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Mega POWER

JAN 1994
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ISSUE 6
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for people who take playing games seriously!

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Enjoy the big three CD releases from Psygnosis today with this great Mega Power demo disc.

See page 9 for details.

Psygnosis Mega-CD not available on export copies of Mega Power magazine. However, playable demo is available direct from paragon publishing.

NO PSYGNOSIS MEGA-CD?

If you are missing your copy of the playable Psygnosis Mega-CD demo, ask your newsagent for it, immediately!

"YOU WANT THE PUCK? COME AND GET IT!"

When you shout "Face Off!" they ask "Whose?" Exclusive preview of EA's brutal Mutant League Hockey inside.

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FEATURED

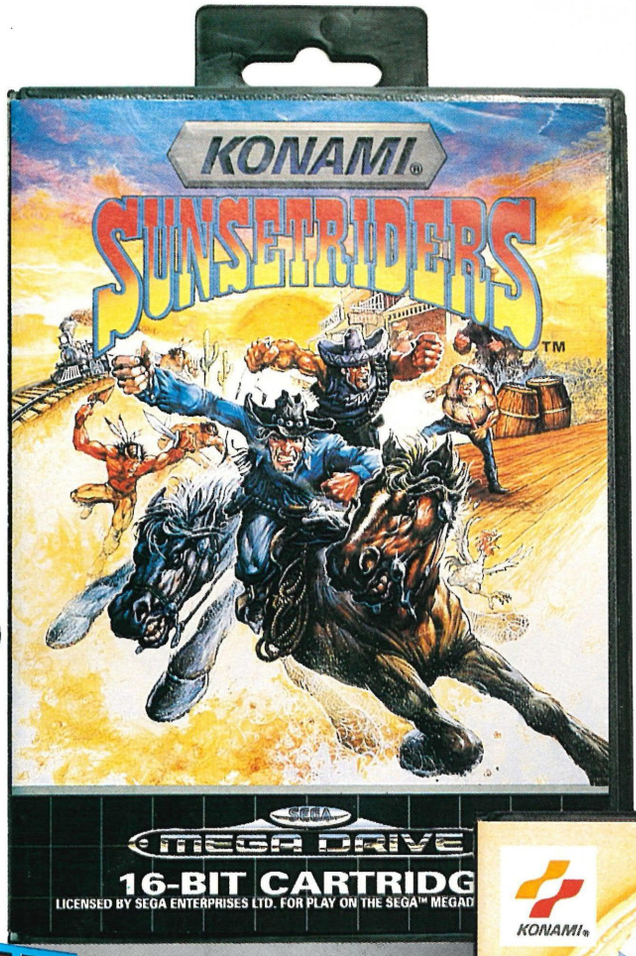
The Chaos Engine ◆ Aero the Acro-Bat ◆ Mutant League Hockey
The Incredible Hulk ◆ Hook ◆ Robocop 3 ◆ Bill Walsh CD ◆ NHL 94 ◆ Dragon
Dragon's Lair ◆ Gods ◆ Pele ◆ Dune 2 ◆ Toe Jam & Earl 2 ◆ Tinhead

INSIDE

"KONA

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.
MEGATECH 87%
Very impressive SEGA PRO 87%



ROCKET KNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%

RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%

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TINY TOON Adventures Buster's Hidden Treasure™

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a fast paced platform game that is similar to Sonic, but....better fun.

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Mega POWER

january 1994

features

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TV games show creator Jane Hewland speaks...

After the phenomenal success of Issue 4's Thunderhawk demo CD, this month MEGA POWER brings you another world exclusive. You'll find on your CD not just one game demo, but three. You can see the jaw-dropping graphics of Microcosm and enjoy a playable level of both Puggsy and Wiz 'n' Liz. If that wasn't enough, an added extra on this fantastic CD is the audio tracks by Rick Wakeman and that rather famous band, The Lemonheads.

How to play your CD

On loading up, the *Psygnosis Big Three CD,* select which game you would like to have a blast at first, press START on selection and play away. The CD features a level from each game, giving you a taster of what the full game will be like. We at MEGA POWER believe in giving our readers the best in everything, and that's why we've given you not one but three examples of the finest games on CD.

Non Mega-CD owners, hear this!

If you can't afford a marvellous Mega-CD yet (or persuaded your folks to buy you one for Christmas), don't despair: you can still enjoy the MEGA POWER *Psygnosis Big Three CD* demo. Yes, you can listen to its truly stunning soundtrack on any CD player, including tracks by Rick Wakeman and The Lemonheads. In all, this CD will give you.30 minutes of audio!

Overseas orders

Sadly it was impossible to cover-mount a *Psygnosis Big Three CD* demo for export copies of MEGA POWER, but overseas readers can still obtain a copy of this amazing CD by ordering it directly from the MEGA POWER office. Just write a cheque for £5.00, made payable to Paragon Publishing Ltd, and send it to:

Mega Power #6 CD Offer
Paragon Publishing Ltd
Durham House
124 Old Christchurch Rd
Bournemouth
BH1 1NF

Alternatively, you can pay by credit card (Mastercard/Visa) by phoning or faxing your order through on:

tel: +44 202 299900
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Faulty CD?

If for some reason your Mega-CD demo fails to load, for a free replacement send an SAE together with the faulty disc to:

Psygnosis Ltd
South Harrington Building
Sefton Street
Liverpool
L3 4BQ

Puggsy

Low on petrol, Puggsy the alien crash-lands on a planet inhabited by psycho racoons, who steal his spaceship. To reclaim it, Puggsy must make his way through 17 locations divided into 51 levels, and defeat six world guardians.

In this interactive action adventure, taxing puzzles face your every move, and the game is massive to say the least. *Puggsy* uses a fantastic system called Total Object Interaction, meaning all the objects in the game play a vital part in completing it.

Pressing the A button picks up the objects, B uses them and C makes Puggsy jump. Pressing START pauses the game, and the direction pad acts as normal.

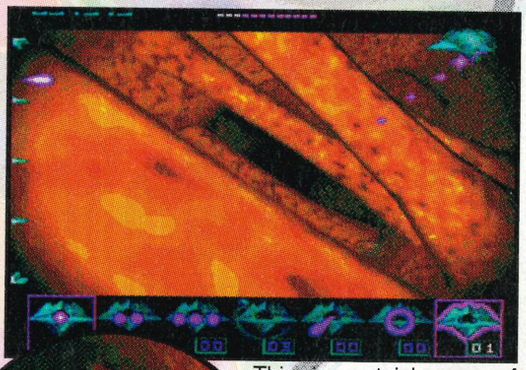
Wiz 'n' Liz

This is a platform adventure starring two funny little characters: Wiz the sorcerer, and his pal Liz the witch. The story goes that the Wabbits (little bunnies) were happily grazing one day, when all of a sudden they disappeared into thin air. Somehow the two animal-loving magicians have to find and save them.

This entails travelling into different zones — Grassland, Snowland etc — to complete a magic word. This is done by running into the Wabbits, who then turn into the letters you need. After this you have to save all the remaining Wabbits within the time limit — increased by collecting time icons revealed by some saved Wabbits.

B and C buttons both make your character jump. To collect the Wabbits, and the fruit, just run into them. Pressing button A lets you drop down a level.

Microcosm



This is certainly one of those games that, love it or hate it, you won't be able to ignore it. Following a similar story to The Fantastic Voyage, you pilot a micro-submersible into the human body. The president of a corporation has been implanted with a manipulation bug that make his decisions for him – you have to eliminate it. The game features outstanding graphics and highly addictive shoot-'em-up action, with over five areas of the body and a multitude of arteries to be explored.

Unfortunately as it's so new, this game demo is not playable, but does feature a rolling view of the stunning 3-D graphics and action.

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PRESS start

Is it really a month since we last met? Doesn't time fly when you're playing all the latest games for a living? – oops, sorry, there I go rubbing it in again.

I have to apologise for my rather mischievous manner, but it is the season of goodwill and I'm looking forward to a fortnight of overindulging with my family, laughing with my friends and relaxing with my beer. My good mood is spoilt only by the news of two more Mega Drive mags nudging their way onto the news stands. What a drag. How many of us are there now? Too bloody many I reckon! Still, only one mag provides you with a playable CD on its cover, with three games and a plethora of audio tracks as well. In short, there is only one Mega Power.

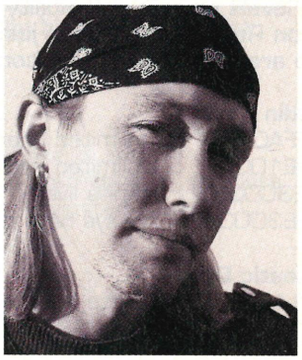
Stress and strain hit us hard again this month as we've battled away to ensure that you receive only the best console coverage from our pages. As a result you'll find this issue packed with great games like Dragon's Lair, The Incredible Hulk, an exclusive look at Mutant League Hockey and Pelé, and an in-depth glimpse of The Chaos Engine. And that's just the tip of the iceberg. Whilst the bigger publications attempt to put a stranglehold on the rest of the country's right to see the latest games as well, we continue to deliver all manner of body swerves and stick two fingers up to them all. One word for you boys: unstoppable!

Angry young man or just a dedicated gamesplayer worried about the way the industry is going, I'm going to stop ranting now, get myself a cold beer out of the fridge and sit and wait for the snow.

See you in '94.

dave perry

dave perry



"Christmas is a strange time for the MPs, as we all stop playing computer games for a whole fortnight and go our separate ways. For me this is a little too long and I have to admit to going out in search of a 'fix' down my local arcade, or around my friend's house.

I'll be spending the season of goodwill with me and my girlfriend's families in Torquay and my Persian cats, who I'll take with me.

It never snows in the English Riviera unfortunately, but I've found that if you drink about 12 cans of lager very fast without hardly breathing, then you can imagine it's snowing and dance naked in the garden until the police come. Spoilsports.

No, seriously, Christmas is a great time for family and smiling,and a great chance to see what the world could really be like if we all made a bit more of an effort.

I asked the MPs what they'd be doing this year..."

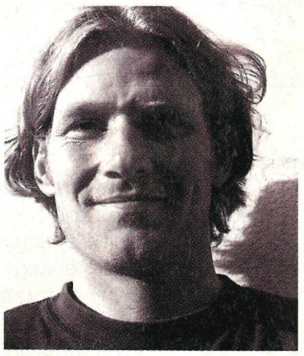
phil king

"A lot of people keep complaining about the increasingly commercial nature of Christmas. Personally I reckon this is the best part. There's nothing like walking down the high street and seeing all those fairy lights, tinsel and holly. You get so accustomed to them that by the time they're all taken down everything looks bare. I reckon they should leave them up and celebrate Christmas the whole year!

Folks who say Christmas is really for kids should be shot – yuletide is a time for adults to have loads of fun, go to parties and partake in pagan customs like kissing under the mistletoe. After all, Christmas was originally a festival to cheer people up during the cold winter months. Imagine winter without Christmas? It'd be so depressing.

Come Christmas Day I'll be celebrating with my family. And where else would I rather be? Nowhere: there's no-one who can make mince pies as scrummy as my Mum's!"

steve bough



"I love Christmas. My normal Christmas day consists of waking up early (depending on the night before) and jumping on Mum and Dad's bed with my sister, before opening our presents from Santa. Even my dog Tigger joins in the antics, and is not forgotten as Santa (I think Santa is my Mum) rewards his behaviour with a cracker. Family presents are situated under the tree, so we light the fire, have a drink and exchange gifts. If the surf's up, I'll also go surfing, but I never surf very well Christmas Day, due to my over-indulgence.

Christmas is a wonderful time, but unfortunately in a world riddled with greed, Christmas is a lonely and desperate time for many. What I'd most like to see at Christmas, and to continue for ever, is an end to wars, famine, racism and persecution of human and animal rights. One day maybe the world will be a peaceful place, but with our continuous striving for self-destruction, perhaps we'll never see it!"

MP

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Mega POWER

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POWER NOWS

ACTION REPLAY CODES

***Aladdin* too difficult for you? *Mortal Kombat* beating you to a pulp? Need to skip levels or gain invincibility? Datel's Action Replay cartridge is just the ticket: here are some new cheat codes for it...**

Aladdin

FFEFFA0008	Unlimited energy
FFEFE10037	Unlimited apples
FF7E3C0033	Infinite lives
FFEFE30039	Always have nine gems

Fantastic Dizzy

FF81490002	Infinite lives
FF81390000	Invincibility

Jurassic Park

FF0054000A	Invulnerability

Micro Machines

FF80350003	Turns music on/off

Mortal Kombat

FFFA490001	No music
FFFF5A0040	Enemies do death moves
FFFF540006	Unlimited credits
FFFF570000	Gore mode on
FFAB8B0000	Unlimited rounds – impossible to win
FFCABA0078	Fighters die on one hit
FFAB8B0002	Level skip. Enable before you start and you'll advance through the battle plan without fighting. Disable just before the match you want to play.

Street Fighter II

FFA3E70000	Turns the music off
FF972A0099	Stops the time
FF80430080	Infinite energy for player one
FF82C30080	Infinite energy for player two
FF81DA0002	Player one only needs to win one round to finish
FF845A0002	Player one only needs to win one round to finish

Streets Of Rage 2

FFEF690000	Player one almost never gets hit
FFF0690000	Player two almost never gets hit
FFEF830005	Infinite lives for player one
FFF0830005	Infinite lives for player two

Super Monaco GP 2

FFFC2AXXXX	Current speed
FFFF5B000X	Player's position

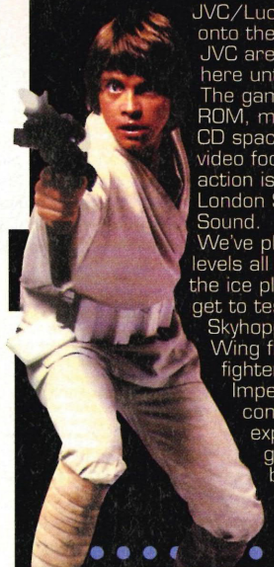
Super Thunderblade

FFF82A0007	Infinite lives
007A264A38	Player cannot lose a life

Sword Of Sodan

0047426002	Infinite lives

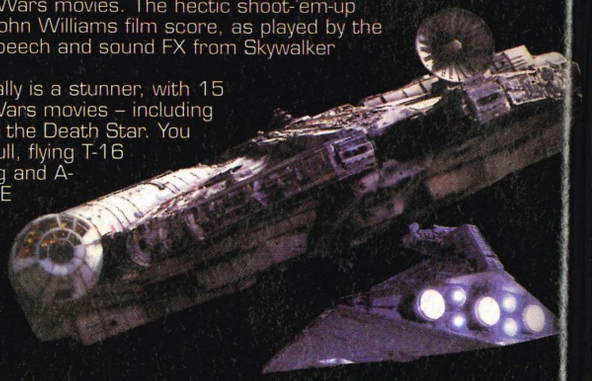
REBEL ASSAULT HITS MEGA-CD



JVC/LucasArts are to convert their PC CD-ROM Star Wars shoot-'em-up *Rebel Assault* onto the Mega-CD. At the moment it's set for a Japanese release in March, but as JVC are still negotiating a Sega licence for Europe, it's unlikely to be officially released here until late next year.

The game itself is a spectacular 3-D blaster which has caused a storm on the PC CD-ROM, mainly due to its state-of-the-art graphics. Taking up around 300 megabytes of CD space, the game is rendered entirely using 3-D graphics, and features digitised video footage from the original Star Wars movies. The hectic shoot-'em-up action is even accompanied by the John Williams film score, as played by the London Symphony Orchestra, plus speech and sound FX from Skywalker Sound.

We've played the PC game and it really is a stunner, with 15 levels all taken from the three Star Wars movies – including the ice planet Hoth and the attack on the Death Star. You get to test your piloting skills to the full, flying T-16 Skyhoppers, Snowspeeders, X-Wing and A-Wing fighters, while battling with TIE fighters, Star Destroyers and Imperial Walkers. If the conversion lives up to the expectations, it should be the game Mega-CD owners have been waiting for.



VIRGIN SET TO SCORE

Virgin Interactive Entertainment are planning to convert *Goal!* to the Mega Drive. Dino Dini's top-notch football sim was a big hit on the Amiga and PC computers this year. The game features an overhead view similar to Dino's previous *Kick Off* games, but the camera often zooms in to get a close-up of the players. Purists can turn this feature off for classic tiny-sprite play, or even turn the pitch 90 degrees for horizontally scrolling action.

Though having many similarities with the *Kick Off* games, *Goal!* includes some revolutionary features. When running, the players gradually build up speed, and at full tilt they have a realistically larger turning circle – no instant changes of direction here. Players can also perform a wide variety of skilful moves: there are spectacular overhead kicks, delicate chips, net-busting volleys and power or flick headers.

If it's anywhere near as good as the computer versions it should be a big hit – watch out for it next year, possibly around World Cup time.

VIRGINS FOR SALE

The Virgin Games Stores division has been bought by the Rhino Group for £12.5 million. The 30 Virgin games-only centres will be redeveloped as part of Rhino's Future Zone chain, which will comprise 73 computer stores by the New Year – planning to expand to 130 by 1996.

Virgin Megastores – stocking music, videos and games – will remain part of Richard Branson's corporate empire. This is also the case for the Virgin Interactive Entertainment software house – although 15% of it was recently sold to Hasbro Toys for $25 million, and there are industry rumours of a further sell-off to the huge US firm Blockbuster.

The Virgin group has previously raised capital by selling off Virgin Records, Virgin Mastertronic and 50% of Virgin Retail to WH Smith.

DEMOLITION JOB

Another top tip for next summer is Virgin's latest tough-guy movie licence, *Demolition Man*. And if it's anywhere near as violent as the Sly Stallone blockbuster, it'll no doubt get some sort of age certificate slapped on it.

For those who haven't seen the movie, it stars Sly as the Demolition Man, a cop so called because he always manages to demolish buildings on his hostage-rescuing missions. While trying to rescue 50 people held by villain Wesley Snipes, Sly manages to yet again blow up the building. Even though the people were already dead, everyone thinks he killed them, so he and Wesley are punished by being deep-frozen in a cryogenic chamber. After a hundred years, Wesley manages to escape and wreak havoc in the nonviolent future, so Sly is released to try and stop him. Lots of violence and killing follows.

It's certainly ideal material for a game licence. Get ready to duck the spray when *Demolition Man* comes your way in June.

VIRTUARACING ON ITS WAY

The long-awaited coin-op conversion *Virtua Racing* didn't arrive in time for Christmas but at least a firm release date has been set. It's due to appear in Japan in March, so it should be released in Europe not long after.

The 16Mbit cart incorporates a special Digital Signal Processor Chip to enable fast polygon graphics previously thought impossible on the Mega Drive. The downside of this is that the extra production costs are likely to push the cart price to at least £60.

But if it's anywhere near as playable as the racing coin-op, it should be worth it. As on the arcade machine, the various Formula 1 circuits are shown from a choice of camera angles as you race round at speeds of up to 330km/h. There are three skill levels, pit stops and a tracking feature that continually records lap times, speed and rank throughout each race.

From the video footage we've witnessed, the high-speed action looks incredible – unlike anything ever seen on the Mega Drive before. Despite being highly detailed, the 3-D vector graphics move at an astonishing pace thanks to the Super FX-style DSP chip doubling the processing power of the machine.

Rumour has it that the cartridge will also feature a special adaptor that enables you to link Mega Drives up for multiplayer head-to-head racing. You'll be able to have up to eight players using this, but of course you'll need eight Mega Drives and eight monitors!

MINDSCAPE RACE ONTO CD

Top computer publishers Mindscape International are to release their first Mega-CD product in early '94.

Appropriately named *Mega Race*, it's a driving simulation with a futuristic setting and truly spectacular 3-D tracks which rise way up in the air.

Mindscape's European managing director Geoff Heath commented, "With Mindscape/Software Toolworks' world leadership in entertainment and edutainment products for the CD platform, we are delighted to be publishing our first Sega product in Europe for the Mega-CD."

Mega Race is the first of several Mega-CD titles planned for release in the US and Europe, as Mindscape at last turns its attention to Sega's wonder machine. They've been developing CD products for the PC for some time now, and are best known for their complex computer RPGs, simulations and educational software. Previously, their only sortie into the world of consoles has been the *Alfred Chicken* platform game on the Nintendo machines – Alfred even stood as a candidate in the Christchurch by-election, getting 18 votes!

MINDSCAPE

SEGA TV

The much-vaunted Sega Channel interactive TV station will have a trial run in January in the USA. Cable TV subscribers will be able to receive up to 50 Mega Drive games on the 24-hour channel. Users will need a special adaptor obtained from the local cable operator – the fee for the service will be $10 to $20 a month.

The channel's games will be back-catalogue so as not to damage Sega's cartridge market, though some are sceptical about appeal of the channel if only old games are offered.

In addition, there will be features on game tips and previews of new cart releases. "We'll make the gamezoids crazy by showing them one or two levels of a game," says Sega Channel consultant Howard Burkat. 44% of US Mega Drive owners rent carts before buying, so sampling is obviously important.

The Sega Channel has a huge potential audience: 14 million US households have Mega Drives, and 70% of them subscribe to cable TV. There's still no news of a European version of the channel, but with the rapid growth of satellite and cable TV it can surely only be a matter of time.

ACTION REPLAY CODES

Not one, but two columns packed with all the Action Replay codes you'll ever need. Remember, cheats don't prosper, but they do get to see the higher levels first!

Taz-Mania
FFD45B0003 Infinite lives
FFD0370002 Unlimited chilli peppers
FFD4BC000c Unlimited health

Technocop
FF17050048 Invincible car
FF177B0001 Unlimited time
FF26290005 Infinite lives

Terminator 2
FF80CA0004 Unlimited lives
FF80190025 Unlimited missiles for player one

Tiny Toons
FFFB0B0003 Infinite energy
FFFB090002 Infinite lives

ToeJam & Earl
00BCB06002 Infinite lives (ToeJam and Earl)
00BB980063 This will start ToeJam with 99 bucks

Toki
FF1B860005 Infinite lives
FF1B830059 Unlimited time

Turbo Outrun
FF9EF7003B Stops clock

Universal Soldier
FF12D90009 Unlimited smart bombs

Valis III
FFF4590016 Infinite lives
FFF4470018 Unlimited energy
FFF44B0018 Constant full energy meter

Where In Time Is Carmen Sandiego?
FFD77A001E Unlimited time

World Of Illusion
FFA0380008 Unlimited health for player one
FFA0B80008 Unlimited health for player two
FFFD530008 Infinite lives
FFFFDB000X Level Select (1–5)
FFFD530006 Unlimited tries

Xenon 2
FF08350027 Unlimited energy

Zany Golf
FFE9A20005 Infinite lives

Zombies
FFFA8F00FF Unlimited keys for player one

POWER NEWS

POWER WINNERS

Sensible Soccer (Issue 4)

The lucky winner is Dominik Marte of Blackburn, who picked exactly the same England team as the Sensible Software guys. For his skill, he wins the England manager's job. Only kidding, but he does get a full England footy strip to wear with pride.

Mortal Kombat (Issue 4)

We asked you why *Mortal Kombat* kicks *Street Fighter II*'s butt, and boy did we get some funny answers (many of them unprintable)!

The three best entries win their senders a copy of the excellent *Mortal Kombat* game: Claire Beedall, Boreham, Essex; Ian Bennett, East Ham, London; Richard Gibbons, Norwich.

Five clever butt-kickers win a dead-'ard *Mortal Kombat* T-shirt: T K Burton, Leicester; Clive Bilby, Basildon; Tony Short, Brighton; Daniel Swanson, Hebburn, Tyne & Wear; Mark Goodwin, Rotherham.

A handful more street fighters receive a *Mortal Kombat* baseball cap: Neil Leak, Sibsey, Lincs; Charles H Young, Withernick, Nr Hull; Stephen Adams, Royston, Herts; Andy Morris, Penge, London; Andy Stanford, Sevenoaks, Kent.

POWER DATES

When's a game out, who's producing it? The MPs give you the definitive guide to the next six months' releases.

December			
AX 101	Sega	Mega Drive	Japan
Bill Walsh College Football	EA Sports	Mega-CD	UK
Blades Of Vengeance	EA	Mega Drive	UK
Brett Hull Hockey	Accolade	Mega Drive	UK
Burning Fist	Sega	Mega-CD	Japan
Castlevania: The New Generation	Konami	Mega Drive	UK
Chuck Rock II	Core	Mega-CD	UK
Dracula	Sony	Mega-CD	UK
Dragon's Lair	Readysoft	Mega-CD	USA
Evil Sky, The	Kodansha	Mega Drive	Japan
FIFA International Soccer	EA Sports	Mega Drive	UK
Gauntlet 4	Tengen	Mega Drive	UK
Gods	Accolade	Mega Drive	UK
Home Alone 2	Sega	Mega Drive	UK
Hook	Sony	Mega Drive	UK
International Rugby	Domark	Mega Drive	UK
James Pond 3	EA	Mega Drive	UK
Lethal Enforcers	Konami	Mega Drive	UK
Lethal Enforcers	Konami	Mega-CD	UK
Lotus Turbo Challenge II	EA	Mega Drive	UK
Madden NFL '94	EA Sports	Mega-CD	UK
Metal Fang	Victor	Mega Drive	Japan
Microcosm	Psygnosis	Mega-CD	UK
Mutant League Hockey	EA	Mega Drive	UK
Ossum Possum	Tengen	Mega Drive	USA
Ottifants, The	Sega	Mega Drive	UK
Pele	Accolade	Mega Drive	UK
Phantasy Star V	Sega	Mega Drive	Japan
Pirates! Gold	MicroProse	Mega Drive	USA
Poppen Landshulde	Wave	Mega Drive	Japan
Powermonger	EA	Mega-CD	UK
Puggsy	Psygnosis	Mega Drive	UK
RoboCop 3	Acclaim	Mega Drive	UK
RoboCop Vs Terminator	Virgin	Mega Drive	UK
Spider-Man Vs Kingpin	Sega	Mega-CD	UK
Stellar Fire	Sierra	Mega-CD	USA
T2 Judgment Day	Acclaim	Mega Drive	UK
Tinhead	MicroProse	Mega Drive	USA
TMHT: Tournament Fighters	Konami	Mega Drive	UK
Virtual Pinball	EA	Mega Drive	UK
Winter Olympics	US Gold	Mega Drive	UK
World Cup Soccer	Acclaim	Mega Drive	UK
WWF Rage In The Cage	Acclaim	Mega-CD	UK
WWF Royal Rumble	Acclaim	Mega Drive	UK
You You Gaiden	Sega	Mega Drive	Japan
Zombies	Konami	Mega Drive	UK
Zool	EA	Mega Drive	UK
January			
Aero The Acro-Bat	Sunsoft	Mega Drive	UK
Air Management II	Koei	Mega Drive	Japan
Another World 1 & 2	Virgin	Mega-CD	UK
Battle Fantasy	Micronet	Mega-CD	Japan
Body Count	Sega	Mega Drive	UK
Dragon's Revenge	Tengen	Mega Drive	UK
Dune	Virgin	Mega-CD	UK
Eternal Champions	Sega	Mega Drive	UK
F-117: Night Storm	EA	Mega Drive	UK
Greatest Heavyweights	Sega	Mega Drive	UK
Gunship	US Gold	Mega Drive	UK
Incredible Crash Dummies, The	Acclaim	Mega Drive	UK
Indiana Jones	Sega	Mega-CD	UK
Joe Montana's NFL Football	Sega	Mega-CD	UK
Mean Bean Machine	Sega	Mega Drive	UK
NFL Quarterback Club	Acclaim	Mega Drive	UK
NHL '94	EA Sports	Mega-CD	UK
Popple Mail	Sega	Mega Drive	Japan
Power Drift	Denpa	Mega-CD	Japan
Sister Sonic	Sega	Mega Drive	Japan
Terminator, The	Virgin	Mega-CD	UK
Time Dominator	Vic Tokai	Mega Drive	Japan
ToeJam & Earl 2	Sega	Mega Drive	UK
Wonderdog	Core	Mega-CD	UK
Young Indy	Sega	Mega Drive	UK
February			
Beastball	MicroProse	Mega Drive	USA
Bubba 'N' Stix	Core	Mega Drive	UK
Bubba 'N' Stix	Core	Mega-CD	UK
Chaos Engine, The	MicroProse	Mega Drive	USA
Dragon	Virgin	Mega Drive	UK
Dune II	Virgin	Mega Drive	UK
Ground Zero Texas	Sega	Mega-CD	UK
Incredible Hulk, The	US Gold	Mega Drive	UK
Jungle Book, The	Virgin	Mega Drive	UK
Jurassic Park	Sega	Mega-CD	UK
Lost Vikings, The	Virgin	Mega Drive	UK
Pebble Beach Golf	Sega	Mega Drive	UK
Ren & Stimpy	Sega	Mega Drive	UK
Sonic 3	Sega	Mega Drive	UK
Terminator	Virgin	Mega-CD	UK
March			
Aggressor	Core	Mega-CD	UK
Charles Barkley Basketball	Accolade	Mega Drive	UK
Flashback	Sony	Mega-CD	UK
Lawnmower Man, The	Tengen	Mega Drive	UK
Liberator	Core	Mega-CD	UK
Marko's Magic Football	Domark	Mega Drive	UK
Mega Race	Mindscape	Mega-CD	UK
Mike Ditka American Football	Accolade	Mega Drive	UK
Prince Of Persia	Domark	Mega Drive	UK
RoboCop Vs Terminator	Virgin	Mega-CD	UK
Virtua Racing	Sega	Mega Drive	Japan
World League Soccer	Codemasters		Mega
Drive	UK		
April			
F1 World Champ	Sega	Mega Drive	Japan
World Cup '94	US Gold	Mega Drive	UK
May			
Kawasaki Superbikes	Domark	Mega Drive	UK
June			
Demolition Man	Virgin	Mega Drive	UK

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RULES: Closing date 11th February 1994. 1 Entry per person. You will be sent club details from Special Reserve if you enter this competition with no obligation to join or buy. Entry to this competition will be your acceptance of these rules.

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GODS GOES LIVE!

Win Gods and a treasure trove of goodies!

An elderly man sits in the window of the Oxford Street Virgin Megastore, obviously enjoying playing Accolade's new Mega Drive game *Gods*. Suddenly he gets up and rushes out of the store, waving an inflatable axe in the air and screaming, "I am immortal!" at astonished (and amused) shoppers. He then proceeds to spray-paint those words onto the store front...

What the heck is going on here? Is this another side effect of the government's "care in the community" policy? Or can playing video games turn even OAPs into delinquents?

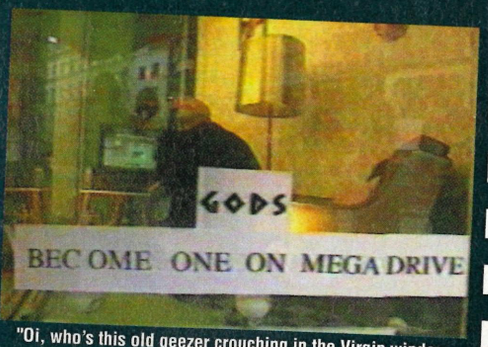
Well, no. It's actually an advertisement for *Gods*. Accolade's ad agency, Cowan Kemsley Taylor, have come up with a revolutionary new concept: live advertising. It certainly makes a refreshing change from all those TV commercials and is ideal for advertising a product at the point of purchase on its street date.

As for *Gods* itself, as you'll know from the review in this issue, it's a superlative platform game written by the irrepressible Bitmap Brothers. Shoot the mythical monsters and solve all the puzzles in 12 huge levels and you too can become immortal.

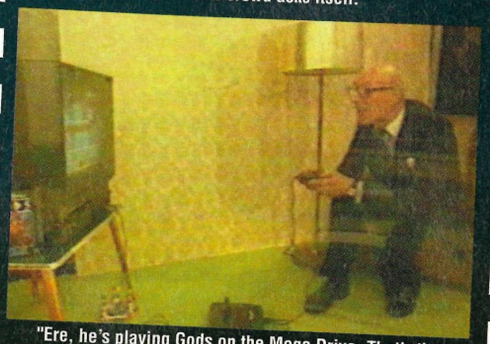
Accolade are offering two copies of the game in this divine competition, plus loads of Gods goodies for the runners-up. There are three Gods sweatshirts, five inflatable Gods axes and five pewter-look keyrings lying in our competition treasure chest.

To stand a chance of winning, tell us which product you'd like to see advertised live – and how. The most amusing entries will win.

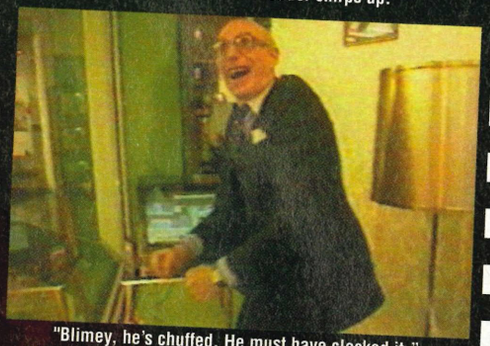
Send your suggestion to: Gods Competition, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Entries must reach us by January 31 at the latest.



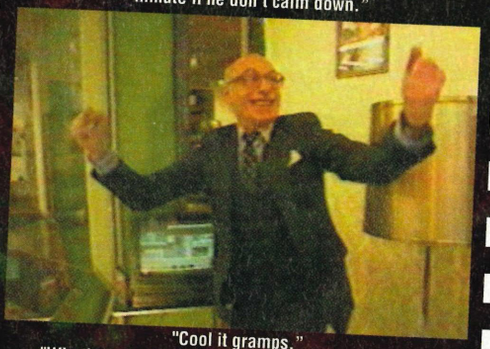
"Oi, who's this old geezer crouching in the Virgin window, and what's he holding in his hands?"
A curious crowd asks itself.



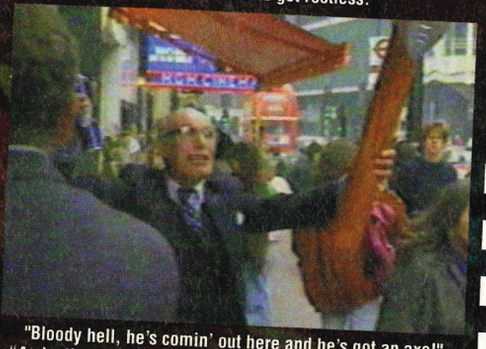
"Ere, he's playing Gods on the Mega Drive. That's the brilliant new game from the Bitmaps innit."
A sharp Mega Power reader chirps up.



"Blimey, he's chuffed. He must have clocked it."
"Nah, he's too old. But he's gonna clock something in a minute if he don't calm down."

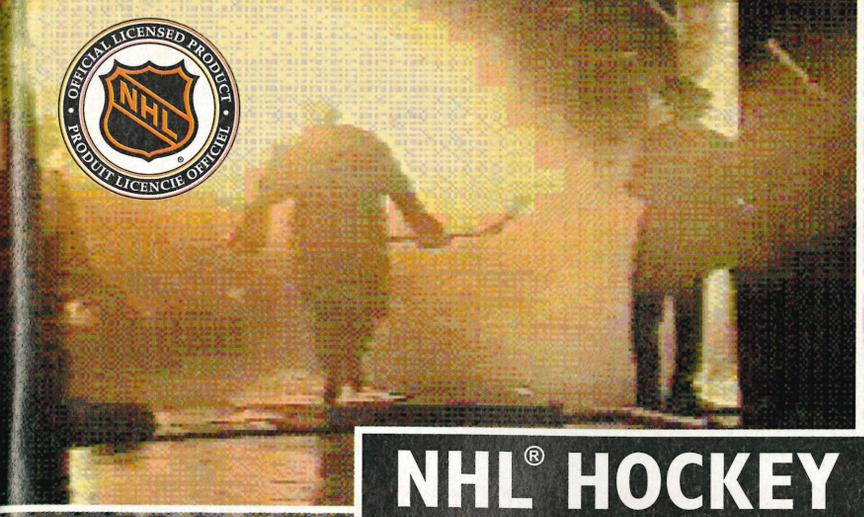


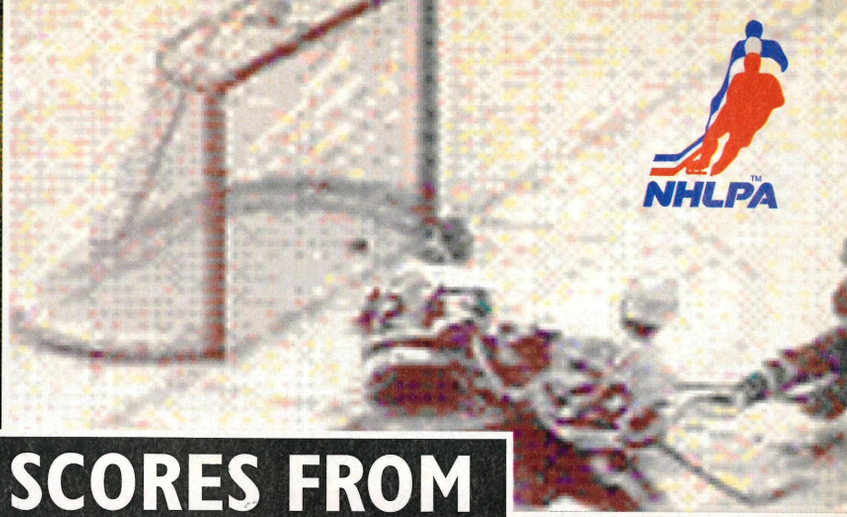
"Cool it gramps."
"What's that he's shouting? He says he's immortal."
The crowd starts to get restless.



"Bloody hell, he's comin' out here and he's got an axe!"
"And a tin of spray paint, quick run! I tell you what, it's true what they say about those games makin' you violent. Someone call the cops."

"I AM IMMORTAL!!!"

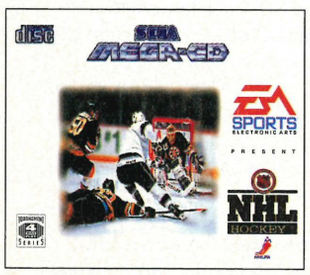




NHL® HOCKEY SCORES FROM SIX NEW ANGLES.

So let's just talk through exactly how they did it:

Number One – an electrifying burst of speed sees the top selling sports simulation on Mega Drive, shoot into the stores as the first sports title on MEGA CD.



Number Two – EA SPORTS introduces the first full motion video sports action on MEGA CD – with over 200 authentic NHL video clips – pounding slap-shots, heart-stopping kick saves and awesome body-checks.

Number Three – EA SPORTS really turns on the heat by adding stunning CD sound effects and authentic organ music to deliver all the atmosphere of the rink.

Number Four – a digitised Ron Barr, EA SPORTS anchorman, gives a run down of all the info anyone will ever want to know about the NHL players and their teams.

Number Five – the 4-Way Play facility allows fresh new "legs" onto the ice.

Number Six – EA SPORTS puts the icing on the cake by giving NHL Hockey 94 on MEGA CD a price of only £39.99.

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feedback

Thanks to all those readers who wrote in, praising our CD cover-mount on Issue 4. If you want to make a point about the magazine, games, hardware or anything relevant to the Mega Drive or Mega-CD, write to: Feedback, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Remember, this column couldn't exist without you.

HIGH STREET PRICES

Dear MP,
I never thought it could be done, but it has. Firstly, a Sega magazine having a playable cover demo. Secondly, the fact that there's actually a decent Mega Drive mag in an overcrowded market. Everything just gleams with pure quality – reviews, news and so on – but the one niggle I do have is *Street Fighter II*.

It seems everyone has given it ludicrous reviews, all 90% plus. Not one for hype, I hated the arcade game, despised the SNES, ignored the home computers and now with the Mega Drive version it's diabolical. I managed to try it out in a local store. Thank God I hadn't paid 60, yes 60 ripping-off quid for it. It's just a one-on-one beat-'em-up: has been, is, and always will be, so what's so special about it?

How much have Capcom made from it? The 24Mbit cart may be dear but is £60 justifiable? People were going loopy at the £40 price tag, so now you'd expect blue murder over these prices, but so far not a peep. As a matter of interest, how many copies in the USA, Europe and Japan could be sold?

I reckon myself somewhere around two million, which amounts to £120 million in sales. Sorry to ramble on about it, but 40 quid should have been the set price, whereas Sega know they can get away with fifty quid or more a time. One thing's for sure, the *SF pooh* cart hasn't and will never ever be plugged into my Mega Drive.

Ex-MEGA reader

My, my, do you have a chip on your shoulder or what? We get the feeling it's the not the game you really hate, or why would you have tried it out in your local shop? How you can say it's diabolical is beyond us. Of course, you're entitled to your opinion – and everyone has their own personal preferences – but you must be in a minority of about one.

However, as you rightly say, what is diabolical is Sega's pricing policy. While Nintendo are bringing down their prices, Sega seem intent on a never-ending spiral of price inflation not seen since the last Labour government. But you know what they say: if people are willing to pay those prices, then Sega can charge them. Why European gamers should have to pay far more for their games than their American and Japanese counterparts has never fully been explained. The usual answer is that we pay more for other items – like CDs, clothes, even food – so we may as well pay over the odds for games too! Nevertheless, with the recent introduction of American-style warehouse clubs into Britain, some people are predicting a retail price war that should cut the cost of all items, including games. MP

MORE, MORE, MORE!

Fantastic MEGA POWER,
What can I say?: this has got to be the best addition to a magazine yet. In Issue 4 a free CD and not just any CD but *Thunderhawk*, fantastic and worth every penny of the extra £2.

You are the best magazine out of all the other rubbish on the shelves, and I must compliment everyone involved in producing such an excellent magazine. It has all the best reviews which I know I can rely on for the best games to buy.

But there is one thing I would like to see: a CD with every issue of MEGA POWER. But if possible, a CD with not one game but two, three, four or even five games that are reviewed in your magazine.

I myself would be willing to pay up to £10 a month for such a magazine and CD. And it would be worth every penny.

You are no doubt the number one magazine out. So keep up the good work.

Dave Cooper, Stoke-on-Trent

Up to £10, eh? Only kidding, there are no plans to increase our cover price yet! No doubt you'll enjoy our three-game Mega-CD demo on this issue, Dave. We certainly hope to do more multi-game demos in the future. MP

THAT HERTZ

Dear MEGA POWER,
This is a desperate plea for help. No, I'm not stuck on the first level of some poxy platform game, I am in a bit of a dilemma and you are the only source of the information I require. Let me explain my problem in a little more detail. Recently I had my Mega Drive altered in such a way that it is able to run at both 50Hz and 60Hz. Well I thought that after having this minor and uncomplicated piece of electronic surgery carried out I would be able to enjoy the prospect of playing all my games on a "full" screen and 17.5% faster. But, to my shock and horror, I found that when I switched my switch so that my Mega Drive would be running at 60Hz I got a picture on the screen that was out of synchronisation, ie it was crap. Not what I had expected at all!

I checked my SCART lead and that was in perfect working order so that wasn't the problem. I eventually discovered that some TVs are incompatible with my new setup. I have seen plenty of TVs that do work, but these are quite expensive sets. So my plea to you is: what TV do you use and could any of the other readers please write in and tell me what TV sets they use with their 50/60Hz-switch-adapted Mega Drives? This would really help me out of a hole because the last thing I want to do is buy a TV that will be, again, incompatible with this setup. Thank you for all your help, and your mag is excellent!

Andrew D Goodall, Portsmouth

Sorry to hear of your technical troubles, Andrew. At MEGA POWER we don't use a TV but a Commodore 1084S monitor. This doesn't have a SCART socket but will work with the Mega Drive switched to 60Hz, although the picture's slightly wobbly. Our sister mag SEGA PRO have a Philips Pro 8CM852 monitor which works okay. What TVs/monitors do other readers use with 60Hz-switchable Mega Drives? Please write in. MP

PRAISE BE!

Dear MEGA POWER,
I would like to take this opportunity to congratulate you on the completion of another superb issue supplemented with a ground-breaking playable demo of the *Thunderhawk* Mega-CD. Many times whilst searching for your prestigious magazine through countless other imitations I have encountered cover-mounted audio CDs and floppy disks on music/PC/Amiga mags and the hope for a Mega-CD demo was never far from my thoughts.

At once therefore, like many other readers, I purchased Issue 4 (a bargain, I hasten to add, at £4.50) and have had immense Mega-CD pleasure ever since. For a measly extra two quid you have given me a reason to switch on my Mega-CD for the first time in two months.

Just think what this can do for the industry: Core have obviously recognised a chance for pre-launch publicity for their spectacular product so why couldn't this be the norm? You have also grasped the opportunity to keep your magazine at the forefront of the Sega-oriented publications by providing this demo CD. I look forward to your further issues and hope to possibly see demos of perhaps *Silpheed* or *Terminator* to name but a few.

Mark Scott, Belfast

PS. Your review system is the best yet. I welcome and appreciate more than one reviewer's opinion as not all gamers share the same taste. Keep up the good work!
PPS. Remember the Sega Mega-CD publicity video tape? Perhaps Sega could issue playable demos/previews of future releases on cover-mounted CDs. Just a thought!

Thanks for writing, Mark. Being modest folks, we were blushing with pride at your praise for our magazine. No doubt you'll be just as pleased with the cover-mounted disc on this issue. MP

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

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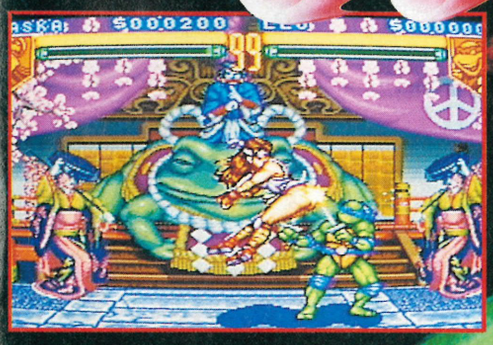

SEGA MEGA DRIVE

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jane hewland – the real GAM

Okay, all those readers wearing horn-rimmed glasses, please raise your hands. Right, now could those over the age of ten who still refer to their folks as mummy and daddy, please raise your hands. Right, now could all those readers who answer to the names: geek, nerd, dill, prat, wally, egghead or dweeb, please raise your hands. Good.

Now, according to the public and media perception of gamesplayers, everyone who reads this magazine or who has even touched a joypad should now have their hands raised. Yes, we're all just a bunch of sad social inadequates who, unable to interact with our fellow human beings – especially those of the opposite sex – live out our chronically sad fantasies by playing video games.

So just who decided on this marvellously accurate, thrusting and heroic image of gamesplayers? Newspapers and television, that's who. The self same people who are now desperate to attain a bit of cred by featuring games in their pages or programmes.

Unfortunately, the majority of their efforts have proved to be woefully inadequate. The TV companies have attempted to blend parental acceptability and a lively programme format together and produced a sort of Val Doonican meets *Mortal Kombat* scenario. Is Bad Influence really a bad influence? Hardly. Blue Peter takes more risks, and at least leaves you with the potential for solvent abuse by sniffing the glue on sticky-backed plastic!

"Yeah, but who cares," I hear you cry, "so long as they show us the games?" Well, you should, for starters. Remember how royally peed off you felt last year when video games were blamed for everything from epilepsy through to the war in Bosnia? Did you sit there, shouting impotently at your telly, waiting for someone who actually knew something about the subject to be asked their opinion? And did it happen? No.

One woman who knows the problems the media can cause, more than most, is Jane Hewland. As the driving force behind Channel Four's GamesMaster and Sky TV's GamesWorld, Hewland is in an enviable – or, depending on your viewpoint, unenviable – position. Her programmes and presenters have the opportunity to champion causes, to sit next to Jeremy Paxman on Newsnight as Dominik Diamond did and argue the case for video games. These are the people who can set Fleet Street – and your parents – right. If the media will let them.

STAND UP AND BE COUNTED

So does Jane Hewland agree that the industry needs a spokesperson who can stand up and fight our corner whenever the media get it wrong? Shouldn't it be someone from something with as high a profile as GamesMaster?

"No, the last people we're there for is the industry, really. We're there for the audience. We're there for the kids. What we're doing is entertaining kids. If the kids don't like the show, then we've done the wrong thing."

But what about representing them? [I mention Dominik Diamond's appearance on Newsnight.]

"I've been invited on shows like Central Weekend Live, which I went on and did with my son. And if we're asked, we give our views, but I'm not putting myself forward... and the only reason Dominik Diamond is doing it is to keep his profile high so he'll get store openings for a grand a time, you know! [She laughs.] And his agent is putting him forward as the ambassador for the industry. Well frankly, it's balls. If you're asked, you go on and you say your thing and you say what you honestly believe as an individual. But I do not represent the industry."

Isn't it important that the media should have someone they can call on? Someone who could act as an ambassador?

"There's plenty of people the media can call on, actually. The one thing that we feel we've done is bring to public attention how many good spokespeople there are in the industry anyway, ie a lot of the games journalists. And those people have been at it a lot longer than we have and some of those people feel a certain sensitivity about us being spokespeople anyway. I mean, somebody like Tim Boone has been at this since he was 13 – I've been at it four years. He's a better spokesperson and what I'm proud of is that I've shown that he's got a lot of televisual charisma. He works on telly, he's a good spokesperson, and so is Jeremy Daldry.

"So there's a lot of people who are now, and who we've made sort of little mini stars in their own right. As in any industry there are very bright, articulate, charismatic people who do television well, and we just came along and kind of stuck them on telly, that's all we did. But they're there..."

FROM DOM TO DEX

Was it a conscious decision to replace Dominik Diamond with an actor, rather than a recognised figure from the games world?

"No, we tested loads of different people. What you try and do is never, in television, try and replace what you had before, because it always comes out as a pale imitation. So we tested masses of different people... You know, ordinary punters, games journalists – all kinds of different people, and Dexter just did the best test, really."

So will Dexter become more involved in PR in the future, put himself about a bit more?

"No, I mean, he does things. He does store openings, he does all the stuff that Dominik did. If he's asked to do things, he does it. He's going to be hosting GamesMaster Live at the Future Entertainment Show in November. No, he's the frontperson of the show, and he does what's consistent with being the frontperson of the show. It's up to him really."

TABLOID SCARE STORIES

But what about things like the epilepsy scare? Faces from the industry were few and far between there. Is that the kind of thing Dexter will get involved in?

"Nobody asked us. We can't offer ourselves. You've got to understand the way tabloid journalism works: they don't want the good news, they want the scare stories. On January 9, when the headline said, 'Nintendo Killed My Son', did anybody from The Sun ring anybody from the industry? No, of course they didn't. If they had done, or even [phoned] the British Epilepsy Society... The bloke who's the

...ES MISTRESS

president of the BES, his son is a video game player and he has epilepsy! He had three or four good reasons why it wasn't the video game that killed that kid. And Fleet Street don't want to know, because that spoils a good story, doesn't it?

