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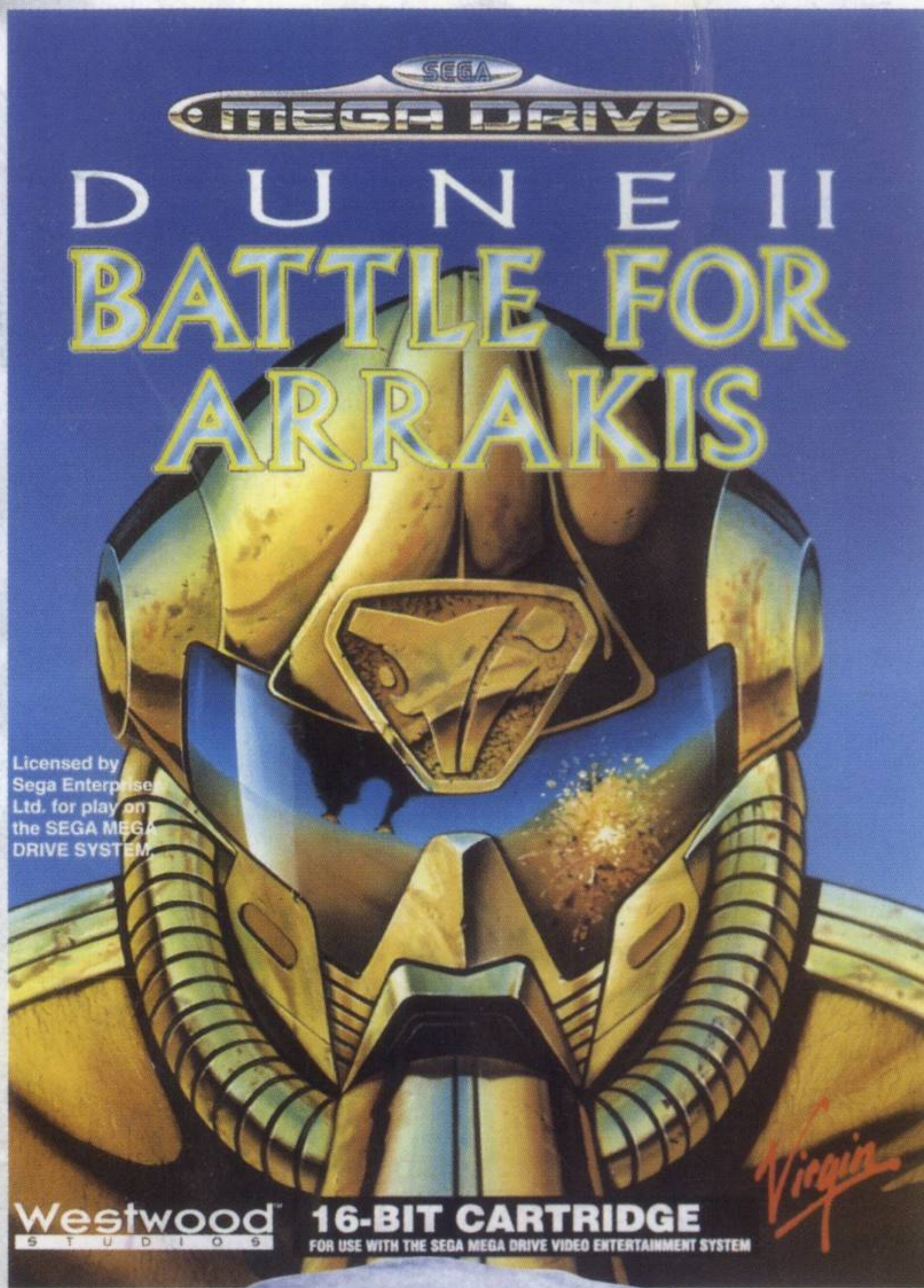
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No. 6

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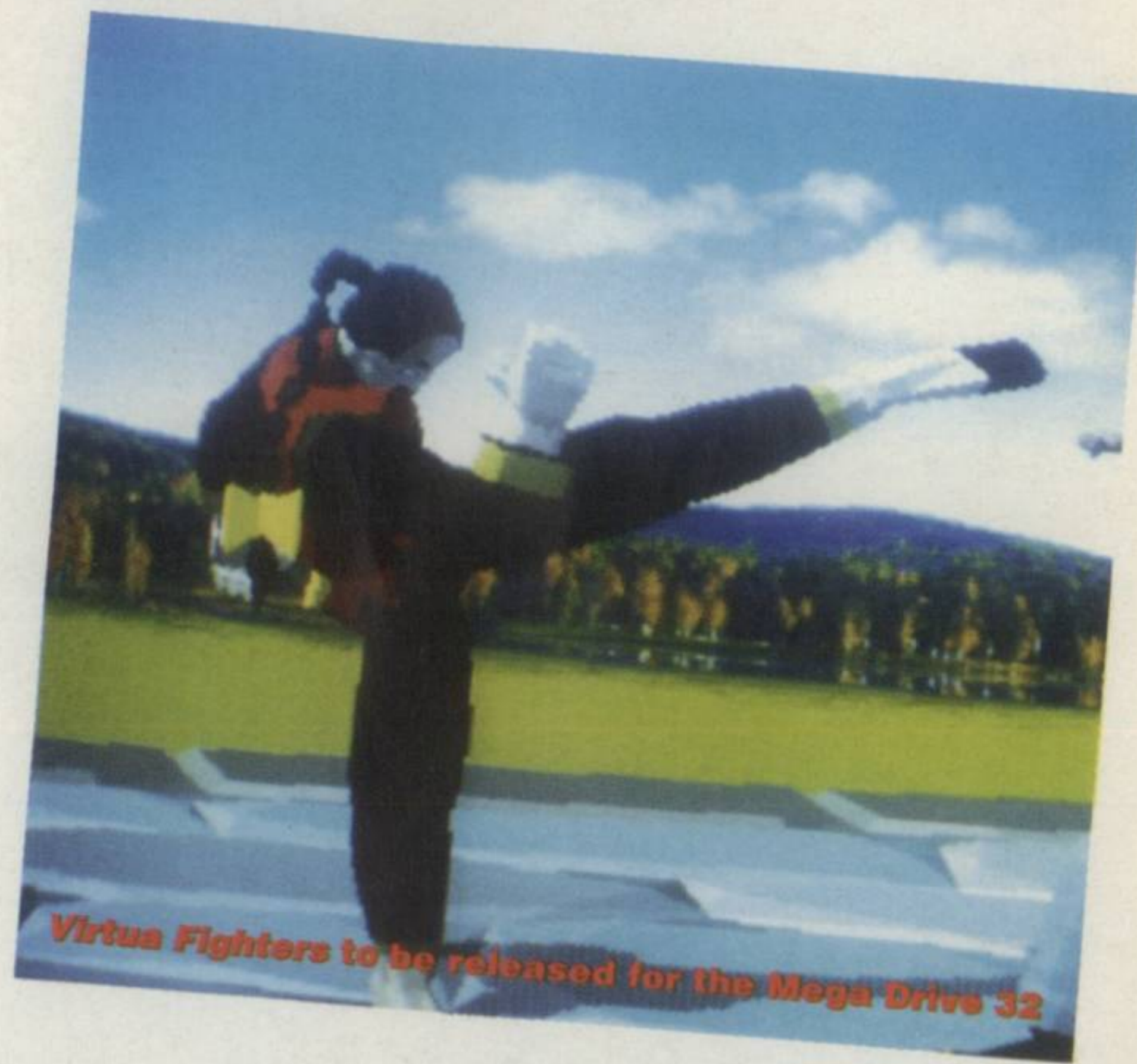
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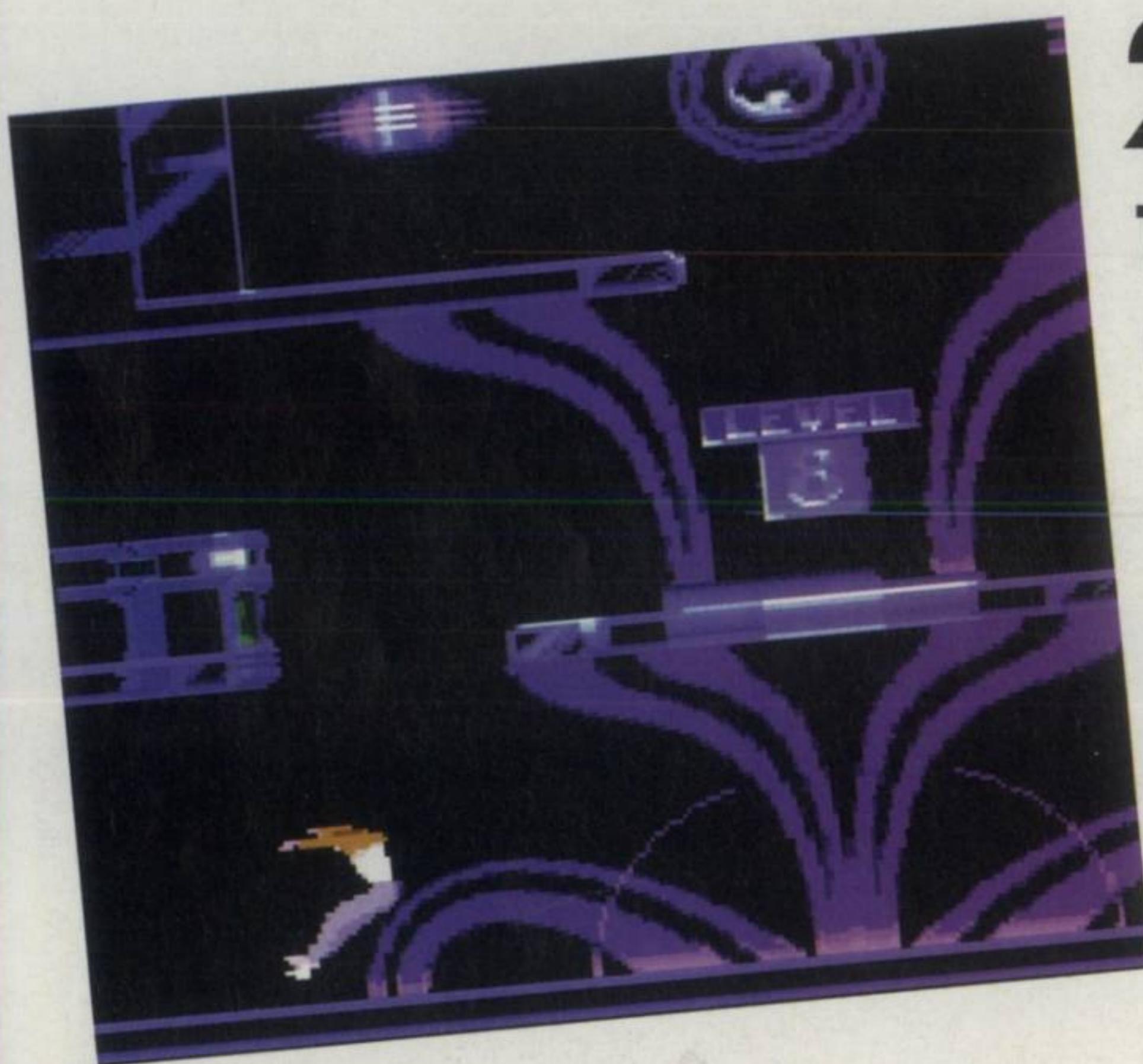
FEATURES • FEATURES • FEATURES

