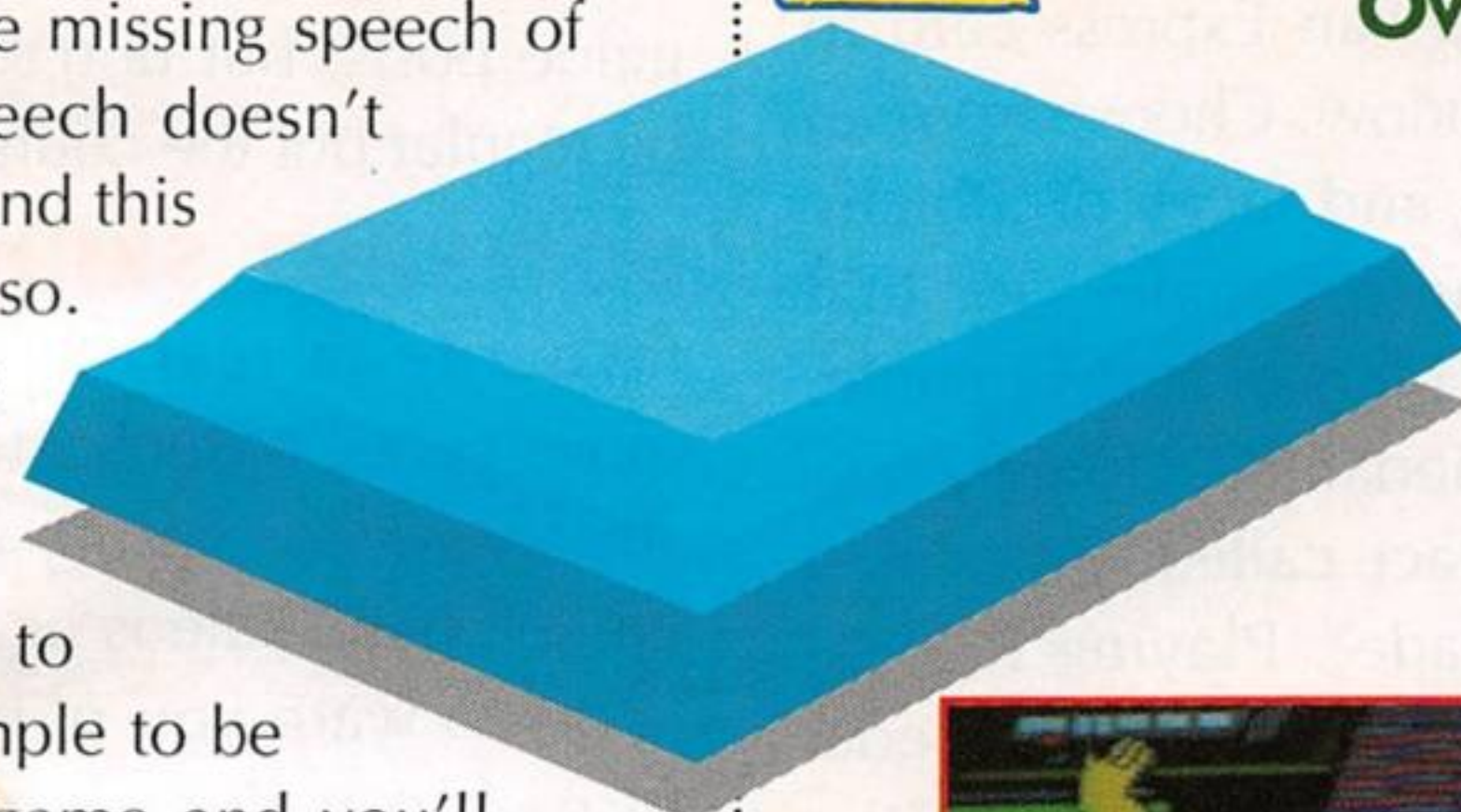


**Lastability .....85**



**Value .....86**

**Overall .....82**





# THE GAMES

## WINTER CHALLENGE

You have just come from watching Alberto Tomba, Italian skier extraordinaire and part time James Bond. His panache may be matched, but you will need every inch of skill to beat him in the men's slalom in *The Games...Winter Challenge*.

A most impressive ski sim from Accolade, set against a scrolling bitmap of mountainous terrain which is unbelievably smooth. At high, medium or even low detail the graphics certainly aim to please. A clever mixture of 3-D vector graphics and bitmapped sprites move so fast you can almost feel your dinner rising.

The game supports most sound cards and they are a must for the music, which is repetitive but catchy. If you don't have a card you have the option to turn the music off. The sound effects through the card are equally as good through the PC Internal Speaker. They include gut wrenching grunts and a sympathising crowd for those "That must have really hurt" stacks.

Suitable as a home alone game or set up tournaments with friends and pick your opponents. Tournaments can be played with 1 to 10 players, and believe me this is a spectator sport, at a distance from the screen the slopes look just as daunting as the corners are sharp. Feel yourself sway in your chair with every turn, and you don't even need your American Express card to get past the ticket window. Choose from an array of nationalities and faces of athletic physique (unless you're female - for that they got both kinds, blonde and brunette. Similarly with the nationalities - forget coming from a little old place called Australia, it doesn't make the grade). Playing to beat your opponents time, there is even a medal and national anthem ceremony for the top three places in each event.

The graphics for the opening sequence of the Winter Challenge are a bit of a non event, bar the white doves, but for a once only screen for most game players it passes the test. Installing with the fast load is definitely recommended. While your hard disk loads and unpacks the one high density disk, progress is shown by a bobsled moving its way across the screen.

The frame rate is dependant on your computers speed. On a 20MHz 286 the speed is good but on a 33MHz 386 the action is extremely smooth.

There are eight different events to choose from. They are:



**GRAPHICS 98**



**SOUND 91**



**LASTABILITY 55**



**REALISM 89**



**OVERALL 78**



**GIANT SLALOM**

**DIFFICULTY 65**

**VALUE 60**



**SKI JUMP**

**ATMOSPHERE 90**



**BIATHLON**

**THE LUGE** - Get half way up the sides on the corners for the best speed in this one, if you dare to go to far up you will make a spectacular crash landing. Getting to know the course is part of the skill and you are aided by a map showing the course overview. Bitmapped trees look a little like guide posts, but don't be fooled, they may be regular but the course isn't.

**DOWNHILL SKIING** - Certainly my favourite, a real ski action and enough movements, of tuck, steer & tuck, steer and steer slow, to ensure realism. The map on the left hand side is again a bonus for spectators to warn you of up and coming sharp turns but it does inhibit your view and would be better if it had a toggle on/off option.

**GIANT SLALOM** - An exhausting run through 75 closely spaced gates. A fast and difficult event, even for experts.

**CROSS COUNTRY SKIING** - Not less short of exhausting, the cross country is a long haul to the end, but there is plenty to amuse you with overhead ski lifts and watching your energy levels. It is a little hard to get the feeling of whether you are going up or down a hill on this one and without a speedo you may find your have come to a dead stop without noticing.

**THE BIATHLON** A combination of cross

country skiing and shooting. At four points around the course you must stop and target shoot. It is better to take time and aim when shooting as the time penalties for poor shooting are harsh. A fun event, more interesting than the cross country.

**THE BOBSLED** - Similar to the Luge, keep centre on the straights and really get an idea of the amazing speeds you are making while whooshing under the bridges.

**SPEED SKATING** - Probably the hardest of the all the events, the gun goes and your off, but don't jump the gun or you will be embarrassingly pulled back. A must to keep pumping at that joystick or keyboard to keep up your stroke rate up or you will find speed dropping unrealistically to 0. Falling on the ice is similar to rap dancing with no control so watch those corners.

**SKI JUMP** - Entertaining whether you land or not, you can always watch it in rewind or fast forward on the instant replay. A good jump is its best reward.

The Games Winter Challenge is everything its name entails, it will take you from a humble beginner to a fanatic shaving milliseconds off your times. With the multiple player options it makes a good party game to impress your friends with. I recommend it as the best of its kind.

REVIEWED BY "MOOSE" BRIGHTMAN (A GIRL)  
REVIEWED ON IBM PC



# Eco Quest

## THE SEARCH FOR CETUS

Considering the current popularity of the "environmental movement", it's rather surprising that we haven't been inundated with "Green" games. Admittedly, there has been a couple, *Rainbow Warrior* and *Captain Planet*, but they were crap so that's the last you'll hear of them.

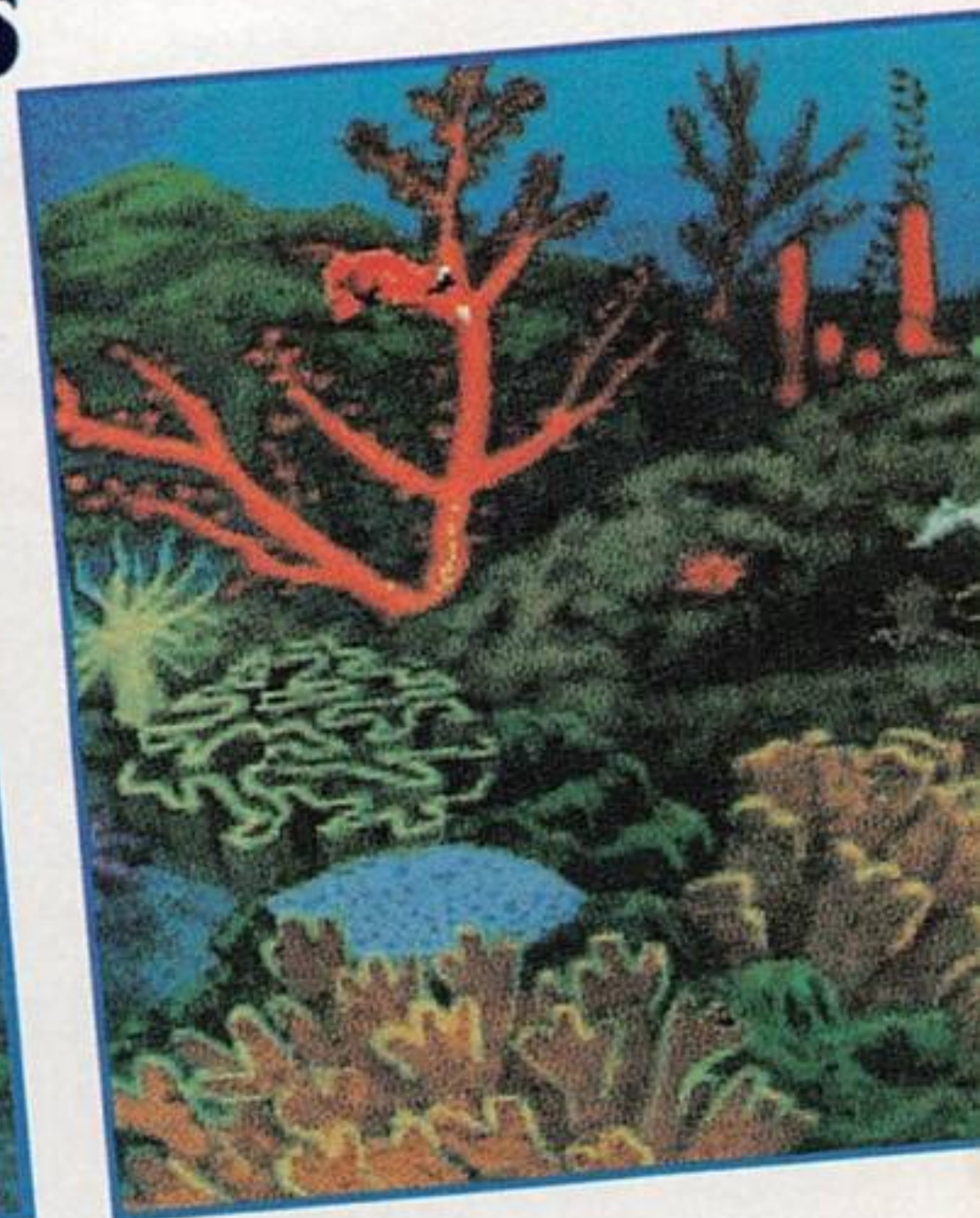
But now we find good old Sierra, armed with the trusty letters Q,U,E,S,T at the bandwagon bus stop (Environmental route) impatiently fidgeting with their latest product, *Eco Quest*. Let's follow them on board...

Despite the seriousness of the subject matter, the plot is well up to Sierra's usual standard of tweeness. Adam,(you) is a twelve year-old boy who cares greatly about the environment, even going as far as publishing his own newsletter, *Econews*. One day, while his ecologist father is at work, Adam looks after a dolphin they rescued from a drift net.

After playing with the recuperating mammal, Adam discovers that the dolphin can talk! The dolphin, *Delphineus*, desperately needs help, as *Cetus*, the king of his under-sea kingdom, has gone missing. *Cetus* must be found soon or the kingdom, *Eluria*, and it's people (sorry, fish) will perish. *Delphineus* needs Adam to assist him. Together they must journey below, confronting the perils of a polluted and neglected ocean in their quest to rescue *Cetus*.

On the way Adam will meet many inhabitants of *Eluria*, all victims of mankind's ignorance. There's *Narcissus* the

blowfish who is entangled in a clear plastic bag and *Olympia* the lionfish who's ill from bleach-contaminated water. Obviously, some-



thing has to be done and the job's all yours.

Sierra's new icon control system is refined further for this game and works nearly to a treat. The system has been improved to make it function quicker and more responsively and it basically consists of a row of pictorial icons which represent the various actions and commands available.

Despite these enhancements, to me the new icon system feels less interactive and more limiting than the old text format. If you were stuck in the old games, you would enter all sorts of ridiculous commands, some would work but most would just elicit an even more ridiculous reply, which was half the fun!

The control system may have disappointed me, but the graphics certainly didn't. They are superb and some scenes are literally breath-taking (I kid you not). The underwater screens where Adam and *Delphineus* swim amongst the lush plant-life and schools of rainbow-coloured fish are beautiful and exquisitely detailed.

*Eco Quest* is an adventure game for kids (recommended ages 8 and up) and compensations have been made to allow for this. The puzzles and obstacles can all be solved and overcome with mostly logical object manipulation, and usually the correct object can be found in the surrounding screens, but some aren't so obvious. In fact, I got well and truly stuck a couple of times, so don't get too cocky.

The scenario, while not realistic or believable is continually entertaining and highly original. The messages and themes are woven into the plot well and presented in a way that's not patronising and so are more

likely to be heeded.

Well, so far, it's been all praise but *Eco Quest* does have its faults. Firstly, your actions are far too restricted. In fact, the game is designed so that everything must be done in order. This is very frustrating and is a problem that plagues just about every Sierra adventure.

Two more minor quibbles. One; the keyboard control is horrible and unwieldy, so a mouse is most certainly recommended. And two; interaction with the other characters is too basic. You just simply click on the speech icon and sit back and read. There's no choice of conversation lines or anything, and to quote *Jello Biafra*, "Everything is done for you".

One more thing, there's a booklet included with the game, entitled "I helped save the earth". It details a number of ways (fifty-five, to be exact) that you can help to...uh, save the earth! So, go on buy *Eco Quest* for your little brother's birthday or something, and do your bit to help the environment (not to mention Sierra's already bulging wallet!)

DAVID WILDGOOSE  
REVIEWED ON IBM PC



Graphics:.....90



Sound: .....50



Music: .....70



Playability: .....65



Difficulty: .....65



Brain Strain: .....65



Presentation: .....90



Atmosphere: .....85



Value: .....75



Overall: .....73



# SPACEGUN

**O**h No!!! Creepy, crawly, slimy, hideous and maybe I should add deadly, aliens have hijacked an earth bound cargo ship. This is a job for ... um, well, anyone who dares, really, and if you do volunteer, you are in for one hell of a mission.

This game is hot off the video arcades, and Ocean have done a remarkable job in keeping the graphics as good as the original, as well as replicating the action which is fast and furious. The game play is in first person perspective, kind of like a space "Operation Wolf" and you have to take your trusty mouse, joystick or even light phaser and obliterate the aliens as they crop up, (from just about everywhere). Along the way you can pick up extra "special" weapons which can quickly dispose of the big aliens at the heat of the moment, but are best saved for the end of level mega-aliens. Your arsenal includes, "Freeze", "Blade" and "KAPOW"? (Kill All Puny, Obnoxious Waliens?) Actually I made that one up, I don't know what they call it. (How did I guess? - Ed)

You don't just have to blast aliens galore, you also have to rescue the hostages which run straight toward you, but at the heat of the moment it is easy to blast 'em away anyway by mistake. Once you've finished cruising through the corridors of the ship, next stop is the alien's home planet where you face this ... I'll try not to spoil the surprise... a teenie-weenie, queen alien. (Well, she's teenie-weenie compared to the Empire State Building).

The graphics are excellent throughout the game, especially when the big aliens with 4 arms come up, and slash you leaving marks on the screen, as if they are actually wounding you. There are also these "sucker" aliens which stick to you, and as long as they are there, they continue to drain you of life until you "pluck" them off. (I'm glad that said "pluck?" - Ed)

**You don't just have to blast aliens galore, you also have to rescue the hostages which run straight toward you, but at the heat of the moment it is easy to blast 'em away anyway by mistake**

Another interesting feature with the game is that you don't kill the aliens straight away, you gotta shoot their arms off first! Hmmm... definitely not for the squeamish.

Anyway, this game is action, action, straight from start and is remarkably like the coin-op. The sound effects and music are spot-on. I played it using the mouse which was excellent, the joystick was awful, and I didn't get a chance to use a light phaser, but I imagine it would be very good. Playability is a bit quirky at first, but once you get the hang of it you will be blasting them aliens into bug heaven. If you enjoy the coin-op and you like those first-person perspective games, then this one is definitely for you.