"So it's often not that people aren't putting themselves forward. In any case, Dexter Fletcher can only talk about what he's competent to talk about: he is an actor newly recruited to the field. He's done an awful lot of research and tried to make himself knowledgeable, but he realises he doesn't know as much as many other people in the business who've been there for years.

"That's why we feature expert commentators: we never pretend that our presenter is an expert. Our presenter always has an expert commentator who's a journalist and those are the people who the media ought to be turning to."

THE MAMAS & PAPAS

Do the shows get criticised by parents very often?
"No, no we don't. We only get criticism like that from journalists! No, we haven't had anything from parents."

Not even in the light of your *Mortal Kombat* show? – after all, Bad Influence refused to screen it...
"Well, you know why, don't you? Because we got the exclusive with Acclaim. I went out to Chicago to get that. Okay, they weren't going to show it, but they weren't being offered it!"

Was that just a case of sour grapes, then?
"Well, I don't know, but what I do know is that we signed up *Mortal Kombat* as an exclusive for our first show, because it was quite obvious it was going to be the number one game of the autumn and a game the kids were going to want to see. As I say, my responsibility is to my audience; if they want to see it. I think there are games out there that we wouldn't show. I wouldn't show *Night Trap*, because I think that once we get into real, digitised imagery and also once you get into very unpleasant imagery involving women, then that's something I wouldn't show.

"I don't think video games like that should exist. Nor would we show any of the kind of porn software that was on – again, we wouldn't be able to, but we wouldn't want to even if we could. There was a lot of that out in Chicago, which I thought was pretty grotty anyway, but it's not something I'd want to show. But *Mortal Kombat*, I mean it's just like *Street Fighter II*: It's a cartoon, like Tom & Jerry, really."

NERDS 'R' US

So how do you break free of the "nerd" image on GamesMaster?
"I think that's out of date. I don't think they are any more... Like in the Sega ad, with that very cool guy who was dancing round with the girl and he said, 'Well, you can't play *Super Monaco Grand Prix* all the time unless you've got one of these'. You know, the Game Gear ads? Well, that's a cool guy that's got a beautiful girl and he plays video games. The nerd image is from the late Eighties, not now. I don't think anybody thinks like that, not now. You see, there's a mismatch between what the media think and what the people who play the games and what their families who know them think."

Yes, but then Sega went and did their Pirate TV ads featuring a big fat bloke and the little scrawny guy with horn-rimmed glasses!
"Yeah. But I mean, what's the preoccupation with nerds, anyway? I don't really get it. They're just people!"

Do you think GamesMaster has been important in earning video games some level of respectability?
"I think we've just made visible what was already there, but I think that's all television ever does: I don't make huge claims for television. The thing software people have said to us is: 'Before, we used to kind of batter on Fleet Street's door and say we've got this to sell and that to sell and nobody would listen. Now at least they're aware that it's out there.' So if we've done that, that's probably the most positive contribution we could make."

Talking to Jane Hewland, it becomes clear that she sells herself and her programmes short. While GamesMaster has still to find the perfect format for the TV video games show, it remains light years ahead of anything the other channels have shown us. And, until the "Coronation Street" of video games programmes arrives and sweeps all other opposition aside, GamesMaster is still the most innovative way to watch video games without holding a joypad.

Everyone says gamesplaying is a male-dominated field, but it took a woman to bring decent video-games shows to our TV screens. MEGA POWER's David Graham talks to Jane Hewland, executive producer of GamesMaster and GamesWorld, and asks why gaming has such a poor media image.

COMPETITION

COMPETITION CLOSES 28TH FEB.1994

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WIN MEGA CD+THUNDERHAWK, AFTER BURNER III
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WIN MEGA CD + JAGUAR XJ220, SEWER SHARK
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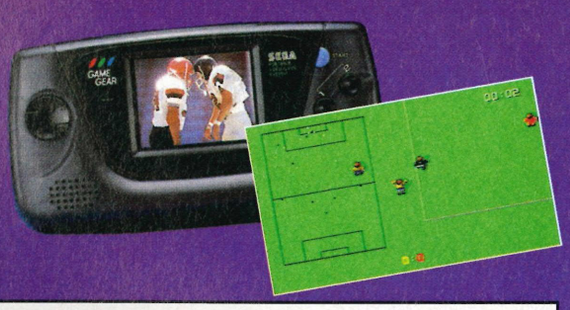

WIN GAME GEAR + MORTAL KOMBAT, SUPER KICK OFF, COLUMNS.
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WIN MORTAL KOMBAT, SUNSET RIDERS, ROAD RASH 2, JUNGLE STRIKE.
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WIN SUPER NINTENDO + MORTAL KOMBAT
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WIN SUPER NINTENDO + STREETFIGHTER II TURBO
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WIN SUPER NINTENDO + SUPER MARIO ALL STARS
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Mega POWER

Aero the Acro-Bat 22
Hook 28
RoboCop 3 34
Bill Walsh College Football 40
Dragon's Lair 52
Gods 56
Dune II 62
ToeJam & Earl 2 66

the review

Mega Drive or Mega-CD. Look here first to see if it's on your machine.

A bit of background to familiarise yourself with what sort of game we're reviewing. You're bound to find something here that you didn't already know, so this is the best place to start.

Percentage, here's the rating we gave it.

If all you want to know is what we think about the game, this is where you should start. Each of us has our own gaming likes and dislikes, and it's here we can let rip. Our strict reviewing policy means every one of us must justify our opinion to the others.

One picture in each review will have numbers scattered over it. Using these, we can go even more in-depth explaining elements of the game. Each number corresponds to a numbered caption near the picture.

We get deep in the pixels of a game and try to convey the action by showing close-ups from the game. Here you could see anything from a series of slamdunks to the demise of General Ortega.

Where applicable, we tell you a bit more about games similar to the one we're reviewing.

Instead of blathering on for thousands of words explaining every single element in the game, we give you pictures instead. After all, a picture tells a thousand words, and with the amount of pictures we use, you'll be getting the equivalent of a magazine's worth of text for every review. Beneath each picture, we tell you exactly what's going on and what we think about it.

For control freaks. A complete run-down of what your joypad functions are in relation to each game.

No, we won't be pulling some strange facial expression in the hope that you can work it out (that's so Eighties...). Each picture fulfils two purposes: it tells you who's written the comment, and what they thought of the game. Red (hot!) means "I think the game's great". Green (neutral) says "it was fun, but I wouldn't buy it". Finally, the blue (cold) face says "I wouldn't even recommend this to that annoying kid in MacDonald's". Any game with a blue face on it should be approached with trepidation.

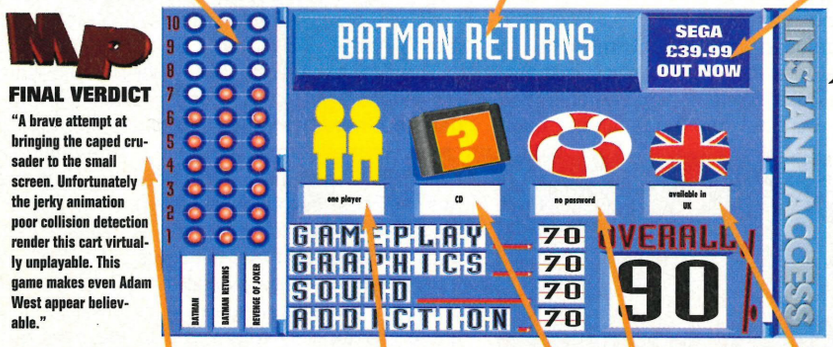
Here we give you the hard facts. Read this and the personal comments to get a quick view of the game.

the ratings

A comparison with other games you might consider buying instead.

Game name.

Who it's from, how much it is, and when it's coming out.



A Final verdict from the MPs. This is a conclusive statement based on all of our feelings about the game. You'd be well advised to heed this.

How many players can partake in the action.

How big the cart is (not applicable to CD games).

If there's a save option, how it works and what it saves.

Where in the world it's available.

GAMEPLAY
Takes into account how the game feels. Is it fun to play? Was it difficult to get into? How original is the design?

GRAPHICS
Looks at animation, use of colour, definition, variety and functionality. Ultimately, does it look as good as it should do?

SOUND
Are the tunes and sound effects any good, and, secondly, do they suit the game and build a convincing atmosphere?

ADDICTION
Most games are fun initially, but how long will you be playing it? Is it the sort of game you'd play months after buying it?

OVERALL
0-30% – Don't bother. A load of rubbish and serious damage to street-cred.
40-50% – A very risky purchase. Don't blame us if you get a dog.
60-80% – A decent game, but may only be suited to certain players.
90-100% – Everyone will love this. We'd lash out the cash for it.

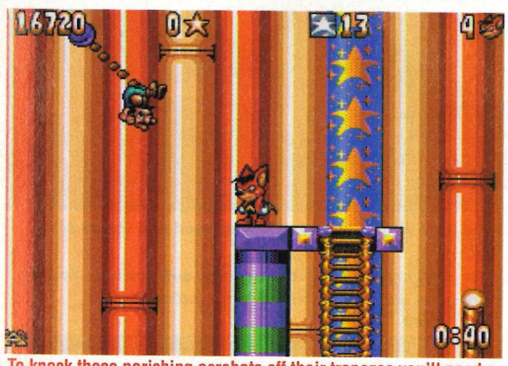
THE MEGA BLAST
This is the ultimate accolade any game can receive. Only games that score above 90% are awarded this supreme honour and should definitely be near the top of your shopping list.

REVIEW

AERO THE ACROBAT

The Big Top has featured many stars in its time: Coco The Clown, Billy Smart, John Major's dad (once a trapeze artist). Steve Bough dons his top hat and tails to introduce Aero, the latest star of the circus.

Ah, true Romance... well I wonder how far Aero would go to save his true love? He's managed to free his bird from that nasty cage – after searching the level for the key.



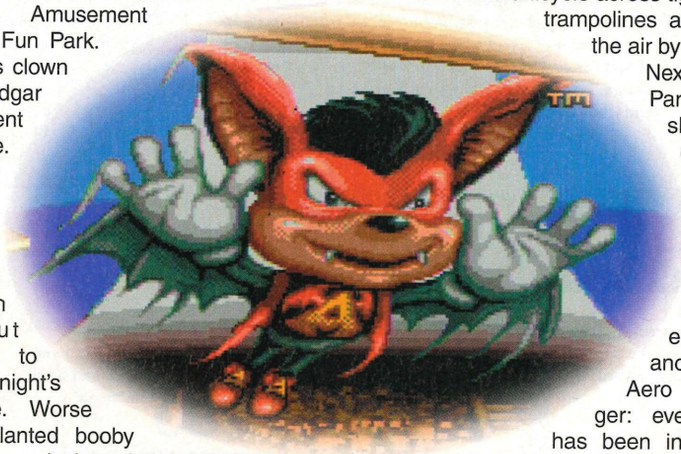
To knock these perishing acrobats off their trapezes you'll need a star to throw at them. If you run out of stars, you can drop down to the bottom and collect some more, but be careful to avoid the numerous spikes. Knock off the acrobats and you can swing across on their trapezes yourself.

The bonus level has you diving into a tank of water. This teddy bear with a large fan will try and blow you away from all the bonus items worth collecting on the way down.

Aero is seen here feeling a bit of pain, caused by those rather nasty spikes. Although balloons and trampolines can take him to new heights, you always have to watch out for what's above.

Performing bats have never been seen at regular circuses, but Sunsoft have decided to go one better. Their new hero Aero is a vampire bat with a cheeky grin and a penchant for jumping through hoops and diving into water pools. No wonder he's the star of the show.

However, not all is well at the World of Amusement Circus and Fun Park. An ex-circus clown called Edgar Ektor is intent on revenge. Extremely jealous of Aero's popularity, he's placed his henchmen throughout the circus to sabotage tonight's performance. Worse still, he's planted booby traps all around the place – these must be defused within a tight time limit.



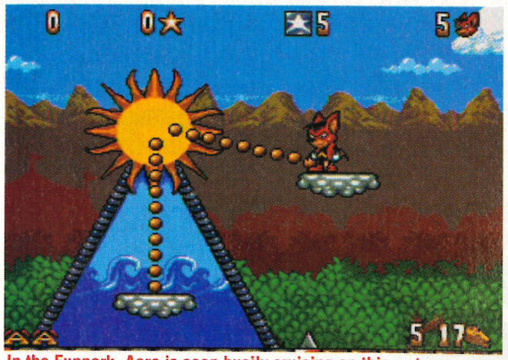
Aero's special task for tonight's show is therefore to make safe the World of Amusements. You control Aero throughout four huge areas, each comprising up to five acts (levels to you and me) and a final guardian to defeat. With bonus sections, there are 25 stages in all. The performance begins in the Big Top, with hoops to dive through and special star platforms to jump on to defuse the booby traps in each act. Gasp as Aero rides his unicycle across tightropes, bounces on trampolines and is fired high into the air by cannons.

Next comes the Fun Park, which tests Aero's skill on the roller coasters and Ferris wheels. Aero's task here is to make sure all the rides are safe and not interrupted by psycho circus performers. The Woods is another area in which Aero must negotiate danger: even bungee jumping has been incorporated into this adventure, as have barrel rolling and rapid riding.

The final area for this cool bat to make safe is the Museum of Horrors. Edgar Ektor is known to hang out here. It's all up to Aero to stop this sick circus pervert from destroying everything and everyone around him. This area, out of all them, has the most surprises in store for this nocturnal mouse-like star. He'll have to negotiate high-voltage high-wires and leap over vats of boiling lava.

To make this epic adventure much harder, there are only three continues given throughout the game. These only return you to the start of the current area, not the act – so tough luck if you were on act four or five!

Sunsoft are convinced that Aero will be an instant hit. They believe that kids will be able to identify with him, because he's cool and full of attitude. With all the dangerous feats he performs in this adventure, one thing's for sure: Aero's got balls, though he doesn't juggle with them!

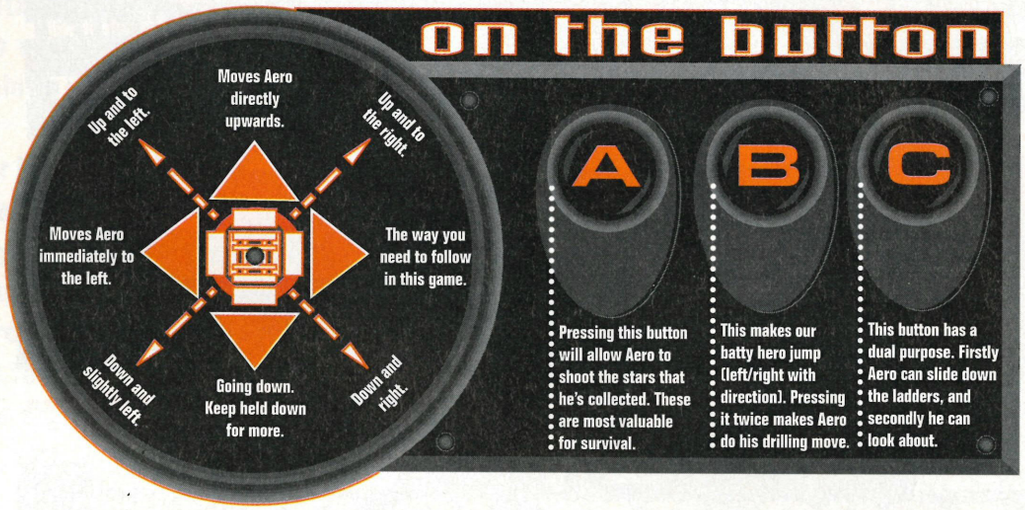


In the Funpark, Aero is seen busily cruising on this watery sun-dial. The objective is to jump at the top towards safer pastures. It's advisable to look before you leap in this game.

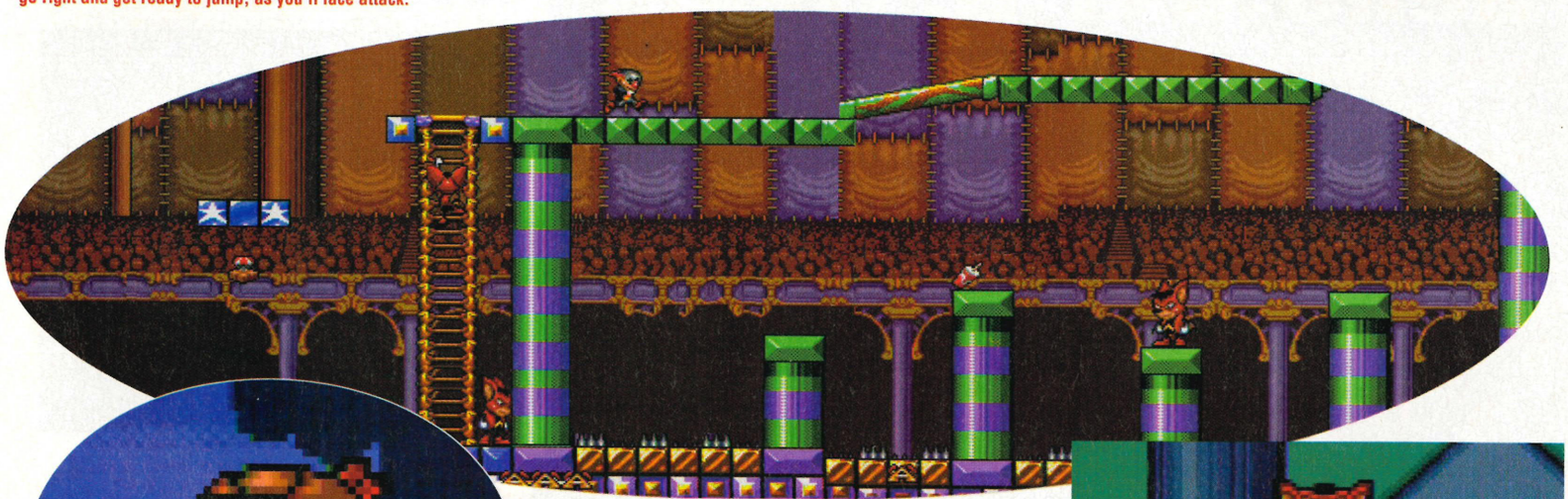
...undoubtedly one of the better platform games around at the moment.

OVERALL 81%

on the button



Going up, Aero doesn't have a choice in the matter. You'll need to follow the route right from where Aero is standing. From there go right and get ready to jump, as you'll face attack.



(Above) The map shows a section from the first game area, Circus World. It shows Aero cautiously manoeuvring his way through the numerous dangers. As well as the nasty clowns and circus animals, there are deadly spikes to avoid.

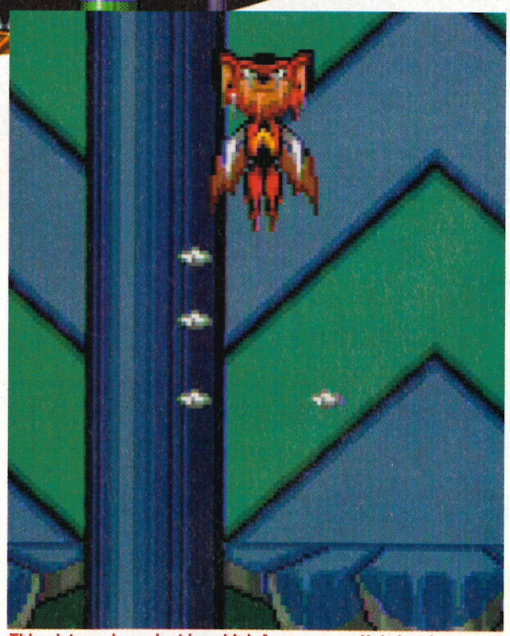
The picture to the left just shows one of the many moves which Aero can perform. By spinning in midair, he can whirl into most baddies to kill them, or upwards to get onto platforms that he can't reach by jumping.

Platform games as a genre are huge fun, but the annoying underlying factor is that it's hard to differentiate one game from another. Aero The Acro-Bat is no exception. The idea of having a bat in the circus is quite original, but at the end of the day the basic formula of collect and kill doesn't vary. Nevertheless the gameplay is very tough and poses a quality challenge to even the most hardened gamesplayers.

Controlling Aero in his various circus acts does prove fun, and is helped by the quality of the sound FX and fairground music present throughout. The levels are massive which I'm always a big fan of, and you don't need a difficulty setting as the game is tough enough. On a more contradictory note, it becomes massively frustrating when you are on the last act of a level, die and then have to return to the start of the world and do it all over again.

Aero the Acro-Bat is a strange game, in so much that it's hard to make up your mind whether you really like it or not. It is very addictive, so you do go back for more, but I'm not sure how much more before the cartridge winds up in the newspaper under "For Sale"!

STEVE



This picture shows just how high Aero can go. He's just been shot out of the cannon: you have to stop a moving meter to determine the power. It's just one of the skills you have to master. Others include the trapeze and tightrope walking.

Aero The Acro-Bat is undoubtedly one of the better platform games around at the moment. Slick, fast and desperately frustrating, it is also a game that will keep you pulling your hair out for hours and hours. I was extremely impressed how fluid and colourful the whole game was, particularly the Big Top in the background on the early stages and the wonderfully nasty sprites that do their utmost to stop your little batty friend. There is so much to do in the game and so many props to utilise: unicycles to traverse tightropes on, flaming hoops to leap through and cannons to propel yourself out of. All the fun of the circus is spoilt only by the prospect of a grisly doom should you mess up.

Aero himself is a charismatic character who takes some time to master. He can fly, hover, or plummet torpedo-like at his foes. my only gripe is that he is a little too small to really draw you into caring about his fate, in fact all the game's characters are a bit diddy really. And, whilst I'm having a moan, that bloody music was driving me mad whilst I was playing. A grisly, falsetto rendering of 'The Sabre Dance' droning away at you can do funny things to a man.

Platform fans will love this: it's big, bold and challenging. It didn't quite capture my imagination, but I'm sure it will prove a huge success.

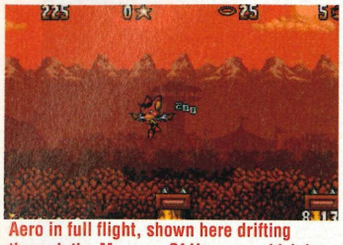
DAVE

I have to completely disagree with Steve on this one: I think this games is packed full of original features. Aero really is a star, superbly animated as he performs an incredible range of actions and stunts. His technique of dive-bombing baddies while spinning is an original and successful touch, and it can also be used upwards to jump that extra bit higher to reach platforms. The large number of difficult-to-reach bonuses and secret areas gives a big incentive for daring exploration instead of just trying to complete the level safely.

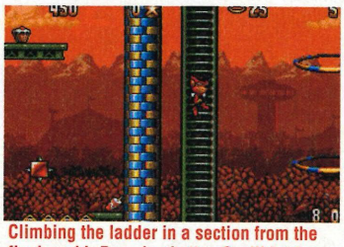
Most fun of all is Aero's interaction with the circus props. Springy trampolines are nothing new to the genre, but I've never seen a hero climb into a cannon to fire himself into the air before! Other tricks involve floating up on bubbles, unicycling across tightropes (which Aero can also hang from) and diving through flaming hoops into small tanks of water. Every act has something new to try, so you really want to play on to see what antics Aero gets up to on the fairground rides etc.

As pointed out, the one annoyance is the way the continues send you back to start of the whole area, instead of the current act. Other than this, Aero The Acro-Bat is an extremely polished performance that keeps you coming back for more.

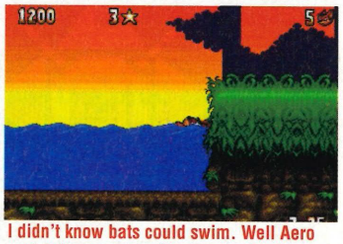
PHIL



Aero in full flight, shown here drifting through the Museum Of Horrors, which is aptly named seeing as it's pretty nasty.



Climbing the ladder in a section from the final world. Pressing button C will let Aero slide down in dramatic fashion.



I didn't know bats could swim. Well Aero certainly can, as well as performing circus acts and repeatedly defeating bad guys.

ACRO-BAT-IC ITEMS

Listed below are some of the special items that Aero needs to collect to help him save the circus.

BONUS STAGE

Collecting this item enables Aero to enter the bonus stage at the end of the level. This appears as soon as you leave the previous world.

FOOD

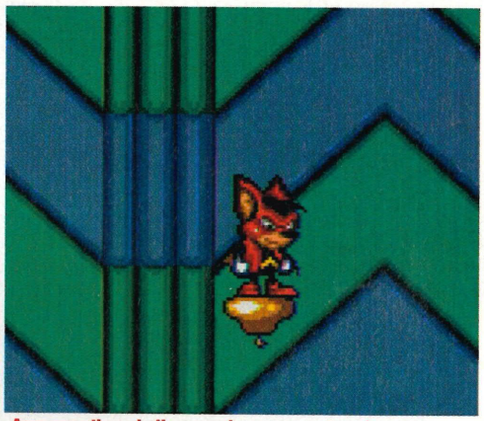
Food items such as cakes, drinks, sweets and hot dogs appear throughout the game. The food protects Aero's otherwise fragile energy.

HE CAN FLY!

This little beauty enables our bat hero to fly. This is important in numerous situations, as items are often in hard-to-reach places.

SHOOTING STAR

These stars are few and far between but extremely useful. They can be used to eliminate enemies which couldn't be killed with Aero's drill attack.



Aero uses these balloons so he can cross treacherous paths. The balloons rise so care must be taken that you don't get spiked. When the opportunity arises to jump, I suggest you take it, before it's too late.

MP FINAL VERDICT

"*Aero The Acro-Bat* is a very quaint platform adventure. The levels are pretty massive which is always a plus point, and the gameplay should keep you enthralled. However it's the same old platform format of jump, collect and kill."

HOW FAR WOULD YOU GO TO WIN STREET FIGHTER II?

In association with Planet Distribution, MEGA POWER offers you the chance to win the fabulous *Street Fighter II: SCE*, plus a whole host of other great goodies.

Planet Distrubution are responsible for the latest *Street Fighter II* spin-off: character keyrings. Retailing at £1.99, each keyring features a perspex case containing one of the fighters from *SFII*. In addition, there's a Special Edition Boss Pack containing the four bosses (costing £7.99). All keyrings are available from good retailers, or direct from Planet (add 50p p&p).

In this easy-to-enter competition, the lucky first-prize winner will receive the *Street Fighter II* game, plus all eight standard character keyrings and the Boss Pack. Four runners-up will get all eight characters.

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BACK TO THE PLANET

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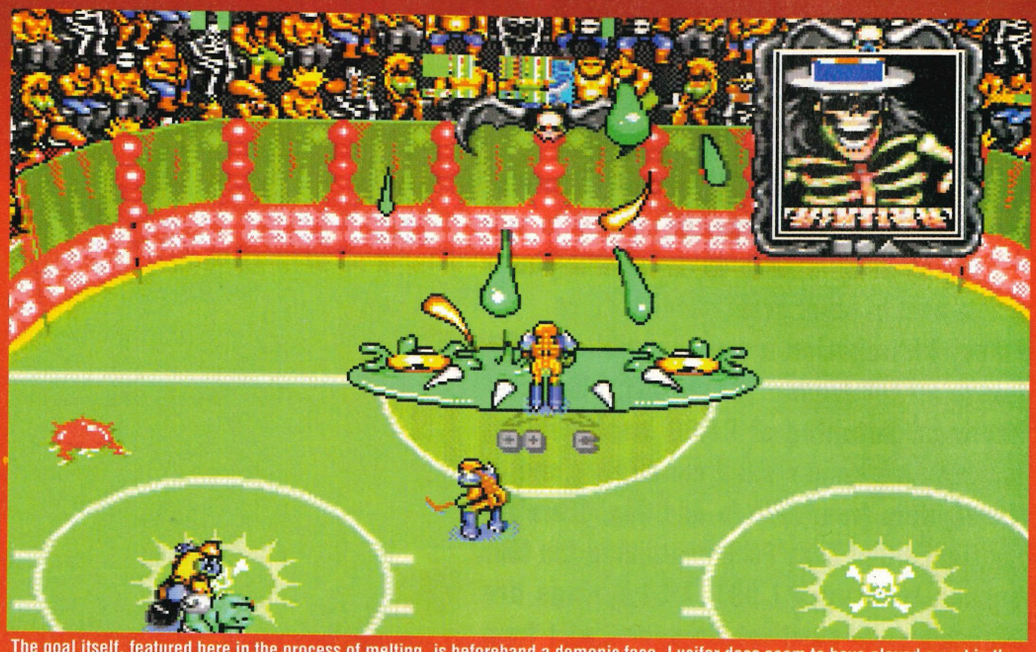
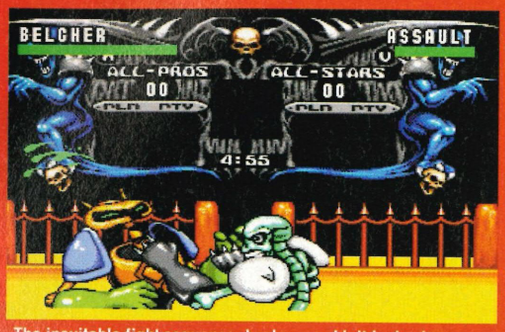
PREVIEW

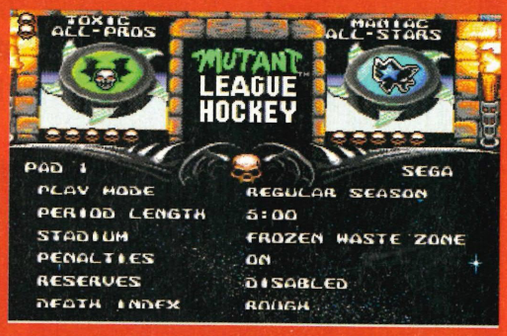
MUTANT LEA

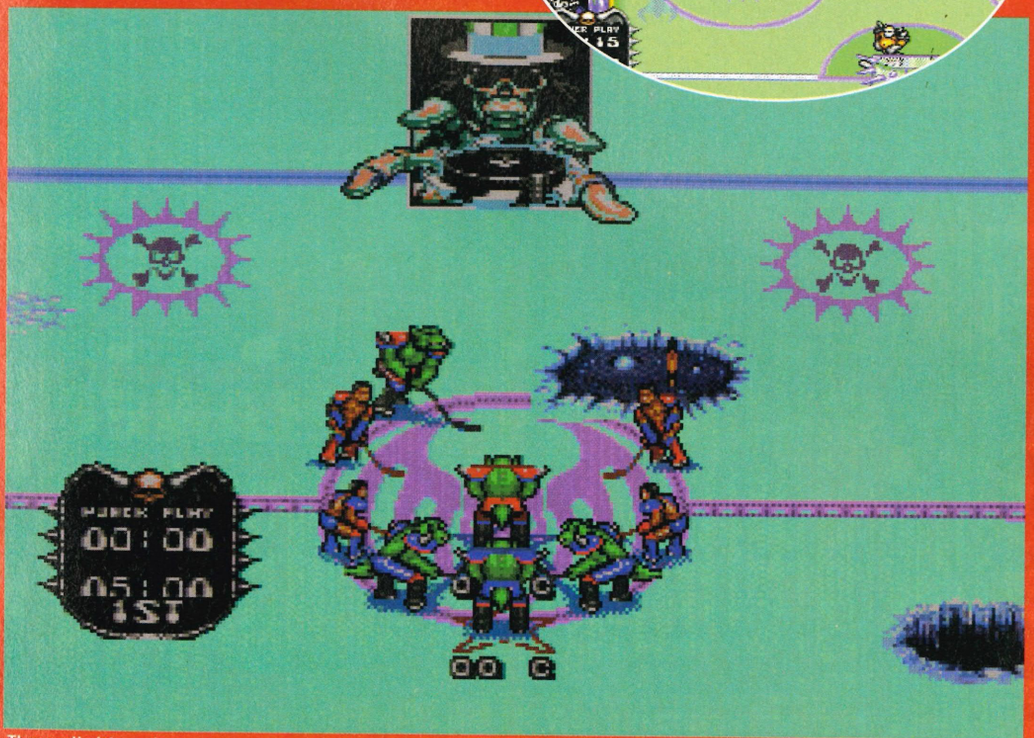




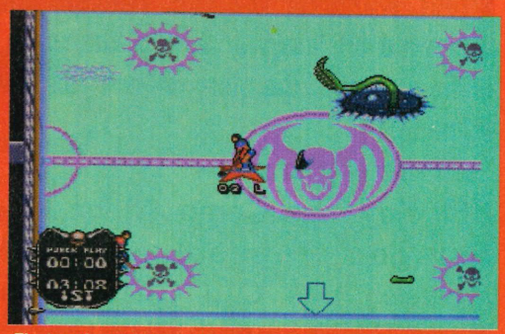
The inevitable fight sequence: hockey wouldn't be hockey without a good punch-up. Here it's shown in close-up with the two combatants moving left and right to thump away at each other. You can be guaranteed of at least one fight per match, deep in the depths of hell.

The goal itself, featured here in the process of melting, is beforehand a demonic face. Lucifer does seem to have played a part in the construction of this game, look at how many of Satan's influences there are. The reason the goal has just melted is that someone has just scored. Scoring is done using exactly the same method as in *NHL Hockey*.





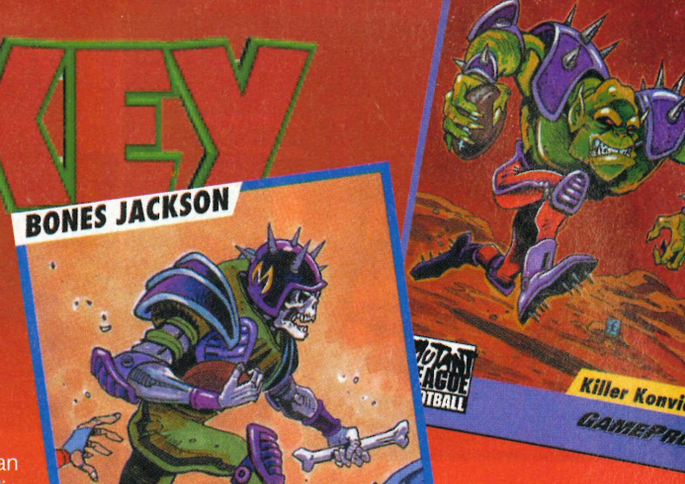
The small picture above shows a weird Star Wars-type creature: this is the Zambonie. After each game it will clear the rink of axes, bones and any other weaponry that has found its way onto the ice. The start of the game shows the boss-man skeleton dropping the puck down onto the ice. If you observe the rink you'll see all the holes that have appeared: these can trap the hapless mutant under the ice for the duration of the game – not very pleasant.



The top picture features the ever variable options screen, listing all the changes that can be made. The second is the coach's version of what should be changed in your team, and the third shows an extendable arm coming for you.

GUE HOCKEY

If you think ice hockey's a tough game, you ain't seen nothing yet. Forget bruising cross-checks – the players in EA's latest "sports sim" like to hack each other with axes!



Remember those lovable rogues from *Mutant League Football*? Well, they're back and this time they've taken to the ice, managing to drag in some new barbarians and teams such as the Pucksucker Pukes and the Dead Things. It's most definitely hockey at its wildest, and adding of course that warped gory twist. Expect the unexpected as the most outrageous, awesome mutants in the galaxy – trolls, aliens, robots and skeletons – play in the most ruthless and highly violent hockey sim ever.

There are all sorts of dangers both on and off the rink. Six different weapons, including axes and bones, are found lying on the ice for the players to attack each other with. If that's not enough, there are 16 different booby traps awaiting the hapless player, including pits, sharks, ice worms and electric chairs.

The game incorporates no less than 23 teams, forming two separate conferences for an NHL-style championship. Each team has a different stadium with its own booby traps and hazards, and with the home crowd being as hostile as that of Galatasaray in Turkey, you can see why playing at home is a distinct advantage.

Whilst on the ice, six different weapons can be collected and used, in order to either distract or totally annihilate the opposition.

As with *Mutant League Football*, the game features a range of weird mutants. Included are characters known as Special Enforcers, whose job within the hockey match is to create havoc on the ice rink. Possibly the wackiest characters are the coaches: at key moments in the game, they pop up to rant and rave about changing your tactics, declaring you the worst team they've ever managed. You can choose to ignore these comments, but they often contain quite useful advice.

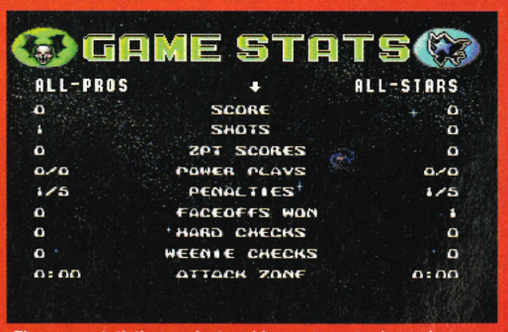
Level of violence

As with EA's other hockey games, there are a vast range of play options – including four-player matches with the 4 Way Play. You can even alter the game's violence level, so you can play in a wildly violent match involving death and mutilation, or one with only the odd axe thrown.

Another new feature is the "Puck Cam". This is basically a camera installed in the puck, from where you can watch spectacular instant replays of the exciting action.

As with any sport, even mutant ones, strategy plays an important part. This incudes the use of Bladerunners and Bladebruisers. They are essentially special key players for offence and defence. Each team has their own "Blade" stars, which are even more violent and aggressive than the other players on the ice.

Of course, no hockey game would be complete without a bit of fighting, and *Mutant League Hockey* definitely see its fair share of scraps. This time they are shown not on the normal rink view, but in close-up, with the two large fighters moving left and right to punch and block.



The game statistics, as featured in most sports sims, gives you details of the team strategies, and relevant information that will help your game. Statistics are available for every one of the 23 teams in the Mutant League.

Mutant League Hockey is still undergoing a few minor changes, but still looks set to hit the streets in December. As with most EA titles it will be a 16Mbit cartridge, retailing at £49.99. It may seem a lot, but as the game is part sports sim, part hack-'em-up, hypothetically you're getting two games in one – and that can't be bad!

MEGA POWER

REVIEW

HOOK

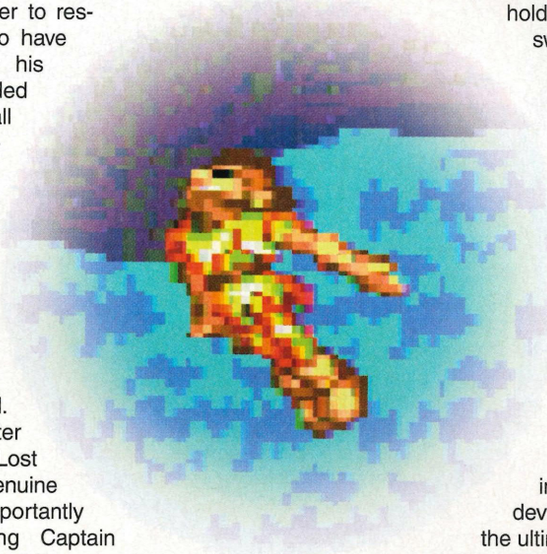
When J M Barrie created the character of Peter Pan, he had in mind the countless adults who have never let go of their childhood. Steve Bough is one of those people. Dragging Steve away from his game of marbles, we placed him in front of his Mac and tried to remind him that he was a 24-year-old journalist, not a Lost Boy from Neverland.

Those Japanese giants Sony undoubtedly want to make their mark on the computer games industry. One of the world's largest and most profitable companies, they have the power and monetary funds to establish themselves as a major force. Indeed it has just been announced that they're to launch their own CD console, probably arriving in the UK in '95. Meanwhile they're concentrating their software efforts on the existing machines, including the Mega Drive and Mega-CD.

Hook is just one of many games targeted for release in the oncoming months. The game follows the adventures of that legendary and world-famous fictional character Peter Pan, created by J M Barrie at the turn of the century. His novel later inspired a Disney cartoon and recently the "sequel" story for the movie Hook. Despite being directed by Spielberg and starring Julia Roberts, Robin Williams and Dustin Hoffman, this was universally panned by the critics for its sugary-sweet style. But I liked it, so I was looking forward to the game.

It's a bog-standard platform adventure, where you play the role of the grown-up Peter. He could not even remember his earlier adventures as Pan, until Granny Wendy reminded him of the days long ago when he used to run wild with the Lost Boys in the Neverland forest, and was known to all as Peter Pan…

The story follows Peter's return to Neverland, in order to rescue his children who have been kidnapped by his old enemy, the dreaded Captain Hook. This all added to Hook's bargaining power so he could get even with Pan for the loss of his hand.



The game is played over ten levels, all set within the once tranquil location of the Never Tree and Neverland. On his return, Peter must prove to the Lost Boys that he is the genuine Pan, and more importantly capable of defeating Captain Hook. Set in The Never Tree, the first level sees you pitted against Rufio who has taken your place as leader of the Lost Boys. From here you have to venture into the forest where you encounter pirates and arrow-firing hoodlums.

Throughout the levels within Hook, prepare to fight with your trusty sword. Hopefully you'll be able to collect and keep hold of the magical golden sword, which fires a flaming ball.

There are, of course, many other items located throughout the game to help you with your long and arduous journey. You'll encounter many hazards and countless foes in your quest to free your children. Fierce pirates abound, as do evil skeletons, spiny porcupines and swarming bees, enabling you to develop your fighting skills for the ultimate confrontation with the black-hearted Captain Hook.

Hook aims to let you delve back into your childhood and awaken the feelings of boyhood. Me, I'm off to play with my marbles again…

In order to prove himself, Pan must take on Rufio who has become the new leader of the Lost Boys. To defeat him, wait whilst he charges and then strike with the sword.

As you have just struck two of the Lost Boys, prepare to be stung. As the bees fly towards you, one swish with your sword will scare 'em.

In the ice caverns, you'll be confronted by this huge monster. Be quick with your sword if you want to see your children again. Look for the three extra lives to be found at the bottom.

These folks in their balloons will try their darndest to kill you. Simply jump up and hit their balloons with your sword, but mind the bombs.

(Above) Peter comes up against a man-eating tiger. "That's okay," thinks Pete, "because I'm only a boy." For his sake, let's just hope this big kitty's already been fed.

A section of the map taken from Neverland. Each time you complete a level, the map will appear, showing your whereabouts. The map is very useful for seeing your progression through *Hook*. When you reach the ship, you then know that you are at the end of the game.

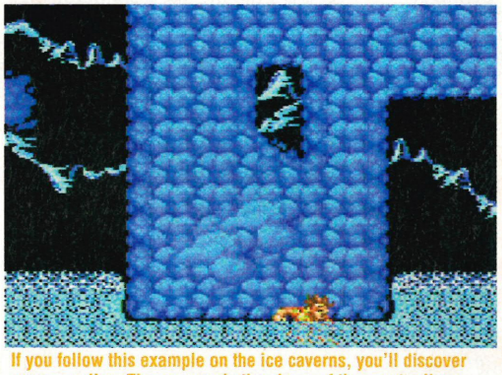
OVERALL %

54

Although the game does play with relative simplicity, it's not what you would call a classic.

The grown-up Peter Panning before he realises that he's the Pan. This is taken from the title screen, showing his transformation from ordinary guy into legendary child hero.

(Above) Under the sea, Peter is helped along his way by these mermaids. They will push Pan to the surface, avoiding the bombs on the sea.



If you follow this example on the ice caverns, you'll discover some goodies. These come in the shape of three extra lives. Neat, eh?

Ever wondered what it's like to be a snail? Well, you're about to find out in Hook. This game is so S-L-O-O-W-W-W it's hard to believe you're playing it on a 16-bit console instead of an 8-bit computer. I didn't get to see the movie, but if it was anywhere near as dull as this, I consider myself very fortunate indeed.

Even so, at least the film had Julia Roberts. The game has no such sex appeal to lift it from the quagmire of mediocre platform adventures which it has sunk into. The first level is laughably crude, populated by thick baddies which appear from set positions and are easy to kill. It gets harder on later levels, but no more enjoyable to play – particularly as you're sent back to the start of the current level when you die.

Following the usual trick of converting a movie licence into an unimaginative, safe platform game, Hook has very little originality. The only marginally innovative touch is the way Peter can fly for a while when he finds some spell dust. I searched long and hard but could find no other magic in this lamentable licence.

PHIL

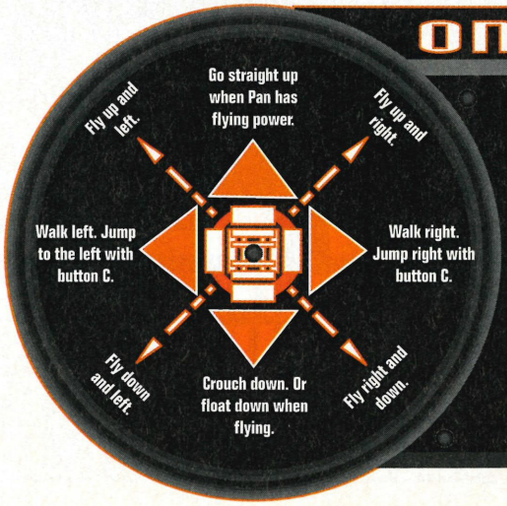
When I first started at Paragon, one of the first games I played was Hook on the Mega-CD. I found the game then (as I do now) fun, but no more than that. Personally I love Peter Pan: the book is fabulous, a must for every child's library. When the film was released, questions were asked whether Spielberg could recreate for the big screen such a magical character. Well, for those of you who have seen it, you'll know he did it in style.

So continuing the saga of the folk from Neverland, Hook the computer game was conceived. Unfortunately, although the game looks rather pretty and does play with relative simplicity, it's not what you would call a classic. The graphics are all very lovely and the music and FX all bob along jauntily. Where the game is let down is by the dubious gameplay which, although very easy to get into, stays at this level so it's not very hard to complete with infinite continues.

It might suit younger players, but I'm still not convinced that this is a game worth spending your money on. You have been warned.

STEVE

on the button



A – Pan normally walks along at rather a slow speed. However, if you hold down A he breaks into a run.

B – Button B is the all-important sword swing. This requires good timing to hit the baddies before they get to Pan.

C – Button C makes Pan jump. Using it in conjunction with directions, Pan can leap all ways to reach platforms.

Peter shown here in the Never Forest, about to be confronted by one of the numerous pirates on this level. Stab him and when he dies he should leave behind an item.

These very tricky boulder fiends require a damn good thrashing. After he's launched the first boulder, dart up and swipe him with your sword. Careful, though, as he requires two hits.

By the waterfalls you'll have to contend with tigers. Their breath can freeze you, preventing you from movement. It's only temporary, but it does happen in midair, which is a problem.

HOOK ITEMS

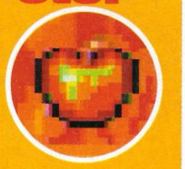
There are loads of special items to find throughout the game, most of which do you good. Here's a few of them to look out for.

Lost your cherry

The cherry will give you an extra point back on your energy bar. These appear frequently, so don't worry.

Apple for Peter

Collecting one of the very infrequent apples will take Peter's energy right back up to the full amount. That's nice.



What a sword

This sword, although very difficult to keep hold of, is very useful for wiping out the enemy as it shoots fireballs.

Is Life Immortal?

When the Pan dies, you'd better start searching for extra lives. These are scattered around all the levels.

Swimming merrily underwater, Pan looks as happy as Larry. This isn't strictly true, as he's just about to be eaten or nipped by these piranha. These can be avoided by swimming niftily using the direction pad. At the end of his swim, Peter will be confronted by more of the Lost Boys, convinced that he's not the Pan.

Hello, this is a bit late isn't it? Didn't Hook the movie come and go last year, and yet we are only just getting the game. Maybe they are trying to coincide its release with Sky – anyway, they needn't have bothered.

Hook is a slow, lumbering platformer whose only decent challenge lies in the player's attempts to keep their concentration level up high enough to play it. There is very little relationship between this cart and the wonderfully vivid adventures of Peter Pan and it seems to totally miss the point of the licence. The music drones, the sound FX are minimal, and the action... hang on, what action?!

The games graphics are very nicely rendered but there is no real atmosphere or excitement here and the only addiction is found in the belief that surely it must get better on the later levels.

It doesn't.

DAVE

MP

FINAL VERDICT

"It's a shame about *Hook*. The film and book are marvellous, but why bother turning it into a mediocre platform game like this? It is quite pretty to look at, but suffers from playing very slowly. Thus it soon becomes very dull."

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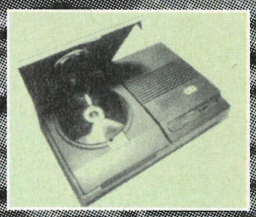

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Paragon Jan

W.I.P

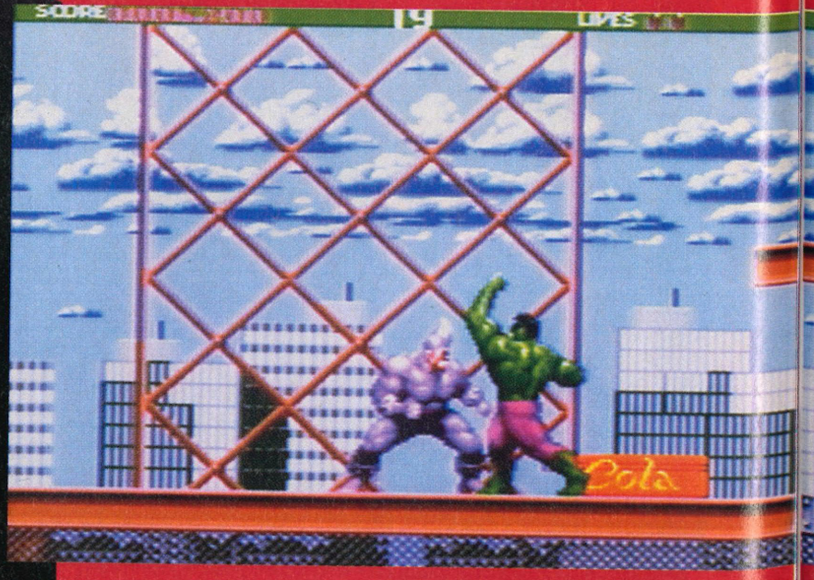
THE INCREDIBLE HULK

From Marvel comic-book hero to successful children's TV series, The Incredible Hulk went from strength to strength in the Eighties. Recently the grunting green man seems to have disappeared from the public eye. But The Hulk is about to make a comeback in US Gold's latest Mega Drive game.

"Don't make me angry. You wouldn't like me when I'm angry!"

Ten years on from the launch of the hit TV series, those words still echo in our minds as we conjure up pictures of the weedy scientist suddenly turning green and bursting out of his clothing, his modesty protected only by his strangely resilient Wranglers. One of Marvel Comics' most popular and enduring creations, The Hulk is now celebrating the 30th anniversary of his first appearance, and how fitting it is that he should do it by embracing a whole new generation of fans as a console character.

