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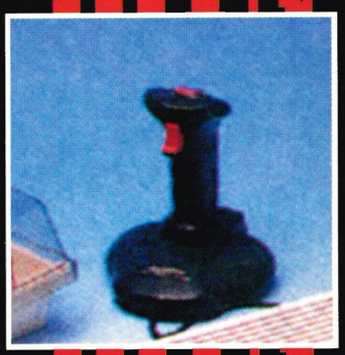

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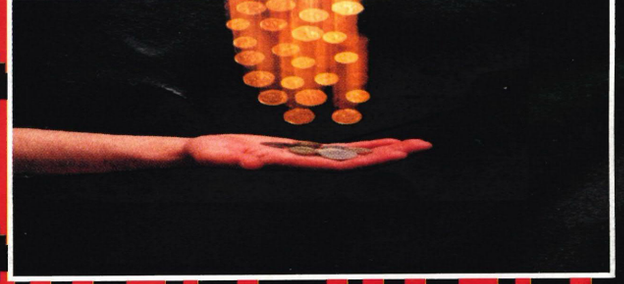

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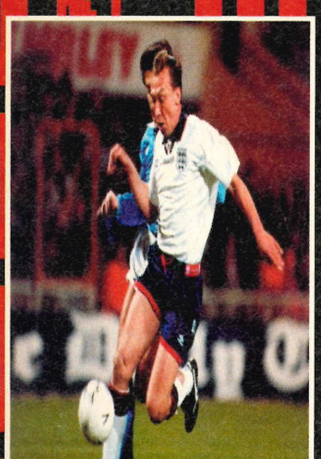

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MEGA

ROBOCOP 3

MEGA ACTION plays with Murphy's Law this month – ie we take a big look at Acclaim's RoboCop 3. But that's not all – you see, we also have Aladdin, Sensible Soccer, Last Action Hero, Cliffhanger, James Pond 3 and Terminator 2 to tell you about, not bad really! Also this issue, please find a MEGA ACTION badge on the cover and an extra eight pages! What more could you want out of Britain's fastest-growing Mega Drive magazine?

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MEGA ACTION is the new Mega Drive magazine from Europress, one of the largest publishers of computer magazines and educational software in Europe. It is our aim to bring you the best magazines at the right price and provide you with the latest and most honest information, written in an entertaining style. If you have any comments or questions about MEGA ACTION, please write to Nick Merritt at the address given above.

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WORLD NEWS

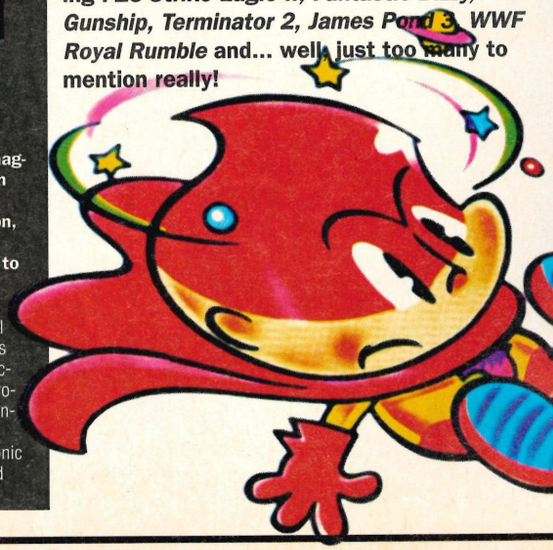
7 Not so much news this month... well, on the news page anyway, because of the recent European Computer Trade Show. Still, before you find out about that, read all about SpectraVideo's latest gadgets, some alleged problems with Virtual Reality headsets and get prehistoric with Joe and Mac, the Caveman Ninjas!

ON THE OTHER HAND

8 We're as fed up of Mega CD as you probably are, so this month, after *Mortal Kombat* hit the streets, we turn to that old favourite videogames violence and ask – is it right to produce brutal games? And who's buying them anyway? Turn to page 8 for the dirt!

REVIEWS

10 We think we can safely say that we have an excellent selection of reviews for you this month, including *F15 Strike Eagle II, Fantastic Dizzy, Gunship, Terminator 2, James Pond 3, WWF Royal Rumble* and... well, just too many to mention really!



WIN T2 GOODIES!

30 When a Terminator endoskeleton landed on our desks, we thought it was curtains for us all, until someone realised that it was eight inches tall and made of plastic. Anyway, we soon figured this was a great chance for compo, so here you are!

A SHOW OF FORCE

44 The European Computer Trade Show is The Place To Be if you want to find out what's coming up for your console within the next few months. So MEGA ACTION packed up its bags in search of some info... and a few parties too!

PREVIEWS

48 Well now, nobody can say that MEGA ACTION doesn't have the biggest names for you this month. How do first looks at *Cliffhanger, RoboCop 3, Last Action Hero, Dune* and the one and only *Sensible Soccer* grab you? We think you'll be pleased too...

WIN CONVERSE GEAR

53 With the imminent release of *NBA All-Star Challenge*, we figured it would b a good idea to get into a sporty mood, so we're giving away some excellent sporty gear to some lucky sod. It might be you...

BACK ISSUES

54 Missed that exclusive back in issue one? Fancied seeing the piccy of Leila on the compo page in issue three? Well, now's your chance – just get your chequebook out, give us all your money and maybe we'll send you a mag!

CONTENTS

MEGA JIVE

64 A veritable flood of post in this month on a wide variety of subjects. Trouble is, we did that page weeks ago and none of us can remember anything about it. Ah well, guess you'll have turn there to find out.

SONIC SORCERER

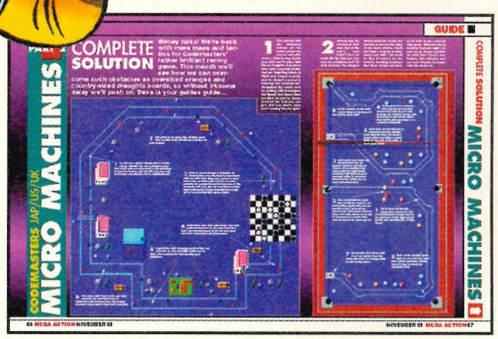
65 No idea why this feature on Tomy's latest Sonic merchandise got called what it did, but there you are. Anyway, there's some ace stuff out this month so check it out now!

MICRO MACHINES GUIDE

66 We're back for the second and final part of our *Micro Machines*, guide! So complete your racing ambitions with this handy and rather attractive set of maps of the courses. We are just too kind sometimes.

TIPS AND CHEATS

And another whole double page this month! Keep those tips and cheats coming! This month – tips for *Mortal Kombat* (yep, THAT code) and *Jurassic Park*!



MEGA WORKSHOP

72 Many people have written in saying how much they like the Workshop. Well thanks, we do too! Anyway under inspection month are Mega Drive football games.

NEXT MONTH

74 Things don't improve on the Next Month page this month, folks. This time around, Jamie came up with a spray can and we had to think of something to say that went with it. Not easy, but we've managed to sink to our usual cringe-inducing standards (again).

THANKS THIS MONTH: The front door, Alex's suntan, Jason Spiller (mmm), Steve (buzz) White, Jamie (fast) Leeming, James (fish and chip tray) Eagers, everybody for all their ECTS stories, our dead smart grabber, Doctor's and dentists receptionists (not), and finally bigtime respect due to Mr. Nicholas Merritt esquire (RIP).

IN THIS ISSUE...

So. You're after a game and don't see why you should spend crazy money on over-priced reviews and previews from other magazines? Fair enough. We're sure we can help out...

Addams Family	31
Aladdin	50
Cliffhanger	60
Cosmic Spacehead	23
Dune	55
Fantastic Dizzy	13
F15 Strike Eagle II	10
Gunship	14
James Pond 3	26

Last Action Hero	61
Madden '94	36
RoboCop 3	48
Sensible Soccer	56
Silpheed (last time!)	40
Snake Rattle & Roll	16
Spiderman & X-Men	34
Terminator 2	24
Thunderhawk	38
Wimbledon Tennis	28
Wiz and Liz	18
WWF Royal Rumble	32

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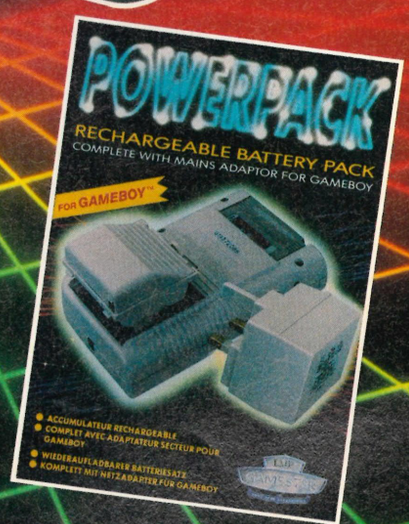

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Welcome...

...to issue six of MEGA ACTION! It's been a whole six months since the launch of this fine magazine, and more people are getting MEGA each issue. So, firstly, thanks to everyone who's buying us!

This month, we devote a huge section to the recent European Computer Trade Show (ECTS), where all the games people got together to do business. So if the news page is looking a bit short this month, it's because most of the news is about the ECTS!

This will be my last issue as Editor – I'm off elsewhere, so Steve will become the new Editor from next issue. Enjoy!

Nick Merritt – Editor.

Getting real

Virtual Reality systems currently being used in the arcades could cause problems with people's eyesight, it has been reported. Alleged side effects from even a short spell in a virtual world include dizziness, nausea and blurred vision. Nausea and dizziness are results of the time delay between moving and seeing the results in the virtual world.

▲ *Virtual Reality has a few real-world effects after all.*

Placing small TV monitors so close to people's eyes put a big strain on eye muscles, leading to squints. This could be a problem with young children in particular whose vision systems have not fully developed.

Sega, whose own Virtual Reality system is due out soon, are following the research closely.

Virgin books Sonic

Check out the first few words of the latest Virgin press release: "Sonic the Hedgehog is a modern day super hero, a cultural touchstone for the video game generation..." The words 'pretentious' and 'flipping' spring to mind. Anyway, the reason for all this is that Virgin have signed the blue beast up for a couple of novels due out soon, in the snappily-titled *Sonic the Hedgehog in Robotnik's Laboratory* and *Sonic the Hedgehog in the Fourth Dimension.*

We won't pass any comment on the way video games have affected book sales over the last decade or so, so instead listen to Virgin's reasoning: "Sonic is the ideal character to make reading fun. No one's going to have to force kids to read about a character that, to them, is Michael Jackson and Superman rolled into one." Ahem. That's reassuring.

Anyway, look out for these now, price £2.99 from your friendly neighbourhood bookseller.

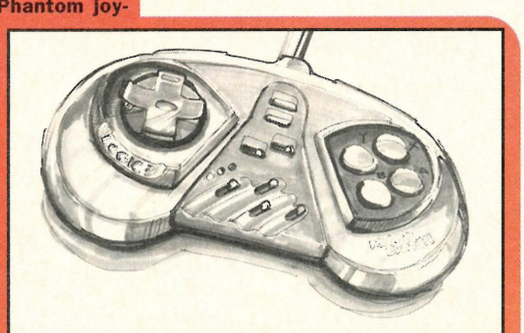
▲ *Sonic prepares to start some fashion riots as he gets down with funky literature (ie books).*

Ghost in the machine

SpectraVideo are a strange company. Not only do they come up with neat and dinky press releases, but they date them with the wrong date too! Anyway, the release dated July 1993 that just landed on my desk is all about their new joypads, the Logipad ("the world's first games pad with closed microswitches", whatever that means) and the Phantom joystick. SpectraVideo reckon the Logipad will 'set the standard for all future pads' while the Phantom 'offers an incredible eight ft of cable'.

▲ *What a marvellous looking joystick. Truly a god amongst games controllers. (Enough! – Ed.)*

Anyway, while your juices are flowing in anticipation of all that, check the prices out: £17.99 for the Logipad and £24.99 for the Phantom. October is the big day, so remember to get a good night's sleep. Or whatever.



▲ *Wow! Even nicer! Look at those curves! That functionality! It's just too much to bear...*

Big Mac?

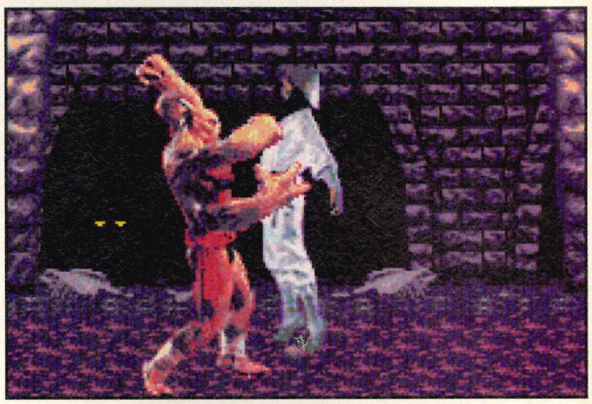
We haven't heard much from Elite recently on the Mega Drive, so it's about time their huge recent European release made it across to us. Called *Joe and Mac, Caveman Ninja*, it sold 180,000 copies on the Nintendo and proved that yet another dinosaur romp still had the momentum to make a bit of money.

Joe and Mac's womenfolk have been swiped by their neanderthal neighbours you see (this is not a politically-correct game) so strap on your loincloth and take part in this 'hilarious arcade-action romp'. Watch out for the release early next year, for a mere £39.99.

For a full report on all the latest stuff, turn to our ECTS report later on in this mag.

ON THE OTHER HAND...

No magic tea



With the release of *Mortal Kombat* this month, it seems a good time to talk about that perennial press favourite, violence in video games.

Most of the arguments would appear to have been made already, but there's clearly something not quite right still about the whole thing, a feeling that no matter how much you classify games, ultimately it's not going to make much of a difference.

This thought occurred to us recently because of part of a Megatech review of *MK* printed in the Independent on Sunday on the 12th of September. In a section called 'Verbatim' the paper reprinted the death moves text. The Verbatim bit does not comment on what it prints, it just lets the writing speak for itself.

After reading it, we felt a bit uncomfortable. The review had been written with some obvious delight about the goriness, something that we ourselves have been guilty of.

The fact is, *Mortal Kombat* contains some pretty brutal moves. Ripping the spines out of people is not just goriness, it's rather sick actually. What makes it more discomforting is the realism of the characters involved – the digitised sprites and so on. And even worse, very few reviews of *MK* even asked if it was right that games should contain scenes like these.

Surely, we can't let the press or ELSPA make our mind up for us on this point – we should be discussing it within the pages of the magazines too. Nice one, the magazine industry, only 20 years behind everyone else.

If a videogames rating system had been in place now, what, we wonder, would *MK* have got? The fact that the game comes in a 'violence-free' mode doesn't affect this argument as everyone will eventually get hold of the code. And could similar codes be used in the future to get around video ratings?

Look at the situation with videos for instance. One company, Tek-Magik, is soon releasing a game based on Steven Segal's movie exploits.

Most of the people who will be buying this game won't even be old enough to have seen Steven Segal in the cinema, or officially on video either. While one software company produces games aimed at people who shouldn't know what the game is about, we sit here assuming this videogame rating system is going to be the answer to everyone's problems.

What particularly worries us is that Sega are the prime candidates for suffering a big backlash. Nintendo won't or should not as their games are specifically prevented from containing graphic violence.

Computer games are not like videos – the buyers' age ranges are different in any case, and to assume a video-type rating system is going to be the solution could be asking for trouble from MPs and certain newspapers who like nothing better than messing in areas they know or understand little about.

So the question is, how will an age rating system work when games already aimed at the young, like *MK*, contain scenes of people getting their hearts ripped out?

RELEASE SCHEDULE

Keep an eye out for these releases over the next month or so:

Prince of Persia
Landstalker
The Hulk
Blades of Vengeance
Mutant League Hockey
Sensible Soccer
FIFA International Soccer
Sonic Spinball

Telephone numbers

Sega: 071-373-3000	Electronic Arts: 0753-549442
Virgin: 081-960-2255	Domark: 081-780-2222
Acclaim: 0962-877788	US Gold: 021-625-3388
Accolade: 081-877-0880	

This month's position — ELSPA PENGUIN CHARTS

1	Jungle Strike
2	Micro Machines
3	Bubsy the Bobcat
4	Cool Spot
5	Flashback
6	PGA Tour Golf 2
7	Ecco
8	Moonwalker
9	Super Kick Off
10	Tiny Toons: Buster's Treasure

▲ *Jungle Strike still here after all that time. Impressive.*

▲ *Micro Machines starts moving – tough luck Bubsy!*

This month's position — ELSPA PENGUIN CHARTS

1	Final Fight
2	Night Trap
3	Jaguar XJ220
4	Road Avenger
5	Sherlock Holmes

▲ *Time to knuckle up for Final Fight – if you can avoid Mortal Kombat that it!*

Video Hell

You've seen the charts – now see what to avoid! Over the last couple of months, these have particularly stood out as dogs:

Capt Planet and the Planeteers	*(Import, Sega)*
Afterburner III	*(Import, Sega CD)*
Nightstriker	*(Official, Taito)*
Timegal	*(Import, Sega CD)*
Steel Talons	*(Import, Tengen)*
Superman	*(Import, Sunsoft)*
Chester Cheetah	*(Import, Kaneko)*

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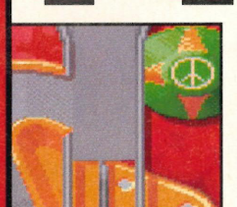

OUT NOW IN NEWSAGENTS THAT KNOW.

NOVEMBER 1993 ISSUE 18

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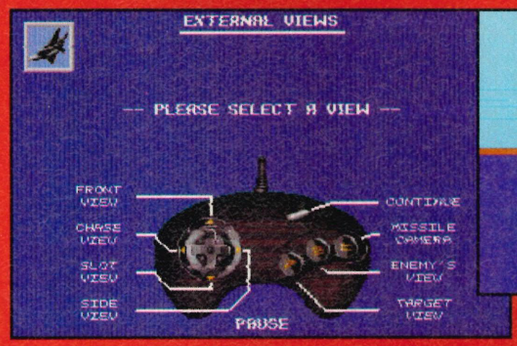
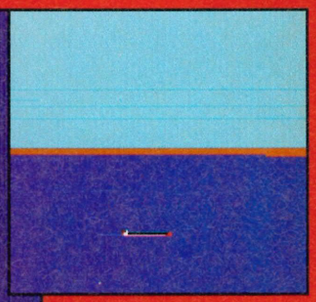




▲ Front View

F15 STRI

■ Floppy discs, computers, long-winded involved key commands. This is what springs to mind whenever you think of flight simulations. Can the Mega Drive change all this?

You have three buttons on the Mega Drive, in a few months it will be six. This falls some 60 odd short of the average home computer. Jet Fighter aircraft are very complicated and they require a lot more than 60 buttons to fly, in fact the average cockpit switch count might run into thousands. Press the wrong one and Greater London disappears, if you happen to be flying overhead.

It goes without saying therefore that MicroProse, the masters of simulations, have given Mega Drive owners a cartoon version of their famous *F-15 Eagle* series. Not that that detracts from the excitement as, to be honest, fumbling around for SHIFT-OPTION-FUNCTION KEY-RETURN just to drop your undercarriage can get a bit frustrating on that final approach. Indeed the Mega Drive version has a simple answer to all that. After extensive research in schools throughout the country, the message was to get rid of the lesser important decisions like choice of flare or chaff, flaps and undercarriage in favour of an automatic system. But important decisions like when to fire and what to fire are still yours, error and misjudgement still open for business.

Before entering combat, you select a level and customise a pilot. These settings can be saved to allow a pilot's career to last the duration of the war, or wars. Getting shot down means a desk job or at worst a funeral with friends, though if you save every inch of the way you can enjoy multiple rebirths and medals beyond your wildest dreams.

TIP
Constantly toggle between air and ground weapons to see a target displayed in the television window, then line up and let loose!

There are six game worlds, Libya has the easiest missions, Europe has the most challenging: Libya - Across the Line of Death, The Gulf - Keeping the Sea Lanes Open, Vietnam - America's Longest Air War, Middle East - Eagles Vs. MIGs, Nordkapp - Into the Soviets Backyard, Europe - Red Storm Raging.

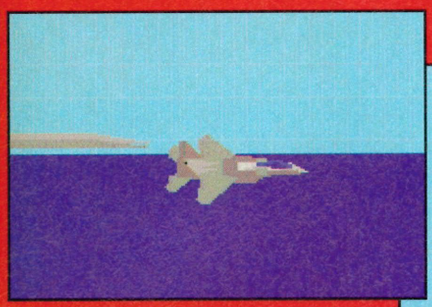
The F-15 is a single seater advanced fighter and strike aircraft. Tucked under its fuselage and strapped to its wings are the very latest weapons from the USA (and, I believe the odd British product). MicroProse have simplified the choice but not the targeting system, accurate flying is still the essential ingredient for a successful mission.

AMRAAMS- That stands for, ermm, well it has something to do with a weapons ability to track a trail from another airborne target. At medium range they lock on and follow enemy planes till impact is made. One shot usually does it but evasion is possible, with chaff, flares and fancy flying at a pilot's disposal.

MAVERICKS- Not as in Cruise, but more of an air-to-ground TV-guided missile with devastating capabilities. Range is excellent allowing a quick launch before the target installations have time to fix on you. One accurate hit is all that is really needed, even for the most stubborn of buildings. You have eight of these to play with.

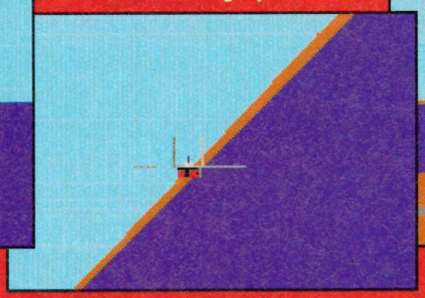
CANNON- With a thousand rounds to empty, things are really looking up. The cannon can be toggled from ground to air mode with an automatic targeting system for accurate explosion. In the air it really is your last chance, for close up air dancing only. Quite a few rounds need to be emptied into the target before you can fly away.

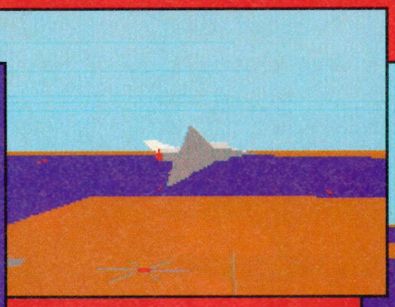
CHAFF AND FLARE- There are two types of decoy for a very good reason - some flares are no good against certain types of non-heat seeking missile. So a type of silver foil called chaff is mounted which stays grouped in the air. Selection is automatic, so don't panic if you can't tell the difference between heat and non-heat variety.



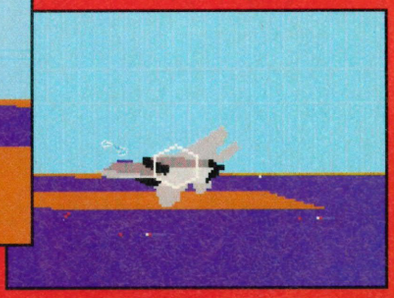
▲ Side View

▼ Slot view-slightly behind





▲ View from Enemy Plane

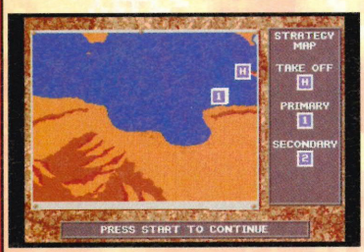


▲ View from Target

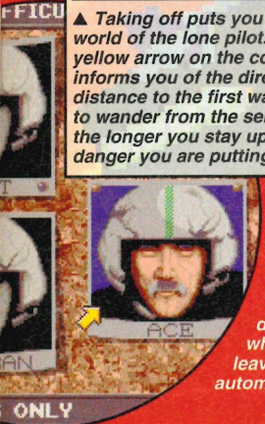
KE EAGLE II

Seat of Your Pants

▲ Mission briefing tells you of both primary and secondary targets. Way point selection allows a good, and safe passage to be calculated. Don't forget that all enemy positions will be alerted to your presence so expect heavy retaliation if detected. ▼



▲ Taking off puts you high into the world of the lone pilot. A glance at the yellow arrow on the compass bearing informs you of the direction and distance to the first way point. Try not to wander from the selected course as the longer you stay up here the more danger you are putting yourself in!



◄ Each pilot rating has its own perils, for instance the Rookie level means that you don't have to land while the Ace rating leaves nothing to the automatic pilot.

▲ Engaging the enemy you try to gain position by lining up your primary weapon, the AMRAAM right on his infra red trail. Failing that reeling him in allows a switch to guns and some hectic battling involving some 3D flying techniques. Careful use of the tactical display will put you in the right line for destruction.

▲ Flicking to ground weapons and the Maverick is ready for launch. When the target square becomes a white hexagon you have a 60% chance of hitting. When it turns red launch a missile and one for the road then turn and head for your next target. The Primary target should always be your objective though should circumstances dictate you can always opt for the secondary.

▲ On now to the second target. Ground forces have mobilised to meet you and the air is getting heavy with the sounds of your little missile detector bleeping for all it is worth. Line up and get the lock on. Don't get distracted by the air activity but just straighten up and launch that Maverick. If all goes well then your tail will be clear and you can head for home.

▲ Afterburners on and lets head for home. If the way points have been carefully worked out then you should now be heading for the home base. By using the time warp facility you can speed up the return process considerably. To check that your way point is correct, toggle to Maverick missiles then look at the target screen. If the home base is shown, keep flying!

▲ The runway runs on a parallel with North/ South or East/ West. Line yourself up by turning early and making slight corrections on final approach. As in full size aircraft use the throttle to control the descent. The undercarriage will automatically drop for you so concentrate on landing about one fifth the way along the concrete. Flare the plane just before impact then throttle back immediately.

▲ Mission debriefing shows a blow by blow account of the sortie with all weapons fired and positions flown to clearly laid out for you. Should you eject because of bad alignment of damaged plane then the score obtained is halved. Hitting friendly targets is not a very good move either as a desk job is not always the best way to pull the chicks. Though no doubt you can keep the flying suit.

The perfect cross over from the computer world, with good attention to detail. It gets involved after only a few missions, so don't expect a quick shoot 'em-up. The plane responds exactly as it should, making simple flying for the novice. Saving up the progress means that all missions can be flown and a certain sense of pride can be achieved. Definitely the best Mega Drive aircraft simulation on the market today- a must for budding world protectors! ■ STEVE

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 89%

SILVER

■ The first manned spacechip to land on the moon was called The Eagle.

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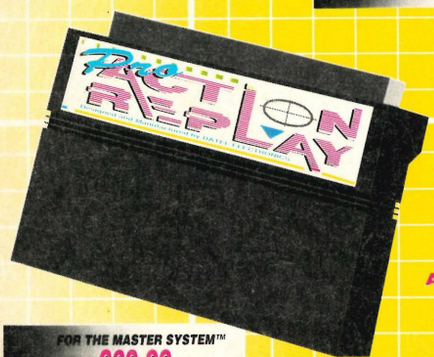

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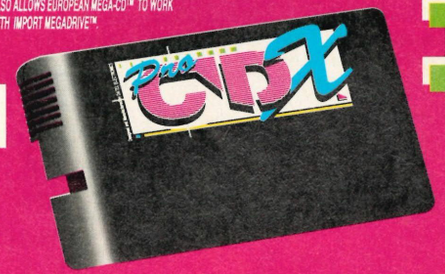

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OFFICIAL

PUBLISHER
Codemasters
RELEASE DATE
November
PRICE
£34.99

FANTASTIC DIZZY

Codemasters drop an egg into our laps. Will Dizzy be hard boiled or soft and dreamy?

I don't know what it is about the Codemasters. Just about every game they produce is dinky in some way, then goes on to sell zillions of copies.

Perhaps their secret lies in the gameplay – even though their titles seem not to contain very much *(Micro Machines* for instance) it's very easy to become hooked. And they've managed to achieve their current position without resorting to the levels of violence becoming more common these days.

TIP
Collect as many stars as you can – they can give you bonuses and extra lives.

Anyway, their latest has just landed on my desk – *Fantastic Dizzy*, one of a series of titles which have raked it in on other formats. In fact, Codemasters tell us they've sold something like 3 million of these games!

Essentially, this is just another platform puzzler, but as with *Micro Machines*, the Codemasters have turned this into something a little bit different.

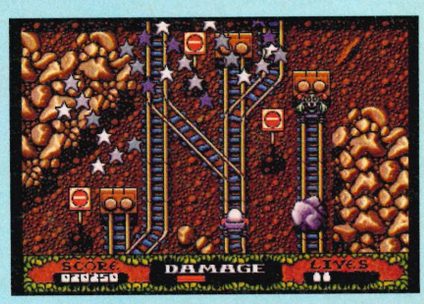
Upon first turning it on, I was struck by the simple, bright, almost cartoony graphics. The Dizzy character him(?)self is a little egg for some obscure reason, and walks around smiling like a guy with his lips nailed to his ears. Well, it's not for us to ask why he's so pleased with himself.

There's the usual graphical stuff – parallax scrolling, OK animations (although nothing great) and nice touches like grinning fish and scowling trees. In fact, the game buzzes with cheerfulness, probably the reason the *Dizzy* series is so popular in these cynical times. The story centres around Dizzy's battles against the wicked Wizard Zaks, who has eggnapped Dizzy's babe Daisy (he had an omelette in the pan and the shop was shut).

The basic aim is to travel through the levels, avoiding trouble and picking up items which may be of use later on. These items range from a bug spray, to bits of wood and a coin but unfortunately Dizzy can only hold a few objects at a time. Judicious object juggling will allow you to surpass most obstacles without too much difficulty.

If you manage to use the objects correctly, you will gain access to different parts of the game. For example, there is a machine in the underground mine section, which, when a key from an earlier part of the game is inserted into it, starts up, powering lifts which takes you towards a meeting with dragons and so on.

There's also a mine railway which provides a pleasant departure from all the platform antics – you have to control a dump truck, containing your fragile self, down branching tracks, avoiding baddies approaching you from the opposite direction until you hit a hole and drop into the next section. There are several holes to fall into, and each different one will place you in a different part of the next level.



▲ *Be prepared for a tumble into these holes at the end of the tracks.*

In fact, if you remember *Indiana Jones and the Temple of Doom* on the Atari ST, you will be familiar with the idea.

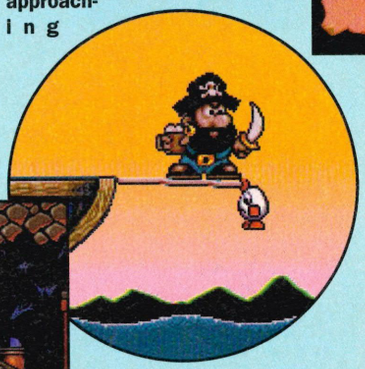
And this really is the whole point about *Fantastic Dizzy*. There's plenty to remind you from older games (there's even a bit reminiscent from *Knightlore* on the Spectrum, where you have to jump on bubbles) but it's been packaged in a way that makes it seem fresh and original.

There's no shortage of levels to progress through, the difficulty isn't taxing but the game is easy to keep playing and it's remarkable how long you'll find yourself playing it after you start. That's the cleverness behind Codemasters and their latest titles – for some reason you just want to keep playing their games! *Fantastic Dizzy* is no different and at such a decent price, this really is a must if you want a dinky platformer.

▲ *Collect stars and objects for extra points and continued success!*

◀ *Remember to wear your scuba gear — or else you'll die here!*

▲ *Daisy is your damsel in distress and as such requires stuff like rescue.*


▲ *Be prepared for a rough time with old Blackbeard here. Pirates... Scum!*

◀ *This machine will run the lifts if turned on. Now how are you going to do that?*

Can I go mate?

It's good to see a game like this because it's everything that Psygnosis's Puggsy should have been. It's addictive without being cute and it's fun without trying too hard. The puzzles make you want to continue and the graphics are bright and add to the cute atmosphere nicely. This really is an excellent game for all ages and I won't be surprised if Dizzy ends up as one of the really big sellers over this Christmas. Highly recommended. ■ NICK

MEGA

SOUND
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL
87%

SILVER

■ Eggs are a nutritious dairy product and go particularly well with bacon.

OFFICIAL

PUBLISHER
US Gold
RELEASE DATE
November 1993
PRICE
£39.99

GUNSH

US Gold does their bit for world peace with their release of a home computer favourite.

It had to happen. After the enormous success of *Jungle Strike*, it was only a matter of time before another chopper game winged onto the Mega Drive scene. Well, MicroProse via US Gold were happy to oblige, so finally *Gunship* came into land on our desks a couple of days ago.

Many of you may be familiar with the names *Gunship* and *Gunship 2000* from other games formats. However, on first loading up this version it is clear fairly quickly that much has been changed to take account of the differing requirements of console owners.

For instance, the original Amiga *Gunship* combined many flight sim elements with shoot'em-up bits. This version has avoided many of the flighty parts and have plumped more for the extreme violence angle.

On initially firing the game up, you are given the choice of performing a pre-flight check, launching a mission or nipping into the simulator for a bit of training.

Translated into civvy speak, what this means is you get the chance to alter the options, play the game or practice first. The best thing to do is practice first. You can choose between all the levels – ground attack, air attack, hostage rescue and so on.

It is here that you can see the way this game differs from other chopper titles. If you remember, *Jungle Strike* was presented in isometric 3D while *Steel Talons* put you in the cockpit with the landscape rushing towards you.

However, *Gunship* has your helicopter flying over the landscape in a horizontal scrolling shoot'em-up manner (in this part of the game anyway). Helicopters charge at you from the ground, sky, the next screen and so on, while a large arrow tells you the way to go. Change direction by slowing the chopper, then stopping before pressing the correct directional arrow on the d-pad.

When you decide you're ready for a real fight, you can fire up the launch mission option and prepare for some collateral damage. It starts with a nice intro – a typical bull-headed US military type gives a short slideshow.

Unfortunately, the slideshow is filled with the most nauseous red-blooded Americanisms, like 'steering them towards freedom and justice and onto the path of righteousness' (the Cap'n describing how invading a small Arab country is going to benefit them), 'it's about as hairy as it's going to get' (the Cap'n describing the difficulties ahead of you), 'looks like they're going to raise some hell' (the Cap'n warning you that the locals might not take too kindly to being invaded) and so on. (Am I the only person who feels uncomfortable about having this kind of garbage continuously rammed down our throats?) Anyway, the game initially puts a map up where you have to select your course to the objective via waypoints.

TIP

Fly low with your finger on the gun trigger, and pop up to deal with any aerial menaces using missiles. Don't forget ammo crates either!

This is pretty straightforward in the earlier parts of the game, but in the later parts not all the targets are on the map, meaning you'll have to indulge in a spot of reconnaissance.

Once that's done you find yourself in the cockpit and involved in a 3D 'fly into the screen' shoot'em-up, rather different to the majority of the game which involves the horizontal shoot'em-up routine.