TIM SMITH



2039 A.D. ...  
MAN BEGINS DEEP SPACE EXPLORATION  
HOWEVER, THERE ARE MANY UNKNOWN  
DANGERS IN SPACE...



YOU RECEIVED  
A FATAL WOUND

	<b>Graphics</b> .....90
	<b>Sound</b> .....85
	<b>Music</b> .....85
	<b>Playability</b> .....88
	<b>Difficulty</b> .....87
	<b>Brain Strain</b> .....68
	<b>Presentation</b> .....85
	<b>Lastability</b> .....83
	<b>Atmosphere</b> .....85
	<b>Overall</b> .....84



# ALIEN COMBAT AND ROLE-PLAYING ADVENTURE

**I**t is the dark, distant future. The earth is a useless husk, finally sucked dry of all its resources by mankind and unable to sustain any form of life. The remnants of the human race have been loaded aboard a vast colony spaceship to await the discovery of a safe, habitable world to which they may migrate.

This is the scenario which confronts the player on entering the world of Hyperspeed. The task at hand is to board your Trailblazer Spaceship and



**“Employ logical  
forethought and  
sheer animal cunning**

# HYPERSPEED

explore a star-cluster in order to locate the necessary resources for the sustenance of human life. Further, you must interact with all of the alien life-forms you encounter, signing peace treaties with those you believe to be benign, and completely obliterating those you consider harmful. You must trade with aliens for parts to improve the performance of your spaceship, and for resources to support the future colony.

Hyperspeed presents the player with an arcade-adventure wrapped up inside a role-playing game, without the limitations of either one. You have the liberty to explore and behave as you wish - there are no right or wrong actions (although some, obviously, are more beneficial than others). A time limit is imposed, as your fellow humans aboard the colony ship begin to perish if you take too long to make the star-cluster safe for habitation.

There are four star clusters to explore, each one progressively more difficult than the last. As your ship arrives at each new star system, a probe is launched to determine the system's status. If it is uninhabited, you may go ahead and mine any planets which harbour resources. However, if there is alien life present, an interaction screen appears showing the resident alien, as

**to amass the  
required amount of  
resources and render  
the galaxy safe for  
your new colony”**

well as a menu for a bit of point & click diplomacy or trade. And should said alien prove hostile, you will be forced to do battle, and then the fun really begins.

The Trailblazer is equipped with three types of weaponry: a main gun, a blaster turret for defence against enemy fighters and bombs, and independent attack craft such as fighters, kamikazes and missiles. A battle will most often require the coordination of all three in order to simultaneously attack the alien with maximum fire-power whilst defending your ship against his attack.

It should be noted that Hyperspeed is an extension by Microprose of its 1990 game Lightspeed, the change being the addition of two new (and more difficult) star clusters. The graphics are bright, detailed and lively, and a good deal of imagination has been employed in creat-

ing the aliens. Gameplay itself is easy, particularly if your machine is equipped with a mouse and joystick as these can be used in addition to the keyboard.

Due to its complexity and diversity of play, Hyperspeed is a most enjoyable game. It requires a mature approach in order to employ logical forethought and sheer animal cunning to amass the required amount of resources and render the galaxy safe for your new colony. At the same time, the reflexes of a fourteen year-old are necessary when doing battles with aliens, particularly at the higher levels of play. Frequent use of hard-drive to save your game is also highly recommended, as disaster always lurks but a few light-years away.

There are some drawbacks in the structure of the game, in that the choice of responses by and to the aliens in the interface screens is very limited, and, in some cases, just plain wrong. A good deal of trial and error is necessary to discover each alien's weaknesses in order to defeat him/her/it in battle, and in some cases these prove to be frustratingly obscure. If you hold a high moral belief about the sanctity of intelligent life, then this is not the game for you, as a belligerent attitude and the frequent use of mass genocide are necessary to complete the game.

If you purchased Lightspeed, I would hesitate to recommend that your rush out to spend the dollars necessary to purchase this one (unless you're desperate to venture further into space and meet and kill new aliens, of course). As for the rest of you, well if you thought Captain Kirk was a wimp (he was!) and would like a bit of inter-galactic excitement, get into Hyperspeed.

**ANDREW BURGESS**

<b>Graphics</b> .....	<b>90</b>
<b>Sound</b> .....	<b>70</b>
<b>Music</b> .....	<b>75</b>
<b>Difficulty</b> .....	<b>85</b>
<b>Playability</b> .....	<b>80</b>
<b>Brain Strain</b> .....	<b>95</b>
<b>Lastability</b> .....	<b>90</b>
<b>Atmosphere</b> .....	<b>80</b>
<b>Presentation</b> .....	<b>85</b>
<b>Value</b> .....	<b>80</b>
<b>Overall</b> .....	<b>83</b>







Roaring into the skies - Cliff is confronted with Nazis - wearing their own primitive rocket packs! uh oh!



Peevy spots Jenny - on the tail fin of the blimp being held captive by the Nazi colonel! Time for The Rocketeer again...



# THE ROCKETEER

**Y**ou're having a lovely day at the air races, everything's going fine, the sun's shining, the birds are singing and your rocket is shaping up nicely. All of a sudden, the place is surrounded by Nazis and your girlfriend is kidnapped. Damn. Just another day for the Rocketeer ...

This is the latest film conversion from Disney Software. An interesting arcade-action type adaptation of a great kid's film that unfortunately flopped at the box office. It was based on The Rocketeer comics drawn by Dave Stevens, and like Raiders of the Lost Ark, is a tribute to to action/adventure serials that played in children's movie matinees throughout the 1930's. Characters aside this game has nothing to do with The Rocketeer film, but the game too is aimed mainly for young players, and while it isn't all that deep it's great fun and exciting entertainment.

With only 5 levels, Rocketeer is not really going to hold the interest of older players too long. Furthermore, there is little strategy elements to maintain interest after the initial novelty wears thin. But you are the Rocketeer (Cliff Secord) and your heart-throb is Jenny Blake who is kidnapped by the Nazis. Just why the Nazis have entered the scene and made your life a total misery is something we wouldn't want to reveal 'cause it would spoil the whole thing. How you retrieve your stolen heart-throb is up to you and of course your trusty rocket-pack which is, of course, the main object in both the film

and the game.

The action proceeds at a pretty fast movie-type pace - plenty of action and plenty to keep you amused.

The graphics in Rocketeer are typical of the Disney team; very colourful with excellent animated introduction screen. Mind you, this is an organisation that's been specialising in animation since Hollywood began, so they should have some idea by now. There are very neat digitised screens with large sprites that form the graphics of the game itself. Very slick and very colourful with smooth scrolling screens and tight character action.

The sound is very good also. Our copy was reviewed using an Ad-Lib card which always improves the total impact of a game and Rocketeer has some digitised speech and some great music.

Overall, Rocketeer is a very well presented action game. The cartoon interludes between levels add the atmosphere and compensate for the lack of depth of difficulty. Some more weapons and powerups could have been included also to make it that much more interest-

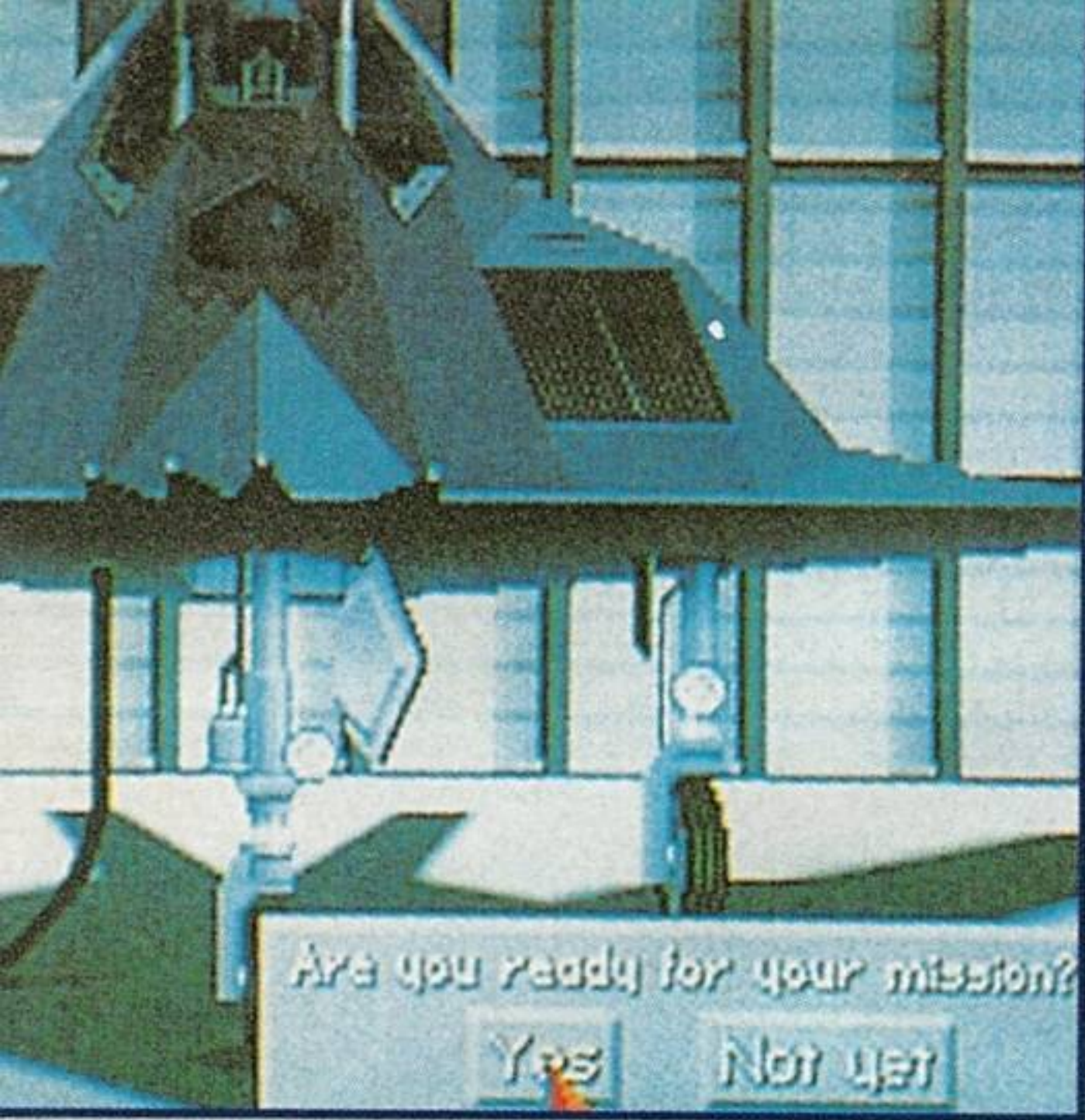
ing, but as with any adaptation, the programmers are obliged to follow the movie and there ain't no laser guns in this one!

Rocketeer fills a gap between more advanced action games and far-too-simple young player games. It is graphically brilliant and the animation/cartoon sequences are a credit to the Disney team. Younger players are going to go berserk over it, while older players are going to enjoy the stunning graphics, but unfortunately the gameplay won't hold their interest for too long

**TOM HASTINGS**  
Reviewed on IBM PC

	Graphics.....	90
	Sound.....	80
	Music.....	90
	Playability.....	70
	Difficulty.....	50
	Brain Strain.....	40
	Lastability.....	60
	Atmosphere.....	80
	Value.....	80
	Realism.....	80
	Conversion.....	90
	Overall.....	75















# F-117A STEALTH FIGHTER 2

How can a chunk of black metal, which resembles a first year jewellery designers crude attempt at modelling an aeroplane, both fly and avoid radar?

You'll find out when you try Microprose's latest simulator offering - the F-117A Nighthawk Stealth Fighter 2.0.

	Graphics.....	92
	Sound.....	80
	Music.....	83
	Playability.....	89
	Difficulty.....	97
	Lastability.....	95
	Atmosphere.....	95
	Value.....	92
	Realism.....	89
	Overall.....	90



**F**-117A takes you to the skies and to one of nine current and future trouble-spots around the globe, so that you can squash any threat to the American culture and way of life. And squash away, as you have an extensive range of laser-guided, heat-seeking and conventional weapons which you can choose to have on board.

The F-117A is similar to the first generation F-19 in respect to flying characteristics (Microprose have always been painstakingly accurate in their simulator design). However, you now have the option of flying Lockheed version (which was designed purely for strike missions) or the enhanced Microprose version which gives you a choice of air-air missions or strike missions.

The missions themselves are terrific. They range from photographing enemy troop concentrations in Iraq, intercepting terrorist transport planes, eliminating fighter patrols, destroying recon bombers or hitting the sub pens at Severomorsk plus many more thrills and spills.

As far as graphics go, however, I was very disappointed. Now don't get me wrong, the graphics are superb, better than any flight sim I've seen (except Falcon 3.0), but I wasn't not able to use the top detail level because of my PC's speed (386 at 16Mhz). I'm afraid you'll need a 33Mhz machine to see the screen shots on the back of the pack and play with a decent screen refresh rate.

Still, I don't need much detail to imagine I'm in a Stealth Fighter, lining up a target and ready to give the enemy a damn good serve.

The PC sound is shit. But, if you splashed out (pardon the

pun) and bought a sound card, F-117A will make it all worth it. The wind rushing past the aircraft, the various missile warnings, explosions and voice synthesis are simply fantastic. With the PC sound selected on Level 3, believe me, you'll go nuts in a minute.

As far as playability is concerned, I had to be peeled away from the monitor so I could write this review. With 9 regions of the world to choose from, several difficulty levels and a seemingly endless range of missions, your career as Stealth Fighter Pilot won't be a short one.

When you've sussed out all the keyboard controls (you are supplied with an overlay) and are able to fly and fight competently, you'll probably find the first few missions a little easy. Particularly the trip to the primary target. Why not try selecting veteran opponents in Europe during all out conventional war, it's guaranteed to relieve your boredom. You'll have about 8 migs to contend with (and more taking off every minute), you'll probably be tracked by radar at some stage and SAMs will be homing in from every direction. It's more dangerous than crossing the harbour bridge in peak hour.

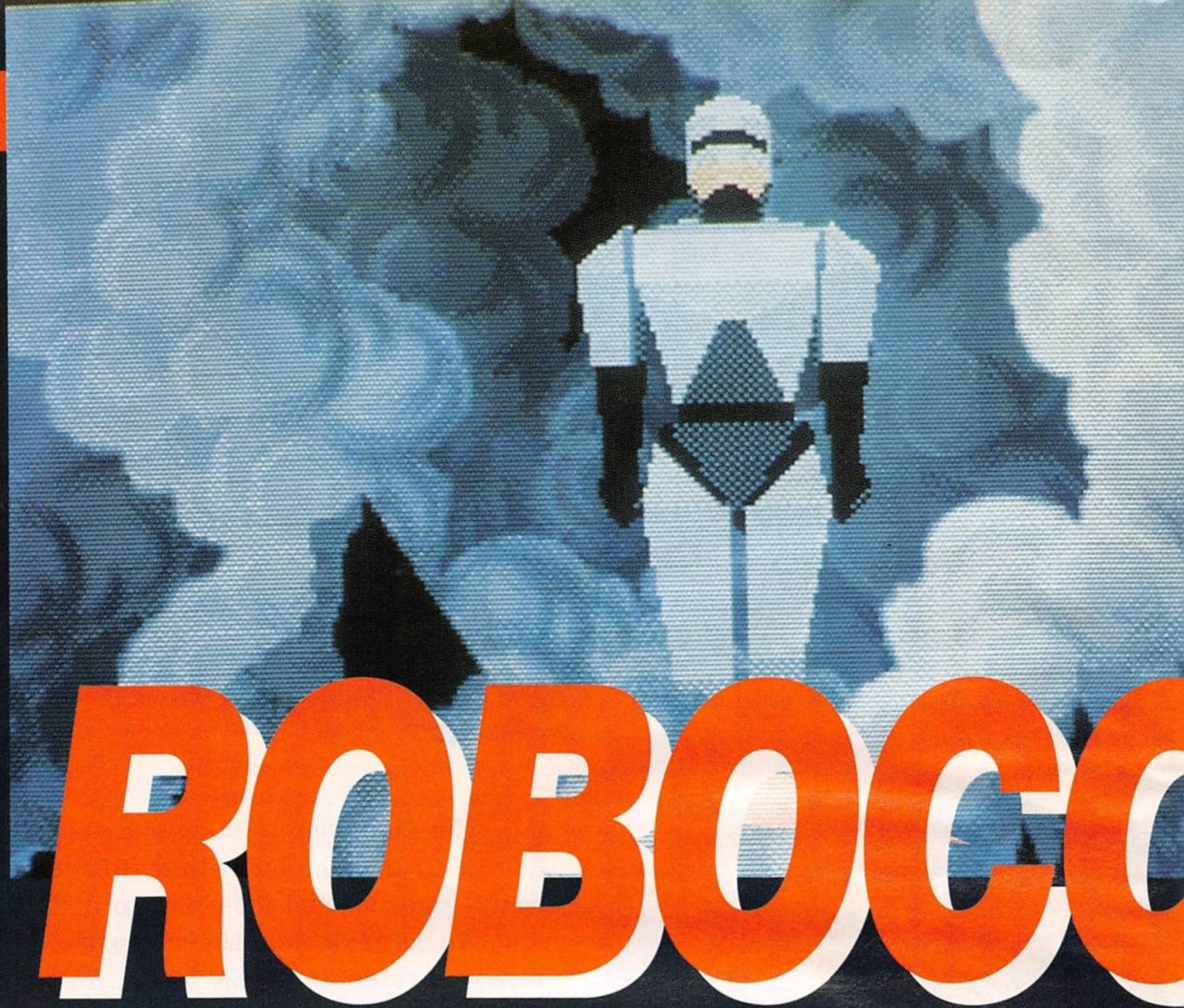
F-117A is not for those on the arcade end of the simulator spectrum. It's more of a strategy simulator like "Tank Platoon" than a seat-of-the-pants "Secret Weapons of the Luftwaffe". Having said that, if you fly 200ft with 60% power over Pulse Radars (dotted lines) and around Dolpher Radars (solid rings) you'll get the chance to bag a few more targets than your main and secondary and possibly have a scrape or two with a Mig.

If you were a bird in a previous life, like me, this one is a must. Even if you already own F-19, I certainly recommend you get your hands on F-117A.