For anybody who missed him the first time around, or is unfamiliar with his history, The Hulk was born when renowned scientist Dr Bruce Banner was caught in the gamma-ray blast of an



TAMING THE HULK

To find out more about the game's development, we talked to US Gold software producer, Steve Fitton...

How long has the game been in development? Are you working to a tight deadline?
"In essence it's about ten months, maybe a bit longer. That's about average for most games: ten or eleven months."

What work is there still left to do?
"The game's at the point where the majority of enemies are in – there are still a couple more to go. All the Hulk's moves have been finalised and are working correctly. Now it's just a case of balancing and tidying the game up: tweaking the enemy logic, the end-of-level guys and the presentation."

Did you have any problems recreating The Hulk character on screen? Did Marvel Comics specify how he should be portrayed?
"The main problem we had was which version of The Hulk character to use. He was even coloured grey in the original comic books, but a printing error turned him green and he stayed that way. Since then, there have been several different versions, done by different Marvel artists. In the end, it came down to the enemies we were using, and we decided to use the classic Stan Lee–Jack Kirby Hulk. This is the one that most people know – not the TV version, or the new comic-book Hulk who looks more like a bodybuilder.

"Marvel approved all the storyboards and the design. We wanted to build in the transformation scene and use the different characteristics of The Hulk and Dr Banner, but we had a problem: how would you ever die? Every time Banner was threatened he would automatically turn back into The Hulk again. In the end, Marvel suggested that the player would have to collect gamma to stay as The Hulk. Even so, the player can choose to turn into Banner for certain puzzle elements: his smaller size enables him to get through places inaccessible to The Hulk.

"Marvel also had to approve all of The Hulk's combat moves. As those who've read the comics know, he mainly uses his upper body strength, so there are obviously no fancy karate kicks."

So far we've only seen the visuals. What will the sound effects and music be like?
"We had some original music done by Probe which is in a Seventies jazz-funk style, certainly not your usual computer music. If you like James Brown, you'll love this. But we've put rave beats to it as well for that Nineties feel. Then there's another bit with reggae in it.

"There are only a handful of chip FX in the game; the rest are samples. For instance, during the Banner/Hulk transformation scene you hear a man's scream turning into an animal roar. The Hulk really roars as he goes along, and all the punches are sampled so they sound really good."

Are you pushing the Mega Drive to its limits in any way?
"Not really. The criterion was to get a good, playable game. Sometimes if you go for new programming techniques, it doesn't necessarily make for a good game. Nevertheless there are some nice techniques, including one where you walk into – and reveal – a new area which was previously blacked out, and the area you've just left goes dark."

A lot of licences seem to be turned into formulaic games. How have you avoided this with The Hulk?
"The Hulk character was a very good licence to have, as everyone knows about his immense strength. We wanted to get this destructive aspect of the character over in the game, so we needed action where you could destroy a lot on screen. Okay, it is a sort of platform game, but there's a lot of fighting and puzzle solving in there too. The game's got its own style, there are lots of areas to explore and the levels are all very different."

How violent is the game?
"We had to be very careful about this with Marvel. We weren't allowed to let The Hulk destroy anything human. So we couldn't let him rip apart people's limbs – anything biological has to 'melt' off the screen. But we could do what we liked with the robotic enemies. There's one where you can squash the robot into a ball and use it as a bowling ball. Then there are these Roman guys which start life as stone statues: when you kill them, they crumble back to stone dust. The end-of-level baddies are humanoids, so The Hulk just knocks them around a lot.

"The Hulk by his very nature is a violent creature – we can't have him picking daisies; it won't make a good game! But we wanted something to make the player think as well, instead of just smashing one thing after another. There are secret ways through, extra pick-ups to find, the transformation ability and enemies that must be tackled in different ways."

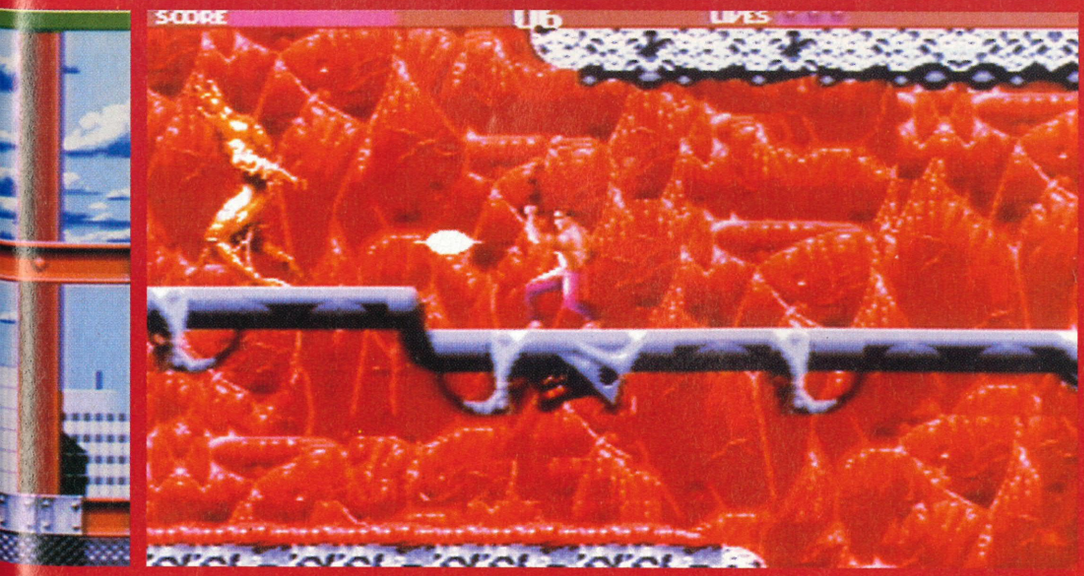
atomic bomb. The effects of this blast alter the Dr's metabolism and force his body to undergo a mysterious mutation: every time he loses his temper he becomes The Hulk, a huge green super-being capable of feats of amazing strength. Only after he has quelled his rage does he change back into the mild-mannered Bruce Banner again. Let's hope Vinny Jones never gets any of this stuff.

Topple the leader

With the game only 80% finished, US Gold have afforded us a sneaky early look at its progress. An action-packed platform romp, The Incredible Hulk is set over five varied scenarios, each complete with its own enemy force and end-of-level boss to beat. You play the part of the hapless Bruce Banner and the powerhouse Hulk, as you battle towards an evil adversary known only as The Leader, who is hell-bent on world domination.

The full plot goes like this: having settled back on Earth, The Leader wants this planet for his own so he creates an awesome Robochemical army to conquer it for him. However, you as The Hulk – armed only with guts and muscle – stand in the way of his dastardly plan. Knowing of the Hulk's powers from many previous encounters, The Leader (no it's not Gary Glitter) enlists the help of The Hulk's deadliest foes to help him destroy his lime-coloured nemesis. Tyranus, Absorbing Man, The Abomination and The Rhino are the game's bosses and must be beaten before you reach your quarry.

As well as these big guys, each of the five platform levels is filled with The Leader's cronies. The adventure begins in the Urban Cityscape where Banner has been captured by The Abomination. Of course, being very angry he quickly transforms himself into The Hulk to rampage across a city, bashing the Leader's troops. Once the Abomination has been defeated, The Hulk performs one of his mighty leaps and lands in a huge Industrial Complex. Much of this area is still under construction by robots which stop work to attack The Hulk.



Absorbing action

Following a confrontation with The Absorbing Man, our green hero finds himself in a deserted forest glade. All of a sudden, the ground gives way and he tumbles into Tyranus's Labyrinth. If he can find his way out, and defeat Tyranus, it's time to enter the Leader's Fortress. This high-tech hideaway is packed full of the latest defence systems to deter intruders. If The Hulk can make it to the centre, he enters the final level where he gets to confront The Leader face to face.

Throughout all these levels, the only weapon The Hulk has is his supreme strength and his huge fists. The big green one can also smash through walls and objects in a destructive frenzy. If his energy drops below a certain level, however, he reverts back to the weedy Dr Banner and must quickly find a power-up before he's mashed by the baddies.

Technical and gameplay quality should be ensured as the game is being programmed by Probe Software, previously responsible for such top titles as The Terminator, Alien 3 and Mortal Kombat. Somehow crammed into a 16Mbit cart, The Incredible Hulk will be unleashed onto the Mega Drive in June '94. Watch out for the full review in Mega Power as soon as it's ready.

REVIEW

ROBOCO

Armed only with a notepad and pencil, Steve Bough came face to face with his favourite people, the police force. Finding something notably different about one of the officers, he decided to investigate further. Returning to the Mega Power offices covered in blood, all Steve could do was blurt the name... RoboCop.

After the phenomenal success of the movie back in 1988, and the sequel, RoboCop looked set to be the new champion of the silver screen. Not so, I'm afraid. Films do unfortunately have a habit of creating stars one moment, only to find them box-office flops the next. With computer gaming becoming more advanced, and characters playing more of an important role in the sales of games, has RoboCop had his day?

After the RoboCop 2 movie, a delay was enforced, leaving the metal policeman to sweat it out whilst producers decided whether it was worth continuing. They decided it was, and RoboCop 3 went into production. Already finished, the film has less violence and the legendary RoboCop makes less appearances. The reasoning behind all of this is that the producers of RoboCop see his future lying in television series rather than films, resulting in them trying to capture more of a youthful following.

Thus the RoboCop 3 game isn't as violent as say, RoboCop Vs Terminator The setting hasn't changed from the film days. RoboCop is still patrolling the streets of Detroit. Armed with a selection of multi-weapon attachments, and for this adventure a high-speed fully armed jet pack, this half-man half-robot must fight his way through six levels of varying intensity in an attempt to restore peace and justice to the troubled city.

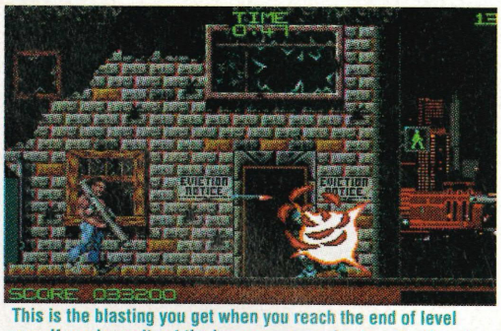
There is unfortunately no real story. As with most (I'm reluctant to use the word violent) shoot-'em-ups, RoboCop 3 involves one basic aim: to keep the streets free of crime. Only in America is it possible to do this by blasting every single thing that moves.

RoboCop 3 is just another platform shoot-'em-up. Although the action is tough, it borders more on the annoying than challenging. There are the usual additions one would expect to find in a game of this genre, but sadly, emphasis hasn't been placed on creating something new.

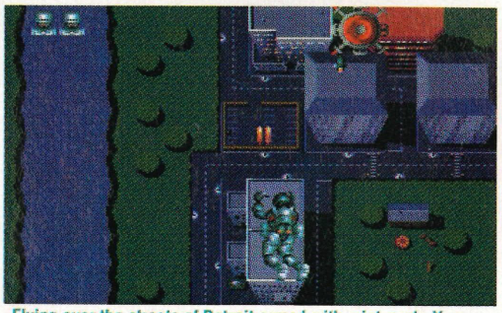
Acclaim can't be accused of being thoughtless and derivative – look at Mortal Kombat – but when a release like RoboCop 3 appears, you do start to question the quality of games that are on the market. So much for the supposed quality catch-net of Sega.

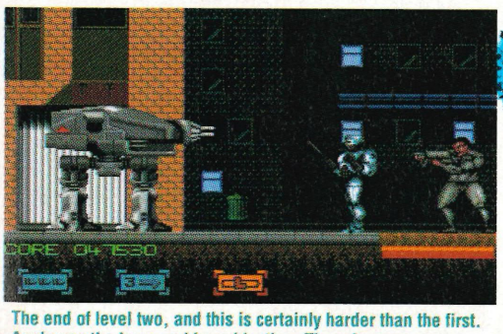
Acclaim can do better than this, it's basically a question of not being afraid to try something new. Maybe the time has come to scrap the old game formats and show some thought to progression. Times are a-changing, lets hope that the software companies keep up with them.

Firstly shoot the geezer who's just about to shoot you, and then wait for these iron balls to rise and quickly run through. When you've done this shoot to the right.



This is the blasting you get when you reach the end of level one. If you haven't got the laser you are going to get whipped. Stand, don't crouch, and shoot left and right: the baddies will only take one shot to kill but there are quite a few.


Flying over the streets of Detroit armed with a jet-pack. You will be challenged by sky-high robots and enemies, but if you are quick enough you should survive this level. Graphically this is the best level by far within this game.



The end of level two, and this is certainly harder than the first. Again use the laser and keep blasting. There is more energy situated to the left, but the gunfire is hard to avoid.

Well, I'm sorry to say it, but for the first time ever I am going to give a game a "bad" comment. Quite bluntly this game is about as much fun as being the victim of one of Jeremy Beadle's pranks. Don't get me wrong, I really like platform shoot-'em-ups. If you've ever witnessed Super Probotector on the SNES, you'll know what I mean. Admittedly the Mega Drive's strength isn't of late with shoot-'em-ups. But one does expect something slightly better than this.

On the plus side, RoboCop 3 does at least offer some nice graphics, but that's about it. The game is hugely boring and even the most ardent of enthusiasts will find it hard to keep their attention with this for more than ten minutes. I know Acclaim are capable of producing finer quality than this.

Finally if, like in the film "The Pit And The Pendulum", you want to endure gratuitous torture for hours, switch on RoboCop 3, play your favourite Daniel O'Donnell record and enter the realms of hell!

STEVE

OP 3

ROBO ITEMS

This game wouldn't last five minutes if it weren't for these little beauties.

Extra Ammunition

It's best to collect this for either the laser or the three-directional fire. They are quite common on levels, so you seldom run out, which is most useful for survival.

More Energy Man

The all-important energy, this will boost your energy by over a half and you'll ceratinly need it. Energy can be found everywhere – don't collect it until you really need it.

First Aid Please

This first-aid kit will protect RoboCop for a short period. It's not energy but does defend him somewhat from those bad guys, and that's a useful thing.

I Like That Gun

This is the weapon select item. Collecting this will give you a choice between normal gun, laser and three-directional gun. Each weapon comes in very handy at appropriate moments.

And I thought RoboCop Vs Terminator was bad. At this rate, maybe it's about time RoboCop was sent off to the great scrapyard in the sky. I remember the days when he starred in violent platform shoot-'em-ups on the 8-bit computers. Several years later and he's still doing exactly the same thing, although the games don't seem half as well designed nowadays!

There's nothing wrong with platform shoot-'em-ups, but the good ones have something special to set them apart – just look at all the innovative features in Gods. Sadly, RoboCop 3 has absolutely nothing we haven't seen before, and what is here doesn't work at all well. The baddies are incredibly thick: once they decide which way to fire, they stay shooting in that direction, so they're an easy target. You can even go behind them, fire at them and the stupid gits will still remain facing the other way!

This isn't to say the game's easy, though. Far from it. Due to the obvious lack of baddie intelligence, the programmers have resorted to the oldest tricks in the book to make the game harder. Firstly they chuck so many baddies and bullets at you from all directions that you've little chance of evading them all. Then they only give you a maximum three lives and a couple of continues. Finally, the pièce de résistance, they don't give you any restart points – so when you die, even at the very end of a level, you're returned right to the very start of it again. Bob's your uncle! Now you have one tough, but very frustrating and unplayable game.

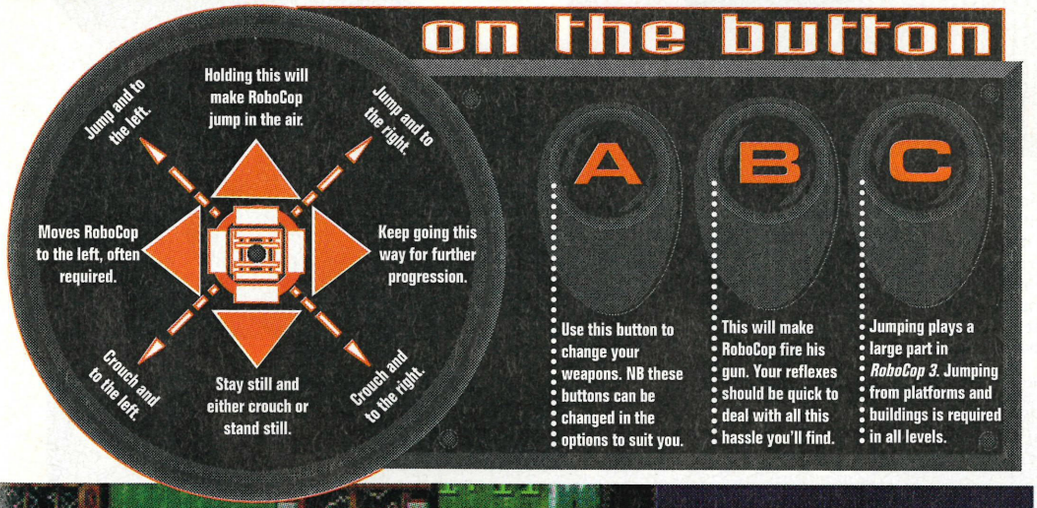
PHIL

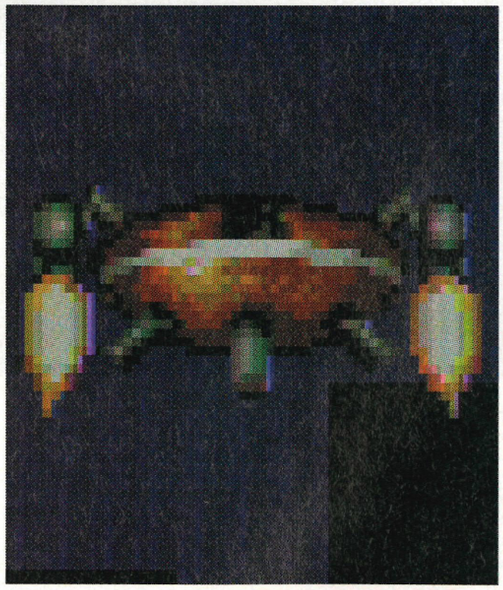
OVERALL %

46

The baddies are incredibly thick: once they decide which way to fire they stay facing in that direction.

on the button

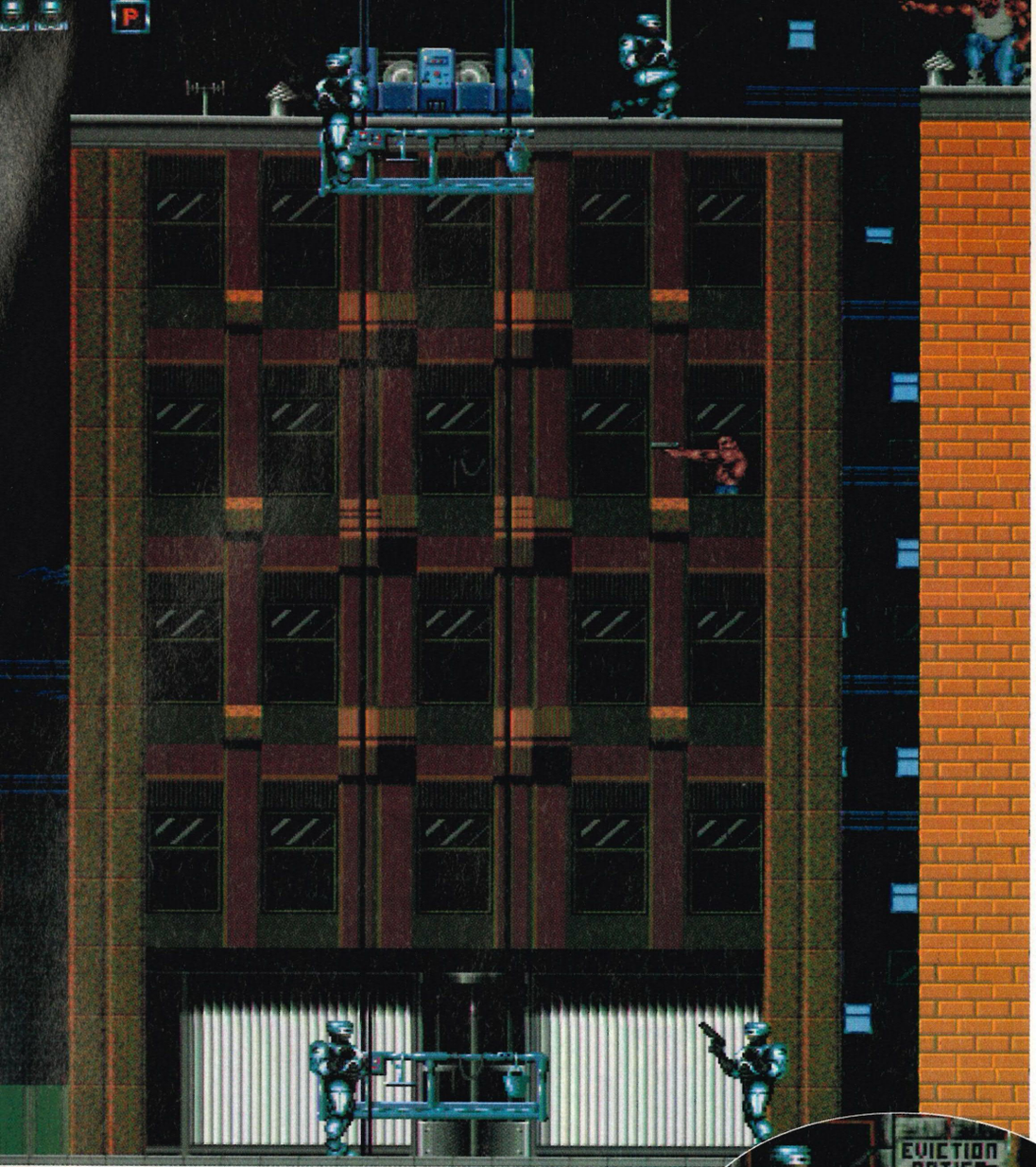




These appear on the first level, and cause severe problems for RoboCop. Use your three-way fire to get rid of it, or it'll get you. It appears more than once so be prepared.

This annotated picture shows you what to look for on screen. Be aware of your situation.

1. The firts box is RoboCop's normal gun. This only fires one shot and is pretty useless, apart from on the early stages of the game.
2. This is better. The three-way fire improves RoboCop's chances no end. He can now successfully kill the bad guys at the top.
3. The laser gun is by far the best weapon in *RoboCop 3*. Most enemies require just one shot with the laser, making killing easier.
4. The all-important energy bar, which at the present moment is not looking too healthy. This can be rectified by collecting energy.



This map shows the majority of the second level. It's important that you don't lose too much energy as there's still a hefty battle to come. Use the three-way fire as you go up on the lift and blast those suckers – jumping and firing is the best way. If you slip off the side you'll also die, so care needs to be taken. Arriving at the top, make sure you collect the laser, located at the top left. From there, make your way to the right and be prepared with the laser, as you'll be attacked by four missile-launching males, eager for your blood.

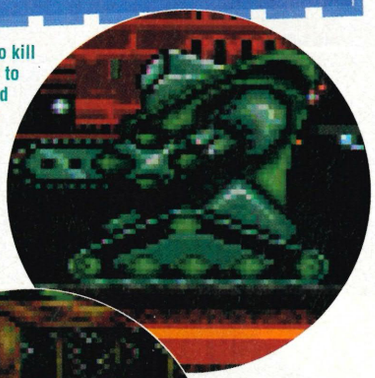
What a load of old tosh! Didn't I play this game four years ago on the Amiga, or was it a year ago on cart, or maybe it was a month ago on the SNES? Anyway, it doesn't matter much as this is just the same as all the other RoboCop games that have appeared on the market... no it's not, it's worse! Sideways scrolling shoot 'em-up: guess what, you get different guns and power-ups and baddies shoot at you! You are slow and cumbersome, the baddies all look the same and when you die you get a still from one of the RoboCop movies. Exciting stuff!

They've thrown in an inane level where the plutonium policeman dons a rocket pack and flies about merrily shooting things and dropping bombs, but it serves only as an amusing interlude in one of the most unimaginative releases since... the last game with RoboCop in.

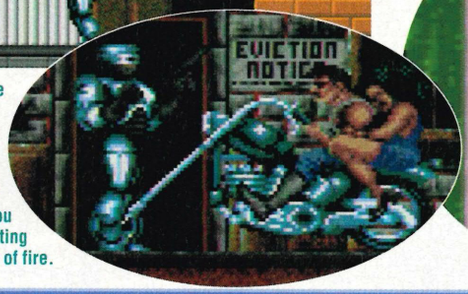
dull adj. uninteresting; stupid.

Well, it seems that my Collins dictionary can adequately sum this game up, saving me from wasting any more valuable time on it.

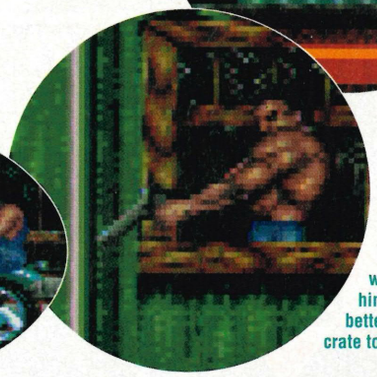
DAVE



The best way to kill this metal fool is to wait for him and use single bullets. It's a waste using three-directional fire, as two bullets totally miss him – what a waste of time.



These motorbikes are a bit of a pain. If you don't jump, they'll just run over you, losing you energy and putting you in the line of fire.

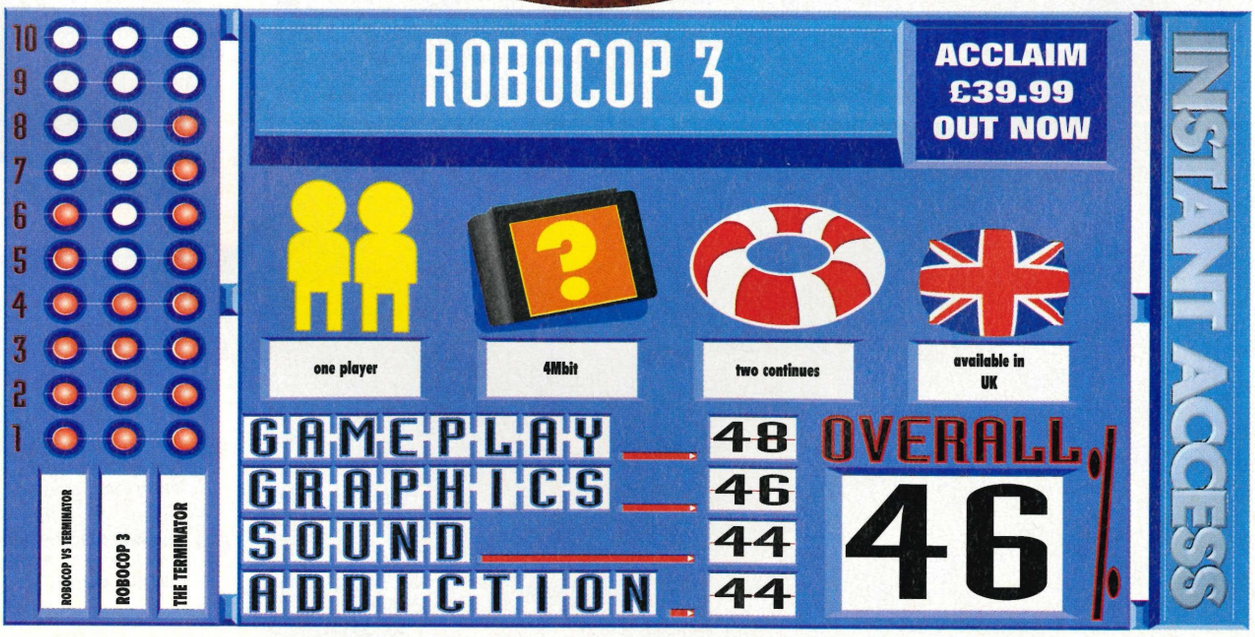


This gun-toting nutter can't wait to rip your metal suit to shreds, so don't let him. Use the three-way fire to wipe him out. Even better, jump off a crate to fire at him.

MP

FINAL VERDICT

"Sadly we all feel strongly that RoboCop should be sold for scrap. This game offers nothing in the way of gameplay or fun. What it does offer is tedious to say the least. Hang on to your forty quid, and check out some much finer games."



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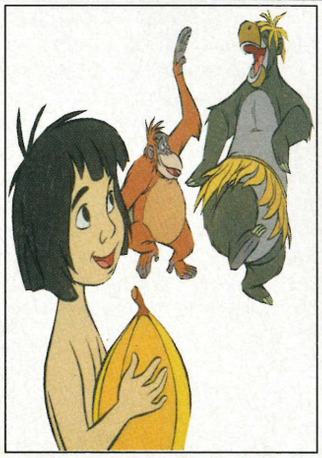

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PREVIEW

CHAOS

"Give the boys a big hand." Sorry, but it had to be done.
The Navvy and the Gentleman find themselves in a tricky situation as two giant three-fingered hands close in for the kill. Could it be Jeremy Beadle or are they more fiendish guardians created by the twisted Baron Fortesque? Either way there is only one sensible solution to a problem like this...BLAST 'EM!

You pays your money and you takes your choice. This is the opening selection screen where you get to choose which of the six deadly mercenaries you are going to take in with you. Choose carefully.

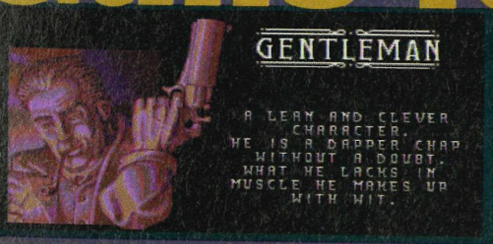
Oh dear. Dynamite can be fun, but only if you have a sensible adult supervising you. Our hapless little hero has blown up everyone on the screen, including himself. "Oh well, more money for me," thinks his partner.

Created and programmed by the infamous Bitmap Brothers, *The Chaos Engine* is a game that will certainly be familiar to the older games players. Having already been a big success on the Amiga, and, released in America as *Soldiers Of Fortune*, this game is the latest attempt by the Bitmaps to find the same popular acceptance on console that they have enjoyed on other formats. What with this and the official release of *Gods* (see page 56) it would seem that we are finally to be treated to the same quality products that home computer owners have taken for granted for years. But the big question of acceptance can only be answered in time.

Fans of Bitmap Brothers games will not be surprised to find that the scenario is typically fantastical. A strange mix of William Gibson and HG Wells, it seems that a crazy inventor called Baron Fortesque has created a bizarre time-space machine in the nineteenth century, and in time-honoured style, it has run out of control and guess whose job it is to pull it back into line? Yes, you will have to solve fiendish puzzles, negotiate vast and winding mazes, and face the vast armies of vicious mechanical mutations that the super-computer has created to protect itself. Stopping The Chaos Engine means negotiating four graphic worlds and 16 sprawling levels, locating and activating a number of electrical nodes as you go, until you finally face the renegade killing machine itself.

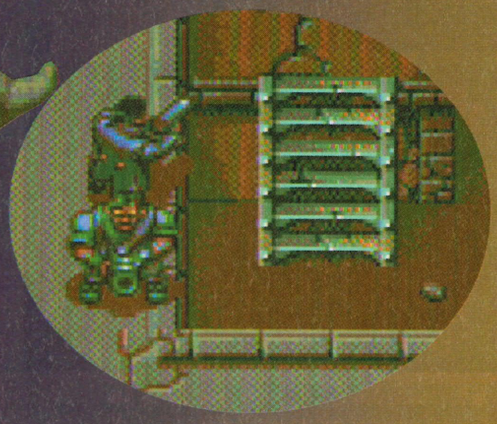
It sounds like an awesome task, doesn't it? But don't worry, you won't be alone. You can take a computer-operated character in with you as your assault partner, or even enlist the help of a friend and play the game in two-player mode, watching each other's back as you go. *The Chaos Engine* provides you with a choice of six hard-nosed mercenaries for hire, each with his own individual characteristics, skills and weapons. The two you choose to use will seriously affect the way you approach many of the situations you will encounter during the game. For example, if you choose to be The Thug you will have the advantage of a very tough disposition and powerful weapon, but you will also be a bit slow and, if you choose him as the computer-operated character you will also notice that whilst he may be brave he is very, very stupid. On the other hand, The Scientist is both very fast and smart and even carries a first-aid kit, but he's a bit weedy and only packs a small laser gun, so you lose the advantage of all that extra firepower. So you see, the game starts before a bullet is even

Guns for hire



ENGINE

What a shock, a Microprose game with no HUD, mavericks or runway! The cart release of the Bitmap Brother's Chaos Engine represents the company's conscious move away from the flight-sim pigeon-hole that has cornered them in recent years and who better than the MPs to check out this high-pedigree piece of blasting action first.



You get numerous opportunities throughout the game to power up their weapons, improve their skills and even buy extra lives or special items for them in mid-stage shops. Believe me, you need all the "extra" help you can get because the monsters stalking you in this game are very, very tough. A weird-looking assortment of mechanical beasts and malicious mutations, all the baddies you encounter in *The Chaos Engine* are single-mindedly determined to destroy you, and they're very good at it. I can assure you that you will be hard pushed to find a more original-looking bunch of nasties than these and they get steadily harder as you progress through the game. Only lightning trigger skills, and the big weapons you will have acquired on the earlier levels will give any sort of a chance against the savage freaks that await you in the later levels, as you approach the very nucleus of The Chaos Engine itself.

fired. You have to think very carefully about the combination of characters you choose before you commence play.

Having hired the right team for the job, the action takes place from an overhead angled perspective and the first thing you notice is the stunning backdrops and graphics of the levels as you merrily blast your way along.

With more guts than sense, our brave navvy stands exposed on the castle walls with rockets raining down on him from all sides. "I'll take you all on!" he cries, as he takes another swig of whisky. He may have to, because his pal is dead and those two mechanical contraptions in front of him are missile launchers.
"No sweat," he murmers as he loosens the safety clip of his rifle...

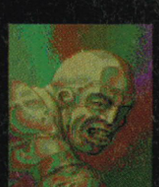
As I mentioned earlier, each of the four worlds consists of four levels which must be completed before you can progress further through the game, and each level has a number of ways in which it can be finished. Most have secret rooms, teleport doorways and more than one exit. The route you choose and the actions you take can either pay dividends or cost you dearly, and only time and experience will show you the error of your ways. Keys may provide access to previously unreachable areas, but they may also be traps and large piles of coins are often an invitation to disaster for the careless adventurer. However, the collection of coins and gold rings is very important as every two levels your party is given a break and taken to a shop where they can exchange their new-found wealth for better equipment, more health or higher skills and proficiency ratings. Oh yeah, and bigger guns!

Throughout the game you are shown level completion screens, which give you a rundown of each party member's individual achievements for that level. You are shown what you could have attained in comparison with what you actually did, and finally given an overall completion percentage to give you an idea of just how much of the level you missed out on.

The Chaos Engine is a frantic, stunning shoot-'em-up, with a more than ample splattering of strategy thrown in for good measure. This is quality software that will challenge even the most hardened of games players and we can't wait to get our trigger-fingers on the finished version. Watch this space!

NAVVIE

THE STRONGEST OF THE SIX CHARACTERS. A GOOD FIGHTER WITH HEAVY WEAPONS, ALTHOUGH HE ONLY HAS A FEW SPECIALS THEY ARE VERY DESTRUCTIVE.



THUG

WHEN IT COMES TO CHARACTERISTICS HE COULD PASS FOR THE NAVVIES BROTHER. THE THUG IS A MAMMOTH OF A MAN; A LITTLE STUPID BUT VERY POWERFUL.

SCIENTIST

THE SMARTEST OF THE SIX CHARACTERS. AFTER YEARS OF PAINSTAKING RESEARCH HE IS THE MASTER OF MANY INGENIOUS DEVICES.

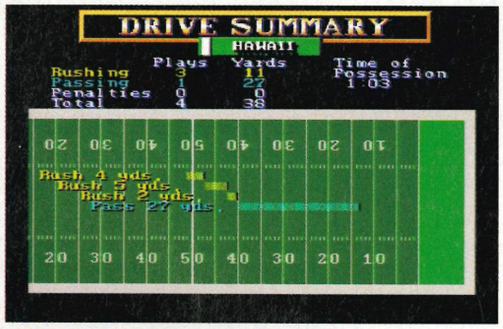
You may notice that, unlike another Mega Drive magazine, that even featured the game on its cover, we have got the names of the characters right and not just assumed that they would be the same as the Amiga version. (The Preacher is now the Scientist, boys. Different name, different collar.)

REVIEW

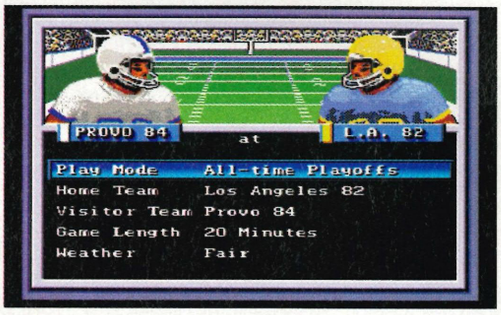
BILL WALS

Following in the footsteps of his old mucker Joe Montana, veteran coach Bill Walsh has gone for a spin on CD. Phil King goes to college to find out how to play gridiron the Walsh way...

Player number 06 has just rushed round the side of the defence for a couple of yards, but his team are still well short of the first down.



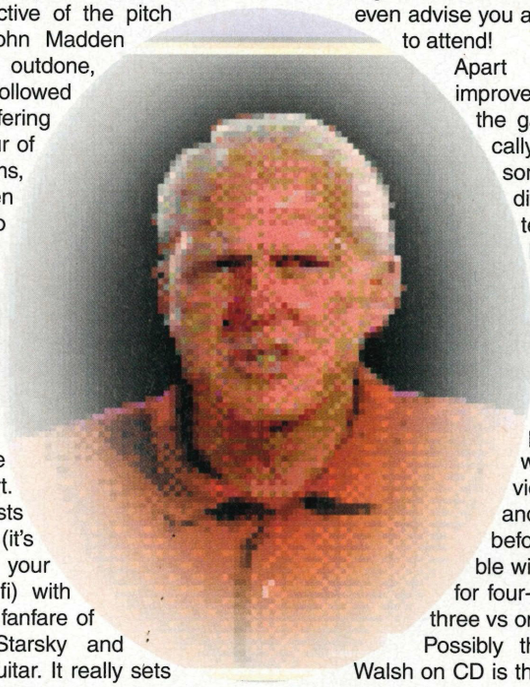
Also featured in the earlier cartridge version of the game, this drive summary is just like the one in *Madden NFL '94*. It shows all the runs and passes of the current drive.



As well as all the current college teams, you can match up great teams of the past to see just who really was the best. You can even compete in the playoffs with these teams.

As with most of EA's new sports simulations, *Bill Walsh College Football* is compatible with their 4 Way Play joypad adaptor for three- or four-player matches.

Ex-coach of the San Francisco 49ers, Bill Walsh made his Mega Drive debut a few months ago. His College Football was the first title to use EA's new gridiron game "engine", giving a lower perspective of the pitch than their previous John Madden games. Not to be outdone, Madden NFL '94 followed shortly afterwards, offering all the glitz and glamour of the NFL. Now it seems, Bill Walsh has beaten the rotund Madden to the end zone again, as his is the first EA American football title to hit the Mega-CD.



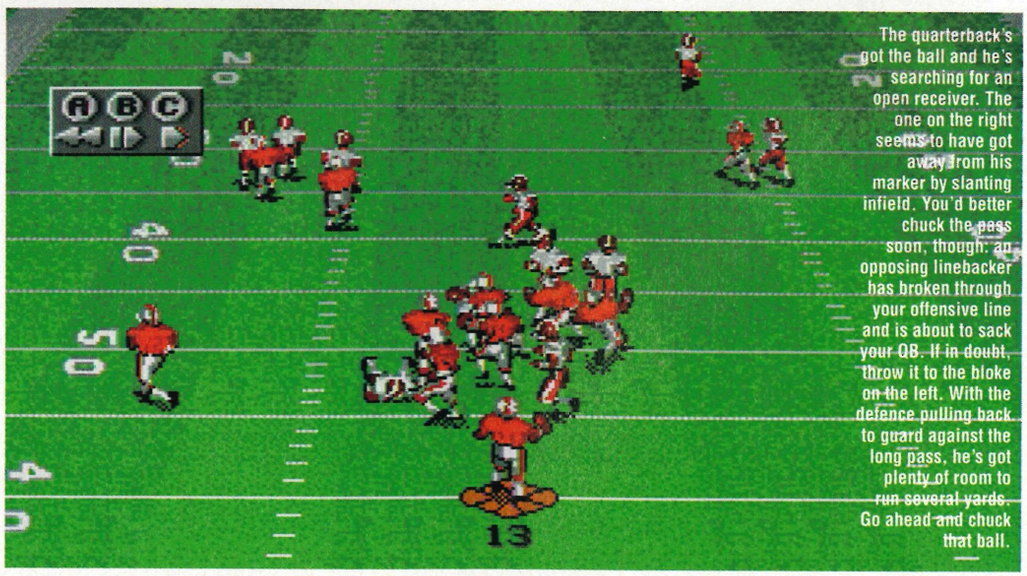
But how do you improve an already great game by putting it on compact disc? Well, you beef up the soundtrack for a start. The CD title music bursts through your speakers (it's definitely worth wiring your Mega-CD up to a hi-fi) with booming drumbeats, a fanfare of horns and lots of Starsky and Hutch-style wah-wah guitar. It really sets the atmosphere for the big game, as does the pre-match marching-band music. The bone-crunching action itself is enhanced by a cheering crowd and powerful hitting and grunting FX.

The most obvious presentational addition is Bill Walsh himself. Yes, the silver-haired coach appears in Full Motion Video to offer information and tactical advice. Choose from a menu and sub-menus to see and hear Bill offering his supreme knowledge on various aspects of the sport. He'll even advise you about choosing a university to attend!

Apart from the considerably improved presentation and sound, the game plays virtually identically to its cartridge predecessor. In fact, we could tell no difference whatsoever. Both teams get to choose from a long list of offensive and defensive plays before acting them out on the low-level-view pitch.

Options are the same as the cart's with the facility to set your own audible plays, take timeouts, watch instant replays, and view a whole load of team and match statistics. As before, the game is compatible with EA's 4 Way Play device for four-player action (two vs two, three vs one, etc).

Possibly the best thing about Bill Walsh on CD is that you get the same great gameplay and all that extra presentation for £5 less than the cart version. EA must certainly be congratulated for passing on the lower production costs of CD to the gamesplayer. Let's hope Sega follow this fine example and slash their Mega-CD game prices.



The quarterback's got the ball and he's searching for an open receiver. The one on the right seems to have got away from his marker by slanting infield. You'd better chuck the pass soon, though: an opposing linebacker has broken through your offensive line and is about to sack your QB. If in doubt, throw it to the bloke on the left. With the defence pulling back to guard against the long pass, he's got plenty of room to run several yards. Go ahead and chuck that ball.

CD

Before the big match commences, the referee tosses the coin. Here the Hawaii team captain has to choose heads or tails while it's in the air. If he gets it right he can choose whether to kick off or receive the ball.

Firstly, as you're no doubt fully aware, Bill Walsh College Football on the CD is nearly exactly the same as on cartridge. The gameplay is exactly the same, as it would be hard to make improvements. The original was excellent and gave a different perspective to American football games such as Joe Montana's and John Madden's.

So, what is better about the CD? Well, to be honest, no that much. But firstly, this game is £5 cheaper, so there's the first incentive. Secondly there is of course the old CD favourite, Full Motion Video. In this case, it's not particularly anything to write home about. You just see Bill Walsh telling you about the various aspects of football. Lastly there is an excellent and improved soundtrack.

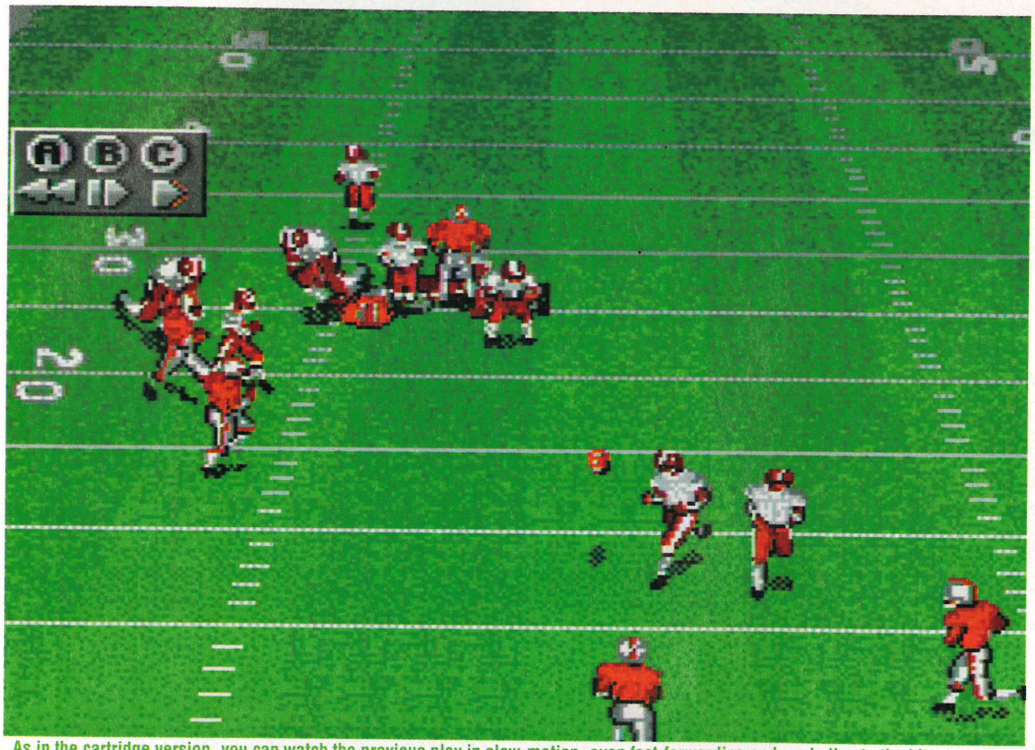
If you have a Mega-CD and are thinking about purchasing a gridiron game, Bill Walsh will certainly give you value for money – quite a rare thing these days.

STEVE

OVERALL %

88

...at five quid less than the cart game, you can't really complain about the lack of extras!



As in the cartridge version, you can watch the previous play in slow-motion, even fast-forwarding and rewinding to the bit you want to see. You can also watch the play from a reverse angle to see things you couldn't from the front. In the scene above, shown in reverse angle, the white team's quarterback has just thrown a medium-length pass which is about to be caught by the receiver, who is far enough away from the approaching defenders. If his team-mate provides a good block he may even get past them and run into the endzone to score a touchdown. That's worth six points, plus one more if you manage to kick the ball through the posts afterwards.

Okay, so this is pretty much the same game as the cart version, but that would have been hard to improve upon anyway. Particularly satisfying for gridiron fans is the sound strategy, credited to Bill Walsh himself. It's definitely a cut above the recent Joe Montana's NFL Football in this department, with a greater range of plays which are arranged so it's easy to find the one you want.

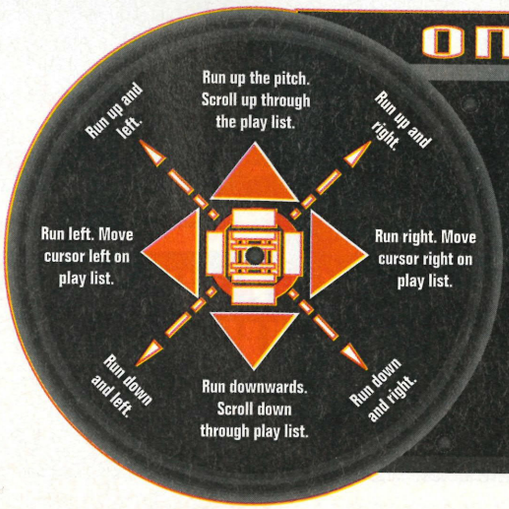
The game plays very realistically: you can't just keep chucking long passes and expect to get away with it – if your receiver's well covered he's very unlikely to catch the ball. The defence soon wise up to your tactics, so you have to use the full range of passing, rushing and option plays to advance the ball. Computer sides put up a decent challenge, but the game is best played against a human opponent – or better still, in four-player mode.

As for the CD enhancements, there aren't many. The Bill Walsh FMV section is a bit dull – Bill may be a coaching genius, but he's far too serious to be entertaining. More welcome is the CD stereo soundtrack, particularly the more solid FX. Anyway, at five quid less than the cart game, you can't really complain about the lack of extras!

PHIL

Well, well, it's our old friend Ron Barr again. He's actually a real-life American commentator who EA license to appear in all their sports games. A nice little earner, Ron.

on the button



A – Before the ball is snapped, this calls an audible. In possession, this makes your player dive to the ground.

B – This toggles between players when on defence. It also makes the ball-carrier spin round to avoid tackles.

C – Makes defenders put their hands up to block passes. Tap it to make the ball-carrier charge; hold it down to hurdle.

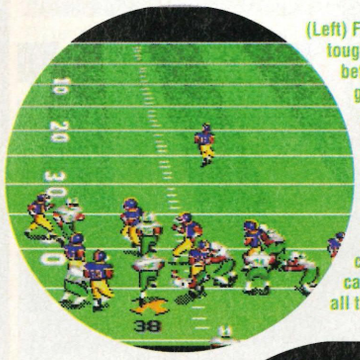
Hawaii, in the green, look set to score a touchdown. The quarterback has just unleashed a pass into the endzone where it will surely be caught by that receiver who has timed his run perfectly to get away from the defenders. The X in the circle indicates where the ideal place to stand is for catching the ball.

I can't help feeling that, even for a company as excellent at producing sports sims as EA, the present format of American football games has become a little stale. I personally find it very hard to get excited about them any more. The only football game I got even remotely excited about was Joe Montana's on the CD, because of what it attempted – unfortunately that was fatally flawed and sadly unplayable.

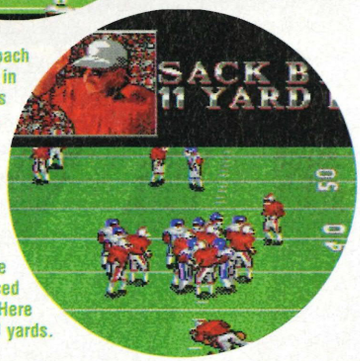
Bill Walsh College Football on the Mega-CD delivers all the gameplay and polish of the Mega Drive version plus lots and lots of behind-the-scenes video footage from Bill himself, enhanced with great speech and digitised graphics. There are also vastly improved FX and crowd sounds as the games get under way which help to heighten the overall atmosphere, but as far as speed and graphics are involved there is no real difference between this and the earlier Mega Drive version. If you are expecting something new you will be disappointed: this is simply Bill Walsh College Football with knobs on.