6 SEGA'S THREE NEW MACHINES

Things rarely stand still for long in the world of Sega, but this month's been extraordinary. Three new machines are on the way, and Andy Dyer gives you the lowdown on the new plans, planets, bits, bobs, add-ons and superlatives in MEGA CITY, starting on page 6.



Virtua Fighters to be released for the Mega Drive 32



54 SONIC TIPS SPECIAL

What could be more wonderful than ten whole pages of tips on the latest Sonic games, *Sonic 3* and *Sonic Spinball*? None of the MEGA team could think of anything better, so here they are... Ten whole pages of tips on the latest Sonic games. Hurrah!

20 THE ART OF ANIMATION

The crossover between cartoons and video games has never been so complex. MEGA gives that relationship a jolly good probing, and interviews Dave Perry and Hugh Binns from Eurocom, the company behind the latest Disney extravaganza, about state-of-the-art techniques.



EXCLUSIVE! THE JUNGLE BOOK

Admit it, however grown up we pretend to be, we've all been held spellbound by the film, or have sat mesmerised in front of the video. The Jungle Book, eh? What a film to live up to! Virgin held back the release date of the game until it was right, but can Virgin's latest Disney-licensed platform epic really earn the title: *Aladdin-beater*? True to form, MEGA goes well over the top in the shape of Paul Mellerick's enthusiastic and undeniably entertaining six-page review feature. It starts on page 14. Read it.



GAMES FEATURED IN THIS ISSUE OF MEGA...

All right then, with no messing about, here's a full index of all the games, good, bad or ugly, that feature in MEGA 20.

SUB TERRANIA 26

A good many people, including members of the MEGA team, have been sat dribbling at the prospect of this game, but Andy, in his own inimitable style, gets straight to the point about this gorgeous underground shoot-'em-up.

MEGA TURRICAN 30

In *Mega Turrican* you'll see lots of robots and machines and things being shot. In the review you'll see lots of clever words. In the captions you'll see lots of lame jokes.

RISE OF THE DRAGON 32

A futuristic private dick does his stuff in LA, stamping out dastardly criminals. Then, without so much as a backward glance, he returns to review *Rise of the Dragon* for MEGA.

Turn to page 30. That's where we keep the *Mega Turrican* reviews. Help yourself

REVENGE OF THE NINJA 34

Shoddy Manga-influenced Mega CD game.

STREETS OF RAGE 3 36

First there was *Streets of Rage*. Then there was another *Streets of Rage* too: *Streets of Rage 2*. And then there was another *Streets of Rage* too: *Streets of Rage 3*. Oh, hang on a minute, this is getting all confusing...

THIRD WORLD WAR 38

It's a Mega CD game about the Third World War.

MICKEY MOUSE 40

Eduainment plodder with Disney's charming mouse at the fore.

ROMANCE OF THE THREE KINGDOMS 3 41

Anarchic monarchic bedroom farce in ancient China. Or then again...

TOM & JERRY 42

An insult.

POWERMONGER CD 43

Intriguing god-sim where you're not God.

CLIFFHANGER 44

The kind of game that makes you want to write for a gardening magazine. Now, there's a problem with the potted... (Stop! - Andy)



Be excited. Be very excited. *Sub Terrania* is reviewed, page 26

Here are MEGA 20's previews...

RYAN GIGGS' CHAMPION SOCCER 78

Phwoar! Eh? Phwoar! Phwoar! Phwoar! Eh? Giggysy, Giggysy, Giggysy! Phwoar! Eh?

WORLD CUP USA '94 80

Here's another football game. Hurrah!

KICK OFF 3 81

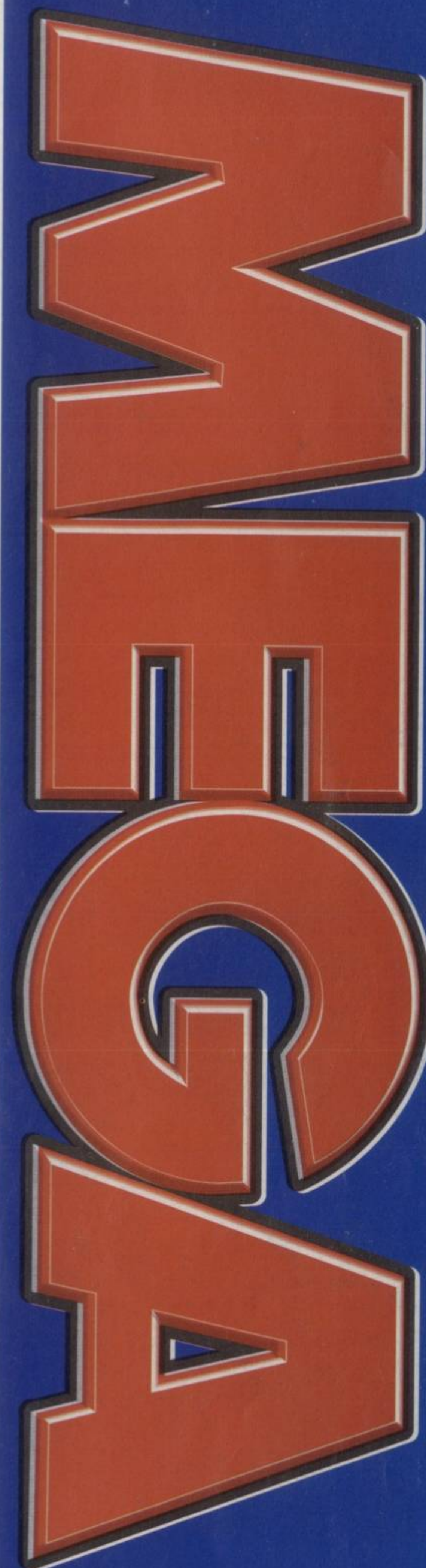
Here's another football game. Hurrah!

RBI BASEBALL '94 83

Here's another baseball game. Not to be confused with football.

MADNESS 84

The Nutty Boys finally invade your console.