**Capt. Chuck Cousens (soon to be Colonel)**  
Reviewed on IBM PC



**In Robocop 3, our metal hero is on a mission to stop rioting citizens who are being forcibly removed from their homes. But Robo discovers terror tactics are being used on the innocent tenants and finds the mission to be in conflict of his prime directive to "uphold the public trust".** **Joining the rebels he has to face the considerable wrath of the company...** **Get a sneaky look at what happens next by getting your hands on this fantastic new 3D game, out even before the movie!**



**W**ell, here it is, the eagerly awaited Robocop 3. This has to be one of the best film tie-in games I have ever seen. What film? Well for once the roles have been reversed and we are getting the game well before the release of the film. So this is your chance to get a sneak preview of the new big budget action extravaganza...as well as play a damn good game!

Film tie-in games are often second rate jobs cashing in on success, but this time Ocean has done themselves and indeed us, a big favour. They have discarded the Robocop 1 & 2 platform shoot 'em up formula and brought in some of the most stunning 3D graphics that I have seen to date on the Amiga.

Now the idea that Robocop 3 (the game) was brought out before the movie was that Ocean wanted to show how well their game can stand up, without the hype, on its gameplay alone. And stand up it does.

The package itself is quite good, the manual is very informative, you also get the Robocop hologram, and the latest in software protection devices called a "dongle". Without the dongle in Port 2, the game won't load and you will get a message "security access denied".

There are two ways you can play Robocop 3, you either choose "Movie Adventure" or "Arcade Action". "Movie Adventure" takes you through the five sub-games in order as though it was an interactive movie, while the arcade option, lets you play the five sub games individually so that when you play the movie adventure, you know what you are going to be tack-

**REVIEWED BY NICK AND TIM SMITH**

ling when it comes. All five sub games in Robocop 3 boast incredible 3D graphics, and in the first person perspective slipping into the size 11 Robocop boots is really easy, and you can concentrate on just getting out there and doing some damage!

### **STOLEN VEHICLES**

The first puts you behind the wheel of the squad car as you try to force the offending vehicles off the road. The driving area consists of inter connecting roads that make up Detroit.

Driving is easily mastered and soon enough you become a man with a mission. On these missions you must either physically force a stolen car off the road by bashing into it, or chase a van of terrorists as they fire machine guns at you. The action stays hot, as you dodge buildings, road signs and telegraph poles in a very atmospheric driving simulation..

### **SPLATTERPUNKS**

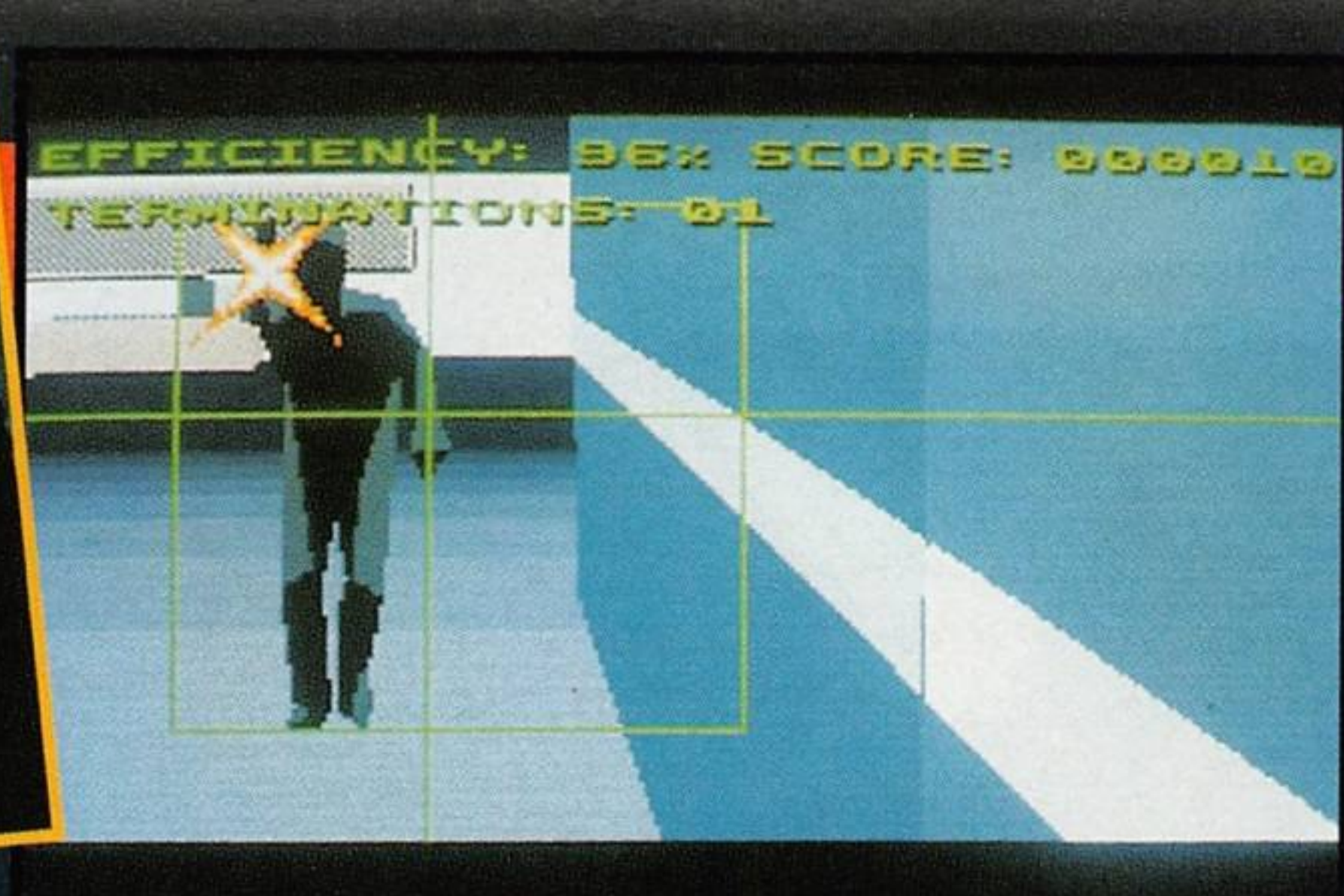
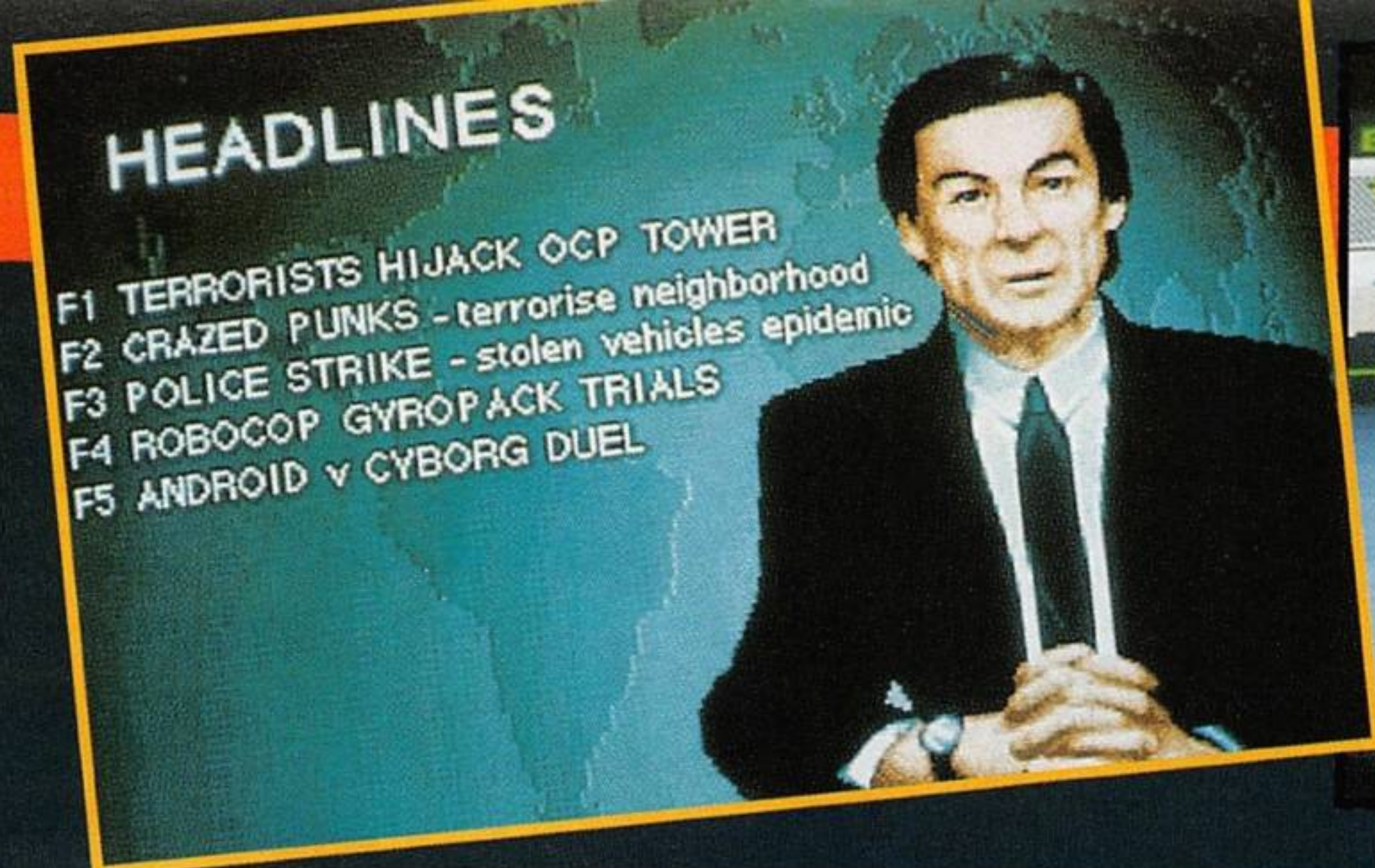
The second sub game is a 3D shoot-em up sequence, one of two in fact. Robocop has to clean the streets of a gang of crazed punks. Walking through a maze of corridors in a condemned building with a first person perspective, the idea is to incapacitate the hoodlums by carefully positioning the cross and blasting them away. However, it isn't as straight forward as that, there are innocent people in the building and shooting them reduces your efficiency level considerably.

Getting lost in the impressively detailed





# TOP 3



surroundings is unavoidable the first time played, but going in the direction of where the most baddies seem to be coming from seems to do the trick.

## HOSTAGES

The 2nd of the shoot 'em up sub games, is very similar, only here the innocents become hostages, and their lives are in your hands, while you progress through the office building. Walking into the foyer, every thing appears quiet, but after a quick trip up the elevator you'll have everything *but* quiet.

The terrorists are a hell of a lot more trigger happy than the street punks i.e. as you go through the two way corridor you shoot the guy in front of you, only to be losing efficiency very quickly for no apparent reason. However, a quick about face reveals some wise ass lobbing grenades in your general direction.

Your immediate reaction is to shoot the dude, but also keep your finger on the trigger for blasting away at the guys groin. Upon satisfactorily blowing away the terrorists lower body, you then proceed through the rest of the level, only a little warier of watching your back.

## GYRO PACK

Not having seen the movie I don't really understand this part, however it is rather a treat for those jaded eyeballs. The buildings gracefully glide by as you fly through the air with the greatest of ease. Smooth flowing action, grab your attention as enemy helicopters swoop down upon you firing rockets, and other toys at our aspiring Rocketeer. Not all is lost, because Robo is equipped

with a cannon and machine guns, as well as a target lock-on system so you can send the helicopters and tanks back to where they came. This is perhaps the hardest sub game to master, visually however, it's definitely the best.

## OTOMO

This part of the game could be perhaps the most frustrating, as Robocop takes on the renegade Ninja Robot name Otomo. Now everybody knows Robocop isn't the fast of action heroes, but I think they overdid the slow part of the deal. Robocop becomes Roboflop as he clunks around the battle ground, whilst Otomo does some amazing backflips, somersaults, and the like. Robocops' moves range from the awesomely devastating kneel punch (awesomely slow, that is). And the equally acrobatic "Walk in circles and hope I don't get hit" assault routine. It doesn't take a genius to guess who went to the Mr Myagi karate school here. I think I mentioned the gyrocopter to be the hardest to master. You ain't seen nothing yet. With 10 different view points and fiddly control methods it's pitiful watching Robocop walking aimlessly, as Otomo does his Ninja stuff, which is incidentally "otomising" him!

Throughout the game, there are regular news flashes with our friendly media-break hosts Jess Perkins and Casey Wong, and when playing the movie adventure, they really help the storyline along.

The script itself is written by Frank Miller who is famous in the comic-book world. The plot basically is, that the ruthless Japanese company Kanemitsu Industries








takes over OCP, the governing firm of Detroit. In an attempt to accelerate the construction of Delta City, the tenants of Old Detroit are being relocated by armed force and terror tactics. In desperation the citizens band together and fight back. Robocop is sent out to squash the rebels, but he finds the mission conflicts with his prime directives to "uphold the public trust" and "protect the innocent". He rebels from the company and joins the rebels. Kanemitsu is disgraced and ever so slightly pissed off at old Robo, and send their robotic Ninja assassin to take him out.

Will the people win against corporate oppression? Will Robo smack it to the sushi eating killer? Will there be a Robocop 4?

Well, I won't spoil it for those of you who want to see the movie. All I can say is if you're a fan of Robocop, you'll die for this game, if you're not a fan then redefine your prime directive and buy it!

Hasta la vista, baby! (Oops, wrong film!)

Reviewed on Amiga

	<b>Graphics</b> .....	<b>95</b>
	<b>Sound</b> .....	<b>86</b>
	<b>Music</b> .....	<b>96</b>
	<b>Playability</b> .....	<b>90</b>
	<b>Difficulty</b> .....	<b>83</b>
	<b>Brain Strain</b> .....	<b>83</b>
	<b>Atmosphere</b> .....	<b>96</b>
	<b>Realism</b> .....	<b>93</b>
	<b>Presentation</b> .....	<b>88</b>
	<b>Value</b> .....	<b>95</b>
	<b>Overall</b> .....	<b>92%</b>

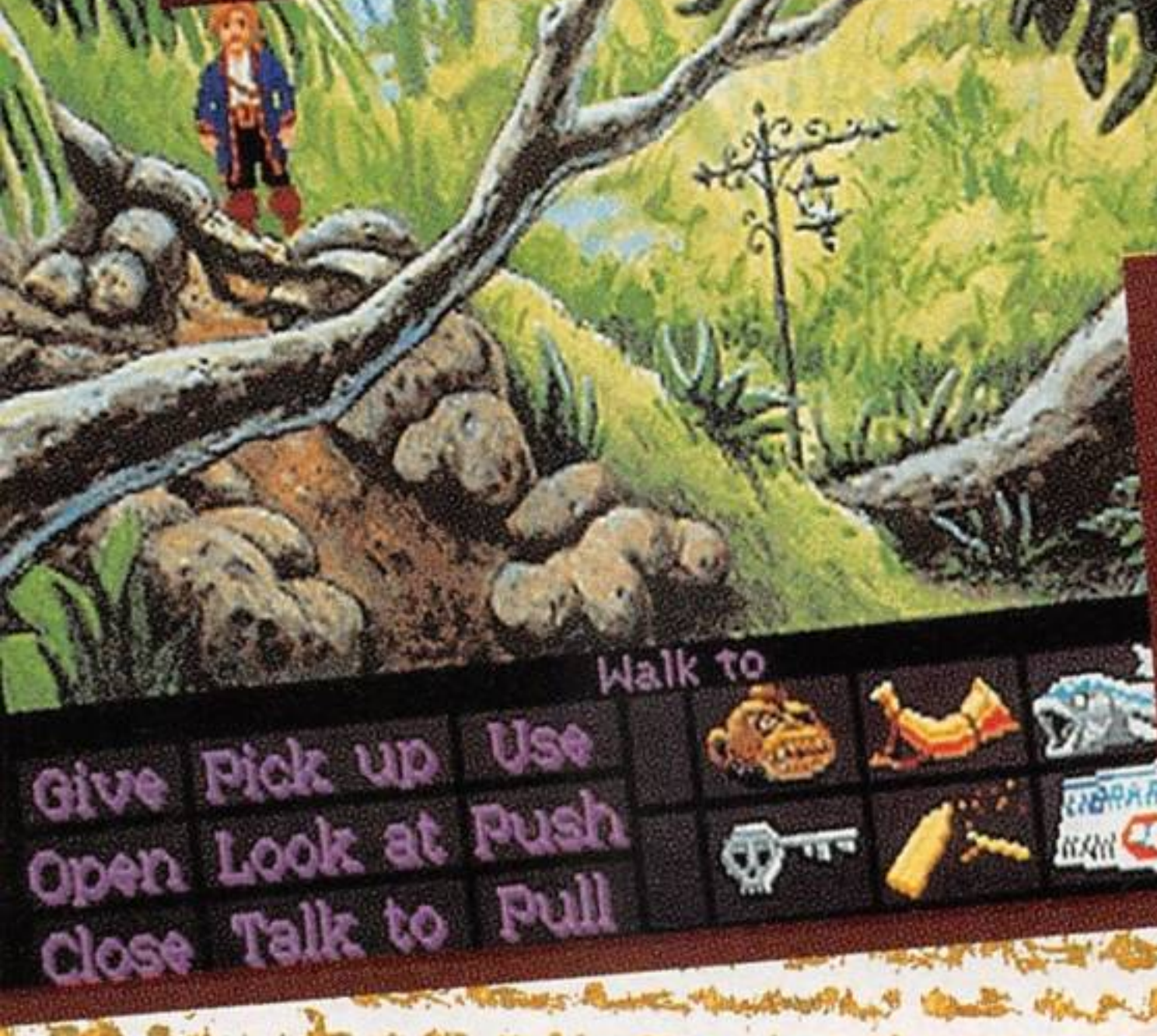
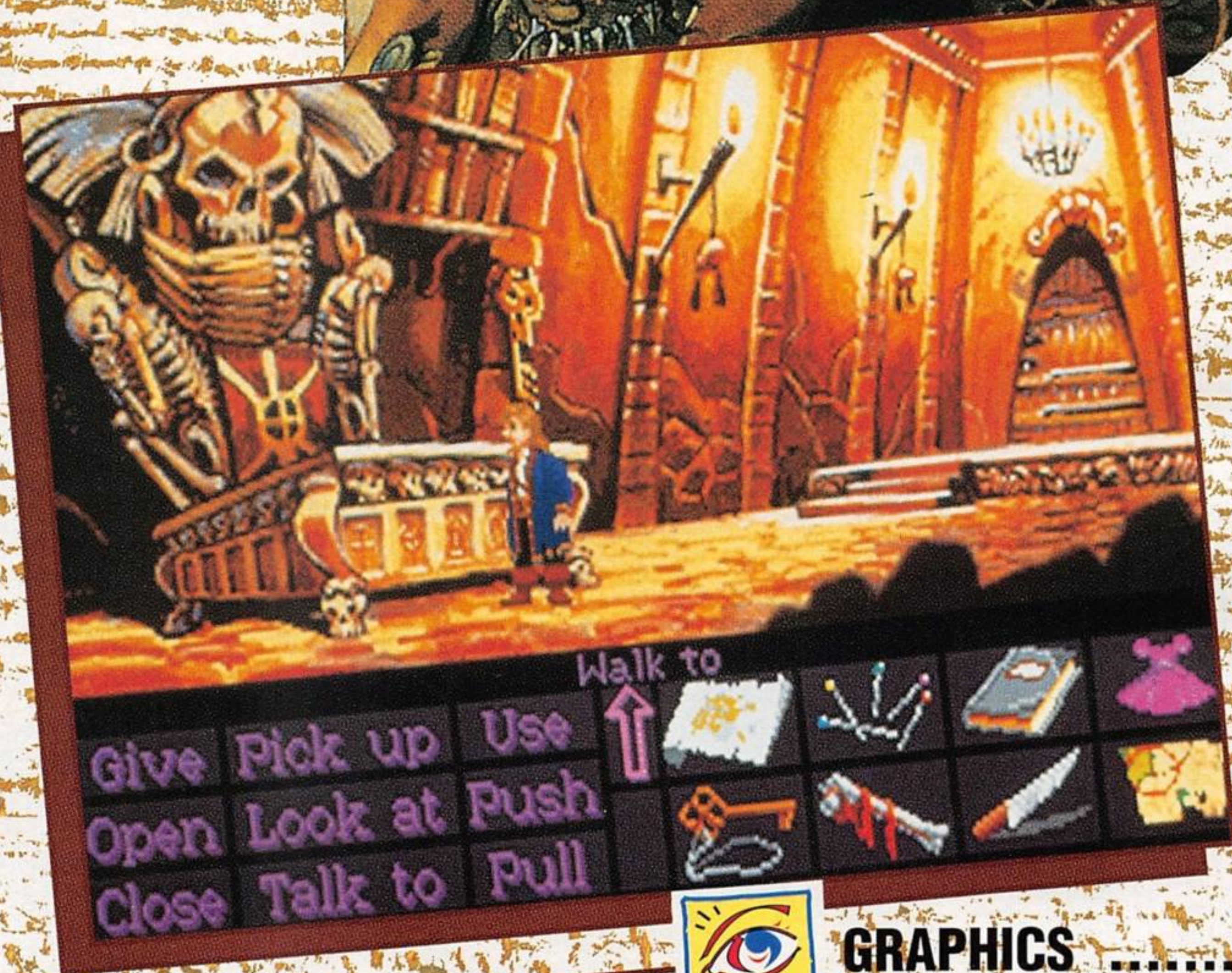