If you're a fan of these games and want to own the most comprehensive version, this will be for you. However, if you have just bought a Mega-CD and are expecting to be dazzled... try before you buy.

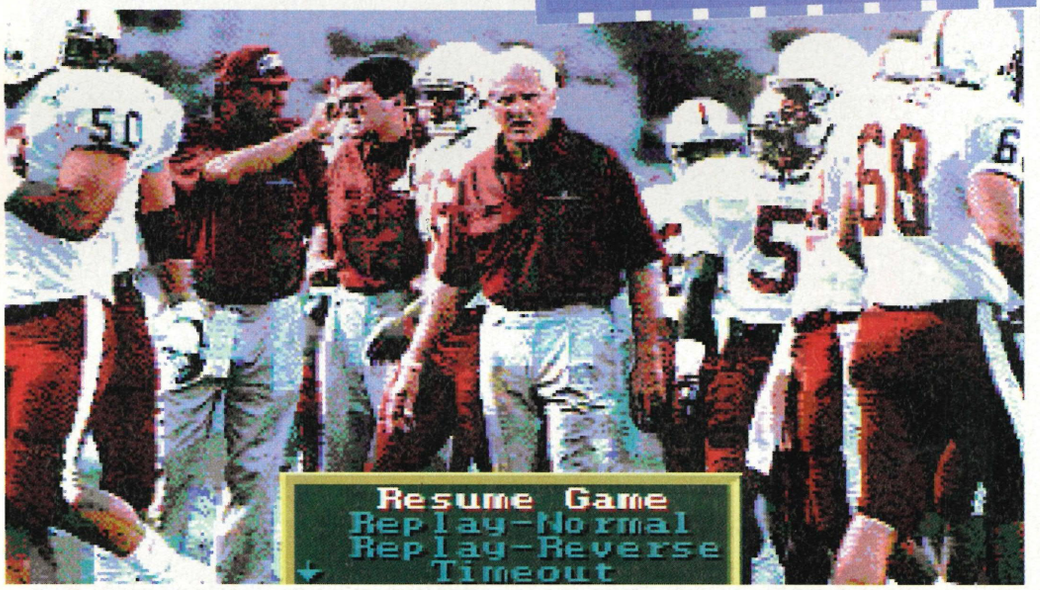
DAVE



(Left) Football's a rough, tough game, so you'd better be prepared to get bruised if you're going to try running it through the middle. Here the offensive line has created a small hole for the running back to charge into, but I can't see him getting all the way through.



(Right) The coach waves his arms in blind fury as his quarterback gets his face rubbed into the turf by an opposing linebacker. This is known in the trade as a sack, and results in the ball being placed on that spot. Here they've lost 11 yards.



The pause screen gives you access to a menu full of options, including replays, drive summary and full game statistics. Most importantly, you can choose to take a timeout. This stops the game clock, but you only get three timeouts per half, so they're best saved until time is running out and you're on offence. By the way, that silver-haired geezer in the pic is Bill Walsh himself.

MP FINAL VERDICT

"In terms of gameplay it's exactly the same as the previous cartridge version. However, the CD game does have the added feature of Bill Walsh in Full Motion Video and improved sound. Best of all, it's a fiver cheaper than its cart counterpart!"

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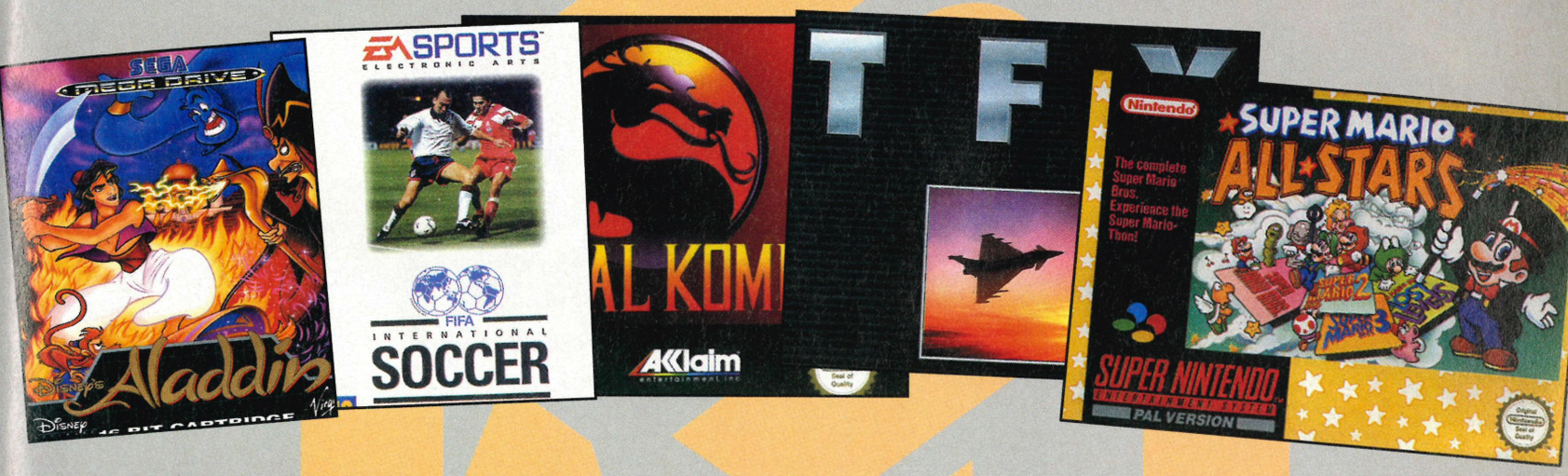

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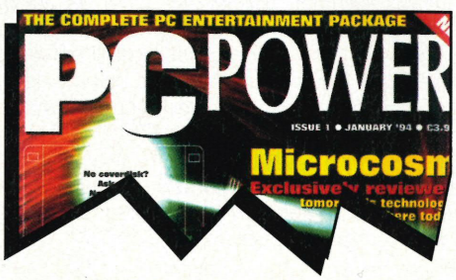

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PREVIEW

NHL HOCK

Skating around on the ice: it's just like Torvill and Dean, innit? Well, maybe not. It's a rough old sport, but as in the cart version, there's no boring fight sequences.

Hi-fi buffs have recently discovered that if they put their CDs in the fridge, it enhances the sound quality. Well, Electronic Arts have gone one better, putting a whole ice rink on a CD in NHL Hockey '94...

With us doing so badly at our traditional British games like soccer and cricket, it's no wonder folks have turned to other sports – we must surely be good at something! American-style sports have been boosted not only by increasing TV coverage, but also the series of video games produced by those masters of the sports sim, Electronic Arts.

EA don't just convert a sport and leave it at that, though. No, these guys are perfectionists, tweaking and enhancing the action and presentation in updated versions of their games. There have been no less than four versions of John Madden's Football and three Hockey games. Cynics may moan about them milking sports fans with all these new (and often not that different) versions, but EA are only concerned about making their games as good as possible. At the end of day, no-one is forced to buy a game, and if you compare the original John Madden's and Madden NFL '94, you'll instantly notice the latter's vastly superior game strategy.

Anyway, a lot of the people who buy the updates don't own any of the previous games in the series. It's precisely these new punters EA are aiming at with their latest update, NHL Hockey '94 on Mega-CD. As the action's been tweaked twice already from the original EA Hockey, it would've been very difficult to improve on that. So, as in Bill Walsh CD, EA have concentrated on beefing up the presentation and soundtrack.

Moving sequence

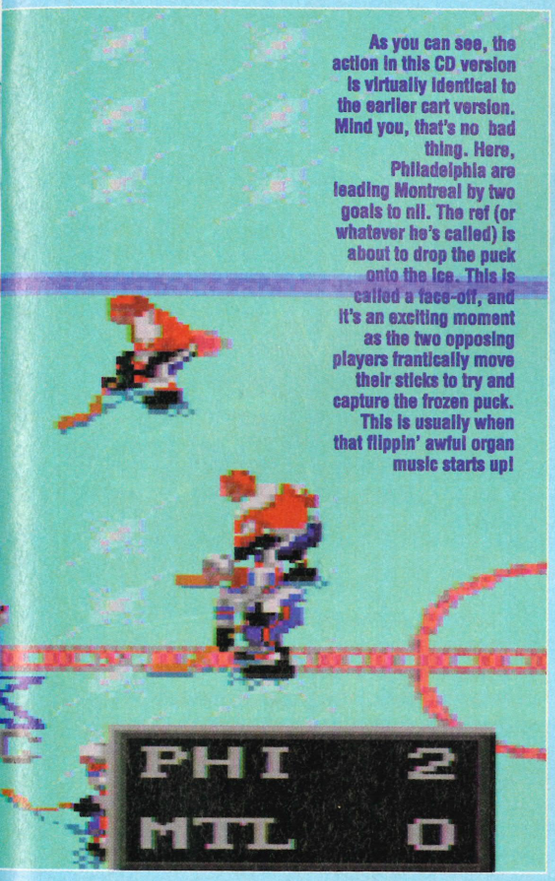
The game opens with surely the most stunning Full Motion Video sequence so far on the Mega-CD. Virtually full-screen, the quality of the video footage is the best we've seen – the screenshots here certainly don't do it justice. Accompanied by a thumping title track, the sequence cuts between close-ups of the cheering crowd, moody shots of the players going through the tunnel out onto the rink and spectacular clips of bone-jarring NHL action. It climaxes with the view panning out and across a wall of TV screens to settle on the shimmering NHL Hockey logo. It's certainly worth watching again and again.

The CD enhancements aren't confined to a flashy intro, though. Hardly. As it's all designed to look like a real TV show, presenter Ron Barr makes his usual appearance, but this time it's a full speaking part. There must be huge chunks of his sampled speech on the CD, as he not only talks about the two chosen teams, but also compares the players in each position! And there's more... You can even watch six FMV clips of your each team in action, showing great goals and players getting bashed spectacularly against the rink wall. Of course, this is all in addition to the great presentation features seen in the cart version, such as a full history and statistics for each NHL player.

The action itself is exactly the same as on cart, with the players skating around the scrolling rink at breath-taking speed. The difference is the CD soundtrack. In particular, the sampled cheering crowd is much better than the previous white-noise effect, and the checking and hitting FX sound a lot meatier. Even the tacky organ music's been improved – at least in terms of sound quality!

With all the usual comprehensive game options, including the full league and play-offs, NHL Hockey '94 should impress Mega-CD owners when it hits the ice in January. But the best bit's yet to come: as with Bill Walsh CD, it's five quid cheaper than its cartridge counterpart. So those cynics who complain about EA's constant money-grabbing can just shut the puck up.

EY '94 CD



As you can see, the action in this CD version is virtually identical to the earlier cart version. Mind you, that's no bad thing. Here, Philadelphia are leading Montreal by two goals to nil. The ref (or whatever he's called) is about to drop the puck onto the ice. This is called a face-off, and it's an exciting moment as the two opposing players frantically move their sticks to try and capture the frozen puck. This is usually when that flippin' awful organ music starts up!

As it plays exactly the same way as the cart version, it's just as hard to score past those intelligent goalminders. So when you do lift the net and the red light starts flashing, it's time for some real celebrations. Note how the scorer is named, along with his assistants on the play. Great goal, guys.

Apart from the excellent pre-match presentation, the biggest improvement for the CD version of *NHL Hockey '94* is the much-enhanced CD soundtrack. As well as some cracking title music (not the naff organ in-game ditties) the crowd sounds much more realistic, as do the thudding, skidding and thwacking FX.

The Full Motion Video intro has to be one of the best we've seen on the Mega-CD so far, featuring great-quality full-screen video in a lengthy TV-style title sequence.

As well as showing spectacular NHL clips of players scoring and getting smashed into the rink wall, the impressive intro includes more moody scenes like the one above.

PREVIEW

DRAGON

Mega Power went in search of the truth behind the greatest martial artist ever to have lived... Bruce Lee. Unfortunately he can't be with us due to his untimely death in the Seventies, but his name lives on in a new combat game.

Lee is a name synonymous with martial arts. He was so good that he developed his own unique style,"Jeet Kune Do". Virgin Interactive Entertainment have acquired the highly sought-after game rights to the recently released movie about his life.

Born in 1940 (the Chinese Year of the Dragon) in sunny San Francisco, Lee spent most of his childhood in Hong Kong. As a child he was often in trouble with the local police for street fighting. Seeking more to his life than the occasional brawl, Lee decided to return to the country of his birth where he taught his own fighting style, "Jeet Kune Do". His highly spiritual approach to combat enthralled tournament audiences and brought Lee to the attention of Hollywood.

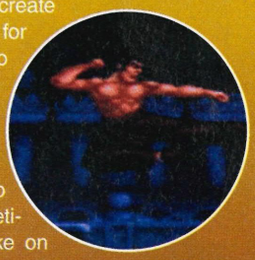
After a TV series "Green Hornet", Lee returned once again to Hong Kong where he wrote, directed and starred in "Way Of The Dragon". The Hollywood movie moguls were fully aware of the potential of Bruce Lee (the Schwarzenegger of the Seventies) and commissioned him for a high-budget follow-up, "Enter The Dragon."

Just before the film opened, Lee died in highly mysterious circumstances. Reports that he died of a heart attack were never confirmed: some say he died because he was too fit! More recently a further tragedy struck the family name when Bruce's son Brandon was accidentally shot dead while filming a martial-arts movie.

In-house fighting

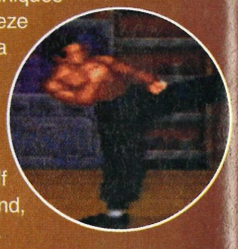
After always using outside developers for their previous games, Virgin decided to produce Dragon themselves. This is the debut project for their newly assembled in-house programming team, whose members have a wealth of games experience behind them – credits include The Addams Family, Hook and Alien Breed, to name but a few.

The team wanted to create something a little special for Dragon, trying hard not to fall into the trap of following the Street Fighter II clones. This has been achieved after much deliberation, and Dragon looks set to stand out in a highly competitive genre. Lee gets to take on 12 different opponents, including the notorious Sun Brothers and the vicious Oriental Fan Fighter. There's even a confrontation with Bruce's inner self "The Phantom", something that haunted Lee throughout his short life.



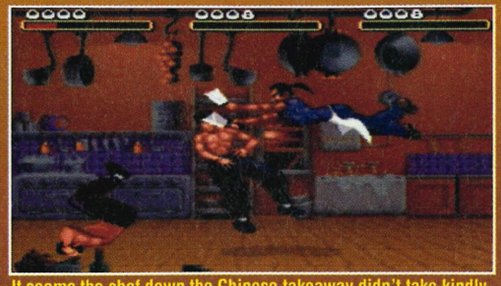
A unique factor to Dragon is that three characters get to fight at once. A single player can take on two opponents at a time or a second player can control Lee's alter-ego and either work with or against his counterpart. Both players can train with Bruce's tutor, Yip Man. He will help you master the 36 different fighting moves which are adapted as progress throughout the game is made. The more fighting you'll do, the more you'll learn: look out for the secret special moves.

The production team at Virgin were determined to get the most out of their fighters, so it was no surprise that they made them highly intelligent. The idea is to cram as much as possible into the cartridge. Using advanced compression techniques has enabled the team to squeeze a massive 30Mbit of data onto a 16Mbit cartridge, so you can imagine how in-depth this game will be.



We'll find out for sure when it's released in February. If Dragon lives up to the Lee legend, we are in for one hell of a game.

The unique (at least for consoles) feature of *Dragon* is the way the fights are between three fighters, rather than the usual two. Here Bruce takes on The Phantom and a high-kicking sailor.



It seems the chef down the Chinese takeaway didn't take kindly to your remarks about family pets in the Yung Chow Fried Rice! Mind you, at this rate they'll soon be serving Chop Bruce Suey.

We're not sure who this lady is, but she's welcome at the MEGA POWER offices any time. That's a very long pole she's got hold of – I wonder where she's going to stick it? Watch out Bruce!

This seems like an ideal opportunity to say congratulations to my mate Sun Do for winning through on The Eliminator on Wednesday night - Dave

WIN

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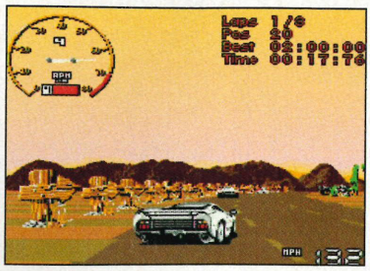
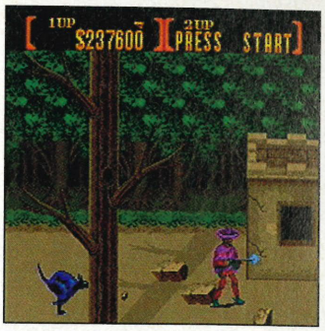
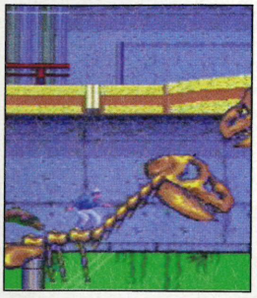
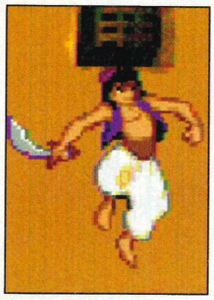
WIN









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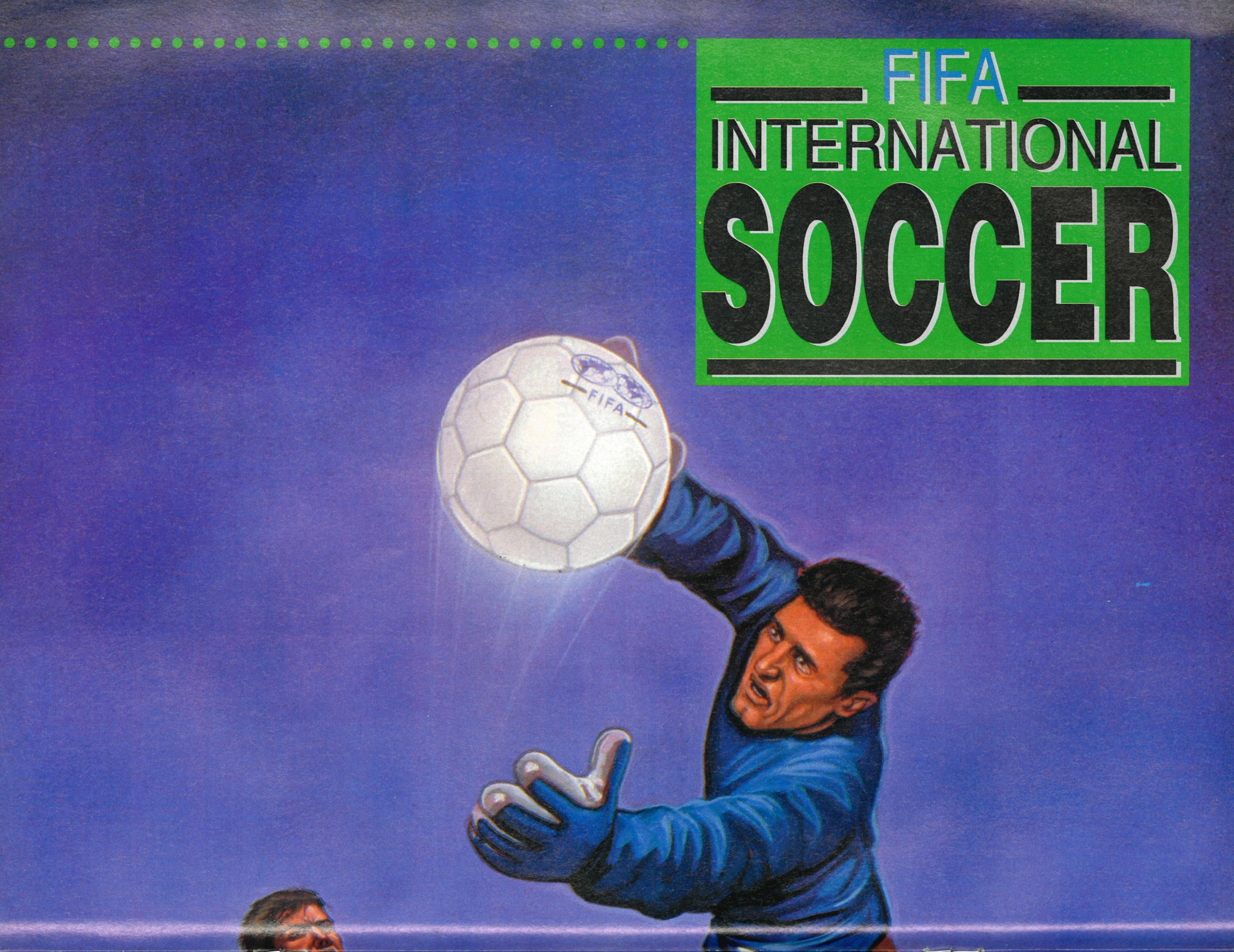


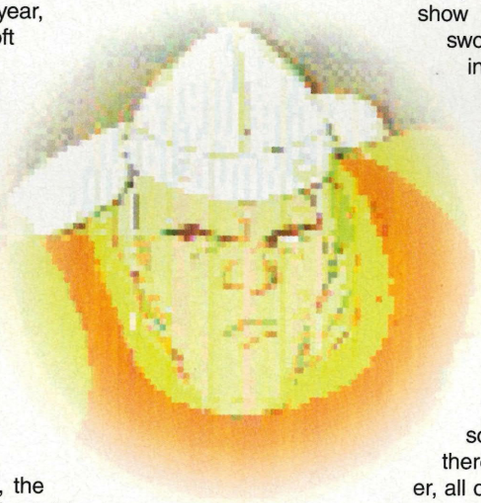
Mega
POWER

REVIEW

DRAGON'S

Back in 1983, a completely new sort of game hit the arcades. The first laser-disc coin-op, Dragon's Lair used the new medium to produce stunning cartoon-quality graphics which wowed gamers. Ten years later, Steve Bough finds out if it can now do the same for Mega-CD owners.

This is a new name for you... Readysoft. Heard it before? No? Well, this US software house was established back in 1987 and concentrated on the Commodore Amiga, which at that time was an emerging computer format. Their main success was the acquisition of the licence for the 1983 laser-disc coin-op Dragon's Lair. This turned into the best-selling product of the year, and established Readysoft as a force in the industry. Further games in the Dragon's Lair series followed, along with other laser-disc conversions such as Space Ace, all on Amiga and PC formats. Recently acquiring the licence to produce games for 3DO and Mega-CD looks set to open up a whole new market for Readysoft's unique products.



Onto Dragon's Lair. Well, the first thing that strikes you about this game is the whole look of it. You won't have seen any game so far on the CD that looks anything like this. It's just like watching a cartoon as the animation frames are constantly pumped from the CD. In fact, these "graphics" were originally created for the coin-op by professional animators, Sullivan–Bluth. The transition from arcade laser-disc game to compact disc has been very smooth, retaining the full-screen animation and high-quality audio of the original.

In this swords-and-sorcery adventure, you play the part of a valiant knight. Your quest takes you to the Dragon's castle and eventually to his Lair where you must rescue the fair princess.

Can you be quick enough and show great expertise with your sword? Can you escape burning fire, deathly poisons, and tentacles galore, to save Princess Daphne? The key to this game is most definitely timing, and knowing when to move or use your sword. This is easier said than done, though. From the very start, you realise that you have to work out set patterns in order to "complete" each animated scene. Spanning six stages, there are 26 scenes altogether, all of which can be mirrored. It certainly takes a lot of working out to find the right movement sequences, so the infinite continues are invaluable.

Dragon's Lair is something completely different from previous Mega-CD releases, and Readysoft look ready to take the CD world by storm. Could they possibly encourage other producers into a new kind of gaming?

I can't help it, honest. Whenever a game comes into the office that I used to play as a youngster, I get all excited and dream about those days, bunking off school and going surfing and to the arcades. Oh, those were the days. Some games live up to my expectations, Dragon's Lair is one that definitely does. It was always the dog's collars in the arcades, but the transition from a coin-op to console often loses the magic. With Dragon's Lair nothing has been lost: the gameplay is still wonderfully addictive and challenging. The music and sound FX are equally as impressive, combining with the stunning animations to great effect.

It does make such a change for a CD game to be as good as this. If you thought Aladdin was impressive to look at, this will blow your mind. One of the few criticisms I have of Dragon's Lair is that once you have completed the game, I'm not sure if you would play it that much again. In saying that, this game will take ages to work out and will ensure hours of gameplay.

After all's said and done, Dragon's Lair is an essential purchase for Mega-CD owners. It's a totally innovative concept that works – maybe things are looking up, at last!

STEVE

LAIR

COMPACT CONVERSION

The CD for Dragon's Lair uses 152Mbytes, split into 26 data streams: one for each animated scene. Included in each stream is the audio, main sequence and all deaths associated with that scene. All streams were assembled on a PC before the conversion onto CD. Using the PC enabled Readysoft to grab the original frames from laser disc.

The main problem faced was that the Mega Drive has restrictions of four 16-colour palettes and 64K video RAM. The simplest solution to this was to use only one of the four 16-colour planes and displaying background and foreground merged. However, this still didn't give enough definition, so tiles were cut from the edge of the display which then enabled two planes to be displayed separately, background and foreground.

The gameplay was kept exactly the same from the original 1983 laser-disc machine. The one advantage in using CD-ROM was that there is much less black space before deaths and much speedier seek times, all making the game quicker for more fluid enjoyment.

Our hero is just about to be lamped by this rather large spider. If you're quick enough, your sword will deal with this troublemaker.

Entering the Blue Room, a large spectre will appear and challenge the valiant knight. Your reflexes must be sharp to defeat him.

OVERALL %

85

...fantastic animation, great sound and, if you like a challenge, then this won't let you down

Déjà vu! Another old Amiga title raises its head on the console. Dragon's Lair was one of a series of games that followed the intrepid adventures of the valiant Dirk and showcased the excellent Disneyesque animation of the Sullivan–Bluth studios.

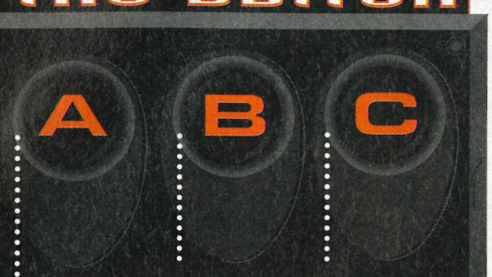
The ultimate test of patience, concentration and eye-to-hand speed, Dragon's Lair is one of those wind-up games that has you gasping at the graphics and pulling your hair out at the same time. You are totally at the console's mercy, you have no freedom to explore by yourself, and unfortunately it all becomes little more than a learning process as to where to run and when to strike etc. The novelty soon wears thin.

There's fantastic animation, great sound and, if you like a challenge, then this won't let you down. The six stages, each made up of five individual sequences, take hours and hours to complete. I'd challenge anybody to finish this game in one sitting.

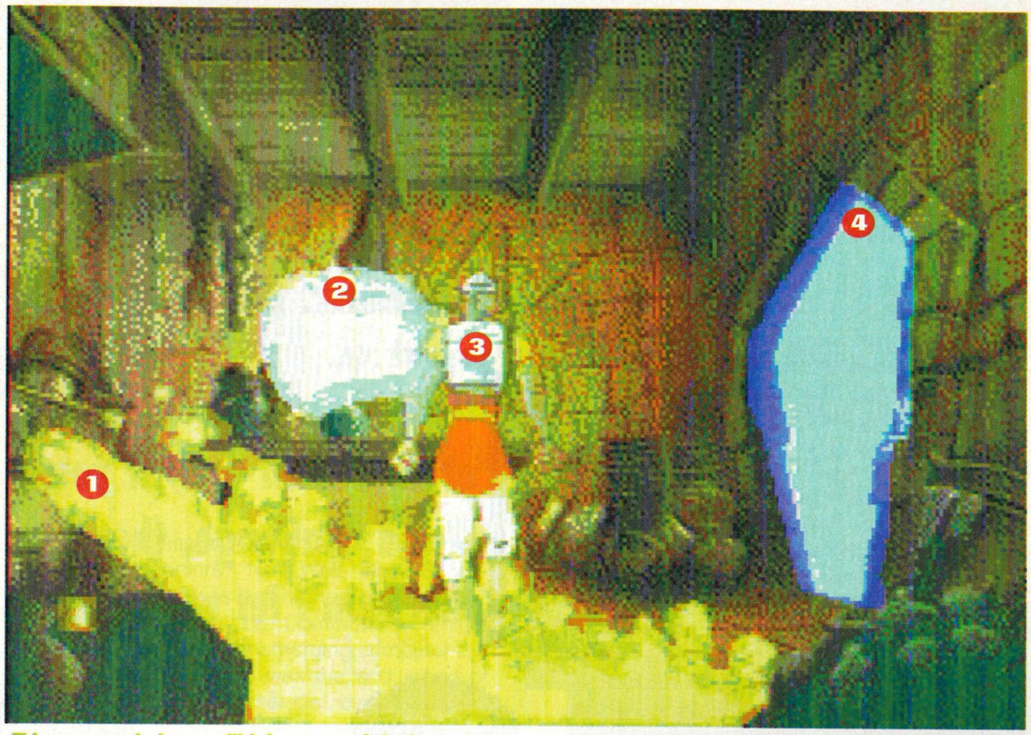
The compulsion to see the next level keeps you going for a while but personally I don't need this much stress when I'm playing. Don't buy this unless you are really sure you know what you're letting yourself in for.

DAVE

on the button



Each of the three buttons used in *Dragon's Lair* has the same function: that is the sword. It doesn't matter which button you press. When attacked, hit any button and pray it works – sometimes you need to run for it instead of fighting.



This annotated picture will inform you of the best possible route out of this hell-hole. Good luck!

1. The fire that's gushing out of the wall is set to obliterate the Knight. You will have to be very fast to avoid being burnt.

2. This flash of bright light indicates that something nasty is just about to happen. Exactly what it is, you'll find out in a minute.

3. Although he may be a valiant Knight, one wonders how valiant. He certainly must love this girl: he's risking his life for her.

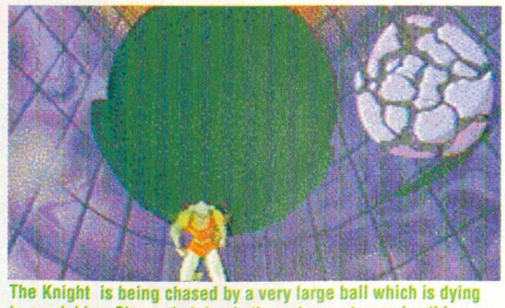
4. The way out. You'll have to be very quick to escape the dangers in this room. As soon as you see it flash, jump right.

Please can someone explain the appeal of these "interactive cartoon" games to me? I've played them on various formats and I still can't understand why anyone bothers with them at all. Dragon's Lair is the ultimate triumph of graphics over gameplay. The animations are absolutely superb: apart from a slight graininess it's just like watching a real cartoon. Unfortunately, that's just how it "plays" too. All you have to do is press the right direction/button at the right time, but you often have to resort to trial and error to find it. Thus you have to repeat the same sections over and over again before you get anywhere.

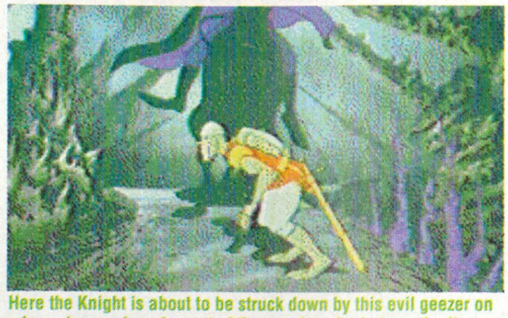
Sorry, but this isn't my idea of fun and after a while I was ready to put my fist through the screen. Yeah, the game kept me playing for quite a long time, but I never really felt like I was enjoying it. The only real joy comes when you manage to complete a tricky section, and even then it's more like relief than pleasure.

I know these sort of games have their devotees, but I'm still not one of them. This is the sort of game you either love or hate, so if you're not a zealous fan of the coin-op don't even think about buying this cart.

PHIL



The Knight is being chased by a very large ball which is dying to crush him. Clever dodging is the only way to survive this, otherwise it's curtains for you, matey.



Here the Knight is about to be struck down by this evil geezer on a large horse. Jumping out of the way is safe, but you don't know what awaits you.

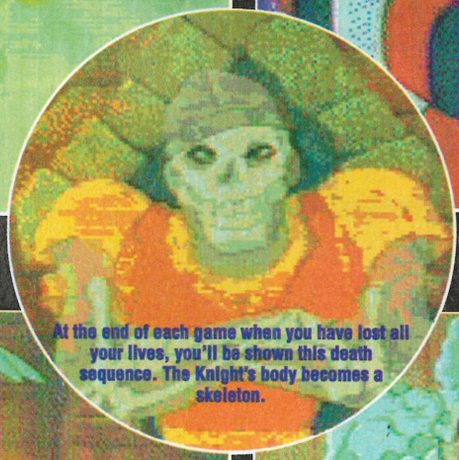
This is one of the most excellent slice shots you will see in *Dragon's Lair*. This mutant bird is sliced in half, revealing the insides of his very plump body. He also looks pretty shocked, which comes as no surprise as he's within seconds of death. Enemies such as these birds will appear throughout *Dragon's Lair*, so you must have your reflexes at their sharpest. This game is more a question of how fast you can react to a situation than clever planning of your next move.

Go on my son, have a drink. Well, that's what they want you to do. Whilst deciding, a hand will appear out of the frame and grab the Knight. This is when your sharpest reflexes are called for as you need to swipe him before he swipes you. It will appear from the right-hand side and grab you; swipe at it and then immediately get ready to swipe again as you'll find yourself under attack.

DYING TO KNIGHT

Here we see the Knight being fried alive, purely because he didn't move quick enough.

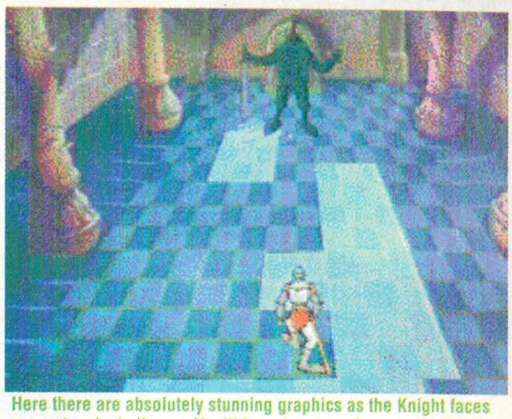
Oh, what a painful way to die. Strangulation by snake, what a nasty way to go.



At the end of each game when you have lost all your lives, you'll be shown this death sequence. The Knight's body becomes a skeleton.

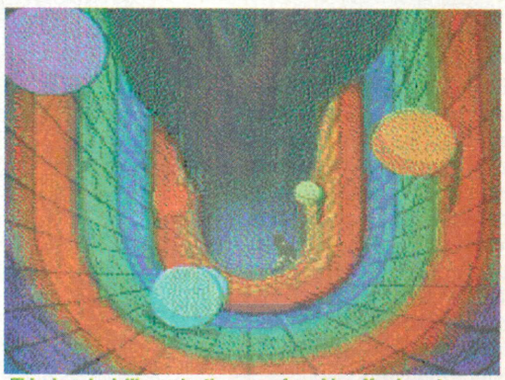
This weird mutant is just ready for his dinner of live Knight. Open wide, strange creature, you're about to get a sword sandwich stuck in your gob!

Death by slime, we could think of worse ways to go, but this does look particularly nasty. Just imagine your breath cutting off as you choke on those green globules.



Here there are absolutely stunning graphics as the Knight faces a very tough challenge. You'll have to remember a set pattern to escape, which is much easier said than done.

The Obby Oss, as it's called in Cornwall, looks like this mythical beast. Watch the Knight zoom around on this baby! He'll be whisked into various rooms by this manic gee-gee.



This does look like a giant's game of marbles. You have to dodge all of these to get to the other side, which isn't easy. Again you'll have to be at your very sharpest.

MEGA POWER

MP

FINAL VERDICT

"*Dragon's Lair* is without a shadow of a doubt highly impressive. The graphics and gameplay are excellent. The only drawback with this game is that once you've finished it, it's doubtful if you'd bother playing it again."

REVIEW

GODS

After bringing us the cool bobcat Bubsy, Accolade go from cute to sinister for their latest platform adventure. The heroic Phil King takes on mythical monsters galore in an attempt to become a gamesplaying god...

The Bitmap Brothers are back in town, so you'd better watch out. These guys make tough games for tough players, including such awesome titles as the megablast-'em-up Xenon II and the bone-crunching "sport" sim Speedball 2.

Originally created for the Amiga, Gods lives up to the Bitmaps' reputation for well-'ard gameplay and menacing graphics. This time you play the mythical warrior Hercules, testing your heroic skills in four huge levels: The City, Temple, Labyrinth and Underworld. These are each split into three labyrinthine "worlds", full of secret passages, sinister monsters and gruesome traps. Instead of continues, you're given a password on completing each level, so you don't have to restart the game from scratch.

Initially unarmed, you must quickly grab the first weapon icon you see to be able to throw daggers at the approaching monsters. Collect more dagger icons and you can throw up to three at a time. Later on, you may find other more powerful weapons such as shurikans, fireballs and spears. And boy do you need 'em. The worlds are swarming with all sorts of monsters, some of which spit fireballs.

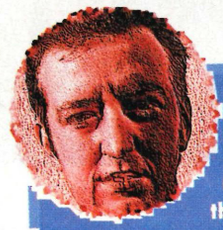
Making progress is far from the simple matter of killing your adversaries, however. You often have to solve puzzles to clear your path of obstacles and hazards. The switches found on the walls have varying effects: some open doors, or remove hazards, while others reveal traps such as rotating spikes. There's no way of telling what switches will do, so it's a matter of experimentation. Fiddling with several switches can even reveal bonus treasure if you find the right combination, or it may open a secret passage or teleport you to a treasure room. There are lots of such hidden areas in the game, so there are always several routes by which to complete each world.

One of the most important aspects of the action is the Dynamic Gameplay Adjustment System which monitors how well you're playing. It does this by keeping track of your lives, energy, score, treasure, weapons, how far you've got and how long it took to get there. It then adjusts what happens at certain points in each level. So if you're not doing well, it may release extra lives or energy. If you're doing very well, instead it may give treasure, points or reveal secret areas.

According to Accolade, the aim is to help inexperienced players while enabling good players to feel challenged and rewarded for their experimentation. So as you get better, the game gets tougher. Are you heroic enough to complete the four almighty tasks and claim the ultimate prize of immortality?

As well as destroying traps, flicking levers can reveal bonus items like this treasure chest. Hercules has just used the key to open it up and reveal the goodies inside.

"99% of gargoyles look like Bob Todd..." as the song goes, but these stone statues hold far more horrors than the Benny Hill Show. They come to life to attack our muscular hero.



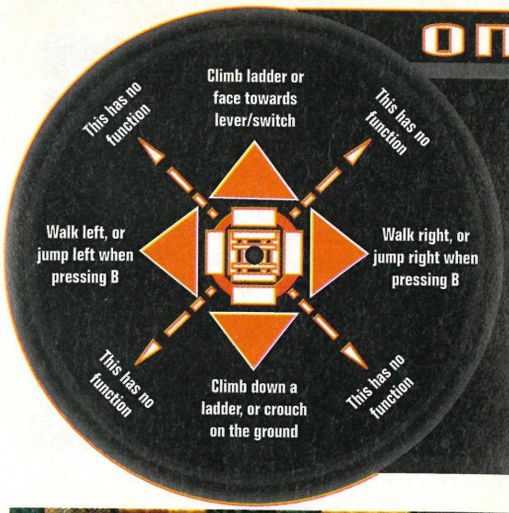
This one's been around on import for a while, but it's good to see it get the official release it deserves. What I like about it is that it's so different from other games of the genre. It may have the familiar ladders and ledges, but this is far from an ordinary platform adventure. No cutesy characters here, no siree. In typical Bitmap Brothers style, the muscular hero and the monsters all look harder than your average Millwall supporter. The sinister atmosphere is enhanced by moody, hand-painted backdrops and gritty sound FX – including realistic grunts, thuds and metallic clanking.

It plays as good as it looks, too. There are just so many different routes and methods to complete each world and, as in the best platform games, experimentation leads to secret areas and bonuses. You'll often see a glimpse of a treasure-filled room and wonder how the heck you get to it, and only by fiddling with loads of switches and levers will you find a way in. There are also plenty of interesting weapons and magic items to find, or buy in the obligatory Bitmaps shop.

All in all, Gods is a superbly designed romp with no shortage of gameplay to challenge your mind as well as your dexterity.

PHIL

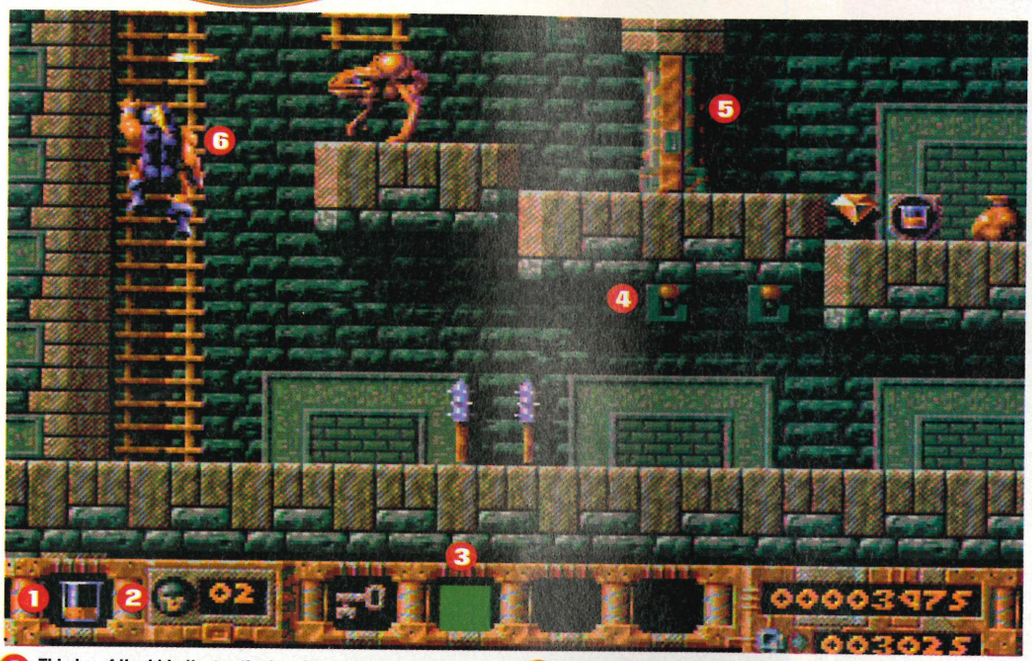
on the button



A – Throws whatever weapon Hercules is using at the time. Or, if he is facing towards a switch, this activates it.

B – Makes Hercules perform a mighty leap upwards, or left/right when combined with a direction.

C – Hercules crouches to pick up an object. This button also flicks between the items held in his inventory.



1. This jar of liquid indicates the hero's energy level. The fuller it is the better, but contact with baddies and their bullets rapidly drains it.
2. The number of lives our hero has remaining – he's not immortal yet! He loses a life every time his energy jar is completely emptied, and there are no continues given.
3. Your inventory has four spaces to hold items. However, you can only hold three at a time, as Hercules always drops what's in the space selected.
4. These levers do various things when pulled, sometimes removing hazards and occasionally activating new dangers. Fiddling with several levers often reveals bonus items.
5. Some doors open just by pulling the lever beside them, but most require you to find the relevant key. This door leads to a room full of treasure – and the all-important World key.
6. Hercules is very agile and can quickly climb up and down the many ladders in the game. He can even fire while holding onto a ladder with his other hand.

OVERALL 91%

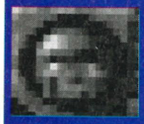
...the computer adjusts its artificial intelligence to compete with your increasing adeptness at the game.

As Phil switched on Gods, the first thing that came to my attention was the soundtrack – the title tune was done by Ultravox's John Foxx. The Bitmap Brothers are renowned for producing quality games, so I couldn't wait to start playing. Getting into Gods is relatively easy. Help is given for beginners, as are countless items to help this powerhouse of a hero on his way. You'll progress through graphically stunning mythical worlds in your quest to become immortal. One of the best things about Gods is the variety within each world. There are so many places to explore, some might lead nowhere, but most lead to secret rooms and treasure. All throughout, the graphics and sound FX keep this game moving at a brisk pace. Addictive and exacting action, and the pure depth of this game, means that Gods shouldn't slip you by. Are you man enough for the challenge?

STEVE

IMMORTAL ITEMS

Even rugged heroes need help. In *Gods* useful items can be collected or bought in the shop. Here's just a few of the ones on offer...



EXTRA LIFE
As there are no continues in the game, extra lives are highly prized. Which is probably why they cost no less than 20,000 credits each.

FAMILIAR
This weird winged creature follows Hercules around, flying out to attack any on-screen monsters. Well worth 30,000 credits.

FIREBALL
This is a Power 5 weapon that can be used in addition to your main weapon instead of replacing it. 12,500 credits to you, guv.

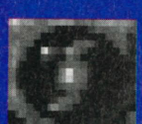
HEALTH
This restores some of your lost energy. An even bigger heart can be found or bought which replenishes even more energy.

FREEZE POTION
When activated, this magic spell freezes all the monsters for a short while, enabling you to pass easily through a tricky section.

SHIELD
It may look like a medical kit, but this is actually a shield which offers invulnerability for a few seconds. It costs 5,000 credits.

SPEAR
One of the most powerful weapons available, you can have up to three of these for much-needed extra firepower on later levels.

STARBURST
10,000 credits may seem a lot of dosh for an item that's only used once, but it does explode spectacularly, killing all on screen.

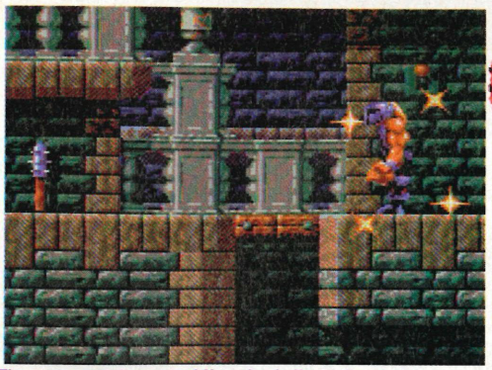


THROWING STAR
This is the second weapon up from the dagger you start with. At 5,000 credits a piece, three of these should see you through early levels.

INTENSE ARC
When collected or bought, this concentrates all your fire power into a straight stream. It's good for killing really tough monsters.

STANDARD ARC
This reverts your fire arc to the default. If you have three weapons, they are fire in the trajectories shown on the icon.

WIDE ARC
This fires one shot forward and the other two up and down. Very useful for killing monsters on platforms above and below.



The stars revolving around Hercules indicate that you're temporarily invulnerable to all hazards. This has enabled you to safely pass that spiky stick to the left. Quick, face the wall and hit that switch to open the trap door, then fall down it.

I have personally championed the cause for this game for years. I couldn't believe it when Sega refused to license what is surely one of the best platform games around. Full marks to the crusading boys at Accolade for finally getting this excellent game out onto the market.

Not quite as state-of-the-art as it seemed two years ago on the Amiga, Gods is still an action-packed romp through gothic dungeons and labyrinths that sees your stocky little Hercules character taking on all manner of refreshingly original baddies and bosses. The fire power at your disposal is fantastic, with your character being able to tool up up with a variety of different weapons at the same time, throwing spears or axes whilst firing fireballs, or employing an electronic eagle to seek out your enemies as you lay time-bombs in dark pits. This is a top-notch sprite-carving frenzy as monster after monster throws itself doggedly into your path and the computer adjusts its artificial intelligence to compete with your increasing adeptness at the game.

With quality gameplay and lush graphics (as only the Bitmap Brothers know how), Gods is one to check out at your local store. Give it a good half-hour; as the further you get, the better it all becomes.

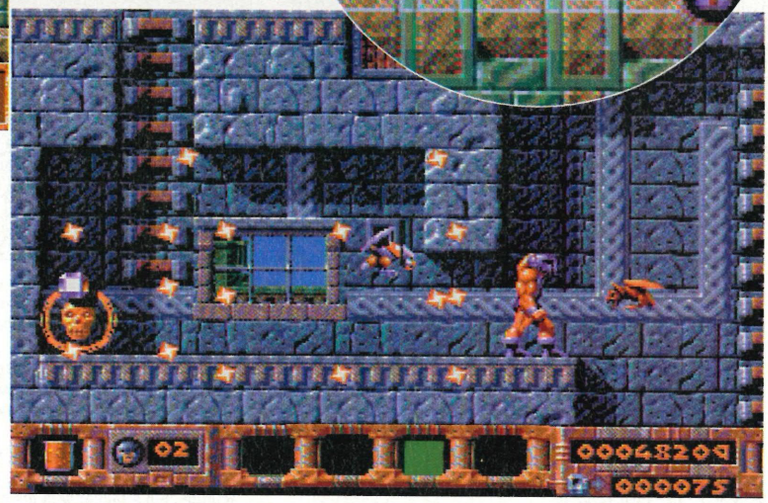
DAVE

(Left) Oh no, more of the statues are gradually coming alive, turning into winged beasties which attack you. I wonder what that switch does – it might be good or bad and may even activate something in another part of the level. Better grab that shield and get on outta here.

You've just activated a Starburst. It's a sort of smart bomb that sets off a chain reaction of explosions around the screen, killing the monsters. The winged creature following Hercules is his Familiar, which should see off that demon ahead – if the Starburst doesn't beat him to it.

(Right) Sometimes even the baddies can prove useful. This thief picked up that shield from a place you couldn't reach. By dropping one of your keys, you can lure him in your direction. Now you can simply shoot him and nick the shield! Poetic justice, eh?

(Left) What, you call this a bonus room? Those snakes in the golden chalices spit fire – and when you "kill" them, they break into a load of little snakes that have to be destroyed in turn.



FINAL VERDICT

"One of the slickest games ever produced, *Gods* combines gorgeous backdrops and sprites with grinding and clanking sound FX. The platform shoot-'em-up action is no disappointment, with puzzles galore to solve. A classic."