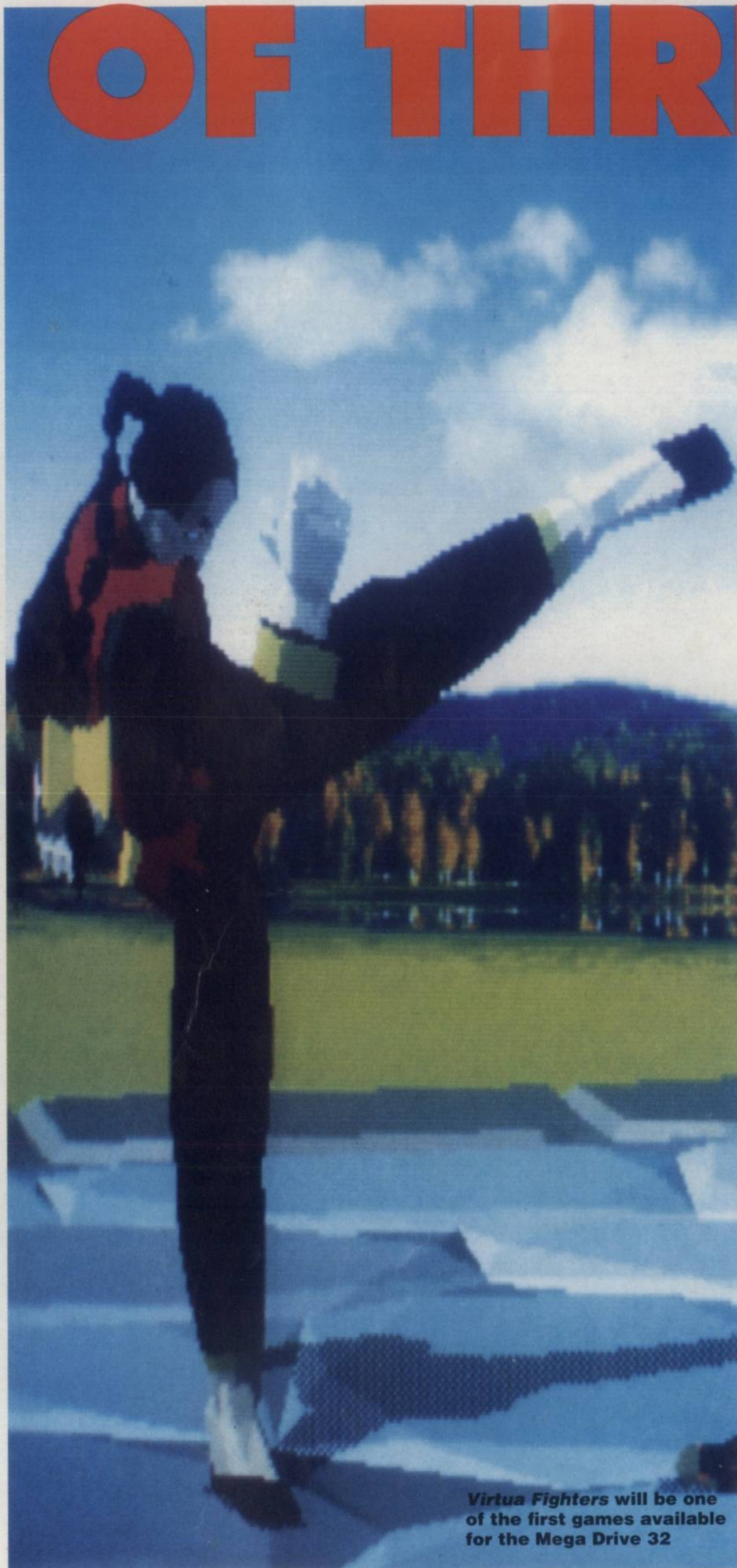


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Six pages packed with news • games information •

SEGA ANNO OF THREE N



Virtua Fighters will be one of the first games available for the Mega Drive 32

There's some very, very exciting news from Sega this month, but before we go into full details about that, let's just tell you about a particular change which has happened here at MEGA. In fact it's less of a change and more of an addition, and it comes in the shape of our new staff writer, Josse. For some curious reason, he came into work one day having completely forgotten which magazine he worked for and we found him wandering aimlessly around talking about gardening and various aspects of domestic house plants. Still, his ramblings were fairly coherent so we decided it would be quite a hoot to have him on board. Check him out on page 25.

So what has our new bigger-than-ever team been up to this month? Well, you'll have seen from that very recognisable character on the cover that we have the exclusive review of *The Jungle Book* from Virgin. Our man Mellerick starts a six-page review feature on page 14, which investigates whether this can, in fact, be even better than the rather awe-inspiring *Aladdin*. Following on from this we find out just how all this fancy Disney animation is done and look at the increasing role that computer animation is playing in animated films. Anyway, you'll get to all that later, but first... on with our main news story.

Just when we thought Hurricane Sega had finally blown itself out and settled down for a while, we realise it was just the eye of the storm and it's all blown up again. We thought that just maybe the Mega Drive was going to bumble on quite happily for the next two years while gradually giving way to the Saturn, but now there are rumours flying around that Sega are going to launch not one, not two, but three new hardware platforms (four if you count the up 'n' coming Multi-Mega portable system).

NEW MEGA DRIVE ADD-ON

Early next year, Mars will appear. "Mars!" I hear you cry, "What the bloody hell is Mars?" Before I get into that though, let me tell you about the autumn release of the Mega Drive Super Charger. It's an add-on for the Mega Drive costing in the region of £150, and it will plug into the

gossip • gimmicks • software house profiles • quick competitions

UNCE LAUNCH EW MACHINES



As well as kicking off this month's news section with the announcement that Sega are launching three new hardware products, Andy Dyer has the pleasure of introducing a brand new member of the MEGA team....

cartridge port much like the old Master System Converter does. It'll contain RISC chips and added RAM and will also increase the 3D graphics handling of the Mega Drive along with dramatically enhanced sound. When it is launched, there will be two games available; *Virtua Fighters* and *Virtua Racing Deluxe*. Early fears were that Mega Drive carts (as in *Virtua Racing's* case) would include additional hardware on board, making the games around the £80 mark, but by launching this add-on, players can pay the initial outlay of £150, benefit from cheaper games and exploit the vast new power of the machine.

OFFICIAL TECHNICALITIES

Now, that all sounds a bit vague doesn't it? Such is the nature of rumour. Oh, but what's this? As is often the case in the hectic world of magazine publishing, no sooner do we elaborate on the stories that filter through the grapevine than an official announcement spews out of our fax machine and we have to start all over again. We've just received such a fax and the rumour has solidified into an official announcement from the States.

Over there, the add-on will be called the Genesis Super 32X (here in the UK, however, the name will be the Mega Drive 32) and will basically be a cut down version of the Saturn. For the more technically aware out there, it will contain

the same Hitachi SH2 RISC chips which are to be used in the Saturn and a new VDP (Video Digital Processor) to give the Mega Drive faster processing, high-colour definition, texture mapping, enhanced polygon generating capabilities, motion video, scaling, rotation and CD quality sound. Great, so now there's absolutely no doubt as to the specs and the power of the machine, but surely we should question the wisdom of bringing out a machine that will be superseded by the Saturn in a matter of months. According to Sega Of America's President, Tom Kalinske, it all comes down to power at an affordable price.

"This is great news for consumers because Genesis Super 32X gives gamers some of the basic experiences

our yet-to-be-introduced 'Saturn' hardware will provide, at a low cost, and in a way that still lets Genesis owners use their existing system.

"We are known for being the most successful innovators in our business and that's because we always remember that the most important

thing with which to provide Sega fans is the very best game experiences at the right price. It's not always easy to do this, especially when you consider that you want people to have the very best technology and you want them to have it with the very least impact on their investment in existing technology. We think Genesis Super 32X will be another Sega success story because it does an

excellent job of balancing those trade-offs, meeting our consumers' high expectations and providing a migration path to the next generation of technology."

The announcement came as a bit of a surprise when it was first made and our initial reaction was the wisdom of investing in old technology like the Mega Drive when the Saturn is just around the corner. However, when you look at 3DO and consider that a relatively high price tag is looking increasingly likely for the Saturn, it becomes apparent that a large user-base will take at least a year or so to build up and thus the gap between the old and new technology is a fairly large one. In turn, it makes the Mega Drive stop gap approach seem like quite a shrewd idea. However, we have yet to see the machine or what it can actually do, but be sure that when Sega do start showing it off we'll bring you a full report.

MEGA DRIVE AND MEGA DRIVE 32 IN ONE

So that's the first new machine (OK it's an add-on but it effectively turns the Mega Drive into a completely new system). That will be released but, as I've already mentioned, there's more on the way. Obviously not everyone in the world owns a Mega Drive, so early next year Sega will be launching Mars (the name could well

This fabulous little machine is about to get even more fabulous

change by the time it's released, but for the moment, Mars it is). This second machine is basically a Mega Drive plus the Mega Drive 32 hardware all built into one self-contained unit. It should retail at around £200, and for that, punters will be getting an awfully cheap state-of-the-art system. What's more, Mega Drive owners who buy the Mega Drive 32 will be getting the same system for £50 cheaper, so to get hold of one will definitely be an investment in the future of videogaming.

NOT FORGETTING SATURN

Later in '95 comes the release of the Saturn, a monstrous beast of a machine which will cost considerably more, but will be even more powerful. As is normally the case, this machine will grow in popularity while coming down in price, so in a couple of years time, we'll all have affordable full-blown multi-media systems in our homes. That's the theory anyway.

More Sega-related news and views over the page...



VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

Oil and water, chalk and cheese, night and day, international superstars and computer games. Completely ignoring the current investigations of Michael Jackson's extra curricular activities, *Moonwalker* was never really destined to go down in history as a programming triumph. It therefore finds itself in the Bowels Of The Back Catalogue.

MOONWALKER



Look, will you get off my pool table? I'm trying to play a game

Take the most famous man on the planet, take dozens of children who have been locked in dark rooms, take loads of gangsters, and take a few famous dance steps and you have the perfect recipe for a Michael Jackson game, but not, necessarily, the perfect recipe for a good game.

Moonwalker on the Mega Drive probably sold pretty well when it first came out, if only due to the fact that at the time Mike was still a bit on the popular side. However, it probably wouldn't sell the same volumes today. Quite apart from the outrageous speculations of the world's press, and aside from the possible eventual charges brought against this once great musical enigma, the fact remains that this game stinks.

In its own little Jackson-esque way it fills all the needed requirements of the game of the bloke; a neat soundtrack, fairly good animation, lots of instantly recognisable dance routines and a sickly sweet storyline. But what works for Michael in his stage act just simply doesn't translate into good gaming action. The platform action is sluggish and rudimentary, with Mike trudging around levels of a building while occasionally opening doors and closing them again. (Why not try it for real in a corridor at work or in school and see just how disappointing it is on the action front?) And what fighting action there is involves kicking your leg in the air, saying "Ow!" and watching the enemies fall over. Of course there is the option of dancing people to death, and very funny it is too... the first time you see it. After that though, it just becomes a tad on the annoying side.

No, if you want some real Michael Jackson-related frolics, try finding a daily newspaper without a Jacko story in it. It's a lot more challenging.

CUT-PRICE CARTS

This isn't really at the cutting edge of Mega Drive gaming news as it's been happening for some time, but we thought it was about time we actually covered a company that was doing exactly what we've been crying out for on the cheap carts front.