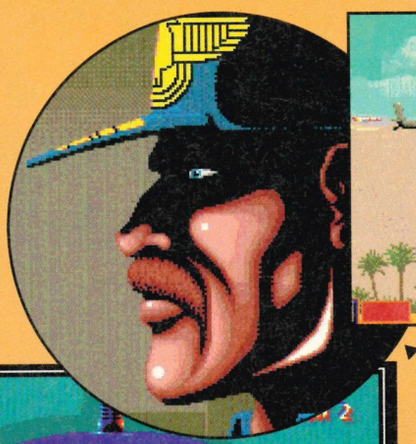
Helicopters and planes fly towards you quickly – too quickly on occasions, so blow them out of the air before they do the same to you. If you've selected the easy difficulty setting, navigation is automatic, but on trickier levels, you have to do this yourself. To blow the bad guys away, choose guns, or lock on to baddies with your targeting system and fire a missile. Eventually, you'll reach a refuelling dump where

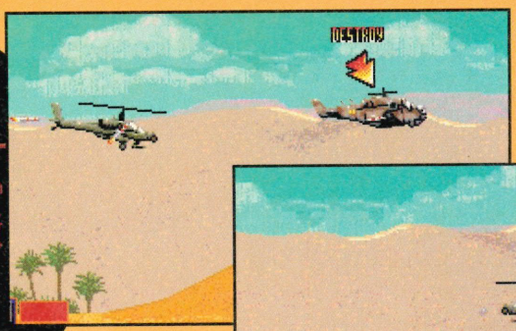
▼ *The cockpit mode. Use missiles for long range shots and guns for when the enemy comes in closer.*

■ Helicopters perform many useful roles, including nearly ending Michael Hestletine's ministerial career at the time of the Westland affair.

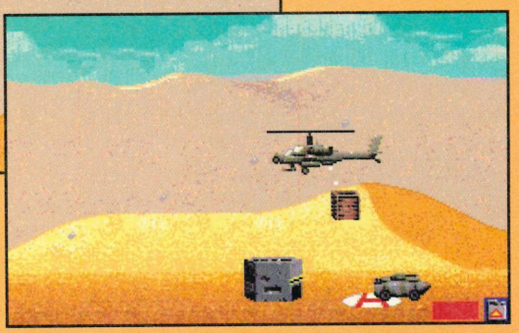
HIP

▲ *Your steed of the sky is fuelled up and ready for a bit of warfare. Armed with hellfires, air-to-air missiles and guns, you're mean.*





◀ *When in the training mode, the computer helpfully points out targets worthy of some further destruction.*



▼ *Your boss, a standard-issue military dinosaur. Most apt these days.*

◀ *Your joypad allows you to fire missiles, manoeuvre the helicopter and use your trusty chain guns.*

▼ *Arrows point out the best direction to fly in to get to your targets in time. Well, I'm going the wrong way already!*

ammo crate will fall out so swoop down to pick it up.

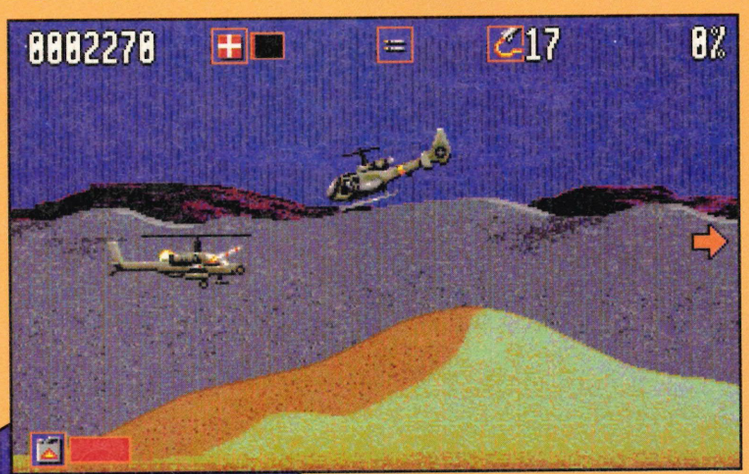
This game is fast and is not for the slow of reflex. I couldn't find a great deal wrong with it, but I wonder how my interest would hold up over weeks of playing.

Still, it's another decent addition to Mega Drive heli games and hold its own well with *Thunderhawk* and *Jungle Strike*.

the game switches into the horizontal phase.

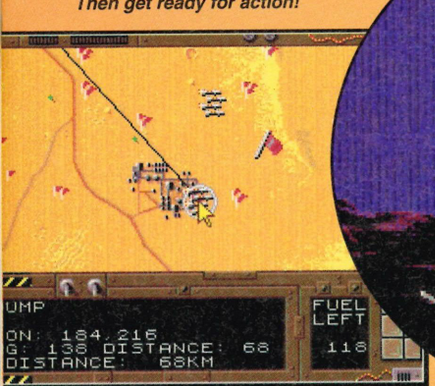
As you fly along, watch out for airborne and land-based baddies. Guns will shoot at you from the ground too, so it's just a matter of putting into practice all the skills you learned in the training section (and in countless other games too!)

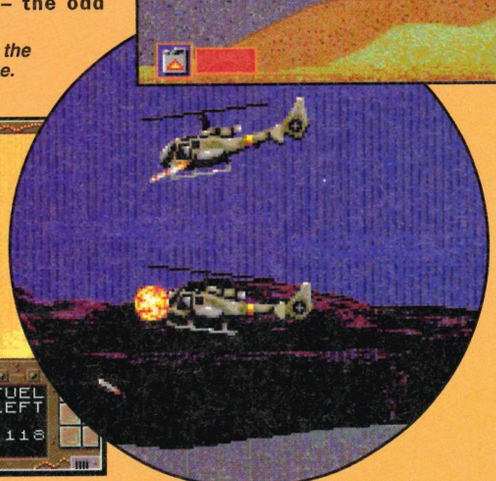
There's a decent range of weaponry to choose from in this part of the game, ranging from heat-seeking missiles, to air-to-air missiles, bombs and so on. When your ammo looks like it's going to run out, be sure to shoot enough baddies – the odd



◀ *Fly in under the cover of darkness, keeping low. Then pop up to take out enemy helis and planes.*

▼ *Select your waypoints for the cockpit-view part of the game. Then get ready for action!*





MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 81%

This isn't bad to be honest. It doesn't grip as instantly as Jungle Strike and technically it isn't a patch on on Thunderhawk (mind you, that is Mega CD), but it's up there in the top three. However, as a basic shoot'em-up I have to say that I preferred Ex-Ranza (or Ranger-X to give it its UK name) so if that's what you're after, I'd steer clear of this title. However, with great sound and some nice graphics, and some nice touches, it's worthy of consideration. But I found it lacked in the gameplay department. Ah well. ■ *NICK*

OFFICIAL

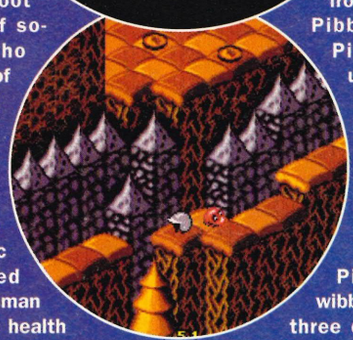
PUBLISHER
Sega
RELEASE DATE
November 93
PRICE
£44.99

SNAKE RATTLE AND ROLL

Snakes alive! Sega softly slithers into our living rooms once again...

Here's a game with a title straight out of that old kiddie's sports TV programme 'We are the Champions'. *Snake Rattle 'n' Roll* is a mission of revenge in a game which purports to be a puzzle and action, casting the player as snakes messrs Rattle and Roll.

The background to this rather odd game relays the story of an intergalactic thug called Big Foot and his hordes of so-called footmen who attack the palace of King Boa, stealing the flag of Serpentine as a final gesture of disdain. But the flag is not just a pompous heraldic symbol, no indeed missus, it is a talisman which balances the health and well-being of the kingdom. The flag must be recaptured and Big Foot and his minions paid back for this mindless sacrilege - a daft scenario which does little justice to the game.



3D isometric graphics introduce the player to this multi-mission game which has countless sub-games and minor tasks with a staple diet of Pacman-style gastronomy. Two players can participate simultaneously, controlling two game characters called Rattle and Roll, two odd creatures with extendable tongues which eat so-called Pibblebys... and this is when it all turns a bit silly!

Each level has a more advanced type of Pibbleby, ranging from simple Pibballs to Pibble Joggers and Pibblesplats to the ultimate in Pibblebydom, Pibble Copters and Pibbleboppers... I think you'll agree that it all makes perfect sense!

Pibblebys, Pibblebys... wibble wibble fweep! There are three different colours of Pibbleby, each with varying values and the occasional booby-trapped Pibbleby which turns into bombs. Each coloured Pibble is worth one to three units and four units are required for one snake segmen. Once you have gained the requisite number of segments, the tail section flashes.

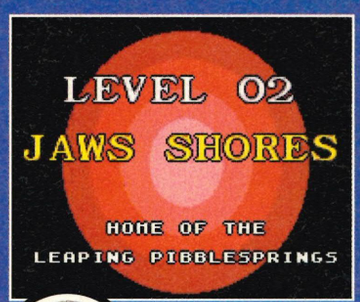
Further Pibbleby consumption will not produce any further length but you wil add extra points. With tail section flashing, leap onto a set of scales, a bell rings and exit doors open to reveal the next level with the promise of even more Pibbleby munching. In two-player mode, a certain amount of team work is required such as simultaneously hitting the scales to make the bell ring.

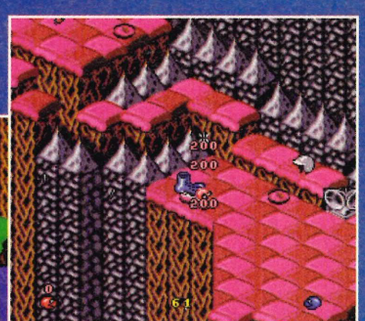
Each level is pitched against the clock and tightly timed, though the time can be replenished by collecting thirty-second clock icons. But if you lose a life the next life begins at whatever time its predecessor copped it, so the player can quickly run out of time.

So-called Bonus lids throughout the game lead the way to various sub-games for express Pibbleby noshing which accelerates progress to the weigh in at those all-important scales. However, whenever a bonus/warp lid is opened, it sucks in anything in the immediate area including the enemy. Speaking of which, the bad boys include sharks which stalk the water levels to the Jaws theme - a bit corny if you ask me.

Meanwhile, aptly-named footmen stomp about threatening to flatten the snakes. Ram rods concealed within the walls suddenly appear in a bid to shunt Rattle and Roll over the cliff edge. Even more sinister are the razorblades hidden throughout the game which appear right in front of the snakes. On top of all this, a bit of Buster Keatonesque comedy creeps in with the falling anvils. There are 12 levels of progressive difficulty, from the Grassy Greens and Jaws Shores to Razor Ravine and Cannon Ball Canyon. The ultimate objective is to locate and win back the flag, but that's not before a battle with Big Foot.

All in all, *Snake Rattle and Roll* is a guaranteed good time with bright cheerful graphics and cute gameplay.





▲ *Repeated strikes to the foot will allow a bonus to be obtained. Sounds odd but it's true.*

◀ *Take on the might of the manhole covers for a chance of some hidden bonus levels.*

The 3D isometric presentation is a firm favourite with games-players on the look-out for something extra. Games such as Q-Bert, Manix and Marble Madness have always been original concepts and Snake Rattle and Roll is no exception. Off-the-wall yes, but combining barmy originality with tried and trusted gameplay features. Lack of variety in the gameplay is disguised by the outrageous enemy and hazards. Three years ago this game would have been considered a classic, but now it is a fun and absorbing jaunt, no more, no less. ■ *JASON*

MEGA

SOUND
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL 84%

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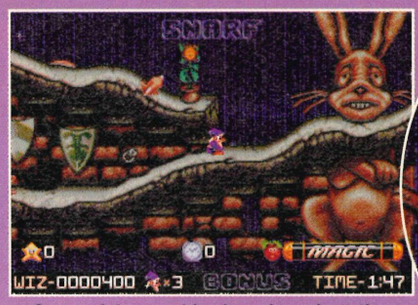
OFFICIAL

PUBLISHER
Psygnosis
RELEASE DATE
November '93
PRICE
£39.99

▲ Things start to get hectic in the two player mode. Be quick!



▲ Some of the graphics have been beautifully rendered. Very nice.

WIZ A

Psygnosis have been going through something of a lean time recently. There hasn't been much in the way of stuff for the Mega Drive from them and what has been available, like *Puggsy* or *Dracula*, has looked half thought through and padded out to us.

It's a pity because Psygnosis are a company with a good name on other formats, but it wasn't surprising to me that they went for the link-up with Sony.

Anyway, their latest Mega Drive title dropped on my desk several days ago – *Wiz and Liz*. The basic idea behind the game is that loads of rabbits have been mutated by a magic spell, therefore requiring the talents of Wiz and Liz to save them.

Essentially the idea is to run through the rabbits against a clock (this turns them into fruits, time bonuses and so on which then have to be collected). This isn't too difficult once you get the hang of things, and there are other levels to try, accessed via a kind of roller-coaster affair (see link elsewhere on this page).

While wasting rabbits, you also need to collect letters (which appear as each bunny vanishes) – eventually a word will be spelled which allows you to exit from the level. By the way, each word, although strange-looking, does actually exist!

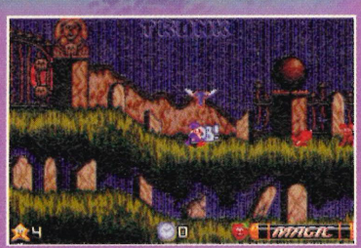
There's also a spell selector level where certain fruits have to be collected and mixed into a cauldron. This potion will allow access to other hidden parts of the game – more on that later.

The first thing that should be noted is the speed of the game – this is fast! Psygnosis tell us that the scroll speed is

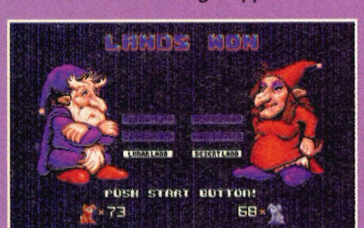
▲ It's almost to cute for words. That's why you have to provide your own!

TIP
Write down your fruit combinations as you find ones that work. They can be handy when you get into the Magic Shoppe!

▲ Gather fruit and throw them into the cauldron. Bonuses might appear...



▲ Collect letters to make the word displayed at the top of the screen.



▼ Quick! Bring those fruits back to the cauldron and get spelling!

◀ Time bonuses can be collected to add to your chances of completing a level.

Two players

The two-player option adds Liz to the game, and takes place in a split-screen environment. The idea is to save all the rabbits before your opponent does (although he or she will get an extra 10 seconds to clear the level). You can hinder your rival by stealing letters or fruit. There are also adjustable skill levels – nine of them! It works well and doesn't get as confusing as it could have done. Nice one Psygnosis.

■ The fabled powers of witches were caused by hallucinogenic substances found in popular roots and herbs of the time.

◀ The rabbits suffer at the hands of the forces of evil.

▲ Defeat the tree guardian with a kind of magic (groan).

ND LIZ

■ Psygnosis weave some of that old black magic in their latest release.

It's all in a game

Apprentice game – eight levels, one end of world baddie, easy maps, simple gameplay.
Wizard game – 16 levels, two end of world baddies. Wizard provides a greater challenge but there are extra bonuses and a longer end sequence.
Sorcerer Game – 32 levels, three end of world baddies, end of game guardian – the full range of spells and an ever-increasing threat of losing rabbits!
Super Wizard levels – Only those who complete the game get a crack at these! Battle through all the game's 56 levels with increased difficulty.

▲ As you can see, the guardians are enormous. And mean.

◀ Hmm, Wabbit Asteroids leaves something to be desired!

▲ It's actually very easy to play in two player mode. Thank goodness.

▲ Rabbits turn into fruit and bonuses when run over.

themselves open for a bit of bagging). Okay, so sub-games are all very well, but I get the feeling that they've been put in to pad the game out a bit.

In fact, this is another game in the *Puggsy* 'for the family' mould – we've been told by Psygnosis that "things don't have to be violent to be fun" which is fair enough.

There are other hidden aspects to the game too, apart from the bonus levels:

Collecting certain combinations of fruit and then mixing them together provides you with various spells and options, from entry to the bonus levels, to hints, or entry to Ye Olde Magic Shoppe, where fruits can be bought and sold for extra lives and so on.

The game is simple to play and starts to get rather addictive, although it could get kind of repetitive after a bit. End of level guardians are big (some are two screens high) but unfortunately they haven't been particularly well animated. They can all be beaten with timing and a bit of practice – in fact, there is little variation in the methods of vanquishing them which is a pity.

All in all then, *Wiz and Liz* is a satisfactory enough game but I doubt if this is a game you'll playing much in six months time.

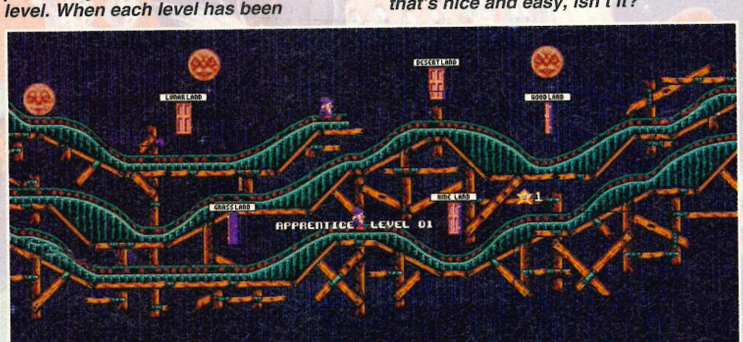
something like 360 pixels per second (although beginners can opt for a slower speed). Luckily it's not all like this – there are many sub-games scattered around, from the old favourite *Snake*, to *Lemmings*, to Wabbit *Asteroids* (where rabbits spin around the screen leaving

◀ Luckily these guys won't appear in the game except in this manner. Thank goodness for that.

▲ Buy and sell magic spells in the Magic Shoppe.

Having a Wizard time

This fine looking rollercoaster provides you with the means to select a level. When each level has been completed, the door shuts meaning you have to proceed to the next one. Now that's nice and easy, isn't it?



Wiz and Liz starts to grow on you after a few plays, and really improves, like so many games, after the addition of another player. The speed of the game is the most attractive aspect and the controls are neat and easy to use. But my main problem is with the sub-games and the extras (like the Magic Shoppe). For some reason, I just get the impression that all this stuff has been bunged in to cover the repetitive nature of the game. But that's my personal opinion. Still, it's a worthwhile buy for the family this Christmas. ■ NICK

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 81%

ULTI SOCC

OFFICIAL

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£44.99

Sega try to produce the ultimate football game... or do they?

In one of the most prolific themes of videogame entertainment, the term 'Ultimate' is indeed a brave boast. The greatest participant and spectator sport in the world is now officially the most popular videogame genre and so not surprisingly game publishers have been scrambling to produce footy titles.

Ultimate Soccer is Sega's own bid for league supremacy which has been designed to be used with Sega's Multi-Tap 4-player adaptor. It allows up to eight players to participate simultaneously either in competition or on the same side against a computer-controlled team.

Before the player even sets foot on the turf, the game hits you with a baffling array of features and options. Select to compete against other players in a league situation or against a selected number of computer-controlled teams if you're a sad case without enough friends to hold a party in a telephone box.

For a quick kick-about without the fuss of long term commitment there are exhibition matches, an all-or-nothing Knockout contest or plump for the decisive penalty shoot-out.

Team management responsibilities are thankfully kept to a minimum, but there is that all important team formation to select... no this doesn't mean who is going to shake the Duchess of Kent's hand first. 3-5-2, 5-4-1, 4-4-2 etc.

Each formation has its advantages and disadvantages – some strong attack formations leave the defence weak and vice-versa. Unfortunately, there is no facility to assess the opposing team accurately in making this decision. Opponent statistics and information is limited to stats.

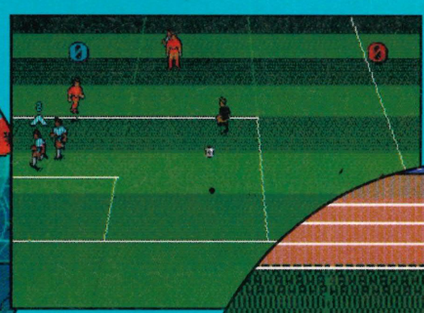
One option certainly not associated with a soccer game before is inertia which when switched on dramatically alters player control. Other options are more relative to videogame soccer in the traditional sense.

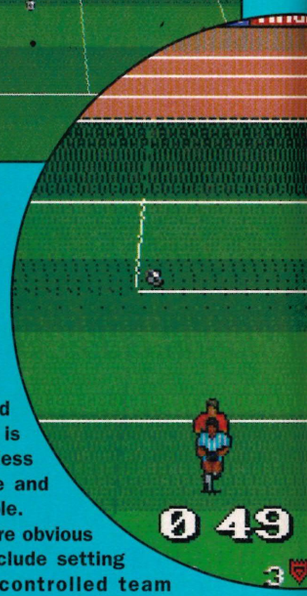
Options include wind strength and direction and pedantic alterations such as ball weight which I'm sure FIFA would be interested in commenting on.

More worthwhile options include ball control in which the player can choose to have tight, tied-to-boot-lace control or run and push which is faster but less controllable and unpredictable.

Other more obvious features include setting computer-controlled team strength and an interesting addition with the contentious back-pass rule option. In addition perfunctory options include action replay feature

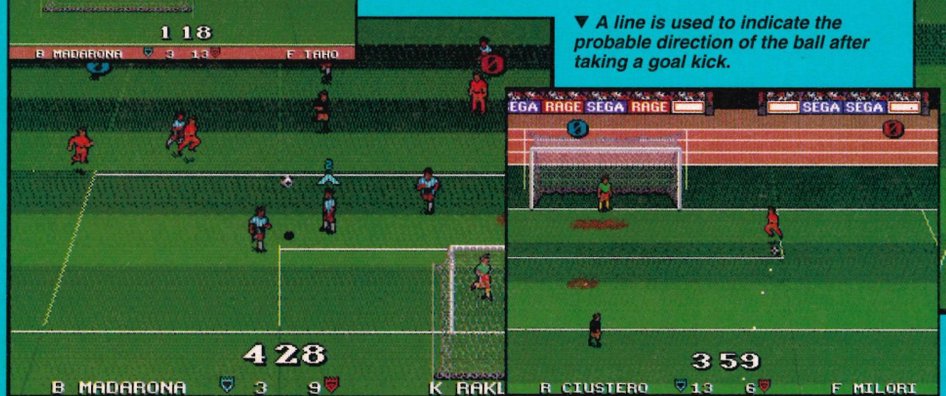
▲ *Yet another option... you can alter just about any setup you want to in this game! No bad, eh?*





▲ *The referee makes a dangerous tackle inside the box and comes in for... eh? Who?*

▼ *There's something of a goalmouth scramble going on here!*



▼ *A line is used to indicate the probable direction of the ball after taking a goal kick.*

▲ *Taking throw-ins is dead easy; the computer positions everything then all is left for you to do is tap that fire button!*

■ Acrylic fabrics used in soccer strip can cause nipple rashes.

MATE CER

and game duration. *Ultimate Soccer* adopts the now state-of-the art TV coverage-style play perspective as opposed to the now somewhat hackneyed overhead-view which dominated footy video-games for so long. In addition the player can actually alter the angle at which the game is viewed as if running round the terraces to get the best a bird's eye view. The Ultimate Cup or the World Cup, if you will, is the top accolade in this game. A knock-out competition in which the player can adopt any of the 20-odd teams competing. Team selection can be based on the basic statistics, number of games played won, lost or drawn goal difference and number of points.

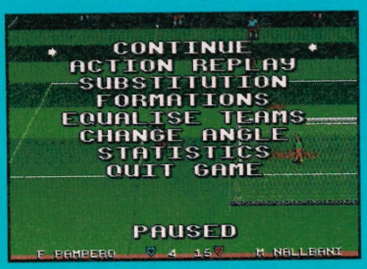
Finally, a sniff of the turf and a chance to get to grips with the initially baffling control interface. It's a real digital yoga course as the various buttons bid to incorporate the play options that you have so carefully chosen for the last half hour. Some players favour the push and run ball control, others the tight dribble, it really is down to personal choice and a player very quickly learns which is best for them.

Passing and shooting is comprehensive and most controllable. Alter the power gauge simply by pressing the button before releasing to pass. Likewise, the direction of a pass and shoot is easy to master with joypad. During a game the player can quickly assume the role of manager to change team formation or make a substitution or check statistics of other matches being played which directly effect your team's position.

The game benefits further from some terrific sound-effects produced by talented fellows Graftgold. The game adheres perfectly to the rules and parameters of the real game so fans will have an immediate advantage with off-side rules and the like. Hot tips would be to take each game as it comes – remember that it's goals that count and that the match isn't over until the final whistle and you can't go far wrong. Seriously there is an excellent lesson to be learnt in *Ultimate Soccer* which can be applied to the real game, passing from the wings finding space with passes! *(Look out Graham Taylor – Ed.)*

▼ *You have to see the number of options in this game to believe it!*

▼ *Decisions decisions, eh?*



▲ *It's kick off time! Remember, the game is played on a John Madden-type surface, in a kind of 3D manner.*

◀ *Select your team then use the icons at the bottom to play or return to the main menu. It's that easy!*

Pace, realism, skill and more fun than you could wave a corner flag at. Ultimate Soccer is stuffed to the gunnels with features and options, some very useful and relevant others somewhat over-the-top. Once mastered player control is just great both passing and dribbling is the most comprehensive I have come across. I'm a sucker for soccer games, but this is a cut above the others I have played. Ultimate? Who can say? But not bad at all. ■ JASON

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

85%

SILVER

'To be able to fill leisure intelligently is the last product of civilisation'

Bertrand Russell
(1872-1970)

PC Action...

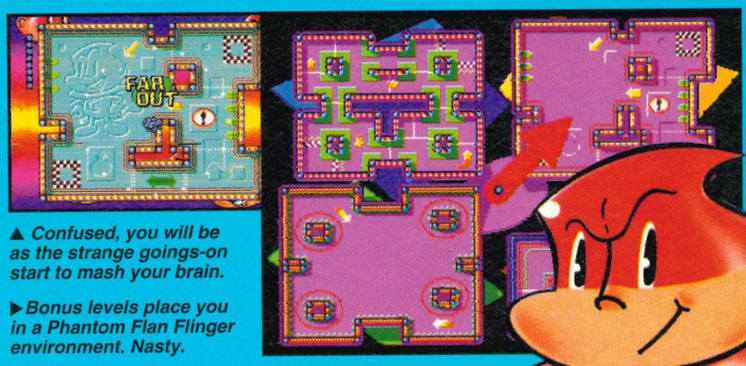
the complete guide

to PC games.

Out Oct 28th...

OFFICIAL

PUBLISHER
Codemasters
RELEASE DATE
November '93
PRICE
£44.99



▲ *Confused, you will be as the strange goings-on start to mash your brain.*

▶ *Bonus levels place you in a Phantom Flan Flinger environment. Nasty.*

COSMIC SPACEHEAD

■ We know Earth is here but do the far reaches of the Galaxy acknowledge our existence? Codemasters seem to have the answer.

Cosmic Spacehead is the latest in a long line of weird and wonderful cute figures for you to control and explore a videogame with. What perhaps makes this title slightly different is the fact that this is an interactive adventure very similar to the computer "point and discover" offerings famous on ST and Amiga formats. Your character, Cosmic Spacehead has been on a long journey and has discovered Earth. Now on his return to his home planet Linoleum he realises that he has little or no proof of his exploration. No hero's welcome and to crown it all no cash. Realising the error of his ways Cosmic sets about grabbing a camera and a return ride so he can rightfully claim his prize and fame. You are Cosmic Spacehead. You must win. Good luck!

Based on the 1950's style of cartoon graphics the interaction can guarantee both fun and surprises with plenty of downright odd outcomes. For instance a large scary monster might seem an impossible task, blocking your way and generally stopping progression. However careful use of a certain lighter than air recreation item might see the lighter side of the problem. (Hey! Good that, I should be writing cryptic clues for these sort of games.)

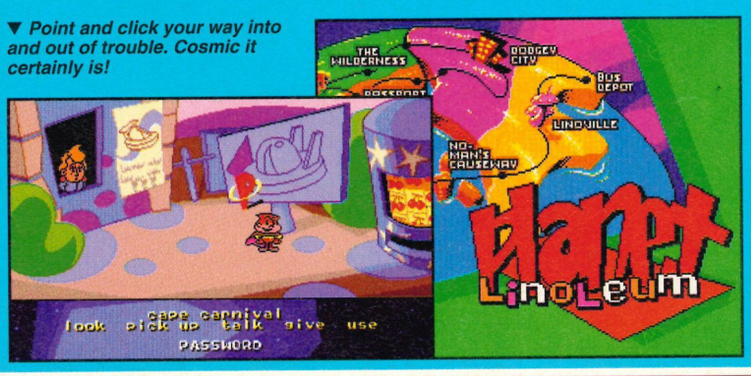
TIP
Using the cursor, thoroughly explore each screen for hidden exits and so on. You won't regret it!

Like many games of this type exploration is the key to the success. This is easily achieved and there are many characters which help you along the right path, like the Post Office attendants for instance who are more than obliging in setting out your future plans. The actual objects that you encounter could not not be more abstract, though if you think about it there uses could not be more obvious. I say this because the game itself stops you from wasting valuable collectable with some timely advice.

Spread out between places of interest are arcade sections which involve the collection of Cosmic Candy. These little sweets should be collected at all costs with the prize an extra life. Guarding the sweeties are enemies of various description which need to be avoided. Doing this presents quite a challenge with the only option being to jump up and over them. No fancy weapons this time! Since the game is vast and will be keeping you awake for hours, Codemasters has kindly included a password feature which like the standard pick up icon has to be collected to be discovered- watch out carefully for them!

Along with the adventure game there is a neat little sub game which, we are told is Cosmic's favourite passtime. Pie Slapping at the Splatdrone involves the controlling of a little drone which you control by moving left, right and forward or backward. Your opponent will be gaining position in the maze to throw a pie at you and gain a win. Four more wins than you and it's all over. The droids can be powered up to throw more pies or even move faster. Aftertouch is provided which means a little bit of bend can be added for that extra bit of accuracy. Cute.

▼ *Point and click your way into and out of trouble. Cosmic it certainly is!*



This is really good adventure stuff. Codemasters have managed to create a game well worth exploring, something which will take you hours. The cartoon graphics are just right for this sort of game with the 50s style coming over well. Sub-games and arcade sections mean that your interest never wanders for too long. The Splatdrome is fantastic in that it allows two people to vent their frustration well. Excellent. ■ **STEVE**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
89%

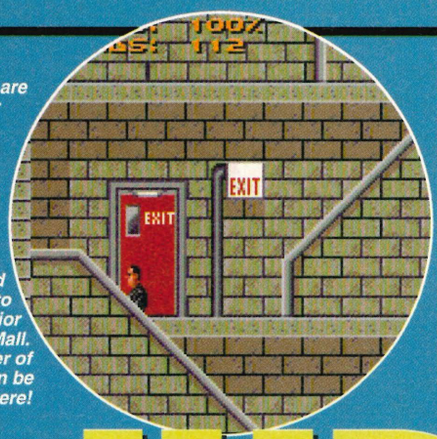
SILVER

■ Space is actually a multi-dimensional quantum relativistic curved surface. And you thought it was just black.

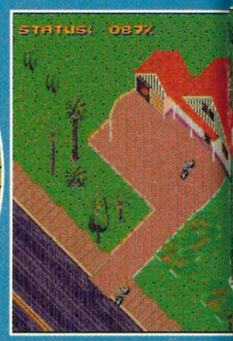
OFFICIAL

PUBLISHER
Acclaim
RELEASE DATE
November
PRICE
£44.99

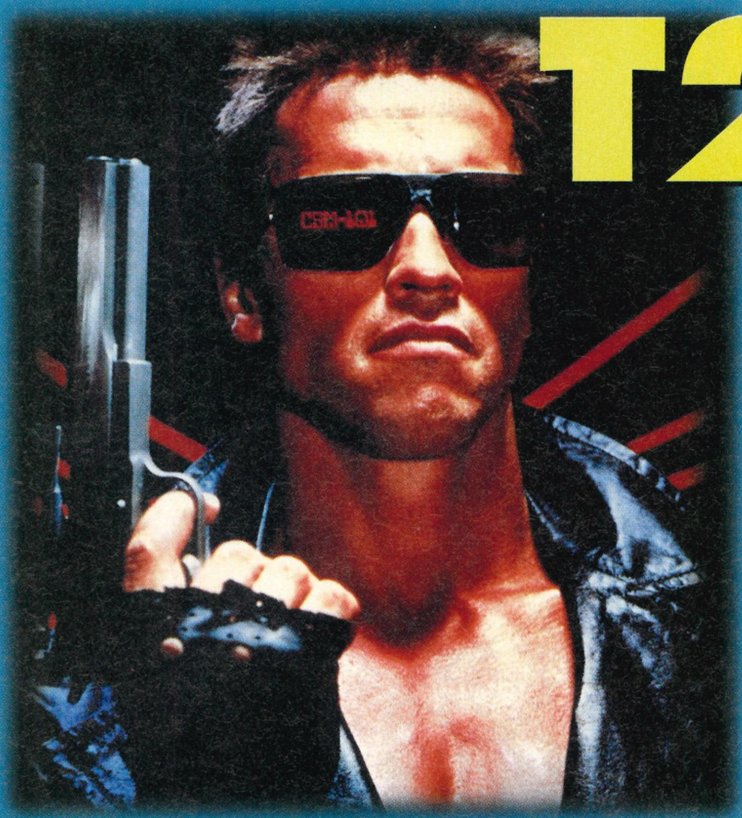
◀ *Your objectives are laid out for you to achieve. Try not to get too distracted!*



The ▶ stairs lead the way to the interior of the Mall. All manner of things can be done there!



T2 JUDG

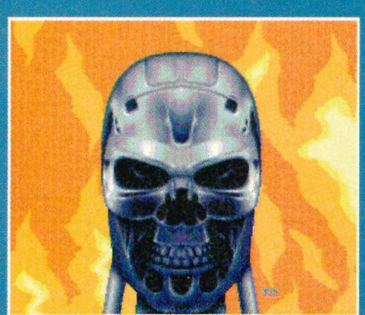


■ Judgement Day. You all saw it didn't you? Drawn into the cinema by promises of some serious special effects.

All very well but that was then and this is now and that sort of multi-million movie budget is commonplace amongst the very latest sci-fi movies. I mean take *Jurassic Park* for example – God only knows what that little lot came to.

Perhaps then it is quite a daunting task to transform the latest and greatest into a console offering fit for us all. Bits are the developers that have come up with the game and at first look it appears pretty standard stuff, side on shoot 'em-up and all that. However delving deeper into the game shows quite a lot of thought, and to be honest, a quite different approach to this type of game, has gone into it all, in that not only do you have to perform the simple task of wounding people (more of this later) but you have also to complete some movie-related tasks.