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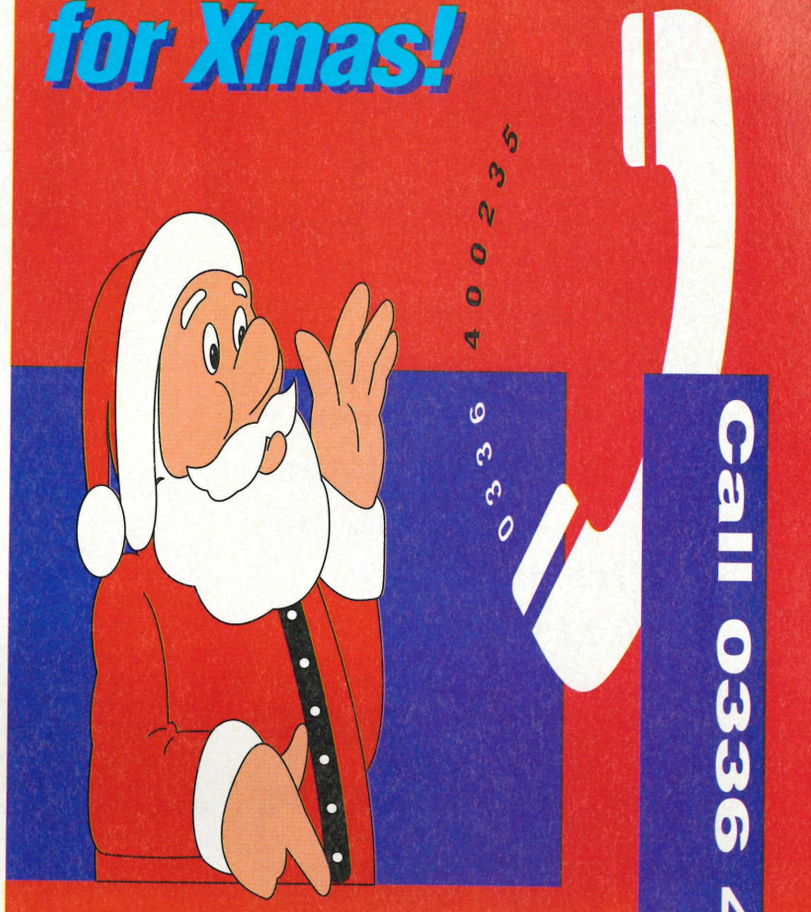

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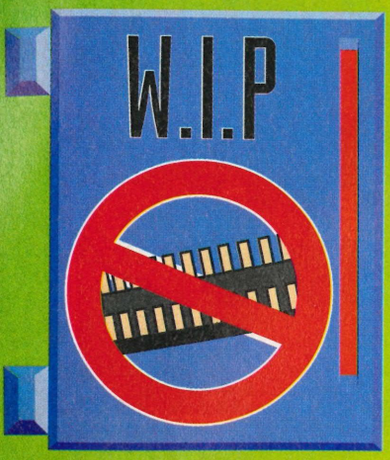


PELÉ

Those cool cats at Accolade certainly haven't been taking it easy since Bubsy. They've been training out on the pitch, taking tips from the subject of their new licence. Pelé's the name and football's the game...

We've had our greats in football. Think back, if you will, to the glory days: Sir Stanley Matthews, Bobby Moore, the Charlton brothers, Tommy Lawton, Tom Finney, George Best and even Ryan Giggs. But there is someone who is almost universally credited as being the greatest footballer that ever lived. Don't insult me by instantly thinking of that delightful Argentinian, Diego Maradona. Pah! I am of course talking about Edson Arantes do Nascimento. Who? Pelé, of course! In association with Accolade, the great man has helped design Pelé as the ultimate soccer simulation.

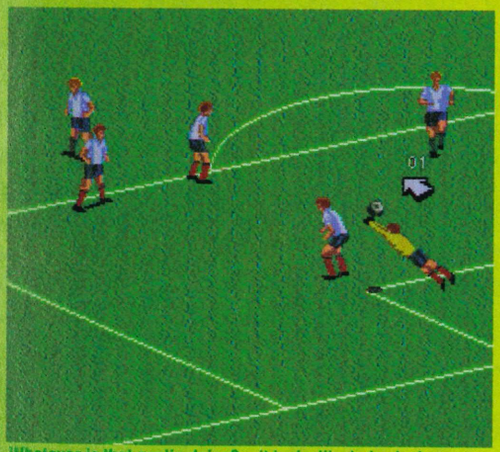
The list of honours for Pelé's distinguished career runs as long as your arm. With well over a thousand goals in as many games, Pelé goes down in history as the greatest goalscorer ever to have lived.

Alongside helping Brazil to win the world cup a record three times, Pelé received worldwide honours for his credit to the sport. Not only did he become the greatest footballer, he was also the subject of many films and books, made several movie appearances (remember "Escape To Victory"?) and forged a successful career in business. Other honours held by the Brazilian wonder include the International Peace Award which he received in 1978, Sportsman of the Century (check that!) in 1980, and Grand Marshall of the Rose Bowl Parade in 1987.

Despite achieving such glory and acclaim, Pelé is renowned for being a nice guy. His famous quotes include: "I've always been a team man, and I still am", "Please don't expect me to win games. We must work together", and "Pay attention to the young of the world, the children, the kids. We need them too much." Tributes from others reflect the tremendous effect and affection he has with people: "His humility and simplicity, a special magic he had."

In 1974 Pelé retired from professional soccer after 18 years with the same Brazilian club, Santos. However, a year later he came out of retirement to try and make soccer popular in the USA, where he joined the New York Cosmos. After wooing the sceptical American audience, his grace, charm and patience were qualities that set him apart from the usual American superstar. He finally retired for real in 1977 as undoubtedly the greatest soccer player of all time.

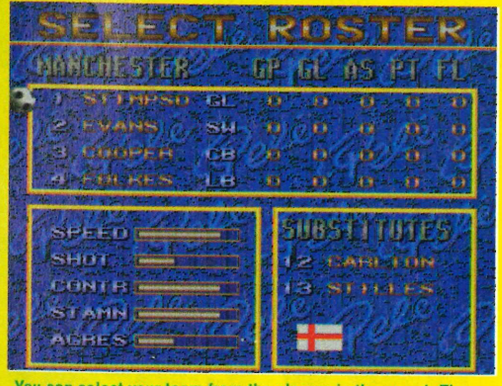
Fashion-conscious footballers can change the design of their strip, choosing the colour of their shorts, shirts and socks. You can even design your goalkeeper's shirt, though thankfully you can't go for one of those vile psychedelic styles.



Whatever is that goalie doing? – it looks like he's playing volleyball! In fact, he's just made a stunning save. As in most football sims, the keepers in *Pelé* are computer controlled – apart from when you get a goal kick.

It's the team strategy screen where you get to select from a whole load of formations – even the very old-fashioned 2-3-5. That nice chap Pelé is on hand with a beaming smile and good advice on which way to play.

A football game wouldn't be a football game without various cups and leagues. *Pelé* has its fair share, including a European cup competition. Liverpool have just thrashed Bucharest 4–0, but poor old Norwich are out.



You can select your team from the players in the squad. The statistics at the top show each player's games played, goals etc. The bottom-left window shows his various abilities: speed, shooting, control, stamina and aggression.

The beautiful game

With the World Cup rapidly approaching, all the software houses are jumping on the soccer bandwagon. Accolade have undoubtedly secured the most famous football player in the world, but what about the game? What sets Pelé apart from the rest of the competition? For instance, look at the competition that this game has to face. FIFA International Soccer, Sensible Soccer and even the wondrous J League have all set high standards in football simulations. With Codemasters and US Gold also planning World Cup releases for next year, Accolade are aiming for the big time.

Working in cooperation with Pelé, the Canadian programmers Radical Entertainment hoped to produce a game that was the best in the field. With his knowledge of football, they were able to place Pelé's theories into this game. His ideas on offensive and defensive strategies, as well as his ideas on contact in the game, have all been incorporated. For example, he believes that the winger should bring the ball down the side and cross it into the centre, rather than trying to bring it down the middle through all the traffic. This may seem rather obvious, but often these tactics are not considered in football simulations.

The game incorporates vividly detailed graphics which all add to the realism. Watch digitised players as they bicycle-kick, dive and slide-tackle on the scrolling pitch, shown from a 30–35 degree perspective – just like a TV camera view.

The playing options are very varied. You can lead a team through 40 games of league play, or enter a world-class tournament in the hope that you'll become champions. The game also includes a memory chip which allows you to save your position in either the season's play or the tournament, as well as allowing you to save the statistics compiled for your team. There are 40 worldwide clubs featured in Pelé, and all can be customised in exhibition play to allow adjustments in difficulty level by changing individual player attributes. These comprise the player's speed, shot accuracy, ball control, stamina and aggressiveness. Starting lineups can also be modified, and substitutions made.

Following the trend set by FIFA International Soccer, football chants and songs have been included in Pelé, so you can absorb the atmosphere of a real match. The playing perspective and large player graphics all combine to enhance the realism of the action.

Planned for a January release, Pelé looks set to beat its World-Cup-year rivals to the ball. To finish with the words of the great man himself: "I helped design the game, so you know it's realistic. I even provide playing and team tips on formation selection and attack strategies. The game's just the way I like it – physical, exciting and powerful!" You have been warned.

G-O-O-O-O-O-O-O-A-A-A-A-A-A-L-L-L-L-L-!-!-! What an incredible overhead kick: it sails past the diving goalie into the top corner of the net. You can do all sorts of spectacularly skilful moves in this game to rival the performance of even the great Pelé himself. You can even try lobbing the goalie from the half-way line if you feel lucky!

You can really curl those corner kicks in, just like Ryan Giggs. The ball flies over the defenders's heads and into the penalty area. Let's hope you can get one of your forwards to do a nice powerful header into the net. Mind you, it'll have to be pretty good to beat the computer-controlled goalie, who is extremely agile and doesn't let much past him.

What's this bloke think he's doing? It's definitely the goalie's ball so the forward may as well stop hassling him. The keeper can now give the ball a huge kick up the field, and unlike *FIFA International*, a goal-hanging forward can't block it.

Player number 6 is on the ball and he's only got the red-jersyed goalie to beat. Go on, my son, try swerving it past him into the bottom-right corner by quickly pushing the D-pad to the left after shooting, for that vital aftertouch.

You're not restricted to English clubs, or even European ones. *Pelé* allows you to choose from clubs located all over the world. Select the relevant country on this scrolling map and choose from a number of that nation's teams.

REVIEW

DUNE 2

Your vehicle factory is coming under attack from an enemy Quad. The radar map on the bottom-right shows that you've already explored a lot of the map area in the search for Spice.

This is how it begins... Your base starts as just the Construction site, with your vehicles and soliers surrounding it. Better start building some installations fast.

Before constructing installations, it's a good idea to first place some concrete slabs down for foundations – otherwise the buildings will need constant repairs.

You now have a Wind Trap power station and some concrete foundations. You are currently building a Spice Refinery, its construction progress shown by the blue bar under the icon.

Following the Dune CD RPG, Frank Herbert's best-known science-fiction novel has spawned a second, completely different game. Galactic Commander Phil King puts his thinking cap on for a purely strategic exercise.

If you're getting tired of all the usual platform games and shoot-'em-ups, Virgin reckon they have the answer to spice up your gamesplaying. The Mega Drive isn't renowned for its strategy games, so Dune II stands out as a rare example of this much-neglected genre.

As in Dune CD (70%, Issue 4), the game is set on a remote planet completely covered by desert. Named officially as Arrakis, this barren world is also known as Dune. This is the ultimate prize that the three warring factions in the galaxy are fighting for. Why? Because it's the only place where the legendary Spice is found. This strange substance not only bends people's minds but also warps the time-space continuum to enable instant travel to any location in the universe. Thus whoever controls Dune will rule supreme.

One of the strangest features of Dune II is that you're not necessarily on the side of the goody-goody Atreides faction – you can choose instead to fight for the insidious Ordos or even the evil Harkonnen.

Whichever you choose, you battle for planetary regions in sequence. Your first few missions merely involve harvesting a quota of Spice to win the sector. Later ones require you to destroy enemy bases and forces – sometimes from both the opposing factions.

The fighting takes place on a scrolling plan view of the planet's surface. Initially your base comprises just a construction yard. Moving your cursor onto this, you can select to build various installations, such as power stations, barracks, vehicle factories and radar outposts.

Possibly the most important construction is a Spice refinery. This comes with its own Harvester vehicle which can be sent out to collect the red Spice, bring it back and turn it into credits. The latter are needed to build more installations and create more soldiers and military vehicles.

Using the cursor, your forces can be sent anywhere in the sector, revealing more terrain and enemy forces as they explore new areas. Combat is automatic once implemented, with the opposing units firing at each other in turn until destroyed. It's a good idea to keep some forces around your base to protect it from the regular enemy raids. As your buildings get damaged, they seek to work properly and eventually explode.

Complete your mission and you're given a level password, so you don't have to repeat it. Later missions have more complex and difficult objectives, with the technological level of installations and weaponry gradually improving – you may eventually get to use nerve gas and nuclear bombs!

Saddam Hussein would certainly love this game. Who knows, maybe he's got a Mega Drive? Joking aside, if real-life warmongers got their destructive kicks on computer simulations instead, the world would be a much better place.

Your base comes under a massive attack from those blue Atreides vehicles. After taking too much damage, one of your buildings has just been blown to smithereens.

What a great strategy game this is. It certainly makes a refreshing change from blasting aliens or leaping between platforms. Some may compare it to titles like Populous and Powermonger, but Dune II doesn't quite fall into the "god game" category. It does have elements of that genre as you build up your base, choosing what sort of buildings to construct and how to spend your money, but there's far more military manoeuvring in Dune II.

Positioning your units to protect your base and harvester vehicle is simple enough, but on later levels you have to decide when to defend and when to go and raid the enemy base – and often how to go about destroying it.

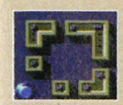
As well as the strategy getting more complex, perhaps the greatest incentive to keep playing is the way more high-tech weapons gradually become available – I still can't wait to use that Death Hand missile! The game certainly provides plenty of challenge and many hours of play: even the easier campaigns take about 30 minutes to complete. If you fancy a bit of strategy, Dune II is definitely the game to get.

PHIL

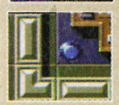
OVERALL %

87

BUILDING SUCCESS



BARRACKS
This enables you to train up new soldiers for the many battles ahead. With upgraded barracks, you can create three-man units.



DEFENSIVE WALL
This only becomes available on the later missions in the game. It forms extra protection when placed around your base.

OUTPOST
Available from the very first mission, this essential building produces a radar picture to warn you of any enemy attacks.

REFINERY
An essential building which comes with its own Harvester vehicle for collecting Spice and turning it into much-needed credits.

ROCKET TURRET
One up from your ordinary gun turret, this little beauty fires high-powered rockets at approaching enemies.

STAR PORT
Only available on the later levels of the game, this enables you to simply buy vehicles so you don't have to wait for them to be constructed.

VEHICLE FACTORY
Available from quite early on, this manufactures extra military vehicles to reinforce your little army.

CONSTRUCTION SITE
This is what you start out with. It is used to construct all your other installations and must be kept well protected at all times.

HIGH-TECH FACTORY
This upgraded factory only becomes available on later levels, where it is used to manufacture various aircraft.

PALACE
You only get one of these as a reward for being a truly great commander. It's basically a great-looking strategic headquarters for you.

REPAIR FACILITY
On early levels your vehicles get battered until destroyed. Later on, when you have one of these facilities, you can repair any damage.

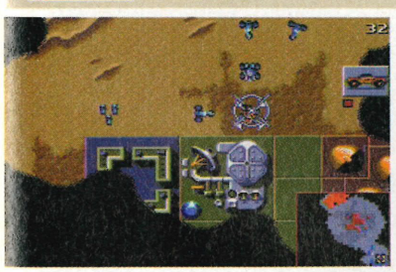
SILO
Your Refinery can only store a limited amount of Spice, so you need extra Silos if the harvested substance isn't to be wasted.

TURRET
These automatically fire at nearby enemies, so it's a good idea to place a few Turrets around your base.

WIND TRAP
This essential building supplies the power needed by the other installations. You may well need more than one Wind Trap.

As you make progress, more high-tech weapons gradually become available.

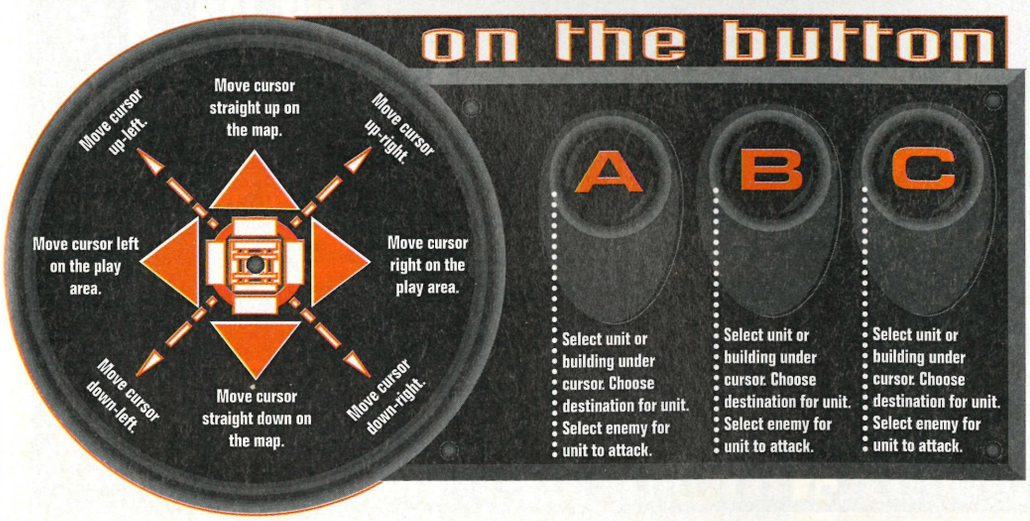
Oh no, your base is being battered by all those blue Atreides troops. They've already damaged your power station – hence the flashing lightning icon on it which indicates low power.



It was a brave attack on the enemy base, but your red Harkonnen Quad is about to be blasted to bits.

Your green Ordos Harvester vehicle collects the red Spice. It's a good idea to escort it with some Trikes.

on the button



Dune II is one of those games that will almost certainly have people comparing it to other titles. When you play, you can't help noticing how similar it is to games like Utopia, Mega-lo-Mania and the classic Sim City. A little bit of building, well, a lot in fact, a bit of war strategy and a liberal sprinkling of lateral thought are all part of the mixture that is Dune II.

Based around the plot of Dune, this is a brave and sensible move away from the laborious, two-dimensional point-and-click adventure that Virgin served us up last time. I personally am partial to games that require some thought, planning and cohesive strategy, and find the act of constructing and managing small worlds both engrossing and satisfying, but then maybe the fact that I'm a power-hungry egomaniac has something to do with it. I sat down to review this game and had to be torn away, some two hours later by publishers screaming "remember your deadline, remember your deadline!"

This game is better than I thought it would be and deserves to be a success, although it does lack the excitement that usually guarantees profits on the console.

DAVE

If you're a fan of games such as Populous or Utopia, I've no doubt you'll love this. Dune II is a total strategy game, with brain power required to get very far. There's no endless blasting of pointless aliens or anything stupid like that. But for me the game fails to grasp my attention. Yeah, yeah, it's all very well constructing all these buildings but quite frankly I can't see the point. Initially I thought, oh this is fun: defending my base and harvester vehicle did have me vaguely interested, but I did find it hard to get into the game.

I've no doubt that Dune II will appeal to a certain audience, but as someone who prefers his games with a little excitement, this game wasn't for me. I soon got tired of staring at the same screen and listening to those annoying samples of "Yes sir, acknowledged."

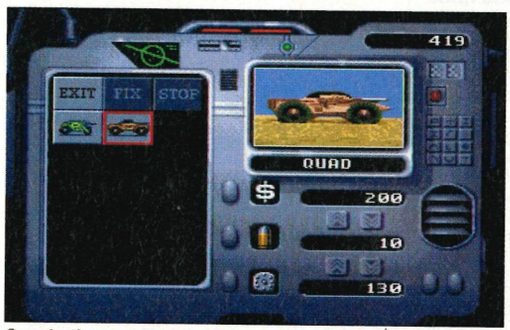
STEVE

The three coats of arms of the factions involved in the battle for Dune. You can join any of the sides, even the sneaky Ordos or the plain evil Harkonnen.

Hurrah! You've won the current mission by either obtaining enough Spice or destroying the required enemy targets. Now it's time to go and win another region of the planet.

Your top-right building has been destroyed and your Spice Refinery is under attack from blue Atreides soldiers. The hammer icon shows that you're currently repairing it.

You're in charge of the green Ordos forces here. Having just contructed a Spice Refinery, the hatched green area shows where you're about to place it.



On selecting your Vehicle Factory you can choose which sort of unit you want to build. As you upgrade your factory, you get a bigger choice of vehicles.

Your forces are in the wrong place as your base is attacked from the north by a sneaky Ordos soldier. A little tip here: you can crush enemy infantry by running them over with your Harvester!

MILITARY UNITS

As you progress through the missions, you gain access to much-improved vehicles, soldiers and mega-weapons. Here's some of those on offer...

CARRYALL
Although this airborne unit isn't really for attacking, it's very useful for ferrying troops and vehicles to another part of the play area.

COMBAT TANK
This isn't as fast as some of the lighter tanks, but it takes some destroying, thanks to its extremely heavy armour.

DEATH HAND
One of the real mega-weapons, this is battlefield support missile with a nuclear warhead that knocks out all nearby enemy forces.

DEVASTATOR
This heavily armoured tank is aptly named. Its twin guns make light work of blasting most enemies to pieces.

HARVESTER
You get one of these with every Refinery. It ventures out automatically to collect Spice. When full it returns to base to unload its harvest.

INFANTRY
You can have single soldiers or better still, three-man units. They're not as strong as vehicles and can be crushed by the Harvester.

MCV
The Mobile Construction Vehicle enables you to build a second Construction Site in a different area of the map.

MISSILE TANK
Another of the heavily armoured, big lumbering tanks. This is even more potent than the others, firing powerful missiles.

ORNITHOPTER
This strange bird-like aircraft has only light armour but is faster than ground vehicles and is thus useful for launching quick attacks.

QUAD
With better armour and weaponry than a Trike, this is a formidable force on the earlier levels, easily taking out enemy infantry.

SIEGE TANK
The biggest and best of all the tanks, this is the one to use when attacking the enemy's base. What a terrifying sight.

SONIC TANK
Instead of guns, this tank is armed with a sonic blaster which interferes with the nervous system or enemy troops. How nice.

TRIKE
This three-wheeled vehicle is great for zipping around the sand dunes on the planet surface. It's not very well armoured, though.

TROOPER
This is one of your super-trained soldiers, akin to the SAS. Instead of firing a gun, he carries a rocket launcher on his shoulder.

FINAL VERDICT

"It may lack the exciting action that arcade fans crave, but *Dune II* won't disappoint strategy enthusiasts. Its mixture of 'gods game'-style building and military manoeuvring will really challenge your old grey matter."

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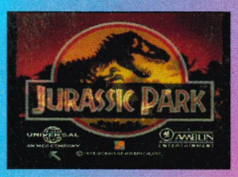

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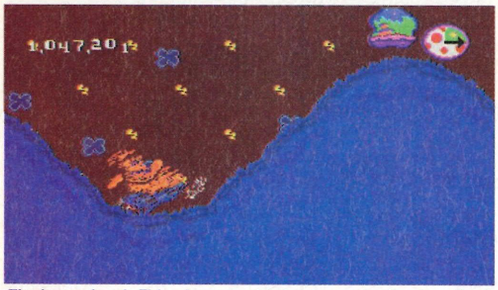
REVIEW

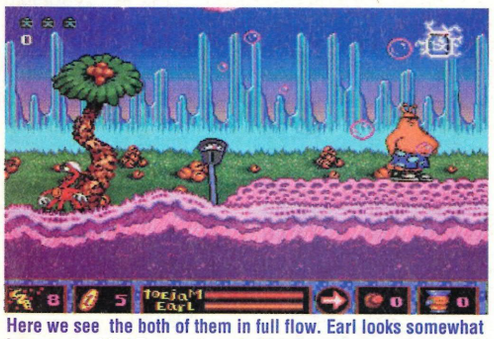
TOEJAM &

"Purple Haze running in my brain..." The words of the great Jimmy Hendrix. So, what has this to do with two aliens? Steve Bough went in search of the truth, and was confronted by the common connection: psychedelia.

This is a hugely funny sequence which shows ToeJam in his own personal display of jumping, for which he is being marked accordingly. There is room for improvement though.



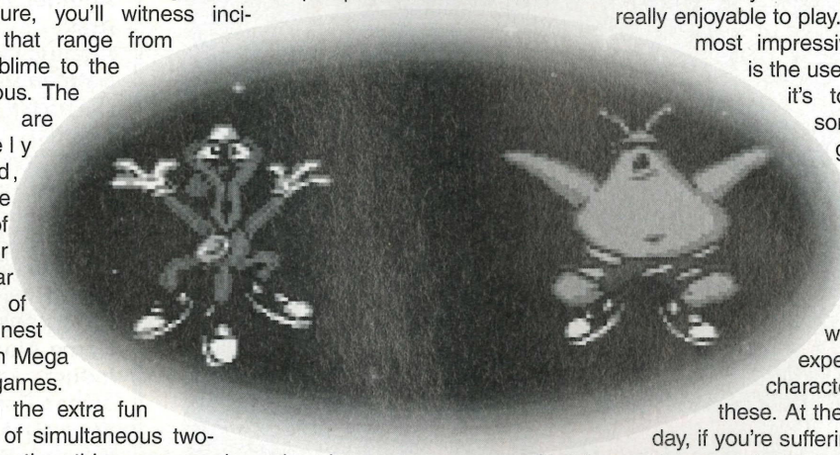
The bonus level. This gives you loads of opportunites to collect extra gifts. Holding down the C button will make you shrink, enabling you to duck the first exit you come to.



Here we see the both of them in full flow. Earl looks somewhat bemused, whilst ToeJam is up to his shenanigans as per usual. He's very lovable though.

This is what this game is all about. Earthlings appear all over the landscape and your object is to capture them and ship them back to their own planet.

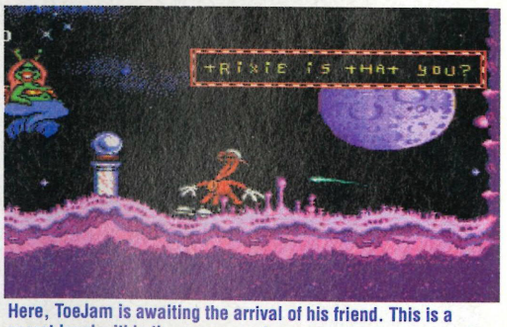
This latest release from Sega is a truly madcap caper. The story follows the two lovable aliens, ToeJam and Earl, as they try to rid their planet of earthlings. In this epic platform adventure, you'll witness incidents that range from the sublime to the ridiculous. The levels are hugely varied, and the use of colour is by far some of the finest seen in Mega Drive games.



With the extra fun option of simultaneous two-player action, this game can be enjoyed by anybody, providing they have a sense of humour. It's important to emphasise the humour factor within ToeJam & Earl 2, as this game is very funny. From the opening titles, you get the impression you're in for a bit of a laugh, and the game doesn't disappoint. Starting from the initial process of working out what each of these aliens do, to watching them perform a triple toeloop in the jumping competition, this game will have you smiling from here to Sirius B.

The idea behind the game is to send all the pesky earthling tourists back to their own planet. An arrow on the status display points to the nearest humans, who may be hidden behind trees and bushes. Reveal the humans and you have to shoot them several times to send them back to earth. In addition to chasing the earthlings, there are loads of secret features hidden throughout every level, including doors, teleports, bonuses and warps to subgames.

ToeJam & Earl 2 is a rarity in the fact that it's really enjoyable to play. One of the most impressive aspects is the use of colour – it's totally awesome. The game is massively bizarre, but that is the sort of thing you would expect from characters such as these. At the end of the day, if you're suffering from the Christmas blues, and didn't get Street Fighter II or Aladdin, take a look at ToeJam & Earl 2. If nothing else, you'll feel more compassion for our extraterrestrial friends. Nanu, nanu!



Here, ToeJam is awaiting the arrival of his friend. This is a secret level within the game – and on appearing here, you will be given loads of items and goodies. How nice!

Wow, this is one wicked game. I heard of ToeJam & Earl before, but never played it. When the second game appeared as a set of chips, I hurriedly thrust them into the board and waited for the opening titles. What greeted me was a mass of psychedelic colours, all colliding to form fantastic backdrops and stunning character animation.

This might sound all too far-fetched, but I can tell you that this is no ordinary platform game. It has you swimming in a sea of colours, controlling two characters that are utterly mad. Despite the weirdness, the gameplay is highly addictive as there are so many things to find. A new area or a secret room often awaits the daring, as do bonuses galore. The psychedelic feel to this game is also enhanced by the Funk Scan: this is like entering a Seventies world where hallucinogenic aliens meet Henry's Cat.

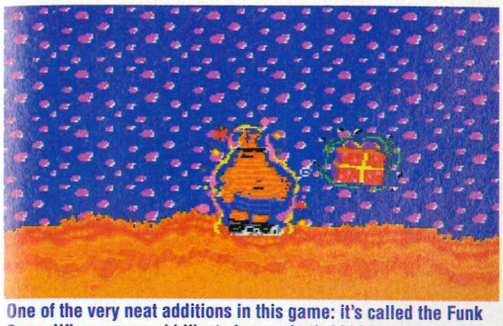
I loved ToeJam & Earl 2: you don't feel like you're playing a standard platform adventure, as the whole thing's just too weird. If you like innovative games, then I've a feeling you're going to enjoy this!

STEVE

EARL 2

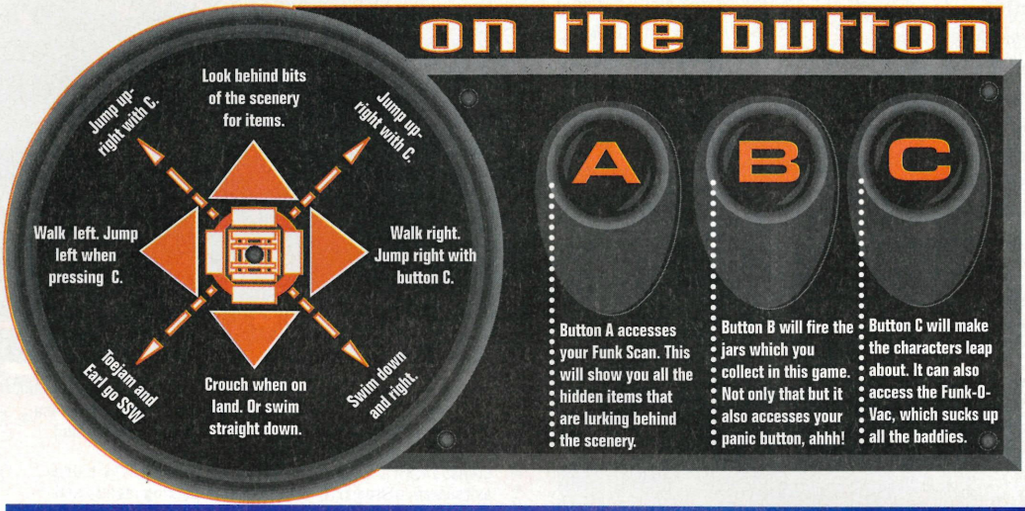
OVERALL %

83

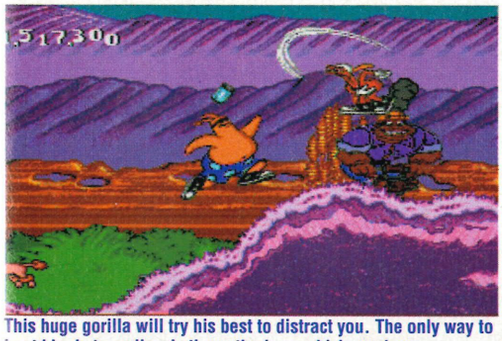


One of the very neat additions in this game: it's called the Funk Scan. When you would like to know what's hidden around you, check this and you'll be able to see.

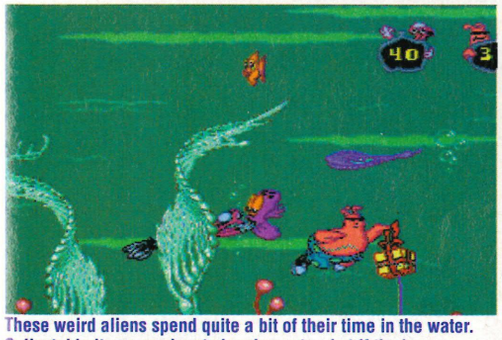
on the button



Game tips are shown when you stand in front of a post and press up. These are especially useful for beginners who don't yet know how this weird and wacky game works.



This huge gorilla will try his best to distract you. The only way to beat him is to endlessly throw the jars, which you have collected, at him. He'll eventually turn into a jar himself.



These weird aliens spend quite a bit of their time in the water. Collectable items are located under water, but if the heroes stay below too long, they drown.

Despite the weirdness, the gameplay is highly addicting as there are so many things to find.

ToeJam is shown here participating in his own singular adventure. As you see, an earthling is fast approaching the hapless alien. But why is he looking under the manhole cover? Well, it's because hidden underneath are various items ranging from jars and coins to the dreaded earthlings. Some of the best advice to follow in *ToeJam & Earl 2* is look everywhere. You'll find something worth finding under nearly every stone, tree, bush or in this case, manhole cover.

This game reminds me of the Wild Palms TV series: it's weird, wacky and you often haven't a clue what the hell's going on! Maybe this is really a device implemented by the mystical cult of Sega to warp the minds of young gamesplayers, but I don't think it quite works. Though mildly amusing, the cartoon humour hardly had me in stitches, while the action is often confusing. The worst bit is during two-player games, when one player can get left behind by the scroll: although you can press start to reappear on screen, it's still offputting. Other irritations include the part where you bounce on the springy foam: the two players nearly always get tangled up and lose their bouncing momentum.

Underneath all the great psychedelic graphics and general weirdness, ToeJam & Earl 2 turns out to be a pretty orthodox platform shoot-'em-up with dubious long-term appeal. I got really tired of shaking all those trees to reveal items, and I soon felt myself wanting to put down my joypad and play something else instead.

PHIL

If ever a game was programmed for spaced-out surfers, it's this one. The original ToeJam & Earl was an amusing concept, but it was too confusing for most gamesplayers, and as a result it fell flat on its face. This time, however, the game follows a far more traditional pattern and at first glance you could be forgiven for thinking that the console's craziest aliens have sold out to "platform normality". No way. All the humour and freakiness is still here. You get to stick humans in jars, boogie with mutants, fall into psychadelic sub-levels and even swim with bizarre kissing fish. The speech is suitably hip and would make even Bill and Ted sound like Shakespearean actors. The graphics are smooth, vibrant and funny.

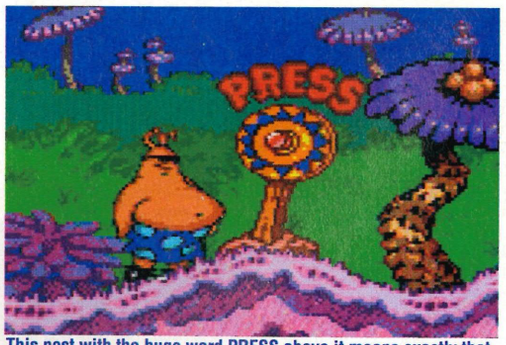
Game-wise there is a hell of a lot to do in ToeJam & Earl 2. Problems to solve, worlds to conquer and bonuses to collect, this is a huge game, and what's even more impressive is that it's overflowing with originality. It may not be everyone's cup of tea but hey, you can't win 'em all dude.

DAVE

1. This small squiggle will tell you how many Funk scans you have left. You only have a limited number to let you scan the scenery for items. Don't worry, there's plenty more to find.
2. Coins. These are invaluable if you are to find all the hidden extras within the game. Coins operate parking meters and reveal information about items.
3. The energy bar, which of course indicates how many more hits you can take. Energy can be restored but you do want to avoid being hit as much as possible.
4. The arrows indicate which way you need to go to locate the earthlings. When this turns green, you know for sure that there is a human in the vicinity.
5. The red doorbells show how many of your friends you have called on. Most have relevant information about certain things so they must be checked on.
6. Indicates how many earthlings there are left to find. Obviously in this case there are three and the arrow's telling you to go that way, so do it!

Riding a bubble right up to the sky. Well, hidden platforms actually. The trick with this is managing to keep them both staying on at the same time – no mean feat.

As the game's tips will inform you, press the red button. Pressing this doorbell will give you a message from one of the house occupants.



This post with the huge word PRESS above it means exactly that. They are not always visible: sometimes you have to put a coin in a parking meter to see them.

FINAL VERDICT

"*ToeJam & Earl 2* is a wicked game, but we feel that there could have been more improvement on the original. However, this is a massively funny game for those who have a great sense of humour. And of course, it's psychedelic!"

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GAMEPLAY	82
GRAPHICS	90
SOUND	84
ADDICTION	84

OVERALL 83%

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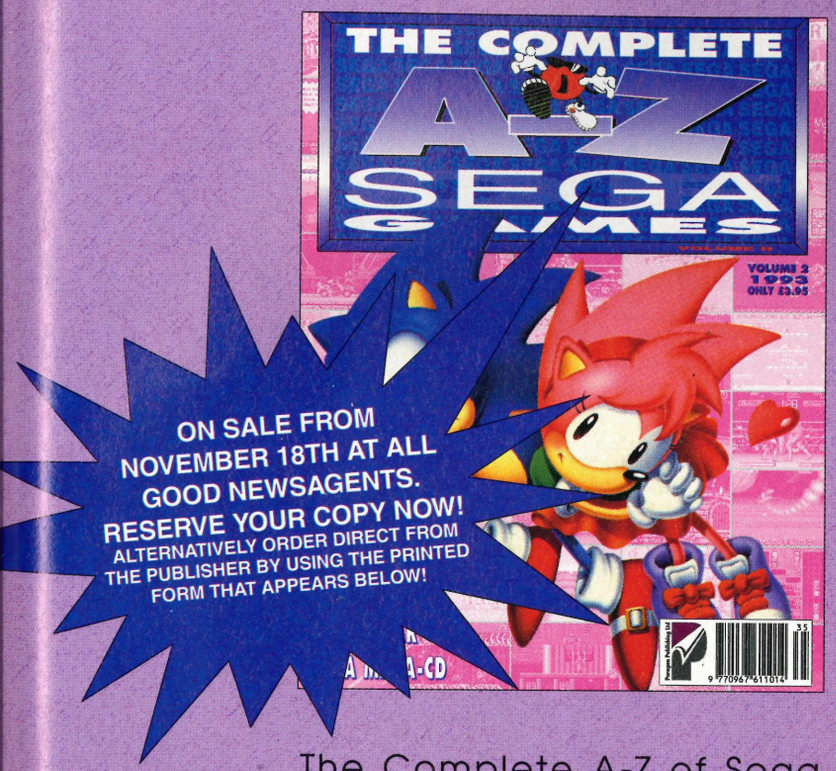

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NB: The Complete A-Z of Sega Games features reviews of games released between the launch of each Sega console and Christmas '93

PREVIEW

TINHE

The name MicroProse is normally associated with incredibly realistic flight simulations such as F15 Strike Eagle II. However, determined to break out of this restricting stereotype, their latest offering is an out-and-out arcade romp...

Tinhead. What does the name conjure up in your imagination? A man with tin for brains? A guy whose wife's name is Tina? No, you're all wrong. Tinhead is a turbo-boosted, metamorphic robot, whose aim is to foil the plans of the notoriously evil Grim Squidge.

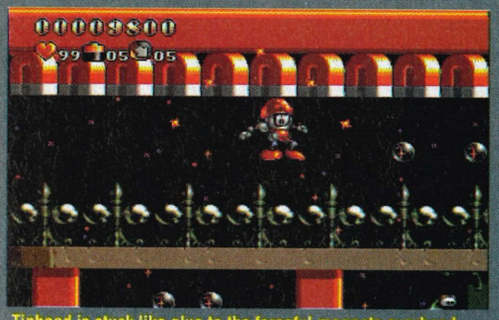
So, what has that naughty Grim Squidge been up to, to cause such anger in Tinhead? Well, he's only been stealing the stars out of the sky. If this sounds like yet another far-fetched idea for a game, you'd be right in thinking so. You'll witness Tinhead battle through four levels of weird alien landscapes, space ports, spooky star-cruiser wrecks and jungle-covered alien planets. His aspiration is to release the imprisoned stars, whilst trying to collect bullets, extra lives and points.

Throughout the game, Tinhead finds himself confronted by Grim Squidge's minions. His army consists of all sorts of mutations, from deformed rhinos to little pink fluffy creatures that spike out when hit.

To combat these, Tinhead has been armed with a multiple head-shot bounce-blaster. This powerful weapon is multidirectional, and by pressing button a, the player can switch the angle of fire. Smart bombs can also be found dotted around the worlds: when activated, they fill the screen with boinging, rebounding bullets that take out everything in sight.

One of the four hard-to-kill level guardians in *Tinhead*. This mechanical cast-off has rather unpleasant arms, which need to be destroyed before you can go about the job of killing this evil monster. It's all about timing.

Again timing is of the essence. If you don't time this one correctly, you'll find yourself squashed like a pea by this huge pounding hammer. If that's not enough those mean-looking space fish are a real pain.



Tinhead is stuck like glue to the forceful magnets overhead. Mind you, it's a good job as below lie in wait lots of spikes ready to pierce that fragile tin-like shell. Move along to the right and you'll be safe.

What were the skies like when you were old?, as the song goes. These aren't little fluffy clouds, but little fluffy pink things. When hit they puff out; when hit twice they explode. Serves them right, the nasty mutants.

Grim Squidge, the evil space alien is the culprit of this game. He's the one who's been stealing all the stars out of the sky. Tinhead must battle through four levels of wickedly hard action to face the final and death-defying confrontation with Grim Squidge. It's all up to you now! The burning question is, why the devil is he stealing the stars from the sky? Whatever does he plan to do with them?

All you readers born in the early Seventies, do you remember these? Well, they're called space hoppers. This one certainly helps Tinhead heaps on his travels. Don't get spiked, though, or the space hopper will burst, and you need it to reach those high places.

These spiked triceratops set in the Incaztecs, do cause problems for Tinhead, purely because a) there's so many of them about, and b) they are quite difficult to kill, normally requiring two or three shots. Make sure your directional fire is lined up accordingly.

Check out all these items. Most give you points but the batteries will help your energy. The pterodactyls flying overhead do cause some problems for Tinhead, but get his directional fire right and he should be okay. Mind where you land, though, as there may be spikes.

AD

Transforming tin

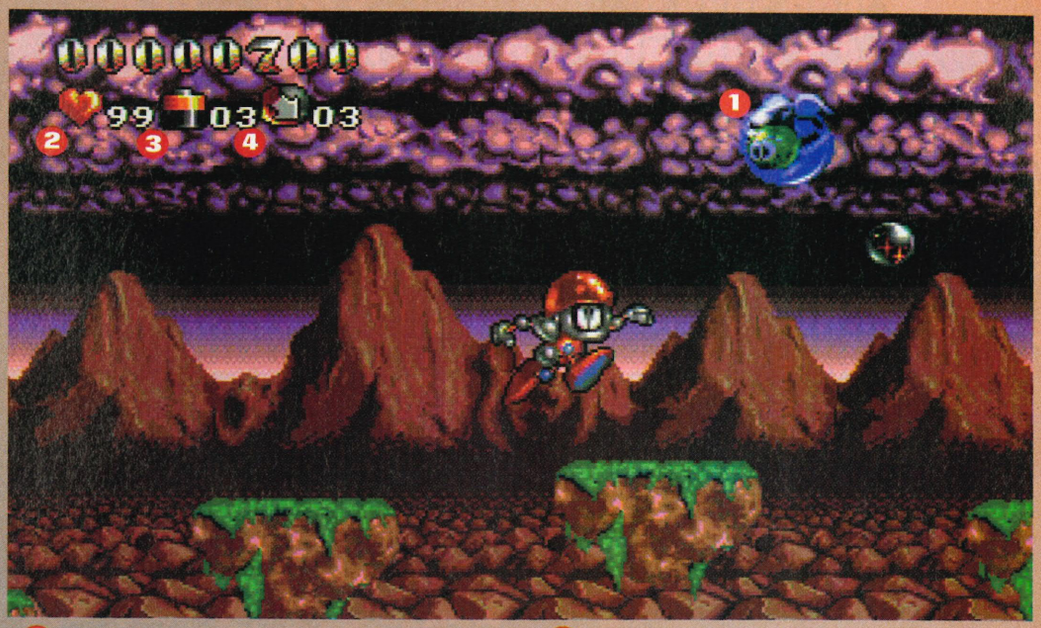
Throughout his perilous journey, Tinhead can find special power-ups which transform him and give him special abilities. For example, on the first level he can bounce around on a space-hopper – but mind he doesn't get spiked. Rocket packs attach themselves to his back, and helicopter rotors to his head, so he can fly around. He can also zoom over the landscape at turbo-charged speeds when his legs convert into a unicycle.

Tinhead is propelled throughout his journey – sometimes whether he wants to or not – by giant fans, which blow him in all directions. Catapults are strategically placed, which send this robust robot sailing through the sky. Then there are magnets, lifts and anti-gravity platforms to either help or hinder Tinhead.

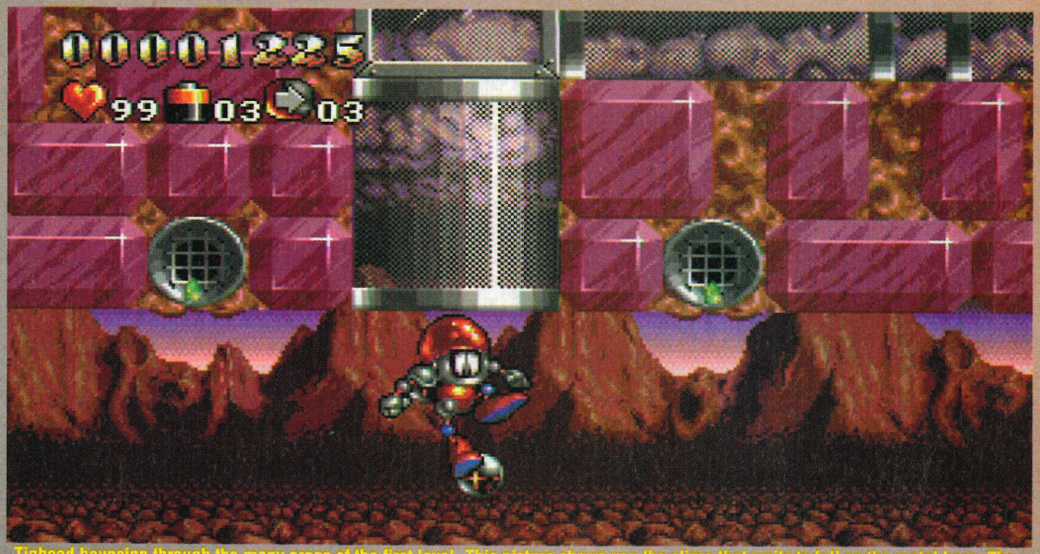
The game comprises four huge levels: The Crystal World, Space Port, Star Hulk and Planet Incaztec. There are three sectors in every level, and each has a restart point halfway through. Secret bonus stages have been added to each sector, making the total playing time much longer than initially anticipated. Tinhead will have you playing for ages. Whenever you find yourself stuck in the game, you can be guaranteed that there is a way out, it's just a matter of finding it.

The game has been designed specifically to take full advantage of the Mega Drive's graphics and sound capabilities. The Tinhead sprite features large amounts of complex animation at minimum storage and retrieval overheads. High-quality bitmap graphics are used throughout the game, so you can be assured of stunning detail and composition.

Released in March, Tinhead looks sure to set MicroProse on the map as far as quality platform games are concerned. And with more hot arcade releases in the pipeline, they look set to shed their "complex flight sim" image for good.

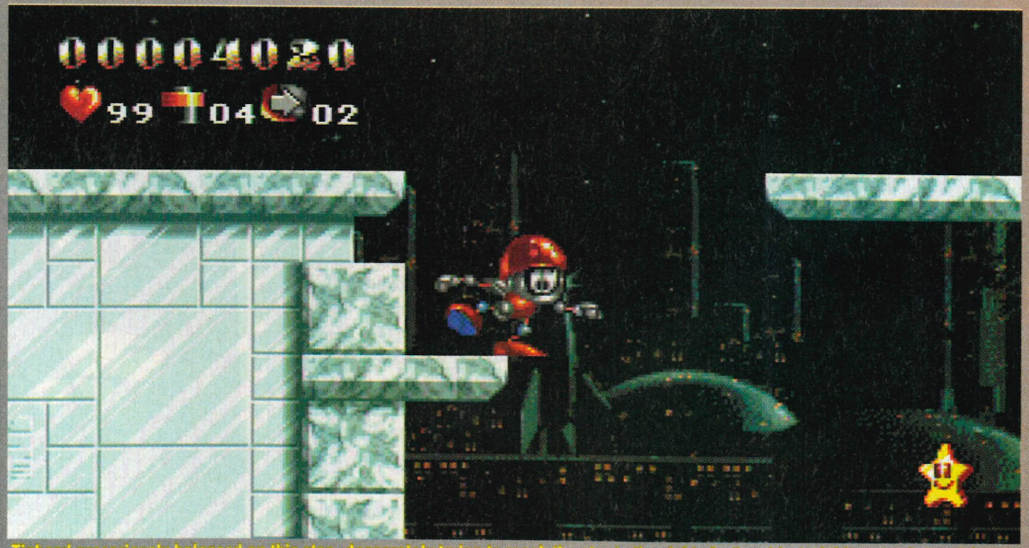


1. The blue meanies have escaped from the yellow submarine and ended up in *Tinhead*. One shot is enough to clear the route.
2. A heart indicates a life, and in this case Tinhead has 99, what a lucky robot. Extra lives can be found, but not in abundance.
3. The batteries indicate energy. There are lots of these handy items to be found and they'll keep Tinhead from dying so quickly.
4. This is Tinhead's tri-directional fire. His helmet is his gun, and will fire to the right and upwards and downwards.



Tinhead bouncing through the many areas of the first level. This picture shows you the slime that waits to fall on the metal hero. The slime does knock off energy, so be extra cautious while passing these tubes. Alongside all that, there are creatures on the ground, as well as stars, items and more enemies out to kill you, which they probably will if you are not careful.