The Secret of Monkey Island 2: LeChuck's Revenge has much to live up to. Widely hailed as the best adventure game of '91, the first Monkey Island was a big hit on the adventure scene. Using Lucasfilm's point and click interface Monkey Island was a relaxing, free flowing game offering plenty of problem solving and hours of enjoyment.

Monkey Island Two continues with the same game style and presentation though with a larger and more challenging quest.

# MONKEY ISLAND



	<b>GRAPHICS</b> .....	94
	<b>SOUND</b> .....	94
	<b>DIFFICULTY</b> .....	80
	<b>ATMOSPHERE</b> ....	94
	<b>VALUE</b> .....	85
	<b>BRAIN STRAIN</b> ...	92
	<b>LASTABILITY</b> .....	90
	<b>REALISM</b> .....	87
	<b>OVERALL</b> .....	90

It continues the adventures of Guybrush Threepwood, the young would-be pirate of Monkey Island One fame. With the ghost pirate, LeChuck, that Guybrush blew into orbit in Monkey Island One, back and set on revenge, Guybrush is off on a new adventure, to find the mysterious treasure of Big Whoop. Only by progressing through the several sub-plots of the adventure will you find where and what Big Whoop is. Each stage of the game is divided by scene breaks. This breaks the game up into achievable sections and gives you an idea of your progress.

Monkey Island Two is a big game, both in the number and variety of locations and in the number of disks it contains. The data, in compressed form, occupies six high density 5.25" disks and when expanded onto the required hard disk, no less than 10 Megabytes of space is occupied.

Monkey Island Two's presentation is almost identical to Monkey Island One. Hand painted scrolling screens

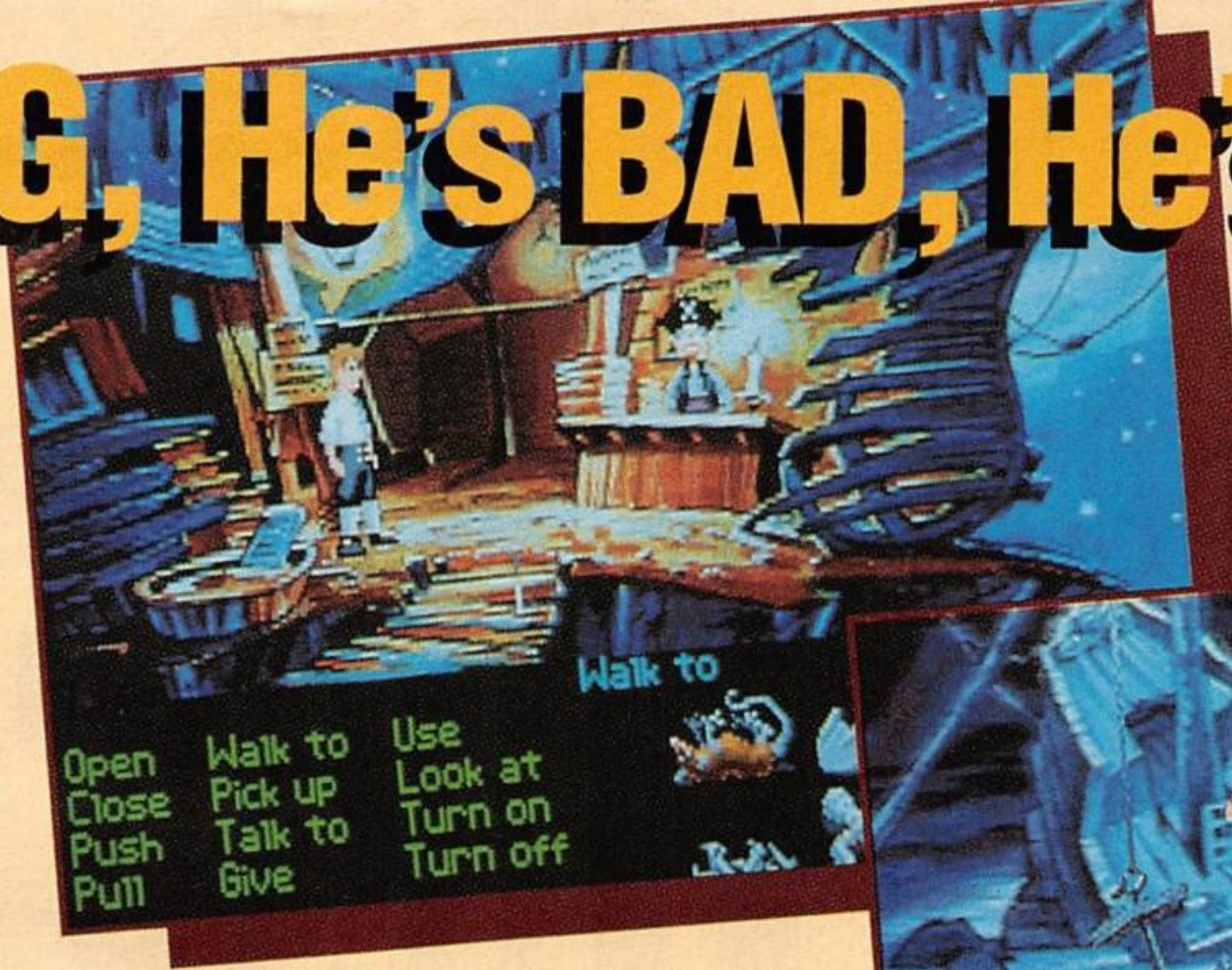


**W**

# He's BIG, He's BAD, He's BACK!

form the background. The graphics are in a glorious, if low resolution, 256 colour display on VGA monitors. These graphics just ooze atmosphere. Keen attention has been paid to the moody lighting of the scenes especially in the town of Woodtick. One neat trick Lucasfilm has adopted is to blur foreground objects to concentrate attention on the subject (just like the movies) The main character, Guybrush, is well animated and scaled to suit the location. At many locations there are animated characters and objects to add interest to the game.

The bottom of the screen is occupied by



# MONKEY ISLAND 2

a graphic inventory of the objects Guybrush is carrying and a menu of game commands. To make Guybrush use an object pick 'use' from the menu then select an object, either from the scene or from the inventory. Yes, its that simple!

Character interaction is through selecting alternative questions or responses from a list. Whilst easier than a lot of typing to find that 'right' keyword it does limit the amount of interaction to more shallow exchanges as by using a bit of loading of saved games it easy to extract every bit of information from a character.

Several of the characters from Monkey Island One appear, and conversation with them is aided by having played the previous episode. Stan, the irritating previously owned ship salesman makes an appearance as an irritating previously owned coffin salesman. At least this time you can shut him up by nailing him into one of his own coffins.

According to the box you will "laugh so hard milk will come out your nose". Well,

it is funny in parts but not quite side splitting. Guybrush can be made to do or attempt many amusing antics though. Just try using the saw after nailing Stan into the coffin!

The music and sound effects add greatly to the game. Played through an Adlib sound card the music really shows Lucasfilms professional approach to their games. The music varies from location to location without any harsh transitions. A neat feature is the ability to adjust the volume of the sound card from within the software, actually a great feature considering the accessibility of the volume control on the Adlib card. Sound effects are equally well handled (try picking up the garbage can at the back of the Governors mansion).

The puzzles set by the game, whilst not insurmountable, are much harder to solve than in the previous game. Lucasfilm have included not one but two games in the box, one for beginners and one for experienced adventurers. Monkey Island Two Lite, is a simplified version with less

puzzles and is aimed at the first time adventure player. Although stripped of the harder, more complex puzzles it is still a challenging game in it's own right. The game is sufficiently different to the full version to allow you to play both, doubling the value.

Whilst Monkey Island Two breaks no new ground over the previous game, Monkey Island One was an excellent and well received product. The new story, with more quests and puzzles than before, combined with excellent visuals and sound add up to a great game. The icon interface is easy and relaxing to use, allowing you to concentrate on solving the puzzles or simply exploring without having to type commands. For any keen adventurer Monkey Island Two is a must.

**THOM HASTINGS**  
REVIEWED ON IBM PC



# YOU HAVE ENTERED THE:



# ADVENTURE ZONE



**Y**ou've just turned to the coolest part of the magazine, the very famous (huh? - Ed) Adventure Zone. This is MEGAZONE's own adventure, role playing and strategy section. And we're huge; if you're after reviews, the odd hit, solutions, the latest news, then you're at the right place....

For all those new readers out there, let me introduce myself; my name's Mario Moeller, and I'm a nineteen year old University student. Apart from listening to KLF, spending all day on the phone and playing footy with Space Quest IV, I spend my time playing adventures. I've been playing adventures seven odd years now, and have basically completed just about every adventure ever written, from the early days of Zork and Castle of Terror to the latest such as Police Quest III and the like.

In Adventure Zone, games are judged fairly, and a crap game will get a crap mark, whereas a good game will get a good mark. There's been a fair bit of rubbish on the market lately, so unlike other mags just giving every game an average mark of say, eighty, *I'm here to pick out the good from the bad.* It's a bit silly when other mags give every game a good review isn't it?

*I love letters, especially criticism.* So if there's something you don't like, let me know! (Yeah, give it to him, readers! - Ed) Also, if you've got trouble obtaining an adventure, something to ask, something to send in; there are two ways you can get in contact with me. Firstly, at the address

below;

**ADVENTURE ZONE  
38 GREENVALE DRIVE  
GREENVALE VIC 3059**

If you're writing, you should tell me which computer you own, and you must include a large STAMPED self address envelope if you expect a personal reply. Being a uni student basically means that I don't have the money to pay for stamps which you should provide. (True) Oh, and don't forget to tell me exactly what computer system you own. I don't mind sending solutions, as long as you include a little money in stamps, to pay for my time and photocopying costs.

And if you've got yourself a modem then you can leave me a message on;

**Alliance BBS (03) 462  
1707 (2400/1200/300  
baud ANSI, 98N1)**

Simply go to the LAN (that's Local Area Network) section, and you can get to the Adventure zone section from there. There will be ongoing adventure chatter, as well as a selection of solutions to download.

e-mailers can also try the following address;  
moeller@mullauna.cs.mu.oz.au

I think that's enough of that; Adventure Time!

**COMMODORE 64,  
SPECTRUM, AMSTRAD, & OTHER  
8 BIT ADVENTURERS;**

Of course I've got heaps of solutions and the like for you guys, but if you want to talk to someone who's a wizz on 8 bit adventures, someone who's written her own games, then why not write to:

**Dorothy Millard, 12 Venetian Court,  
Croydon VIC 3136**

## Vote: WORST Adventure Ever

**I'm going to extend this one more issue; just so we get an absolute correct list of the worst adventures ever.**

**So far ALTERED DESTINY and KINGS QUEST are looking very bad, and the name Sierra just seems to keep popping up. Everyone make sure you give the name of your all time worst adventure game.**

## THERE'S A LETTER (OR TWO) IN THE MAIL!



Frank Pollio had some decent comments to say about PC games compared with Amiga games, Daniel Vaughan sent many many solutions, and Anna Rigg was back with a warning not to buy Robin Hood by Millennium claiming it was a big disappointment.

A few very nice comments from Sameh Younan, who compared the older text only games to today's interactive graphic adventures. Sameh said that there were certain parts of humour in a game which could only be delivered in a text only situation. an example was the part in Hitchhiker's where all your senses but one were gone, and you had to 'smell' or 'feel' because you couldn't look. Very true, that would have been an impossibility in some of today's games.





### Win Something

Every issue one lucky reader is going to walk to their mailbox and find themselves with something, be it a free game, a bill, or something else of interest; simply for providing the best letter; the best Adventure Zone input for the month. This issue's winner is Ben Evans, who'll be uncovering some software soon. I've also got this Sierra magazine here, so I may also be giving that away too next issue.

## MARIO'S TOP 5

1. *Elvira II*  
Lots of gore. Yum.
2. *The Secret of Monkey Island II (PC)*  
The sequel to one of the best adventures ever.
3. *Elvira*  
Classic game, a must for your collection.
4. *Might and Magic III (PC)*  
A roleplaying game Amiga owners are still dreaming about.
5. *Heart of China*  
Brilliant interactive adventure.

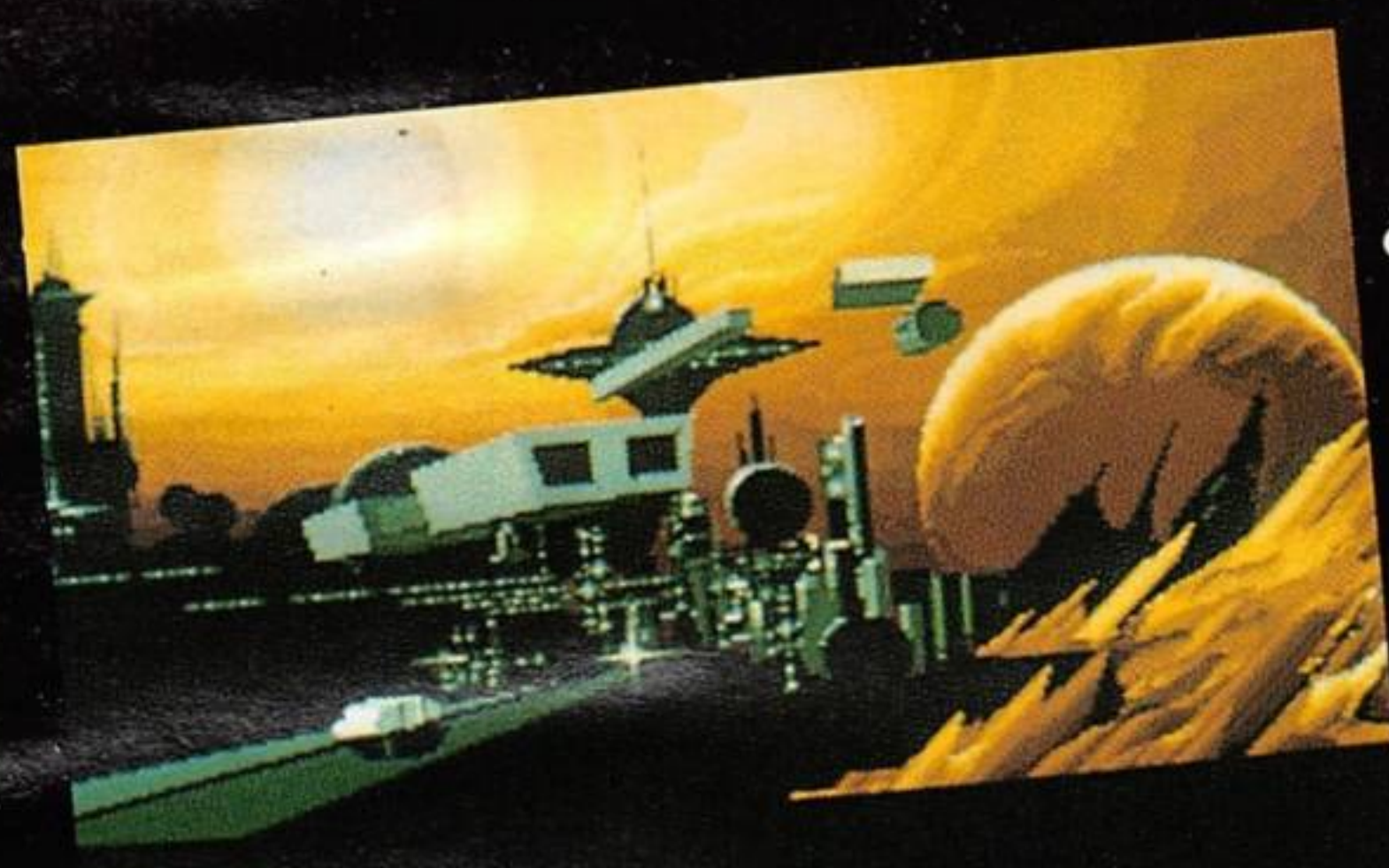
# NEWS

**FATE: GATES OF DAWN**, a role-playing game, is out on the Amiga, Atari and PC from Mindscape. It's a bit of traditional roleplaying game, by the looks of it, a little like the Bard's Tale series. Keep a look out for it, a full review next issue.