TIP
First task is to arm yourself to the teeth! Don't attempt any multiple fights until you have the assurance of a pump action shotgun.



◀ *Mean eh? Cross him and things are not looking to bright- in the near future.*

First off and it's the intro. You may remember that in the movie Arnie arrives with some serious muscles and not a lot else.

Well all that is recreated in the game with the untimely arrival of our hero – without his clothes. Yep, old Arnie in the buff must find the dignity to walk toward the nearest tavern and locate some clothing. All the acquisition of his threads is left to the imagination although fans of the movie will recall the limited violence used in obtaining his leathers and Ray-Bans (yeah right).

A word about the violence now: Although in the first part of the movie the T-800 was allowed free choice in human life, later instruction by the boy John Connor meant that he was not allowed to kill.

Taking this point to the extreme the programmers have seen fit not to extinguish human life in the game. All you do is wound the carbon-based lifeforms so they cannot continue to harass you elsewhere in the game. Good eh?

Now you don't have to feel so guilty about using the odd 9mm on an unsuspecting participant.

The game follows the movie quite closely. The first object is to find Sarah Connor in the phone book. The phone box is situated just outside the diner where you got your clothes.

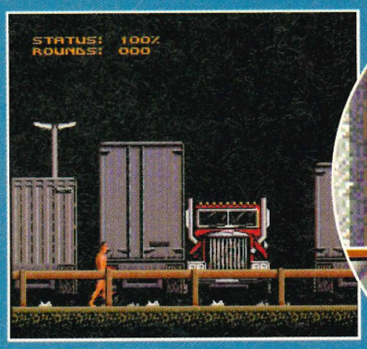
The folks in the diner aren't that impressed by your behaviour, so re-entering proves a tricky affair with

▲ *The attendant will take them and allow access to the planet surface.*

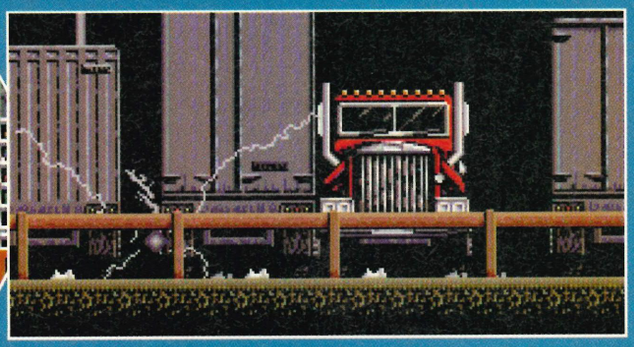
◀ *John Connor hangs around the more dubious areas of the Mall. Find him at all costs!*

■ T2 Judgment Day is the most successful 18 Cert film ever made.

◀ *Steering your way through the traffic on the Harley Davidson should be fun. But it isn't.*



What? A computer generated character with no clothes on? My word! ▶

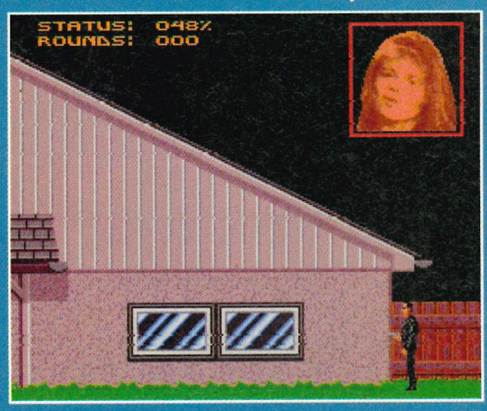


EMENT DAY

▲ *Arrival back in time is both painful and on standing up, slightly embarrassing.(You didn't bring clothing)*

▼ *The picture reminds you that the woman has a son who you must save.*

◀ *Arnie prepares to scare the bejesus out of some poor human being.*



▲ *Road blocks a-plenty! This means time to try another route of course.*

tempers flying. Hidden in this building are some prime objectives – the obligatory weapon and certain items from the future which need recovering.

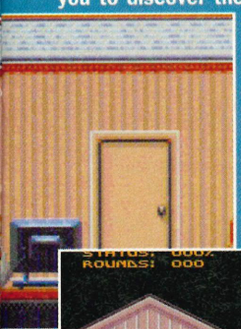
Achieving both these tasks allows you to discover the next level which takes some getting used to. You must guide Arnie's motorcycle through the streets of the city avoiding police and other potential enemies to find your way to Sarah Connor's house.

The reason you have chosen this house is to recover her ID card which will hopefully help you find both her and her son.

Don't forget to remove any future items from the house – leaving any trace of your destiny is forbidden! After all, maybe that little trace was the start of the T-800 series which sparked the war which... ah well this could go on for ages (and does in fact!)

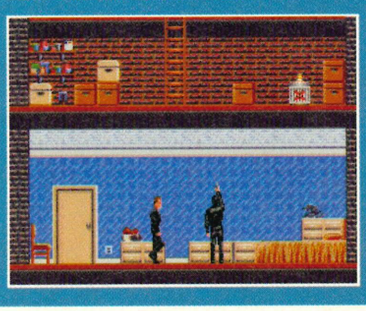
Further dangers involve taking on the might of the police force in that traditional American shopping mall and boy is this complicated! You have to ride escalators, raid shops and wipe out anything that moves. The object is to find John Connor and save him so he can fight in a day far from now. All this time business gets a bit wound up at times – I mean what if you were to pop back and meet yourself? What if you were to pop back, meet yourself and warn yourself of something that was about to happen? Doesn't bear thinking about. Unless of course it was the winner of the 3.30 from Newmarket. Oh yes, that would be good.

Getting to grips with your new and state-of-the-art robot at first seems a bit daunting, response isn't quite what it should be. This is deliberate as it coaxes you to achieve the first task, namely to find a pump action shotgun which soon speeds things up quite considerably!



▼ *This time the real people get some revenge! You die. Oh well.*

▼ *Shoot the ladder to make it drop down and allow access to the loft.*



The game is huge and will take you hours to play it all the way through. I know that the tasks are obvious and to be frank the game holds no interest until you get hold of a large gun but the game is well thought out and good fun. Early levels slip you gently into the world of the T-800 with the mercury man T-1000 appearing only when you least expect him. Music is atmospheric and the digitised pictures portray the movie well. All in all a great conversion. ■ STEVE

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

89%

SILVER

OFFICIAL

PUBLISHER
Electronic Arts
RELEASE DATE
November 93
PRICE
£39.99

JAMES -OPERAT

▲ Pond comes equipped with magnetic boots in this episode.

■ Join Electronic Arts on their latest excursion into Pond life. Yes, the gags are that bad!

▲ The moon looks rather different to the TV pictures.

As Double Bubble Seven he was licensed to 'gill' and reel out a relentless and shameless line of fish/water/007-related gags with even less integrity than Jimmy Turbot. In the sequel *Robocod*, Pond shed his tuxedo for a robotic suit as 'part-fish, part-robot – all cod', and law-breaking citizens were told "You have 30 seconds to deep-fry!" As the popularity of Pond grew, the puns got even more unlikely. But it has become obvious that this form of spoof and tongue-in-cheek parody is a winner - although Ian Flemm 'ling' is probably turning in his grave. James Pond game designers, Millennium and Vektor Dean, have always determined that gameplay take priority over parody. Indeed this the third in the series is billed as the biggest and best in the Pond trilogy. At 111 levels it's big by any standards and, in the tradition of the series, the game is structured on a platform environment where the scroll and animation whips up to Sonic-like speed.

TIP
Pond can use his boots to sprint quickly – use the joypad to accelerate. He can also stick to ceilings with magnetism.

Once again, Pond originators and designers, veteran Steve Bak and his genius protege Chris Sorrel looked to the movies for inspiration for James Pond 3. In Moonraker - which, despite the biggest budget ever - was the weakest of the Bond movies, 007 seemed like a fish out of water. But James Pond is a far more convincing and versatile actor than Roger Moore as he can raise both eye-brows at the same time and independently. So Sorrel and Bak chose the inky blackness of space as the perfect backdrop to the game. At first, Pond was to go under the alias of Splash Gordon, but like those other mega stars Stallone, Eastwood and Schwarzenegger, the name is bigger than the movie title, so James Pond 3 it is.

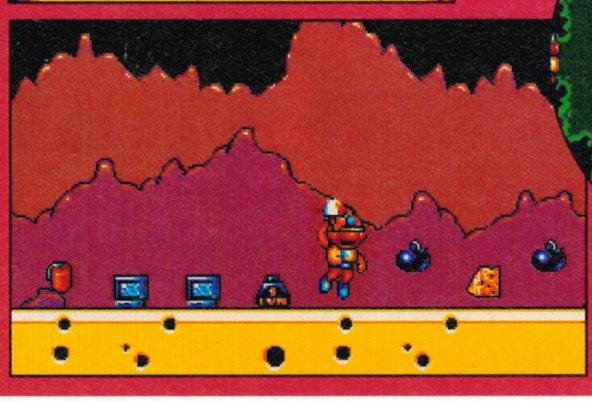
▲ Pond 3 is said to be a faster scrolling game than good old Sonic 2!

Pond's indecisive but evil arch-enemy Dr Maybe has returned to create havoc in the world. His despicable plan is to unbalance the world's economy by creating massive yoghurt lakes and ice cream and cheese mountains, rendering the aforementioned dairy products worthless and allowing Maybe to monopolise the world's dairy market. But where is the sinister quack getting such vast amounts of the stuff from? The moon's rich seams of cream cheese and vanilla are, of course, legendary and in space no-one can hear you s-cream and so secret service F.I.S.H. send their fearless agent James Pond. Whether Pond returns to Earth victorious or steaming on a plate underneath an *au gratin* sauce is the player's responsibility. Pond's mission is to travel to the moon, rescue three imperilled F.I.S.H. agents who will join him on the mission, then journey to the cheese mines to eliminate his arch-enemy once and for all.

Pond is joined by trainee F.I.S.H. agent Finnius Frog. Finnius is the equivalent of Batman's Robin, Laurel's Hardy and, erm... Scooby's Scrappy. Intelligence reports that Maybe has been recruiting rats to the moon to work the mines with the promise of work you can dig and all the cheese you can scoff. Naturally, he is inundated with CVs. Meanwhile, top FISH space scientist and cheese expert Dr Gordon Zola, analysing samples from the dark side of the moon says that the quality of the cheese will put all of the world's dairies out of business. Pond must act quickly!

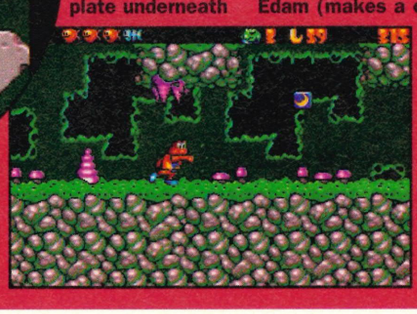
The game begins in The Garden of Edam (makes a change from the fish gags), near the crashed space ship. East of Edam (ooh lordy) watch for the small mouse with grenade while blue rats hurl rocks. Onto Parmesan Plains, Spring Boots make a

◀ Pond leaps for joy for some unknown reason.



◀ Pond attempts to fade into the background as befits a smooth secret agent.

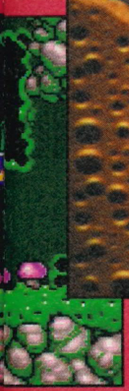
Pond ▶ looks rather dejected. Is he really going to turn out a loser?



■ Evolution first started in a pond, although one nothing like James.

POND 3
ION STARFISH

◀ *Someone has been mining the moon – and it can only be one person!*



▲ *Jump over tall obstacles and use your gadgets where necessary.*

dangerous leap over craters while a rat tearing around in a lunar buggy must be blown up with TNT. Down into Gouda Gully , the custard springs, through to the yoghurt wells of Fruitopolis and Butterscotch ridge... you can't help wondering what the designers were on during production, and whether it is available on prescription.

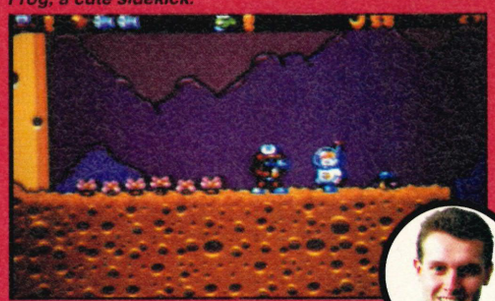
FISH has equipped Pond with some astounding new gadgets and weaponry which Pond must acquire in true platform tradition during the course of the mission - now pay attention Double Bubble Seven. Pond has powerful running, jumping and ducking abilities, and zero gravity suction boots enable James to get a grip. In addition, an out-sized, so-called Fruit Suit can be used as a deadly weapon with Pond rolling across the terrain flattening his foe. Furthermore, skis are ideal for traversing mounds of slimy blue cheese, while rocket boots enable a speedy escape from Maybe's minions.

Vehicles have been as much a part of James Bond as his Browning pistol and thirst for Vodka Martinis. But Pond has never been let loose with a set of wheels... until now! During the course of the mission, James comes across a lunar buggy, a giant drilling machine and giant moon worm to burrow through to the core of the cheese mining activities. Like all Pond games, the layout is an ingenious maze of hidden rooms and interlinking routes and of course passwords which are the keys to secret locations. A map screen shows each route and room in a colour-coded sequence; orange paths lead to normal levels, blue routes are secret levels and noting Pond's current position, the player can identify routes which have already been investigated and plot a course to uncharted areas using the map as reference.

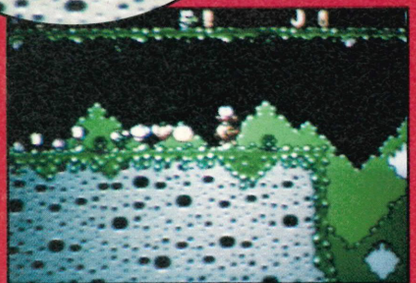
Equipment essential to Pond's survival on the moon is collected throughout the game. A tasteful Flash Gordon helmet protects Pond from falling objects and the odd spiked ceiling. Meanwhile Pond is forced to exchange his trusty Browning for a Fruit Gun of all things. This vicious weapon fires a barrage of homing cakes, strawberries, oranges, apples and lemons... awesome! The ubiquitous comedy umbrella of course gives belly laugh a plenty as Pond opens up a brolly during perilous fall and floats down Harold Lloyd-style avoiding loss of life and fin. Back up fire power, guaranteed to make a real mess, is a yoghurt splatterer.

◀ *The age-old question: is the moon made of green cheese or not? Who cares?*

▼ *This time James is joined by Finnius Frog, a cute sidekick.*



▼ *Pond scoots around on his rocket bike. Dr Maybe beware!*



Perhaps the funniest and most original platform game ever conceived, James Pond is likely to share the longevity of his namesake. In Pond 3 the spoof continues with plenty of slapstick and bizarre alternative comedy. The scroll is swift, bordering on Sonic speed and the gameplay goes at a cracking pace and with much more variety than the aforementioned rodent. And all this is thickly spread over 140 levels of cheesy cosmic capers. James Pond makes a play for Sonic's spikey crown. Great fun, great action. ■ JASON

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

84%

OFFICIAL

PUBLISHER
Sega
RELEASE DATE
Nov
PRICE
£44.99

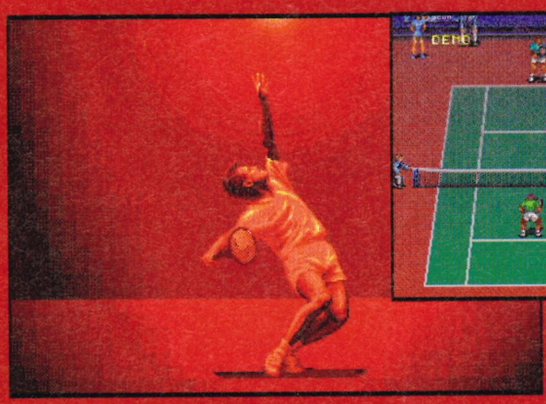
WIMBLED

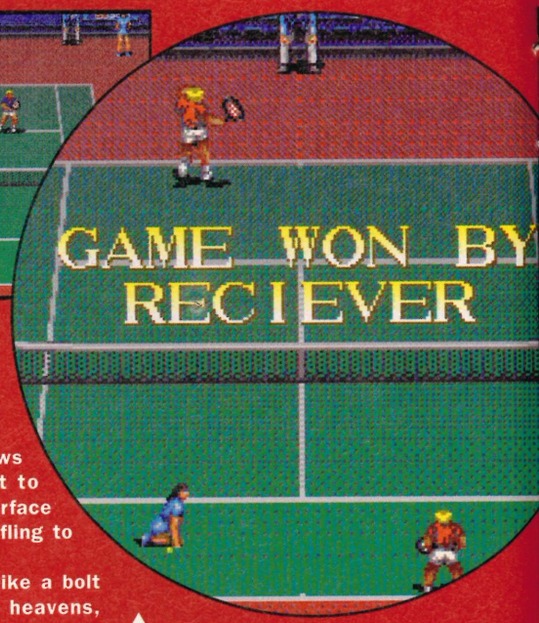
Wimbledon is world famous. What for? The Wombles of course! But this has nothing at all to do with those cuddly litter collectors. Anyone for tennis?

Billy jean-king is the most successful tennis player ever. Her record is unbeaten even by Martina.

Cold damp nights. Jack-o'-lanterns glow from the dark, bonfire smoke hangs in the air...thoughts of the summer, Wimbledon, strawberries and cream and blistering Centre court battles are of another world. (Jason, Mills and Boon is on the phone for you – Ed). November might not seem the most appropriate platform to launch a sport tournament that epitomises summer. But heck, tennis has been a firm favourite video game theme since the simplistic Pong launched this wild 'n' wacky industry so long ago. Cough.

Since then designers have seen fit to re-create tennis more realistically, showing overhead play and, more recently, numerous attempts at the end-on view, often described as the television coverage perspective, which against incredible physical odds has proved to be the punter's choice.

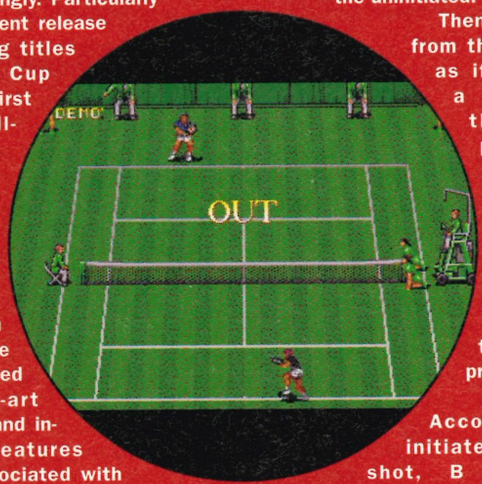




▲ *There was chalk dust – I demand to see the tournament referee.*

Sega is releasing, somewhat covertly this autumn, a tennis game bearing the out of season title Wimbledon... one gets the feeling that a lucrative opportunity was missed and heads rolled accordingly. Particularly since the recent release of competing titles like Davis Cup Tennis, out first and well-received. However, this game assumes the state-of-the-art end-on view in a title which boasts the aforementioned state-of-the-art perspective and in-game features normally associated with more sober machines such as the PC, as well as cosmetic attractions like players throwing their racquets in a display of emotion, ball boys chasing around, not to mention elements of the overtly enthusiastic crowd wetting its knickers to catch Pat Cash's attention.

A practice mode allows fumbling thumbs to get to grips with a control interface which at first seems baffling to the uninitiated.

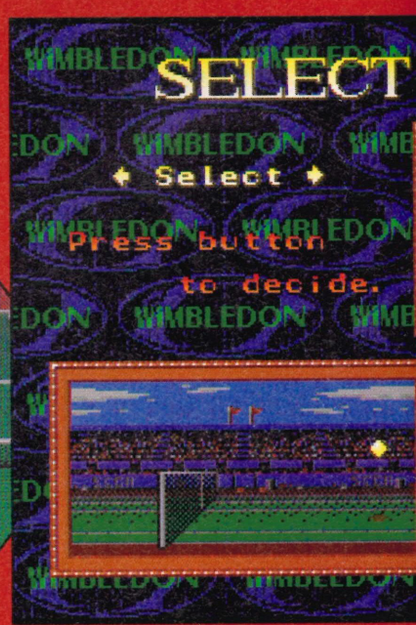


Then like a bolt from the heavens, as if the arch-angels themselves pursue the game, it is patently obvious that the D-button moves the character in the direction pressed.

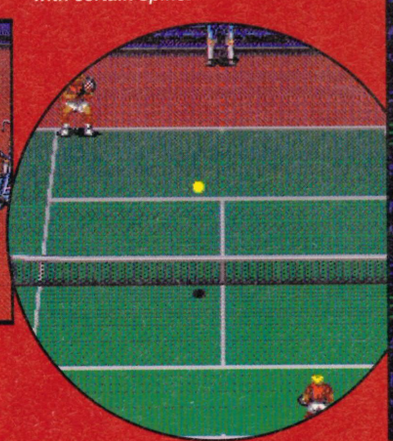
Accordingly, A initiates a strong shot, B a normal strength shot, C a poncey soft shot which wafts tantalisingly over the net as your opponent bursts an unhealthy amount of blood vessels in a futile ball return scenario. Further practice reveals simultaneous two-button tactics which show-offs will be unable to ignore; A+B effects a strong lob and B+C a normal lob, presumably for those everyday court inconveniences that we all experience. Let's just hope people will be able to remember those key combinations when faced with a Becker service!

From the safety of the practice mode, the player can embark on a lengthy tournament escapade, or for

▼ *Varying bounce can be generated with certain spins.*



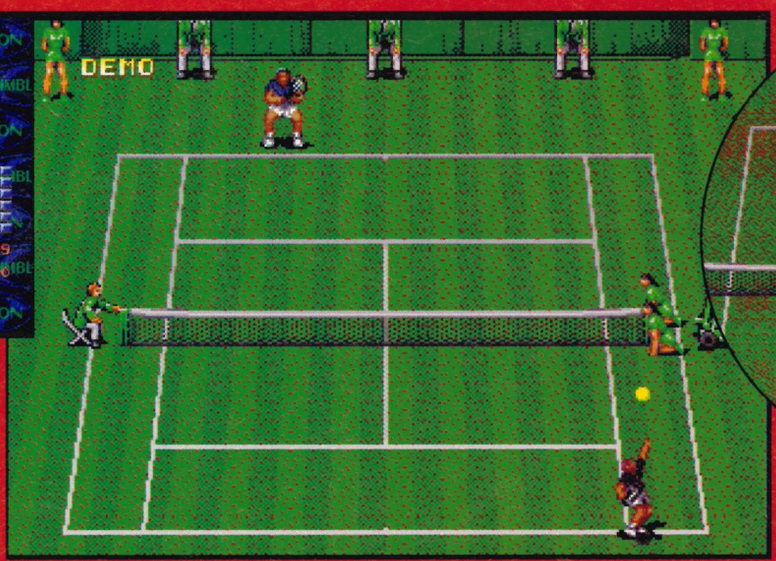
▼ *The attendant will take them and allow access to the planet surface.*

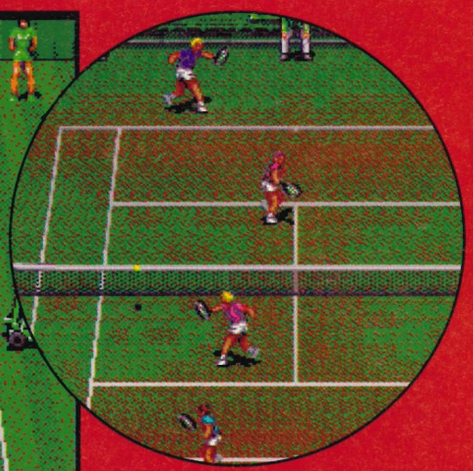


▲ *Are you being served? A rubbish joke but I don't care.*

ON TENNIS

▲ *There is plenty of statistics for people who like that kind of thing.*





▲ *Mine, mine! The secret to playing doubles lies in good communication. Could be noisy.*

those that refuse to make long-term commitments, plump for an altogether more convenient exhibition match season, where precocious talent can earn a King's ransom... in theory folks!

Wimbledon adopts the end-of-court play perspective so often assumed during television coverage, and interface control is joyfully swift and wantonly responsive to the touch. Spritely players flit from base line to net at a truly frightening pace .

Another option more often associated with toffee-nosed PC tennis titles is the choice of courts. Whether the choice is for the unpredictable nature of grass and clay or the frenetic pace of the hard court, the luxury is yours.

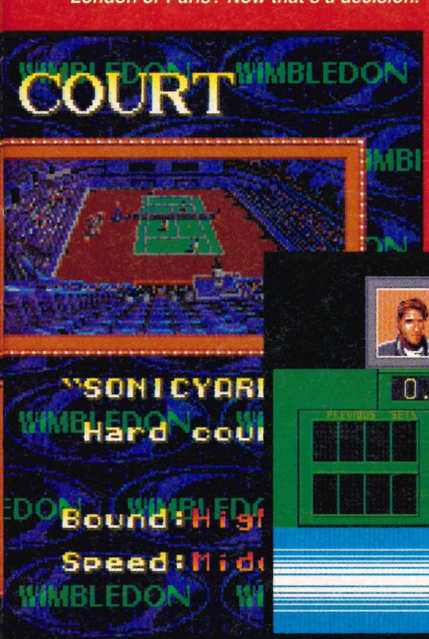
TIP

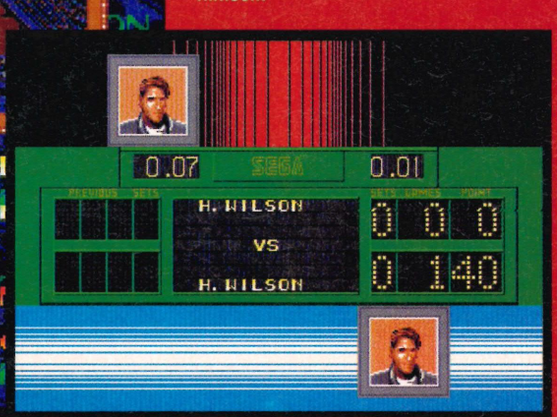
Use the practice mode to get used to the controls. You'll need it in the heat of the tournament match.

In true video game tradition, the program is blessed with the full requisite of player options; one-player against various fiendishly fit computer-controlled opponents, one against one, or two players against computer pairs who are far too smug and cock-sure for their own good.

In two-player mode against two like-minded computer controlled fellows, a cracking good rally in *Wimbledon* holds some of the most absorbing video game action you're likely to experience. So put on the tennis whites, get out the Robinson's Barley Water and relish those long summer afternoons.

▼ *An impressive line-up of options. London or Paris? Now that's a decision.*





▼ *Shock of the tournament? The unseeded Wilson takes a game off himself.*

▲ *BBC -stlye coverage includes state of the art overheads and an attempt at the end-on view.*

▲ *I'm Macenroe me. Be your favourite player and grunt as much as you like in the comfort of your own Sega.*

▲ *Watch out for the man at the net killing your return Sampras-style. This game moves at a frightening pace.*

Well tennis is as much fun as ever, whether simple sprite paddles and ball or fancy telly-style presentation. Wimbledon actually benefits from technological breakthroughs and new-found ingenuity on more than just the physical aspect. Graphically and sonically it is state-of-the-art stuff, and allows a greater amount of play alternatives. An untimely release coming up to winter, but a digit-warming experience all the same. ■ JASON

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 85%

SILVER

MEGA

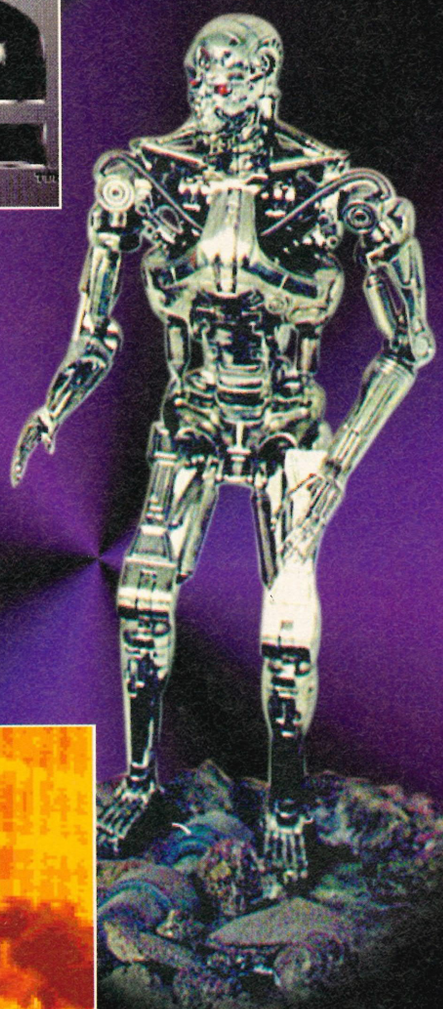
Win Terminator 2 skeletons in the closet!

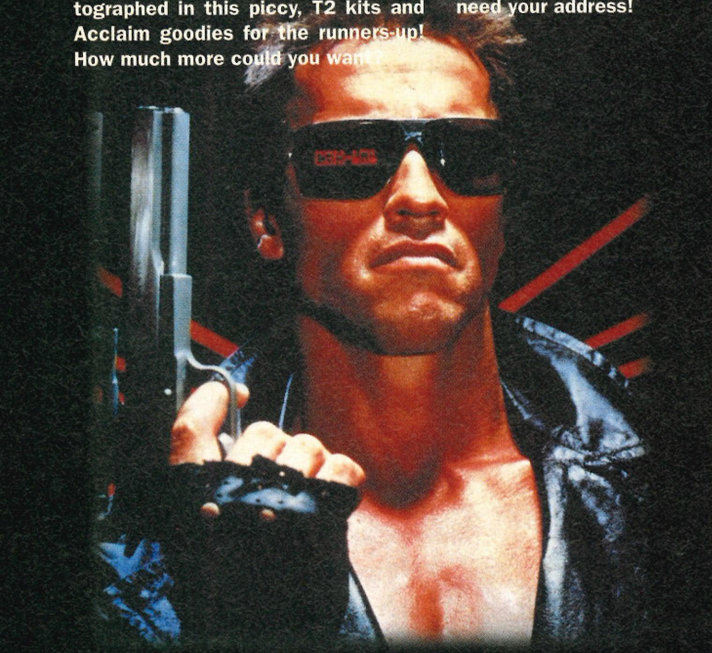
You've seen the movie, bought the book, played the arcade game, read the comic and blown your nose – now's your chance to own a caring sharing metal mickey of your own.

Terminator is a lonely lad. He's a '90s kind of psycho, a robot with a kind, if armoured, heart. He'll shake your hand while he rips it out of its socket. And now you can own a lovable nutter all of your own. Yes, possess your own T2 endoskeleton and bring the 21st century to your own home!

Acclaim are the guys with this skeleton in their closet and they're kindly donating the skeleton photographed in this piccy, T2 kits and Acclaim goodies for the runners-up! How much more could you want?

To enter, what we want you to do is draw us a piccy based on the Terminator. So if the Terminator was a gardener, you could draw him with a large spade and call him the Germinator (we know it's a bad joke but you get the idea). In fact, any kind of Terminator gag you can think of. The best piccy and pun (in the Editor's opinion) will win! By the way, don't forget to send in the coupon at the bottom of the page – we'll need your address!





Rules:

The winners will be those who satisfy the rules and produce the best piccy. The Editor's decision is final and no correspondence will be entered into. Entries must reach us by Nov 14th. Employees of Acclaim and Europress are forbidden to enter this compo.

Terminator 2 compo

Send your entries to: Terminator 2 Compo, Mega Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

Name:

Address:

Age: **Tel:**

No correspondence will be entered into by the Editor.

IMPORT

PUBLISHER
Acclaim
RELEASE DATE
November
PRICE
£39.99

▲ Collecting cash allows you to make a bid for your house at the end of it all.

▲ One of your special objects is a helicopter hat. Very useful.

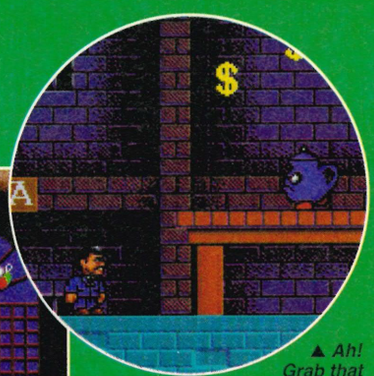
ADDAMS FAMILY

■ Charles Addams's creepy creations lurch onto the Mega Drive – at last!

They're spooky and they're kooky... and they're flippin' loaded as well. Yep, Charles Addams's have done well since their debut as a newspaper cartoon. Films, toys, books – and now the inevitable computer games tie-in. The only strange thing about this is, in fact, the length of time it's taken this title to migrate from its Amiga beginnings (out about the same time as the film) onto the Mega Drive.

Anyway, it's here at last. Things aren't going well for the Addams Family. Somehow, they've managed to fall on hard times resulting in the repossession of their house. Only Gomez has managed to avoid this ghastly fate so it falls on him to rescue the ghostly gang and save the world for the inevitable sequels.

Upon first slamming the cart in the machine, you'll notice that what you have here is a pretty simple platformer. Gomez acts as your representative in the game and he gets to jump, walk and so on.



▲ Ah! Grab that cash before the teapot gets you! You need the stuff.

◀ If you're into horticulture, you can do no worse than this.

Kill baddies by jumping onto their heads in the time-honoured fashion.

Much of the game involves baddies moving in fixed patterns so careful timing and a spot of luck should be enough to deal with that. However, if not, your energy levels, denoted by a heart on screen, will fall. Don't run out of power or death will look you in the face).

TIP
Don't hit anything – Gomez is very sensitive to hits from baddies and you'll lose energy rapidly.

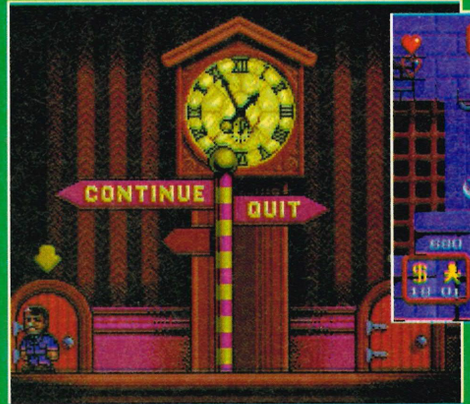
Other useful icons concern cash (collect it to help you buy your house back at the end of the game), extra lives, a location indicator and of course your score. Well, high scores have never been much of a motivation for me in these sorts of affair – I just like to finish the game.

There are also useful little power-ups – early on in the game you get to use a helicopter hats. Fly by dabbing the jump button. Also available are swords (lets you kill enemies from a distance), trainers (let you jump higher and run faster), extra lives and an invincibility shield which will protect you from the local nasties for a short time.