Incaztec is the name of this level, and the dinosaurs give the impression you've either gone back in time or are in a parellel universe, 1,000,000 years from now. However, this is all rubbish as this isn't real.



Tinhead precariously balanced on this step, desperately trying to reach the star to the right. As the object of this game is to retrieve the stars, every effort must be made in order to collect them all. This means trying every possible route to locate these hard-to-find stars. Most are within reach but some you might have to work out a special route in order to obtain them.

CONTROL

TURBO TOUCH 360

Produced by: Triax

Price: £24.99

Suitable for: Mortal Kombat, Jurassic Park, Sonic 2 and any game that requires fast reactions.

"When it comes to serious games-busting this is the only pad for me. The big advantage Nintendo players have over Mega Drive gamers is the quality of the joypads that come as standard with their machine. Your average MD pad is way too stiff and insensitive, and when I first made the move from stick to D-pad, I found myself really badly frustrated by the inability to fine-control my characters on the screen. The Turbo Touch solved all this: its touch-sensitive pad allows me to execute even the most intricate of moves with lightning-quick efficiency. I never go anywhere without it now – after all, you never know when someone's going to want to battle you.

"I clocked *Mortal Kombat* within the hour thanks to the sensitivity of this pad and took *Jurassic Park* to the cleaners the first day I had it. It's perfect for games that require precise manipulation of the D-pad or instinctive reflex actions, although it does take some getting used to at first."

SG PROPAD 2

Produced by: Spectravideo

Price: £22.99

Suitable for: Street Fighter II and Technoclash

"The latest addition to my armoury, this is a pad that has gradually endeared itself to me, especially with the release of *Street Fighter II* on the Mega Drive. Wonderfully shaped and complete with six buttons, this is a pad of the future. Each of the fire buttons can be programmed to utilise auto-fire and there is a slick slow-motion option. It even has two extra buttons at the top of the pad (like the Nintendo controllers) which you can program to instigate any combination of the fire buttons at a single press.

"Easy to use, sensitive, and effective, all this pad suffers from is a lack of battery backup. When you turn off your machine you lose all your preset configurations. This is an important thing to look out for with all programmable pads. If you have to spend half-an-hour setting them up every time you play, then you might as well not use them at all. A small but very important fault, this is the only thing that prevents me from enthusing about this pad more.

"Packed full with easy-to-use functions, handsome, and ergonomically pleasing, this is certainly the pad for anybody who is struggling with the tricky three-button control method on *Street Fighter II*."

ARCADE POWER STICK

Produced by: Sega

Price: £34.99

Suitable for: NHLPA Hockey '93, FIFA International Soccer, Muhammed Ali's Boxing... all sports games, in fact!

"My Excalibur for the past two years, the Arcade Power Stick is the undisputed king of the console joysticks. This stick has become a part of me and is still my number one choice for playing sport games. Together we've enjoyed many happy victories on carts like *NHLPA '93, J League and Muhammed Ali's Boxing*. Robust, chunky and heavy enough to withstand even the frantic tugging inflicted in the heat of athletic battle, I fear no-one when I have this stick plugged into my console.

"Not quite sensitive enough for the more fiddly games or the complex moves of many beat-'em-ups and a little too heavy to carry around with you, this is the work-horse of the controller world and works best if used firmly planted on a solid surface.

"Complete with three individual auto-fire buttons, the Power Stick is tougher than any Tonka Toy and more reliable than the most expensive Rolex, this stick will last you for years and is worth every penny."

Ever tried to play games with a dodgy joypad? No fun, is it? Even if you're the best gamesplayer in the world, there's no way you'll ever beat that high score unless you use a decent controller. Revealing their top gamesplaying secrets for the very first time, the MPs tell all about their favourite pads and sticks...

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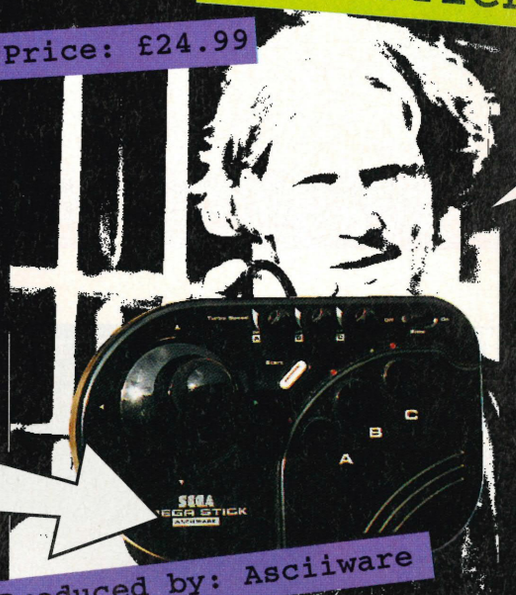
MEGA STICK



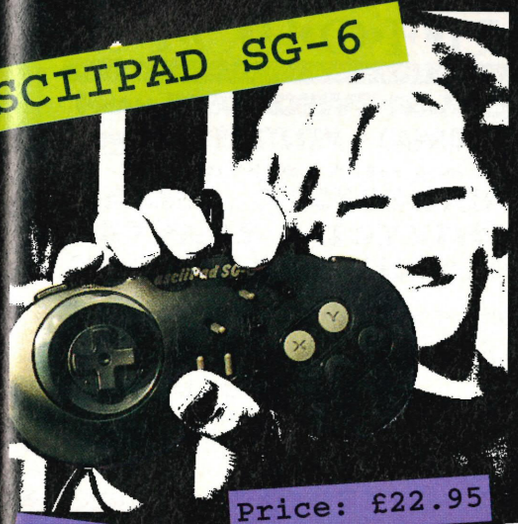
Price: £24.99

"If ever a joypad felt good in my hands, then this is it. The Mega Stick is smaller than the Power Stick that Dave describes as his favourite, but to me this is much better. Why? Well I'll tell you why: because this stick gives you ultimate and total control in those hairiest of situations. Again best placed on a desk or table for maximum control, the Mega Stick is made from sturdy materials: this joystick won't break even when dropped several times – which I've managed to do on a number of occasions.
"It's also very comfortable to use. The buttons are larger than normal, and more importantly don't hurt your fingers. The other most excellent features are the Turbo Speed fire options, making killing those level guardians so much easier; and of course the rather large directional knob which adds to the feeling of control. With the demands set by sports simulations on fiddly joypad control, this Mega Stick is my pick of the bunch. Try it and you'll see what I mean."

Produced by: Asciiware

Suitable for: J League, FIFA International Soccer

ASCIIPAD SG-6



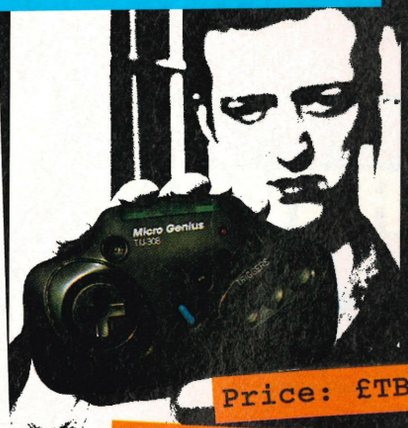
Price: £22.95

Produced by: Asciiware

Suitable for: Street Fighter II, Mortal Kombat, all violent games

"Mmm, this does feel slightly Nintendoesque, but so what? It has the SNES arrangement of six buttons, with two of them located on the top of the pad. This gives a great feeling when playing a game like *Street Fighter II*. The pad fits snugly into your hands, not too big, not too small, and therefore doesn't cause you any discomfort when playing. A problem with a lot of joypads is that they tend to hurt your hands after about half an hour's play.
"The AsciiPad is also great for shoot-'em-ups, as the six buttons can independently set to Turbo fire, for a rapid stream of bullets – up to 24 shots per second. Even better, you can really save your firing fingers by setting the buttons to Auto fire, so you don't even need to press a button. You can even stop this Auto fire temporarily (to avoid shooting pick-ups etc) by touching the button. To put the icing on the cake, there's a mode switch for normal three-button control, and a slow-motion feature. What a pad!"

REMOTE CONTROLLER



"There's nothing I like better than slouching back in my favourite armchair to play games. Trouble is, most controllers tie you to your Mega Drive and monitor with a fairly short cord. Thus the Micro Genius Remote Controller is just the ticket for couch gamers like me. With the cord replaced by an infrared system, you can sit (or lie) up to six metres away from the receiver unit which plugs into the Mega Drive.
"The pad itself both looks and feels reassuringly chunky and is very comfortable to hold, the moulded shape providing a good grip. There are only three fire buttons (hopefully there'll be a six-button version soon), but they come with a twin-speed rapid-fire function for those blast-'em-ups.
"I have to say that I don't like this pad as much as the Asciiware controllers, but it's great for playing late-night *Madden NFL '94* as I can sit back and munch my TV dinner. It's even better playing with a friend, using an optional second controller – hence the '1P/2P' switch on the pad. The only slight drawback is you need a couple of AA batteries to power each controller, but these last for ages."

Price: £TBA

Suitable for: all three-button games

Produced by: Micro Genius

FIGHTING STICK SG-6

"Another superb Asciiware product from the States, this huge stick certainly looks the business – and it doesn't disappoint. Although perhaps a bit cumbersome for fiddly platform adventures, this sturdy controller is brilliant for tough beat-'em-ups and blasters.
"With its six fire buttons it's a real corker for *Street Fighter II*. It's a toss-up whether to use this or the AsciiPad, as they're both excellent for this purpose. It's probably more satisfying bashing the incredibly durable stick around and it has the advantage of a rapid fire rate of up to 36 punches/kicks per second – great for 100 Hand Slaps and Lightning Kicks. Obviously, this feature makes the Fighting Stick a stonker for tough shoot-'em-ups too. Turbo and Auto fire can be independently set for each button.
"However, my favourite use for the Fighting Stick has to be for soccer games. It's tough enough to withstand the constant direction changing in *J League*, *FIFA International* and *Sensible Soccer*, and makes it far easier to obtain the diagonals needed. Give it some stick – it can certainly take it!"

Price: £TBA

Suitable for: beat-'em-ups, footy sims, shoot-'em-ups

Produced by: Asciiware

Found 'em!

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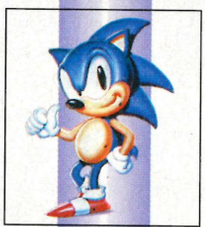

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Fresh from storming the market with the Speed Pads, Dragon have just launched the Dragon Fighter II Pad. This six-button joypad offers Turbo-fire and slow-motion control. It can also be switched to three-button mode for full compatibility with normal Mega Drive games. And the price? Just £15.99.

Extremely durable, the Dragon joypads surely represent the best value for money around. But you can save even more cash if you win one in this ace competition. Not only do we have five Dragon Fighter II Pads up for grabs, but also ten Dragon Speed Pads.

To stand a chance of winning one of these fabulous joypads, just answer this extremely difficult question:

Q. Which patron saint of England slew the dragon?

Send your entries on a postcard to: Dragon Joypads Competition, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

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MEMO

Imagine, if you will, a large museum sometime in the future, crammed full of technology that has been superseded or never quite made it for various reasons… "Oh look, there's Rolf Harris's Stylophone, and the Sinclair C5 over there on the left… but wait. What's that black thing, Mr Curator?"

The old man smiled slightly, a wistful look in his eyes. "What, that? Ah yes, that's the Sega Mega-CD. This version was its second form, the Mega-CD 2. Yes, this was a grand old piece of equipment. Did you know that they revamped the hardware design even before there were ten games available on it?"

"But what happened, Mr Curator, what did it do to end up in this museum of failures?"

"What did it do? Why, nothing, sonny. And that's the whole point." The old man sighed and sat down wearily. "You see," he mused, "the whole idea of the Mega-CD was that it would take players to 'the next level' of game-splaying. It would offer a high-tech platform years ahead of anything the other companies could produce, at a price that people could afford. It would handle ultra-slick games with better graphics, bigger levels and CD sound. It was going to be great!"

"And then what?" I asked the old man.

"Sega got it wrong… by the time the second generation of Mega-CD games had come out, Atari had launched their 64-bit Jaguar and the 3DO system was just being unloaded at the docks. What possible hope could a 16-bit CD system have of winning over new players when Atari had a 64-bit cartridge machine on the market for £200, and a CD drive being readied for under £150? It was a tragedy, and then to cap it all, Nintendo kept announcing newer and bigger machines, stealing the light from Sega's CD to the extent that it hardly even featured in adverts on telly anymore. Well, what was the point? There was little 'ground-breaking' software out on it; even games like *Thunderhawk* paled when you compared them to the 3DO and Jaguar…"

I looked at the old man, sobbing quietly to himself at the fate of another great technical achievement, mentally taking note of the legend emblazoned across his name badge. "Thank you, Mr Alexander, you've been most helpful," I tell him…

The next level?

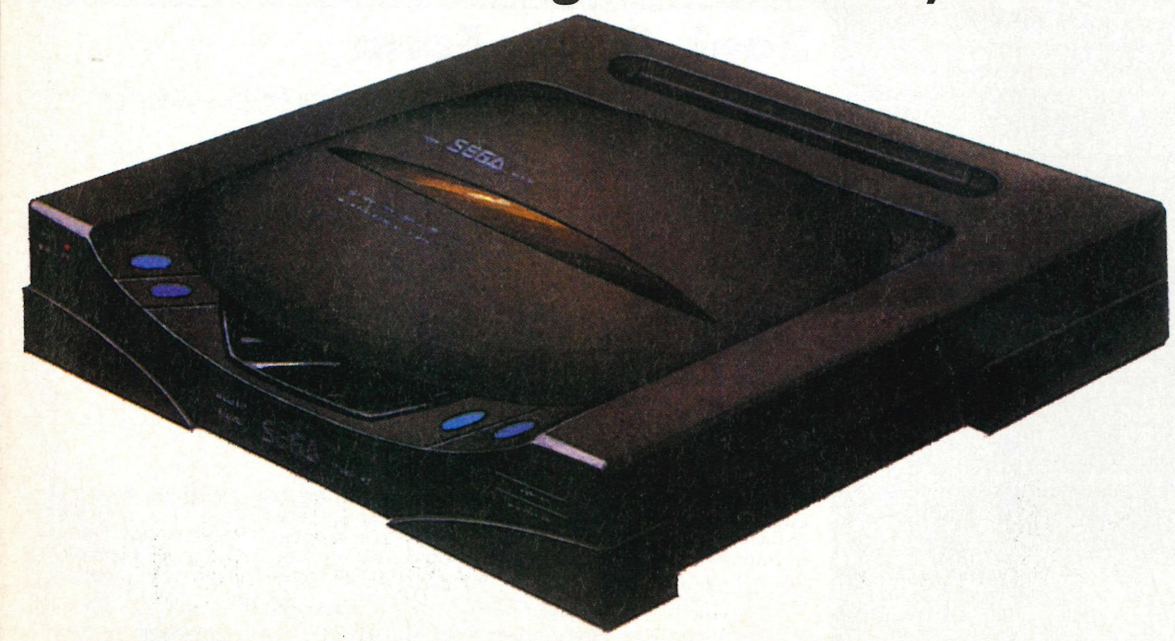
Okay, it may be a fantasy, but it's not that far from becoming a reality. As I write this, *Thunderhawk* has just hit the shelves and *Sonic CD* is proving to be something of a success (which must've surprised the hell out of Sega!), but if we can ease aside the euphoria of a good Mega-CD game for just a couple of minutes – and I know that's difficult, because I own the machine myself – let's get down to basics. Right, I don't have an axe to grind here. I'm a Mega-CD owner and a SNES owner, and I don't really give a tinker's cuss who brings out the best game as long as I own a machine I can play it on. I'm not interested in a, "My machine's better than your machine" argument, because what counts at the end of the day is the games. What I'm concerned about, and what you should be concerned about, is investing a huge wad of cash in something that hasn't really given us any value for money yet.

Look at it this way, if *Thunderhawk* and *Sonic CD* are the second generation of CD software (forget *Silpheed*, that's all hype and background graphics), then when the hell are we going to get something that really takes us to Sega's "Next Level"? Can the Mega-CD even handle games that could compare with what everybody is expecting to see from 3DO and Jaguar? CD development takes time, sure, but the Mega-CD is fast becoming outmoded by not only rival companies, but even Sega themselves. The Saturn project is still moving ahead nicely, and no doubt Sega will be preparing to launch in 1995, should they even get a whiff of a possible Nintendo launch in Japan. But the real news is that Sega's new baby is probably not going to be able to play Mega-CDs. Great. So now we're left with a big batch of shiny ashtrays. Assuming, of course, that we get enough decent CDs worth buying.

The question is, who's doing something to reverse the trend? Am I being too panicky, worrying unnecessarily while all along the software companies were busting their butts to bring us wicked CD titles at some point in the near future, ie before we all die of old age!

"Core's *Thunderhawk* is an example of something that can be done with the hardware, but it's just a culture shock to many people."

Fergus McGovern, of Probe Software



FMV?

If there's one thing the Mega-CD isn't overendowed with, it's quality games. David Graham decided to find out why...

"One of the best ways to gauge a machine's potential is to examine the number of companies developing for it."

One area where the Mega-CD is not suffering, thank you very much for asking, is in the 'interactive' game. This, of course, means point-and-click games like *Sewer Shark* as a poor example, and Konami's *Lethal Enforcers* as a better one. At present, a number of companies are working on titles like this. Digital Pictures, a US company, had a budget of around $3 million dollars for *Ground Zero Texas*, an interactive game which sees you wasting aliens who invade a small Texan town, and controlling cameras to track them à la *Night Trap*. Is this the kind of game you envisioned playing when you stumped up for your Mega-CD? No, me neither. But *Ground Zero Texas* is coming (in February), thanks to Sony. The previous interactive games we've sampled may be fun for a limited period, but the constraints placed upon you by the gameplay can soon lead you into the depths of boredom.

On a shovel

One of the best ways to gauge a machine's potential is to examine the number of companies developing for it. But this isn't a perfect milestick for the Mega-CD, since it's relatively easy for software publishers to port existing cartridge games on to it. It's called "shovelware" in the trade. You hate it, I hate it, and I happen to know that Sega Europe's big boss, Nick Alexander hates it, too. But that doesn't stop it from appearing on the shelves.

At present, there are very few major Sega developers who aren't working on CD projects of one sort or another. What's difficult is separating those projects into three distinct categories: interactive Full Motion Video (FMV), cartridge conversion and CD-specific. Or in other words, a game which could only have been done utilising the Mega-CD's storage space and scaling and rotating graphics effects.

Far from being at each other's throats on the issue, the majority of developers agree on the main reason for the distinct lack of quality software on the Mega-CD, even though the hardware has been out for over two years – if you include the Japanese launch.

"Well, I think that the machine hasn't been around long enough for people to get their techniques working to the best specification possible. And people have got to change their views on what a CD game is. What's happening at the moment is it's a case of loads of pictures or FMV up on the screen. But you've got to make it into something that's a CD game. What is a CD game? I don't know. That's the reason why everything out there is so rubbishy at the moment. Core's *Thunderhawk* is an example of something that can be done with the hardware, but it's just a culture shock to many people."

So says Fergus McGovern, of Probe Software, the people who coded the ever so slightly successful *Mortal Kombat* for Acclaim, and the guys who'll be bringing you the CD version of *MK* early next year. Culture shock or not, Sony Electronic Publishing's Director of Product Development, Phil Harrison, sees the situation in the same way:

"I think with any new format there are learning curves involved. But with something like CD it's not just a new format, but it's supposed to be a new way of developing software. So if you're going to go for more traditional cartridge-style games but with certain enhancements that CD gives you, then that's relatively straightforward, as has been demonstrated by a number of products.

"However, if you're going to go for a unique, CD-based product, then there's much more of a learning curve involved for developers. Now that's made slightly more difficult in the case of Mega-CD, because whilst we have a CD-based machine, it doesn't actually add anything to the gut horsepower of the MD. There is an additional processor in there, but most importantly, it doesn't give you any increased graphics or sound capability over and above the MD, particularly in the graphics area. Whereas most consumers think that CD will give them CD-quality graphics and high-speed FMV, that is more difficult to match on the Mega Drive/Mega-CD combination than it is say on PC, just because you're limited in the amount of RAM horsepower that you've got to play with."

Fair enough. Or is it? A number of developers cite Core's game, *Thunderhawk*, as an example of a game unique to CD. An example of how a good Mega-CD prod-

MEM or EMV?

uct should look. But wait, aren't we all missing something here? If *Thunderhawk* is the Mega-CD game that shows the machine off, just how did Core manage it? Sega have had the unit the longest, so why no similarly impressive product from them? It's here now, not next month or next year, so surely the other developers – or at least those who received the Mega-CD development platforms at the same time as Core – should have equally impressive software on the shelves?

We put the question to Richard Barclay, Core Design's Marketing Director.

"Well, we've always had a really close relationship with Sega right from the start. We were appointed as a third-party publisher for Sega Europe in January. The reason I think we became a third-party publisher so quickly was because we had a degree of credibility already. We've only been publishing as a software house full stop for three-and-a-half years, so it's a fairly magnificent achievement to actually be awarded a third-party licensee deal from Sega so quickly. We had already written five Mega-CD games for Sega worldwide – we'd done stuff for Sega Japan. We wrote the first one, *Wonderdog*, for JVC in Japan for the Wondermega, and *Wonderdog* was the flagship product for it. And then we did conversions of our other titles, *Jaguar*, *Wolfchild*... So by the time *Thunderhawk* came out [which only took six months to write, incredibly], we'd already got more experience in Europe of writing on CD mediums than anybody else, anyway."

Several developers have had the development kit for a long time, and they can't come up with anything, so you'd put the fact that you're so far ahead of anyone else down to that added experience?

"Well yes, absolutely. You could call it an inexpensive learning curve because we weren't developing products for our own publication. When we're actually in a position to dictate exactly what we want to publish, *Thunderhawk* will be a classic example."

Out with the old?

The one possible cloud on the horizon for developers is the mass of new technology – Saturn, Nintendo SGI, 3DO and Jaguar waiting in the wings. We'll see the latter pair next year, and the Sega and Nintendo efforts in 1995. So is it really cost-effective for publishers to produce games on the Mega-CD, a 16-bit platform, with so much new kit on the horizon?

Richard Barclay thinks it can be. "There's no firm release date for any sort of 32-bit status CD machine at the moment. I know there's talk about it, but there are no actual confirmed release dates for that. And I wouldn't imagine that it would happen until the middle of '95, anyway. But as you know, the way the software industry changes; every 18 months we're targeting our products at a completely new user base, anyway, or an increasingly more advanced user base."

So you're happy to keep going until a new base comes along?

"Well yeah, I think people have learned pretty quickly that you can't simply publish Mega Drive games as a CD."

Well, you say that but we're still seeing a lot of them!

"Well, yes I know, but that doesn't mean to say that there's an awful lot selling in particularly big numbers.

"I think that from now on, people are going to have to publish CD-specific products. You know, products that you just couldn't do on a cartridge. I think that's a natural progression for the market, particularly with consoles. On the MD, you have an absolutely massive age range of people who are using it, but particularly with the Mega-CD you potentially have a far greater, more discerning, affluent consumer, etc. And if those people want to buy a CD at £44.99, they're going to want to have £44.99 worth of software on a disc, and not £39.99's worth of MD game."

Stuart Dinsey, editor of the games industry's trade paper, CTW, also mentioned the learning curve involved in CD software development, but expanded further on the possible reasons behind the lack of quality titles available for Sega's flagship peripheral:

"There are two reasons. One is I think Mega-CD is obviously a stepping-stone product for Sega, and there's possibly a feeling in the development community that it is going to be a stepping-stone product, so perhaps they're not going all guns blazing on it. And then perhaps there are technical limitations of the machine. I'm not particularly technically-minded, but I imagine that it probably doesn't allow developers to do all the mind-blowing stuff that they would like to do with CD software.

"And secondly, I think it's important to remember how long good CD stuff takes to make, and we can all sit and say, 'Oh my God, the CD's been out since April' but a really good CD product takes ten months or more. So let's hope the really good stuff is going to start appearing the other side of Xmas. Because that's stuff that has been specifically made for CD. It's not like a MD game with bells and whistles, and it's set up as a Mega-CD product from day one, with the money put into it, with the thought put into it. And it'll be interesting to see what products like *Mega Race* from Mindscape are like, or *Lawnmower Man* from Sales Curve – they might not publish it, but I know they're doing a Mega-CD version – and I think it'll be interesting to see whether those type of products that we'll be seeing next year are any better.

"If they're not – if, come March-April time people are still feeling the same way about the Mega-CD – then it's quite obvious that it's really just a middle-man technology that was never going to set anybody alight. But I think that some companies and some products are on the way that hopefully will start to change the feeling about Mega-CD, which has really been clouded by messy titles like those horrible video things, and fairly predictable jazzed-up versions of Mega Drive arcade games or whatever."

Seedy software

That's all well and good, but it doesn't help anyone who went out and bought a Mega-CD expecting it to play ass-kicking games today. It's like the recent report about the man who bought one of the first Amiga CD32s on the market and then returned it the same day because it didn't have a single game available for it. Can we really sit through another three to six months of crappy, jazzed-up cartridge conversions, made more palatable by the odd *Thunderhawk*-type game until the really juicy software appears?

Over to Stuart Dinsey again. "I was talking to a major publisher only yesterday, and he said that the market for bells-and-whistles products is already over. The consumer is clever enough now not to fall for it, and any publisher who still thinks he can jazz a few things up, put a better soundtrack on it, whatever, and think he can get away with it as a CD product is going to start very rapidly losing money. The consumers are pretty clued up now. The ones who are already in the CD world are looking for the *Thunderhawks*, and they've already been burned a couple of times with products they've bought and they won't do it again. I also think that it's very damaging as well if these type of products keep coming out with this CD angle on them and end up confusing the public, with this, 'Well hang on, this CD stuff is supposed to be great but this is bloody awful!' One of the things I feel about CD games is – you mention the point-and-click ones with bits of footage – I think half of them are bloody unplayable.

"From what I've seen, I'm supposed to be impressed by the technology. I'm supposed to be impressed that when I'm thinking about picking up this item that's going to get me further in the game, I have to sit there for 20 seconds and watch a digital hand pick it up. You know, so what? I just want to get on with the game! So I think that a lot of development companies have to sit down and get to grips with the technology and hopefully we've just gone through year one, or even year zero, and for the public, it's sort of 'Hang on guys, we're working on it.'"

The one company who have had the Mega-CD longer than anyone else have yet to really put out a top game on it. So just what have Sega been up to? Why no benchmark piece of software from them?

"That may well be because," says Dinsey, "as you said earlier, Sega are busy working on stuff for the next generation of [hardware] products. If really gobsmacking products cost millions of dollars and take ages, they're probably best advised to already start working on the key products, whether it be a home version of *Virtua Racing* or whatever. I think they're best to start working on that now, so that when the Saturn or whatever it's going to be called finally arrives, they really will knock us dead, rather than working on something that might come out in February that's really, really good for the Mega-CD, then they find that in a year's time they're selling something else.

"I'm sure they'd disagree and say that they are actually working on some good products. They'll say, 'Oh look at *Sonic CD*', and I'm sure it's a good game, but it's not the next quantum leap that we're looking for. And I think it's quite clear that the Mega-CD isn't that machine. It's a stepping stone, and it's almost to give people a taste of where we're going without actually taking us there."

£270 for a taster is a hell of a lot of money, as anyone who has bought a Mega-CD will testify. How many of you can sit there with hand on heart and say that six months ago, if you had been offered the choice between a 64-bit cartridge- based Atari Jaguar with a retail price of £200, and the promise of a CD drive next year for £150, you would have taken the Mega-CD instead? Well, on the basis of what we've seen so far, I certainly wouldn't have done, so Danny Baker can come round to my house with the Atari version of the Daz Doorstep Challenge any time he likes. And Sega have the nerve to point to the Atari machine and laugh, then point at their own software

"if those people want to buy a CD at £44.99, they're going to want to have £44.99 worth of software on a disc, and not £39.99's worth of MD game."

Richard Barclay of Core Design

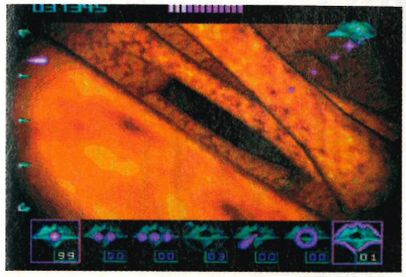
CD'S AT A GLANCE

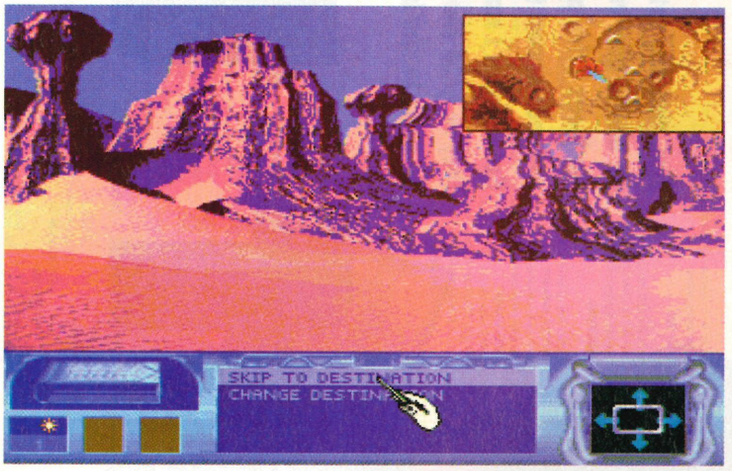
Slipped Discs
Sewer Shark
Hook
Any Make My Video title
Wolfchild
Prince Of Persia
Jaguar XJ220
Night Striker
Black Hole Assault
After Burner III
Silpheed
and many, many more…

The Bees Knees CDs
Thunderhawk
Final Fight
Microcosm
Lethal Enforcers
Joe Montana's NFL Football
Dune
Willy Beamish
Rise Of The Dragon
Sherlock Holmes I & II
Sonic CD

Coming Soon

Madden NFL '94	EA
Spider Man Vs Kingpin	Sega
Wing Commander	Sega
Mortal Kombat	Acclaim
WWF Rage In The Cage	Acclaim
Powermonger	EA
Another World 1 & 2	Virgin
Chuck Rock 2	Core
Dracula	Sony
Dune	Virgin
Indiana Jones	Sega
Joe Montana	Sega
Jurassic Park	Sega
Microcosm	Psygnosis
The Terminator	Virgin
Wonderdog	Core
Bubba 'n' Stix	Core
Aggressor	Core
Flashback	Sony
Liberator	Core
RoboCop Vs Terminator	Virgin
Sol Star	Core
Battle Core	Core
Mega Race	Mindscape





Some of the CD titles we've seen so far. [Clockwise from the left] The brave **Joe Montana's Football**, **Microcosm**, the disappointing **Silpheed**, **Lethal Enforcers**, the dull **Dune CD**, **Sonic CD**.

library and pretend that the Mega-CD is better?

Claws out

From the people we spoke to in the industry, it's apparent that there is a real danger that, provided Atari can rise to the challenge, the Jaguar could supersede Sega. Perhaps not in terms of hard marketing, but certainly in terms of gobsmacking games.

"There's no doubt that the Jaguar is a very, very powerful machine, and has technically superseded Sega in many ways," admitted Fergus McGovern. "In fact, Jaguar's technology is superb. Whether it's a machine which will be mass-marketed as well as Sega… I don't think that Jaguar will be able to compete with Sega at this present moment in time, but you know, stranger things have happened."

Sony's Phil Harrison agreed that Atari's big cat could put Sega out to grass, but saw things in a more positive light for gamers.

"There's always that risk. We're at a very exciting point in the marketplace, with a whole load of new platforms just over the horizon, all of which appear to be technically in the same arena. Bear in mind that the Mega-CD is a peripheral for an existing platform, so that doesn't really count. When you think about new platforms you've got Saturn on the horizon, you've got Nintendo/SGI, Jaguar and 3DO. They're all capable 3-D machines, with approaching-broadcast-quality graphics, and that starts to give consumers a lot more value for money, and they start to see the benefits of CD-based entertainment."

With the purchase of Psygnosis, Sony Electronic Publishing leapt into the CD arena, and already have a wad of products on the shelves and in the pipeline, thanks not only Psygnosis, but also to their tie-up with Digital Pictures in the US. Some of the discs are good, some are whiffy, but Harrison sees a definite future for Mega-CD users.

"Well, there are some companies at the moment, Sony being one of them, who can afford to develop products uniquely for the Mega-CD, or who can afford to develop them across different platforms. It's come from some companies who have made a sort of half-hearted approach and are finding that (a) their sales aren't very good, and (b) the cost that they incur in terms of development and expertise is never met. I think the golden rule in a new format is: either be first, or be best. And that seems to be lost on other people. We were first on the American market last year with a batch of products that were very successful. And the quality of those products has been superseded by some of the new stuff that we've got coming through, though that was not a benchmark in quality generally."

Although Sony have now pulled plans to release *Last Action Hero* as a CD, *Cliffhanger* is still on the way…

"Yes, and that falls into the category of having features which were uniquely designed for the Mega-CD. We've got sprite scaling in there and various additional features which you won't see on the cartridge version. It looks very good."

Hmm. We won't know for sure until it appears in January, and until then, Sony deserve the benefit of the doubt. Their other forthcoming attraction is, of course, *Ground Zero Texas*, which is an interactive point and click affair, although Harrison describes it as "more interactive blast-and-kill anything that moves."

It would seem that no matter how well intentioned publishers are, Mega-CD owners are still destined to see a three-way split in the software market: interactive FMV, cartridge conversions and CD-unique games. At the end of the day, the real test is the games themselves. And with a wad of releases pending for the Mega-CD over Christmas and into the New Year, perhaps we'll get what we're due. The answer, of course, is to avoid buying crappy games, thus giving the publishers a lesson in economics. But at the moment, that's easier said than done. One thing is certain, if the Mega-CD turns out to be nothing more than a poorly supported, stepping-stone taster, Sega are going to have a lot of very, very peed-off consumers trading their kit in for something else. I don't think we're meant to take their marketing line literally, but this is one case where being this good *is* taking ages.

A–Z of tips

Tips, tips and yet more tips are what we've got here. In the A–Z of Tips we aim to give you the most useful tips we can find for every game on the Mega Drive and Mega-CD. Updated every month, you can easily spot our newest tips as they are highlighted in red.
But it doesn't stop there. If you send us some new tips and we reckon they're good enough to print, we'll send you a £5 software voucher. So do write in and help make this the best guide around.

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AFTERBURNER 2
Level select
Hold A, B, C and press START on the title screen to enter a level select. Use the joypad to select a level, then press START to play.
Extra continue
When "game over" appears press LEFT, LEFT, LEFT, B, B, B, C, C, C, START.
Level skip
When "game over" appears hold down A, B, C and START on joypad two. Release and start on any stage up to 20.

AIR DIVER
Invulnerability
Go to the map screen and place the cursor over an area where there are no enemies. Hold START and press A, B, C, A, A, B, C, B, A and B. Now hold START until the game commences.

AISLE LORD
Avoid combats
Go to the config screen and choose no sound effects. Now press A, B, C, C, B, A, B, A, C, A, C, B, A. The screen flashes to confirm the cheat.

ALESTE
Level select
From the title screen, reset the Mega Drive ten times. Now enter the options screen while holding LEFT-DOWN. You should get an extra select option.
Extra continues
Pause the game and press UP, UP, UP, DOWN, DOWN, LEFT, LEFT, LEFT, RIGHT, RIGHT, C, C, B, A and START for 20 continues.

ALEX KIDD IN ENCHANTED CASTLE
Avoid sub-game
To continue the game without having to play scissors-paper-stone, go to any boss and as soon as the chit-chat is out of the way, press START to get the select screen, then START again to proceed.

ALIEN^3
Level select
Plug two controllers into the Mega Drive and go to the options screen. Press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN on the second joypad and you will hear a power-up noise. Start the game, then pause it. On pad one press C, A and B to skip the level.

ALIEN STORM
Unlimited continues
Choose Scooter. When your life gets to zero, self-destruct and you can carry on without dying.

ALISIA DRAGOON
Keep pressing START when your score's being added after each round for an extra life.

CENTURION
Password
Want the world? Type in this code.
QDUA YQ25 5555
55NK VKXW IPJI

CHAKAN
Level jump
In the practice mode, jump on the platform above the air portal then go right onto the small platform. Press START and choose Alchemy. Return Chakan to the Navigation level and the first 12 levels will be completed

CHUCK ROCK
Level select
On the title screen press A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT, A. The guitarist stops playing and smiles. Press A, B and C together to make him smile again. Start playing and use the following combinations to skip levels:
A and UP – forward one level
A and RIGHT - forward one stage
A and DOWN – back one level
A and LEFT - back one stage

COOL SPOT
Level select, time, health
Pause the game and press A, B, C, B, A, C, A, B, C, B, A, C then unpause.

CRUEBALL
Level select
Listen to level six on the sound test, then press A, C, A and B followed by START. During the game, press B and UP to advance levels.

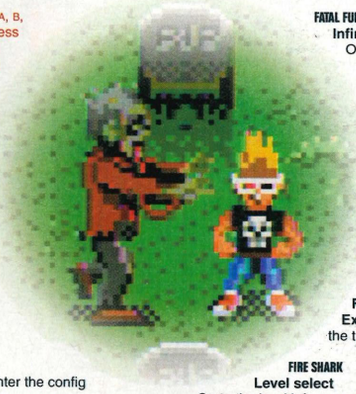
CURSE
Level select
Press RESET, then button A and START. You'll then enter the config screen and be able to choose your start level.

CYBERBALL
Password
Enter CGBB B8FB BB2V to win the game with the Chicago Killers.

DANGEROUS SEED
Extra credits
Enter your password as:
7R2KUL6RSZXSK6NHGS
DCB720663RI2HO785P

FANTASIA
Extra items
Start stage one, go down the stairs and shoot at the two enemies. Two brooms will appear from the right. Take these to the left and shoot the first one, then loads of items will appear.

FASTEST ONE
Invincible tyres
Choose World Championship Mode and enter HAPPY NEW YEAR as your name.
Better tyres
Press A and START together to enter a hidden option screen.



FATAL FURY
Infinite continues
On the continue screen, hold UP and press A, B and C together. Let go and press them again and the credits will pop up each time you do it.

FERIOS
Extra credits
When Chapter 1: Devil in Diros comes on screen, press C, A, B, A, C, A, B, A.

FIGHTING MASTERS
Same players
When selecting the first player, put your cursor over your character and press UP and A simultaneously. Player two will now also appear as this monster.

FIRE MUSTANG
Extra life Just hold LEFT and C then press START on the title screen.

FIRE SHARK
Level select
Go to the level info screen and press A, C, UP and START to enter the round number.

FLASHBACK
Level codes
Level 7 (easy) – INCBIN
Level 7 (normal) – CLIP
Level 7 (hard) – KALIMA

HELLFIRE
Extra continues
Choose hard from the options screen then go to the sound select and listen to any tune for 70 seconds. The game should start and replace the difficulty setting with "YEAH RIGHT". Cheat mode is now active and you have 99 continues.

HERZOG ZWEI
Password
Use JLJOIGLAOKN to get to the last level.

HUMANS
Passwords
Level 60 – YNTBXYJYNWLK
Level 70 – VMPKNRSXXYTR
Level 80 – XPMNWJKFNQZC

THE IMMORTAL
Invincibility
Wait for the level name to appear then hold START. Now hold A until the game appears and finally release A to initiate invincibility.

INDIANA JONES & THE LAST CRUSADE
Level select
On the Lucasfilm logo, press A, B, C, B, C, A, C, A, B. The level option should show SHHHHHHH.

INSPECTOR X
Infinite credits
When the continue option comes up after dying, hold DOWN-RIGHT and hammer away at the C button until the credits start to climb.

JAMES POND
Open all exits
Press C, LEFT and START on the title screen. When playing, press A, B and C while rotating the joypad to open the doors on the level.

JAMES POND II: ROBOCOD
Level select
On the title screen press A, C, DOWN, LEFT and START, then before you know it, a level select will be yours.
Invincibility
On the first roof, collect the objects in the following order: Cake, Hammer, Earth, Apple and Tap.
Infinite Lives
In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman.

JAMES "BUSTER" DOUGLAS

Level select
Hold A after the Sega logo has disappeared and then press B till Gainax is whisked away. Now hold C and press START when the stars come out. A chime will confirm the cheat. During the game, press C to skip the level and B with UP to increase your hit points.

ALTERED BEAST
Infinite continues
Press START and A on the title screen to continue from the last game played.
Character select
On the title screen hold LEFT-DOWN, A, B, C and START to select the character you play.
Extra options
Press START and B on the title screen for more options.

ANOTHER WORLD
Level codes
Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

ARCH RIVALS
Easy scoring
Vinny's the best character. So start with the ball and pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot and you'll nearly always get a three-pointer.

ARCUS ODYSSEY
Level jump
Enter EEEEEEEEEE as the password to start on level five with six reverse dolls.

ARNOLD PALMER GOLF
Super shot
Enter your name as EVE and you will be able to hit the ball great distances.
Hidden game
Take over 100 shots on a hole. Wait for game over, then press A, B, C and UP for a hidden game of Fantasy Zone.

AYRTON SENNA'S SMGP 2
End password
Use SENNA or CHAMPION as your password to see the end of the game.

BACK TO THE FUTURE 3
Stage select
Pause the game, hold A and press UP, DOWN, LEFT and RIGHT to go forward a level.

BAD OMEN
99 balls
During the title menu press buttons A and C together, then START. The screen switches and you will notice that your ball stock has increased to 99.

BATMAN: REVENGE OF THE JOKER
Passwords
Stage 6 guardian: 6300
Stage 7 guardian: 7200
Cheat
You don't lose your invincibility capsules when you die, so you collect them again and again after dying, storing up dozens to use against the bosses.

BATTLEMANIA
Strange scene
When the Sega logo appears, frantically press START on the second joypad and something weird will happen.

BATTLETOADS
Level three warp
Battletoad-butt the two pigs at the start of the first level and run to the first platform to find a glowing warp. Quickly walk into it and you're offered the chance to warp up to two levels.

BIO HAZARD BATTLE
Level select
When the Sega logo appears, hold C and press UP, UP-RIGHT, DOWN-RIGHT, DOWN-LEFT, LEFT, UP-LEFT and UP. Then press START for a level select.

BURNING FORCE
Extra lives
When the title screen disappears, press B, A, B, A, A, C, A, A and START to get ten more lives.

CASTLE OF ILLUSION
Extra life
Start the game and press LEFT, LEFT, LEFT, DOWN, RIGHT, LEFT and RIGHT on the title screen for 99 credits.

DARIUS 2
Zone select
Press C, A, C, B, C, A, B, A, B, C, A on the title screen.

DECAPATTACK
Extra lives
You can get extra lives by jumping straight down onto the springy poles. As you hit the top keep springing up and down and the pole segments should light up. When they're all lit you have an extra life.

DESERT STRIKE
Extra lives
To add ten lives to your Apache, enter the password BQQQAEZ and any level password.
Level codes
Level 2 — WQJROBZ
Level 3 — VLJKKTY
Level 4 — BTTIKLK

DRAGON'S FURY
33 balls
Try entering 0956335555 as the password for 33 balls.

DEVILISH
99 balls
On the title screen, hold A, C and LEFT , then press START.

DINOLAND
Test card
When the Wolf Team logo's onscreen, press A, B, C and then START.

DJ BOY
Action replay
Watch the demo when you've completed a game – it's your game over again!

EA HOCKEY
Best shots
Slap shot from the blue line, using LEFT and RIGHT to direct the puck. Close shots are best performed slowly with lots of dribbling directly at the keeper and then pressing C.

ECCO THE DOLPHIN
Level select
Enter PLEASE on the title screen followed by any of these letters: EE, FF, GG, HH, II, KK, OO, QQ, UU, WW or ZZ.
Code
Enter SHARKFIN and press START. Your sonar now kills jellyfish and you don't need to go up for air.
Infinite lives
Enter the code NIHPLODS.
Invincibility
During the explanation of the next level, hold A and START. Unpause and you'll be invincible.

ELEMENTAL MASTER
Hidden options
Press A and START together to enter a hidden option screen

EL VIENTO
Level select
Press START during the game, then UP, LEFT, RIGHT, DOWN and B to jump to the next stage.

ESWAT
Level select
When you complete the game properly, you can go to any level by pressing RIGHT-DOWN and A, B, and C simultaneously on the title screen. Just press START to get the select.

EVANDER HOLYFIELD'S BOXING
Green goddess
Start a new career and enter your name as The Beast. You'll turn green and have superhuman abilities.

EUROPEAN CLUB SOCCER
Password
Enter A6UAA61AA to get in the final.

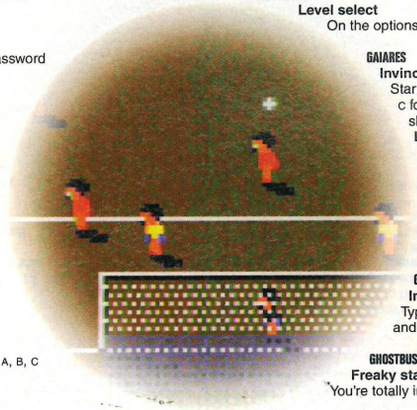
F-1 CIRCUS
View ending
Choose world championship. Enter your name then press UP-LEFT, B and START.

FAERYTALE ADVENTURE
View ending
Last code – CYGNUS

FORGOTTEN WORLDS
Infinite continues
Start in two-player mode, then when player one kicks the bucket, just press player two's START button rapidly to get him in the game.

GADGET TWINS
Level select
When the two planes appear, press C, A, RIGHT, LEFT, then repeat.

GAIN GROUND
Level select
On the options screen press A, C, B, C.



GAIARES
Invincibility
Start playing then pause the game. Hold LEFT, A and C for a second then continue the game and you should be trouble-free.
Level select
Plug in two controllers and press START and B on pad one to go to the options screen. Select tune 18 and hold down A on pad two then select exit with pad one. Still holding A, press C on pad one and hold them down until the Sega logo disappears. Now press START for a level select.

GALAHAD
Infinite lives
Type in LTUS as your password then press A, B, C and START to skip levels.

GHOSTBUSTERS
Freaky stairs
You're totally immune to the ghosts while on the stairs.

GHOULS 'N' GHOSTS
Invincibility
Go to the options screen four times. When you get back to the title screen press A, A, A, A, UP, UP, LEFT, RIGHT, LEFT and RIGHT. Then hold B and press START to enter the fray unharmed.

GLOBAL GLADIATORS
Level skip
Pause the game and press B, C, B, A, B, B, C, B, A, B. Unpause.
Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOLDEN AXE
Level select
Hold DOWN-RIGHT, B and START simultaneously on the title screen.

GOLDEN AXE II
Extra credits
Move the cursor to the Options choice on the title screen and press A, B and C simultaneously. Keep them held down until you enter the options screen, then let go of A. Move to the Exit option and press START. Choose one or two players then a normal game by pressing A. Credits should now be eight.

GRANADA
Dopey git
Once you've completed the game, wait till the music's finished and press A. Now your character will fall over – straaaange.

GRANDSLAM TENNIS
Hidden options
Enter CONFIG followed by full stops as your password.

GYNOUG
Level select
On the options screen, put the cursor on 'controls'. Hold down button A for about five seconds to bring up a level-select screen.
Easy mode
On the options screen, put the cursor on 'game level' and hold down A, B, C and START simultaneously.
Infinite credits
When the Game Over message appears, hold LEFT, A, C and START.

HARD DRIVIN'
Easier challenge
You don't have to race the Phantom Photon on the stunt track, just smash through the barrier to go around the speed track instead.

HEAVY UNIT
New skill level
Hit A, B, C, START on the title screen.
Extra continues
Wait for the Game Over message to appear then press UP and START together. You can only do this once, so only use it when you've got a chance.

JOHN MADDEN '92
Passwords
0465100 – quarter-finals
0075121 – semi-finals
0475352 – superbowl

JUNGLE STRIKE
Password cheat
By changing the first letter of most passwords, you can usually access about six other levels. Also, the password BNSH3N6MHJK puts you on level one with four lives and the ability to select your preferred co-pilot.
Level codes
Level 2 – RLSMJFYBLML
Level 3 – 9V6JV4MGDBS
Level 4 – XTMCR9WNMCJ
Level 5 – VNPYV6PC3X4
Level 6 – W6MDY39VSPP
Level 7 – THCYV4MHPPM
Level 8 – 7GBTNL6MHH4
Level 9 – N4SG3N6MHHS

KID CHAMELEON
Final guardian
Go to the Lake Woods 2 level. Fight your way to the end and jump onto the last prize block above the exit. Now press DOWN-RIGHT and then press the jump and special attack buttons to warp to Plethora.

KING'S BOUNTY
Password
VRP 06 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6

KLAX
Special gems
On the title screen, hold LEFT-UP, A, B, C and START for a special game.

KRUSTY'S SUPER FUN HOUSE
Open all doors
Enter SMAILLIW as the password.

LAKERS VS CELTICS
Password
3L2GJS – LA Lakers vs Philadelphia 76ers

LEMMINGS
Sunsoft passwords
Level 25 – BWFRB
Level 30 – CBMFL

LHX ATTACK CHOPPER
Passwords
Plain Aria – CQIERDG
Domino Mirror – CSIEIYE
Freedom Train – CSIEAZE

LOTUS CHALLENGE
Passwords
SLUGFACE – infinite turbos
MANSELL – invulnerable

M1 ABRAMS BATTLE TANK
Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, C, B, C, B, B, C and START.

MARVEL LAND
Password
TRIDENT – last section

MASTER OF MONSTERS
End sequence
Press A, B, C and START on the sound test screen.

MEGA-LO-MANIA
Passwords
Level 8 – JSVADMMBQHY
Level 10 – KLFDZFMWMW

MERCS
Tougher game
Go to Commando mode and press A, B, C at the same time, then press START while holding the buttons. Enemies will now be faster and more intelligent.

MIDNIGHT RESISTANCE
Level skip
On the title screen, hold C then press START. During play, pause the game

A-Z of tips

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then press A to skip a level.

MOONWALKER
Level select
Hold UP-LEFT and A on the second controller, then press START on the first controller and select a one-player game.

MORTAL KOMBAT
Full gore
When it talks about codes enter A, B, A, C, A, B, B.
Cheat
Enter DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN on the title screen.

MUHAMMAD ALI HEAVYWEIGHT BOXING
Fight Ali
Simulation – H07KKKCZ
Arcade – 007KKKCZ

THE NEW ZEALAND STORY
Increase credits
While the demo is playing, rotate the controller clockwise a few times. You should now have nine credits when you play the game.

ONSLAUGHT
Password
Enter zeros as your password to complete everything but the easy mountainous section.