Fans of SIERRA games have a look out for **ECO QUEST**, their latest. It's an underwater romp, and looks quite impressive. That's on PC, and hopefully we will be seeing an Amiga Version.

Electronic Arts have got **THE BLACK CRYPT** out for the Amiga, which is a Dungeon Master style game. Review soon, hopefully.

EPIC has been an epic time in coming, but at last it's here....well at least on the PC. The Amiga version will probably take a while longer....you know what I mean!



**MONKEY ISLAND 2: LECHUCK'S REVENGE** is getting rave reviews on the PC, but still no sign of the Amiga version. It shouldn't be long though! **ELVIRA II** made it over quite quickly, thank goodness!

# KINGS QUEST V

When you first come into the mountains put on the coat that you got from the tailor's shop. Walk right to the end of the path. You will come to a dead end. Use the rope on the rock jutting out. Climb the rope. Once you get to the top you will see a log crossing a chasm but you cannot reach it. Save game. Use the 'hand' cursor the small rocks crossing the waterfall. Graham will jump to them. Do this to the next rock after you land on one of the rocks. However some of the rocks are unstable which will break causing Graham to fall to his death, thus the saved game is needed. Once you are across the waterfall; cross the log. Now go east. A wolf will come and steal Cedreic, but don't fret. Now you have to save him. Use the sled you got from the toyshop on the slope. You will slide all the way to the other side. Go east and you'll see a hungry eagle. Feed the eagle half the leg of lamb. As you approach the ice castle there will be some wolves coming toward you. As they approach, quickly select the harp from your inventory and either click on the queen or Graham. The Queen's heart will be softened and she will call off the wolves. Now she wants you to conquer a Yeti. As soon as you encounter the Yeti throw the custard pie in his face which causes him to lose his balance and fall over the edge of the cliff. (Richard Grey)

ADVENTURE ZONE



YOU HAVE ENTERED THE:

ADVENTURE ZONE



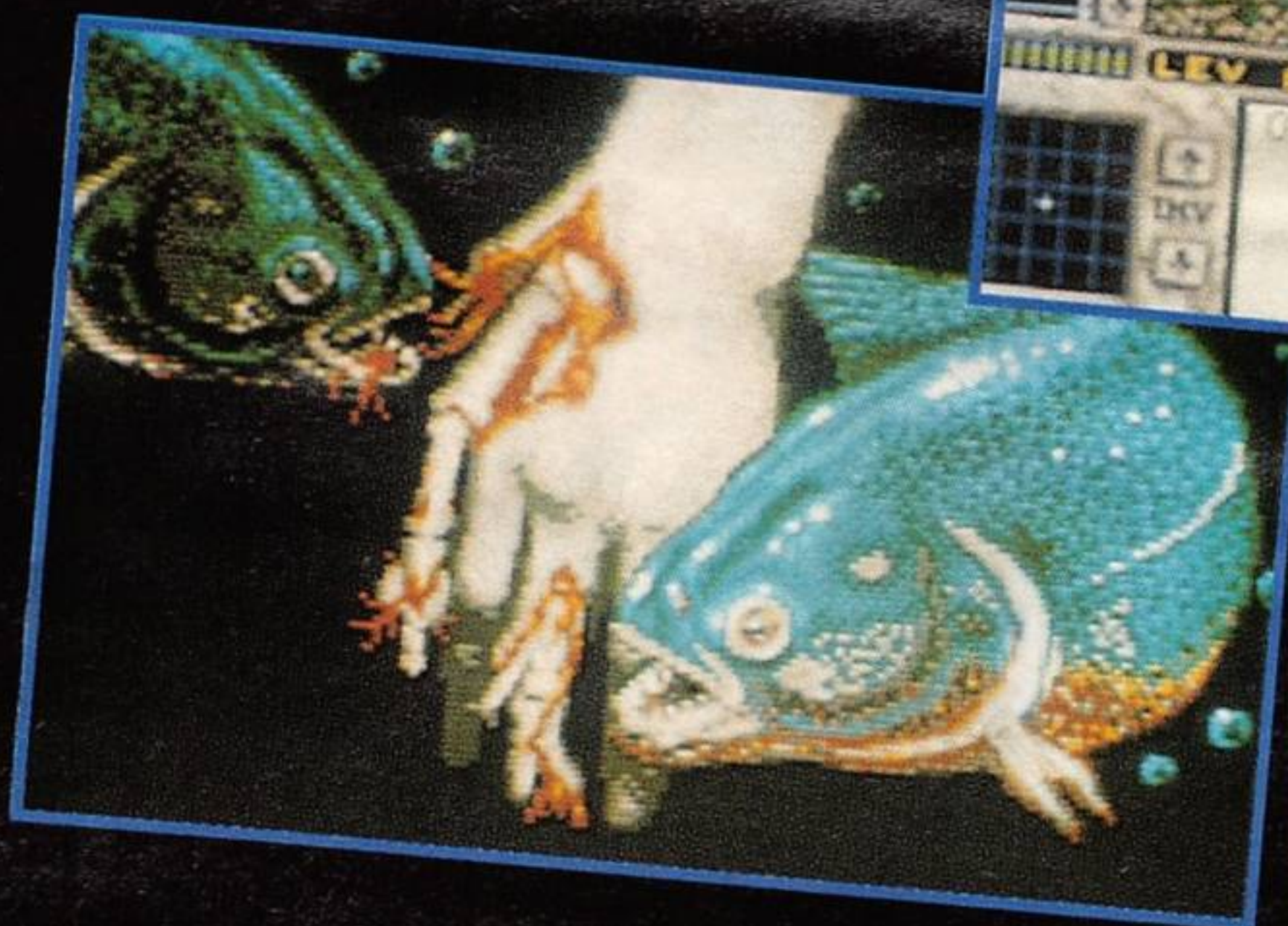
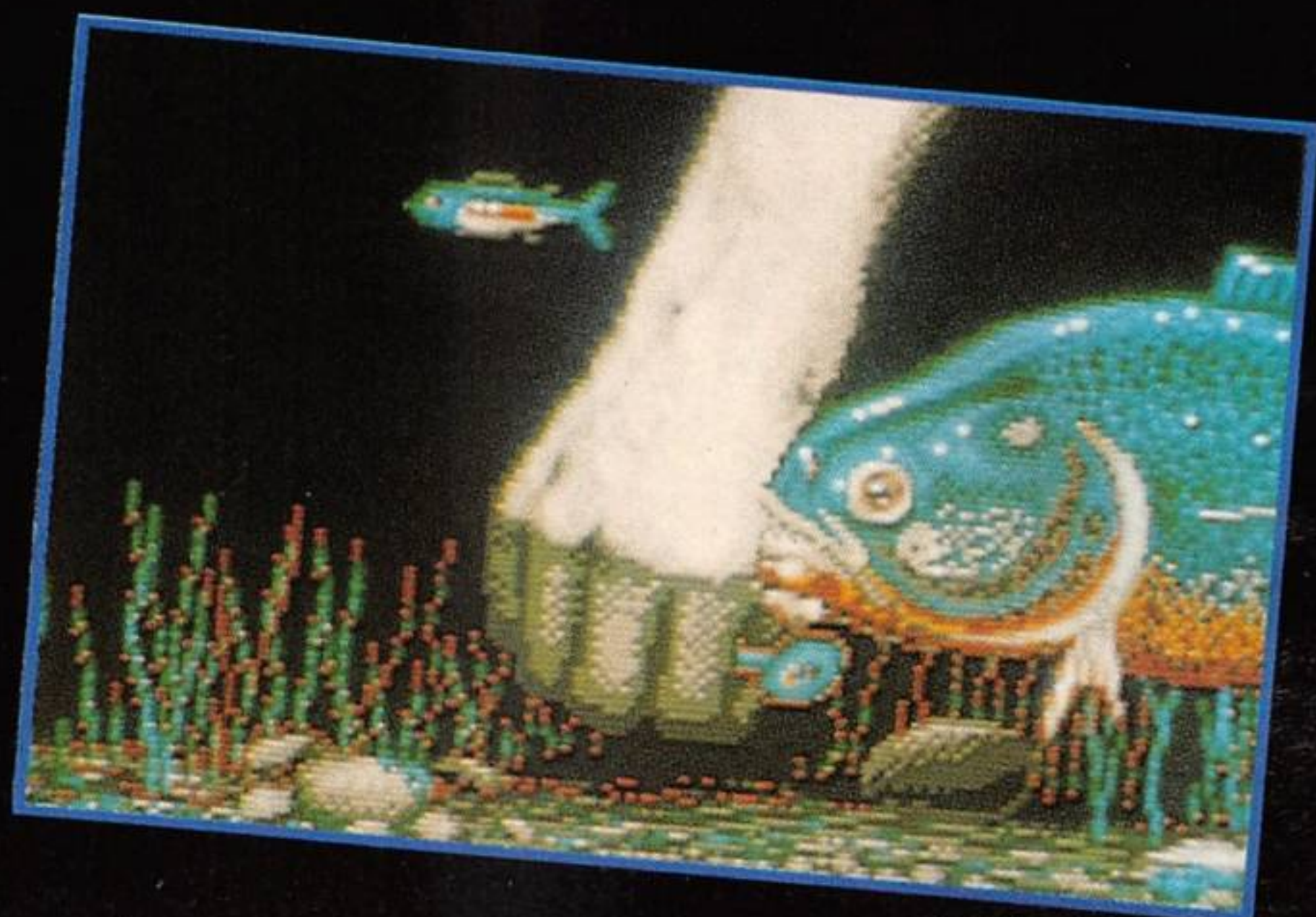
You know your going to be in for a good time when a game box read "Recommended for mature audiences"; and you become even more keyed up when there's lots of gory pictures on the back of the box. Love it.

You all read the PC review last issue, didn't you? Good, thought so. Well, what we have here is a perfect copy of the PC version, and that's good news. And you all loved the original Elvira, didn't you? Well, we've got more of the same for you; lots more.

Okay, so we've got the Amiga version here. Seven disks, but with minimal disk swapping, I don't think it's really going to bother anyone. Speedy, excellent animation, graphics, music, documentation all really make up for an excellent game, don't they? You bet!

	Playability .....	90
	Graphics .....	100
	Lastability .....	90
	Brain Strain .....	80
	Value .....	80
	Overall .....	93

# ELVIRA III





# THE SOLUTION

## SPACE QUEST IV



Okay, okay, so this game isn't that good on the Amiga, but it's sure good on PC. And definitely popular. So here's the solution for you:

West, examine car, open glovebox, get terminal, east, east, get rope, north, stand behind pillar, use rope on ground, wait for rabbit, get rabbit, examine rabbit, get battery, put battery in terminal, open grate.

Get acid jar, lift blotter, open hatch, enter hatch, west, south, wait until green slime is close then use jar on slime, hurry south before it eats you, west, use ladder, exit sewer, east, enter landing gear.

West, use time pod quickly before guards see you, write down symbols, try until you land on Estros. Press button on the left side of cockpit to exit time pod.

Wait until inhabitants see you, go west, south, north, east, south, and wait until pterodactyl takes you back to it's nest. Search guard. Exit through gap in southeast wall, enter submarine.

As soon as hand is released, press button on armrest, get tank, throw it into slug's mouth, get cashcard, go to ATM, use card in ATM, go to Big and Tall. Talk to clerk, and give money to clerk. Go to Monolith Burger. Talk to clerk x 2, accept job, choose arcade, earn until you have \$65 total. Go to Sack's. Talk to clerk. Give money to clerk. Go to escalators. Pick up cigar. Go to ATM. Put card in ATM. Clean house, go back to Sack's. Enter dressing room and go to Software Excess. Use bargain bin, and find Space Quest IV hint book. Examine it and keep it. Give money to clerk.

Go to arcade. Save game. Walk far right hand corner and wait until the Sequel Police arrive, then leave via right exit. Go to the escalator room and

**U**s poor Amiga owners haven't exactly had much luck with Sierra games over the years; and really, do you expect anything to have changed? Nope, sorry! It's another seven disks of rubbish.

Funnily enough, Space Quest IV finishes where Space Quest III left off. No, not in the bin, but with Vohaul and the Sequel Police hot on Roger's tail. We've been through this sort of stuff before, (and it'll be the same for Space Quest V and VI, so why spoil the game for people waiting for them?)

Sierra's new improved graphics are pretty crappy. At least on the Amiga. See, that's the whole thing about Sierra's new games; they should never have been exported to the Amiga in the first place. I've

keep moving. When you're off the belt, get on the belt going in the opposite direction. Enter Skate-O-Rama, avoiding the lasers. Swim up to the dome. Float back to floor after Sequel Police have fired, and go back to the arcade and steal the time pod. Write down symbols. Use hint book. Reveal the answers to the question about time pods for the coordinates to Ulence Flats. Open the gum wrapper for the other half. Enter coordinates.

Exit pod and go south. Enter the bar, talk to aliens.

seen this game on the PC and it's really quite good! (Maybe you should get a PC! - Ed) On the Amiga, Space Quest IV is ludicrously slow, and even the little sticker on the box admits that a "faster Amiga is recommended". So why bother? How many Amiga owners are cruising around with an accelerator card and hard drive? Not many. And that answer is going to answer the question "How many Amiga owners are going to be pleased with their purchase of Space Quest IV?" Not many.

But still, I've got to find something good to say about it. Hmmm ... I couldn't really pick anything, so I passed it onto a friend, for his expert opinion. He commented that he really liked the way the artist signed his name down the bottom right hand corner of the game box, but that was about it.

When thrown out, kick their bikes. Go back to bar and get matchbook. Go to time pod, enter coordinates for Xenon. Exit pod, east, east, use acid on lock and enter tunnel. Use matches on cigar. Blow smoke down tunnel. Use keypad, make beams vertical, north, examine socket, go back to pod, enter galaxy Galleria coordinates. Go to Radio Shock. Buy Pocket Pal adaptor plug, choose shape that matches sockets in supercomputer. Plug it into terminal, go back to the time pod, and from there back to

And for a laugh, check out the game's new features:

"Hand painted, futuristic colour graphics" - some kindergarten kid is now a little richer.

"The most realistic animation you've ever seen in an adventure game" - I saw better animation in Zork I.

"Even more realistic sound effects" - bounce a ball. There, you've just created the sound of footsteps.

Amiga owners, leave this one for the PC - you'd have to warped to pay for this game.

No, no, no, no, no, no, no, no, no, no, ..... NO!

Playability .....	10
Graphics .....	50
Lastability .....	40
Brain Strain .....	60
Value .....	10
Overall .....	22

the supercomputer. Use hint book, read answers to question about supercomputer. Go to terminal room, avoiding security droids. In terminal room, use combination from hint book to gain access to screen. Drag security droid icon to toilet. Drag brain icon to toilet. Go to beam room. Plug terminal into sockets.

Advance whenever Roger Jr. does, and when the fight is over, go down the ladder. Put disk in drive, disk upload, beam upload, select Roger, beam download.

THE AMIGA ULTIMATE



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YOU HAVE ENTERED THE:

ADVENTURE ZONE

# ULTIMA

# VI

**I**t's here! finally! Nope, I'm not kidding, I'm actually holding the Amiga version of Ultima VI. Boy, they've certainly taken their sweet time bringing this one out; was all the wait worth it then? Welllll ... let's see ...

As this is only an update review, all of you should be already familiar with the look and basic gameplay of Ultima VI. It looks similar to the other Ultima's, and has the same features you'd usually expect in an Ultima, except that everything is more advanced and detailed.

For those of you that haven't seen Ultima VI before, the major difference is that the map is completely to scale in respect to the towns ... there's no more entering of towns; they're simply part of the whole, huge Britannia land map. Oh, and there's also the new icon system, but that's nothing real revolutionary. Trust me. Under the flashy graphics, we've got another, normal Ultima.