One other important aspect of this game cannot go unshown. This title adds to the usual platform antics by giving you loads of levels to wander through, and if this wasn't enough, you also get to deal with masses of secret levels too. Each secret room is packed full of handy items, from extra lives to flippin' great quantities of cash.

Mind you, after playing this for a bit, I started to get reminded more and more of the old Spectrum classic *Jetset Willy*. From the bouncing rabbits in level two to the room names (there's one called 'Under the tree' – isn't that straight out of *JSW*?), the apparent unoriginality of the gameplay started to become evident. I like games like this, but is it really enough to expect for £40 in 1994?

▼ Well, things haven't gone too well so it seems. Such is life.



▲ Eh? That isn't Dizzy in the corner is it? Or is it?! Who can be sure these days?

Okay, so it's old but it certainly isn't bad. It's a good, fun game with plenty to do, with a similar 'fun' element found in the Dizzy games, but my main problems still lies with the unoriginality of the product. When this hit the Amiga ages ago, it was commended as a classic, and at that time it probably was. But now? Well, it just looks slightly long in the tooth, but as a family game for Christmas day, it's certainly recommended. There's plenty to do and you won't need to worry about corrupting the minors. ■ NICK

MEGA

SOUND	
GRAPHICS	
ADDICTIVENESS	
PLAYABILITY	
OVERALL	**83%**

■ Angelica Huston, Morticia in the Addams Family film, played a witch in the film adaptation of Roald Dahl's The Witches.

OFFICIAL

PUBLISHER
Acclaim
RELEASE DATE
November 93
PRICE
£44.99

WWF ROYAL RUMBLE

Sport can mean many things to many people... but just what the heck does the WWF mean?

There are enough WWF titles to fill Randy Savage's leotard, but [illegible] perhaps up pieces of the ring are still a firm favourite with game-fans.

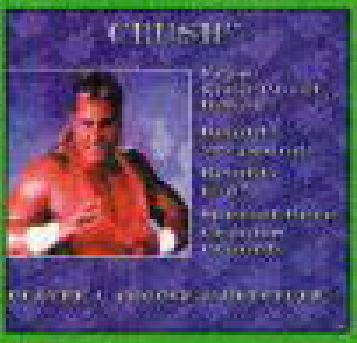
Wrestle game-cynics always criticise grappling titles for their apparent lack of direct control over the wrestlers and generally wooly gestures. A player could start off with the intention of performing a half-nelson over an opponent and end up with a Clothes Line.

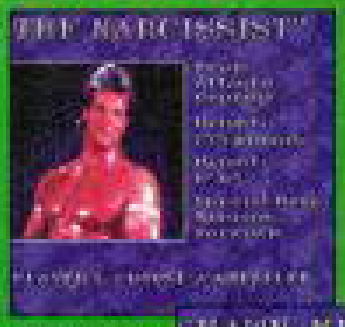
Generally, hard-nosed combat game fans swear martial arts titles and street-fighting rowdies and go wrestling has been relegated to the staged spectacle it has become in reality.

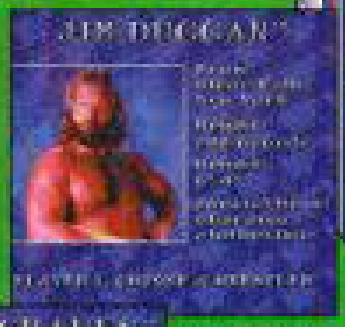
For those not familiar with the subtleties of the Royal Rumble, the title of this game derives from the big-one ritual in which all the wrestlers who have appeared in a wrestling contest sometimes two or twelve competitors at a time (not to mention some grapplers who were not content to spectate, all get in the ring to slug it out good and proper, and yet eye-licker and leg-boot is hardly consigned to the dressing rooms as such wrestler is allowed to show-case the various disc of their art as well as their individual styles.

So [illegible] of the aforementioned time honoured performers are the guys that many of the top WWF wrestlers were only too happy to get their name to the title in a generous gesture to give us rock journals a taster of what it's like to have 300 hundred pounds of sweaty cretin mere inches away from your face in some vice-like, eclaw-grip – a classy and dignified pursuit indeed!

Some of the household names who have endorsed this game are Hulkster favourite Hulk Hogan, the Undertaker, who's spine-crushing knee-cut manoeuvre really is the height of good taste. Meanwhile, the [illegible] boot's [illegible] at leg and Dog-gan got his [illegible] piece of five-by-four but [illegible] weight to the game, not to mention fun-packed cowboy Randy Savage... would you get into a wrestling ring with some 300 pound neanderthal called Randy Savage?



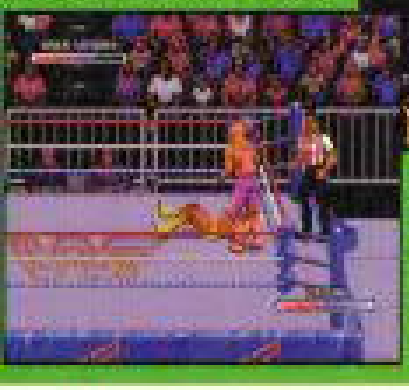


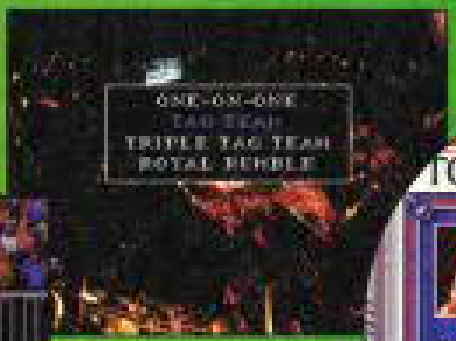


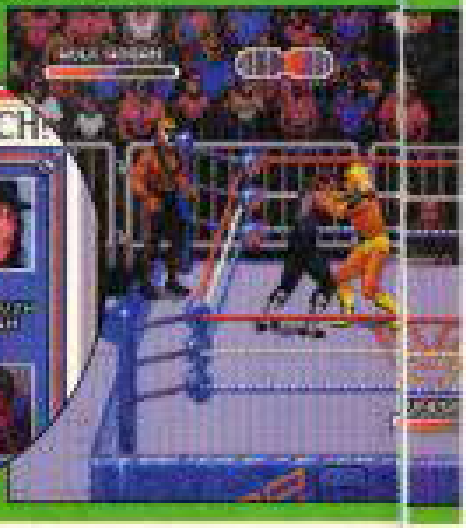
The inevitable impression of this game is that there has been a concerted effort to improve the precision of the controls and this can be experienced and mastered in more conventional holds before the outrageous, potentially-competing, pete-[illegible] Royal Rumble which the aforementioned fellas find so entrancing. Our on-my proposes the opportunity to attack any of the wrestlers, who set up grabbing to know any of the other wrestlers, about [illegible]. The opponent can be chosen by the player or random-ly by the computer, and this basic option enables the player to identify individual wrestler's tactics, strengths and idiosyncrasies.

Grapple fans' favourite, the tag team contest is where reality is surpassed beyond belief and the referee turns a blind eye to any slight misde-

* The Hulkster gets to grips with his opponent, a very lucky daddy and a crown on the prize.



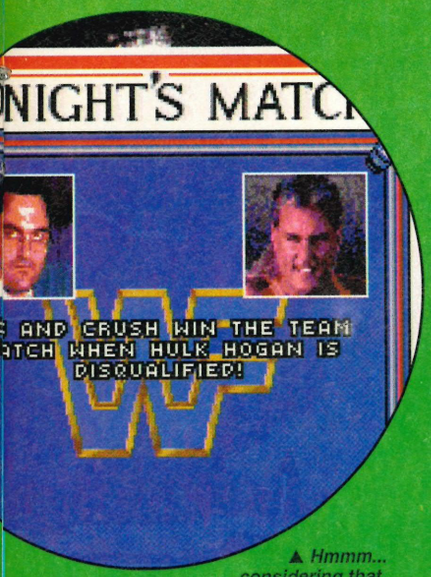




▲ Choose the game mode and two or three player tag teams, then hold on to your hat, because it's time to Rumble... ...Royal style!

◀ What is it that motivates grown men to wiggle around in pink tights grappling like a dog with distemper?

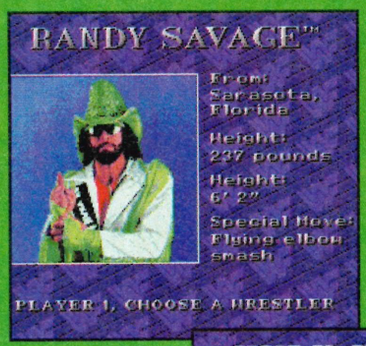
YAL

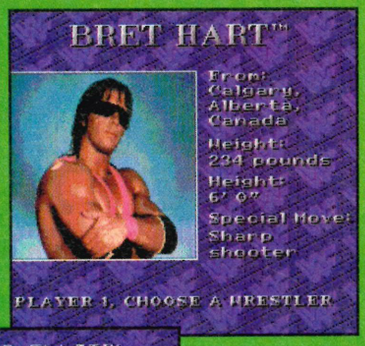


▲ *Hmmm... considering that Hulk owns the WWF, that probably isn't a very good idea.*

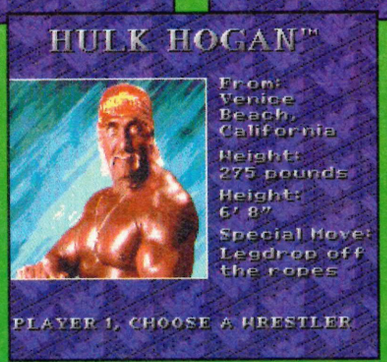
meanour such as strangulation and vertebrae-snapping antics, not to mention that historic tag team rule-bender two (invariably the baddies) against one on-death's-door goody... the referee shows about as much authority as my old Religious Knowledge teacher, Mr Bramble.

Tag's fun because like the real stuff the player can pummel an opponent, switch wrestlers and finish the job good and proper. Also you have to try and stop the opponent tagging. Tripple Tag Team is much the same thing on a grander scale, although even more prone to rule-bending. Again, the player con-





▲ *Choose the game mode one, two or three player tag teams, then hold on to your hat*



▲ *Doesn't he look a bit like that bloke from Mortal Kombat? Imagination, that's what you need...*

◀ *Hulk Hogan, millionaire, sometimes sportsman, TV personality and occasional actor.*

trols a team of three self-chosen or a computer-selected trio.

Like the one-on-one the option is to play solo against a computer-controlled team or two-player contest. Now the contentious issue of all wrestling games is control precision.

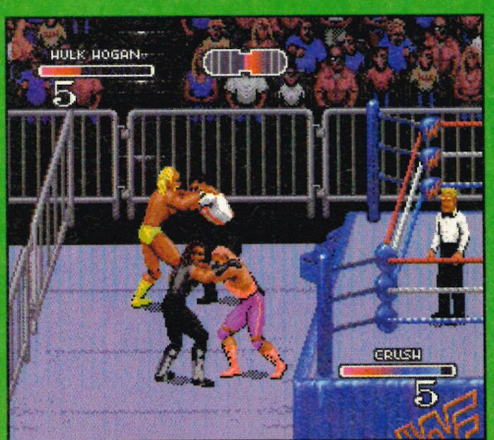
The Mega Drive control interface allows many more button control pad combinations than the basic joystick, but in initial stages you really have to be memory man. Getting to grips with various control combinations is still trial and error and on occasion, the player can be taken by complete surprise as the wrestler in his control performs a completely different move to the one intended.

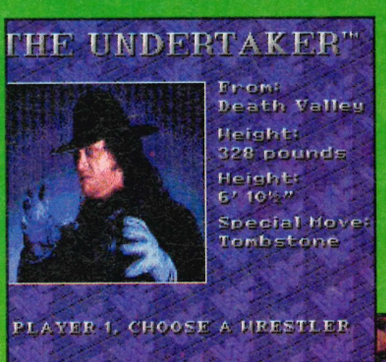
But these surprises are fewer than previous games encountered. It is important to know each individual wrestler's tactics to have a vague idea of what might happen.

The Royal Rumble, not to be confused with the Wales's feud, the York's misunderstandings and the Phillips' differences, this is where the breaking strain of the canvas is stretched to the limits as all the wrestlers pile in for a pretend punch up.

Here, it has to be said, most tactical manoeuvres are forgotten and it is the player with the swiftest digits over a pot pourri of button control pad combinations who usually triumphs.

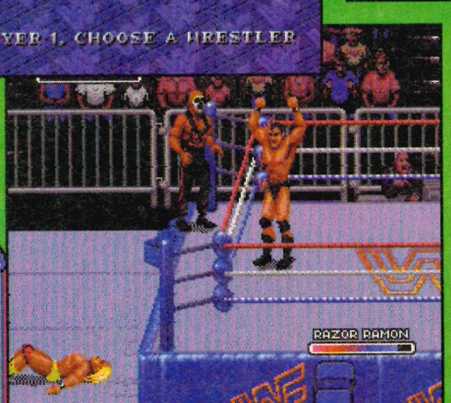
All the same it's great fun to watch three-thousand pound of sweaty anabolic propelled characters charging around the ring. And this version has been done well enough to make it worthwhile.





▶ *If you want a cheap feed, you won't find a larger supply of ham than in the WWF (except the downmarket WCW perhaps). The Undertaker – sad, sad man.*

▼ *Select your player – you know how tough it is in the ring so remember to fight a complete loser wimp skinny boy if possible. Alternatively, catch the first cab home.*



This is certainly the best wrestling game ever produced for the Mega Drive. Royal Rumble is fun to play and great to watch with the wrestler sprites baring an uncanny resemblance to their real namesakes. Control is a bit hit and miss, but I think that comes with the territory with bouts quickly reverting to the somewhat frantic button pressing more associated with sprinting in athletic games. Nevertheless it's a fun spectacle and like the theme, very tongue-in-cheek – certainly one for all WWF fans. ■ **JASON**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

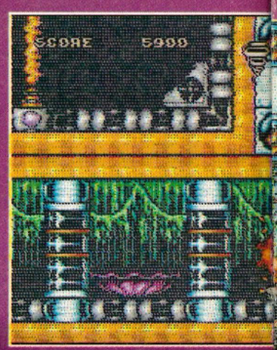
83%

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£39.99

◀ *Are you ready for some webbed wondering? Meet the team now...*

Spidey ▶ has his work cut out for him. Can he save his friends and the day?



SPIDERMAN AND THE X-MEN

■ He is a guy that's been keeping fancy dress shops in business for years!

Spin that web and hook ▶ yourself onto this fine looking scaffold.

Marvel comics is renowned for being touchy about its beloved superiors straying from the pages of the famous comic books. The action mags stable has been particularly suspicious of video games and took some convincing that the transition from comic books to games would not damage the reverence which has made Marvel such an enduring comic publisher.

But, if the Hulk could survive the horrendous 70s brown flares and ripped cheese cloth swirled TV monstrosities nothing could tarnish Stan Lee's timeless creations.

Spiderman's acrobatic antics enviable subtle athleticism and penchant for webbing up at any given opportunity made the webbed wonder an obvious target for video-gamedon.

The game designers, Software Creations made sure they adhered to the strict rules set by Marvel. These conditions meant that any Marvel character must follow the code of conduct exactly to the original comic book...no noticeable image or character change.

TIP
Remember each character's special mutant power and you won't go far wrong! Take close notice of characteristics too.

In order to convince Marvel about the game the design team perfected Spidey's movement and the result is a cross between Wayne Sleep and the kiddies' plasticine favourite Morph. To back up this amazing athletic sprite the team devised an excellent control mechanism producing pin point accurate leaping, climbing and swimming via handy web-fling items located on Spidey's wrist.

This game had to be the most payable Marvels licence ever produced as previous games have been criticised for being difficult. Marvel had another wish, that current cult favourite the X-Men should make an appearance. The team took this on board and introduced a multi roleplaying scenario enabling the player to take on any of the guises of the aforementioned super hero game.

In this-made-for-video games storyline taken from the comic which does indicate that Marvel is really beginning to enter into the spirit of the whole thing.

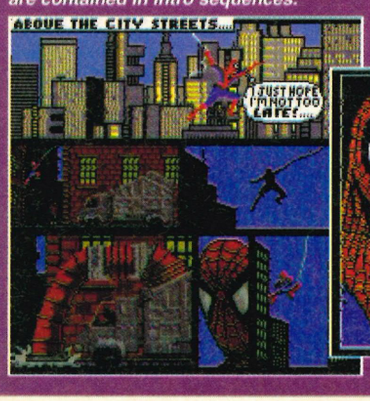
The evil villain cum homicidal maniac, Arcade, has kidnapped Spidey's close superhero chums the X-Men and placed them in a state of hellish nightmare designed to send folks completely round the twist.

After long term exposure, at best the victim turns into a gibbering wreck, at worst death in a foaming frenzy (a experience similar to producing magazines.)

Spidey senses tingling, the webbed

▼ *Arcade has a nightmarish collection of baddies to try to do you harm.*

▼ *Plenty of comic book based antics are contained in intro sequences.*



■ Stan Lee, Marvel Comics' supremo, died recently.

▲ Spidey hasn't forgotten his sticky abilities.

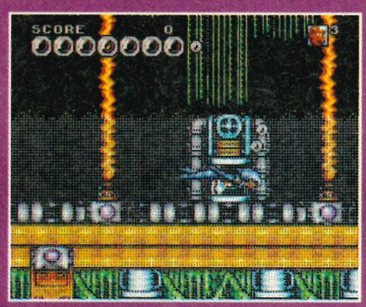
wonder feels that something is up and so begins a furious mission in the real world. Initially grappling with control over Spidey immediately dispels the belief that this was going to be an easier ride than previous web'em-ups. Spidey's athleticism is superb but as fumbling digits struggle, control elasticity, indeed the tight responsive controls, is initially a handicap. Arcade maintains a barrage of attacks with some curious weaponry such as plasma, laser droids who make impossible speed and accuracy. This hi-tech enemy is mixed with down to earth stuff, potentially as effective, a Spidey stopper, as burly fellows on the arcade payroll hurl cement bags.

Techno organic V. Astirah (sociopathic symbiote), lethal winds and polymer bodied rhinos are some of the more unusual enemies doing their best to bring Spidey down to earth.

Meanwhile the X-Men are still caught up with nasty dreams and await their hideous fate. Arcade himself is the most fearful foe unlike the majority of Arcade's beat 'em ups where you always meet the big boss at the end – Arcade pops up throughout the game, able to clone and disguise himself... Nobody said life as a superhero was easy but this is ridiculous.

Still, in true episodic comic book form and in the traditional spirit of the web flinger nothing will stop Spidey bringing Arcade to justice "The mission ain't over until the hit man is hit."

The most original aspect of this game is the role playing element in which the player can select to control any of the X-Men as they grapple with insanity and hellish nightmares. Wolverine battles with the all powerful Juggernaut, a freight load of obesity. Wolverine's claws fling in a desperate bid to slash the probes and drop anvils on him. Meanwhile, fellow X-Man Grambit's torture is a massive steal spiked rocket power chess set and a moving ceiling of flames which threaten to sizzle the embattled Cajun. Heavy. But good fun.



▼ Use you laser vision to take care of any and every obstacle.

▲ Going underground.. tra la la. Good song but wildly inappropriate here.

Spectacular sprite animation and enemy obstacles abound which show a level of quality and originality rarely seen in license games. Spiderman really is a gift to any game designer, particularly a graphic artist and the Software Creations team aces made full use of Spidey's acrobatic skills. The role playing aspect of the game adds an unexpected new dimension and offers plenty of diversion to web flinging. Marvel should be well pleased. This game does its beloved Spidey justice. ■ **JASON**

GAMBIT

REAL NAME-
REMY BEAUDREAUX

OCCUPATION-
ADVENTURER

GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
POSSESSES THE POWER TO CHARGE ANY OBJECT WITH KINETIC ENERGY. WHEN A CHARGED OBJECT IMPACTS AFTER BEING THROWN, IT WILL EXPLODE. GAMBIT USES A PACK OF PLAYING CARDS FOR AMMUNITION.

CYCLOPS

REAL NAME-
SCOTT "SLIM" SUMMERS

OCCUPATION-
ADVENTURER

GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
THE POWER TO PROJECT A BEAM OF RUBY COLORED CONCUSSIVE FORCE FROM HIS EYES. HE IS UNABLE TO CONTROL THIS BEAM PROPERLY WITHOUT THE USE OF A VISOR MADE FROM RUBY QUARTZ.

WOLVERINE

REAL NAME-
LOGAN

OCCUPATION-
ADVENTURER

GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
POSSESSES THE POWER OF SELF-HEALING WHICH REGENERATES DAMAGED TISSUE AT GREAT SPEED. UNBREAKABLE ADAMANTIUM CLAWS AND INTERNAL SKELETAL SUPPORT MAKES HIM INCREDIBLY TOUGH.

STORM

REAL NAME-
ORORO MUNROE

OCCUPATION-
ADVENTURER

GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
SHE HAS CONTROL OVER MANIFESTATIONS OF WEATHER - FOR EXAMPLE SHE CAN CREATE BOLTS OF LIGHTNING OR CAUSE WHIRLWINDS TO APPEAR AROUND HER.

SPIDER-MAN

REAL NAME-
PETER PARKER

OCCUPATION-
FREELANCE PHOTOGRAPHER

GROUP AFFILIATION-
NONE

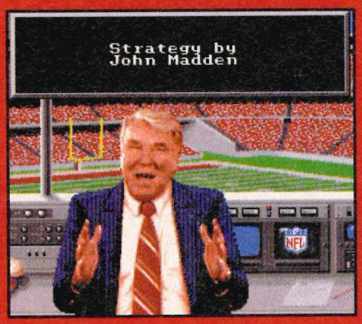
SUPERHUMAN ABILITIES-
SUPER STRENGTH BALANCE AND REFLEXES AND THE ABILITY TO CAUSE PARTS OF HIS BODY TO STICK TO MOST SURFACES. HAS PREMONITIONAL "SPIDER-SENSE". ALSO USES HIS TRUSTY "WEB-SHOOTERS".

MEGA

SOUND	
GRAPHICS	
ADDICTIVENESS	
PLAYABILITY	
OVERALL	84%

OFFICIAL

PUBLISHER
Electronic Arts
RELEASE DATE
November '93
PRICE
£44.99



▲ It's this long, honest. Madden – a great ambassador for the sport.

MADD

Madden's classic American football, updated and endorsed by the official league body, the NFL. Can't be bad.

To most of us, John Madden is just some overweight Ernie Wise lookalike... but immeasurably funnier. But in the States he's an overweight Ernie Wise lookalike... but immeasurably funnier, who just so happens to be the god of American football. The enormously successful original John Madden's Football established sports simulation meisters EA Sports as the premier label in its field.

▲ Options are things you have plenty of in this latest update to the series.

The game's success was undoubtedly down to Madden's genuine and unbounded enthusiasm for the project, insisting on being involved at every stage of production. But Madden's involvement was more than curiosity or an ego trip, as his role was that of advisor, not only about the intricacies of the rule book but about the numerous scenarios, occurances and idiosyncrasies. Madden also does some straight talking commentary in the game and whilst no John Geilgud, it demonstrates rather well his bullish, ebullient character... but we love him anyway!

TIP
Use all the opions and moves available to you! And don't forget that different weather will affect ball control.

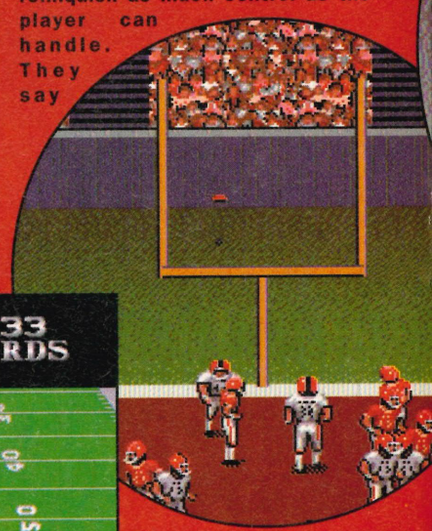
The EA Sports label has gained a large and loyal following of armchair athletes, and so the design teams are constantly improving and updating the games. Critics have questioned the relevance and ethics of updates, primarily as they are essentially improved versions of the same game and should be cheaper. But this criticism has done little to dampen the enthusiasm of EA Sports fans. Presuming the old adage 'the punter's always right' can be relied upon, we must assume that these updates are worthwhile.

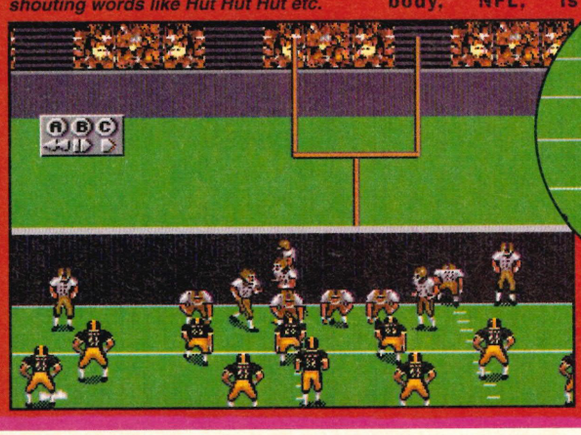
Once again, Madden was back on the design team of *Madden 94* doubtlessly even more helpful after receiving the royalty cheque for the original. Furthermore, the American football official league body, NFL, is lending its name to the sequel commenting that the game has been an excellent tutor and ambassador for American football.

Madden NFL 94 introduces an entirely new engine designed to get the players even closer to the action, literally. The original game features a stunning play perspective with incredible pitch scroll which follows the ebb and flow of play like a faithful hound. Now the angle of perspective has been lowered to present an even more realistic player's-eye view and the player sprites appear larger which improves passing accuracy and makes it easier to follow play downfield. Apart from the obvious physical improvements, EA Sports has endeavoured to deliver a bigger as well as better game in this Madden update; a 16-meg battery backed cart which supports 40 NFL teams competing in a complete NFL season, a further 28 teams from the '92 season and 12 franchise teams containing a collection of the best ever players. The battery back-up system allows players to choose a team, create a schedule and compete for the Super Bowl, saving the progress of the team to battery. Incidentally, *Madden 94* supports Electronic Arts' four-player adaptor 4-Way Play which allows two against two or even all four players against the computer, making it the best group participation fun you can have... without fear of arrest that is!

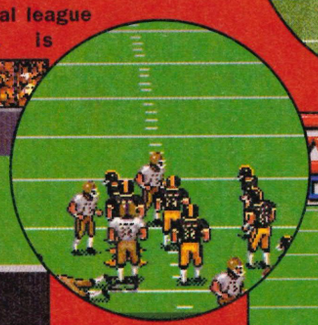
John Madden

American Football is a funny old game as the great Jimmy Greaves might say, with some baffling jargon and so Madden's Football has been cleverly designed to lead, tutor and relinquish as much control as the player can handle. They say

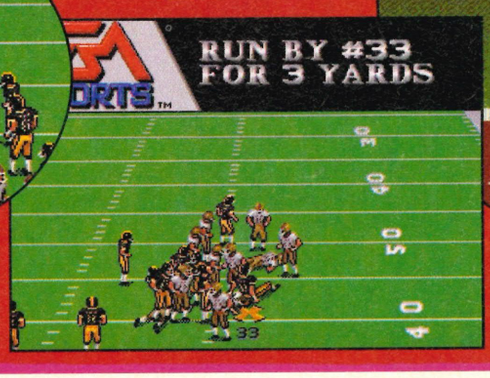




▼ Right, I suppose now is the time for shouting words like Hut Hut Hut etc.



▲ Gather your players together for a quick pow wow when needed. Motivation is the word.



◀ The computer is quick to give you hints when needed. Most kind.

■ Joe Montana, ex of the San Francisco 49ers, is considered the greatest Quarterback ever.

◀ Select your gameplay options carefully – then stuff the bad guys!

And ▶ now it's a matter of putting your team together. No problem.

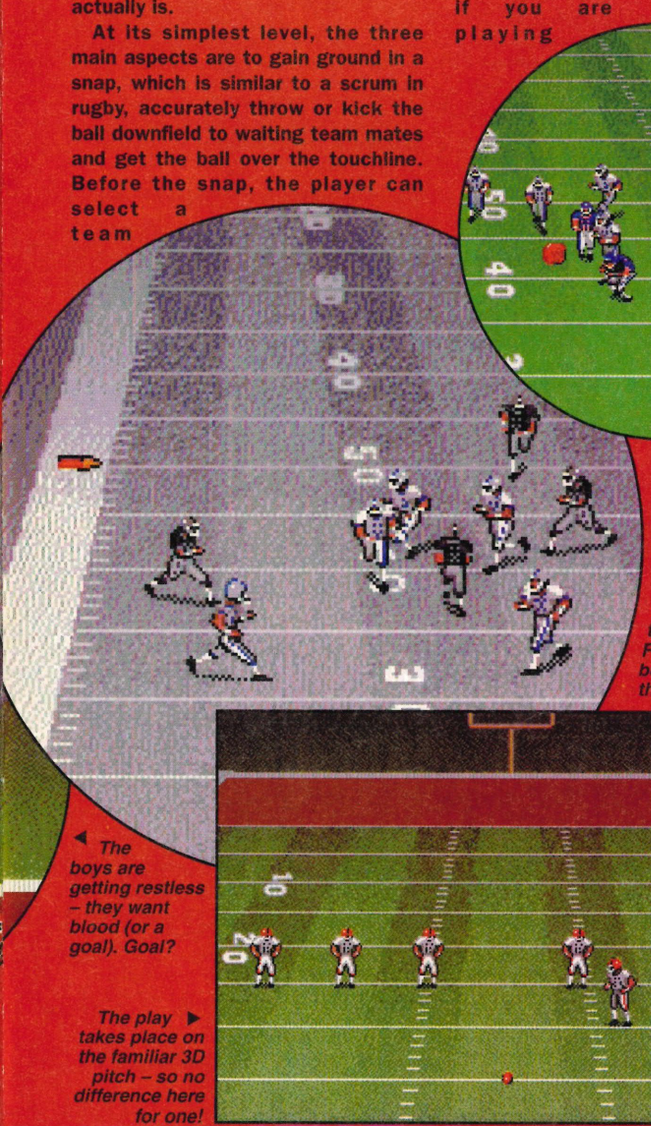
▲ The Mega Drive reminds you of your achievement. Most kind.

EN NFL '94

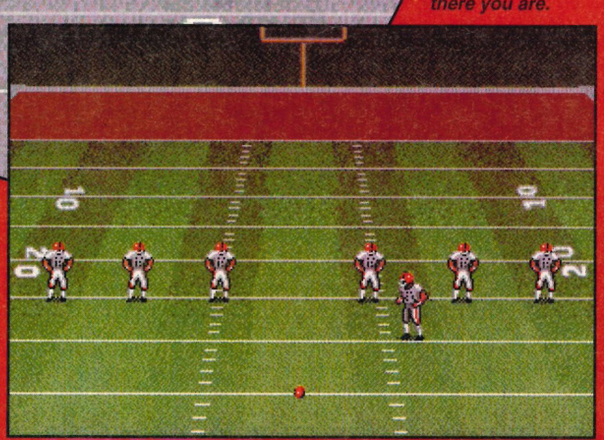
the best way to learn is just to dive in and get involved and that is certainly the case with *Madden 94*. You soon realise that the commentators' colloquialisms and bewildering vernacular make the game seem more confusing than it actually is.

At its simplest level, the three main aspects are to gain ground in a snap, which is similar to a scrum in rugby, accurately throw or kick the ball downfield to waiting team mates and get the ball over the touchline. Before the snap, the player can select a team formation and decide on tactics. Once the teams are in position you can call an 'audible' which is to change the tactic at the last minute and press C.

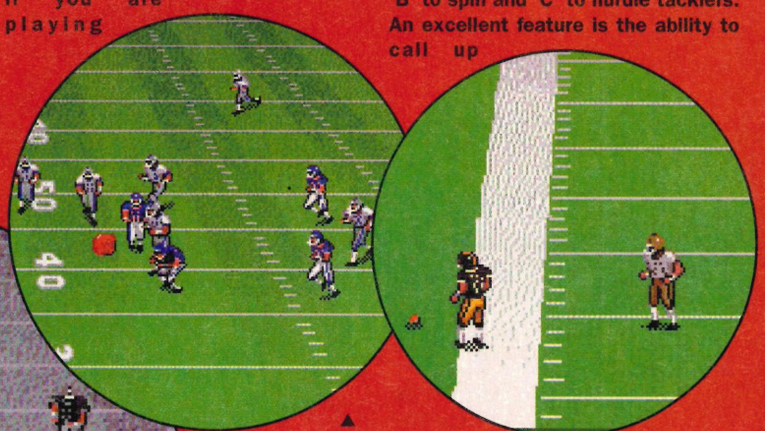
If you gain possession from the snap, the computer-controlled player, if you are playing one on one, moves the ball back to the quarterback who throws downfield. Tapping D sends a man in motion and then the man nearest the ball is controllable. Basic offensive moves are 'A' to dive 'B' to 'Umph' when a collision is unavoidable, hold 'B' to spin and 'C' to hurdle tacklers. An excellent feature is the ability to call up passing windows which show three men running and the quarterback can select which player to pass to - hold the button for a bullet pass or tap the button for a lob. Sounds very complicated but after a few failed attempts the whole motion seems as natural to you as it is to those highly paid coaches on the touch-line.



◀ The boys are getting restless – they want blood (or a goal). Goal?

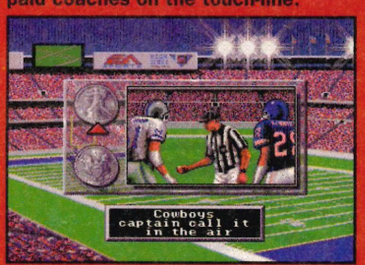


The play ▶ takes place on the familiar 3D pitch – so no difference here for one!



▲ Play moves quickly as you'd expect from a Madden endorsement.

◀ It's an all-weather affair this American Football business. But there you are.



▲ Blow-by-blow commentary is still here for fans of people who waffle.

▼ All of the top American football teams are represented here.

Madden 94 is an excellent tutor for football, neither patronising for those who want to learn more, nor over-simplified for experts. Just start at the appropriate level. Graphically, the improvements are quite superb, bringing the player even closer to the action on field. And the team management element has been well thought out so as not to choke the flow of the game Great fun to play and a good excuse to splash out on EA's 4-Way Play. ■ **JASON**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

92%

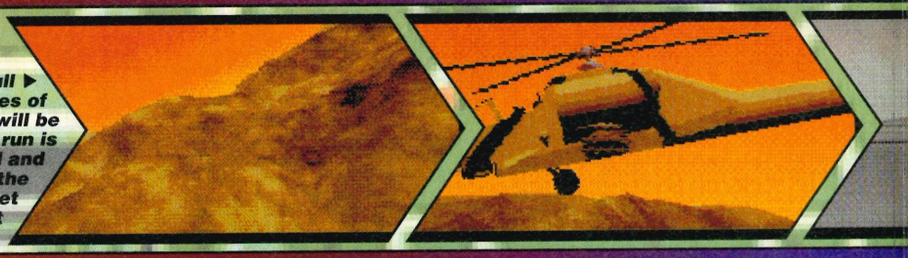
GOLD

OFFICIAL

PUBLISHER
Core Design
RELEASE DATE
November '93
PRICE
TBA

Cinematrix...