OUTLANDER
Passwords
Level 3 – P69H0SK7YCKCX
Level 4 – TZZY2159Q9YK80

OUT RUN
Hyper mode
Press C ten times on the title screen, then go to the options screen and choose the new option.
End sequence
Enter your name as ENDING on the high-score table.

PHANTASY STAR 2
Enhanced life
Keep pressing B and C while you're walking along to open and close the menu. A flaw in game means monsters will rarely attack you now.

PHELIOS
Extra continues
On the Chapter One screen, press C, A, B, A, C, A, B, A for six continues.

PGA TOUR GOLF II
Confuse computer
Select a Skins game versus the computer. When he's on the green, press START, then choose Green from the menu and press A. Now move the cursor in any direction, press START and the computer will take the shot you've set up.

PIT-FIGHTER
Extra continues
Get to level eight with one-player then pause the game and plug in the second controller. Unpause the game and press START on the second controller. Select your fighter and you will start with three continues. Now just beat up your former fighter and continue on through the game.

POPULOUS
Level select
Just type in the level you require, followed by BIT. For example, use the password 480BIT to get to level 480.

POWERBALL
Best team
Press B, B, C, B, B, C on the title screen.

POWERMONGER
Password
Final level – TJSDP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ

PREDATOR 2
On the title screen press UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and START.

SHADOW OF THE BEAST
Infinite energy
Complete a game and enter your name as ZQX. Then hold A, B, C and START. During a game, your energy will still countdown, but will reset to 12 when it reaches zero.

SHINING FORCE
Forbidden box
Hold UP and START on the second joypad then turn the machine on. During the Sega screen, hold A and START on player one's pad, and A and C on the second pad. Start on any stage and you'll have the forbidden box, which raises your party's level to 19 if used.

SHINING IN THE DARKNESS
Gold spree
Obtain a magic item that will become redundant after one use then take it to the shop to be repaired. Make sure you have less money than the repair costs, then go to sleep for one night, return to the shop in the morning and you will have tons of gold coins.

SMASH TV
Level skip
On the title screen, press UP, DOWN, UP, DOWN, LEFT, RIGHT and LEFT to leap to Mutoid man.

SOL-FEACE
Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and START. Go to the config level and put the cursor on Start. Choose the level number from here. During a game, press A, B and C simultaneously to skip a level.

SONIC
Level select
This is notoriously difficult to enter so do persevere because it does work. On the title screen (when Sonic's wagging his finger), push UP, DOWN, LEFT, RIGHT, A, C, B and C. You should hear a small noise if it's worked. Then press A and START simultaneously to enter the special options screen.

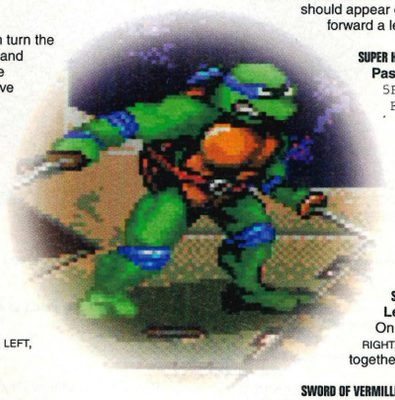
SONIC 2
Level select
Go to the sound test option and play sounds 19, 65, 09 and 17. Now press RESET and hold A and START.
Infinite lives
In two-player mode, let one character win and the other die. Repeat until the Game Over screen appears. On the following level, the 'dead' character will have infinite lives. You can then repeat the procedure for the other character.

SONIC 2
Super Sonic
Play 04, 01, 02, 06 on the sound test screen, then collect 50 rings in the game. Now when you press B and C you'll go Super Sonic!

SPACE HARRIER 2
Level select
While the space sequence is playing, press A, B and C together and move the joypad LEFT or RIGHT to choose a stage.

SPACE INVADERS 90
Level select
Press A, C and START together on the title screen. When the screen goes black, press B, A and C.

SPEEDBALL 2
Password



SWORD OF SODAN
Level skip
Get four potions and gulp them all at once to jump forward a level.

SUPER FANTASY ZONE
Level skip
Connect two joypads to the machine. Pause the game with the first joypad. Press B on the second pad whilst holding DOWN-LEFT and START. "Pass" should appear onscreen so press C on the first pad to jump forward a level.

SUPER HANG-ON
Password
5FF3F546F35564
FF0SLPIMFJQNKS – end sequence

SUPER LEAGUE
Password
JORQWVVRROOQSHPQGUDEAM – four-game lead

SUPER MONACO GP
Lose your head
Get in the top three in a wet race and keep A, B and C pressed as you cross the finish line. Then just wait for the prize-giving scene.

SUPER THUNDERBLADE
Level select
On the title screen, press A, UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, DOWN and UP. Then press UP and START together.

SWORD OF VERMILLION
Test mode
To listen to the music, press A, B, C and START together on the title screen using the second controller.

TASK FORCE HARRIER EX
Secret options
Hold A and turn on the Mega Drive. Now press UP, DOWN, LEFT, RIGHT, A, B, A, C, and B before the title stops. There are now new choices on the options screen. If you pause the game while playing, you can skip a level by pressing A, or initiate slow motion by pressing B quickly.

TAZ-MANIA
Level select
Plug in two controllers. On the intro screen hold A, B and C on both pads then press START on both. You'll hear a chime, then start the game. Pause the game, then press B and C on the first pad to bring up the level select.
Infinite lives
Enter FFD45 on the password screen.

TECHNOCOP
Full energy
Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2
Level skip
When you see "Press start" at the beginning, press UP, DOWN, LEFT and RIGHT in sequence three times. You'll soon know if you've done it properly! During the game press B and C together to jump to the end of the level.

TEST DRIVE 2
Secret options
Start driving and press A, B, and C together to adjust the car's parameters.

THUNDERFORCE III
Full power-ups
Pause the game then press UP ten times, DOWN, B, DOWN, B, DOWN, B. Get all the weapons by pressing B and A.
Pause the game while holding A, B and C. Press DOWN and START for an extra life.

WANI WANI WORLD
Infinite lives
When the Sega logo appears, reset twice and four question marks will appear instead of lives.

WARRIOR OF ROME
Password
GREBDQ3QNE – end sequence

WHERE IN THE WORLD...?
Password
MJDFPDG – Capture Carmen

WRESTLEBALL
Extra teams
On the team select screen, hold B and keep pressing DOWN for four more teams.

X-MEN
Invulnerability
When it says "Press Start button" hold A, C and DOWN on joypad one and press START. Now take out the joypad and put it in the other port when the picture of Magneto appears. Press START and choose your difficulty level, man, etc. Play the game with the joypad in the second port and you'll be invulnerable.
Level select
Using the invulnerability cheat, enter the top-right danger room and smash the generator. In this room are six tiles, each representing a game level — stand on one and press DOWN and C to warp to that level.

XENON 2
Infinite lives
Play a game good enough to get on the scoreboard, then enter OLD as your name. Do the same but get a score directly below it and enter AGE. Also try ARM and OUR.

ZOOM!

MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD

Extra options
While selecting your player, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B. Enter it slowly but surely. Play the game and the new options will appear on the menu.

BATMAN RETURNS
Level select
On the options screen, highlight the 'driving only' section. Hold the pad LEFT and press B. Repeat this for all the options: when you reach the bottom, start going up the list again, repeating the procedure. A jingle sounds to confirm the cheat. During play, press START and then C to select the level.

BLACK HOLE ASSAULT
Secret game
Enter your name as AZY and highlight mission BHA. Enter AZY and you will start to play *Black Ball Assault*! (Try entering your name as BIGNET and press START while fighting an opponent...)
Invincibility
Enter your name on the options screen as MUTEKI. Select operation BHA, enter you name as MUTEKI again and start playing. You're now invincible.
Cheat
Enter your name as BIGNET. When you meet an opponent, press START to make him drop to the floor.

CHUCK ROCK
Password
Level five – TSFVNP

COBRA COMMAND
Level select
On the title screen, press LEFT, RIGHT, A, B and C. Now press LEFT or RIGHT to change level.

EARNEST EVANS
Level skip

Passwords
Level 4 – LOS ANGELES
Level 5 – TOTAL BODY

PRO BASEBALL SUPER LEAGUE 91
Beat everyone!
Go to the player change screen when you are fielding and press C. Answer yes to forget the match and you, strangely, win 1-0. It only works while you're fielding.

QUACKSHOT
Extra lives
Top up your lives by repeating this over and over again. Get to the Viking ship and go up the mast in the lift, collecting all the money bags. Walk right and follow the path down to the extra life. Now exit the screen, then re-enter it to see the reappearance of the extra life.

RAINBOW ISLANDS
Full complement
To get all the power-ups, on the title screen press UP, B, DOWN, LEFT, C, A, A, B and C.

RAMBO 3
Full complement
Fight to the two firing walls on level three. Destroy all bar one of the cannons, then put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this to top up on everything.

THE REVENGE OF SHINOBI
Infinite shurikens
Select zero shurikens on the options screen and leave the game for 40 seconds. The zero will then turn into an infinity sign (∞).

RINGS OF POWER
Money top-up
Get to 32', 2" – 6', 6" and you can constantly re-enter the secret temple to get the four gold chests.

ROAD RASH
Password
B0000 04RD0 11CAF 56C7B – level five, Panda, $26,230

ROAD RASH 2
Password
0H4R 550H – level five, Diablo, $20,000
Cheat
On the options screen, set the player mode to Mano a Mano. Go to the main menu and select your bike. Now change the player mode to Take Turns and start the game. You can now use any bike on any course.
Race select
On the title screen press UP, A, C and keep them down. Now press START.

ROLO TO THE RESCUE
Secret menu
On the title screen hold UP-LEFT, A and C, then press RESET. Keep holding them for a few more seconds and press B for a cheat menu.

ROLLING THUNDER 2
Password
Level 11 – A Private Thunder Created the Powder

SAINT SWORD
Password
Level six – TAITOZ

SD VALIS
Invincibility
Division one: LCLI CWAF OBXE ya3q 2bst -is1 gGVC

SPIDER-MAN
Shortcut
On level one, get to the wall of boxes past the dog. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2
Password
Level 8 – EDK VEI IAL LDL
Level 2 — EDK NAI ZOL LDL
Level 3 — IDO GEM IAL LDL
Level 4 — ADE XOE ZDL OME
Level 5 — EFH VEI RAG ORD
Level 6 — ADE NAI WRA LKA
Level 7 — EFH XDE IAL LDL

SPLATTERHOUSE 3
Level codes
Level 2 – REISOR
Level 3 – ETLBUD
Level 4 – TABRAE
Level 5 – ELPOEB
Level 6 – PHENIX.

STEEL EMPIRE
Level select
Go to the sound select option and play sounds 01, 01, 09 and 02.
99 bombs
On the ship select, press C, A, C, A, START and B.
99 lives
On the options screen, set the difficulty to hard, the stock to two, credits to one, and play tune 65.

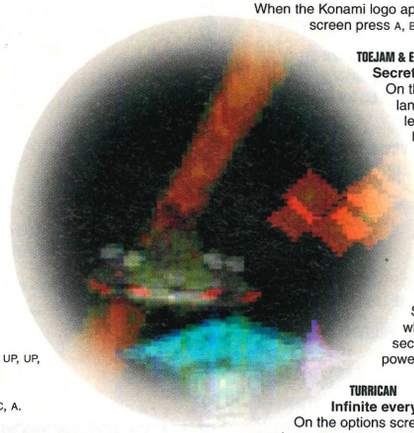
STORMLORD
Reset clock
Pause the game and press B, A, A, A, C, UP, UP, UP, A, A, A.
Five lives
Pause game. Press A, A, A, A, C, C, B, B, B, C, A.

STREET SMART
Extra lives
Reset quickly about 12 times, then choose options from the menu. Move the cursor to the sound test and press DOWN, DOWN, DOWN and A.

STREETS OF RAGE
Level select
Hold DOWN on player two's pad and press A, B and C then enter the options screen using player one's pad.

STREETS OF RAGE II
Extra continues
If you are about to die on player one, plug in the second controller and press START to begin with a fresh character.
Level select
On the options screen, hold down A and B on joypad two. Simultaneously press START on joypad one to enter a full cheat screen.

STRIDER
Level select
While the master laughs away to himself at the beginning of the level, hold DOWN and press A, C, B, C and A.



THUNDERFORCE IV
Full weapons
Start the game then press pause. Now UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP and B. Now press UP for full weapons, DOWN to clear them, RIGHT for a claw and LEFT to get rid of it. Press START to return to the game.

THUNDER PRO WRESTLING
Extra continues
When Game Over appears, press UP and C.

TINY TOON ADVENTURES
Open all levels
On the password screen:
NGQQ WWQW QKWQ
QWWQ WGRY

TMNT
Level select
When the Konami logo appears, press C, B, B, A, A, A, B, C. On the title screen press A, B, B, C, C, C, B, A.

TOEJAM & EARL
Secret level
On the first level, drop through the hole in the island to land on level zero. Have a bath and drink some lemonade. Jump off this level to zoom up to the highest level.

TROUBLE SHOOTER
Level select
Plug in two controllers. On the title screen, press START, RIGHT and C simultaneously on the second pad. On the new screen, press START, RIGHT and C to increase the level number.

TRUXTON
Power bomb
Set off a skull explosion then pause the game while the explosion's in mid-flow. Wait about 15 seconds then unpause and the bomb will increase in power.

TURRICAN
Infinite everything!
On the options screen, place the cursor on exit and hold DOWN while pressing A, B, B, A, B, A, A, B, A, A, B, A, A.

TWIN COBRA
Level select
On the title screen press UP, DOWN, RIGHT, LEFT and START.

TWO CRUDE DUDES
Extra continues
On your last life, press START on player two's pad to bring in the second character.

UNIVERSAL SOLDIER
Passwords
Level six – JDRSD
Level 11 – BYTCM

VALIS 3
Sound test
On the title screen, hold UP-LEFT, A, B, C and START.

VERYTEX
Infinite lives
Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Now unpause.

HEAVY NOVA
Hidden bonus
In versus mode, if you manage to kill a guardian without losing any energy you'll get one million points! The same technique might work with your bank manager.

HOOK
99 lives
Drop to the bottom of the first pit in the caves on level five. Walk right and swim under the rocks to the leaf and 3-up. Pick them up then kill yourself. Just repeat the technique, killing yourslef each time, to top up your lives to the maximum.

KRIS KROSS: MAKE MY VIDEO
Hidden scene
On the caller screen, press A, B, C and RIGHT.

MARKY MARK: MAKE MY VIDEO
Hidden scene
Hold A and C. Press START to go to the U-Direct mode and then A, B, C and RIGHT to see Mr Wahberg and his girls.

NOSTALGIA 1907
Skip intro
Turn on and when "SEGA" appears, press and hold button C till "Sur De Wave" appears. That boring intro will now be ancient history.

ROAD AVENGER
Level select
From the start, push UP to access the options screen. Once there, press A six times. Now just play the game as usual.

SEWER SHARK
Continues
Once you get to Exterminator or Beach Bum, press A, C and START on the "game over" screen to continue.

SOL-FEACE
Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press START when you hear a sound effect. In Config Mode you'll now find Start and Mode. Go to Start and choose the start level with LEFT and RIGHT. Mode allows you to adjust the difficulty of the game, again with LEFT and RIGHT. If you press RIGHT a few times whilst holding A, you'll get "muteki", invincibility!

TIME GAL
Passwords
SHKXGJWF – 1991AD
XPTMCSHD – 2001AD
QWCDHRKT – 3001AD
PLQTVMXY – 3999 AD
LKDWBSYF – 4000 AD
KVGPRZCW – 4001 AD

Level select
On the menu screen press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, UP. Go into the game and you can start on any level. START pauses the action and C takes you to end of the current level.

WONDER DOG
Passwords
REEVES – Planet Weird
PIXIES – Planet Foggia
WOOPIE – Planet Kninus

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MORTAL KOMBAT 0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE 0891 445936
JUNGLE STRIKE/ DESERT STRIKE 0891 445957
CHUCK ROCK 2 ..... 0891 445942
STREETFIGHTER 2:(INCL. TURBO ED.) 0891 445940
SHADOW OF THE BEAST 1,2 +3 ..... 0891 445943
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POWER

Mega Drive and Mega-CD games are worse than rampant bunnies in Spring; they just seem to keep on multiplying. Knowing what the latest games are is easy, knowing all about titles released years ago is a little tougher.

Fret not, in the Power A-Z you'll find a listing of every single Mega Drive game we have discovered – regardless of its origin. If the game isn't officially available, we've written import in the price column. Obviously, as the months go by, we'll discover more and more information, like the Japanese producer, or perhaps info on the official release details. All games are listed under the English names, with the Japanese or American game name mentioned where necessary in the small synopsis.

Finally, we've given each game a rating out of ten. Although our review pages rate out of 100 we have rounded each game down to the nearest ten, ensuring that no game ever scores ten out of ten. There's no such thing as a perfect game.

These may also differ from those in the original MEGA POWER review, but generally reflect what we feel the game deserves when we are compiling the A-Z each month.

title	producer	price	comment	rating
B43		Import	Aircraft shoot-'em-up. Very dated but good, simple fun.	6
688 ATTACK SUB	Sega	£39.99	Difficult submarine simulation, hard to play but the effort is worth it.	7
THE ADDAMS FAMILY	Acclaim	£39.99	Creepy goings on as Gomez tries to find his family in this movie tie-in.	7
ADVANCED WW2 SIMULATOR		Import	Another difficult game, unfortunately you'll need a strong command of Japanese.	7
AERO BLASTER		Import	Too short and easy shoot-'em-up, two-player is fun though.	6
AFTER BURNER II	Sega	£34.99	Very accurate reproduction of the coin-op, but too easy	5
AIR DIVER		Import	Quite similar to *After Burner II*, but has more challenging gameplay and tougher guardians.	8
ALADDIN	VirgIN	£44.99	Animation by Disney artists makes this platformer just like an interactive cartoon.	9
ALESTE (MUSHA)		Import	Very amusing shoot-'em-up. Detailed graphics, but a tad too easy.	8
ALEX KIDD IN ENCHANTED CASTLE	Sega	£29.99	Platform adventure that is packed with levels but becomes slightly tedious.	6
ALIEN^3	Flying Edge	£39.99	Good graphics and sound on this basic shoot-'em-up, but poor playability.	7
ALIEN STORM	Sega	£34.99	Another shoot-'em-up that is far too easy; the two-player option saves it.	6
ALISIA DRAGOON	Sega	£39.95	Help this babe through eight stages of tough guardians and few lives.	8
ALTERED BEAST	Sega	£34.99	The graphics are flickery and response slow. Don't rush out to buy it.	4
AMAZING TENNIS	Absolute	Import	Novel perspective from behind the player brings neat gameplay to this sim.	8
AMBITION OF CAESAR		Import	Dedicated to fans of strategy games, graphics are excellent.	7
AMERICAN GLADIATORS	Gametek	Import	The game from the crap TV programme; six events to pound through. Monotonous.	5
ANOTHER WORLD	Virgin	£39.99	Revolutionary animation, brilliantly detailed graphics and addictive gameplay.	9
AQUATIC GAMES	Electronic Arts	£39.99	James Pond competes in a series of fun sports. Great gameplay and graphics.	8
ARCH RIVALS	Flying Edge	£34.99	Manic basketball extravaganza. Keeps you enthralled for a few hours but soon wears off.	7
ARCUS ODYSSEY		Import	RPG in the style of *Gauntlet*. A much-needed password save makes this slightly easier.	9
ARIEL: THE LITTLE MERMAID	Sega	£39.99	Become either Ariel or Triton to defeat the forces of darkness. Plenty of vicious sharks.	7
ARNOLD PALMER TOUR GOLF	Sega	£34.99	Up against all the competition, this still proves to be an enjoyable simulation.	8
ARROW FLASH	Sega	£34.99	Very poor shoot-'em-up, grim graphics and sound. All round embarrassment.	2
ART ALIVE	Sega	£29.99	Art package that encourages you to draw on the MD, but you can't save it!	3
ASSAULT-SUIT-LEYNOS		Import	You are a robot who has to bash other robots. Innovative, but not much fun.	4
ATOMIC ROBOKID		Import	Scrolling shoot-'em-up, that's total rubbish.	3
ATOMIC RUNNER	Sega	£39.99	Impressive graphics and sound FX make this a good solid platform shoot-'em-up.	7
AXIS		Import	Worth seeing for the amazing 3-D graphics. Very addictive shoot-'em-up.	7
BACK TO THE FUTURE III	Imageworks	£39.99	Massive let down, don't even think of testing it.	1
BAD OMEN		Import	Break-Out clone, which is actually pretty good.	7
BART'S NIGHTMARE	Acclaim	£39.99	Third cartoon adventure of The Simpsons in which Bart plays mini-games to rescue his homework.	6
BART VS THE SPACE MUTANTS	Flying Edge	£39.99	Fantastic everything in this game – even tons of challenge.	9
BATMAN	Sega	£39.99	Fine conversion. It may get a tad boring, but accurate graphics hold things together.	8
BATMAN RETURNS	Sega	£39.99	A good sequel that proves very difficult. Five levels of hair-pulling frustration	7
BATMAN: REVENGE OF THE JOKER		Import	Better than all the other Sega versions, with large sprites and detailed backdrops	8
BATTLE GOLFER		Import	About the exploits of a golf ball and its travels. Sounds dodgy but it's good.	7

title	producer	price	comment	rating
F-15 STRIKE EAGLE II	MicroProse	£39.99	A fair conversion of the old computer flight sim.	6
F-22 INTERCEPTOR	Electronic Arts	£39.99	Arcadey sim where you have to shoot at Iraq. See Saddam cry!	8
THE FAERY TALE ADVENTURE	Electronic Arts	£39.99	Fans of RPGs will love it; very accessible and ideal for newcomers.	8
FANTASIA	Sega	£39.99	Tough with great graphics, let down badly by the gameplay which is very annoying.	5
FANTASTIC DIZZY	Code Masters	£39.99	The eggy hero makes a sparkling arcade-adventure MD debut.	8
FATAL FURY	Sega	£44.99	*Street Fighter II* clone with varied moves but pretty dull.	6
FASTEST 1		Import	Split screen two-player racing – but that's about it.	4
FATAL LABYRINTH		Import	Far too easy for the experienced adventurer; good for novices.	6
FATAL REWIND	Electronic Arts	£39.99	Conversion of The Killing Game Show. Strong platformer with superb graphics.	7
FATMAN		Import	Punch-'em-up with comical characters parading across the screen.	6
FERRARI GRAND PRIX CHALLENGE	Flying Edge	£39.99	One of the worst racing games available. The ear-splitting sound doesn't help.	3
FIFA INTERNATIONAL SOCCER	Electronic Arts	£44.99	The best football simulation ever, with spectacular action and four-player option.	9
FIGHTING MASTERS		Import	Great visuals, atrocious game. Only for beat-'em-up wimps.	2
FINAL BLOW		Import	Boxing game that again looks great, but don't be fooled.	3
FIRE MUSTANG		Import	A WW2 shoot-'em-up that doesn't work. Large graphics enhance the slow pace of the game.	5
FIRE SHARK	Sega	£34.99	Fun shoot-'em-up with everything except challenge. Good graphics and tricky opponents.	7
FLICKY	Sega	£29.99	Tiny sprites, simple backgrounds and awful gameplay make this simply appalling.	2
FORGOTTEN WORLDS	Sega	£34.99	Shoot-'em-up with long stages and varied enemies. Tough but enjoyable.	7
G-LOC	Sega	£39.99	Almost identical to the arcade version. Take to the skies and blast away.	8
GADGET TWINS	Imagitec	£39.99	Action packed and very funny platformer. Brilliant graphics and wonderful cartoon FX.	9
GAIARES	Sega	£34.99	Impressive shoot-'em-up which will keep all blast fans happy.	8
GAIN GROUND	Sega	£34.99	Two-player game where you have to jump and shoot your way through a massive landscape.	8
GALAXY FORCE II	Sega	£39.99	So bad, it's unbelievable...	1
GAUNTLET 4	Tengen	£39.99	Fair conversion of the decade-old coin-op, with Sega Tap four-player option.	5
GENERAL CHAOS	Electronic Arts	£44.99	Novel shoot-'em-up war game where you must position soldiers to blast the enemy.	8
GEORGE FOREMAN'S KO BOXING	Acclaim	£39.99	Poor attempt that does nothing whatsoever to Acclaim's reputation.	5
GHOSTBUSTERS	Sega	£34.99	All the characters have been turned into Japanese mutants with large heads.	2
GHOULS 'N' GHOSTS	Sega	£44.99	Expensive but great arcade adventure that has already become a classic.	9
GLOBAL GLADIATORS	Virgin	£39.99	Wonderful platform game where you fire custard at slime monsters and collect McDonald's arches.	9
GODS	Accolade	£39.99	Now officially released here, this playable platform puzzler has stunning graphics and backdrops.	9
GOLDEN AXE	Sega	£34.99	Great arcade game for its time but now looks terribly dated.	7
GOLDEN AXE II	Sega	£39.99	Easier than the original, it contains loads of new creatures and some good story screens.	7
GOLDEN AXE III	Sega	£34.99	What a waste of good programming time. Just like the other two, this shows absolutely no originality.	5
GRANADA X	Sega	£29.99	Control a 20-tonne tank to rescue a kidnapped girl. Very addictive.	8
GRANDSLAM TENNIS	Sega	£39.99	Plain tennis game which offers nothing new.	5
GREENDOG	Sega	£39.99	Greendog is one cool Steve-dude. Guide him through wild lands on this well-animated platformer.	8
GREY LANCER		Import	Ultra-fast scrolling shoot-'em-up with a great soundtrack and superb gameplay.	9

BATTLE SQUADRON	Electronic Arts	£39.99	Very tough shoot-'em-up, which is both challenging and looks great.	8
BEAST WARRIORS		Import	Don't be fooled by the pretty pictures, there's nothing nice about this game.	2
BIMINI RUN		Import	Outer-space shoot-'em-up that fails to impress. Funny but that's it.	5
BIO-HAZARD BATTLE	Sega	£39.99	High difficulty setting that is very colourful but lacks gameplay.	6
BILL WALSH COLLEGE FOOTBALL	Electronic Arts	£44.99	Much-needed development of the *John Madden* series for four players.	8
BIO SHIP: PALADIN		Import	Two-player shoot-'em-up with cool sound, but it's pretty easy.	5
BLOCK-OUT	Electronic Arts	£34.99	*Tetris* goes 3-D as you attempt to fit the blocks into a well. Very challenging.	7
BOB	Electronic Arts	£44.99	BOB's a strange little character with odd animation, although he can't stave off the poor gameplay.	5
BONANZA BROS	Sega	£34.99	Option of a two-player mode which makes it more fun but still too easy.	5
BUBSY	Accolade	£39.99	Massive pretender to the Sonic crown. Great graphics and sounds, although incredibly frustrating.	8
BUCK ROGERS	Electronic Arts	£49.99	Hugely challenging RPG with tons to do and difficulty set just right.	9
BUDOKHAN	Electronic Arts	£39.99	Good presentation, but it's another shallow beat-'em-up with limited moves.	5
BULLS VS LAKERS	Electronic Arts	£39.99	Re-live the 1991 NBA finals in this basketball sim. For die-hard fans only.	8
BURNING FORCE		Import	Awful beat-'em-up that isn't worth writing about.	1
CADASH		Import	Japanese arcade adventure. Fun to play with bright sprites and detailed backgrounds.	7
CALIBRE .50		Import	Vertical shoot-'em-up that is very mediocre.	3
CALIFORNIA GAMES	Sega	£39.99	Cool sports but rushed game. One for Surfers Steves only.	6
CAPTAIN AMERICA AND THE AVENGERS	Sega	£34.99	Poor beat-'em-up worth playing in two-player mode only.	3
CASTLE OF ILLUSION	Sega	£39.99	A classic game. Great everything on this wonderful platform extravaganza.	9
CENTURION	Electronic Arts	£39.99	Historical strategy with excellent in-game maps. Unfortunately, the storyline is dodgy.	7
CHAKAN	Sega	£39.99	Taken from the comic book series. Creative graphics and music enhance this, but lacking in gameplay.	7
CHAMPIONSHIP BOWLING	Mentrix	Import	All the action's offscreen in this odd translation of ten-pin bowling.	4
CHAMPIONSHIP PRO-AM		Import	Racing game with good view of the track. Very appealing with great graphics and soundtrack.	7
CHESTER CHEETAH: TOO COOL TO FOOL	Kaneko	£39.99	Unoriginal and dated platform adventure that's seriously uncool.	3
CHIKI CHIKI BOYS	Sega	£34.99	This platform adventure offers very little, but younger players will enjoy it.	5
CHUCK ROCK	Virgin	£39.99	Stone Age palaver in this arcade adventure. Very funny and challenging.	8
CLUE		Import	Basically this is Cluedo on the MD. Not bad, but we'd rather buy the board game.	7
COOL SPOT	Virgin	£39.99	Original, fun and super cool. It's also very difficult and will keep you playing for ages.	9
COLUMNS	Sega	£29.99	Brilliant puzzle game, which will keep you totally hooked.	9
CORPORATION	Virgin	£39.99	A strange creature escapes from the labs. You have to kill the mutant and infiltrate the corporation.	9
COSMIC SPACEHEAD	Codemasters	£39.99	Fairly enjoyable, but slow-paced point-and-click arcade adventure.	7
CRACKDOWN	Sega	£39.99	Shoot everything that moves. Detailed graphics and addictive gameplay.	8
CRÜE BALL	Electronic Arts	£39.99	Fast and furious pinball sim, with ten tables and Motley Crüe music.	6
CHUCK ROCK 2	Core	£39.99	This arcade adventure plays very similarly to the original, but lacks humour.	7
CURSE		Import	The worst game ever?	0
CYBERBALL	Sega	£34.99	Futuristic American football, with metal monsters, inaccurate graphics let it down.	5
DANGEROUS SEED		Import	12 levels of shooting away alien plant life. Makes for a novel and lengthy game.	8
DARIUS II		Import	Another 12-level shoot-'em-up, you can do the levels in any order.	8
DARK CASTLE	Electronic Arts	£34.99	Soundtrack saves this tedious offering. Poor animation and graphics.	4
DARWIN 4081	Import		Yet again you shoot aliens – not exactly 2010 philosophy, is it?	8
DAVE ROBINSON'S SUPREME COURT	Sega	£39.99	Excellent sports simulation. Unfortunately the players aren't the real McCoy.	8
DAVIS CUP TENNIS	Tengen	£39.99	Totally accurate tennis sim – it even has players that argue! – but awkward player view.	7
DEADLY MOVES		Import	Street Fighter II clone that lacks depth as each wrestler has limited moves and only one special attack.	7
DEATH DUEL	Razorsoft	Import	Repetitive shoot-'em-up that is very tough but lacks everything else.	6
DECAPATTACK	Sega	£34.99	Gory killings from a gruesome head-chucking main character. Big and very playable.	8
DESERT STRIKE	Electronic Arts	£39.99	Prequel to Jungle Strike, with great graphics and sound, but not enough levels.	8
DEVILISH		Import	Similar to *Break-Out*, but with better graphics. Addictive bash-'em-down fun.	8
DICK TRACY	Sega	£34.99	Loads of neat cartoon statics and a decent attempt at character sprites, but lacks originality.	5
DINOLAND		Import	*Devil Crash* on a diet. Simple gameplay and poor scrolling.	3
DJ BOY		Import	Quite original, a beat-'em-up on roller skates, but again it's too easy.	5
DOUBLE CLUTCH	Sega	£34.95	Viewed from above, this little race game should appeal to all ages, particularly the young.	7
DOUBLE DRAGON	Ballistic	£29.99	Arcade-style, two-player beat-'em-up. Much better than the sequel.	7
DOUBLE DRAGON II		Import	Flickery graphics, slow characters and tiresome gameplay.	2
DOUBLE DRAGON III	Flying Edge	£39.99	They should have stopped at the first one.	3
DRACULA	Sony	£39.99	Simple, exploitative translation of the Coppola movie, severely lacking in originality – unlike the movie.	4
DRAGON'S FURY	Domark	£39.99	Official release of *Devil Crush*. Very addictive game that has superb graphics and sound.	8
DUNGEONS AND DRAGONS	Sega	£39.99	Superb graphics on this RPG and unlimited challenge make this a must.	8
DYNAMITE DUKE	Sega	£34.99	Loads of punks to mow down if you like that sort of thing. Far too easy.	6
EARNEST EVANS		Import	Guide your intrepid explorer through countless scenarios in this colourful adventure.	7
EA HOCKEY	Electronic Arts	£39.99	Prequel to *NHLPA Hockey*. Lots of gameplay, without all the intricacies.	9
ECCO	Sega	£39.99	If you like dolphins, you'll love this. *Hugely* original with stunning graphics and sound.	9
ELEMENTAL MASTER		Import	Shoot-'em-up where you've seen it all before. Gameplay is addictive and involving.	7
EL VIENTO		Import	Looks great and plays as well. Brilliant manga animation and statics.	8
ESWAT	Sega	£34.99	Parallax, multi-directional scrolling gives the impression of a huge game. Challenging and addictive.	8
EUROPEAN CLUB SOCCER	Virgin	£39.99	First decent soccer sim. Moves are convincing and creates a believable atmosphere.	7
EVANDER HOLYFIELD'S BOXING	Sega	£39.99	Well defined sprites and challenging gameplay make this an impressive sim.	8
EXILE		Import	A strange mixture of RPG, platform and puzzle makes *Exile* an intriguing game to play.	8
EX-MUTANTS	Sega	£34.99	Save the population from extinction in the aftermath of WW3. Let down by the gameplay.	6
F1	Domark	£44.99	Probably one of the most accurate driving sims around, but seriously flawed in its gameplay.	7
F-1 CIRCUS		Import	*F-1 Circus* is one of the best arcade driving sims yet. Plenty of courses, plenty of gameplay.	8
F-1 GRAND PRIX		Import	Great sound FX and graphics with pukka visuals.	8
F-15 STRIKE EAGLE II	MicroProse	£39.99	While this certainly looks passable, it never reacts like a real plane would.	6
GUNSHIP	US Gold	£44.99	Naff conversion which turns the flight-sim licence into a mediocre shoot-'em-up.	5
GUNSTAR HEROES	Sega	£39.99	Looks brilliant, but is incredibly tedious as you try to kill the frequent guardians with thousands(!) of hits.	6
GYNOUG	Sega	£34.99	Nasty guardians and good gameplay make this worth looking at.	7
HARDBALL	Accolade	£34.99	Baseball sim that looks good but offers nothing.	3
HARDBALL III	Accolade	£39.99	Will keep fans happy with great gameplay and excellent graphics.	8
HARD DRIVIN'	Tengen	£39.99	Two levels limit this well-executed driving sim.	7
HAUNTING	Electronic Arts	£49.99	Encouragingly original adventure ghost game in which you scare the pants off a rich family.	7
HEAVY NOVA		Import	Robots beat each other up, boring.	3
HEAVY UNIT		Import	Best thing on this shoot-'em-up is that you can change the shape of your ship.	6
HELLFIRE	Sega	£34.99	Weird wacky shoot-'em-up that has a loyal following.	8
HERZOG ZWEI	Sega	£34.99	Strategy and arcade combined, where you fight tanks. Odd name, eh?	6
HOME ALONE	Sega	£39.99	Spin-off from the movie: poor graphics and sound, with dodgy gameplay	4
HUMANS	Imagitec	£34.99	Puzzle game in which humans are controlled to clear levels. Good graphics and sound.	8
IMMORTAL, THE	Electronic Arts	£44.99	Tough puzzler with brilliant visuals. There are 20 different gory death sequences.	8
INDIANA JONES AND THE LAST CRUSADE	US Gold	£39.99	Platformer that follows the film well, but short and easy levels.	6
INTERNATIONAL RUGBY	Domark	£39.99	Shallow gameplay requires little passing or skill.	4
INSECTOR X		Import	Superb shoot-'em-up, where graphics, sound and gameplay are brilliant.	9
ISHIDO: THE WAY OF THE STONES	Accolade	£34.99	Boardgame based on *Shanghai*. Okay but boardgame conversions at dodgy.	6
J LEAGUE PRO STRIKER	Sega	Import	Once in a while there comes a game that knocks us for six. *J League* is one of those games.	9
JAMES BOND - THE DUEL	Domark	£39.99	Neat animation and flawless graphics are helped by spot-on FX.	8
JAMES POND	Electronic Arts	£39.99	First MD game to be programmed solely in the UK. Quite bland but very playable.	6
JAMES POND II	Electronic Arts	£39.99	The graphics are very slick, the gameplay is challenging and overall very funny.	9
JAMES POND 3	Electronic Arts	£44.99	Playable platformer that doesn't gel together as well as *RoboCod*.	8
JENNIFER CAPRIATI TENNIS	Sega	£34.99	Another plain tennis game, very basic all round.	4
JEWEL MASTER	Sega	£34.99	Initially impressive but far too repetitive.	6
JOE MONTANA FOOTBALL	Sega	£34.99	Not even Joe Montana can save this boring American football game.	4
JOE MONTANA II	Sega	£34.99	Real-speech commentary helps the sequel, but still needs work in game department.	6
JOE MONTANA III	Sega	£34.99	It just gets better and better, retaining all the good things from the previous games.	8
JOHN MADDEN FOOTBALL	Electronic Arts	£39.99	The original game that started the trend. Intelligent play, but simple moves.	7
JOHN MADDEN FOOTBALL 92	Electronic Arts	£39.99	Updated graphics and sound make this a worthy upgrade.	8
JOHN MADDEN FOOTBALL 93	Electronic Arts	£39.99	More of stats update for die-hard fans, and folks who haven't got the others.	8
JORDAN VS BIRD	Electronic Arts	£39.99	Average basketball game that unfortunately lacks depth.	5
JUNCTION		Import	By mixing a *Pipe Mania*-type game with a slide puzzle the result is a very challenging foray.	8
JUNGLE STRIKE	Electronic Arts	£44.99	More of the same mindless *Desert Strike* encounters, but bigger and better than before.	9
JURASSIC PARK	Sega	£49.99	You can control either Dr Grant or a Raptor in this polished movie licence.	8
KABUKI SOLDIER		Import	Beat-'em-up featuring sumo wrestlers – not bad.	6
KA-GE-KI		Import	Also known as Fists of Steel. Grim, grim, ultra-grim.	3
KID CHAMELEON	Sega	£39.99	The kid must venture everywhere to save his mates in a constantly changing game.	8
KING COLOSSUS	Sega	Import	Japanese adventure game. Nine levels of adventuring.	4
KING'S BOUNTY	Electronic Arts	£34.99	Rather boring RPG with huge amounts of bland landscape to cover.	6
KING SALMON		Import	Fishing sim with Japanese text. Sounds quite naff but is actually very addictive.	8
KLAX	Domark	£39.99	Excellent but infuriating puzzle with constantly changing graphics.	8
KRUSTY'S SUPER FUN HOUSE	Flying Edge	£39.95	The Simpsons make an appearance, but a simple puzzle game really.	6
LANDSTALKER	Sega	Import	In Japanese but great adventure game with tremendous graphics.	8
LAKERS VS CELTICS	Electronic Arts	£34.99	Incredibly realistic, with all the players from that season. Basketball fans only.	7
LAST BATTLE	Sega	£34.99	Disappointing beat-'em-up with slow, boring gameplay.	5
THE LEGEND OF GALAHAD	Electronic Arts	£39.99	Average platform with an element of RPG.	6
LEMMINGS	Sega	£39.99	One of the finest puzzle games on cart. Extremely addictive.	9
LHX ATTACK CHOPPER	Electronic Arts	£39.99	Helicopter sim that isn't original, but will appeal to war junkies.	6
LOTUS TURBO CHALLENGE	Electronic Arts	£39.99	Very good racing game, enhanced by speed, superb graphics and split screen.	8
M1 ABRAMS BATTLE TANK	Sega	£39.99	If you like tanks then you won't be disappointed here. Lots of trundling around aimlessly.	7
MADDEN NFL '94	EA Sports	£44.99	This upgrade of the popular gridiron series uses a whole new game engine.	9
MARBLE MADNESS	Electronic Arts	£34.99	Replica of the arcade classic which is still brilliant, but limited.	7
MARIO LEMIEUX HOCKEY	Sega	£39.99	Viewing the match from the side fails dismally, making it very hard to work out moves.	6
MARVEL LAND		Import	Platform adventure which will test your reactions and skill. *Marvel*ous graphics.	8
MASTER OF MONSTERS		Import	Boring strategy where only the monsters win.	1
MASTER OF WEAPON		Import	Scrolling shoot-'em-up which is very fast but over too quickly.	7
MAZIN WARS	Sega	£39.99	Cyberpunk adventure through a post-nuclear landscape. Looks good, but is monotonous.	6
MEGA-LO-MANIA	Virgin	£39.99	Brilliant gameplay and very challenging. Requires a lot of thought!	8
MEGAPANEL		Import	Tetris, but better presented. Interesting graphics and varied gameplay.	8
MEGA TRAX		Import	4x4 beach racer that doesn't live up to expectations.	4
MERCS	Sega	£39.99	Identical to the arcade, beefy sounds and graphics.	7
MICRO MACHINES	Codemasters	£39.99	Race your miniature car around the breakfast table. Stupid but brilliant.	9
MIDNIGHT MADNESS		Import	Average coin-op conversion which fails to impress.	4
MIGHT & MAGIC	Electronic Arts	£39.99	Popular RPG which grows on you the more you play it.	8
MIKE DITKA FOOTBALL	Ballistic	£34.99	Similar to *John Madden* but without the character – still good, though.	8
MONOPOLY		Import	Fair representation of the game with good animation. But why buy it instead of the boardgame?	6
MONSTER HUNTER		Import	Controlling a sword-wielding young lass may appeal, but it becomes very tedious.	4
MOONWALKER	Sega	£34.99	Save Michael's captured children (if you must). Detailed graphics, smooth animation and great sound.	8
MORTAL KOMBAT	Acclaim	£49.99	Expensive *Street Fighter II* basher with lots of flaws, but also lots of fun.	8
MS PACMAN		Import	Much worse than the arcade version. Should have *pac*ked her bags and given up by now.	2

POWER A-Z

title	producer	price	comment	rating
MUHAMMAD ALI'S HEAVYWEIGHT BOXING	Virgin	£39.99	The best bruiser in the ring. *Ali* has many options, great visuals and gob-smacking sound.	8
NHL HOCKEY 94	Electronic Arts	£44.99	Gameplay's almost identical to *NHLPA*, but sound and graphics are much more polished.	8
NHLPA HOCKEY	Electronic Arts	£39.99	Simply one of the best sports simulations you can slam into your machine. Super fast, super real.	9
NINJA BURAI		Import	RPG that requires an understanding of Japanese.	7
OLYMPIC GOLD	US Gold	£39.99	Good simulation that is best played with two or more players.	8
ONSLAUGHT	Ballistic	Import	Medieval platform beat-'em-up that comes highly recommended.	8
OUTLANDER		Import	Drive 'n' blast game that will please anyone who fancies themselves as Mad Max .	6
OUT RUN	Sega	£39.99	Arcade conversion that is very similar and still great fun even now.	7
OUTRUN 2019	Sega	£39.99	Set in the future, on a par with *Out Run*.	8
PAC-MANIA	Domark	£34.99	The graphics are excellent which makes the whole thing a joy to play.	8
PAPERBOY	Domark	£39.99	Lots of new streets and even more hazards, but lacks two-player mode.	6
PAPERBOY 2	Domark	£39.99	Still no two-player mode, and pretty much the same but slightly bigger.	7
PGA TOUR GOLF	Electronic Arts	£39.99	Better than *Arnold Palmer* with four courses and great graphics.	8
PGA TOUR GOLF II	Electronic Arts	£44.99	Fantastic follow-up to PGA, with more courses and bigger, better challenge.	9
PHANTASY SOLDIER 3	Sega	Import	Quality platform adventure with excellent graphics and even better gameplay.	9
PHANTASY STAR II	Sega	£59.99	Mammoth RPG which is fairly easy to get into, but still very tough – and steep!	8
PHANTASY STAR III	Sega	£49.99	Ten quid cheaper than the original with improved graphics. But the sound is still very weak.	8
PHELIOS	Sega	£34.99	Very average shoot-'em-up, which you'll probably finish the day you get it.	6
PIGSKIN FOOTBRAWL		Import	Much more violent than American football which it's loosely based on. Also has two-player mode.	7
PIT-FIGHTER	Domark	£49.99	Digitized graphics and gut-wrenching sounds enhance the experience of battering someone to death.	8
POPULOUS	Electronic Arts	£39.99	Certainly isn't an action game, yet the strategy isn't complex enough.	6
POWERBALL		Import	A cross between wrestling, martial arts and soccer. Innovative but poorly executed.	7
POWERMONGER	Electronic Arts	£39.99	A land mission has to be undertaken, unfortunately the graphics and sound let it down.	7
POWER CHALLENGE	Accolade	£39.99	Not much different from every other golfing game, although the graphics are noteworthy.	7
PREDATOR 2	Flying Edge	£34.99	Seven stages of futuristic street violence with plenty of hostage rescuing to be done.	8
PRO QUARTERBACK		Import	Ardent sports fans will enjoy it, but it is totally unoriginal.	7
PUGGSY	Psygnosis	£44.99	Playable platformer with the emphasis on puzzle-solving in 51 challenging levels.	8
QUACKSHOT	Sega	£39.99	Splendid Disney game with Donald starring in a superb platform adventure.	9
QUAD CHALLENGE		Import	Four-wheeler buggies racing around a race track. Utterly useless.	2
RACE DRIVIN'	Tengen	Import	Souped-up version of *Hard Drivin'* with too few extra features to really shine.	7
RAIDEN TRAD		Import	More shoot-'em-up fare from the Far East. Nothing new but quite challenging.	6
RAINBOW ISLANDS		Import	Two games in one on this brilliant platformer. Totally addictive gameplay and awesome tunes.	9
RAMBO III	Sega	£29.99	Shoot the annoying inhabitants of a forest sounds boring, doesn't it. Well, it is.	5
RANGER-X	Sega	£39.99	Amazing-looking shoot-'em-up with double the usual number of colours onscreen.	8
RASTAN SAGA 2		Import	Guide your gallant hero through a maze of dangly platforms. Poor gameplay, decent graphics.	5
RBI 3 BASEBALL		Import	Baseball sim without a difference. Screens full of stats and difficult batting motion.	6
RBI 4 BASEBALL		Import	Hitting the ball is hard enough. Once you've done this, you'll discover the outfield to be totally bland.	6
RBI BASEBALL '93	Tengen	Import	Yet another baseball sim in the RBI series. Only for real armchair sports fans.	6
REVENGE OF SHINOBI, THE	Sega	£34.99	Considered to be one of the best beat-'em-up games, and rightly so.	8
RINGSIDE ANGEL		Import	Sluggish gameplay ruins this women's wrestling game. Good inlay, though.	6
RINGS OF POWER	Electronic Arts	£49.95	Colourful, extremely large and exceedingly difficult. Brilliant nonetheless.	9
RISKY WOODS	Electronic Arts	£39.99	Varied backgrounds and atmospheric music make this fun to play.	7
ROAD BLASTERS		Import	Converted from the coin-op, but unfortunately it is dismally poor.	3
ROAD RASH	Electronic Arts	£39.99	Race a motorbike through the countryside, overtaking or clubbing other competitors. Great fun.	9
ROAD RASH II	Electronic Arts	£39.99	Virtually the same as the first but with the added bonus of two-player split screen.	9
ROBOCOP VS TERMINATOR	Virgin	£44.99	Mediocre platform shoot-'em-up action as you guide RoboCop through ten samey levels.	6
ROCKET KNIGHT ADVENTURES	Konami	£44.99	Smooth jaunt in the traditional style of *Ghosts 'n' Goblins*. Quite special.	9
ROLLING THUNDER 2	Sega	£39.99	Encounter hoods, panthers and 18-wheel juggernauts. How *James Bond* should have been.	8
RUNARK		Import	Save the world's wildlife in this Indy-style adventure beat-'em-up. Untapped potential.	5
SAINT SWORD		Import	You've guessed it: a man with a sword, boring graphics and crap animation.	5
SENSIBLE SOCCER	Sony	£44.99	Superbly playable overhead-view footy game with great options to create custom cups and leagues.	9
SD VALIS		Import	Sad Japanese arcade adventure with very little content to keep you playing.	3
SHADOW BLASTERS		Import	A beat-'em-up which fails to impress; poor graphics and virtually non-existent gameplay.	4
SHADOW DANCER	Sega	£39.99	In this beat-'em-up a dog does the dirty work for you, which adds an amusing dimension.	8
SHADOW OF THE BEAST	Electronic Arts	£44.99	Psychedelic graphics enhance this otherwise poor platformer that becomes very monotonous.	5
SHADOW OF THE BEAST II	Electronic Arts	£39.99	This sequel combines teasing puzzles with atmospheric and mystical graphics.	7
SHINING IN THE DARKNESS	Sega	£44.99	Hugely addictive, with fantastic graphics and very challenging gameplay.	8
SHINING FORCE	Sega	£44.99	12Mbit sequel to *Darkness*, featuring more intelligence and improved gameplay.	9
SHINOBI III	Sega	£34.99	Tremendous platform adventure with loads of pick-ups and plenty of ninja magic.	8
SHOVE-IT		Import	As the title implies, you literally shove things into where they belong. How dull...	3
SIDE POCKET	Sega	£34.99	Uneventful pool simulation. The tables are dull but a few trick games and extra options liven it up.	6

title	producer	price	comment	rating
SUPER BASEBALL 2020	Electronic Arts	£44.99	This futuristic, robotic version of the sport is a bit gimmicky.	6
SUPER BATTLETANK		Import	Tank sim that may appeal to your basic instincts, ie, point, shoot, blow up.	3
SUPER FANTASY ZONE	Sega	£34.99	Big guardians and small sprites. Good fun for a while.	6
SUPER HANG-ON	Sega	£34.99	Exciting motor-biking from this arcade classic.	8
SUPER HIGH IMPACT		Import	Good animation on this American football sim, but as usual sad lack of challenge.	6
SUPER HQ		Import	Arcade conversion from *Chase HQ* that doesn't live up to expectations.	4
SUPER HYDLIDE	Sega	£34.99	Very boring RPG that has nothing new to offer.	4
SUPER KICK OFF	US Gold	£39.99	Good in its day but now looks dated next to *J League*.	8
SUPER LEAGUE BASEBALL	Sega	£34.99	Offers enough options to stave off boredom. One of the decent attempts at the sport.	8
SUPER MILITARY		Import	Good war game that sets the scene for a challenging confrontation.	8
SUPER MONACO GP	Sega	£34.99	Everything else is here, just lacks a two-player mode.	8
SUPER MONACO GRAND PRIX II	Sega	£49.99	Good graphics, but that's it on this rehash of the first game. A real con at £50!	4
SUPER OFF ROAD	Ballistic	£29.99	All the sights and sounds are here on this 4x4 truck racing game. Great fun, cute trucks.	8
SUPER REAL BASKETBALL	Sega	£34.99	Neat sound FX and good graphics scoring sequences which make this enjoyable to play.	8
SUPER SMASH TV	Acclaim	£29.99	Highly *acclaim*ed arcade game that is very tough. Bit flickery, though.	8
SUPER THUNDER BLADE	Sega	£34.99	A shoot-'em-up that's claim to fame is the two views – all it does is confuse gameplay.	6
SUPER VOLLEYBALL		Import	Side-view with super scrolling makes this a good, albeit odd, interpretation.	8
SUPER WRESTLEMANIA	Flying Edge	£39.99	Addictive two-player action in the ultimate WWF simulation.	8
SWORD OF SODAN	Electronic Arts	£39.99	Difficult to get into with sluggish gameplay.	3
SWORD OF VERMILION	Sega	£49.99	Massive RPG which is incredibly tough. Fantastic graphics, large landscape.	8
TAILSPIN	Sega	£39.99	Boring platformer with an additional shoot-'em-up section. Bad Disney licence – shock!	6
TASK FORCE HARRIER EX		Import	Poor American offering that has dodgy graphics and gameplay.	5
TAZ MANIA	Sega	£39.95	Ambient backdrops and a charismatic main sprite give this game that something special.	9
TEAM USA BASKETBALL	Electronic Arts	£39.99	Dodgy sound FX and animation let down the graphics.	6
TECHNOCOP		Import	Racing sim combined with platform investigation scenes. Naff conversion of a naff original.	2
TECHNOCLASH	Electronic Arts	£44.99	Splendid adventure based around good old-fashioned RPG principles.	8
TECMO WORLD CUP '93	Sega	£34.99	Best played on the two- player mode for the most fun. Limiting moves.	7
TEENAGE MUTANT NINJA TURTLES	Konami	£39.99	Great beat-'em-up, with bright backdrops and colourful turtles.	8
TEL TEL BASEBALL		Import	Terry Venables baseball tie-in – er, no sorry, funny Jap baseball game. Whoops, sorry, Tel.	6
TERMINATOR, THE	Virgin	£39.99	Packed with stills from the movie linking the four stages. Great blasting but too short.	8
TERMINATOR 2: THE ARCADE GAME	Acclaim	£39.99	Use either the joypad or the Menacer. Nine stages of fantastic virtual realism.	9
TEST DRIVE 2: THE DUEL	Ballistic	£34.99	The success of this game lies in the car handling which feels just like the real thing.	8
THUNDER FORCE II	Sega	£34.99	Strong challenge and overall presentation with some super backdrops.	7
THUNDER FORCE III	Sega	£34.99	Better than the original, this will have you playing for ages.	8
THUNDER FORCE IV	Sega	£39.99	Magnificent graphics and gameplay. Shoot-'em-up at the peak.	9
THUNDERFOX		Import	Check machine compatibility, but you're not missing anything.	3
THUNDER PRO WRESTLING		Import	Limited moves means it's not much fun to play	5
TIGER HELI		Import	Totally uninspiring helicopter game with dubious graphics.	2
TINY TOON ADVENTURES	Konami	£39.99	Wonderful adventure that borrows much from the Warner Bros cartoons.	9
TMHT TOURNAMENT FIGHTERS	Konami	£49.99	Much inspired by *Street Fighter II* as the Turtles and four friends try one-on-one combat. Very playable.	8
TOEJAM & EARL	Sega	£34.99	Cartoon graphics and some brilliant sampled sound. Weird sense of humour.	8
TOKI	Sega	£34.99	Great platformer with arcade-quality graphics. Bit too easy, though.	8
TORA! TORA! TORA!		Import	Average shoot-'em-up which has little to offer if you want something different.	7
TOXIC CRUSADERS		Import	Take control of Toxie and help him in this dire scrolling arcade adventure.	3
TRAMPOLINE TERROR		Import	Nothing to do with trampolines. Not even bouncy or fun.	1
TROUBLE SHOOTER		Import	Female stars in Forgotten Worlds type game. Makes for a good looking and colourful game.	7
TRUXTON	Sega	£34.99	A normal but easy vertical shoot-'em-up that's immense fun. *Tatsujin* on import.	8
TURBO OUT RUN	Sega	£39.99	*Out Run* was brilliant, this sadly lacks any turbo charge.	4
TURRICAN	Ballistic	£34.99	The innovative shooting technique adds a new twist to this platform shoot-'em-up.	8
TWIN COBRA	Sega	£34.99	Control a helicopter through dreary battle zones.	4
TWIN HAWK	Sega	£34.99	Average shoot-'em-up that is very easy.	5
TWINKLE TALE		Import	A psychedelic Japanese shoot-'em-up which plays well. Intense and challenging.	8
TWO CRUDE DUDES	Sega	£34.99	The stars are two muscle men who are hell-bent on going on the rampage. Destructive fun.	8
TWO TRIBES	Virgin	£44.99	The sequel to *Populous* has more powers, better graphics and bigger landscapes. Action-oriented strategy.	9
ULTIMATE QIX		Import	Plays like Othello, but totally rubbish with very few console-inspired surprises.	4
ULTIMATE SOCCER	Sega	£39.99	Fast, furious and full of options, but fails to deliver in the all-important gameplay department.	5
UNDEADLINE		Import	Zombie level guardians add humour to this shoot-'em-up. Wicked title.	8
UNIVERSAL SOLDIER	Accolade	£39.99	Not as tough as it looks, but super gameplay. Could be called Turrican 2.	8
VALIS		Import	The original hack-'em-till-they-die arcade adventure. Worth a playtest for a laugh.	7
VALIS III		Import	Looks great but is incredibly boring. Should have left it at *Valis*.	6
VAPOR TRAIL		Import	Fun to play with some very fast gameplay, but not enough challenges.	5