Telstar, as you may or may not know, are now releasing software bundles for the Mega Drive, normally consisting of two games for the price of one. Amazingly, not all the games are completely ancient either, which is what you might have expected from such a seemingly good deal. No, in fact latest pairings include *Sonic 2* and *Bubsy The Bobcat* for £39.99, *Zool* and *James Pond 3* for £44.99 and most impressively *Lotus 2* and EA Sports Double Header for £44.99. What's EA's Double Header you ask? It's *Madden* and *Hockey*, so in fact on that one you get three games for the price of one. Now although it would be a bit silly for us to review these games again (you can check our back issue to find out what we think of them), we definitely think that if you haven't got one of either the *Madden* or *Hockey* games, then the EA Sports Double Header is the best of the bunch.

Right: Well it didn't take very long for those two games to get "bundled" did it? Anyway, they're still very good value

Far right: These two games should go down well with platform fans

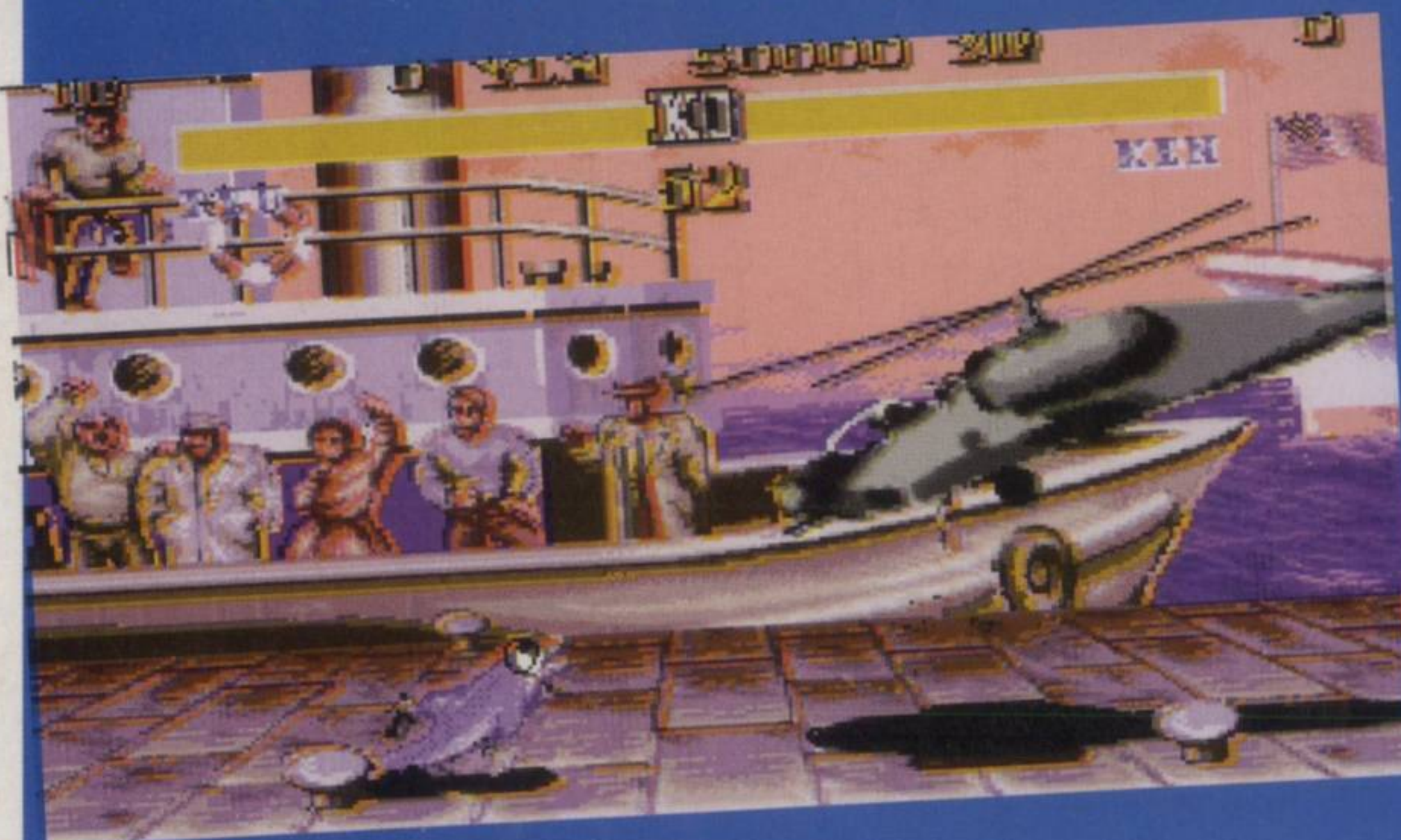


Far left: Another couple of platform games for you to play with

Left: If you don't own either *Madden* or *EA Hockey*, this is a top pack. And *Lotus 2* isn't that bad either

STREET FIGHTER WHO?

This month (Er Andy, just what are you doing? - Paul)... I'm bringing Ecco and a helicopter together for a fight. (Look, I think you need a holiday - Paul)



NAME:
Ecco The Dolphin

MARTIAL ART:
None whatsoever (although he's rumoured to have sneaked into a Tai Chi For Tuna night-school class once).

SPECIAL MOVES:
THE BLOWHOLE RASP
When stranded on land, all that poor old Ecco can muster is a pitifully helpless little rasp from the blowhole in the top of his head. It

may sound slightly unpleasant and could, in certain circumstances, cause an opponent to wince slightly, or even feel a bit sympathetic towards our floundering friend, but ultimately, this pathetic parp is utterly, utterly useless.

THE DEATH THROE
No it's not a misspelling. Were this actually called the Death Throw, then we might be in for a bit of a treat, but sadly, apart from the farty noise described above, the only other thing Ecco can do is thrash around in the throes of death. Dear, oh dear.

PROSPECTS:
Atrocious. Dolphins would be ineffectual enough in any underwater combative situation but when placed on dry land up against an attack helicopter, well, chances are if the armour-piercing shells don't get poor old Ecco, asphyxiation will. There's a lesson to be learned here and that lesson is that if you want to watch a long, entertaining and titanic struggle between two mighty warriors, make sure one of them isn't a dolphin

NAME:
Attack Helicopter Thunderhawk

MARTIAL ART:
Not really an art, more an arsenal of weaponry.

SPECIAL MOVES:
High Altitude Missile Attack, Low Level Missile Attack, Hovering Missile Attack, High Altitude Gun Attack, Low Level Gun Attack, Hovering Gun Attack, High Altitude Rocket Attack, Low Level Rocket Attack, Hovering Rocket Attack, various forms of strafing run and intimidating reconnaissance runs.

PROSPECTS:
When facing most humanoid adversaries the chopper is more than able to hold its own to the point of leaving very little trace of its opponents existence at all. And when becoming involved in a dispute with a floundering mammal whose only defence is a few apologetic clicks and a farty noise from its blow hole, well, there really is only one outcome.

TWIN PEEPS

Sometimes we really worry about you people out there, I mean, who has time to sit through a game and spot characters who look like real-life people? Well, apparently **Graham Hayman** from Ash near Aldershot does, and this is his twin peeps...



Ginger and Royal



Ginger and a Lost Viking

SPIKY SOLUTIONS

On May 19, a new book from Titan Books will be appearing in the shops. Priced at £7.99, *The Official Sega Mega Drive Sonic Three Play Guide* (you'd think they would have been able to come up with a longer title) will hit the streets and will contain a complete full-colour solution to everyone's *Sonic* cart. There are 4,000 screenshots contained therein, which is hardly surprising considering every single zone and bonus game is mapped. Sounds like a bit of a bargain really. In the meantime, frustrated *Sonic 3* players should turn to page 54, where our own solution starts.

MESSAGES FROM BEYOND...

Here at MEGA we know that our readers are not the sad little people who think the world revolves solely around their Mega Drive, and that everyone who doesn't own one smells a bit. So this new section of MEGA CITY will cater for all those people (and if you're anything like us, that'll be most of you) who realise that the video-games market is a damn exciting place to be and a very dynamic and changing place at that.

What this all boils down to is that each month, we'll also tell you a little bit about what else is happening on the video-games scene, whether it be Nintendo, Sony, 3DO, whatever, and the possible effects this will have on everything else. So while you'll read other mags that naively tell you that the Mega Drive is the most "wicked" thing ever and will still be going strong in 2,000 years' time, we'll tell it like it is. This market is so exciting at the moment and Sega, to their credit, are currently seen continuing to be the strongest player (with their new Saturn machine and so on) that it would be an insult not to tell you what's happening out there.

All very impressive, but the stuff seen so far has been pretty average with no new game announcements looking set to change that, so unless they can come up with something pretty amazing very quickly, they won't set up the lead they need to compete with the big boys early next year.

PROJECT REALITY PROBLEMS

Rumour has it (in the United States at least) that the Nintendo/Silicon graphics partnership is facing a few problems. According to American magazines, the hardware, while being able to produce incredible visuals, can only be properly exploited by a few graphics experts who are familiar with the system. As a result, developers are struggling to push the machine to its limits, so the likelihood of a dearth of decent software appearing in time for the hardware launch next year is quickly diminishing. So which new machine is currently leading the way into the future of videogaming? Well, for the time being it has to be the Amiga CD32.

3DO AND ATARI PUSHING HARD

3DO has announced that two new companies have signed up to produce 3DO machines. Normally, console manufacturers allow only third parties to produce software, but 3DO's master plan from the start was to license the hardware so that people could eventually own a 3DO machine made by any one of a number of manufacturers, in much the same way that you can buy a standard VHS video from Sony, Ferguson, Hitachi or whoever. Now Samsung and Goldstar are licensed to produce 3DO machines and as both companies traditionally produce quality electrical equipment at low prices, it could mean cheaper 3DO machines are on the way. Meanwhile, Atari have announced that another 50 developers are producing software for the machine.