The intro shows in full animation the capabilities of the helicopter you will be piloting. The attack run is made, targets are sighted and locked on, and then the ground missiles are let loose. The trucks don't stand a chance!



THUNDER

Helicopters. Flash aren't they? Well now wave hello to the latest helicopter Gunship to take on the might of the Drug Barons. Oh, and it's yours to keep – (on a CD)!

Seems whirlie birds are all the rage these days, what with the average road speed being ten miles an hour and access to work being so limited. Gaining entry from the sky seems the obvious approach. As is Core Designs approach to the evil dictators of the world and their various dubious professions. You have been given charge of the most advanced, and no doubt most expensive, attack helicopter to date. Your mission is to clean up the world by eliminating the drug cartels and mad dictators and save mankind. Yippee!

Core Design have probably one of the most distinctive intros ever to see the light of day on these laser-etched plastic wonders.

You kind of rush along a fractal desert brush, shoot up a mountain, all before the main character of the game appears. Last time it was a Jaguar XJ 220 perched on top, this time a helicopter gunship comes into view. Talk about setting the atmosphere.

The option screen holds several choices in the set-up department, including three difficulty settings. Young or inexperienced pilots should start on the incredibly easy setting, which sort of makes the air a bit clearer and ground installations a lot dumber. Not that you should get complacent, as the enemy have some real shrewd moves up their sleeve.

A save option proves useful, allowing frequent position return – handy if facing three demerits. As each mission is completed, then medals and awards are thrown at you with gay abandon. Should you start to leave the danger zone early because you can't handle the pressure then expect demerits. Four of these and it's time to leave the whole helicopter thing behind, mainly because you are rudely shoved in a truck and taken away kicking and screaming.

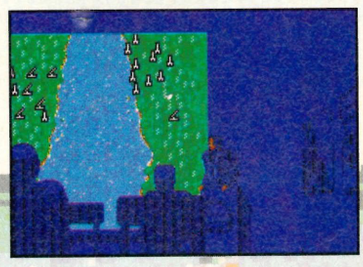
TIP

Stick to guns till you reach the target area then let loose with rockets. At the same time, try and clear the area of airborne targets.

Get a grip...

The whole world

▲ *The world is dominated so it would seem by some pretty nasty people. Your job, should you choose to accept it is to wipe them out. Here I have taken the decision to protect and serve in the Panama dispute, baby sitting some insecure UN mission. Like you do.*



▲ *The mission commander talks you through what needs to be done and how you should go about it. The detailed map shows enemy positions and the type of installations you can expect to meet. Plan your route carefully by the landmarks indicated on the diagram. Good luck!*

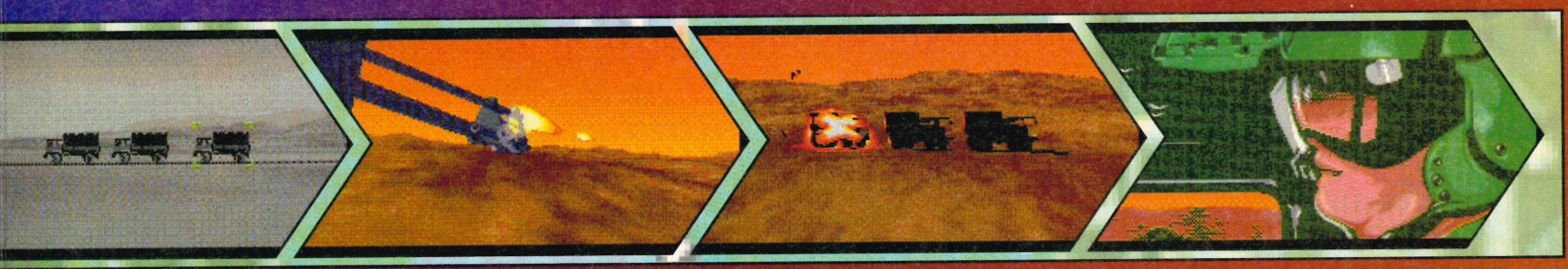
▲ *Alright, so I got just a tad distracted and decided to create havoc amongst enemy gatherings. Swift and accurate use of the cannon means you can wipe out all around with the minimum amount of fuss. The gun automatically locks onto the nearest target ahead leaving you simply to pull the trigger.....*

▲ *And hey presto! A big bang, lots and lots of flames and the odd wounded soldier. Just ahead if you look carefully you will see the convoy merrily on its way oblivious to all the hard work you are putting in regarding their safe passage. Huh, times are tough for us jocks.*

▲ *A few serious explosions later and the whole fleet is a smoking pile of scrap metal. Economical use of the rockets means that you can always go back and finish any stray boats off. The heading indicator is now off, and the yellow light can come on, announcing the end of the mission.*

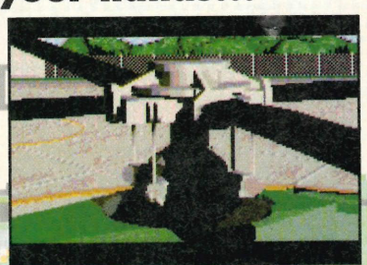
▲ *The attack helicopter Thunderhawk survives to fight another day. Each mission is completed with one of these true cinema-quality sequences. Both music and the animation add to the tension and excitement during this battle frenzy offering. Don't forget to pack a parachute!*

■ The Apache helicopter needs a full service for every ten hours of constant flight.

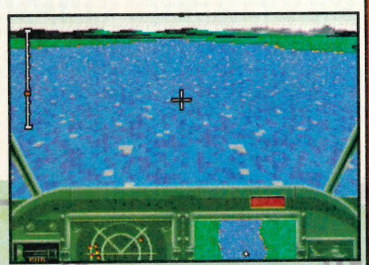


HAWK

l in your hands...



▲ Wind up the engine (in this case there are two jet turbines) and head for danger. This neat little scene is typical of the Core approach, with cinema-quality renditions of the helicopter in question. It's nice that people take time out to entertain you while all the data is loaded.



▲ The heading compass shows that you are on course and heading for your first primary target. The radar indicates the convoy you are protecting to be situated to your left. Best course is not to be too distracted by the installations on the left but to go for the mission objective.

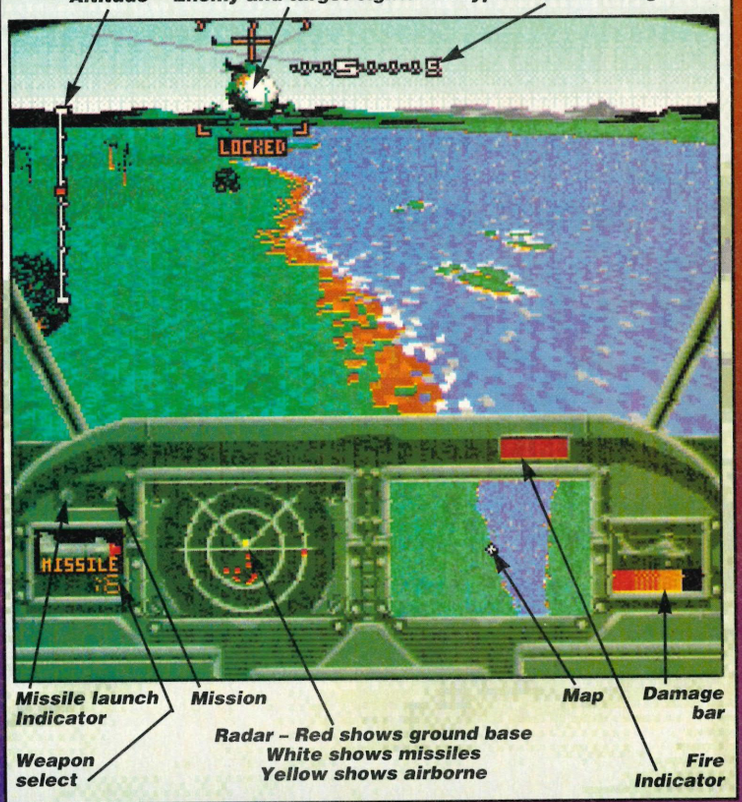
▲ Heading toward the objective you sight the gunships that are causing all the fuss. A quick toggle to rockets and the targeting system locks on. Just a case now of pulling the trigger. Careful monitoring of speed will allow the helicopter a good chance at all targets without over-shooting.

▲ Missiles are best used when dealing with the likes of tanks and boats. The armour plating aboard this gunship stood no chance. Be on the look out constantly for other helicopters or aircraft - as soon as they get a fix on you they just won't leave you alone....till you go down!

▲ Each campaign is based around your local American airbase. Here Fort Maverick plays host to your latest adventure in the Panama Canal. Added realism is brought to the missions, with darkness setting in over a period of time. Night missions are the ultimate test of nerve!

▲ Back in debriefing and all seems well with a 100% mission success. Don't panic about the figure above that, as completion is the name of the game here, not heroics. Having said that, wiping out the forces before they have a chance to strike always seems the smart move.

Lock on Tommy



▲ Thunderhawk – the best game yet to see the light of day on the Mega CD? Just try it and see!

Thunderhawk is now another reason to go out and buy a Mega CD. The graphics are PC quality, the smoothness and detail has to be seen to be believed. This game stands out so far from the rest of the offerings that if other developers follow suit the Sega market is going to explode. As you can see I like this game and played it on all levels to the very end. Needless to say even now there has to be a damn good reason to take it out of the drive. ■ **STEVE**

MEGA

SOUND

GRAPHICS

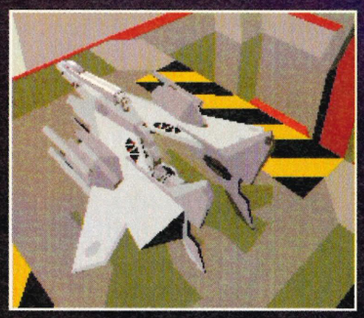
ADDICTIVENESS

PLAYABILITY

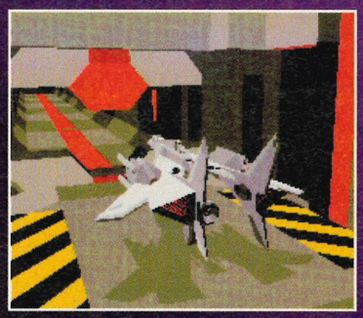
OVERALL 93%

IMPORT

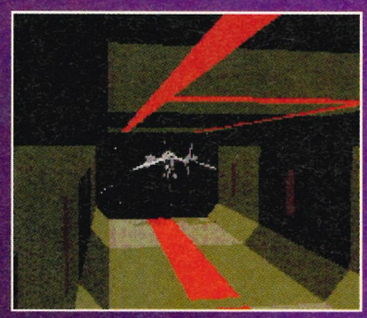
PUBLISHER
Game Arts
RELEASE DATE
Out Now
PRICE
N/A



▲ *No climbing out of this one now! Strap yourself in and wait for the cue.*



▲ *There should be a prize for this type of intro. It really is amazing.*



▲ *The SA-77 launches into space and straight into certain danger, etc. etc.*

SILPHEED

■ The SA-77 Attack Fighter was designed for one thing, to launch and maintain the Mega Drive as the world's number one console.

Silpheed started appearing about six months ago in the Japanese magazines and nobody really believed such a game could exist. What with Starfox requiring the special hardware to run on a SNES and just about keeping speed. Rumours and pictures began appearing and everyone got more and more excited - polygons and fractals on one screen? What, all moving together at a presentable speed? To say it caused some room for debate would be an understatement. Here at the office there was considerable money at stake.

Silpheed is finally here and billed as the ultimate shoot 'em-up. Not the most original sales pitch agreed, but the screen shots on the box look like nothing I have ever seen on the Mega CD shoot 'em-up scene.

TIP
Use the Phalanx beam on both wings wherever possible, it has far more power than any other gun.

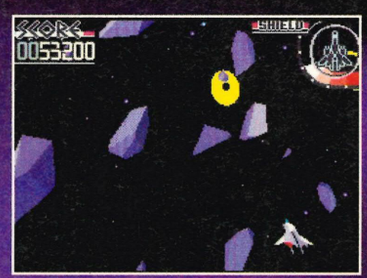
So how does it actually play? Well at first you are truly amazed by the intro sequence featuring both ship tune-up and launch into space. Then you gasp in awe as the whole thing seems to open up and play just like you thought. Then, after a while it dawns on you just what is going on here. You see it does play well, very fast and all that, but things are very disconnected from actual play and backgrounds.

Basically it is an above average shoot 'em-up laid over some exceptional backdrops. The Bosses are tricky but graphically nothing compared to the polygon presentations behind. It is Space Invaders, CD style.

So should you feel cheated? Well, if you forked out the import price then you might well do. in some shops copies are changing hands at anything up to £80.

If, however you waited for the official launch in September then £39.99 might seem reasonable. My advice would be to sack the import idea and pick it up officially.

Engaging warp drive speeds ▶ up your arrival at certain doom .



Listen carefully to the instructions of ▶ your co-pilot. He will guide you safely.

Pick me up

This, the most powerful icon in the game, resumes full operational status to the SA-77.

At a rather busy time in the game, flying over this blows up everything on the screen.

Edged with red, the value of this pick up is 10,000 points towards that high score!

These crates appear in space at intervals. To reveal what is inside simply shoot them.

This diamond shaped pick up is worth 5,000 points.

For a limited period only you can cruise over and through anything you like unhurt.

Instead of the standard repair, flying over this gives you twice the shield boost.

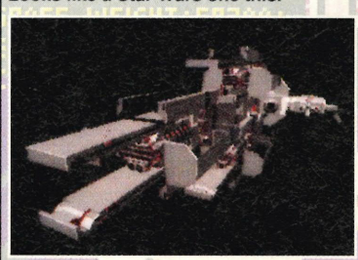
The second weapon you installed needs to be activated so Bosses can be destroyed.

Have a quick repair after blasting your way through the scenery.

Err... Three shield repairs. Handy for that do or die situation.

Furtive fleet fugitives

▼ *If I spoke and read Japanese then I could tell you all about these strange craft that litter space and time. Ermm. Looks like a Star Wars one this.*



▼ *I know this one. This is the central computer which has caused the bother. By destroying this you have the invasion fleet where you want them.*

▼ *Yet another huge and somewhat overpowering presentation. These ships act more as backgrounds than actual participating guests.*

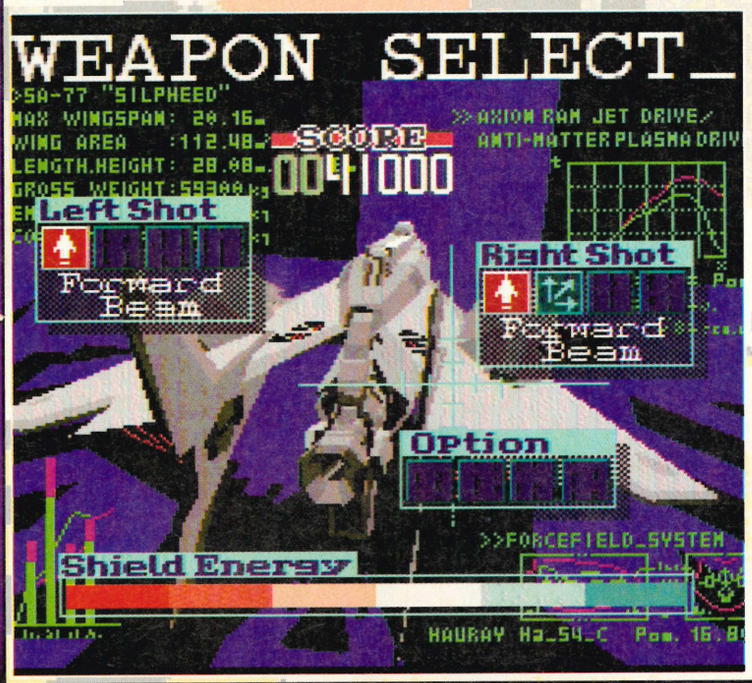
▼ *Alright, this one has got me. Looks like a large tanker affair but I could be wrong. The bit with this beast in is so fast you haven't time to make notes.*

■ The fractal was first discovered by Benoit Mandelbrot, at IBM. Clever chappie!

Ultimate object

THE SA-77 has two banks of weapons mounted on either side under its wings. You can only select one weapon at a time. Slung underneath is the option weapon system which gives you access to the more powerful side of space combat.

Your shield depletes as the hits are taken. Some enemy fighters take more energy than others so make careful note of hazardous sections. As the shield is reduced to a dangerous level, so various parts of the craft start failing, including the shields themselves, then the drive and finally the weapons.



Forward Beam
Fires a single shot forward. Rapid rounds are dispatched by holding down fire button.

Wide Beam
Shoots single shot in 120 degree spray. Shots are a bit weak though, and rapid fire is still always needed.

Phalanx Beam
Without doubt the most powerful gun available, it shoots a twin high powered shot which wipes out all in its path.

Auto Aiming
Similar to wide beam, but the bullets home in on enemies. Pity they are not more powerful though.

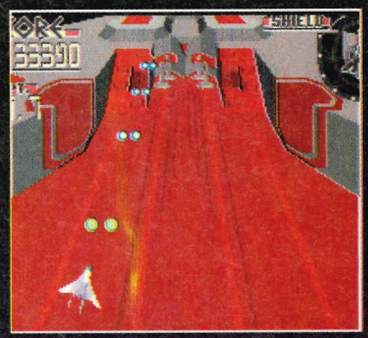
Graviton Bomb
This devastating weapon has an energy value of 12.0 and produces a curtain of energy over any unsuspecting Boss.

E.M Defence System
Not as effective as when you are invincible, but still provides a shield of sorts, meaning fire can be more accurately aimed.

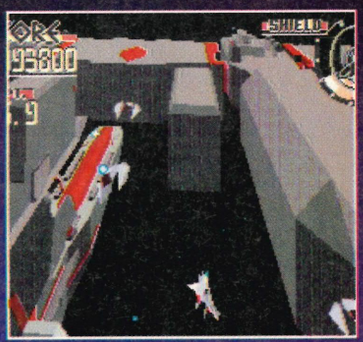
Photon Torpedo
Sends a Star Trek type torpedo straight at the enemy, exploding on impact. Definitely the most effective Boss weapon.

Anti-Matter Bomb
Has the same target seeking system as the Photon Torpedo though the energy value is different. Tends to be one of the first options made available.

▲ *Careful timing means you live to fight another day. Mind the cannons!*



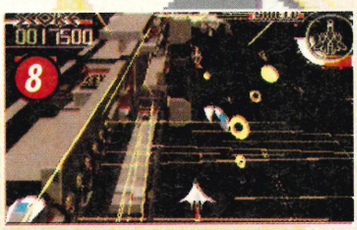
▲ *Close up the ship is huge. The laser gun shoots straight at you!*



▲ *Bank and roll your way to safety and the next gripping section.*

10 levels of polygon pleasure...

Silpheed has ten levels, each more breathtaking than the last. You enter space for some combat training then you have to fly along canyons, along planet surfaces and into computer vents and ducts.



I'm tied here, tied by our scoring system and I'm sure everyone else is too. Everything is exceptional but essentially it is really just a powered-up version of Space Invaders all dressed in polygons and fractals. The attention to detail is excellent with a great storyline and some atmospheric music, animations and vocal sections. On paper Silpheed is untouchable but in practice, like the SNES Starwing, things are never that straightforward. But there you are. ■ **STEVE**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL **89%**

SILVER

SE
MEGA
ROCKET
ADVENT
REST X000
SCORE 0001410
REST X000
SCORE 0000140
OFFICIAL
SEGA
SEAL OF
QUALITY
KO
Distributed by KONAMI (UK) Lim

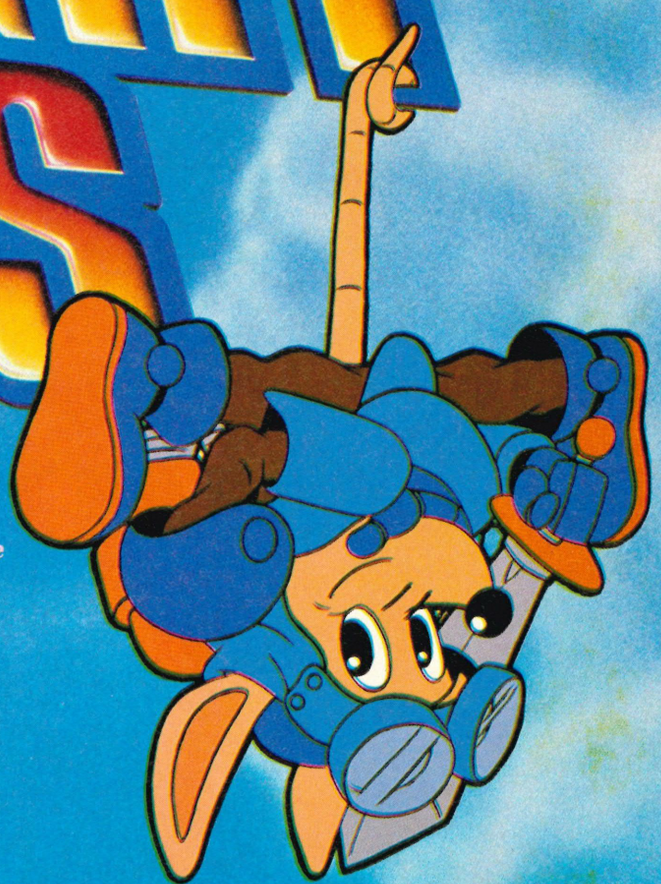
GA

DRIVE

Meet Sparkster...

A new breed of superhero and star of Konami's all new adventure for Sega Megadrive - Rocket Knight Adventures.

KNIGHT TURES



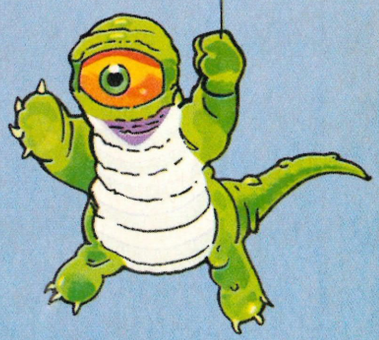
Sparkster is hell bent on avenging his master Mifune's death. Armed with his jet pack and sword of steel his mission is to annihilate the Dark Lord and restore peace to his homeland once more.

ONAMI®

ted Television House 269 Field End Road Eastcote Middlesex HA4 9LS

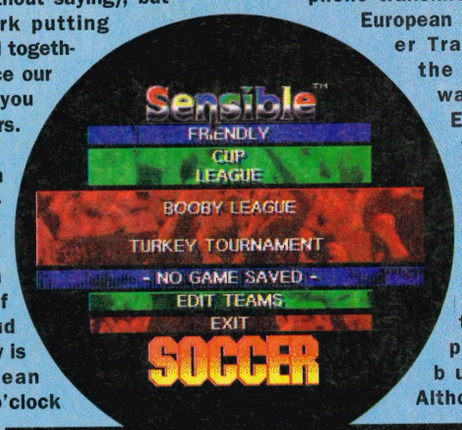
A SHOW

■ The computer games industry recently got together for its annual bash, so as you'd expect, your very own MEGA ACTION was there in party mood. Crack open the ECTS then!

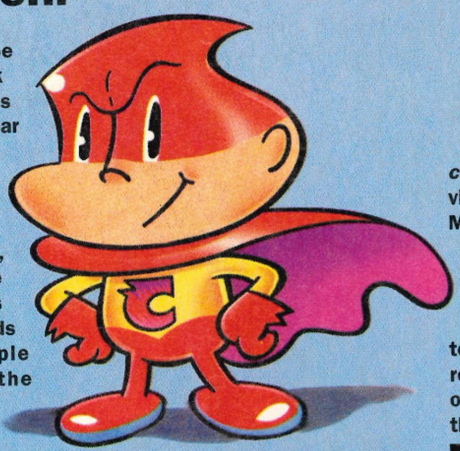


We don't get out much you know. It's not that we're monumentally dull or anything (well, apart from Steve, but he's a rave DJ so it goes without saying), but it's hard work putting MEGA ACTION together. We sacrifice our free time so you can enjoy yours. Sob.

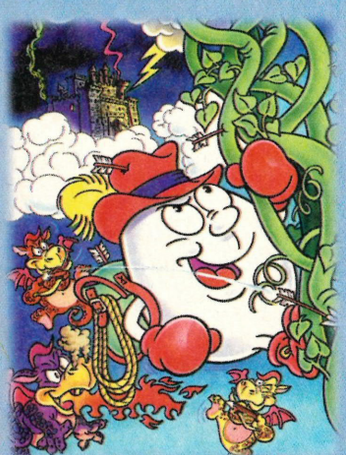
So when a bunch of invitations dropped on our mat with the kind of hungover thud that you know is going to mean several five o'clock bedtimes, there was only one thing for it: Raid the petty cash tin and duck out the back door before Accounts realised the crime had been committed. So with 5p each, we caught the first train out of Macclesfield.

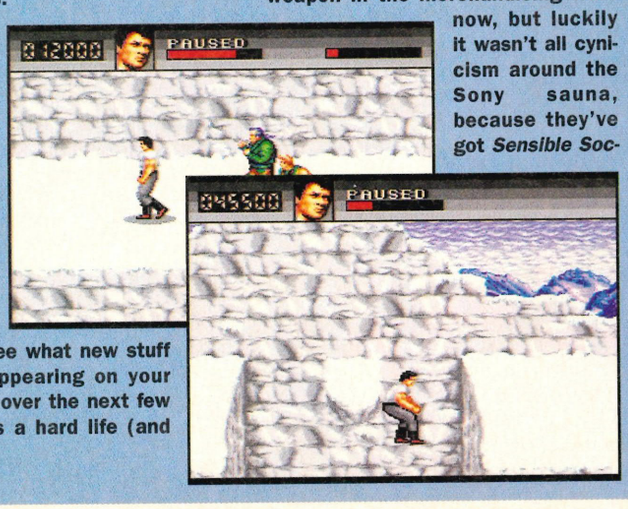


Three hours later we were in London and at the gates of the Business Design Centre pretending to be incredibly dignified while slick Americans in expensive hairstyles walked around trying to find a clear view to the nearest mobile phone transmitter. The European Computer Trade Show, the big one, was on. The ECTS is where loads of people within the games industry get together by the bar and pretend to do business. Although Islington (the location) doesn't have the same swagger as Las Vegas, the home of the CES (the really big show), it does have a number of excellent pubs and bistros where there's a strong chance you'll avoid running into fading rock stars in flared velvetine trousers.



All the big names in the business were there – the software houses, plenty of Japanese and the distributors – so we wandered around to see what new stuff would be appearing on your Mega Drive over the next few months. It's a hard life (and so on)...



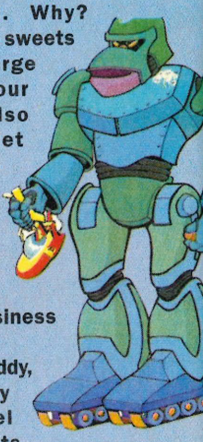


Sony are a bunch with a reason to be smug at the moment, for several reasons. Firstly, they're owned by one of the largest companies in the world. Secondly, they've just snapped up Psygnosis, the bunch responsible for *Lemmings* amongst others. Thirdly, they've grabbed the licenses to several of the biggest summer movies for Mega CD, including *Cliffhanger* and the *Last Action Hero*. Well, maybe that last one isn't such a good reason to crow, although it's been said by none other than Arnold Schwarzenegger that the film company (strangely enough owned by Sony) has already made its money from the merchandising.

Well, computer games are just one weapon in the merchandising wars now, but luckily it wasn't all cynicism around the Sony sauna, because they've got *Sensible Soccer* coming up soon too. See our preview of this elsewhere in this issue of MEGA ACTION.

Also coming up from Sony are *Hook*, based on the Spielberg film, *Dracula*, which got some severe reviews in several mags due to the fact it was rubbish (Sony are re-releasing it) and *Skyblazer*. More on those another day. Watch out for them.

Next it was a cheery visit to the Codemasters tent, a bunch always guaranteed to put you in a good mood. Why? Because of the free sweets sitting in a bowl large enough to lose your shoes in. We also bumped into Violet Berlin there, who alarmingly was smoking full strength Marlboro fags – but then children's TV must be a pretty cutthroat business these days.



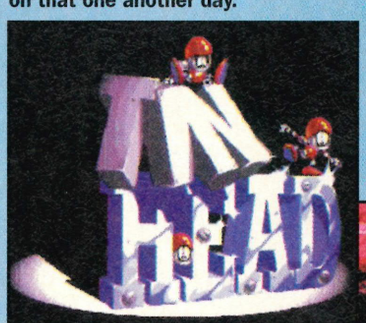
Anyway, Richard Eddy, the Codies' PR flunky was keen to shovel food down our gullets while he told us all about their

OF FORCE

upcoming releases, including *Fantastic Dizzy* and *Cosmic Spacehead* (reviewed this issue).

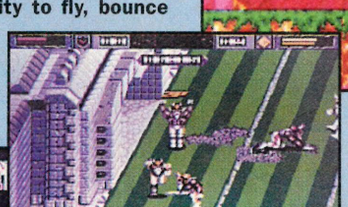
He also hinted that they're working on a new football game, *World Cup Soccer* – the Codies have decided to take a completely fresh look at the genre so we await their efforts with interest. Also approaching is *Dino Riders* and another Dizzy game, *Excellent Dizzy*. Will there ever be an escape?

ing the living daylights out of the opposition with chains and so on. Oh, and there's running around with the ball involved too. Finally, keep an eye out for *Mission Impossible 2025* – more on that one another day.



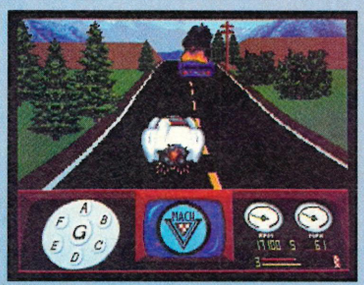
MICROPROSE
ENTERTAINMENT • SOFTWARE

MicroProse were showing off several impressive-looking releases, including *F-15 Strike Eagle II* (reviewed in this issue) which without doubt looks to set new boundaries in polygon console sims. But it doesn't stop there because they're moving into platform territory with *Tin Head*, a romp with a cute Wizard of Oz-type hero with the ability to fly, bounce around on a hopper and shoot ball bearings out of his head. Par for the course in this



ACCOLADE™

Boasting without doubt the finest line-up of babes ever to be allowed into a show of this type, don't think it was easy to tear our eyes away



and vegout in front of a computer screen. *Gods*, a Bitmap Brothers' best seller has been converted to the Mega Drive and looks as chunky and colourful as the day it was first created. On the sporting front was the *Pele* football game. The official backing and encouragement from the Master himself has lead to the production of a great little offering. Consult the pages of issue 4 for a full run-down!

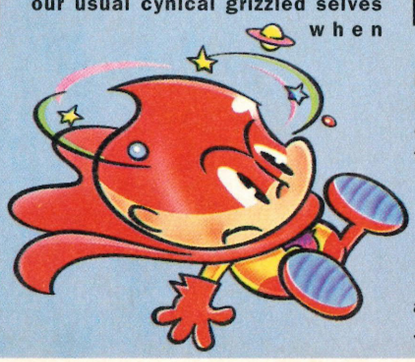
Tucked away in the corner of the stand was a well-known conversion from the cartoon classic *Speed Racer*.

At that time being displayed on a PC, the game still required a few tweaks before the official cart can be released.

The gameplay emulates the '50s style of cartoon with the aim of the game, in time-honoured fashion, being to remove other players from the road. Well, no surprises there anyway!

U.S. GOLD®

It's always a pleasure to visit the US Gold stand. Everyone always seems so happy there, it's hard to remain our usual cynical grizzled selves when



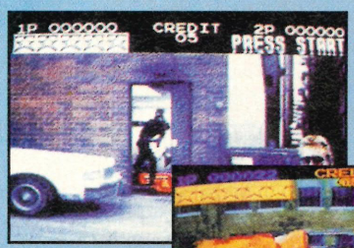
PR ladies keep jumping all over the place stuffing sweets into our gobs.

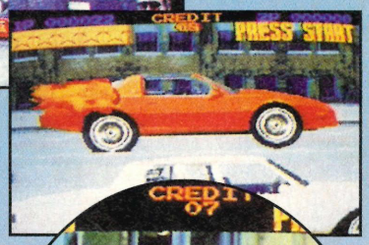
Unfortunately, they didn't have much to show us apart from *Winter Olympics*, a skiing game involving moguls, jumps, speedskating, slalom and so on. Most of the game is single player although you can go head-to-head on occasions.

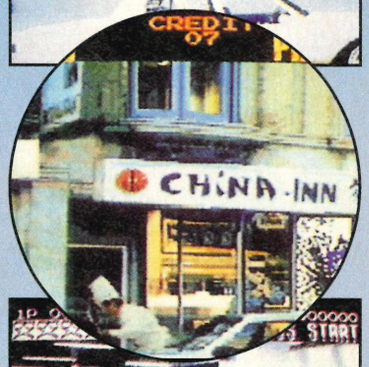
Also up for grabs soon is *The Hulk* based on Marvel's green guy with a tremendous grudge. Watch out for a review soon.

KONAMI

Konami are one of our favourite software houses at the moment, so it was a pleasure to wander over to their stand to inspect their latest. Much of what was on display we've seen before (stuff like





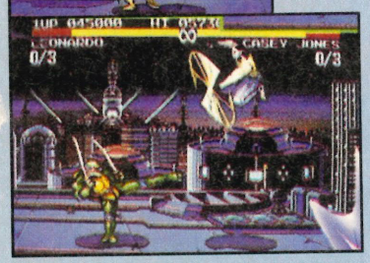


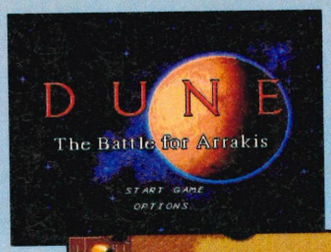
Zombies, *Rocket Knight* and so on) but we managed to squeeze some info out on *Lethal Enforcers* (based on the arcade game, even down to the *Mad Dog McRee* gun), *Castlevania* (a Dracula game) and the ever-ubiquitous Turtles. The Turtles game was called *Tournament Fighters* and puts you into a *Streetfighter* type

KONAMI

conflict. Strange for a Turtles game, but a refreshing change.

Virgin always have plenty going on, and this time we were able to take a look at *RoboCop vs. Terminator* (previewed in the last issue of MEGA ACTION, but now going to be released next year), and *Dune* (see elsewhere in this issue). Also being released soon is Virgin's first move into book publishing with The Official Sega Mega Drive Power Tips Book 2. Great name, and yours for a tenner.