SLIMEWORLD		Import	Todd has to escape the planet of slimy surroundings. Too green to make this bearable.	6
SNAKE, RATTLE AND ROLL	Sega	£39.99	You guide a snake around isometric levels, gobbling food. A dated concept but fairly playable.	7
SNOW BROTHERS	Tengen	Import	Looks and plays like *Bubble Bobble*, but may be completed too quickly.	8
SOKOBHAN		Import	Not much fun as you move crates around a warehouse. Like working at Tesco.	5
SOL-FEACE		Import	A CD conversion without the sound quality. A very average shoot-'em-up.	5
SONIC SPINBALL	Sega	£39.99	More interesting than your average pinball game, due to the way you progress through four huge levels.	8
SONIC THE HEDGEHOG	Sega	£34.99	A bit easy now, but still the first truly outstanding Mega Drive game.	8
SONIC THE HEDGEHOG 2	Sega	£39.99	Best game of 1992, this time Sonic has a mate, and again Sonic's miles ahead of the rest.	9
SPACE HARRIER II	Sega	£34.99	Awkward playing view and poor sound don't help this weak game.	5
SPACE INVADERS '90		Import	Classic game updated. Still holds all the magic, but lacks the polish.	6
SPEEDBALL II	Virgin	£39.99	Techno-rugby for the insane – pitch and players are both superb giving a futuristic feel.	9
SPIDER-MAN AND THE X-MEN	Flying Edge	£41.99	A huge variety of graphics and gameplay make this platform adventure great fun to play.	8
SPIDER-MAN	Sega	£39.99	Strong story screens and very tough gameplay on this brilliant platform beat-'em-up.	8
SPLATTERHOUSE 2	Namco	£39.95	Eight stages of blood-thirsty and totally outrageous graphics, combined with equally sadistic music.	8
SPLATTERHOUSE 3	Namco	£44.99	More gruesome and gory goings-on in the land where Jason Vorhees is king.	8
SPORTS TALK BASEBALL	Sega	£39.95	Strong sim based on *Montana II* speech system. Works well, excellent graphics and great fun.	8
STAR CRUISER		Import	Completely unplayable due to Japanese text. For language students only.	3
STARFLIGHT	Electronic Arts	£49.99	Deep space mining is the name of this game. Plenty of combat and strategy.	8
STEEL EMPIRE	Acclaim	£39.95	Horizontal shoot-'em-up with huge sprites, which tends to become monotonous.	5
STEEL TALONS	Domark	£39.99	Chopper combat at a lower level. Not exactly *Desert Strike*.	5
STORMLORD	Ballistic	Import	Adventure game with intriguing but not difficult puzzles	7
STREET FIGHTER II: SCE	Sega	£59.99	The ultimate beat-'em-up with a host of extra features and lightning speed.	9
STREET SMART	Sega	£34.99	Beat-'em-up with limited gameplay due to the small array of martial arts moves.	6
STREETS OF RAGE	Sega	£34.99	Beat-'em-up that was well-hyped but lacks challenge. Moves and sound FX make up for this.	8
STREETS OF RAGE II	Sega	£44.99	16Mbit cart which has been used to its full potential. Teamplay and versus modes make it worthwhile.	9
STRIDER	Sega	£44.99	All stages bar the last are easily completed. Held together by colourful graphics and smooth sprites.	8
STRIDER II	US Gold	£44.99	More of the same slick Strider action, but little development on the original action adventure.	7
SUNSET RIDERS	Konami	£39.99	Authentic cowboy and indian action on this platform shooter that shouldn't be ignored.	8
SUPERMAN	Virgin	£39.99	Pretty difficult which in turn makes it frustrating. A bit of a disappointment.	6
SUPER AIRWOLF		Import	Also known as *Crossfire*, this shoot-'em-up packs a punch. No TV tie-in evident, though.	7
VERYTEX		Import	Scrolling shooter that is actually quite good. Tough guardians and enemies throughout.	8
VIRTUALL PINBALL	Electronic Arts	£44.99	Though this enables you to construct your own pinball tables, the gameplay is so dull, you'll soon flip out.	5
WANI WANI WORLD		Import	Psychedelic graphics, with very addictive two-player mode. Like *Bubble Bobble*.	8
WARDNER SPECIAL		Import	Usual elements, but with sheer lack of detail from this poor arcade shooter conversion.	4
WARPSPEED	Accolade	£34.99	Deep space shoot-'em-up lacking enough strategy to keep *Elite* fans enthralled.	6
WARSONG		Import	Wargame where you'll have to be patient to appreciate it. One for armchair generals.	8
WHEEL OF FORTUNE	Gametek	Import	Absolute rubbish with 4500 uninteresting questions	2
WHERE IN THE WORLD IS...?	Electronic Arts	£39.99	Edutainment game that tends to become boring for the experienced adventurer.	6
WHERE IN TIME IS...?	Electronic Arts	£49.99	More successful attempt than its predecessor.	8
WHIP RUSH	Sega	£34.99	Very playable and extremely fast shoot-'em-up with good gameplay. Dodgy title.	8
WIMBLEDON	Sega	£39.99	Smashing tennis game utilising the Sega Tap for four-player matches.	8
WINTER CHALLENGE	Ballistic	£39.99	Eight different events make up this snow-laden epic. Very original.	8
WIZ 'N' LIZ	Psygnosis	£44.99	Chasing fluffy Wabbits is addictive, if repetitive. A neat two-player mode helps.	7
WONDER BOY III	Sega	£34.99	Two-player game is brilliant fun and very interactive. Recommended for two players only.	7
WONDER BOY IV	Sega	£39.99	More fun than the original, but not an all-time classic.	8
WONDER BOY V	Sega	£39.99	Should have stopped by now, no difference really.	7
WORLD CLASS LEADERBOARD	US Gold	£39.99	Has speech samples, but nowhere near PGA Golf.	6
WORLD CUP ITALIA 90	Sega	£29.99	Limited moves, but still pretty good. Reasonably priced which is definitely a plus point.	8
WORLD OF ILLUSION	Sega	£39.99	Outstanding Disney graphics and animation, which will keep young and old compelled.	9
WRESTLE WAR	Sega	£34.99	Getting the moves worked out with your joypad is more hard work than the actual game.	7
WWF ROYAL RUMBLE	Acclaim	£49.99	Enjoy all the razzmatazz and fun of the WWF in this excellent wrestling game, including tag matches.	8
XDR		Import	Mysterious shoot-'em-up, mainly due to Jap text base. Mediocre gameplay.	5
XENON II	Virgin	£39.99	Excellent shoot-'em-up that falters slightly with occasional screen slowdown.	8
X-MEN	Sega	£34.99	Should really have done a straight conversion from the arcade, but it's still okay.	7
Y'S 3: WANDERERS FROM Y'S	Sega		In-depth RPG which offers a considerable challenge. Fans of tough games will love it.	8
ZANY GOLF	Electronic Arts	£39.99	More insane than crazy golf at the seaside. Fun game with very polished presentation.	9
ZERO WING	Sega	£39.95	Horizontal shooter which is flawed by its small graphics and ease of completion.	7
ZOMBIES	Konami	£39.99	Hilariously playable spoof of old B-movies as you try to save your neighbours in 55 monster-packed levels.	9
ZOOL	Gremlin	£39.99	The eponymous ninja jumps through colourful levels in an enjoyable platform romp.	8
ZOOM	Sega	£29.99	Cheap and cheerful puzzler. Average graphics and sound. Soon gets boring and frustrating	4

MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD.

ADVENTURES OF WILLY BEAMISH, THE	Dynamix	Import	Pretty wacky adventures of a young lad who mucks about all the time.	8
AFTER BURNER III	CRS	Import	What a waste of a good CD. Why bother sticking this ageing game on it?	4
BATMAN RETURNS	Sega	£39.99	Basically the cart version, but the added music is superb – well worth paying extra.	7
BLACK HOLE ASSAULT	Sega	£39.99	Heavy Nova wasn't much cop, and this is little improvement over it.	5
CHUCK ROCK	Sony	Import	Seems strange to stick this Mega Drive game on CD. Not bad though.	7
COBRA COMMAND	Wolfteam	£39.99	Amazingly popular on import as Thunder Storm FX. Great visuals, limited gameplay.	7
DEVASTATOR	Wolfteam	Import	Bar the flash intro, this could easily have been on cartridge. Simple shoot-'em-up stuff.	5
DUNE	Virgin	£44.99	Slick adventuring using CD video and speech sequences, but a bit linear.	7
EARNEST EVANS	Wolfteam	Import	One of the first, and still pretty impressive both visually and aurally.	7
ECCO	Sega	£44.99	Five more levels and some brilliant ambient music lift this one above the waves of CD dross.	9
FUNKY HORROR BAND	Sega	Import	Take the band on a trip through a strange land. Funny but incomprehensible.	5
HEAVY NOVA	Micronet	Import	An early robot beat-'em-up that is laboriously slow.	5
HOOK	Sony	Import	Beautifully enchanting story, with glorious visuals, but poor gameplay.	7
INXS: MAKE MY VIDEO	Sega	£39.99	For £30 less, you could get more videos made by a professional.	6
JAGUAR XJ220	Sega	£44.99	Very disappointing race game. Waste of a CD, get Lotus on cart instead.	4
JOE MONTANA'S NFL FOOTBALL	Sega	£44.99	The best Montana game to date, with neat scaled graphics for a close-up view of the hard-hitting action.	8
KEIO FLYING SQUAD	Tokei	£49.99	A poor five-level horizontally scrolling shoot-'em-up completely lacking in original ideas.	4
KRIS KROSS: MAKE MY VIDEO	Sony	Import	Odd concept disc where you cut and edit your own videos. Limited appeal.	5
LETHAL ENFORCERS	Konami	£54.99	This shooting coin-op conversion comes complete with its own light gun. It's all good blasting fun.	8
MARKY MARK: MAKE MY VIDEO	Sony	Import	Better quality than Kris Kross – pity Marky Mark's a dunce.	6
MICROCOSM	Psygnosis	£44.99	Not quite what everyone expected, but an addictive 3-D shoot-'em-up with stunning backdrops.	9
NIGHT STRIKER	Taito	Import	Well-rough shoot-'em-up from a first-person perspective. Far too easy for a CD game.	2
PRINCE OF PERSIA	Sega	£39.99	Another Mega Drive cart conversion. Very difficult, but looks and sounds impressive.	7
NIGHT TRAP	Sega	£49.99	The first of a new era of CD movie games. Big and very challenging.	8
RISE OF THE DRAGON	Dynamix	Import	Superbly atmospheric adventure puts you in the shoes of Blade hunter PI. Excellent.	8
ROAD AVENGER	Wolfteam	£39.99	Official version of Road Blaster FX. Looks fine, but allows little control over what happens.	7
ROBO ALESTE	Compile	Import	Looks great, with the obligatory intro screens, but is just a shoot-'em-up.	5
SEGA CLASSICS: ARCADE	Sega	n/a	Golden Axe, Super Monaco GP, Columns, Streets of Rage and The Revenge of Shinobi.	7
SHERLOCK HOLMES	Sega	£44.99	Quite an amusing attempt at a mystery game. Only three cases to solve, though.	8
SHERLOCK HOLMES II	Sega	£39.99	Double-disk extravaganza with three more cases. Same interface and graphics as the first game.	6
SILPHEED	Sega	£39.99	Flagship Mega-CD pusher that fails to ignite after an explosive intro. Basically, just another shoot-'em-up.	5
SOL-FEACE	Sega	£39.99	The original CD shoot-'em-up with mad music, wicked effects and tough gameplay.	8
SONIC CD	Sega	£44.99	More Sonic magic in this excellent platform romp with neat 3-D bonus stages.	9
SUPER LEAGUE CD	Sega	Import	Grimola. This is one waste of good plastic. Looks dire and plays like a brick.	3
SWITCH	Sega	Import	It's crazy, it's wacky, it's *Switch*! The computer wiring's gone wrong but Switch can fix it.	6
TIME GAL	Wolfteam	£44.99	Tons of ways to die in this Jappy cartoon adventure. Perfect difficulty ensures long-term play.	8
THUNDERHAWK	Core	£44.99	A superb 3-D chopper-combat game, using the Mega-CD's full capabilities.	8
WONDER DOG	Sega/JVC	Import	A great game, admittedly, but why stick this on Mega-CD? Nothing exploits the format.	8
WOLFCHILD	Sega	£39.99	A freak experiment turns into disaster as the inventor is kidnapped. Tedious and predictable stuff.	6

RECOMMENDED

So many titles, some good, some not so good. We pick the games that we most regularly slam into our machines and explain why you should be doing the same.

TOEJAM & EARL 2

Reviewing this game gave me an immense amount of pleasure, which is quite rare. I actually found myself joining in other people's goes, and rapidly becoming more involved in this game. I'm a big fan of bands when they hit their psychedelic period. The Beatles with songs like "Number Nine", and tracks such as "White Rabbit" by the Jefferson Airplane, go down in my collection of psychedelia. So what has this to do with *ToeJam & Earl 2*? Well, frankly, this is the most psychedelic game I have ever seen. The whole game is absolutely bizarre. The graphics and colours within the game combine to evoke the feeling of entering some virtual or hallucinogenic world. Not only is this great to look at, but it's also highly challenging. So if you're looking for some wild effects in your life, buy this.

FIFA INTERNATIONAL SOCCER

Everyone must know by now that I love football games. Last month I was raving about *Sensible Soccer*, and it wasn't just because I won the World Cup – honest! However, to my surprise, that game's been sitting on the shelf this past month as I've tried to apply my footballing talents to *FIFA International Soccer*. When it comes to sports sims, Electronic Arts are the true masters. Many people doubted whether this American company could do for soccer what they've done for gridiron and ice hockey. Thankfully they got their crack British programming team onto the case to produce this masterpiece of a game. It doesn't matter which way you play it, it's always great fun, but my favourite has to be the four-player matches. We've had some epic MEGA POWER Vs SEGA PRO derbies in the office – and of course, we nearly always win!

GODS

I'd forgotten just how good this game was, until it finallly appeared on console. Although I'd played it on import over a year ago, It has been closer to three years since I originally clocked it on the Amiga.

Not a great platform fan I was surprised to find myself completely hooked on *Gods*, and am even more surprised to find myself completely hooked on it the second time around. I love the mythological scenario, I love the fantastic graphics and most importantly, I love the vast array of increasingly deadly armoury at my disposal.

The puzzles within the game are stimulating without being impossible to solve, and the hints given as you progress ensure that you are always aware of your goals on each level. And the guardians… man, oh man!

Play this till you drop. I will.

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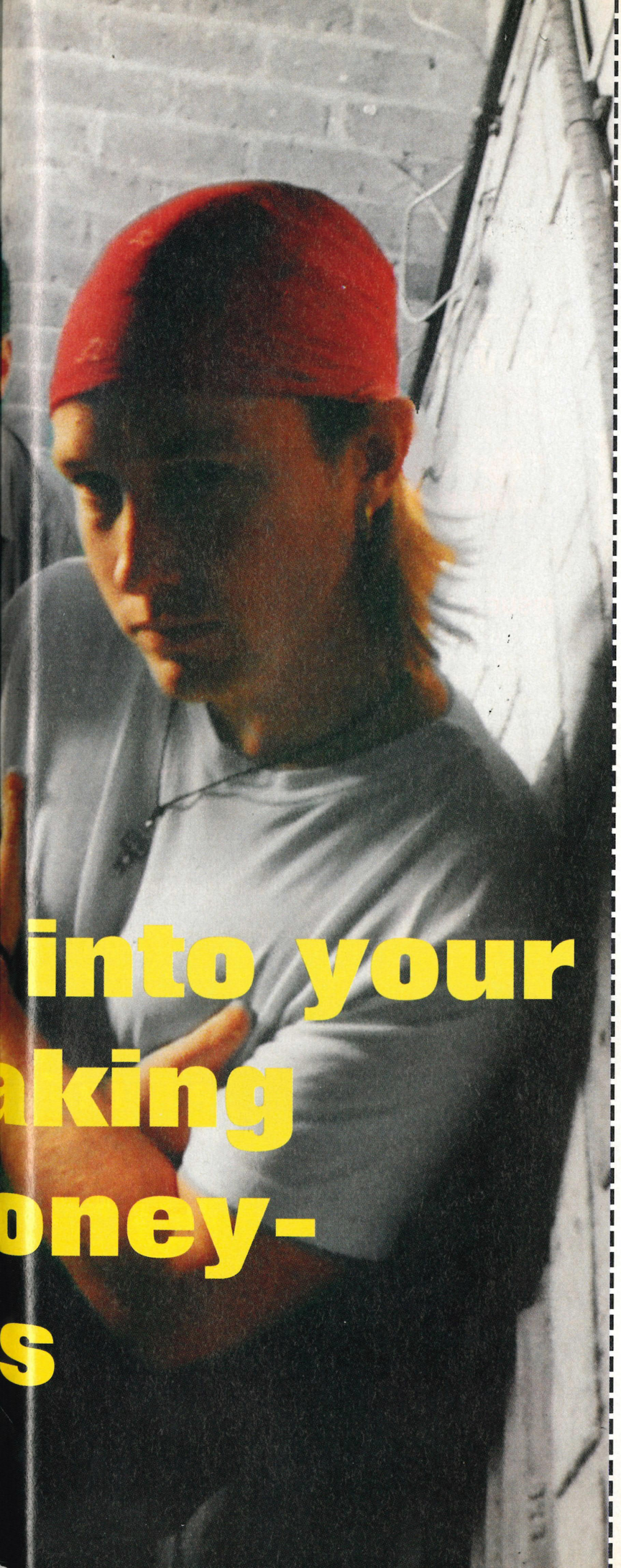

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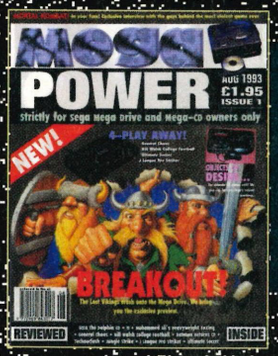
Mega POWER

Once upon a time in a console market far, far away, a brilliant new magazine was created. In their wisdom, the creators decided to call it Mega Power. Only the country's most accomplished games players read the monthly publication but, as time went on, many new readers wept for they had missed the chance to benefit from the immaculate knowledge imparted in the early issues. They wished that they had the chance to catch up with the other gamers by being able to purchase the back issues... ...their wish was granted.

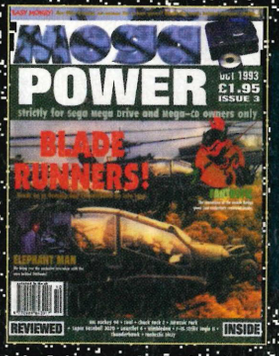


ISSUE 1 ● £2.50

Sensational launch issue featuring a look at the Mega Drive 2 and Mega-CD 2, an interview with the programmers of Mortal Kombat, an exclusive peek at Lost Vikings and ten essential reviews inlcuding: Ali's Boxing, F1, Techno-Clash and Ecco CD.

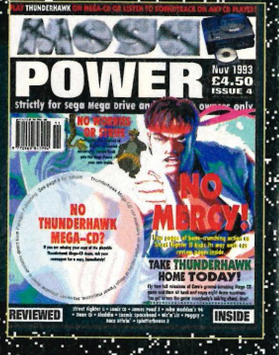
ISSUE 2 ● £2.50

Packed second issue containing an exclusive interview with Sega head honcho, Nick Alexander; first look at Sega World; previews of EA's many Christmas releases, including EA Soccer, James Pond 3 and Super Baseball 2020.



ISSUE 3 ● £2.50

The programmer of Ottifants gets a grilling. US Gold's first attempt at a Sega chopper flight sim is taken for a whirl. And are film licences all they are cracked up to be? Reviews this issue include Chuck Rock 2, Fantastic Dizzy & Jurassic Park.



ISSUE 4 ● £4.75

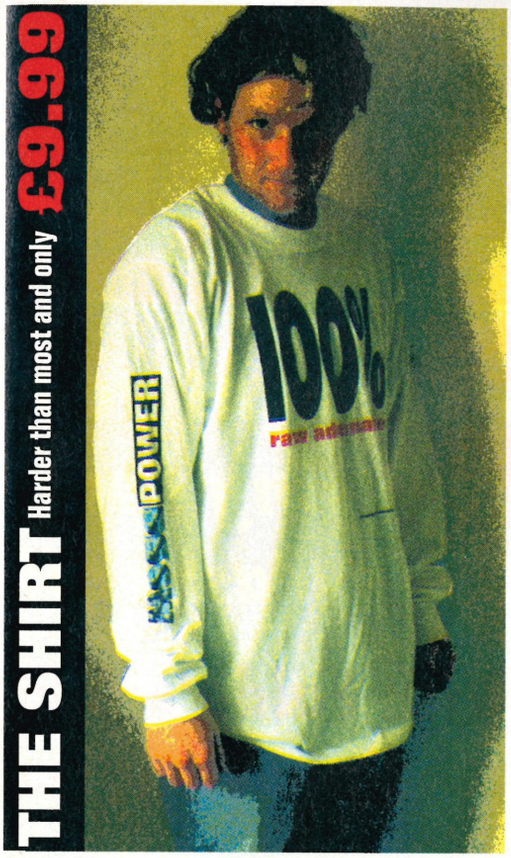
The history-making first magazine ever to cover-mount a playable Sega game demo We expose piracy and take a hard look at Sony's arrival in the games market. Great previews of Sensible and FIFA Int. Soccer, The Jungle Book and Dune 2.

ISSUE 5 ● £2.50

We bring you an exclusive preview of Core's Bubba 'n' Stix, a feature on imported games, plus the big review match between FIFA International and Sensible Soccer. On Mega-CD we review Microcosm and Lethal Enforcers.

Mega POWER

savers



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JURASSIC PARK

Power review----------issue 3

"Movie licence of the year, this game surprised everybody by being very, very good. Dinosaur fans will be thrilled by the excellent graphics and chilling FX ."

power saver price -------£48.00

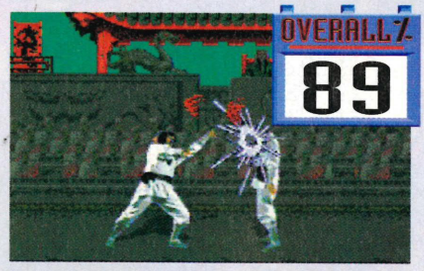
SONIC CD

Power review----------issue 4

"This massive platform extravaganza rivals *Thunderhawk* as the best Mega-CD game yet. The 3-D bonus levels are particularly impressive."

power saver price -------£44.00

MORTAL KOMBAT



Power review----------issue 2

"Launched on Mortal Monday, this bruiser looks set to challenge *Street Fighter II* for the title of beat-'em-up of the year."

power saver price -------£49.00

ALADDIN

Power review----------issue 4

"Disney animators helped create the silky smooth graphics in this magical platform game. It's so good, it's just like playing an interactive cartoon."

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Dragon's Revenge
Pele
and Lost Vikings – all reviewed

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POWER charts

HIGH STREET CHARTS

Compiled with the help of HMV, Our Price and Virgin.

mega drive

position | last month | months in chart | game title

1 [-] **1** **Street Fighter II**

What else but one of the best games ever made available, it deserves to hold the top slot.

2 [-] **1** **F1**

Domark's very fast racing simulation, that has you competing in the Grand Prixs throughout the world.

3 [-] **1** **Aladdin**

One of the best-looking games you're likely to see for the Mega Drive, truly outstanding.

4 [2] **3** **Jurassic Park**

It's hard to shift a dinosaur, and even harder to shift this game from the charts.

5 [1] **3** **Mortal Kombat**

Last month's number one, Acclaim's controversial yet excellent blood-and-gore beat-'em-up.

6 [3] **2** **Ultimate Soccer**

Up to eight players can join in the footy action in this mediocre soccer simulation.

7 [6] **2** **Rocket Knight Adv.**

Join Sparkster and friends as you battle fierce pigs in this captivating platform adventure.

8 [8] **5** **Jungle Strike**

This sequel to *Desert Strike* is still selling like hot cakes. Mind you, it's a cracker.

9 [4] **2** **NHL Hockey 94**

Slipping down to this month's number nine, EA still proving that they can milk their sims till the cows come home.

10 [10] **6** **Micro Machines**

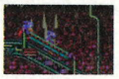
Six months in the charts but still obviously selling well, they definitely did something right with this..

mega-cd

1 [1] **4** **Night Trap**

Still at number one, although we doubt very much that this will remain there for next month.

2 [-] **1** **Sonic CD**



He's back for his first outing on the CD. Our blue friend races through time to help save his woman.

3 [2] **4** **Final Fight**

Still hanging in there. After so many weeks in the charts, this must have racked up great sales.

4 [-] **1** **Ecco**

Five more levels have been added as well as Q sound to this totally wonderful dolphin saga.

5 [3] **2** **Batman Returns**

The Gotham resident super-wonder stars in this rather fab adventure. Worth a look.

INDEPENDENT CHARTS

Compiled with the help of Video Games Centre, The Software box and Video Games Box.

mega drive

position | last month | months in chart | game title

1 [2] **2** **Street Fighter II**

The best game ever? Well, the sales certainly speak for themselves – especially at 60 quid a time.

2 [-] **1** **Aladdin**

Disney's fantastic adventure converts onto console with amazing style. Simply stunning.

3 [-] **1** **F1**

Domark's supreme racing game that will have you zooming around all the Grand Prix tracks.

4 [1] **3** **Mortal Kombat**

This game is still riding high in the charts despite the very stiff competition. Most excellent.

5 [-] **1** **Ultimate Soccer**

Emerging in the independent charts for the first time. Up to eight players can join in.

6 [-] **1** **Zombies**

Konami's tribute to old horror movies is full of madcap tomfoolery. It's also a wonderful game.

7 [-] **1** **Populous II: Two Tribes**

Virgin give you the opportunity to be a Greek god. A strategy game that takes some getting into.

8 [10] **3** **PGA Tour Golf 2**

No, Steve doesn't fix these charts to put his favourite game in every month. It's still selling well.

9 [-] **1** **Aero The Acro-Bat**

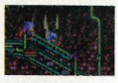
Join this circus bat in a fun platformer that has you firing out of a cannon and tightrope walking.

10 [-] **4** **Jungle Strike**

A welcome return for one of the best games of the year. If you haven't got it by now, where have you been?

mega-cd

1 [1] **3** **Sonic CD**



Second month at number one, and it really is no surprise. By far the best offering for CD owners.

2 [-] **1** **Lethal Enforcers**

Fantastic full-motion-video shoot-'em-up that has you in the role of a rookie cop.

3 [3] **5** **Silpheed**

No movement for this modern Space Invaders. You'll either love it or hate it.

4 [-] **1** **Joe Montanna's Football**

Feel those tackles as the camera zooms in to follow the hard-hitting action at close range.

5 [-] **1** **Ecco**

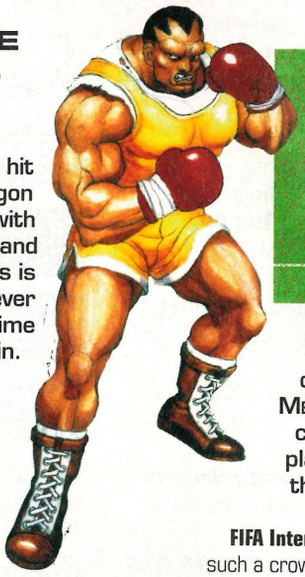
Total ambience is provided by this delightful conversion from the Mega Drive, featuring Q sound.

THAT WAS THE YEAR THAT WAS

1993, what did it mean for you? There were certainly plenty of disasters... Remember the war in Somalia? The massive earthquake in India? The forest fire in California? And the launch of the Mega-CD? We take a cynical look back at developments in the video-games industry in a memorable year.

THE GAMES WE PLAYED UNTIL OUR JOYPADS WORE OUT

Street Fighter II: This one hit us like one of Ken's dragon punches, knocking us out with its incredibly fast graphics and fantastic fighting options. This is one of those games that never dies; you keep playing it time and time again.



Aladdin: Great graphics don't always make for a great game, but *Aladdin* is as playable as it is gorgeous. This must be one of the best animated games of all time, the superlative characters adding extra magic to the well-designed, very addictive platform action.

Mortal Kombat: Forget all the bad press it got in the silly tabloids, this game is much more than gimmicky gore. We were fighting for ages in the office... over who'd get to play next! For once, this was a game that lived up to the hype.

J League Pro Striker: Still Steve's favourite football game, this import cart was so good it even got its own MEGA POWER/SEGA PRO office league. A compulsive two-player game (or four-player with the Sega Tap), this proves that the Japanese know their soccer.

FIFA International Soccer: Never has a cart attracted such a crowd around the Mega Drive at lunchtime – and with the EA 4 Way Play, we could have epic four-player matches. Our greatest triumph was coming back from 2–0 down to beat SEGA PRO 3–2! What a great game, Brian.

THE GAMES THEY SAID WOULD ASTOUND US... BUT DIDN'T

Jurassic Park: Okay, so it wasn't bad. But are you sure Raptors could walk in midair?

NHL '94: Again, it was playable enough, but that's not surprising considering it's virtually the same game as *NHLPA '93*. Only EA can do this.

Gunship: This "conversion" of the classic MicroProse flight sim somehow managed to turn it into a naff shoot-'em-up. Only US Gold can do this.

Silpheed: Nice graphics, shame about the game. This *Galaga*-style blaster was about as original as Jimmy Tarbuck's jokes.

Ultimate Soccer: Cor, invite all your mates round, somehow crowd all eight players around the screen and enjoy mind-numbing action and Master System-style graphics. Of course, you can only do this once, as you won't have any mates left after this humiliating experience.

WELCOME TO HONEST SEGA'S BARGAIN BASEMENT

Roll up, roll up, ladies and gentlemen. Have we got some bargains for you? We certainly have. My assistant Ron will now demonstrate the all-new, singing, dancing Mega Drive 2 video-games console. See how it plays those Mega Drive games as normal? This ain't your ordinary run-of-the-mill Mega Drive, though, missus. No, this is a major advance in technology and ergonomics. With its smaller, cheaper-to-make components, it's more compact than your average Mega Drive and there aren't so many fiddly features to confuse you. After all, you don't want to be bothered with headphone and TV sockets, do you? So what would you expect to pay for this slick piece of Sega merchandise? Well, here's the surprise: it's exactly the same price as the old Mega Drive. Now that's what I call value.

THE MEGA-CD GAMES THEY SAID WOULD REALLY SHOW OFF THE MACHINE

Sewer Shark: Lots of grainy Full Motion Video footage couldn't disguise a rather repetitive shoot-'em-up.

Night Trap: Not bad, but this adventure was very slow-paced and you could tell when the baddies were about to appear by watching the CD access light!

Silpheed: This was the game Mega-CD owners had been waiting for, and boy were they disappointed? It's a very simple blast-'em-up, tarted up with nice 3-D backdrops.

Microcosm: Hmm... an enjoyable enough 3-D blast, but hardly the mega-game it had been hyped up to be. Like *Silpheed* and *Sewer Shark* before it, the CD-accessed graphics are merely decorative. Nice intro sequences, though.

THE MEGA-CD GAMES THAT DID SHOW OFF THE MACHINE

Thunderhawk: The only game so far to use the Mega-CD's graphics rotation and scaling abilities to the full for a great 3-D landscape. Instead of providing glossy backdrops, here the continual CD-access pumps out a stomping soundtrack to accompany the hectic blasting action.

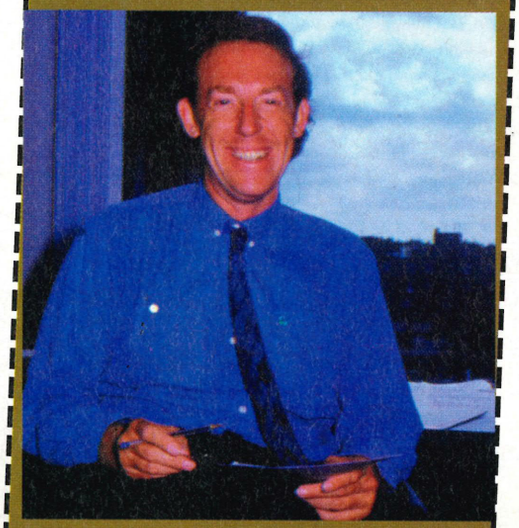
PERRY MASON'S GOLDEN GAVEL FOR COURTROOM DRAMA

Codemasters versus Sega. A small Warwickshire software house up against a huge multinational corporation. And for once the "little guy" won, Codemasters ensuring the right to produce their Game Genie and to release games independently. They were understandably delighted, and so were we: at last we got to play *Micro Machines*.

THE SILVER STROBOSCOPE FOR PUTTING GAME FANS IN A FIT

This goes to the tabloid newspapers who printed lots of scare stories about video games causing epileptic fits in players. Of course, it was typical sensationalist journalism: only one percent of the population is epileptic and, of that figure, only three to five percent have the photo-sensitive epilepsy that could be triggered by a flickering screen.

THE RATTNERS "GOLD" BRACELET FOR TALKING CRAP



Nick Alexander, for claiming that Sega Europe aren't making any money out of Mega-CD releases (in the MP#2 interview). Nick claimed the development costs for CD games were huge and, dividing them by the average sales in the UK, worked out at £50 a unit. However, as a diligent Mega Power reader pointed out, a Mega-CD title will also sell many more units worldwide and so the real cost per unit is nearer to £5. Nice try, Nick.

THE KEN BARLOW WRIT FOR LEGAL PARANOIA

You can't be too careful regarding legal matters, so this award goes to Suny for altering all the player names in Sinsible Succer. Yes, now you can score lots of goals with Peul Gescoigne (and go out on the beer).

THANKS TO SEGA'S STRICT QUALITY CONTROL, WE GOT TO PLAY...

Home Alone: Holy cow, what a bad game. You get to set loads of traps for the burglars and then sit back and watch. What fun! What fun?

Silpheed: Er, haven't we mentioned this one before?

The entire Golden Axe series: Oh well, at least they had the good grace not to officially release the third game in the UK.

Gunship: This is a pile of something very brown and very squidgy – and it ain't melted chocolate.

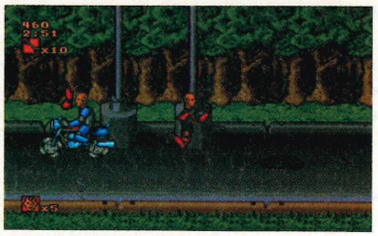
Chester Cheetah – Too Cool To Fool: Fortunately so are most Mega Drive owners, so this horrendous platform import cart shouldn't give anyone the runs.

TEN NAFF GAME CHARACTERS

- **Cosmic Spacehead:** Coming from Codemasters, the people who brought us an animated egg (Dizzy), Cosmic was a bit of a letdown. Let's face it, friendly aliens just don't cut it – remember the one in the TV series "V"? 'Nuff said.
- **The new James Pond:** Didn't James Pond look cool wearing his metallic Expandosuit for *RoboCod*? So in *Operation Starfish*, why ever did he choose to don the same vest and shorts that he wore in *Aquatic Games*? You smelly, smelly fish, James.

- **Chuck Rock Junior:** Chuck Senior was a great caveman character with bags of humour, so why was he substituted by his nappy-wearing son for the sequel (excellent as it was)? The bouncing baby looks so sickeningly cute, you're almost glad to see him get bashed by the baddies.
- **Chester Cheetah:** Apparently Chester Cheetah is a character off the front of an American corn snack. Well, we know what we do with empty crisp packets: chuck 'em in the bin. Unfortunately, Chester was digitally recycled in a sad platform adventure.
- **Rolo the elephant:** As game heroes go, this one produced the biggest pile of dung, no doubt about it. As well as that, he waddles slowly along and can't jump very high – what a great choice to star in a platform game.
- **Johnny Cage:** Poor old Johnny. Once a top movie star, he's trying to boost his flagging career by fighting in the *Mortal Kombat* tournament. If he wins, he plans to make a comeback movie, but this looks about as likely as Madonna winning an Oscar. Surveys have proved he's the least-used fighter on both the coin-op and console versions of the game. His moves are flashy, but he's too weak to take on the nastier guys.

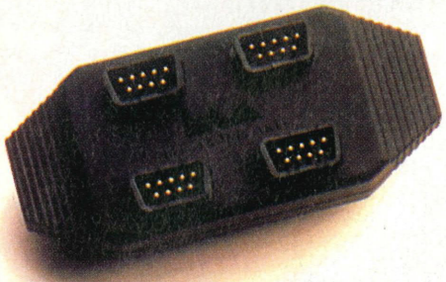
- **Balrog:** Guess which *SFII* character is always picked last in group battles? As ex-boxers go, this one's about as potent as Frank Bruno – no doubt Balrog will soon be challenging for the WBC heavyweight title.



- **The Crash Dummies:** The best thing about the Dummies is the disclaimer in the TV ads for the toys, where they preclude any accusations of bad taste by encouraging everyone to wear seatbelts and not be a dummy. If that means being as dumb-looking as these guys, it's probably right.
- **BOB:** We're not sure what this acronym stands for but may we suggest "bucket of bull"? Or maybe "bag of bolts" might be more appropriate, seeing as he's an android explorer. And what marvellous technological gadgets does BOB have built into his robotic body? Umbrellas and parachutes.

- **Big Boy Barry and the fat bloke off the Sega ads:** Look, it's not that we've got anything against fat people here at Mega Power – we love Fergie. It's just that Big Boy Barry gets to present his *Games World* TV show with the gorgeous Jet (from The Gladiators). Lucky git. Even the fat bloke off the Sega ads manages to get "mega seedy" with *Night Trap*'s Megan. Urghhh, it's enough to turn your stomach (but not his).

THAT WAS THE YEAR THAT WAS



THE BT JEWISH GRANNY FOR CORPORATE COMMUNICATION

Brrng, brrng... "Hello, Mr Sega? It's your old mate EA here. I'm just ringing to ask if you're planning to make a four-player joypad adapter for the Mega Drive. I make a lot of multiplayer games so I'd obviously like to make them compatible. You're not? Okay, I'll make my own then..."

Some time later, gamers are presented with the choice of the completely incompatible EA Four Way Play and Sega Tap. Isn't communication a wonderful thing?

THE MARTIN AMIS FOUNTAIN PEN FOR IRONY

Sega, for their Pirate TV ads which unfortunately coincided with their much-publicised crackdown on cartridge piracy. Was this a post-modern ironic statement or just a cockup? I think we need to be told.

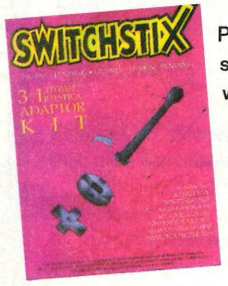
TEN EXCUSES FOR SEGA EUROPE TO PUT GAME PRICES UP

1. The growing strength of the yen against the pound.
2. The rising price of chips.
3. The rising price of fish.
4. The rising price of a jumbo sausage with curry sauce.
5. All those silly Pirate TV ads cost money, you know.
6. The extra cost of feeding up that fat bloke in our TV ads.
7. Can you imagine how much money it takes to develop all those high-quality CD games?
8. Someone's got to pay for all the lawsuits we keep losing.
9. To overtake Nintendo as the most profitable Japanese company, we'd sell our own grandmothers (at an inflated price in Europe, of course).
10. Due to poor dental care, British people are suckers.

THE MAD ONNA FOR HYPE

Well, who else could it be but Acclaim for *Mortal Kombat*? Never mind all the fuss about a global release on "Mortal Monday", they achieved a press coup by getting the tabloids talking about the game's gory bits. Soon it was being analysed in the quality papers and even on TV in news bulletins and BBC2's Late Show.

NEW FROM BONCO, THE YEAR'S GOOFIEST GADGETS...



Switchstix: As mounted on the cover of our sister magazine, SEGA PRO, the Switchstix comprised three small pieces of plastic and a sticky pad. You had to put plastic bits together to make a tiny joystick which stuck onto your joypad's direction pad. Oh dear.

Menacer: The mean-looking light gun came with a naff six-game cartridge, so we couldn't wait to see which other games supported it. Now let's see, there was *T2: The Arcade Game*... then there was, er... Well worth 60 quid, we think you'll agree.

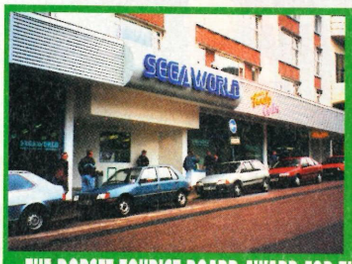
Cart racking system: Another cover-mount, this time on our SNES sister mag, SUPER PRO. Apparently it was worth £4.99 and enabled SNES owners to store no less than three carts. Of course, you could stack several of the plastic units together to hold more games, but somehow you get the feeling Blue Peter could have done it so much better (and cheaper).

Freewheel: This revolutionary controller was basically a big steering wheel that you rotated in midair to move left and right. Supposedly good for driving games it was an even bigger hoot on platform adventures!

Back-up chair: Made of cloth, this strange bondage-style device had a back support connected to two loops which went around your knees. It was supposedly good for preventing backache while sitting on the floor or even in a proper chair, but the £30 price tag was likely to get your back up – never mind looking a complete prat.

Program Pad: A special mention must go to this joypad which lets you program direction and button combinations into its three special buttons. Hence Dave thought it would be useful for the *Street Fighter II* challenge he was doing at the local Asda superstore. But when he got there he discovered that the special moves he'd programmed in the night before had disappeared – the pad had no battery back-up! In the event Dave managed to wipe the floor with all but three of the many challengers without resorting to any cheating devices.

Sega Chair: Released in 1992, this was so bad we've put it in for '93 as well! This strangest of all game controllers had fire buttons on its arms and used the seat as a direction pad, so you had to lean the way you wanted to go. Needless to say, you looked a right pillock and it was almost impossible to play any games: only *Space Harrier* worked to any extent and even that was better with a joypad. Worst of all was the £99 price tag. You can now pick one up for about a tenner, but even then we wouldn't recommend it.



Bournemouth gets this for its highly acclaimed Sega World. This revolutionary amusement arcade is Sega's flagship games centre in Europe and includes all the latest Sega machines, including the *AS-1* space-flight simulator and an eight-player *Virtua Racing* setup. Come to sunny Bournemouth, the home of great gamesplaying!

THE DORSET TOURIST BOARD AWARD FOR THE TOWN WITH THE BEST GAMES ARCADE IN EUROPE

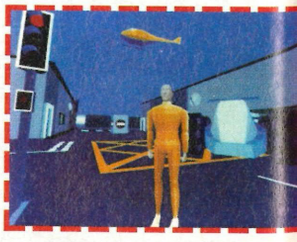
THE DAVE PERRY CEREMONIAL BANDANNA FOR THE BEST VIDEO-GAMES SHOW ON TV (INCLUDING SKY)

Games World, but only on Wednesdays when Dave Perry's on. Also, an honorary mention to Gamesmaster which Dave is now co-presenting.

THE BBFC CERTIFICATE FOR CLASSIFICATION

This one has to go to Sega for submitting games to the British Board of Film Control for film-style age certificates – unlike Nintendo who say none of their games would ever need such classification. So lucky old SNES owners got *Mortal Kombat* with all the gore taken out.

THE MOST EMBARRASSINGLY AWFUL VIDEO-GAMES SHOW ON TV EVER



Cyberzone with Craig Charles... "Come on rabble, let's make a borg... Borg! Borg! Borg! Borg!... Now folks, this is a special puzzle room, so I'm going to be really patronising and tell you exactly how to do it... See that square there? Shoot that... Well done, John. Now quick, run to the next room before those folks aimlessly driving around in that old van catch you... Phew, that was so exciting..."

MOST PROMISING SOFTWARE HOUSE OF THE YEAR

A difficult choice, but we have to hand it to Core Design. They promised us this, they promised us that... only kidding. After programming games for other software companies, they're at last getting the recognition they deserve by releasing great titles on their own label. *Chuck Rock II* was great fun, but the real breakthrough came with *Thunderhawk*, the game that really put the Mega-CD on the map. With projects like *Bubba 'n' Stix* on the way, Core look set to have an even more successful year in 1994.

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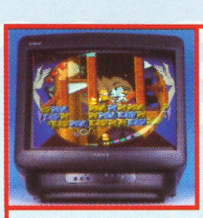

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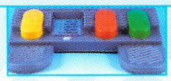

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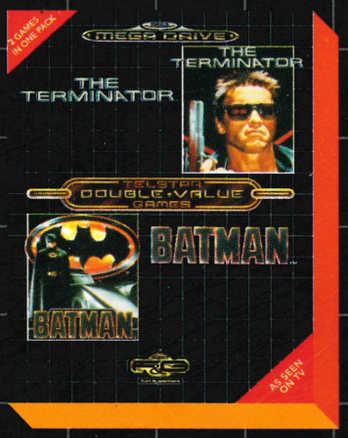

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