Amiga CD32. Now in the lead in the CD race. It's doing OK, but the competition's about to get a lot hotter

AMIGA CD32 WINNING THE CD RACE?

It's true, the slowly growing CD market is now led by the Amiga CD32. According to Gallup, CD games now account for 5.3% of the total market, with CD32 taking the lion's share of 2.3%.

Mega CD follows a close second at 1.5%. However, the thing to remember is that this is still a very small market and while CD32 may be in the lead against the not entirely successful Mega CD, there's a host of better machines on the horizon and, more importantly, the Mega Drive and Mega CD's future has just got a whole lot stronger with the announcement of the Mega Drive 32 add-on, the Mars and Saturn (see pages 6 and 7 for the full story on these new machines).

Right, that's about everything that's currently moving in the world of the Super Consoles at the moment, but we'll have another update for you in the news section of next month's issue of MEGA. Remember, we're not saying that the Mega Drive is crap or anything, we just want to keep you abreast of everything else that's going on in this exciting market.



The Atari Jaguar now has over 80 developers busily creating software for it. But it'll need to show us some stunning stuff soon, to succeed



The J-Cart. Four-player fun at a low price

Dizzy killed!

Actually that's crap. Our old eggy friend is still alive and well and living at CodeMasters, but at least we got your attention. The fact is, that to follow on from their announcement that their new tennis game was to come out on the new four-player J Cart, CodeMasters have now dedicated themselves to producing a whole range of sports games utilising the clever four-player-fun-without-an-adaptor cartridge. The tennis game has been held back slightly because CodeMasters have licensed Pete "tall and gangly, but pretty smart at tennis" Sampras. So

rather than being simply a very good tennis sim it now has the weight of a rather skilful star behind it. We'll have more on that next ish but beyond that there are also plans to release games based on golf, cricket, rugby, soccer, American football, ice hockey and, of all things, a beach challenge (whatever that is). Hurrah for the Codies!

CLASHES OVER GAME RATING SYSTEM

A couple of issues back we told you about a new system of games classification that ELSPA (European Leisure Software Publisher's Association) were trying to implement right across Europe. Each game would carry a little sticker featuring the Monitor Man logo and four boxes giving four different age bands. Boxes with a tick in them would inform the buyer that the game was suitable for these age bands.

But while everybody agrees that putting certificates on games is a good thing, two major players in the industry, Acclaim and Nintendo, have voiced their desire to wait for another system. Neither company like the Monitor Man logo, but more importantly Nintendo are holding out because they want to adopt a worldwide system which is currently under debate between Sega, Nintendo and a whoop of US lawyers.

Either way, whether people adopt the ELSPA system, an alternative system, or simply faff around until the Government decide to clamp down with their own system (which would be enforceable by law) we'll soon be seeing ratings on all our games.



The Monitor Man's been ditched because he's a bit crap

PICK 'N' MIX

Last month we had *Winter Olympics: The Mortal Kombat Edition*, this month it's *FIFA: The Landstalker Cup*. As we said last month we're hoping to do a different combination in each issue and we'd very much like you, the readers, to write in and give us some bizarre ideas to work on. You don't have to write in specifically for this but just tell us in your ordinary letters if there's a Pick 'n' Mix you'd like to see. They can be as bizarre as you like. Imagine a strange fusion of, say, *Virtua Racing* and *Rolo To The Rescue*, in which you drive round in a large elephant. Hmmm... maybe not. Anyway, entries to Pick 'n' Mix, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



After a goalless first half, the Landstalker team, consisting of Nigel and his dog, move in for the kill. Several well-placed trees provide a solid back-up, while Nigel strides off to find the ball. Meanwhile, Nigel's pet dog, er, "marks" a nearby tree in the only way he knows how

JAPAN'S NUMBER ONE SELLING TOY TO HIT UK

You may or may not remember MEGA running a story about Sega's new educational console, called the Pico. It's basically a big colourful plastic box-type thing into which you plug cartridges, and it comes with a storybook. Pictures appear on an ordinary household TV and as the child turns the book's pages, the pictures on screen change. The child can then "interact" with the story. Sega, however, have decided not to launch the machine themselves, but the good news is that toy giant Tomy will be handling its UK release in September, ready for a big Christmas push. The unit will cost £150, with carts coming in at £30. There will be a range of carts coming out including a Mickey Mouse story, and the machine will come bundled with a game called, rather oddly, *The Busy World Of Richard Scarey* (not to be confused with *The Scarey World Of Richard Busy* or *The Busy Lizzy Of Dickie Hairy... erm*). The Pico sold very well when released in Japan, so Tomy are looking forward to great things.



The Pico. A Sega machine, but now to be marketed and sold through Tomy. What a splendid thing

Sony are to bring us another version of *Sensible Soccer* later this year. Even Sony UK don't know much at the moment, but it will be *Sensible Soccer World Cup Edition*, so expect oodles of playability and a whole stack of USA '94-related goings-on.

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MILKING SONIC FOR ALL HE'S WORTH

I see, so it's hedgehog milk now is it? Is it blue? Does it have spikes in it? Or does it just go off really quickly? Actually, none of the above. It's just bog standard,

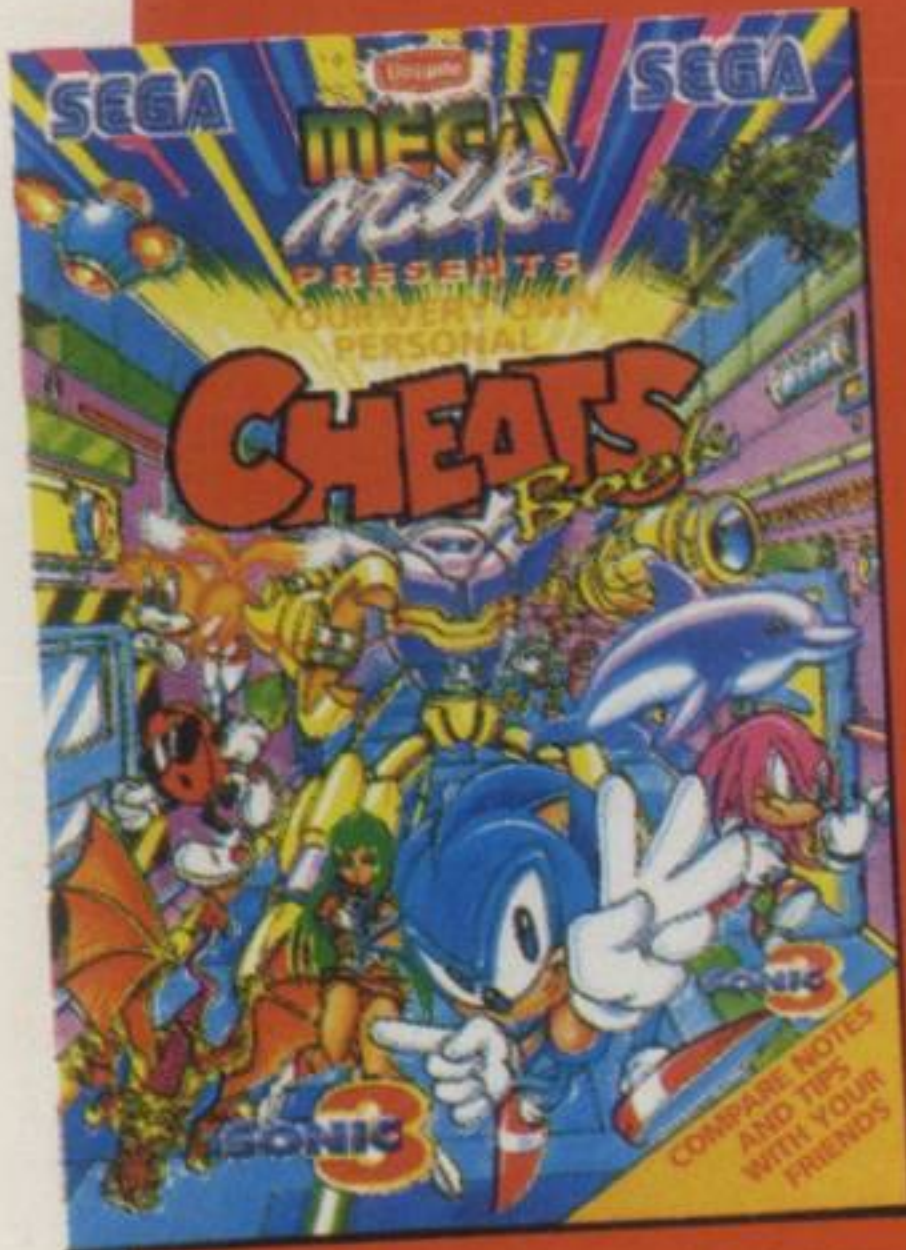
straightforward run-of-the-cow milk, in a carton adorned with piccies of the spiky little speedster.

It comes from a collaboration between Unigate Dairies and Sega, and anyone can order the stuff.

When you take delivery of your first batch you get a free tips booklet, a poster, some stickers and the option to get other freebies later on, so even though we sound a bit cynical about it, it's actually quite a neat thing for "ver kids". It's available now, so grab your milk bloke next time you see him and put in your order.



Sonic milk. We didn't even realise Sonic had teats



Buy the milk and get the tips book free

SEGA SNUB SUMMER CES

Shock Horror! You remember a couple of months back when we reported on the winter Consumer Electronics Show from Las Vegas? Well, it happens twice a year, with the summer show taking place in Chicago. Er, trouble is, for some strange reason Sega have decided not to attend the summer extravaganza and are instead holding their own show in Disney World® in Florida.