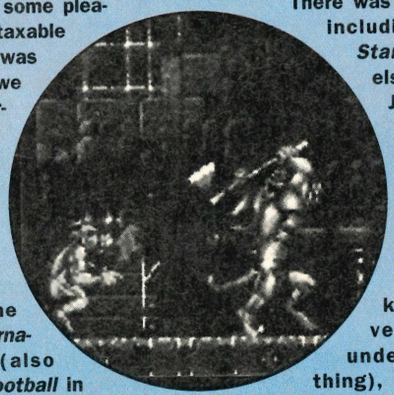




ELECTRONIC ARTS™

After all this business, we were strongly tempted by some pleasure, mainly of the taxable foaming kind. But it was not to be. Instead, we ended up by an enormous video wall pumping bright lights into our eyes and the kind of sounds you need a nuclear test licence for, into our ears.

This then was the location of *FIFA International Football* (also called *EA Sports Football* in previous issues of MEGA ACTION).. It didn't take very long playing it to realise this could be the best footy game yet on any format, and this was shortly after playing *Sensible Soccer* too. *FIFA* is unbelievably easy to pick up and there are plenty of options and so on, coupled to some 2000 animations. These allow banana and overhead kicks, diving headers and so on, as well as a user-controllable goalie. You have to see (and hear) it to believe it.



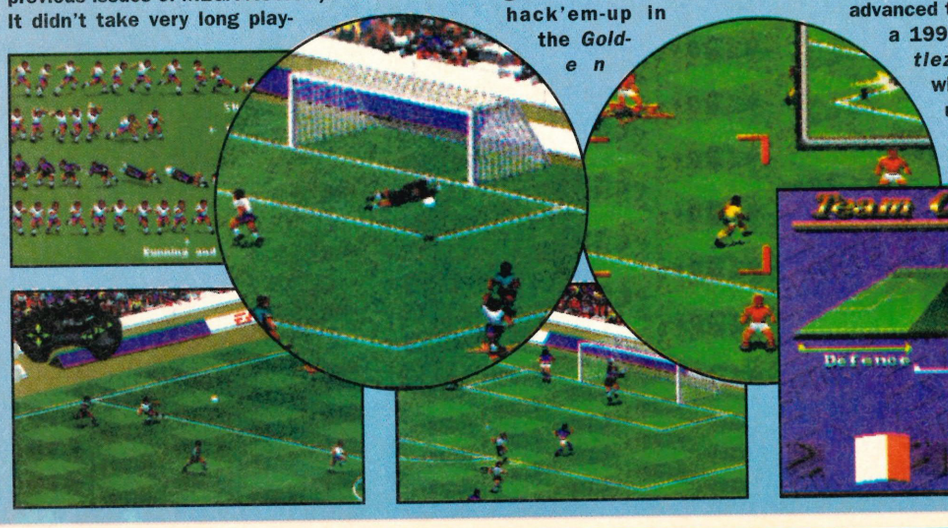
There was more from EA including *Operation Starfish* (111 levels of the latest James Pond game, 'faster than *Sonic*'), *Lotus II* (including the RECS track designer facility – if you know the Amiga version, you'll understand the thing), and *Blades of Vengeance* (a standard hack'em-up in the *Golden Axe* mould, but with more spells and bigger breasts). Even better, if you're a pinball fan you'll be pleased to know that *Virtual Pinball*, a pinball construction set/ editor/ game is due for release in November. You get to make a table of your own design – put the flippers, walls and targets where you like – then save the game. One of the more interesting and original Mega Drive games on show this year.

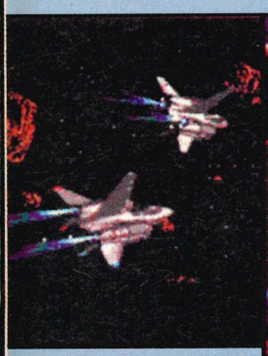
But that isn't all – also keep an eye out for *Mutant League Hockey* (uses the same engine as *Madden '94* and *Powermonger*.

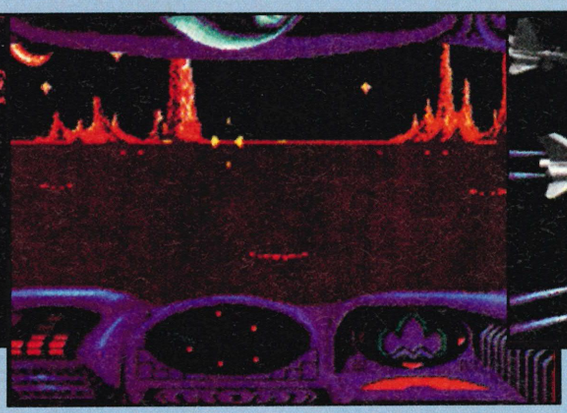
BITS AND BOBS

No, not the name of a software distributor, but where you'll find out about those smaller games from smaller companies. On our travels we came across many imports and games info tucked away in trade mags, just to prove that not everything is handed to us journos on a plate.

For instance, we came across *Stellar Fire* from Sierra for the Mega CD, where you have to command an advanced tank, the Raven, in a 1990s version of *Battlezone*, the old 3D wireframe shoot'em-up from the arcades. Hop from planet to planet







and battle Gir Draxon, the latest videogames baddie. Also from Sierra soon is *The Incredible Machine* and a racing simulator.

Absolute Entertainment are touting *Turn and Burn* and *Super Battletank 2*. *Turn and Burn* will come in 16 Megs and it will place you in the cockpit of an F14D fighter searching the skies for enemies to kill. *Super Battletank 2* is another 3D tank game, also coming in 16 Megs, which puts you behind the wheel of an M-1 Abrams. But watch out for Scuds and Patriots missiles!

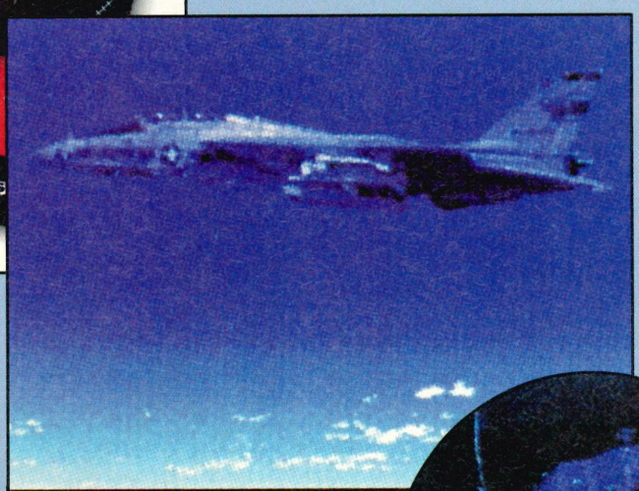
AND FINALLY...

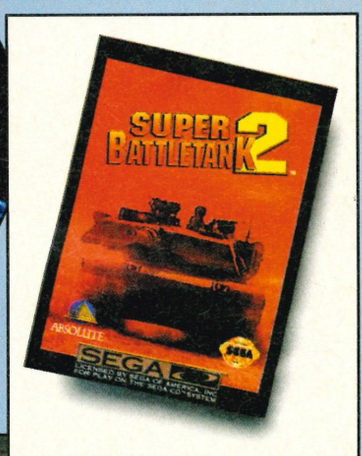
Well, so much for the party. Okay, so we found out about lots of games and stuff, but what we were really after was a bit of debauchery, some arrestable offences and a scandal or two. There were dubious characters wandering around dressed as Zool and Alfred Chicken but that doesn't really rate as perverse, more of a grim job.

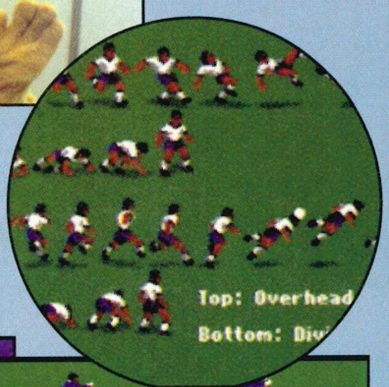
Some big names didn't make it to the show either– Sega for one and Acclaim for another, but there you are.

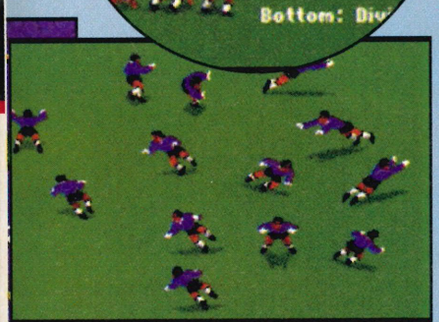
So after a long trip back to Macclesfield, there was really only one thing to do – stay up late and write this report. Sigh. Is there no end?

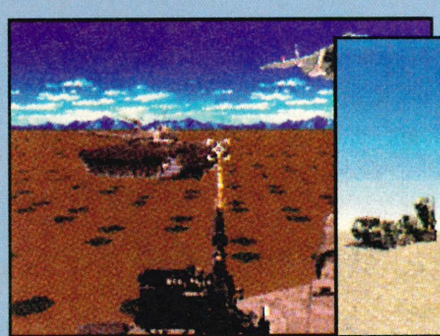
• *Nick*

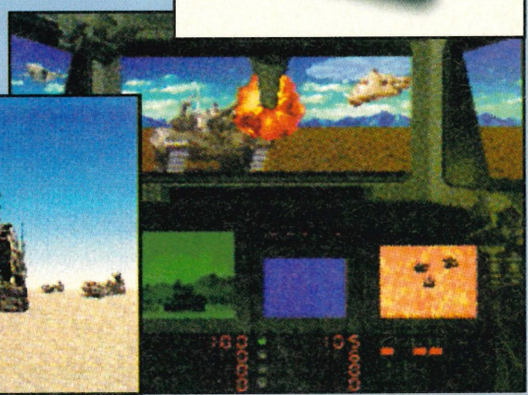












ROBO

■ Omni Consumer Products created him, you now have the opportunity to control him. Alex Murphy is one evil cybernetic exoskeleton let me tell you.

Robocop is flawed. The multi million dollar company that created him, namely the rather greedy Omni Consumer Products (Inc.) based the whole design on a human. A good human (though American). A cop. Being this cherub of the police force has surprising effects when you are programmed to be bad, just like the *Star Trek* series a vein of goodness stays within you. Should you suddenly get you memory back, well that again is something of a bonus, though waking up surrounded by the latest solid metal armour might be just be a bit disturbing. All this and more has happened to Alex Murphy and now his task lies in helping out the good people of Old Detroit. You see the terrible Japanese have come up with there own design for a robotic law enforcer and the company that created it, Otomo have taken over the city with their machines. The government refuse to help so who do you call? Ermm.. (together) ROBO-

Six-shooters... Exo-enhancement

Alex Murphy is a busy little cybernetic experiment. He is armed to the teeth and chances are the various encounters he is destined to have will leave him a bit worse for wear. Good old rebellious forces have seen it fit to supply him with various pick-up items that can enhance performance.

Normal range, normal gun. Bit of a pea shooter this weapon and unfortunately it comes as the default. Robocop can shoot forward, up and back so things aren't that bad after all. A "P" icon is what you are trying to collect, these icons will add one more weapon to the arsenal.

A defunct piece of hardware lies forgotten on the pavement. Shoot and wipe it out at your peril! If you manage to resist the temptation then a little lad pegs it onto the screen and with the aid of a Sonic Screwdriver adds a friend to the quest!

Powerful this. Most enemies take anything up to three shots to kill. Not with a Laser installed. This beautiful beam of yellow/orange light takes them out in one evil blast. Shots are numbered however so be economical!

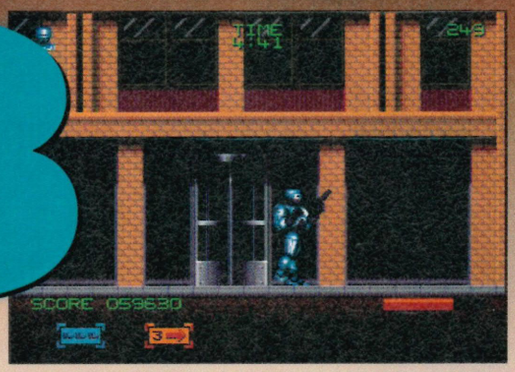
Super is not the word this auxiliary is awesome. Multi shots can be rapidly dispersed into the enemy and the hit rate is drastically reduced. Again you must watch the dispersal rate as a limited number of shots can be used.

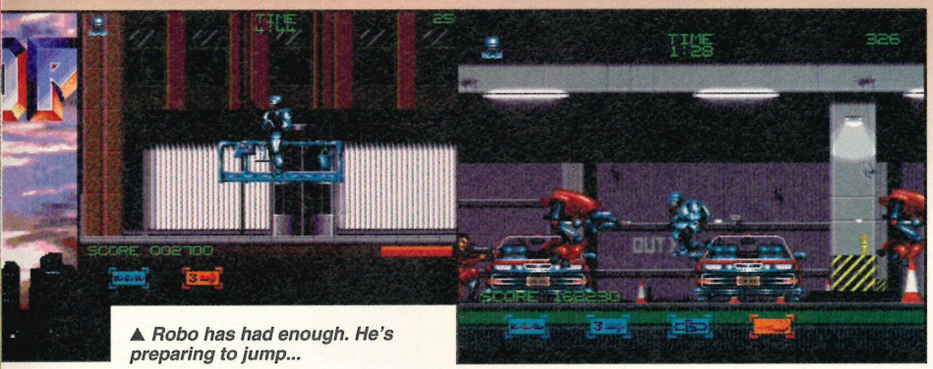
Three way shot to be precise, this gun lets you spray shots over a considerable area with 45 degrees between each direction. Very handy if a lot of enemies are well positioned – ie in buildings or below you.

It goes without saying that all this combat is going to seriously effect the health meter. Rebel forces, eager for you to succeed have left along the way some boxes which if you run over restore a certain amount of health.

▼ *Oh dear, a crazy Japanese robot is about to kill you! Run away, you know it makes sense.*

COP 3



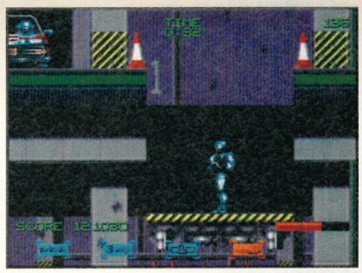


▲ *Robo has had enough. He's preparing to jump...*

◀ *Robocop has to duel with nasties in an underground carpark.*

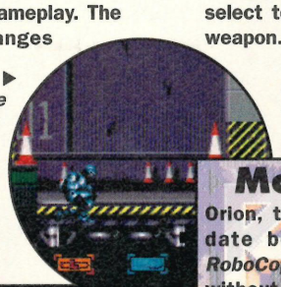
▲ *Robocop can shoot in any direction he likes (so long as it isn't upside-down!) Ah well.*

These wretched cones get everywhere don't they? Someone stop it! ▶



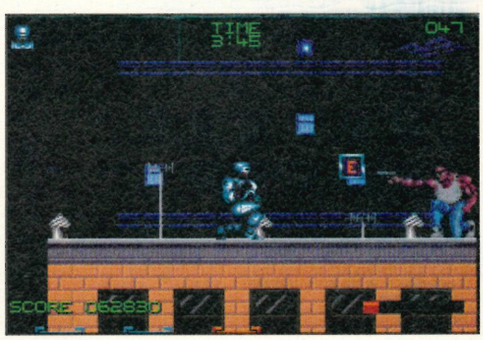
COP! You must repel the forces of the evil Japanese by killing all their current stock of Splatterpunks. What exactly is a Splatterpunk? Well put it this way they are the type of people your parents would not want to meet – screwed up on drugs and armed to the teeth anti-social is not the word. They do however have a habit of appearing time and time again in the game, loosing few shots then running smartly away. Kill them as fast as you can, as you cannot afford to loose energy at any point of the game. It is hard, though more of this later. Robocop is a hard man/machine by anyone's standards– then again so would you be with all that armour. Still the price of protection is high and all that titanium slows the average Supercop right down.

OCP, the creators and designers of your current body have seen fit to introduce rocket motors to your livery and these open up a whole new ball game in the gameplay. The scene swiftly changes to a rooftop scenario with you flying high and up against the might of Japanese state-of-the-art aerials. In *Xevious* style you must take down the opposition, drop bombs to the ground and generally stay out of harm's reach. Power-ups are available along the way, these range from speed-ups to some awesome weapon options. Simply highlight and select to fire the desired weapon.



Building sites are nasty places at the best of times! ▶

Somebody decides to take a shot at Our Hero. Hmmm, mistake. ▶



▼ *When you've done particularly well, you can put your name down for posterity.*

Money matters

Orion, the movie company have to date been responsible for two *RoboCop* movies. The first one was without doubt a hit of the eighties and caused quite a stir in the film buffs' circles. You get the scenario, good man made bad at the expense of his soul. Good man becomes good again due to some serious neglect and pain subjection. I can see their angle but the whole movie to me was special effects and a special bit when they took his helmet off. (I saw it through my fingers.) RoboCop 2 was less of a degree in humanity more a serious sequel that didn't quite hit the mark. Peter Weller, who played the exoskeleton (or rather the inside of it) was a tad embarrassed with the result and pulled out of the third. Orion, left with egg on their face and the odd multi-million debt put their faith in an unknown. Chances are he won't be taking his helmet off for the duration of the movie. Paul Verhoeven the original director will also be absent so ermm.. watch out soon for the burnt offering.

MEGA VIEW

This game has the best difficulty level I have yet played. Easy is, well challenging and hard is REAL hard. This is a man's game. Not for wimps. You need co-ordination and an eye for trouble. The shifts to aerial combat are well dispersed and add some relief to the mayhem. On saying that they are a challenge in themselves and I found myself not really wanting it all to end. Great chunky arcade graphics set this game apart from others. Definitely a game for the pros amongst us! ■ STEVE

RELEASE: TBA **PRICE:** £TBA

OFFICIAL

PUBLISHER
Sega / Virgin
RELEASE DATE
November 93
PRICE
£44.99

ALADDIN

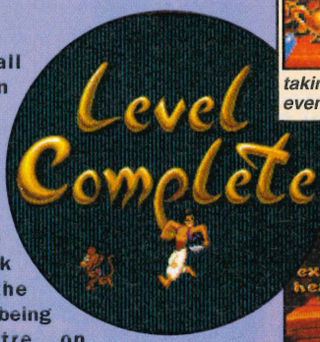
Disney are without doubt the most famous and well thought of cartoon class of the century. Now following in this tradition of excellence comes Aladdin, set to be not only an animation trend-setter on the console but also our best game yet received. (To date)

Aladdin. As soon as you think of it you instantly send your mind wandering back to the fifties when it was first drawn and shown on the silver screen. Err.. hang on a minute, but it has the voice of Robin Williams in it!

Now I could be wrong but he's certainly not nearly eighty. So it might go without saying that Disney have produced a cartoon recently, a classic for all ages, a magnitude of colour. All set for release on video very very soon no doubt.

It would be pretty unforgiving for me to slag any Disney cartoon off and let's face it would also be very difficult. They are perfection. Even the really early stuff that didn't make sense was good. Black and white or not, all of Walt's creations were entertaining and ground breaking.

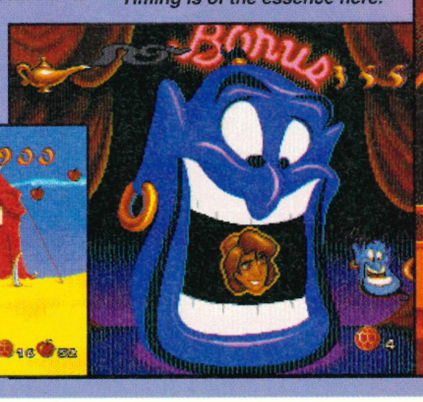
Aladdin the console game is also ground breaking, not only because it has the best and most well drawn sprites but because both myself and the rest of the MEGA ACTION team all agree on its 94% mark. The opening intro sets the mood for the long task ahead, the evil Jafar being the centre on attention and dictating your actions. Each level is based on the cartoon and each character is based upon the film favourites. If you have seen the movie then this will all be familiar territory for you. First stop is the Agrabah Market where your task lies in collecting the jewels which are hidden throughout the level. Aladdin must jump from platform to platform avoiding hot coals on the ground and evil palace guards elsewhere. These guards taunt you into combat and the little scarab you hold does little to deter them.



The best action is to use your agility and try to out-jump or outwit them. Fortunately you are also armed (if that is the right word) with some juicy red apples. These can be hurled at enemies to remove them from the game in an impressive puff of grey smoke. In some cases with the toughest enemy his trousers drop before he disappears! Yep the old red and white spots come out before the evil swordsmen of the Jafar bite the dust. As all this goes on you are aware of the Genie

▲ *Trade valuable jewels for extra lives or even a special Disney wish!*

Hmm. Ladies or Gents. Figuring out the use of these tents should take you a while. Err... They have no use. ▶



▼ *Eyes on the icons! Where they stop no-one knows. Timing is of the essence here.*

Feast Your Eyes

Discovering the many wonders of the game you will see hidden in sometimes the most difficult places weird and wonderful icons that you feel compelled to collect. Concentrate on the most beneficial in the early stages as later stages are not quite so generous!

A slot machine affair with you using the command buttons to stop on a useful icon. Get it right and there is another go, get it wrong and you exit the opportunities.

Control Aladdin's faithful servant in a race against time to collect some extra lives and some valuable jewels. The little critter has a sword to protect himself but watch out for some surprise attacks!

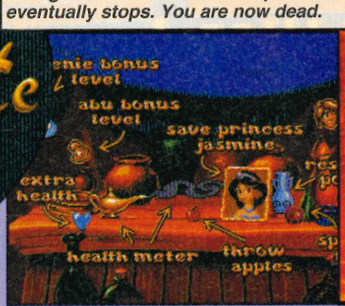
A large and over-powering Genie Lamp sits in the top left hand corner of the screen. Out puffs some encouraging grey smoke. Should you start taking hits then the smoke depletes and eventually stops. You are now dead.

Hidden and in most cases just out in plain view are some choice red apples. Collect these and stock-pile them and you have the opportunity to use them as weapons. They are a lot more powerful than the sword!

Find these and run over them so you can return to that point once you die, or should I say pass-out. The vase turns into a blue face and smiles at you encouragingly. You should aim to find every one of these.

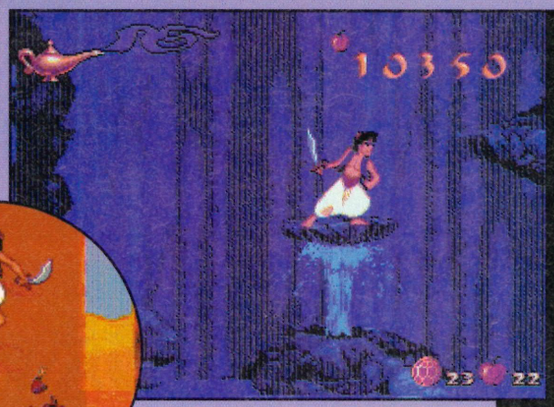
Again you should be going all out for these treasures as they have a special use. At the market level and in other parts of the game you should find the trader who will exchange these rarities for extra lives or weapons.

A blue heart? Well nothing should seem odd in this game but collecting these restores some valuable health and energy to the character. Weigh up weather it is worth reaching first though.

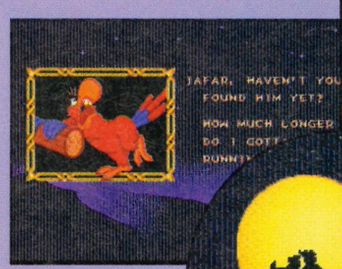


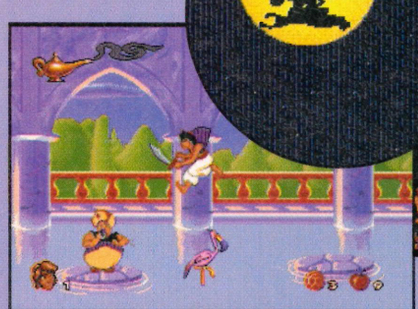
▲ *Take the rug ride of your princely life!*

■ Disney is now the third largest entertainment in the world.



▲ *The cave of wonders has more jewels and piles of gold than you have ever seen in your life.*





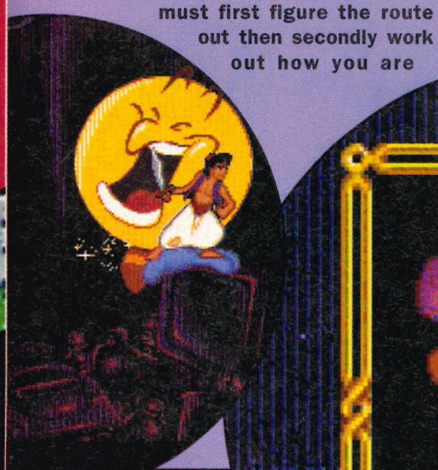
TIP

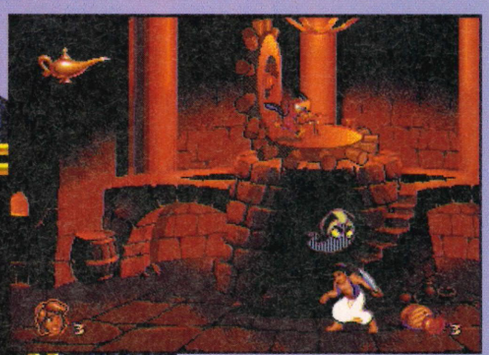
Apples are more powerful than the sword! Also discover the whole level if you can so you can take advantage of the market trading.

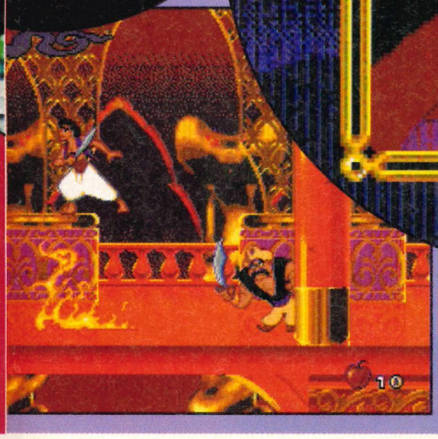
lamp in the top left corner which puffs smoke enthusiastically while you are healthy and less so when hits have been taken.

When it extinguishes so do you and it is up to the Genie of the Lamp to waft cool air in an attempt to revive you. Levels range from the Desert uncovering a sacred treasure, to the mad mad world of the Genie lamp. This deserves a mention as it is real mad in there *(No! – Ed.)*. You must first figure the route out then secondly work out how you are going to achieve it! Arrows help you out but there is little else to give things away. Balloons might float temptingly into view but as to what they do for you – well trial and error will reveal. The bonus levels and opportunities are distributed throughout the game and range from a sort of One Arm Bandit chance at bonuses to a fight to the death as the helpful monkey with some over-large pots. Sounds odd but is pretty self-explanatory.

So take a ride on a magic carpet or jump onto the back of Flamingos in the last stages to defeat the Jafar, free the Genie and take your just rewards that you have left in the cave of wonders. This is lots of fun let me tell you.







▲ *Your faithful monkey takes on the bonus levels for you later on.*

◀ *The Palace of the evil Jafar holds plenty of surprises, from Flamingos to killer contraptions of Doom!*

I can't help but wonder as to the quality of some past offerings that we have all taken for granted as being good. This sort of standard should be the norm now and it really is a great pity that it is not. A game for all the family and great fun for those just watching too! Plenty of challenges and backdrops that really create the Disney feeling of the classic films. When this appears in your local supplier of fine silicon buy it! ■ ***STEVE***

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

95%

BEST DEALS ON NEW & USED GAMES

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MEGA

Win Converse Sports gear!

Acclaim area well-named or a presumptuously-named company, depending on your point of view. But there's no doubting their recent success, with games like *Mortal Kombat*, *Bart's Nightmare* and their latest *NBA All-Star Challenge*. This kind of track record has turned then into the world's second largest games software company after Electronic Arts, so they seemed like a pretty good option to try to sting in our search for the best competitions.

Anyway, to maintain their streetwise and hip style they're giving away all this funky Converse sports gear, as well as games, T-shirts and whatever else they had lying around the company broomcupboard.

So if 'hanging tough' is your thing and you think a new pair of gleaming white muddy trainers would look rather good on your mum's expensive rug, just answer the following easy questions to win the loot.

By the way, anyone who's anyone can enter this fine competiton – you don't have to phone if you don't want to – just cut out the form instead and send it in to us!

Wow. What wild and funky street gear this is. And it's yours! (maybe).

The questions:

1) The NBA is involved with:

a) Gun running
b) Basketball
c) Danni Minogue

2) In the successful motion picture "White Men Can't Jump" the white man was:

a) Woody from *Cheers*
b) Norm from *Cheers*
c) Carla from *Cheers*

3) In basketball you can be penalised for:

a) Travelling
b) Not turning up
c) Killing the ref

4) Complete the following basketball name: The ..... Globetrotters

a) Expensive
b) Hackney
c) Harlem

ENTER BY PHONE OR FAX

Rules:

The Editor's decision is final. The winner of the prize will be the person who won the prize. Actually, the winner of the prize will be the first name pulled out of a hat (sorry). All entries must reach us by November 14th. Rules are the instrument of a fascist stage. All employees of Europress and Acclaim including the quieter ones are forbidden from even thinking about entering this compo. Thankyou and goodnight.

Send your entries to:
Street Gear Compo,
Mega Action,
Europa House,
Adlington Park,
Macclesfield SK10 4NP.

You can also phone in with your answers if you like. Remember to leave your name and address as well! Call:

0891515434

Calls are charged at 36p per minute off-peak and 48p at all other times. The call will last under two minutes – and remember to ask first if you don't pay the bill!

Street Gear compo

My answers (A,B,C or D) are :

1 .....

2 .....

3 .....

4 .....

Name:

Address:

Age: **Tel:**

☐ *I do not wish to receive promotional material from other companies*

No correspondence will be entered into by the Editor.

WANT A BACK ISSUE?

Well, now's your chance to get one!

Issue 3 – Jurassic Park, F1, Batman Returns, Silpheed, Pt 2 of Flashback & Jungle Strike guides.
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Code: 8604

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Editing coma

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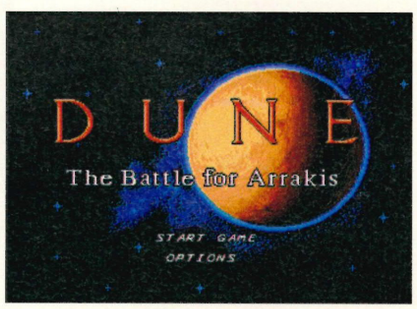
** Delete as appropriate*

DUNE II

■ The Mega Drive version of Frank Herbert's weighty block-buster flits into view soon. Steve will be there to meet it...

Dune was a smash hit best seller book by Frank Herbert, detailing the lives of the inhabitants of the planet Arrakis (Dune), in the distant future. Unfortunately, it's not a simple saga to explain – David Lynch had nearly three hours on film and still messed it up, so I'll suffice by saying that everything revolves around the control of the valuable spice melange, a geriatric substance only found on Arrakis.



All right so *Dune I* never saw light of day on the Mega Drive. Not because it was terrible but because these sort of RPG affairs were not considered fashionable at the time.

Well fear not, fashions change and such is now the case for *Dune II*. Wave hello to Galactic trading and the power of spice. Not the potent Granny killing after-shave but the currency of the elite, the power of transaction, the movement of mountains.

The game is set on the planet Arrakis which is known to the locals as Dune due mainly to its dusty terrain and lack of interesting scenery. We have much similar satellites on this world. One such is Macclesfield. The Emperor of all this nothingness has managed to run up vast debts and is therefore faced into the position of repayment.

Now although the planet is barren and dusty it does have a right little popular commodity laid out for all on the surface. Spice. Spice is worth a million or two, so the Emperor is halfway to clearing the bailiff threat. Since we all know both the tact and persuasion this type of profession can induce, a desperate bid is made by the Emperor. To the three Houses of the Galaxy a challenge is declared to mine the Spice in the fastest time possible. You take on the role of one such House and mining all the Spice or the most Spice gives you what is left of the planet, a sort of present from the chuffed Emperor.

▲ *The three great houses also involved in the games. You play as the Atreides.*

◀ *Unfortunately, you aren't the only House involved with Arrakis.*

▼ *Build, protect and maintain spice mining facilities.*

The fact that there are three houses and you can only pick one might give you something of an insight into the challenge. The other two are then computer controlled and out to get you – they are nasty about it too. Laser guns hurt.

Before even entering the battle you must earn some respect by attempting a training mission. Here you manage a landing party which must both explore and protect the land.

Money is the key issue too, buying supplies and machinery costs serious dosh so making the right choices can make the difference between survival and the planet of your dreams.

Your House, as with the others, has various strengths and weaknesses which must be exploited or protected. Your guide, a superior intellect called a Mentat is assigned to you – he'll give advice and pat you on the back when things go right.

▲ *Unfortunately, the local troops are pretty mean. But there are the Fremen...*

Control of the landing party is a simple Highlight-and-Action affair which provides fast tactics and instant response.

All in all, *Dune* is looking like a smart move. It was a stunner on paper, PC and Amiga, so let's hope this version is going to live up to the standards set by its predecessors.

▼ *Keep an eye on your game status – things can change rapidly – it's in real time.*

▼ *Explore while you can!*

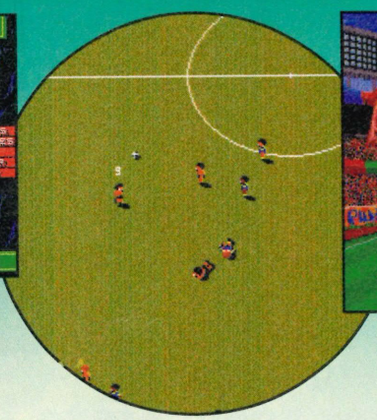
MEGA VIEW

Looks good. The shift now from many developers towards simulations or more computer based concepts has led to some really involved games seeing the light of day on the Mega Drive. Good thing too, at last us older users have a reason for staying in all night and not feeling too guilty. This was a hit on other computer formats and deservedly so – let's see how the consoles take to it. Watch out for an in-depth appraisal in the next issue of MEGA ACTION! ■ ***STEVE***

RELEASE: TBA **PRICE:** £44.99

▲ *Decided what sort of a game you want to play? Make your selections here.*

▲ *Select your teams and players now...*



▲ *Time to get on with the proceedings and whip the opposition!*

SENSIBLE

■ At last, the best football game from other videogames formats makes it onto the good old Mega Drive. Sony socks it to us!

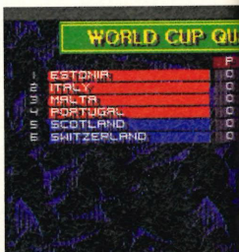
Football. The beautiful sport. It's one of the few sports to translate well into a computer games format, where many of the options and manoeuvres work without seeming too contrived. And of course, the best thing about it is that you don't have to shiver on terraces, pay extortionate gate prices or remember the new selection of inspirational and obscene soccer chants either.