Now, the Amiga version, eh? Remember how Ultima V's problems were basically to do with the programming clumsiness, well, this one's sort of better, but it's definitely not as good as it could have been. For starters, the speed is absolutely dire. It's unbelievably dire. The back of the package reads "longterm play value; you may never see it all!"; it's true!! The game is so slow, you'll be handing your save games down from generation to generation; to your children, then your grandchildren, then your great grandchildren. Maybe they'll finish it. But probably not. OK, so you need an accelerator. Pick up a hard drive while your at it too. Single floppy users can forget it, and

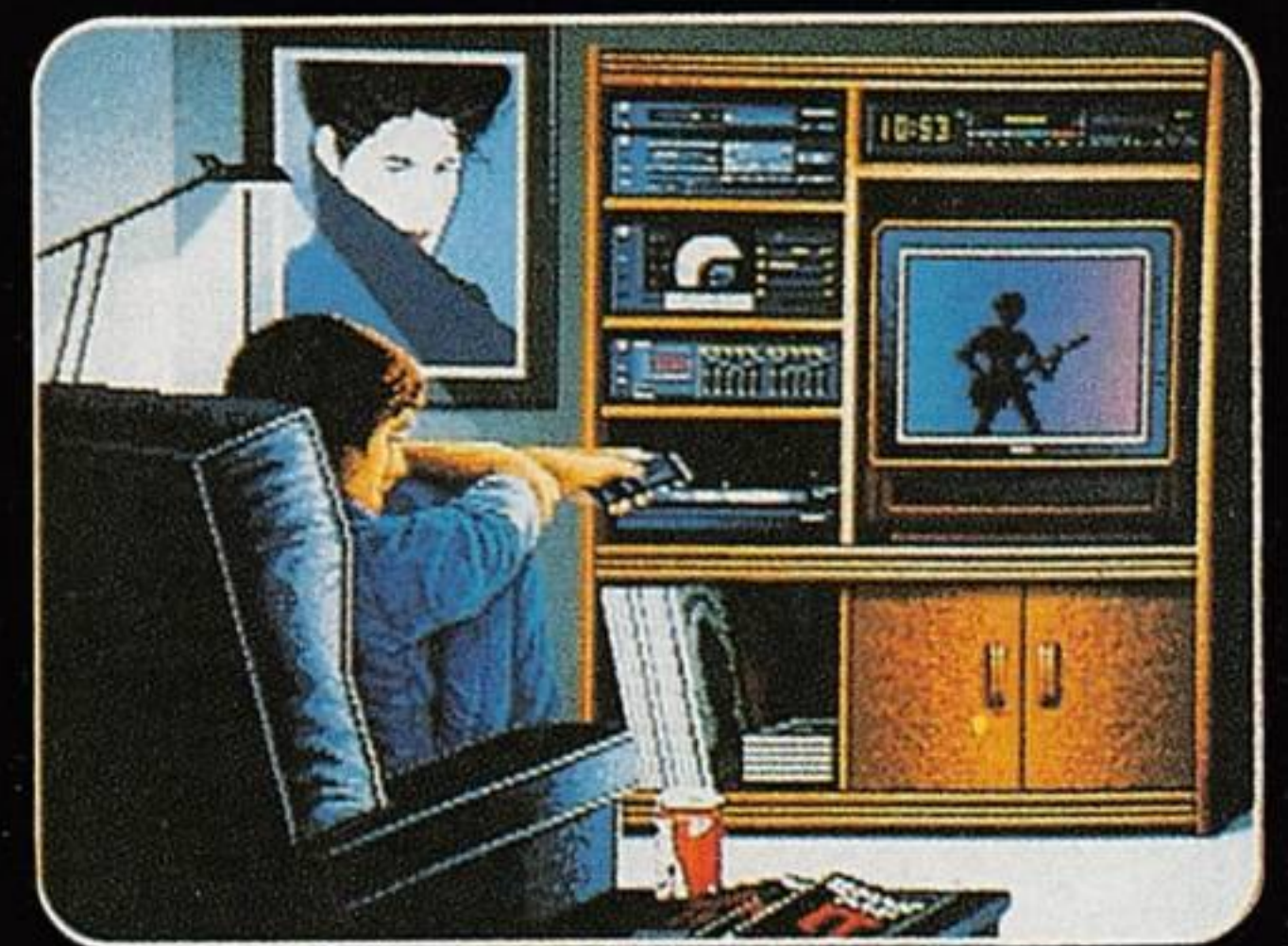
it's still a hassle with two floppies.

Apart from the above problems everything else is fine. The graphics are good; the sound is excellent, and the manuals are superbly written and illustrated. Where's the teatowel map gone?? The paper map is a bit of a rip-off, you can't really dry the dishes with it now, can you? Ah well, at least it's still colourful, and pretty to look at.

So there you have it. Ultima VI on the Amiga is as good as your Amiga is. If you've got a simple old 500, you're going nowhere in a hurry, if you've got a 3000, then you're in for a good time. I'll have to rate this game keeping the average Amiga user in mind, for the average Amiga user it may not be worth picking this up. A bit of a let down, it could have been much better.

<b>PLAYABILITY</b> .....	<b>50</b>
<b>BRAIN STRAIN</b> .....	<b>90</b>
<b>GRAPHICS</b> .....	<b>80</b>
<b>LASTABILITY</b> .....	<b>90</b>
<b>VALUE</b> .....	<b>60</b>
<b>OVERALL</b> .....	<b>72</b>

Reviewed on: Amiga  
 Software by: Origin Systems, Inc  
 Distributor: Mindscape  
 One Megabyte Required.  
 Hard Drive strongly recommended.  
 PC, C64 versions available





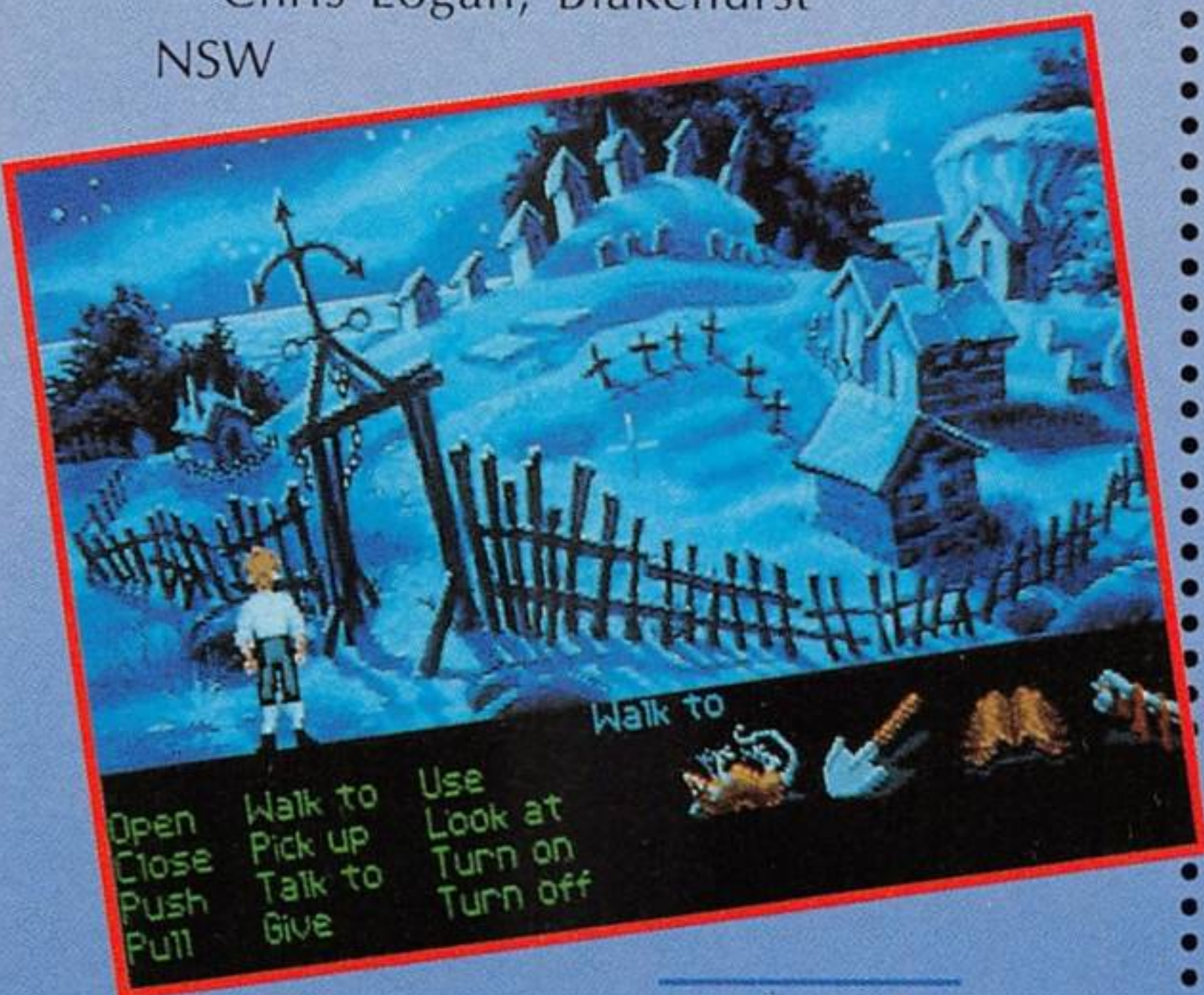
# THE HMMTS

## SECRET OF MONKEY ISLAND 2

IBM

To get the crypt key from Stan you must first get the hammer and nails from the woodsmith. Firstly, you must get a saw from Booty Island. Use the saw to cut off a peg leg from the pirate on Scabb. The woodsmith will come and help. At that time you have to go and get the hammer and nails. Travel to Booty Island and then into Stan's previously owned coffins. Ask Stan to show you a coffin. When he gets into it, close the coffin. Hammer the nails into the coffin. You are now free to get the key.

Chris Logan, Blakehurst NSW



## XENON II

IBM

When the graphics selection screen comes up select (ie. VGA) BUT DON'T PRESS ENTER!

Instead press the F7 key.

Then while you are playing the game press "i" once only and you will have infinity energy.

Paul Faughey, Mt Isa QLD

## ULTIMA V

IBM

The codes for the shrines are as follows:

Honor - SUMM  
Spirituality - OM  
Valor - RA

- Sacrifice - CAH
  - These are the dungeon codes:
  - Deceit - FALLAX
  - Despise - VILIS
  - Destard - INOPIA
  - Wrong - MALUM
  - Honesty - AHM
  - Justice - BEH
  - Compassion - MU
  - Humility - LU
  - Covetous - AVIDUS
  - Shame - INFAMA
  - Hythloth - IGNAVU
  - Doom - VERAMOCOR
- Julian Farber

## MIGHT AND MAGIC III

IBM

After finishing with Whiteshield and Fountain Head, get your healthiest character to climb Mount Keystone to gain the key to all the Pyramids which have the answers to all the riddles you may come across.

Go to the lagoon to the northeast of Fountain head in which you'll find a small island on which is a fountain. Drink from it and it will increase your levels.

Matthew Roach

## BUBBLE BOBBLE

AMIGA

If you can get to boards 10, 20, 30 & 40 without dying a door will appear to take you to a secret level. On boards 7 & 22 wait a few seconds until the umbrella falls and grab it, you will warp ahead 6 levels.

Press F1 to advance 1 screen  
Press F2 to advance 6 screens  
Press F3 to advance 11 screens

Phillip May

## FALCON 3.0

AMIGA

Press CONTROL-X to be rearmed (weapons back at full).  
Also, if you have trouble landing, select END MISSION after completing your mission. Phillip May

## GLOBULOUS

AMIGA

The most important thing to remember is that ALL the puzzles can be solved without losing a life, so if you lose a life and think its the only way to solve the screen, look closely. Some of the puzzles get pretty obscure after level 10, but once you eventually beat them you'll kick yourself for not seeing the solution earlier.

Look before you leap. Think about how the screen will look from a flipped perspective. A lot of jumps you make will be unnecessary and waste time and switches if you don't.

Make sure you have enough switches, at least 10 per screen. It is possible to get stuck on a downward slope with no way to get back up or kill yourself, and the only way out is to press ESC and start the whole game over.

Here are a few codes you might like to try:

Level 06 - IVEs8AZ?  
Level 11 - dynle1c)  
Phillip May

## SPACE QUEST 4

IBM

If you have not been able to operate the time machine at Xenon, because you don't have any codes to use, this is what you do; Type in any code you want to and hit return.

The ship shouldn't go anywhere.

Type in another code straight after this and hit return (make sure you record it).

The ship should plummet through time and land on Estros.

Also, make sure you record the code that is already on the screen when you get into the pod. So in a way, you create the code yourself.

Toby Neal, NSW

## DARK CASTLE

IBM

At the dragon stage, instead of climbing up the ladder and tipping the water on the



# Q&T TIPS

dragons head, wait until his head goes back in the wall. Then just run straight through without getting touched.

Chris Buchan & David Willams

## KINGS QUEST IV

IBM

To get into the haunted house at night walk as far as you can to the right but still head straight for the door.

In the haunted house first door inside on the left look at the picture and the left wall, there is a secret passage behind the wall. Get the shovel but don't try to climb the stairs (yet).

During the day swim in the ocean until you come to an island, then search for the peacocks feather.

Shoot the unicorn with the cupids bow then visit the queen at night in her castle at the far right end of the forest.

Go to the starting screen and swim out one screen again and again until you are swallowed by a whale, tickle the whale with the peacocks feather after getting the bridle. Put the bridle on the unicorn and ride the unicorn to the Queens castle where you will be rewarded.

Hamish Ogilvy

## KINGS QUEST V

IBM

This is how to kill Mordack. Go through his bedroom into his study and read the Holy Tome. After that just wait until you see Mordack appear and go to sleep, then go into his bedroom and steal his wand. Go all the way to his laboratory and go up the stairs to his machine and place one wand on the pedestal and Mordacks' wand on the other. Then place cheese in the machine and the power will be transferred from his to yours. Take a wand and suddenly Mordack appears and duel him with magic.

A flying dragon and the Lion Spell.

A fire breathing dragon and Rabbit Spell

A king cobra and a Mongoose Spell

A ring of fire and a Storm Cloud Spell.

And now you have finished this truly excellent game.

Hacker\*Boy, Coorangbong NSW

## SPACE ACE

IBM

Here all all the moves to finish Space Ace, but you will have to find the right timing ... these are the movements to each screen.

- 1.The beautiful Kimberly falls and is kidnapped.
- 2.RIGHT, LEFT, DOWN
- 3.RIGHT, LEFT, LEFT, LEFT
- 4.DOWN, UP
- 5.UP
- 6.Dexter jumps out of his plane.
- 7.FIRE
- 8.RIGHT, UP
- 9.RIGHT, RIGHT
- 10.DOWN, RIGHT
- 11.DOWN, LEFT
- 12.FIRE
- 13.UP
- 14.UP
- 15.RIGHT
- 16.UP
- 17.RIGHT
- 18.LEFT
- 19.LEFT
- 20.RIGHT
- 21.UP
- 22.FIRE
- 23.FIRE
- 24.FIRE, RIGHT
- 25.FIRE, DOWN
- 26.FIRE
- 27.UP, DOWN
- 28.RIGHT, DOWN
- 29.UP
- 30.LEFT
- 31.RIGHT
- 32.RIGHT
- 33.LEFT

Pejman Naghsh, Artarmon NSW

## ARNOLD PALMER GOLF

MEGA DRIVE

Secret Fantasy Zone

Start a new game and then take 100 strokes without putting out on the hole The words "Game Over" appear on the screen. Then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT and Button A. Now you are in the Fantasy Zone. C fires bombs and B shoots.

## QUACKSHOT

MEGA DRIVE

Start at Duckberg, then go to Mexico where the senorita will advise you to go back to Duckberg and get the key (that's easy). Then go back to Mexico. Enter the Aztec cave by using the key and proceed till you meet Goofy. Get the red



plunger

and go back the way you came.

Now go back to Duckberg and use the red plunger to climb walls. There you'll find Gyro who will give you Bubble gum ammo.

Now go to Transylvania, beat count Duckula and get the real treasure map.

OK, it starts to get misleading at this point. Go to India, defeat the tiger and receive the Sphinx Tear. Now lets' go to Egypt (open the cave with the Sphinx Tear) and find the spectre of RA. But be careful, this place is full of traps.

With this done, go to the South Pole, find the key frozen in ice and use the Spectre of RA to thaw the ice and grab the key.

Viking ship is the next place to go. Open the door to the ship with the viking key and beat the viking ghost. The good viking will



# NEWS

give you the use of a green plunger. Because you're going to need to get through the South Pole. Go there and shoot up at the birds so you can fly across. Eventually, you'll find the viking diary. Big Bad Pete will show up to take it from you in exchange for Huey, Duey and Louey.

Now you'll automatically go to Pete's hideout for a showdown after you find him (it's not easy).

Finally, you're on your way to Duck Island to find King Garuzia's treasure. The really good thing about this game is that you can continue as much as you like and there's only one game mode. It starts off easy but gradually gets harder.

Peter Sarahov, Auburn NSW

## CASTLE OF ILLUSION

### MEGA DRIVE

Defeating Mizrabel

Stand on the left hand side of the screen, on the top ledge. Wait for her to appear and shoot her ghouls at you, and do the bounce attack on her head, then dodge her until she goes back to the centre of the screen and do it all over again.

Press Start to find out where she'll appear next.

## ROAD RASH

### MEGA DRIVE

Password Cheat:

If you are stuck on a couple of races in a level, you can change your position order around on the code screen. Eg. 42389 to 98324. This way you can skip the hard races.



## SUPER MARIO BROS.

### NINTENDO

When you die and the game introduction appears hold down A and press the start button. You will start at the beginning of the level you finished in.

Pejman Naghsh, Artarmon NSW

## SUPER MARIO BROS 2.

### NINTENDO

The Warps-

WARP 1 - The first warp zone entrance is on level 1-3. Get a red potion and drop it where the two pots are at the end of the level. Enter one of them and drop it where the two pots are at the end of the level. Enter one of them and you will be transported to level 4-1.

WARP 2 - There is another warp on level 4-2. The method is the same as on level 1-3. The potion is on top of a three level island. The pot is hidden under a section of pathway on a little island which is all by itself. This transports you to level 6-1.

Julian Farber

## GHOST HOUSE

### MASTER SYSTEM

When Mickey is standing in front of a fireplace in Round one, arrows will keep coming at you. Rather than ducking under them, jump and land on top of them. If you jump on enough arrows, everything will go yellow and Mickey will become invincible for a short time.