It's a very bad thing for the show organisers, because Sega normally pretty much dominate the interactive entertainment section of the show. Still, it won't be a complete non-Sega event because all the normal third-party publishers (like Electronic Arts, Virgin, Sony, etc...) will still be showing their latest stuff at the event, so there'll be plenty to see. Sega have said they'll be back in Las Vegas again for the January 1995 CES, but they must have something pretty exciting up their sleeves if they want a show all to themselves. Then again, it could just be an excuse to spend a few days in sunny Florida. Whatever the story, MEGA will be at both events so that you get the best coverage of everything new and er, even newer. It's a dirty job...

Virtual Bart: another Nightmare?

More Bartfoolery from the boys at Acclaim. This time it's called *Virtual Bart* and it's a, wait for it, platformer. It's very much in the style of *Bart's Nightmare* (which we didn't think hung together too well on the Mega Drive) but it sees Bart travelling through different time zones (so in one of them you get to see Bart the dinosaur). There's also a driving section, so that's a bit of a departure from the norm. We spoke to a few chums who have seen the SNES version and apparently this one is more playable than *Bart's Nightmare*, so with any luck this one will be both innovative and fun to play. We'll give you more info as we get it.



Ah, don't you just love our old friend Bart?

And by all accounts, *Virtual Bart* is pretty good

Watch out GamesMaster!

If you haven't seen it already, you'll be glad to hear that by tuning in to BBC2 on Wednesdays at 8 pm you'll be able to watch a brand new show all about computers and information technology. It's called The NET, and actually, GamesMaster has very little to fear because this is in fact a magazine programme which covers a whole range of cutting edge developments and reports on all sorts of topics other than video games. It's intended to appeal to a very broad audience and show people the changes that the digital revolution is bringing about rather than shoving *Street Fighter 2* rather viciously down their throats.

However, part of the show is games based and if you take a look at the accompanying picture here, you'll see Jules, a 13-year-old girl from Dorset who feeds her dog, er, certain objects and, well, actually the press release we received went all random and mysterious at this point... but basically Jules will be doing the games slot. So if you haven't already seen it, check it out. (Check it out? What sort of cacky old phrase is that? You'll be saying "Be there or be square" next - Josse)



Strange young girl in quite unfathomably weird video-game show shocker. Watch out for The Net

THE QS IN THE NEWS

We've been running the Qs In The News since issue one of MEGA, and we still think it's an enticing little corner of the MEGA CITY section. It has, of course, crossed our minds that nobody actually bothers to do the bloody thing, but until we receive letters telling us as much we shall continue with this MEGA trivia. For those of you who are interested, the answers appear on page 90.

1. What's the US name of the Mega Drive Super Charger add-on to be launched later this year?
2. And what will next years all-in-one younger-brother-to-the-Saturn console be called?
3. What's the name of the snake in The Jungle Book?
4. Spot the odd one out:
 - a) Baloo
 - b) King Louis
 - c) Mowgli
 - d) Shere Khan
5. How many levels does *Sub Terrania* have?
6. What's the name of Robotnik's hideout in *Sonic Spinball*?
7. What film licence was gratuitously slapped on an old *Turrican* game a few months back?
8. What's one frame of animation called?
9. Which country do you control in *Third World War*?
10. Which team does Ryan Giggs currently play for?
11. What's the name of the next full-length animated feature from Disney?
12. Without looking, which issue number of MEGA are you reading?
13. Erm, how many legs has a tiger got?
14. Um, why aren't you out playing football or something?
15. Can't you find something better to do than participate in pointless quizzes?

16. From which game is this widget of screenshot taken?



17. From which game is this slice of screenshot taken?



18. And where on earth blah, blah etc?



19. My, I wonder which game etc, and so on?



20. You know what's coming?



THE CHARTS

Jon Smith has stopped writing the charts pages. They will never be the same again! A freelance budget has been set aside...

OFFICIAL TOP 20

This month	Last month	Game name	MEGA rating
1	(01)	FIFA Soccer	M 94%
The Charts page has been getting very silly lately, but that's all about to change.			
2	(NE)	Sonic 3	M 90%
This month, we've hired top freelance video-games journalist Rob B from the Stereo MCs.			
3	(02)	Aladdin	M 94%
Rob: Yeah, yeah, yeah! Can't you see? A ladd in at number three.			
4	(03)	Sensible Soccer	M 94%
Rob: To the left, to the right. Sensi soccer, Sensi Soccer s'all right!			
5	(05)	Winter Olympics	M 83%
Rob: Can't you see? It's electricitee that powers the Mega Drive and Mega CeeDee.			
6	(04)	Sonic Spinball	M 83%
Rob: There ain't no way around it, it's just the way we planned it, the Sonic game with round bits.			
7	(06)	Eternal Champions	M 71%
Rob: Fiddle-de-dee, bugger me, cup of tea. Yeah, yeah, yeah...			
8	(09)	Mortal Kombat	M 82%
(Then there's the usual dancy bit with no words, where Rob looks even iller than usual.)			
9	(10)	Micro Machines	M 92%
Rob: Crucial Micro Machineree as I hand the mike to your MC Andee D.			
10	(08)	Street Fighter 2	M 92%
Andy: MC Andee D? I'm having absolutely no part in this.			
11	(11)	Jungle Strike	M 93%
12	(07)	ToeJam & Earl 2	M 92%
13	(12)	Sonic 2	M 94%
14	(13)	Zombies Ate...	M 85%
15	(19)	Lethal Enforcers	M 89%
16	(18)	NHLPA Hockey '94	M 92%
17	(15)	John Madden '94	M 95%
18	(NE)	Talespin	M 52%
19	(19)	F1	M 90%
20	(14)	Robocop Vs Term	M 66%

JAPANESE TOP 10

1.	▲ (03)	Dream House CD	M --%
2.	■ (02)	Shining Force 2	M --%
3.	▼ (01)	Phantasy Star IV	M --%
4.	▲ (05)	Sonic CD	M 89%
5.	▼ (04)	Puyo Puyo	M 90%
6.	■ (NE)	Mortal Kombat	M 82%
7.	■ (07)	Lethal Enforcers CD	M 89%
8.	■ (08)	Dragon's Revenge	M 75%
9.	■ (NE)	Lunar	M 86%
10.	▼ (09)	Aldark CD	M --%

AMERICAN TOP 10

1.	▲ (08)	Mortal Kombat	M 82%
2.	■ (NE)	Joe Montana '94	M 43%
3.	▲ (04)	John Madden '94	M 95%
4.	■ (NE)	NHL Hockey '94	M 92%
5.	■ (NE)	Eternal Champions	M 71%
6.	■ (NE)	Sonic Spinball	M 83%
7.	■ (NE)	Ms Pacman	M --%
8.	■ (NE)	Tecmo Basketball	M --%
9.	■ (NE)	Bill Walsh Footy	M 78%
10.	▼ (09)	Street Fighter 2	M 92%

MEGA CD TOP 5

1.	■ (01)	Ground Zero Texas	M 84%
2.	▲ (05)	Sonic CD	M 89%
3.	▼ (02)	Lethal Enforcers	M 89%
4.	▼ (03)	Thunderhawk	M 91%
5.	▼ (04)	Night Trap CD	M 81%



Official charts compiled by Gallup and sponsored by ELSPA. Import charts compiled by Gamesville. Call 'em on 0293 541 953.

Charts updated weekly appear on Teletext (Digitiser, p 471) on Channel 4.