After a comparatively barren time in the football stakes on our favourite home console, there's been a flood of 'em over the last few months, from *Tecmo World Cup*, to *Pro Striker* and *Super Kick Off*. *Sensi Soccer* and *Kick Off* have been the main battlers on other systems, so now it's the turn of the Mega Drive.

There are many aspects to a decent football game, and it was Dino Dini's original *Kick Off* that defined most of them. *Sensible Soccer* takes many of the good elements of the *Kick Off* games and refines them, while improving on some of the dodgier ones. Some of the original criticisms of the *Super Kick Off* game included the speed of play (too fast for many), player/ball control (too hard) and goal shooting (too variable at close range). *Sensi* adjusts many of these elements with the overall effect created being of a fast, addictive soccer sim with crisp passing and plenty of options.

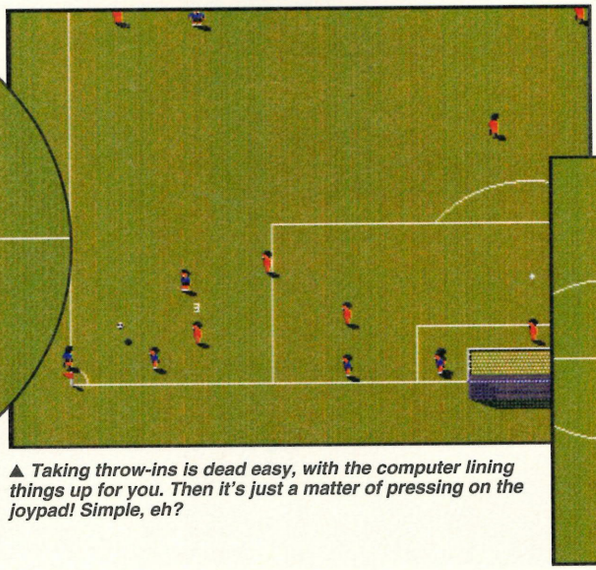
When the game is first loaded up, you are presented with several leagues to choose from, including home, European, World and 'silly' options. The silly option gives you crazy team names and crazy player names – a selection to prevent the chance of boredom seeping in.

But it's the real thing that will interest most people. You have the chance to select just about any team in the country, with accurate squad characteristics (although some of the names have been slightly altered to protect the innocent (or litigious)). One aspect that's immediately noticeable by its absence is the lack of a star player facility. On other versions of *Sensible Soccer*, certain top players are starrated which means they're particularly tricky opposition – this seems to be missing in the preview version. Then it's a matter of actual team selection. Much of the squad is already chosen for you, although you get the chance to alter players and positions if you want from the full team. Then select the formation you wish to play in! Nothing could be easier. You also get the chance to take a look at what forma-

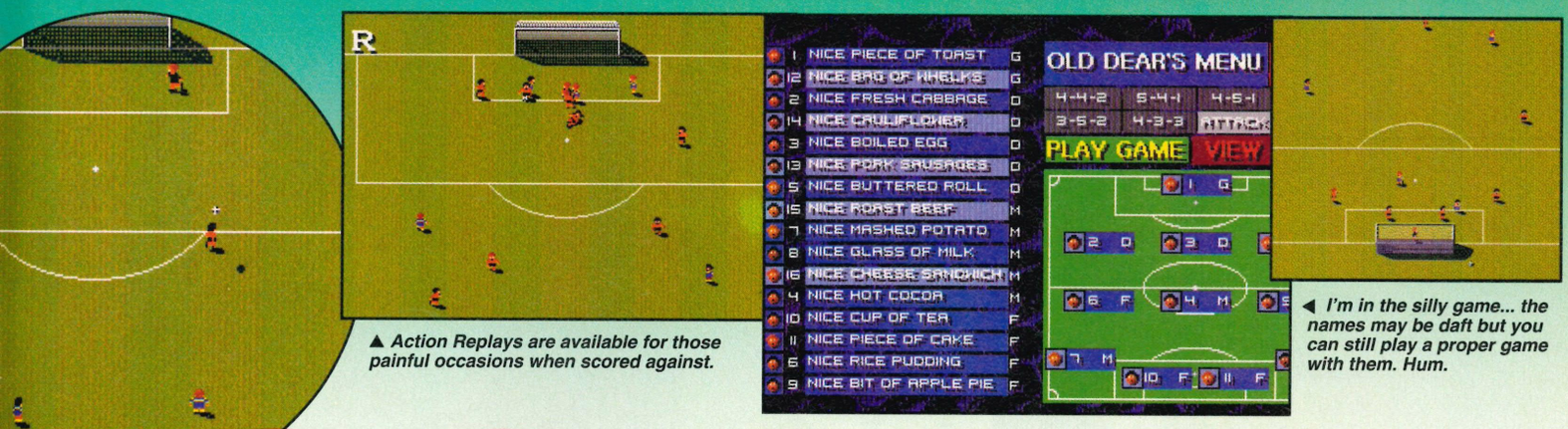


▲ *If playing in the World Cup is your dream, this game could be for you!*

◀ *The opposition has conceded a free kick, not the most intelligent thing to have done in this place.*



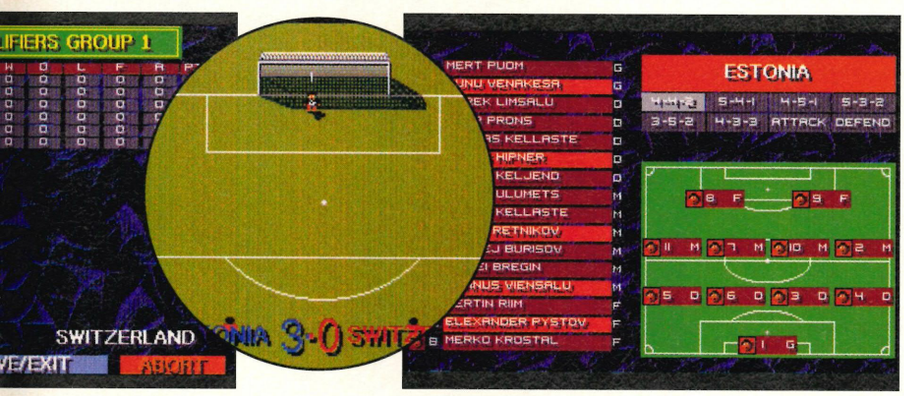
▲ *Taking throw-ins is dead easy, with the computer lining things up for you. Then it's just a matter of pressing on the joypad! Simple, eh?*



▲ *Action Replays are available for those painful occasions when scored against.*

◀ *I'm in the silly game... the names may be daft but you can still play a proper game with them. Hum.*

SOCCER



tion your opposing player means to select if you want.

Onto the gameplay itself – the scrolling is rapid and you'll quickly find the only real way to move the ball around (especially against the meaner teams) is crisp passing.

Sensi makes ball control and passing easy and the screen scrolls around rapidly so there's no danger of losing track of proceedings or where the goal is.

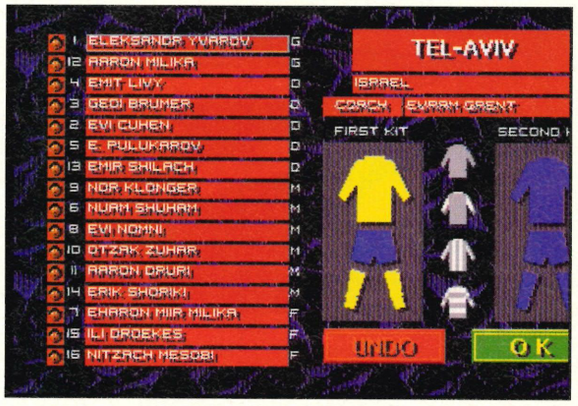
There are some difficulties with the game – the player sprites are minute compared to those in titles like *Pro Striker* or *Euro Champ*, but everything is in scale and smooth moving. A minor gripe concerns the size of the goal which is a little too small, but this is a matter of personal preference rather than anything else.

Players tend to play in formation which is handy and makes the need for a radar redundant, but moving the ball around is easy – just collect the ball and move it along with a tap of the joypad. The ball sticks to your feet when playing (I understand this option can be turned off, but I've yet to discover how), swerve can be added by holding down the d-pad after the ball has been kicked and dribbling is easy. Often it's rather too easy to slip through opposing formations though, although this is probably a function of the initially easy difficulty level. In fact, the difficulty curve is pitched pretty well spot on – one of the main criticisms made against the *Kick Off* series was how difficult it was to get into the game, although true believers reckoned that the game was more enjoyable because of it.

Well, I'm not footy elitist – I like a game I can pick up and play with no messing about. And to be completely honest, from the way this is looking at the moment, I can't see any problems with this on that front.

Anyway, look out for a full review in the next issue of MEGA ACTION when we'll be putting *Sensible Soccer* through its paces and comparing it directly to some of the other footy games currently on the market.

And don't forget this month's *Ultimate Soccer* review or the Mega Workshop either!



▼ *The players might be small but this actually aids passing for some reason. It's fast anyway!*

▲ *Selecting player formations is easy, and there are plenty to choose from. The screen scrolls to reveal more.*

MEGA VIEW

Sensi Soccer has taken its time getting onto the Mega Drive! The game is looking great, but the only possible clouds on the horizon are *FIFA Football* from EA and *Ultimate Soccer*. Well, *Ultimate* isn't anything to worry about, but *FIFA* has had time to learn the mistakes from other computers. *Sensi* for the Mega Drive isn't much different from the Amiga version which is nearly a year and a half old, but I guess we'll have to wait and see. In the meantime, be prepared – this is looking good! ■ *NICK*

RELEASE: DECEMBER **PRICE:** TBA

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Make a cake

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

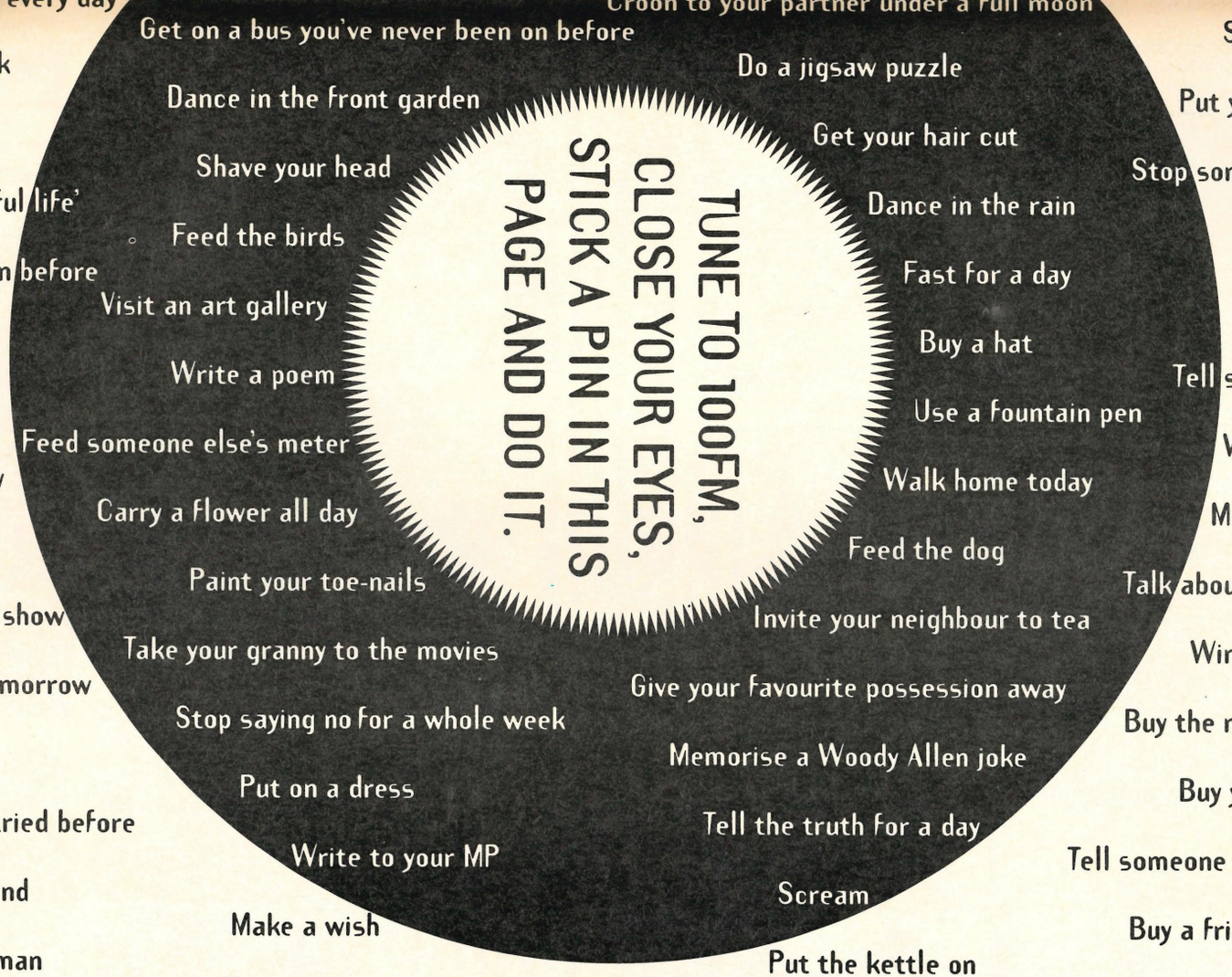
Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Run up a downward escalator



Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

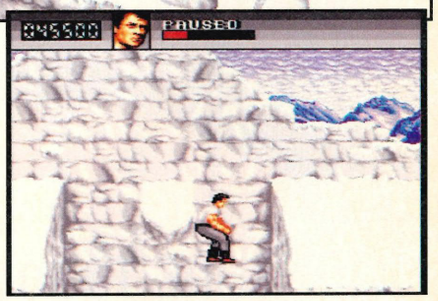
Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100fm

CLIFFHANGER

Hang on to your turnbuckles it's time to cling on by your best finger hold in this, the latest blockbuster cliff-top movie offering.



Watch out for ▶ those sheer vertical faces. Yep, snow can be tricky!

I have always watched in disbelief as various crazed people have clung onto sheer drops with nothing more than anti-nail biting varnish between them and violent death.

It always seemed just a tad dangerous to me, especially when you could take the chair-lift or flag down a passing helicopter. After all I am some what lazy when it comes to transportation- and near death experiences.

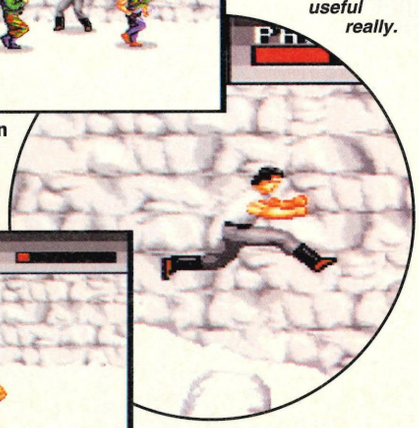
Sly is one such man who has taken up the challenge and seems to genuinely enjoy this vertical (and no doubt in the end horizontal) passtime. In the making of this movie Mr Stallone (to his friends) got quite into rock exploration and is now considered to be quite good at it. I'm sure the insurance company who cover his face don't see it like that though.

Set in the frozen peaks of the Rocky Mountains you must take on the challenge of recovering some lost crates from a recent plane crash in the area. Seeing as the stakes are high and you are the best man for the job, the tension certainly mounts. A few million dollars are at stake, well 100 million actually in this race against time and effort.

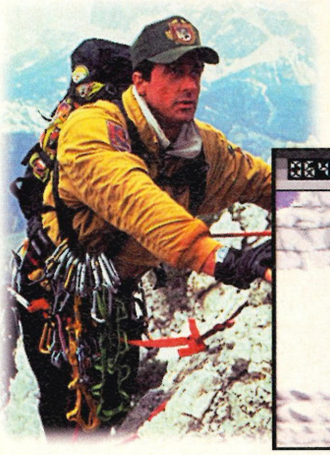
Cliffhanger has psycho terrorists out to stop you from gaining the ill-gotten loot. Coming at you with everything from knives to razor-sharp ice axes, at your disposal are some neat martial moves, a sweep kick or a high scissor.

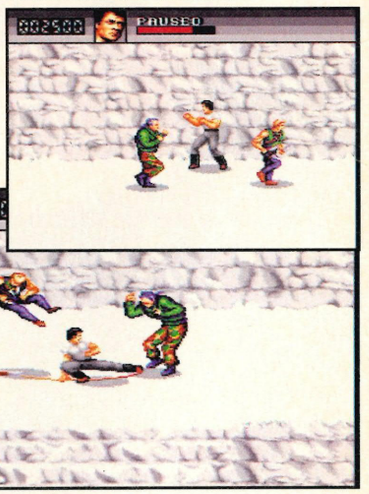
You can pick up the weapons that your adversaries might drop and promptly use them to defend yourself in a bloody fight to the death. At first you must take on the odd Khaki aggressors in hand-to-hand jumping over the odd chasm. Powering up Sly is done by crouching by a fire in a bid for warmth and rest. Once done you have the strength to climb walls and vertical drops avoiding the enemy fire. Reaching the summit does little more than to drop you right in it with a hectic run to the bottom of chasm shortly followed by a rather nasty avalanche. Avoiding this is a bit like the snowboard section in *California Games*, the object being to avoid all stones and logs. Get buried and the game terminates! Rather like this review...

◀ *You come equipped with a vaiety of icy weapons and martial arts moves. Kind of useful really.*



▲ *Just like old Sylvester in the movies, you too will be expected to make heroic and death-defying leaps over craggy crevasses.*





MEGA VIEW

Good old Stallone. Apart from trying to be a comic in the odd film a while ago everything he has done has been exceptional. Translating this success to the silver console has been quite a challenge and for my money it looks like a challenge well met. The gameplay looks exciting with some nifty little touches like the re-generation fires and footsweeps. Many games of this type tend to lean back on their big name license but Sony seem to have made a game full of interesting challenges. ■ STEVE

RELEASE: NOVEMBER **PRICE:** TBA

◀ *We guess Sony need to make the money back somehow.*

▲ *Arnie's name in lights – but for how much longer?*

Many of the film's ▶ *scenes are recreated in the game.*

LAST ACTION HERO

■ Arnold Schwarzenegger discovers there's more to a good film than a 56 inch chest...

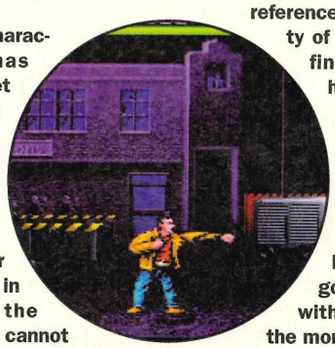
Some of you might remember this film, it was out at the same time as *Jurassic Park*. It was called *Last Action Hero* and starred the biggest name ever to set foot on this planet (well, that's what He thinks). Arnold Schwarzenegger is that man and certainly is that hero but he would be the first to admit maybe he was upstaged by the odd computer generated dinosaur. After all, a tyrannosaur has a larger inside leg measurement than Arnie does (although about the same brain size).

Last Action Hero therefore became a tad shadowed by *Jurassic Park* movie fever. Of course, the fact that the film was a pool of steroid-free urine had nothing to do with its lack of success.

The emphasis now turns to the console formats and the fight is on for domination of our treasured Christmas allowance. *Jurassic* scored well but does *Last Action* cut it? Read on... *Last Action Hero* sees Arnie and his side kick Danny Madigan pitting their wits against the might of the props department. A magic movie ticket gives Danny the chance to cross over into the world of balsa wood bar stools and the odd non-recoil .44 Magnum. All seems well for a time, ie big plot-covering explosions and plastic whisky bottles, but then it all goes sadly wrong as the evil thugs from Arnie's world grab the ticket and make a bid for the other side!

You, much like in the movie, must use your on-screen personality and massive muscles to progress through level upon level of fighting and action sequences in a bid to return abnormality to ermm... abnormality.

Jack Slater, the character you play, has knives, fists and feet at his disposal with a fighting style much similar to the popular *Streets of Rage* or *Final Fight*. You can punch, kick, footsweep or use a famous elbow in an attempt to rid the screen of thugs. You cannot progress until an area is cleared. Clearing the assigned areas allows you to pick up a golden ticket, part of the task in your quest.



You may notice Arnie's access to automatic weaponry is a bit limited – this is part of the man's New Image, first unveiled in *Terminator 2* – a more caring sharing man of violence than up to now. In fact, the film makes several side references to the undesirability of violence (Jack Slater finding out that being hit hurts in the real world) so it will be interesting to see if the game takes a similar angle – although we shouldn't wait perhaps – nobody's very good at making games with a point to them at the moment.

Watch out next month for a full review! You get all the heroes in your very own MEGA ACTION! (But then you know that already).

▲ *Find a city block or two and destroy them extravagantly. Joy. But then you know how it is. After all, that's what these action films are about.*

MEGA VIEW

Despite this game only being about 60% finished the signs are good. Target sights which track you, valuable energy and added bonus weapons are yet to be included in the final version and the difficulty level is to be altered slightly. I have to admit this offering is similar to *Final Fight* but fortunately the fighting sequences are slightly better. Animation is good and despite not quite being able to make out who Arnie is at times the game seems to flow well. Groovy. ■ ***STEVE***

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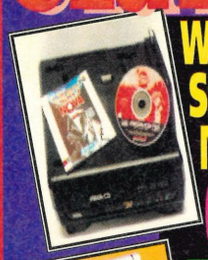

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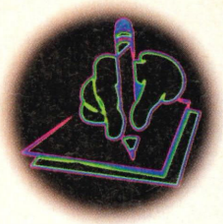

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ANAGRAM ANARCHY

Nick,
I've found a whole 120 anagrams since you mentioned it last issue. Do I win the game or are you just a stingy old git trying to get us all to waste our time?

Alex Jones, Co. Down

Bad luck Alex. Although I am indeed a stingy git trying to get you all to waste your time, there's nothing like 120 anagrams that have been printed so far. Ah well, better luck next time.

MEGA FICTION

Yo Nick!
I'd firstly like to congratulate you on producing a mega mag and a stunning buy! But now it's down to business...

I'm a proud owner of a Mega CD and what you said about it in the September issue is really out of order.

Go back to issue three and look what CD owners have got to look forward to:
1/ The mean *Sonic CD* game
2/ *Batman Returns* (you awarded a Gold!)
3/ *Silpheed*

Why give good percentages to games you think are going to be crap? As far as I'm concerned, I have a mega buy. I can play music CDs, CD + Gs and games. So I hear correctly that virtual reality is coming to the CD as well as the karaoke? We have a great future!

Continue the good work guys!

T. Wiseman, addressless.

Firstly, I'd like to congratulate you on being the only person left in the civilised world still using the word 'mega' for something good. Hip, man.

Okay, so fair points about the games, BUT of the three listed, two either aren't available yet or have just been released on import only!

And there is still a major shortage of decent games for the CD. Remember, the Mega CD plus Mega Drive still barely brings Sega's system up to the specs of the lonely SNES. That was my main point.

As far as VR is concerned, yes you are correct BUT check out this month's news story on VR – who can say what will happen now, eh?

CONGRATULATIONS?

Dear Nick,
Still keeping up the good work, I see. Shame about the letters page which is a bit self-congratulatory to say the least! Here's a letter that actually discusses a topic and will hopefully provoke a response. *(Sod off! – Nick.) (No, not that type of response. – Ed.)*

Much press has been devoted to video game violence of late, and it's not all unjustified. *Mortal Kombat* is going to come in for some stick but it really is asking for it. Ripping out spinal columns, deep frying opponents and the like is not going to appease the moral majority.

A common argument against censorship is that "it's just like a cartoon" but so are Manga films. With *Mortal Kombat* using realistic images taken from real actors, the distinction between games and films is drawing even closer.

When you come right down to it, the main ingredient of 90% of video games is violence. You are the good guy and you kill all the bad guys.

When you die, you are magically reincarnated and the slaughter continues again. It's not harmful to kids at all but games with a more mature content should be limited to a more mature player. What does everyone else think?

Alan Holloway, Bristol.

Speaking of censorship, maybe I should only print letters that are ravingly nice about the mag. Still, if all you get sent is congratulations, then I guess that's the way it is.

Anyway, thankyou for a letter on a real topic. I've been busting for one like this since issue two. The thing about video games being classified is that's it's inevitable. And really, I have no problem with it – so long as it works. Surely anything which helps people make a buying decision is a good thing.

As far as *Mortal Kombat* is concerned, the use of 'live' actors is clearly something we're going to see more of. After all, the whole point about having stuff like CDs and faster processors is that it allows greater realism.

Now, Sega realise that *MK* is going to cause a storm in the tabloid press when it's released which is why they've taken out the gore.

Is it really true that 90% of games are violent? I suggest you play more Nintendo games – Nintendo just won't allow that sort of thing and they are by far the biggest games company in the world. And is it true that violent games aren't harmful to kids?

There is a growing body of research that suggests it may in fact be so (the interactive element of gaming is the main difference regarding cartoons and films), so don't bury your head in the sand just yet. This one has a long way to go. *(See this month's 'On the other hand' for more on this.)*

BEG

Dear Nick,
Please please please

SONIC SORCERER

■ More Sonic bits and pieces recently landed on our desks. Check out what's available...

Sonic Satchel and Wallet

All right maybe not the most exciting of products but think of the practicalities! Assuming you are bowled over with the Tomy games what are you going to carry them home in? Ah ha well look no further than this multi pocket lightweight hold-all. Padding at the rear assumes the correct position on your back and the straps are adjustable for the all ages. The Sonic logo is embroided on the front and finishes of nicely this black fashion accessory.

The wallet is made of PVC and has sections for notes, coins and all makes of credit cards, not that you will ever be in a position to keep it filled as believe me these goods are tempting!

Tomy Sonic Game Gloves

Sitting all day in front of the game screen has some curious affects on the finely tuned physical being. Your fingers ache and your palms sweat. Not that you should be worried but performance might be reduced slightly. To help lastability Pulse announce the fashion accessory to change your life, gaming gloves. At first this might seem overkill but when you think about it things start to make sense with the tight elastic prolonging the gameplay and the palm grip aiding a good hold. There are four colours to choose from so no need to buy a special jumper to match!

Tomy Supersonic Pinball

Taking two D type batteries this pinball machine has two sets of flippers and more bells whistles and rebounds than you ever though possible of a game this size. Based on the block-busting platform game the gameboard has all the features you would know instantly, for instance watch out for the Emerald Hill Zone. Slides, ramps and flags all adorn *Supersonic Spinball* and a mechanical counter keeps track of progress in an authentic style.

Tomy Water Games

I remember these, nothing used to be more enjoyable than a holiday to France with your favourite water game. In my day you had nothing more exciting than football or even tennis to challenge you. Now all that has changed with Sonic bringing the tradition right up to date.

The larger of the two involves some really quite involved concentration. The object of the game is to "pump" some magic rings into a wheel then spin them across to two waiting pole. Get all the rings ringed and you've won!

The smaller game uses the same pump action and the same magic rings however you have less game area and only one pole!

Again the object is to "pump" the rings up through the water and locate them on the pole sticking out.

Resetting both games is a simple little matter of turning the units upside down. Now what could be easier, eh?

Tomy Sonic Magic Mountain

I admit this looks the most interesting and definitely caused the most commotion in the office with its arrival.

The idea of the game is to guide a ball bearing up to the top of the mountain timing the various obstacles.

The battery powered challenge has all the famous parts of the *Sonic the Hedgehog* series with balloons, bridges and Robotnik contraptions all getting in the way of all the important things you have to do.

Play against the clock or just in your own time and have some fun in real lifelike three dimensions! (or something). Well, that's your lot this month!

• *Steve*

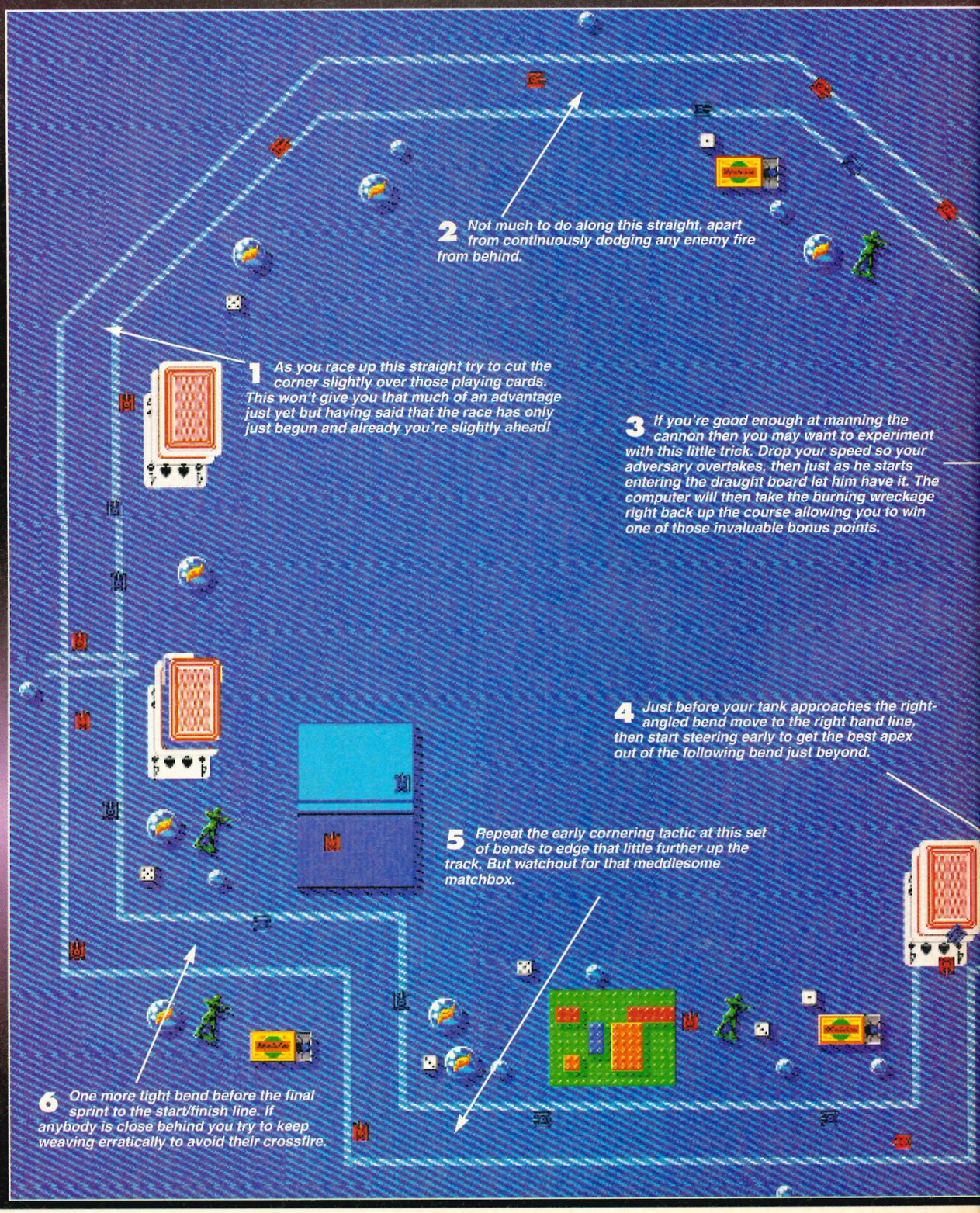
PART 2

MICRO MACHINES

CODEMASTERS JAP/US/UK

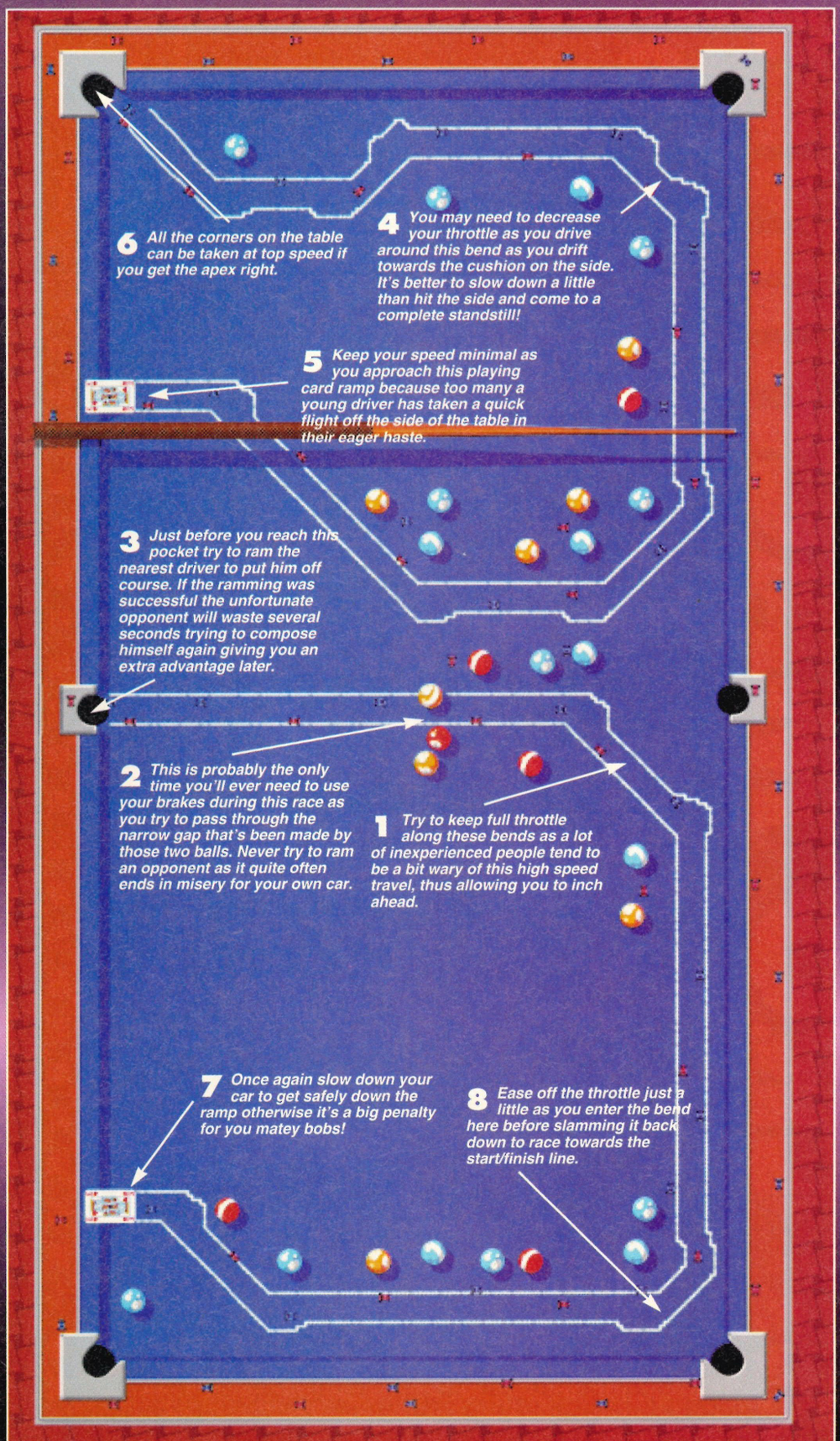
COMPLETE SOLUTION

Wahey folks! We're back with more maps and tactics for Codemasters' rather brilliant racing game. This month we'll see how we can overcome such obstacles as oversized oranges and country-sized draughts boards, so without irksome delay we'll push on. Dave is your guides guide...