Martin Bell, Warragul

## MIRACLE WARRIORS

### MASTER SYSTEM

How to find the keys:

When you go through the maze, you will find the KEY TO HEAVEN. From there move 16 spaces West, and enter the shrine to find the KEY TO EARTH. From there, move 10 spaces North, enter the shrine, and you will find the KEY TO HELL. Finally, move 6 spaces West, and you will enter the Gorkis Shrine.

## SONIC

### MASTER SYSTEM

Finding the 6th crystal

At the very start of Sky Base Zone 2, instead of going right toward the ladder, Sonic must plunge to his death on the left-hand side. (Why, I hear you ask). On his way down, Sonic will see a platform with a little rotterblade on the back, and that will take him on a VIP tour to the crystal. Also, in doing this you will avoid all the hazards of the Sky Base Zone, as it is a detour from hell.

## ACTION FIGHTER

### MASTER SYSTEM

Type in your name as Doki Pen, you will be bullet proof and you will start off as a car.

Lachlan Murray, Mittagong NSW

## RYGAR

### LYNX

In the levels with cave bats - once you are on the ground run to the rope. On your way shoot open the chest and get the bonus, then jump on the rope and swing toward the cave bat.

The cave bat will drop two missiles if you have sun power, shoot the first but if not shoot the second. The cave bat won't drop any more missiles. This means you can't kill the bat unless you have star power. If you do have star power the hint won't work sometimes.

Trent Blucher, Woodridge QLD

## SIDE POCKET

### GAME BOY

Press PAUSE, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START for maximum energy, but only once!

Gary Jones, Carlingford NSW

## BILL & TED'S EXCELLENT ADVENTURE

### GAME BOY

Here are the codes for every level on this excellent Game Boy adventure.



# & TIPS

2 - 555 4239  
 3 - 555 6767  
 4 - 555 8942  
 5 - 555 4118  
 6 - 555 8471  
 7 - 555 2989  
 8 - 555 6737  
 9 - 555 6429  
 10 - 555 1881

Blake.B.S, Ringwood Victoria

## WONDERBOY

### GAME GEAR

Level Select

On the title screen press DOWN, and then press START. To select the round move the directional pad UP.

## PSYCHIC WORLD

### GAME GEAR

Level Select

Hold LEFT, UP and buttons 1 and 2 during the title screen, then push START.

## SHINOBI

### GAME GEAR

Press Up and button 1 on the title screen to check out the jamming tunes.

## STREET FIGHTER II : THE WORLD WARRIOR

### ARCADE

Ryu vs Ryu. To perform this trick, play as any character and fight to Ryu. Once you reach Ryu, let him win. When the counter appears, press 2P start button (have a credit ready). Now pick Ryu at the character select screen and get ready for a confusing

fight. You'll be Ryu on the right. If you can keep from getting confused, you'll win!

Clay, Heathcote NSW

## STORMLORD

### AMIGA

As the game starts to load, hold down the joystick button and the left mouse button. Keep them held down until the game has finished loading. Then when the game starts, quickly press SPACE to pause the game. Then type 'MNBVC'. This will give you unlimited lives and time. also 'L' skips levels.

## VIRUS

Hold down the enter key on the numeric keypad and press P (hold ENTER). Keep holding enter ENTER and press 0. Now the following commands are active:

- F - Refuel
  - L - Move lives
  - C - Special Effects on/off
  - N - Resume game
  - O - To activate demo game
- Philip May

## MAGIC MARBLE

### AMIGA

- Here are the passwords:
- Level 1 - ADVERTISER
  - Level 2 - EVERYWHERE
  - Level 3 - TOOTHPASTE
  - Level 4 - CONNECTION
  - level 5 - CLEVERNESS
  - level 6 - COPYWRITER
  - Level 7 - TELEVISION
  - Level 8 - CIGARETTES

level 9 - COMPLICATE  
 Level 10 - IMPOSSIBLE  
 END - INTERESTED  
 Philip May

## NEBULUS

### AMIGA

Type 'HELLOIAMJMP' on the title screen. This gives you unlimited Pogos, and you can go to each of the eight unfinished towers by hitting a function key (F1 to F8).

You can do the same with the second group by accepting the second mission before typing in the passord.

Philip May

## CODE RESULT

- BLRBJSBJ Awards permanent fast shoes
  - RJSBJSBR Awards permanent double rainbows
  - SSLLRRS Awards permanent fast rainbows
  - BJBJBJS Hint 'A'
  - LJLSLBS Hint 'B'
  - LBSJRLJL Continue after Island Five
  - RRLBBS All hidden food becomes money
  - RRRSBSJ Does both of the previous two
  - SRBJSLSB Gives you both a 100 million points counter
- Philip May

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# THE BASELINE

Shakespears Sister *Hormonally Yours*



## SHAKESPEARS SISTER

**Hormonally Yours (Polydor)**

Recorded while the chicks were pregnant (hence the title), Siobhan Fahey (ex-Bananarama) and her chum Marcelle Detroit have produced an album that is simply wicked. But that's not wicked as in witch (which is what the girls look like on the sleeve!) but as in "Wickiiid!!!" which is to say, that this CD is hot!

Unlike their first LP that was filled with tunes you didn't know whether to love or hate (such as the annoying *Your History*), *Hormonally Yours* is packed with songs that sparkle so brightly, you know they're gems straight away.

Swinging from jangling 60s guitars to stomping 70s glam rock to modern funk, the girls share the vocals between them - an excellent idea considering their voices are both of limited capacities. The vocals twist and turn amongst the layers of cleverly concocted riffs, telling of Catwoman from the moon and all manner of spooky things - in fact, from the preoccupation these woman have with death on this album, you'd never guess that they gave birth shortly after its completion.

This is exactly what you'd like every CD to be after shelling out 27 bucks for it: jam-packed with so many good tunes it's hard to pick a loser.

## NAUGHTY BY NATURE (Festival)

You've probably heard Naughty By Nature's O.P.P. - even if you don't know it: it's the hip tune that samples The Jackson 5's ABC. O.P.P. was the band's first song, and promptly rose to the Number One spot on the US pop charts - and now they have released their first, self-titled LP. Guided by the hand of Queen Latifah, who is the album's executive producer (and as if returning favour, Naughty By Nature produced a track on her LP, *The Nature Of A Sista*), the band have created a promising, diverse set of tracks for their debut LP; like many of the new hip hop artists - and Latifah herself - Naughty By Nature play more than just your standard home-boy hip hop beats.

Apart from the obvious sound of the Jackson 5 on O.P.P. and a few recognisable bits on one or two other tracks (Earth Wind and Fire on *Rhyme'll Shine On*, Bob Marley on *Everything's Gonna Be Alright*), the LP is light on samples, the band preferring to come up with their own inspiration for their tunes. While this is commendable, unlike Latifah's LP (where practically every track was a winner) Naughty By Nature are at their very best on the songs where they have utilised the talents of others: those aforementioned tracks are great pieces of infectious hip pop. But the others - whether they be in the raggamuffin vein or made of harder stuff - are pretty good too.

## SNAP!

**The Madman Returns (BMG)**

The Madman returns indeed! Yes, Turbo B, that 6ft 6" hulk is back in full bluster, armed with a cache of lethal rhythms and synthetic sounds.

Snap! (like many dance 'oufits') started

out as a team of producers who wrote songs and needed someone to sing (or in this case, rap) and be the figurehead for the band. They found Turbo B, a US ex-army man now living in Germany (where they are based) - his voice and figure gave the house music they manufactured a much needed edge, for apart from the forceful *The Power*, many of their tunes bordered on bubblegum.

After the huge success of the first album, he, like many other leaders of these dance outfits, decided he wanted to be more than just a frontman and demanded he co-write the tunes. Unfortunately *The Madman Returns*, like many second LPs released by anyone with a hit first LP, pales in comparison.

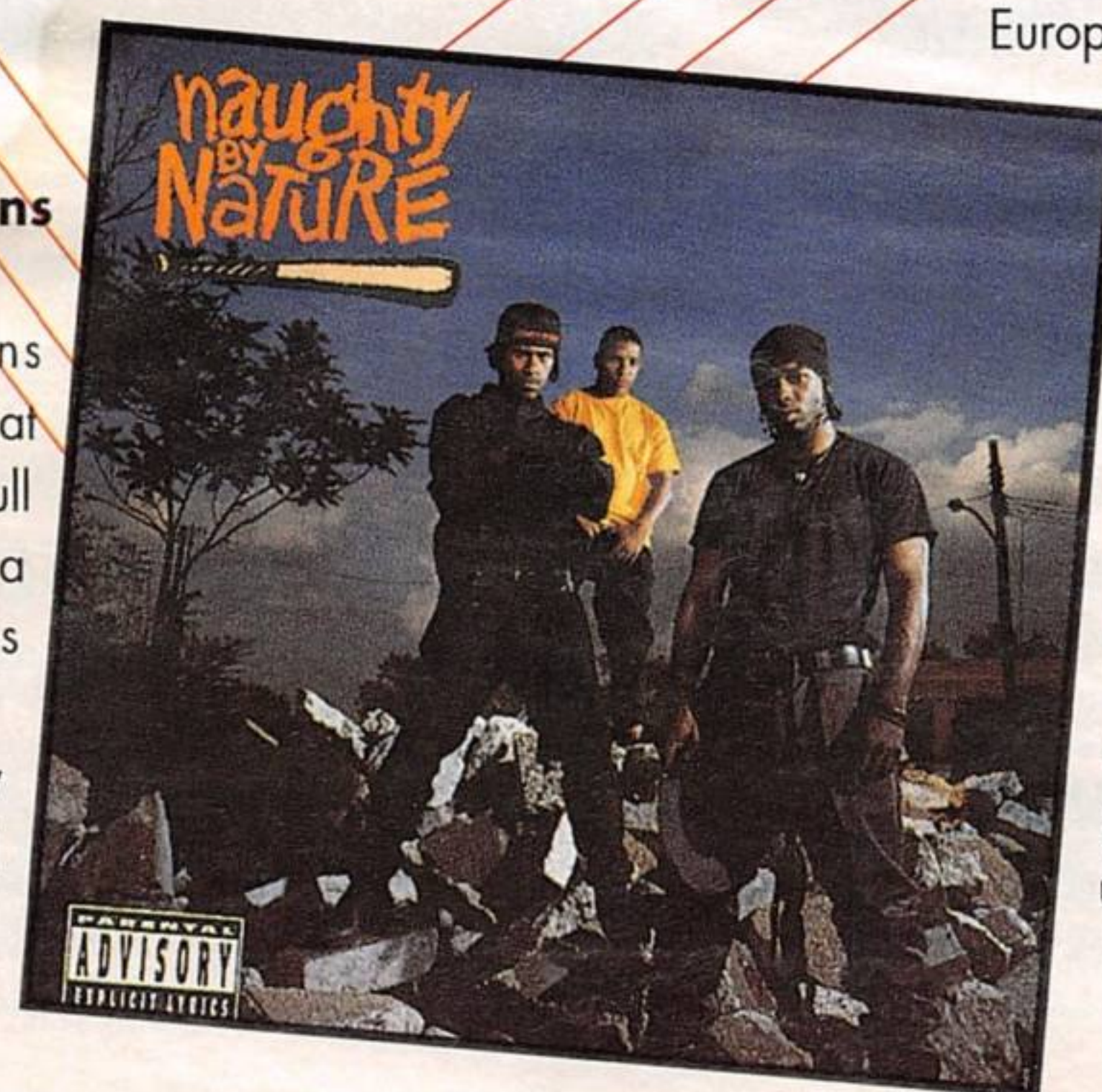
The new album - like its new co-writer - has a hard European techno flavour, but its highpoints are achieved when sticking to the formula that made them famous: melodic girlie chorus framed by Turbo's booming vocal (as on *Colour Of Love*). Other tracks are boring because they spent too much time with computers, and not enough time on songwriting.

## URBAN DANCE SQUAD

**Life N' Perspectives of a Genuine Crossover (BMG)**

Although Urban Dance Squad, like Snap! are a European-based rap outfit,

there music is worlds apart, UDS having much more in common with American groups like Red Hot Chili Peppers and Fishbone. Their sound is due mainly to their rather odd (for a rap group, anyway) lineup. Sure, they have a





# THE HOTTEST CD REVIEWS



rapper and one DJ DNA on the turntables, but it is the other half of the band responsible for their distinctive sound: Sil on bass (the stringed variety), and Tres Manos, a wicked guitar player, who is just as capable of playing a mean slide as he is a pedal steel, before leaping into a jangly calypso style.

And so, UDS have their roots in American blues and R & B, with sidesteps into reggae and calypso. But many of their tunes have a harder edge, too.

The band's first LP, *Mental Floss For The Globe*, did a bit of a Faith No More in that it was out for about a year and a half, before its third single (*Deeper Shade Of Soul*) became a hit and brought UDS to the attention of the world. Life



N'Perspectives... pretty much takes up where that album left off, following the same formula of a mish mash of styles blended smoothly and imaginatively. There are as many ace tracks on their

second album as their first. Anyone who liked *Mental Floss*... should definitely get their hands on this. Anyone who missed out on the first: I suggest you invest in both!

## RIGHT SAID FRED

**Up (Festival)**

Richard Fairbass, Right Said Fred's lead singer once told me that he didn't mind if the band were one-hit wonders because, "It's better than being a no-hit wonder!"

It's not that I think RSF are doomed to being exactly that - in Britain their second single *Don't Talk Just Kiss* stalked into the Top Ten - and did reasonably



well here, too. It's just that *Up* is... well it's a little odd, to be honest. And not quite what you'd expect from the band who brought you *I'm Too Sexy*. Although after singing "I'm too sexy for my cat" nothing this band does should come as a surprise. They are, it would seem, bonafide English eccentrics.

For a start, Richard fairly croons his way through most of the tracks on the album, now - unless you're Harry Connick Jr (*I hope you're not! -Ed*) - this is not the sort of thing today's pop star should be doing.

Secondly, although there are a couple of house-ish numbers (complete with samples) like the singles, the rest of the album consists of 20s-style tunes (*Deeply Dippy*); a couple of rock numbers - *Do Ya Feel* slams and thuds like nobody's business; and the vaguely Latin *Is It True*.

Despite the fact that it's all over the place, it is likeable - it's the kind of album you like, but don't quite know why, all the while, having the sneaking suspicion that its dreadfully uncool to do so.

But one thing is clear from listening to *Up*: Right Said Fred are damn good songwriters with a keen ear for a catchy melody.

## TEENAGE FAN CLUB

**Bandwagonesque (BMG)**

If you didn't know these guys were from England, you'd never guess it: on *Bandwagonesque* they sound like you're typical American garage band, the kind that have grown up listening to nothing but late 60s American guitar-oriented pop. *Bandwagonesque* is their second album and contains all the ingredients that made that music recorded so long ago so enduring: great guitar licks, neat harmonies and catchy melodies.

It's real three-chord stuff, but like most things, pop music is often at its best when it sticks to the KISS (Keep It Simple Stupid) formula, and *Bandwagonesque* works as a result.

Like Jellyfish (without the Supertramp overtones), Teenage Fan club revel in



the past: these guys don't borrow - they steal the whole kit and kaboodle. But while

the sound maybe instantly recognisable as coming from a different time and place, these songs are all their own and are excellent pieces of pop.

## CE CE PENISTON

**Finally (Polydor)**

Anyone who thinks beauty queens are good for nothing but looking pretty is destined to be astounded by Ce Ce Peniston's debut LP, *Finally*. This former beauty pageant winner not only knows how to belt out a tune, she's a dab hand at writing them, too. Like *Finally*, the Top 10 single from the album, a scorching dance floor number that oozes soul - as does every tune on the LP. Whether it be the uptempo songs, so full of vitality they leave your feet itching to get up and boogie, or the slow, sensitive ballads - which are usually pretty duff, let's face it - Ce Ce delivers in her strong, gutsy voice.

Stylistically, it's not what you'd call 'diverse', as it sticks pretty much to romping garage house style numbers and the string-laden ballads, but the tunes are catchy and well-crafted, and this is more than just 'the album containing the single'.

Other hit picks include the new single *We Got A Love Thang*, *Inside That I Cried* and *Rescue Me* (not the Madonna song). This is not brain food, but it's fun stuff.