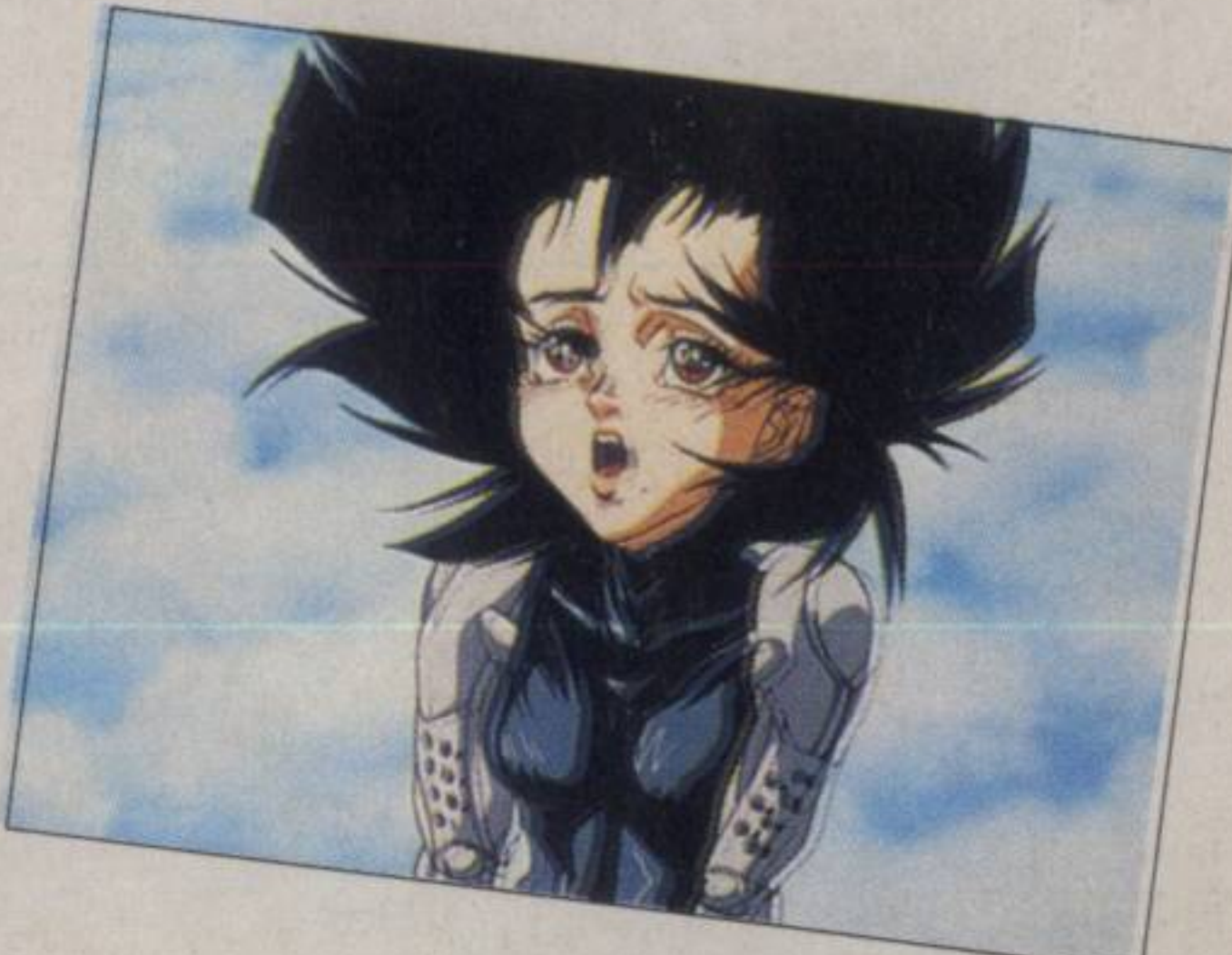
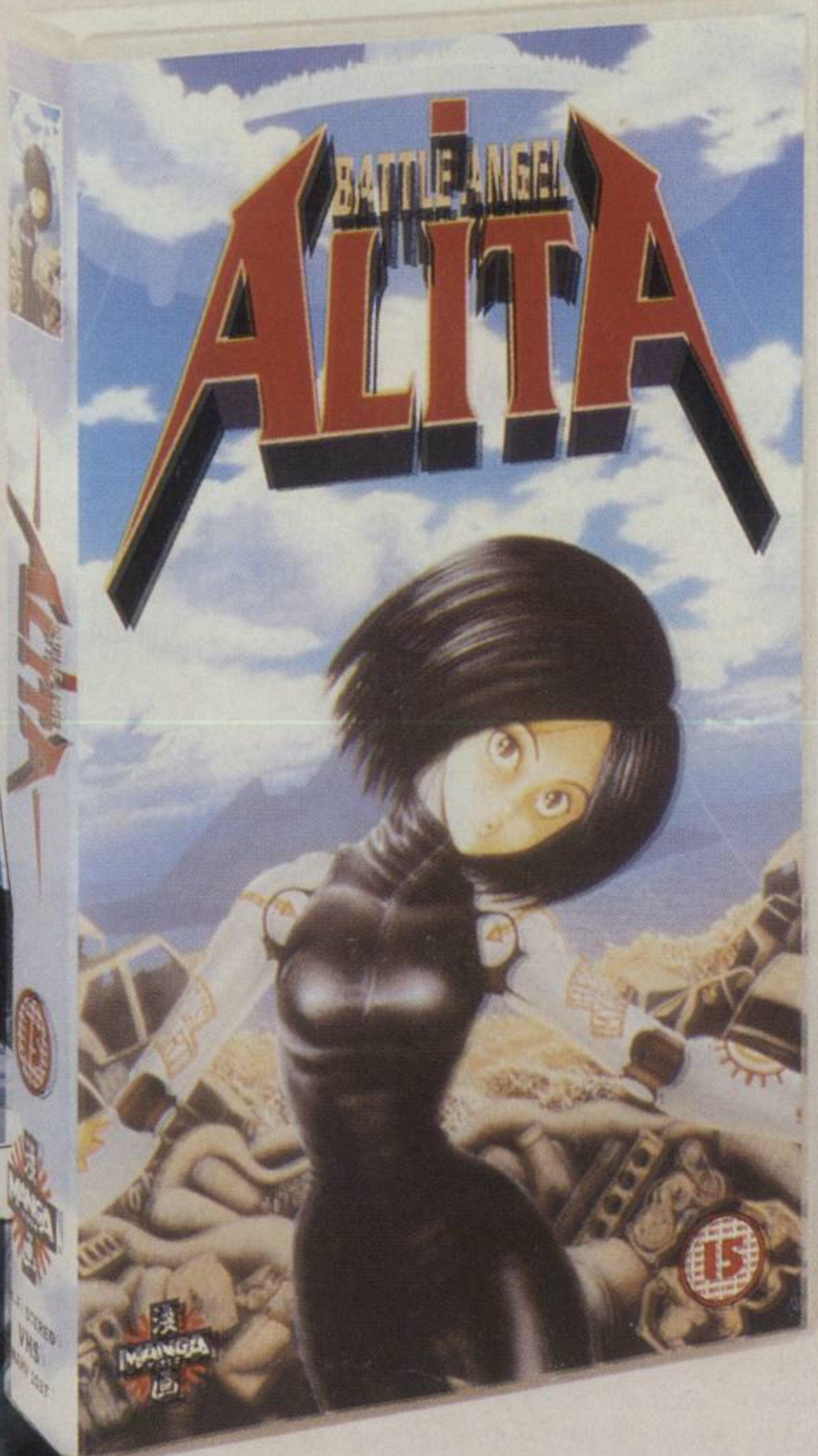
IMPORT TOP 20

This month	Last month	Game name	MEGA rating
1	(01)	Sonic 3	M 90%
Rob: Top rapping stylee from Andee D.			
2	(NE)	NBA Jam	M 91%
Andy: I've told you once I'm having no part in this. Listen to me, can't you see?			
3	(02)	Ground Zero Texas	M 84%
Rob: MEGA editor in full effect, illuminates the charts page with nuff respekt.			
4	(03)	Microcosm	M 79%
Andy: This is not my way of living, not my way of living. Now I'm bloody leaving, bloody leaving.			
5	(05)	PGA Tour Golf 2	M 91%
Rob: Andee's left, Andee's right...			
6	(NE)	FIFA Soccer	M 94%
Rob: That's the end of my MEGA thing, now over to Percy Thrower for some gar-den-ing.			
7	(NE)	Dragon's Lair CD	M 80%
Percy: And at number seven, nestling behind the rhododendrons is this hardy perennial.			
8	(06)	Lethal Enforcers	M 89%
Percy: It's good to see some well-pruned Japanese cherry trees in on import this month.			
9	(09)	Lunar CD	M 88%
Andy: Listen duffer, they're not cherry trees, they're video games. Anyway, aren't you dead?			
10	(13)	La Russa Baseball	M 58%
Percy: From beyond the grave and into yer face, MC Percee in a rave situation. Yeah, yeah, yeah. (That was my line - Rob B) (For goodness sake, get out the lot of you!) - Andy			
11	(14)	Prize Fighter	M 48%
12	(10)	Bill Walsh Footy	M 78%
13	(NE)	John Madden '94	M 95%
14	(NE)	Zombies Ate...	M 85%
15	(NE)	NHL Hockey '94	M 92%
16	(16)	Joe Montana CD	M 82%
17	(17)	Golden Axe 3	M 79%
18	(18)	Keio Squadron CD	M 60%
19	(20)	Shinobi 3	M 79%
20	(19)	Cool Spot	M 93%



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THE JUNGLE



That *The Jungle Book* is going to be one of the biggest titles of the summer there is no doubt, but will the game be of a standard worthy of a Disney blockbuster? Paul Mellerick plays the game, talks to the developers (including Dave Perry, the man who started it all) and looks at the success of other Disney licences, before he concludes, in this exclusive review feature, that this platformer is an absolute stunner...

GAME BOOK

What can I say? Classic story. Classic film. And now classic game. But hold on, isn't this just another slick platform game with fancy graphics and seen-it-all-before gameplay. Well, no it isn't and, er, yes it is I suppose. What do I mean? Well, read on and everything will soon become crystal clear.

PLATFORM POPULARITY

If there's one type of game that gets everyone playing a Mega Drive (or any console, for that matter), then it's got to be a platform game. Whether it stars Mickey Mouse, Sonic, Aladdin or even Mario, there's just something about this type of game that appeals to all gamers. Maybe it's ease of use (most platformers don't involve complex control systems), maybe it's the way in which they all look like they could be cartoons on the tele, or maybe it's just because anyone can actually pick them up, play them, get through bits of the game and feel rewarded?

Possibly the best-looking game I've ever played

Whatever it is, software companies are not stupid, and they know that if they get the licence for some BIG cartoon hero, they can wrap that character up in an instantly appealing platform game and sell loads of copies. Don't get me wrong, I'm not knocking platform games, I love 'em as much as the next person and when they are as good as this one I just wanna play them all day (and all night, for that matter) long.