1 Fun aplenty with the following course as we swap speed for armour and shot power. Clambering inside your tank you'll notice that these sluggish machines have naff cornering ability. And not forgetting where to blast your enemy to make sure he doesn't succeed in winning the tournament. Throughout the course we'll be dealing with humongous toy figures and planet-sized marbles so you're gonna need all the help you can get. But hey, that's what you're reading this for, right?

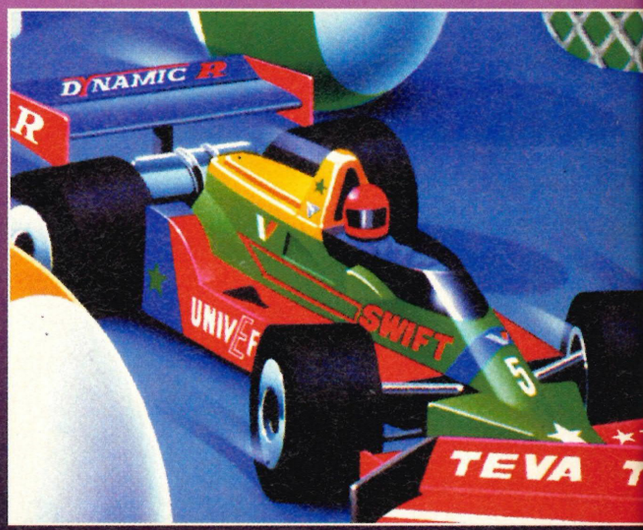
2 Moving from the cluttered bedroom floor to the pub's pool table? How on earth did the kids get into such an establishment? Oh well. Anyway, the dangers that lie ahead are mainly bottomless pockets at the sides of the table (where else!) and large clusters of abandoned pool balls. This would be fine if wasn't for the twitchy handling problems that these racing cars have, so we have to use a new driving tactic. Whenever you're heading towards tight corners let go of your accelerator and don't touch your brakes. This will give your car super traction no matter what the surface is.



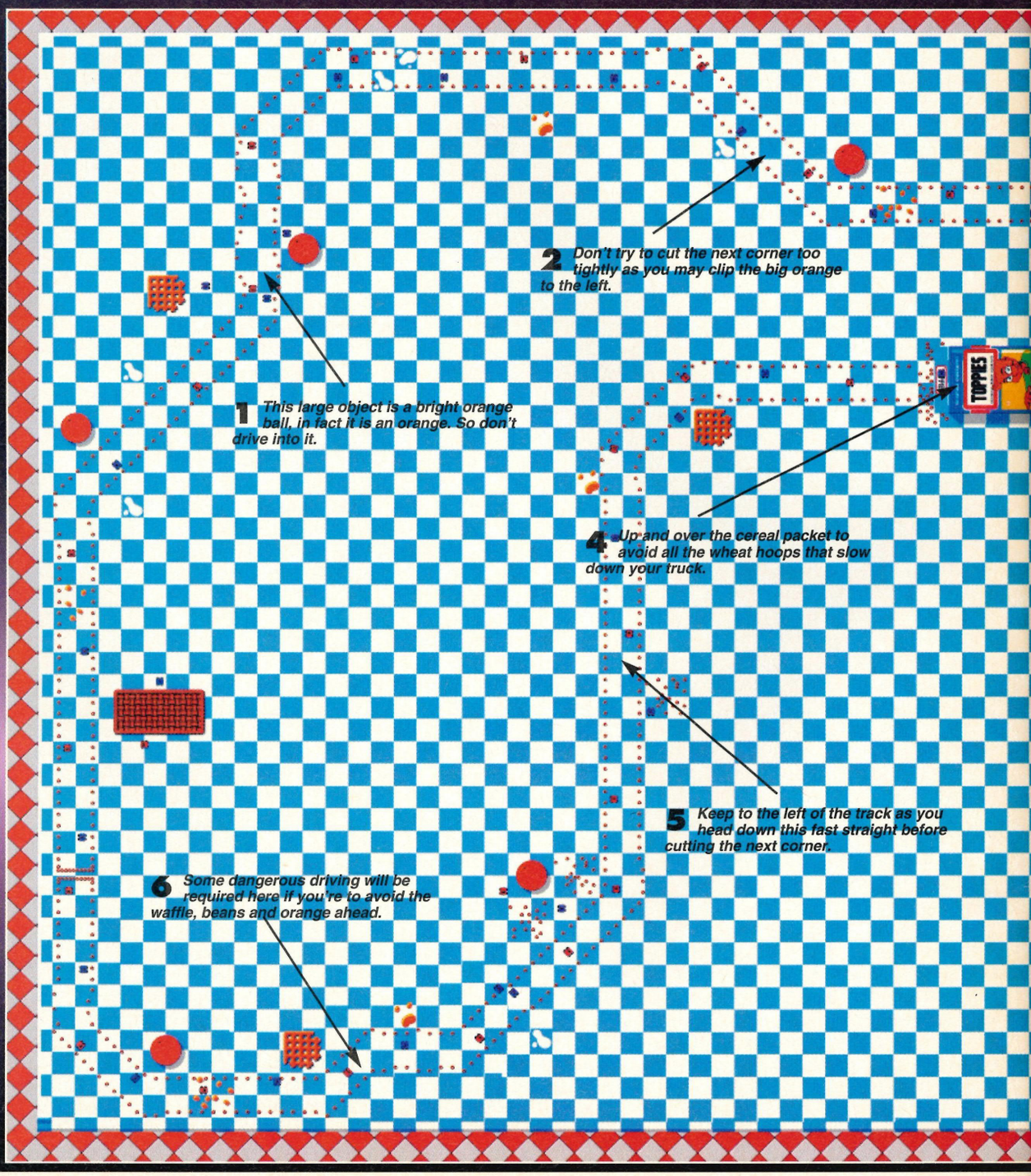
CODEMASTERS JAP/US/UK

MICRO MACHINES

COMPLETE SOLUTION



3 Leaving the pub we head back home to the breakfast table where can race four-by-four trucks to our heart's content. The main obstructing objects that dwell on the chequered cloth are several oranges and large blobs of beans in sticky tomato sauce. Nasty. Oh and not forgetting the half nibbled waffles that just hang around precarious corners. The key to success on this course is to never let go of your accelerator and stay well clear of those patches of tomato sauce as they'll slow you down to a near standstill.



1 *This large object is a bright orange ball, in fact it is an orange. So don't drive into it.*

2 *Don't try to cut the next corner too tightly as you may clip the big orange to the left.*

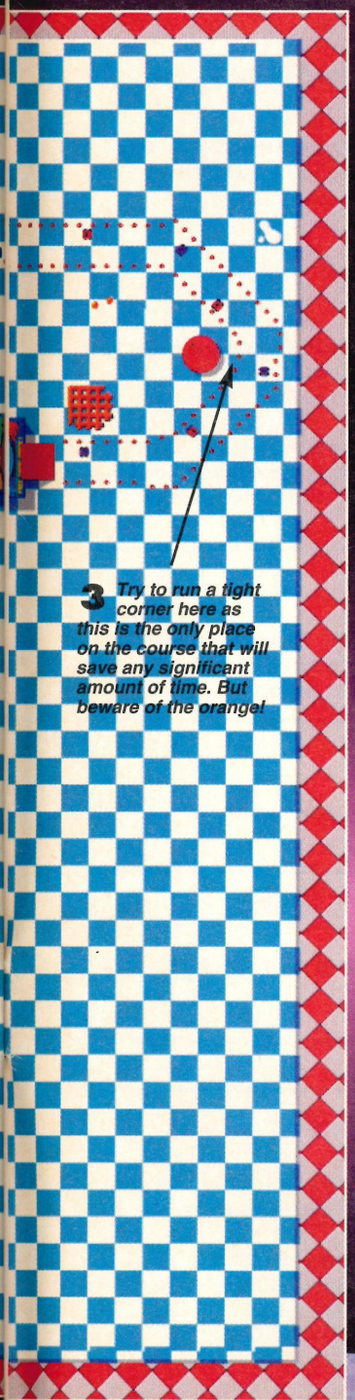
4 *Up and over the cereal packet to avoid all the wheat hoops that slow down your truck.*

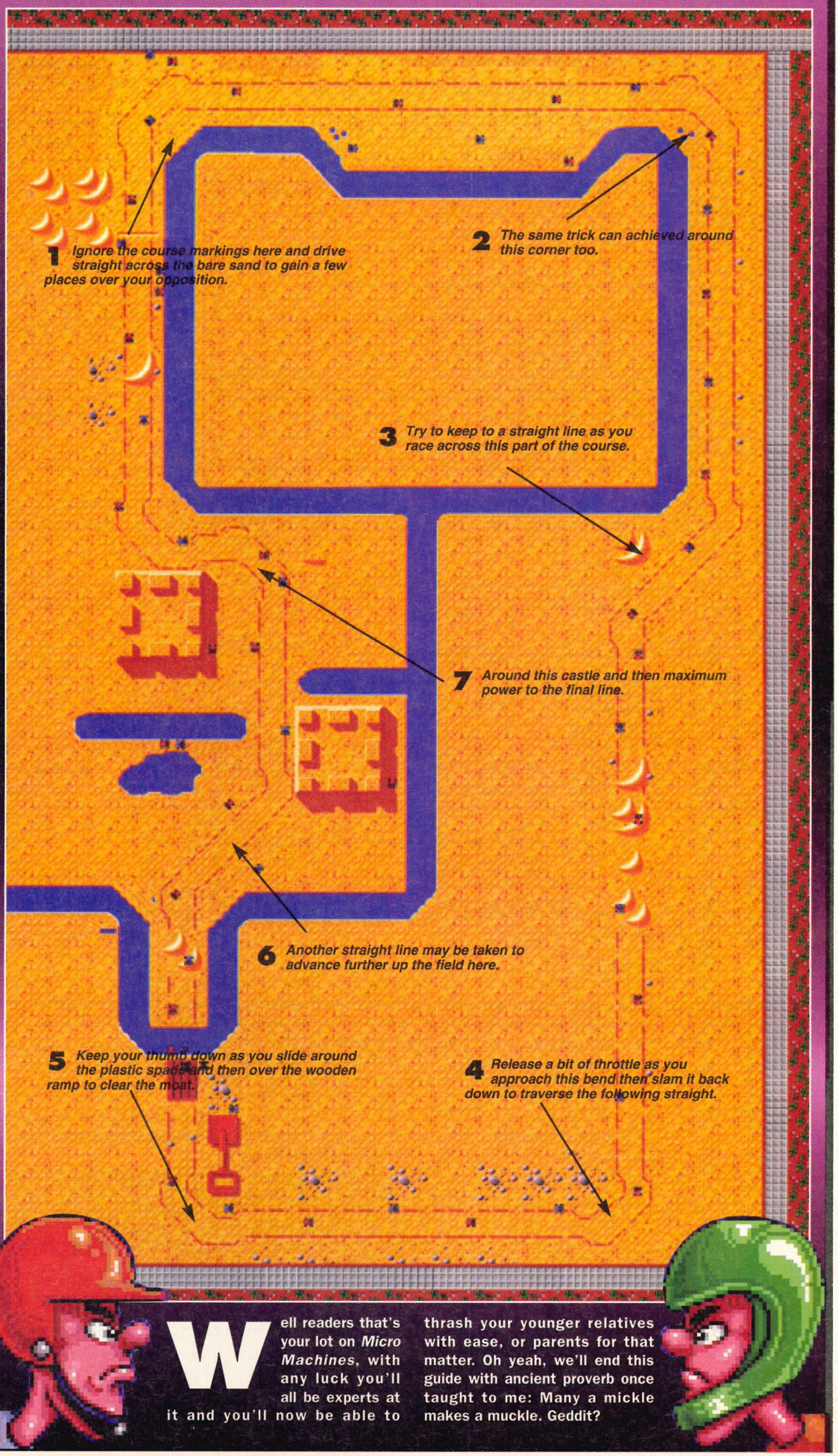
5 *Keep to the left of the track as you head down this fast straight before cutting the next corner.*

6 *Some dangerous driving will be required here if you're to avoid the waffle, beans and orange ahead.*

COMPLETE SOLUTION MICRO MACHINES

4 Well done kids. Now that you've upset mum you've ended up outside in the garden. But hold on, we can have another race in that sandpit with our turbo wheels! These quick dune buggys are my personal favourite as they supply plenty of power and hold great traction over the sandy course. And what makes it even more exciting is the lack of obstacles to deal with, so you'll have to be really good to win this circuit. But you'll never be as good as me!





Well readers that's your lot on *Micro Machines*, with any luck you'll all be experts at it and you'll now be able to thrash your younger relatives with ease, or parents for that matter. Oh yeah, we'll end this guide with ancient proverb once taught to me: Many a mickle makes a muckle. Geddit?

MEGA TIPS

MIXED AND CRACKED

Tip city Arizona! Yep, more and more tips for you this month – you know this is the only mag to buy!

INDIANA JONES AND THE LAST CRUSADE

Many thanks to Elizabeth March for the following:

"If you're having problems on the second level of the train top, then try this warp: When you come to the magic hat train, bump off the baddies in the usual way, making sure to avoid the electrified cables. Once this is done stand over the small roof top on the left hand side of the carriage and jump four times. After doing this you will fall into the pit which in turn will warp you past all of the hazards of the middle section. This will save you time and lives.
"Another helpful tip: When you come to the final carriage (the lion), after bumping off the remaining baddies, once again go to the small rooftop, this time situated on the right hand side of the train. Jump a further three times and again you will fall into the pit. When you come out you will have a fresh supply of whip strength."

BUBSY THE BOBCAT

Level codes from Ian Banner of West Lothian:

1/ JSSCTS	9/ DBKRRB
2/ CKBGMM	10/ MSFCTS
3/ SCTWMN	11/ KMGRBS
4/ MKBRLN	12/ SLJMBG
5/ LBLNRD	13/ TGRTVN
6/ JMDKRK	14/ CCLDSL
7/ STGRTN	15/ BTCLMB
8/ SBBSHC	16/ STCJDH

JURASSIC PARK

Many thanks to Ed Lomas for the following excellent (and original cheat):

DR GRANT:

"I'll call the eight places in the password 12345678 to make this easier. The main password is *VVUP8**. To choose your difficulty setting you change positions 7 and 8 for EASY, put D at position 7 and A at position 8. For NORMAL you move them both on a place so put E at position 7 and B at position 8. For HARD you move them on again so you put F at position 7 and C at position 8.

Once you've done this, put 0 at position 1. This will start you on your chosen difficulty setting in the jungle. To change your level you move positions 1 and 8 on in multiples of two. So for the Jungle Level on EASY put 0VVUP8DA and for the Power Station (which is the next level) put 2VVUP8DC."

Easy difficulty:	GRANT	RAPTOR
JUNGLE :	0VVUP8DA	G21G0014
POWER STATION:	2VVUP8DC	I21G0016
RIVER:	4VVUP8DE	N/A
PUMP STATION:	6VVUP8DG	K21G0018
CANYON:	8VVUP8DI	M21G001A
VOLCANO:	AVVUP8DK	N/A
VISITOR'S:	CVVUP8DM	021G00IC

Write to us telling us what game you'd like – you win the prize this month!

BATMAN RETURNS

On level three keep ascending and descending the chimney to gain extra lives.

Thanks for the above set of cheats must go to Robert Hutchinson from Kidsgrove.

EVANDER HOLYFIELD'S BOXING

When starting a new boxer off on the long rocky road to stardom and brain damage, enter their name as THE BEAST. Your boxer should now turn green and have full bars for stamina, power, speed and defence.

JAMES POND 2, ROBOCOD

More tips for this to add to last month's admittedly measly one. Thanks to Karl Barton for this:

Tip 1: On the title screen hold down/left and button A,C and Start for a level select.

Tip 2: Collect the objects on the roof at the start, in this order: Cake, hammer, earth, apple, then tap for ten minutes of invulnerability.

Tip 3: On the sports level collect the items on the tennis ball in this order: Lips, ice cream, violin, earth then snow man for infinite lives.

Tip 4: At the start of the sports level you will come across some objects to collect. Do it in this order: Penguin, oil, wine, earth then racket for extra power.

Tip 5: On the starting level walk right to the last part of the building then go on to the roof. Walk left although you were going to walk into the wall – you will now find yourself in a secret level.

MEGA-LO-MANIA

For a hidden game, enter JOOLS on the load section game and you will find yourself playing a 360 degree shoot'em-up. A is thrust, B is fire and C a smart bomb.

COOL SPOT

For a level skip during the game, press pause and A,B,C,B,A,C,A,B,C,B,A,C.

GLOBAL GLADIATORS

For a level skip, press pause during the game and press B,C,B,A,B,B,C,B,A,B.

Thanks to Eoghan Errity from Dublin for the above several cheats.

ANOTHER WORLD

We've probably printed these before somewhere, but what the hell, we're a different kind of Mega Drive mag. (? – Ed.)

Level 1: LDKD	Level 6: TBHK
Level 2: H+DC	Level 7: TxHF
Level 3: TBHK	Level 8: LFCK
Level 4: HBHK	Level 8: CKJL
Level 5: BR+D	Level 9: No password

TURTLES (HYPERSTONE HEIST)

Wait for the Konami logo to appear the press C,B twice, A three times, B then C before the logo disappears. Press start and when the title screen appears press A then B twice, then C three times. Then press B then A. Now press start. This will give you a level select.

Thanks to Greig Thomson, Falkirk.

PREDATOR 2

Level 2: KILLERS
Level 3: CAMOUFLAGE
Level 4: LOS-ANGELES
Level 5: SUBTERROR
Level 6: TOTAL-BODY

Thanks to James McLoughlin from Dublin for this.

X-MEN

Hold down button A and C. When the title screen appears, release the buttons and press start. Then remove the controller from port one to port two. Press start again. Put a second controller in port one and press start. When the game starts, the control room panels transport you to different parts of the game.

BACK TO THE FUTURE 3

To skip any level pause the game and press up, A, down, A, left, A, right, A.

MORTAL KOMBAT

As we promised in the last issue of MEGA ACTION, here is the code to allow you to play with the gore mode switched well and truly ON!

To make it work, go to the code screen and enter the following: A B A C A B B. The game will now play like the arcade version, so good luck!

Thanks to Darren at Acclaim for this!

LEMMINGS

We aren't going to print all the level codes for this enormous game from Psygnosis, but here are the ones from the last stage, so that had better be good enough!

Thanks to Shane Turner for this (again!).

DRKCK, SCKFG,
FXKFX, XJKSL,
FQNGV and HCNFD.

TEAM USA BASKETBALL

Here some codes if you want to play the USA Dream Team:

Round 1: DGCRCG
Round 2: CJCRHQ
Round 3: FKCRF
Round 4: B1WRCX
Round 5: D13RB4
Quarter final: F17RFB
Semi final: BT7RCO
Final: DT7RB5
Gold medal: CT7RDG

GHOULS 'N' GHOSTS

On the title screen press A four times then up, down, left, right. There will be a chime. Either press B and start to be invincible or press A 16 times after the title screen has appeared. Use the sequence up, down, left, right then press:

Level 2: Up, A, start
Level 3: Down, A, start
Level 4: Left, A, start
Level 5: Right, A, start
Last boss: Right, down, A, start

SPACE HARRIER

For a level select, at the start press A,B,C whilst using left and right on the d-pad to use the choice of level cheat.

Thanks for the above set of cheats must go to Shane Turner from Kidsgrove.

ROLLING THUNDER 2

Level 2: MTLS
Level 3: HFCG
Level 4: RNSN
Level 5: CPPP
Level 6: LLBS
Level 7: PIDT
Level 8: NREF
Level 9: MMMK
Level 10: DNPD
Level 11: PTCP

ECCO THE DOLPHIN

To be invincible: On level start screen, hold A and start. Release and unpause.

BURNING FORCE

Press on the title screen B,A,B,A,A,C,A,A and start for an extra ten lives.

WE NEED YOUR TIPS AND CHEATS!

MEGA ACTION is on the lookout for decent tips and cheats!

We're going to be adding to this section shortly, so if you need help with a game or have advice for your fellow readers, get those letters to us!

Who knows, there may even be a a freebie of some sort in it for you if the tip is good enough!

Send your cheats, hints and tips to:

Mega Action Tips and Cheats,
Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP.

Note: Many people phone us at work asking us for hints and tips. Unfortunately, we can't give out advice over the phone, but you can write instead!

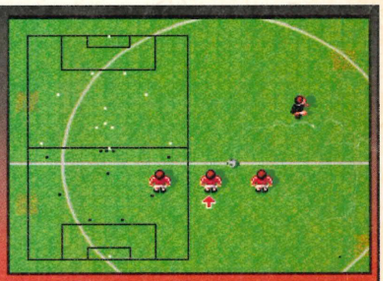
Mega Workshop

Football games

■ It's time to kick your heels up with the number one Buyers' Guide in any magazine anywhere! Yep, it's the third Mega Workshop, where we pick a game type to pieces, providing the ultimate guide to what's hot and what's not in the Mega Drive world. This month we delve into the seedy world of backhanders, dodgy transfers and bungs – yep, football games! It's what everyone's been waiting for so find out whether *Super Kick Off* really is better than *Ultimate*, or whether the *Tecmo World Cup* really is worth winning. Remember, only MEGA ACTION provides this unique service!

Super Kick Off

US Gold £39.99 **89 %**



The original footy game to have makes a triumphant move onto the Mega Drive. All the famous moves are here, and the main criticisms, the player size and the difficulty, are fixed. Easier to play and addictive, this rates as one of the best.

So much of this game can be tailored to your needs that it makes it one of the most user-friendly soccer sims. Its main failing is the lack of four player support.

Pro-Striker

Sega £49.99 **88%**

Very involved and tough football game which gives it alll to you in the total football manner first introduced by *Kick Off*. Single player is a bit too tough but things hot up in the twin player mode. Allows four players if you have the Four-Way play adaptor.

Very good football attempt that we originally found a bit hard. But with practice things improve enormously. Well worth tracking down for a play.

Tecmo World Cup

Tecmo £39.99 **70%**

This Japanese import has its origins in the arcades, and it shows. There's not enough play options and some of the team strips bear no relation to reality at all. All in all, it's just cannon fodder between the big guns. Only for simple footy fans.

Simple graphics and gameplay are what you get with this title. Unfortunately, the game isn't detailed enough to hold the attention.

European Club Soccer

Virgin £39.99 **70%**

One of the better footy games on the Mega Drive. Plays similarly to *Super Kick Off*, although it's a bit slower. Plenty of options from simulation to arcade games, player formations and so on. A bit dated now, but worth a look. A good intro to footy games.

Reasonable buy now, but has problems keeping up with the newer titles. Some of the player names are ancient, but there you are.

Ultimate Soccer

Sega £39.99 **85%**

If you've seen *Striker* on the SNES, you'll know this. There's the increasingly popular indoor six-a-side option, action replays and so on. Takes place on a *Madden*-like pitch. Also available is the facility for two Four-Play adaptors – eight people!

Not the ultimate, but not too far off. Rage Software designed this and have done a good job, but perhaps there isn't enough for the expert player.

MINI LEAGUE MINI LEAGUE MINI LEAGUE

	TITLE	PUBLISHER	RRP
1	Super Kick Off	US Gold	£ 39.99
2	Pro-Striker	Sega	£ 49.99
3	Ultimate Soccer	Sega	£ 39.99
4	European Club Soccer	Virgin	£ 39.99
5	Tecmo World Cup	Tecmo	£ 39.99
6	World Cup '92	N/A	N/A
7	World Cup Italia '90	Sega	£ 19.99

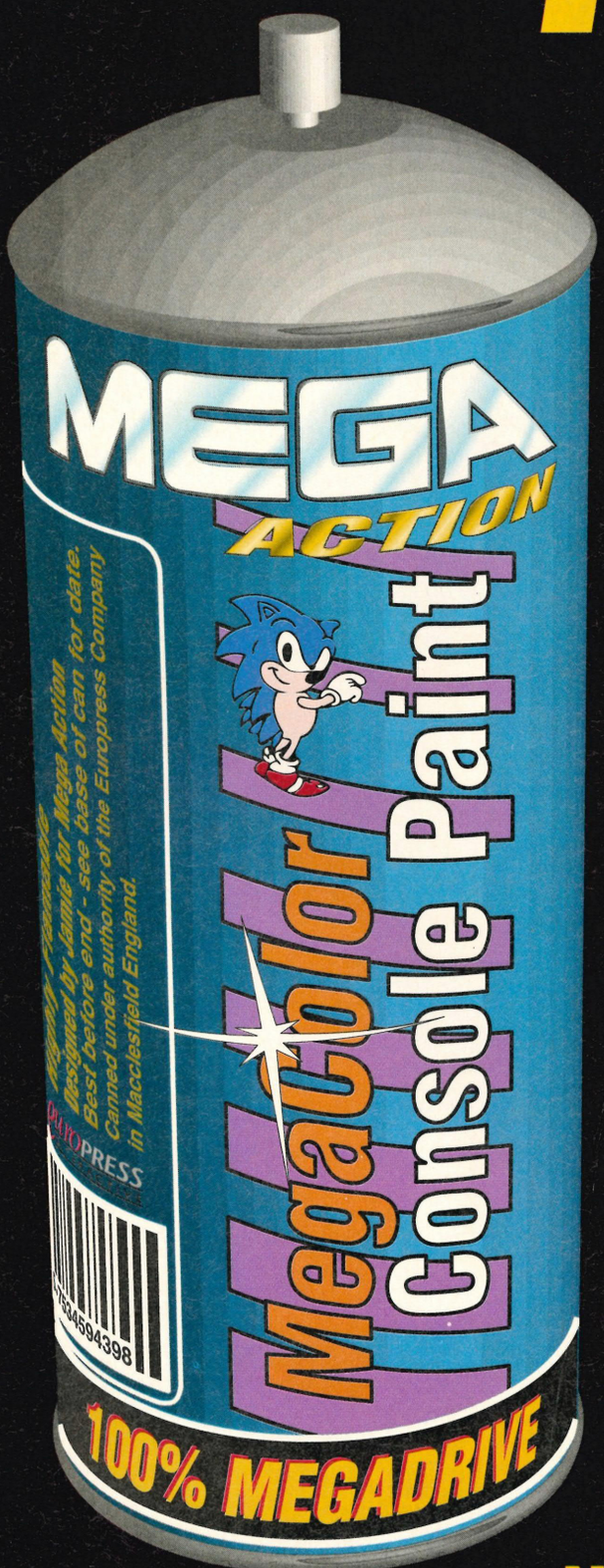
Mega shootout

Versus:	SKO	Pro-S	Tecmo	Euro	Ultimate
Ultimate	Both contain pretty much the same features as each other, but *Ultimate*'s indoor six-a-side option is a definite reason for buying. *Utimate* presents play in a 3D manner, while *Super Kick Off* goes for the straight down look. *Ultimate*'s options win.	*Pro-Striker* is a tricky game to play for the unitiated. Admittedly, the Japanese wording doesn't help, but *Ultimate*'s options and gameplay place it above *Pro-Striker*. There isn't much in it really, except one is English and the other isn't!	Two different types of game – *Tecmo World Cup* is an arcade variant and so lacks depth and realism when compared to *Ultimate*. Team tactics can't be changed during games in *Tecmo* but *Tecmo* is a far easier game to play. For first-timers.	*European Club Soccer* is an old game and it shows. Although it takes a differing approach , the age gap between *Ultimate* and this is obvious. The graphics look ancient and the player sprites are too big. Really, there's no contest.	
Euro	*Super Kick Off* contains large player sprites and loads of play options. This is the best football game on the Mega Drive currently and you can see how the game has had the time to develop on other systems. *Euro* just doesn't make it nowadays.	Much of what has been said for *Super Kick Off* can be said for this comparison too. *Pro-Striker* contains a wealth of game options, nicely animated gameplay and a wide variety of playing surfaces. Again, *Euro* just doesn't cut it in comparison.	Actually, we'd recommend *Tecmo World Cup* out of the two. While it isn't exactly the same sort of game as *Euro*, it is very playable as you'd expect from an arcade game. *Tecmo World Cup* is ideal for a mindless footy blast before a game of *Super Kick Off*!		ULTIM WINS
Tecmo	*Super Kick Off* is such a playable footy game that it stuffs *Tecmo*'s only positive advantage. Features like aftertouch (for bending the ball) and the altering of in-game tactics provides the sort of depth that *Tecmo* just can't compete with.	*Pro-Striker*'s main problem is the difficulty of the game. This really is for experts only, in that there is so much more scope in the game for ball and player control. *Tecmo* falls down on this, but then it's not the sort of game where it's important.		TECMO WINS	ULTIM WINS
Pro-S	Both games contain the same options, surfaces, tactics and so on. Both give 'sticky feet' ball options, both have radars, in fact they're so similar it hardly matters. The sprites are smaller in *Pro-Striker* though, and we found *Pro-S* very hard to play.		PRO WINS	PRO WINS	PRO WINS
SKO		SKO WINS	SKO WINS	SKO WINS	SKO WINS

Under the table

	SKO	Pro-S	Tecmo	Euro	Ultimate
Options	Contains aftertouch, which allows you to bend the ball past the goalie, tackles are easy to make and won't get you booked too often, the goalies are good and there's a close range shot for goalscoring.	Also contains aftertouch. Allows you to alter tactics within the game, or even better, make substitutions. Finally, *Pro-Striker*'s unique feature is a battery back-up facility, which allows you to save games.	Not too many. There's no aftertouch, tactics can't be altered within the game and there's a World Cup mode where you get to play in qualifying groups. Really, not enough to keep going for any length of time.	As one of the earliest football games, the quantity of options is not as great as one would like, especially compared to later games like *Ultimate*. There's no pitch types, but there is a strip design.	Too many. There are the usual footy things, plus various head-to-head, tournament and two player options. There are replays, speed, ball weight and strength settings and so on, including Multitap support.
Gameplay	This is the series of games that defined current footy gameplay. It's fast and pass-based. Your players move so fast you can forget about zonal positioning, although there's a radar if you need it.	Fantastically difficult game when playing against the computer which will probably put off the casual player. However, things improve a bit when in two player mode. There's a radar but you won't have time to use it.	Probably too easy which betrays its arcade beginnings, but if that's what you want then OK. The ball sticks to your feet and you can choose the length of the halves. There's no radar and ultimately, no depth.	The ball sticks to your feet which is good for beginners, but many people won't be that unused to football games. It's a bit slow on the ball and we found the controls a bit unresponsive. But there you are.	Not quite up there with *Super Kick Off*. The players don't seem to enjoy playing in formation but so many things can be altered on the options screen that there's no hard and fast rule regarding this.
Pitches	There are four pitches to choose from, but sadly no indoor option like in many of the latest footy games. Pitch conditions vary from muddy to waterlogged and so on, and you can alter the wind speed if you like.	Plenty of pitch options here, but again, no indoor options. Still, with the state of football in Japan, it wouldn't be surprising if there was an earthquake facility! *Pro-Striker* lacks the sort of touches necessary these days.	There are no pitch options which makes it tricky to fill up this space with any info really. You do however get to choose your player formations, but only at the start of the game. Again, not enough depth.	Again, there are no pitch options which is a shame, but this is one of the earlier football games. However, there is an arcade option which didn't seem to be any different, except the lack of of a tournament option.	Pitch surfaces can be altered and there's an indoor option too. For people who like to able to have a kick--about in a hurricane, there's a windspeed option too, so whatever it is you want, it is here.
Realism	*Super Kick Off* doesn't lack in the realism department with nice graphics and touches when goals are scored, crowd roars and of course the sound of the football being booted about. No obscene chants though!	No shortage of nice graphics and so on. The player sprites are nice and big, but the downside is that you can't see enough of the pitch. We found the players a bit too sharp for a bunch of inexperienced Japanese too!	The game is flawed in this department. One of the most obvious is the lack of correct team strips – for instance, England's strip is an attractive orange colour. Strange considering the World Cup option.	Not very realistic by today's standards. The lack of in-game options contributes to this lack of atmosphere, but the graphics are neat enough. Soundwise, it's adequate but all in all, you'd be better off elsewhere.	If you've seen *Striker* on the SNES, you'll recognise this. The pitch layout and viewing angle is the same as that found in the *Madden* games which looks very good. Plus there's the usual crowd atmospherics.
Passing	Able to send the ball in the direction the player is facing with a tap of a button. The game also allows you to trap the ball and the pass it on in any direction you want. Try to avoid prolonged dribbling too.	Passing is complete murder. You have to select the player to pass to manually, the players don't rush towards the ball and you have to be so accurate that it's impossible to get anywhere. The main let-down in this game.	Passing is dead easy, as is dribbling the ball upfield. The lack of a radar is no obstacle as the game doesn't require you to move the ball about quite so hard – the opposition isn't too 'on the ball'.	There's no radar and the pitch is viewed 3D side on. This makes passing easy, especially as the ball sticks to your feet, making ball collection very easy. But the game doesn't move fast enough for a real thrill.	Because the players don't stay in formation, it makes accurate passing hard. There are other problems, including the difficulty in getting accurate headers. Altering the aggressiveness and skill options may help however.

PAINT THE TOWN READ...



... with your ever-reliable MEGA ACTION!

Yep, one issue ends, but another has yet to begin! In next month's stunning issue of the world's best Mega Drive mag, we'll be squinting at SENSIBLE SOCCER, ROBOCOP 3, DUNE and LAST ACTION HERO! Even better, we'll have A NEW EDITOR and loads more surprises, so don't forget your ace-in-the-hole, your frog-in-the-throat MEGA ACTION! On sale on November 4th!

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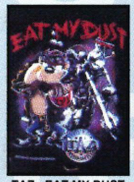

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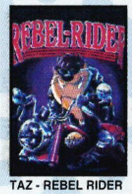

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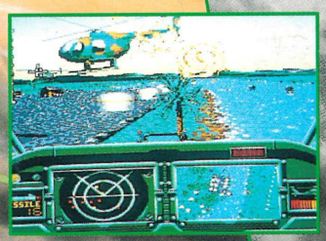

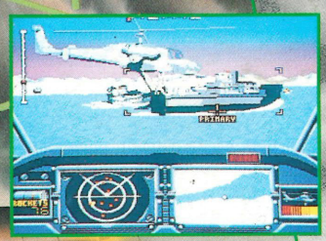

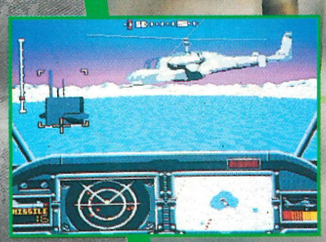

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