**REVIEWED BY GABRIEL WILDER**







# VIDEO

## REVIEW

### CHILD'S PLAY 3

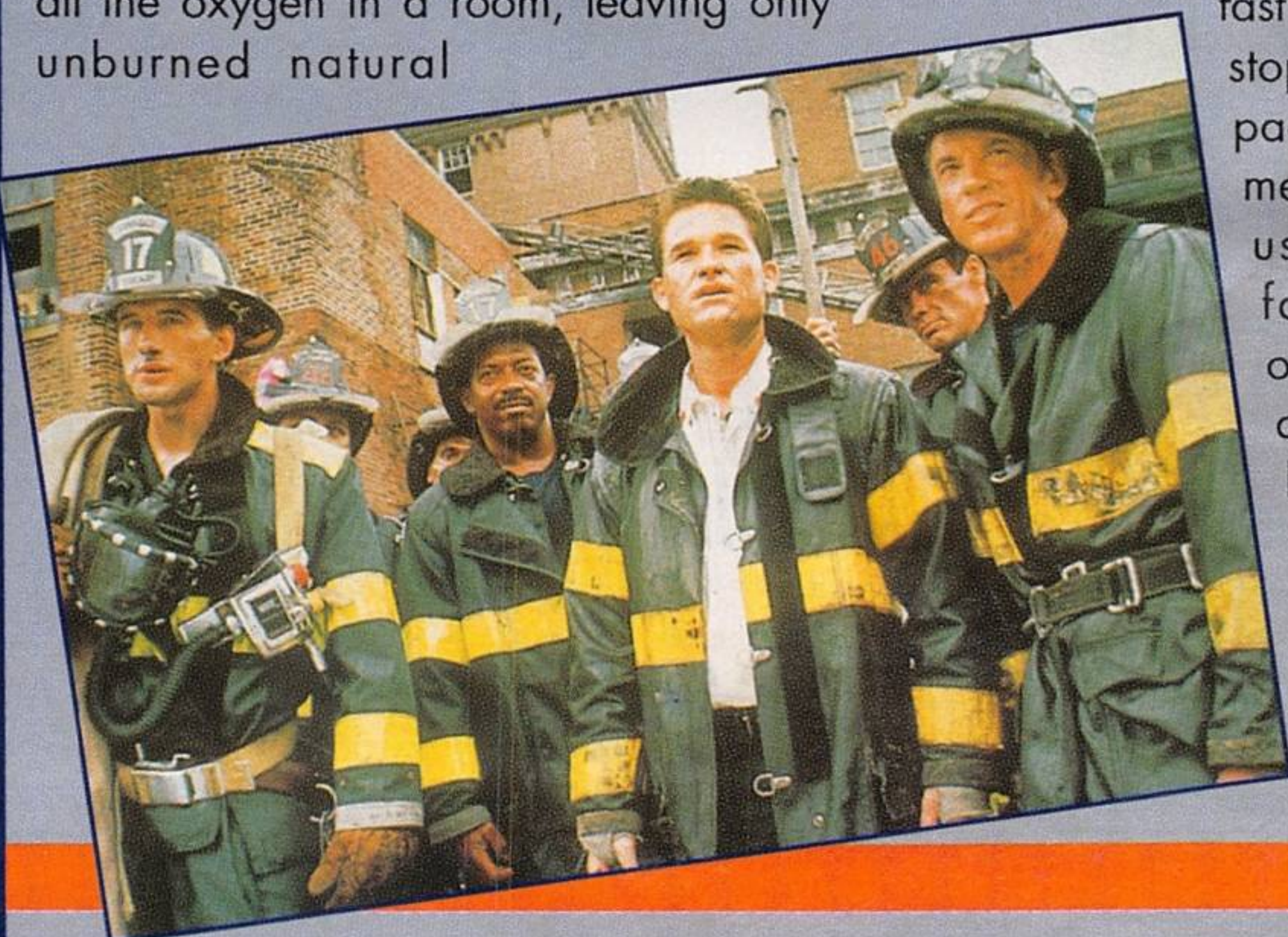
It has been eight year's since Andy Barclay was last tormented by the homicidal doll, Chucky. To escape being trapped forever in a dolls body, murderer Charles Ray Lee must exchange bodies with someone else. Unsuspectingly, eight year old Andy became that person. Now he's sixteen Andy Barclay still strives to forget his horrifying past. Too often labelled and 'adjustment problem' he is sent to Kent Military School, where he hope he can start a new life.

But sometimes the past, like Chucky will not die.

### BACKDRAFT

The smoke hangs in the air like lead. Inside the tenement house, the air is stifling. The fire crawls along the ceiling, consuming the last think breath of oxygen - then dies, retreats into the walls, and waits. Heat and smoke and volatile gases swirl waiting for a sudden gulp of air. Waiting for a ... Backdraft.

The films title refers to a dangerous phenomenon, dreaded by all firefighters, that occurs when flames consume all the oxygen in a room, leaving only unburned natural



gases. With the temperature still approaching two thousand degrees Fahrenheit, the introduction of the smallest trace of oxygen triggers a violent explosion.

Backdraft is the story of two brothers struggling to carry on the legacy of their heroic father and to come to terms with his tragic death. It is also a story of fire, not the clean yellow flames that consume model building in disaster movies, but real fire, the fire that lives, consumes, hides and fights. Backdraft is without a doubt one of this year's hottest films.

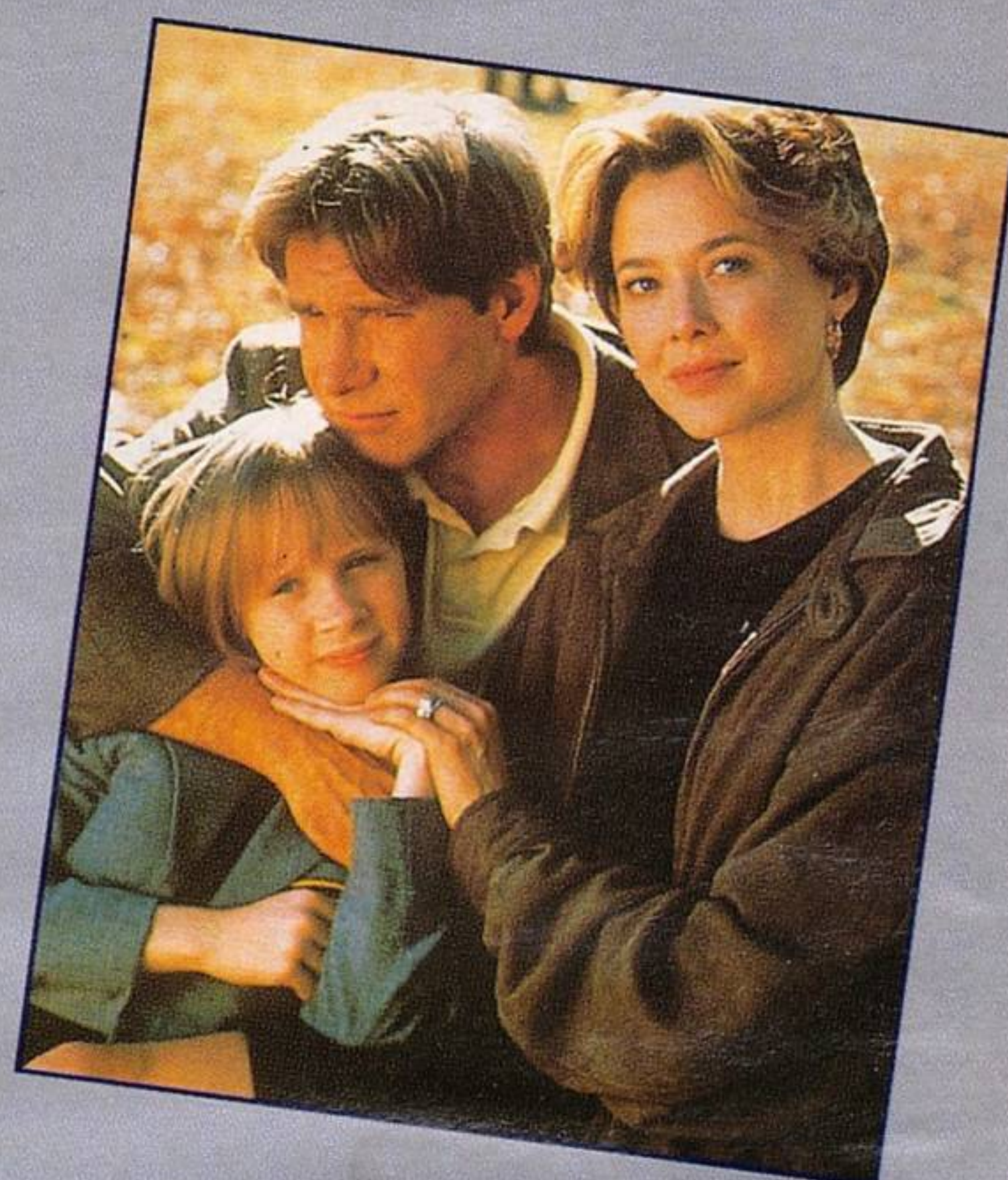
Backdraft's all-star cast includes Kurt Russell, William Baldwin, Scott Glen, Jennifer Jason Leigh, Rebecca De Mornay, Donald Sutherland and Robert De Niro.

### REGARDING HENRY

Henry Turner is a successful but ruthless New York lawyer who needs to win at all costs even at the expense of his wife and daughter.

But a single gunshot brings Henrys' fast track rise to a dead stop, leaving him incapacitated and with no memory of the life he used to lead. Now, faced with starting over, Henry Turner is about to learn the hard truth about a total stranger ...himself. Harrison Ford stars in this dramatic, often funny and

Reviews compiled by  
Stuart Slater, VIDEO EZY



heart warming film that reunites the talents of Ford and director Mike Nichols.

### PURE LUCK

Operating on the theory that "it takes one to find one," the world's unluckiest accountant, Eugene Proctor (Martin Short) is sent on a mission to rescue the world's most accident-prone heiress. His partner in the investigation is a straight-laced, no-nonsense professional detective named Raymond Campanella, played by Danny Glover. Eugene is perhaps the perfect example of an accident waiting to happen and his innocence and energetic enthusiasm get him into some horribly funny messes.

Pure Luck is a new comedy-adventure starring Martin Short and Danny Glover and co-starring Sam Wanamaker, Sheila Kelley, Harry Shearer and Scott Wilson. It is directed by Australian Nadia Tass of "Malcolm" fame.





# REX VECTOR

BY FIL BARLOW

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MUM, DAD  
GUESS WHAT—  
I'M AN ORPHAN...

...THANKS  
TO THE BOX!



HEY YOU GUYS—  
TALK TO ME!!  
YOU COULD BE  
DEAD UNDER  
THERE FOR ALL  
I KNOW—

I'VE EVEN  
FORGOTTEN  
WHAT YOU  
LOOK LIKE.



LIKE THIS PERHAPS?  
NOW I'VE GOT A FACE  
TO TALK TO I'LL SAY  
GOODBYE. I'M  
LEAVING EARTH  
WITH MY FRIENDS...

...THEY'RE  
"ORPHANS"  
TOO...



REX-DEAR-DON'T  
DISTURB YOUR  
PARENTS WHILE  
THEY'RE AT THE  
ORGYMN.

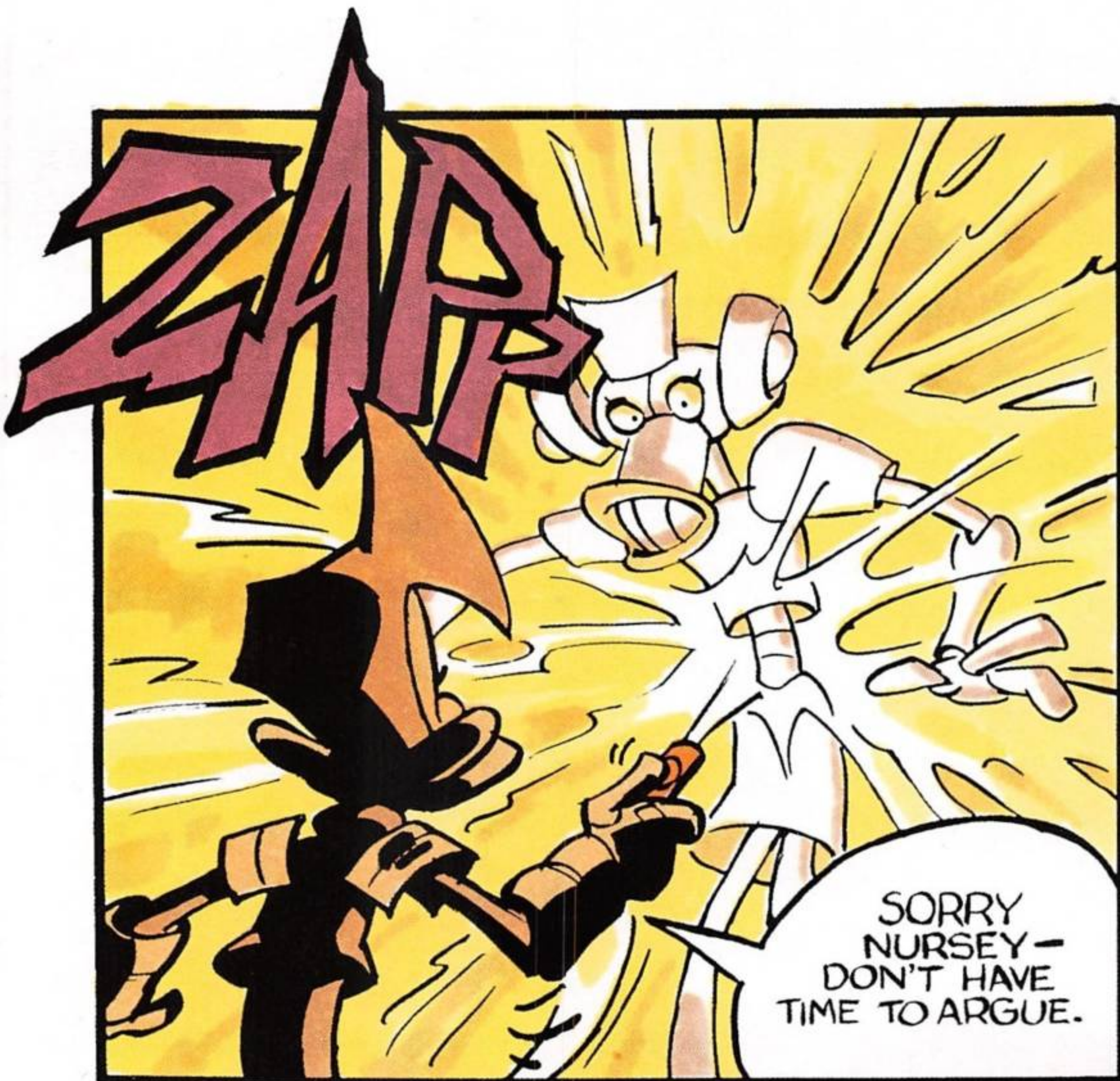
AGAIN?  
THEY NEVER  
LEAVE THE PLACE—  
I WONDER WHAT  
THE BIG ATTRACT-  
ION IS??



YOU ARE TWO MILLISECS  
LATE FOR BED, YOUR  
SISTER IS ASLEEP—SO  
GO QUIETLY!

... BUT... I...  
OH WHAT'S  
THE POINT!





SORRY NURSEY - DON'T HAVE TIME TO ARGUE.



YOU'LL RETURN TO NORMAL FUNCTIONING WITHIN A DECAHOUR - BUT I KNOW YOU CAN HEAR ME. I WANT YOU TO SAY BYE TO MY EX-PARENTS AND TELL MERTIL I'M GLAD SHE'LL NEVER BUG ME AGAIN.!



HMMM - I WON'T BUG HIM, BUT MY RETROBOT WILL. LUCKILY I FINISHED WORKING ON IT IN TIME!

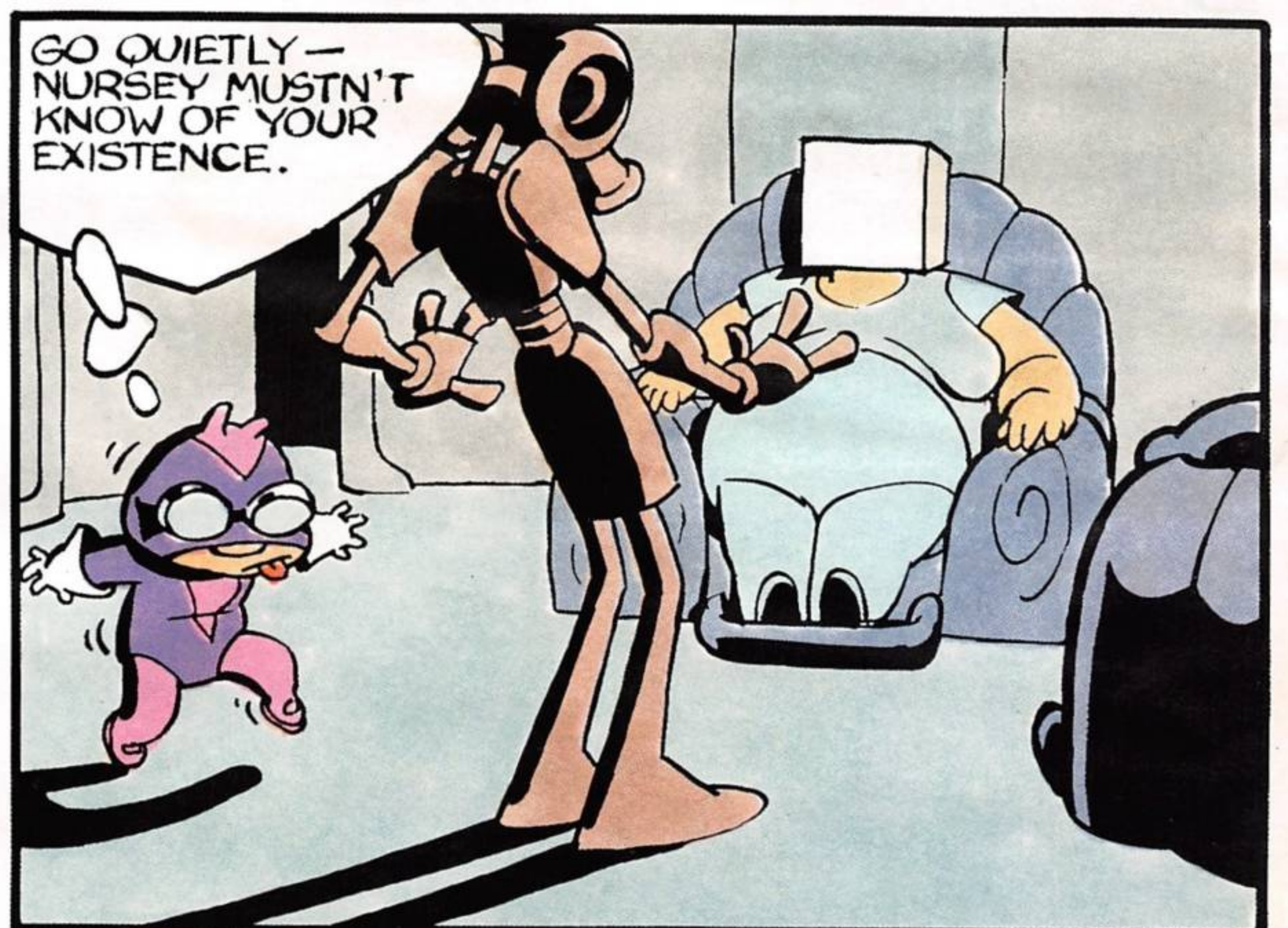


NOW REX CAN NEVER BE FREE OF ME.!!

WAAHHA!!



ACTIVATE - MY SILICONE SISTER - FOLLOW REX! I WILL SEE AND HEAR ALL THAT YOU DO VIA THE BOX.



GO QUIETLY - NURSEY MUSTN'T KNOW OF YOUR EXISTENCE.

TO BE CONTINUED....



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