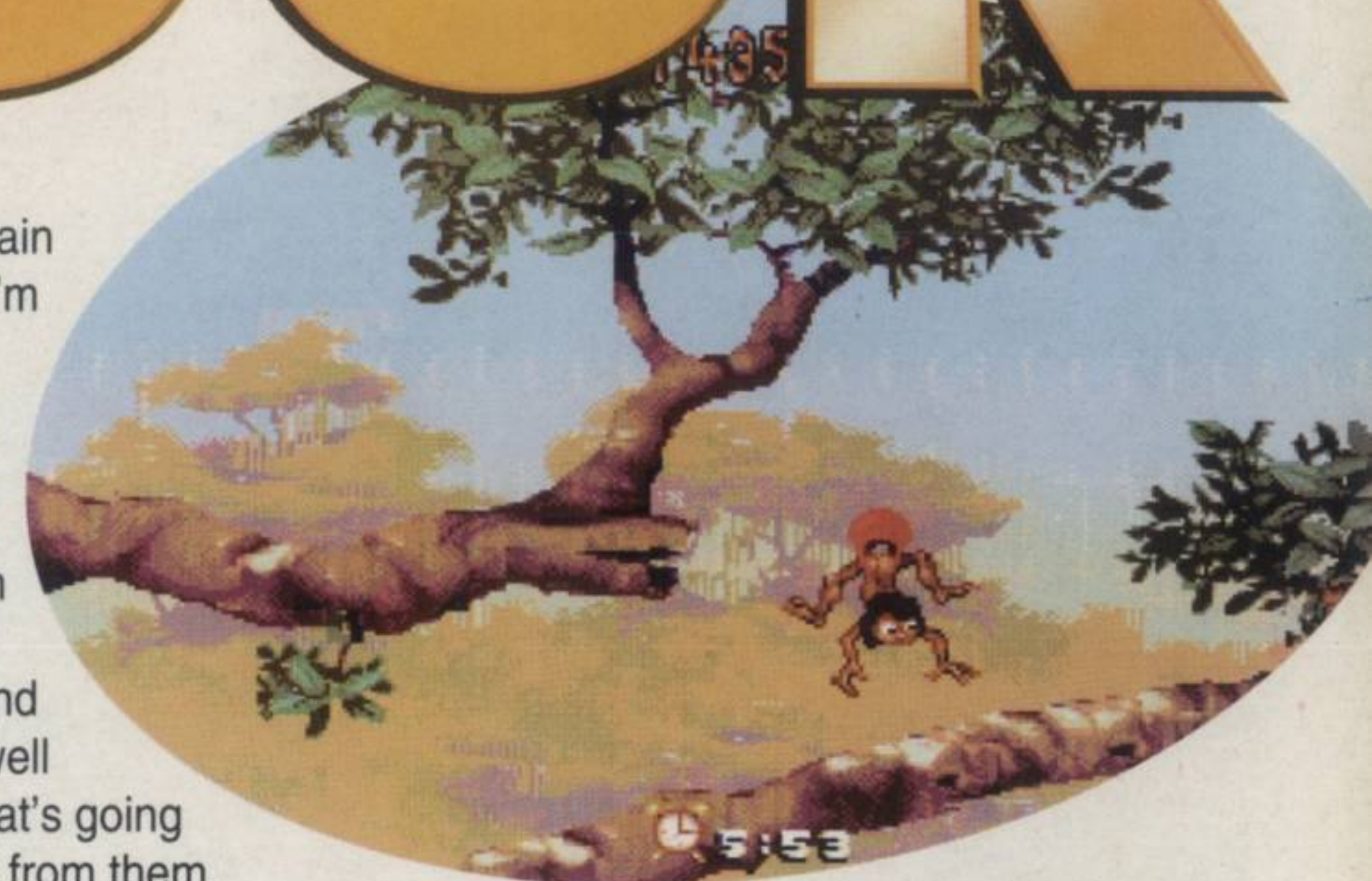
But what is it that makes *The Jungle Book* so gosh darn lovely? Well, it's a combination of different things really; it's the graphics, the sound, the control system, the playability, the difficulty level, the learning curve, the graphics, the gameplay, the characters, the atmosphere and, finally, the graphics.

WHOA! CHECK OUT THOSE LOOKS

But before we delve too deeply into the game let's take a gander at those graphics... gorgeous aren't they? And I

don't just mean the main sprites and scenery, I'm talking about the background graphics as well. Background graphics usually get overlooked in platform games because if the foreground scenery and main characters are well animated, anything that's going on behind can detract from them. However, with a game like this you need to be given the illusion of depth, so that you actually feel as if your character is running through a jungle. *The Jungle Book* achieves this end superbly; the shading (heat haze and a nice moonlight twilight) provides an almost picturesque scene that belies all the action taking place. And they're not just stuck in there for the sake of it either, each level has different scenery, and the parallax scrolling as you progress through the level just adds more to the overall feel.

On top of all the background stuff are plenty of jungle-type trees, bushes, vines and all manner of other things, and they are all drawn so well that you can't help but be impressed. Now add to



Now that's cute: the way that when Mowgli falls a really long way, his pants (PANTS! - Andy) open up like a parachute

that some fantastically drawn characters (like Mowgli, Baloo and King Louie) and beasts such as porcupines, hogs and monkeys, animate them so they look like they've come straight out of the film and you've got possibly the best-looking, most atmospheric and well-animated game it's ever been my pleasure to lay my hands on.

ALL THAT GLISTENS...

We've now reached the stage of the review where you're expecting one of two things to happen. I can either: a) rip into the gameplay and generally "diss" the whole thing (What on earth does "diss" mean? - Andy) (It's a street thing, you wouldn't understand it - Paul); or b) marvel at what they've done to a platform game and ponder about how they made it this fabulous.

Thankfully, I'm going to travel along the second of those two roads. Sort of. As I've already said, we all play platform games because of their ease of use and, for want of a real word, pickupability. The trouble with all this user-friendliness though, is that it can often be taken too far, and you find yourself with a game that looks and plays well, but falls foul of the demon known as difficulty. So how do you get around this little problem? Well, let's see how *The Jungle Book* deals with it.

There are ten normal levels in the game (plus five bonus levels), and each

THE MAN WHO SET THINGS IN MOTION...

You may remember from our interview with Dave Perry (issue 14, back issue fans) that he was working on the *The Jungle Book* project before *Aladdin* arrived on his desk (metaphorically speaking), and so we thought that as well as talking to the programmers of the finished game (see over the page), we'd talk to Dave and see just what he was trying to do with the game, and how the end product differs.

So then Dave, Mowgli is obviously the main character in the game, did you have any special ideas on how he should work?

"We wanted Mowgli to be 'intelligent', meaning if you pushed him to do something, he would react accordingly. In my early demo of this, you were running along and then ran

down to a scared, tip-toe/teetering walk. This I thought would add plenty of 'feel' to the final game."

As well as the main character, did you have any ideas for the basic gameplay?

"We wanted each component of the game to be big and bold, swinging on the vines for example. This approach is very costly, programmers are generally very tight when it comes to spending their precious ROM space, but we decided to go the whole nine yards. We even had bigger mechanics planned."

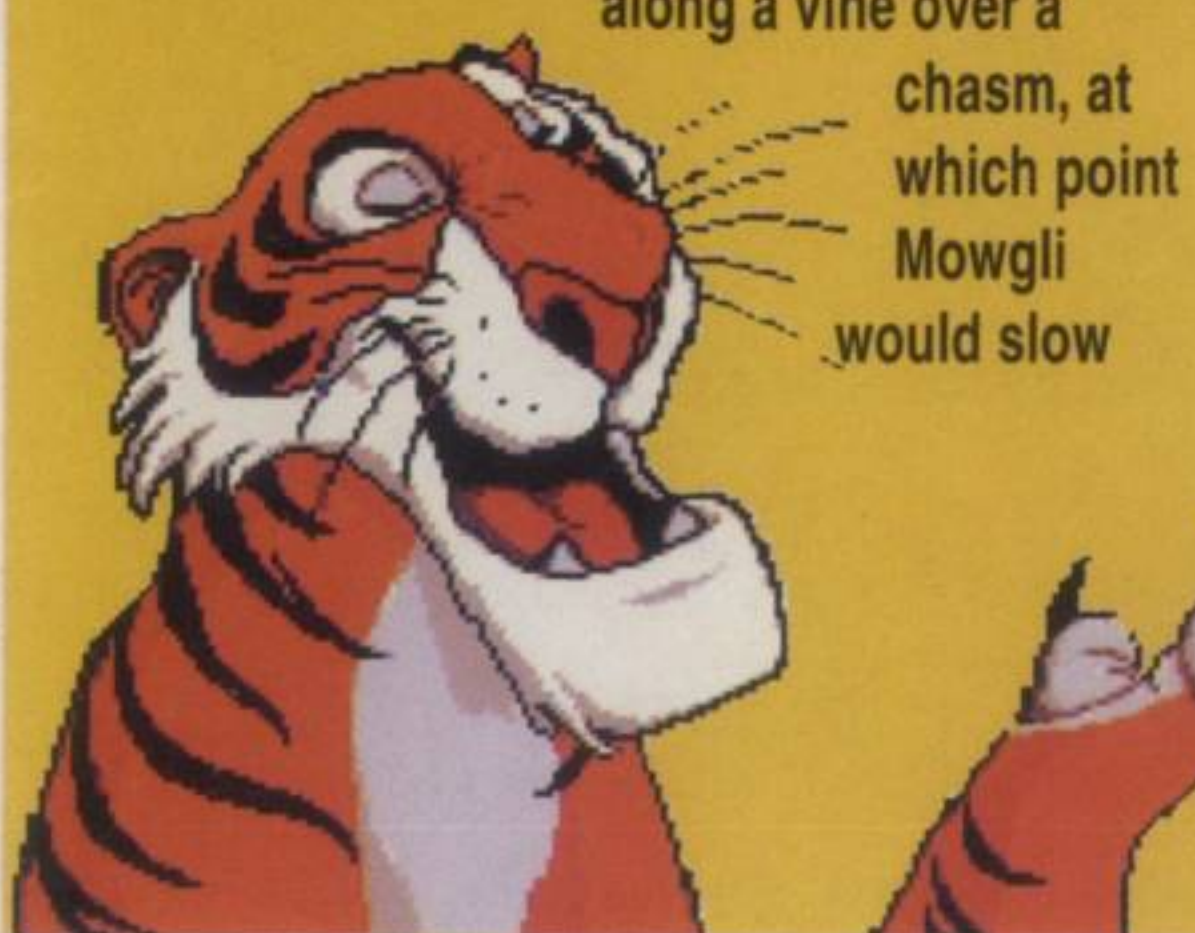
Thanks very much for that Dave, we'll let you get on with whatever it was you were doing... oh, yeah, exactly what are you up to at the moment Mr Perry?

"Sorry, I can't tell you."

Oh, go on, just between the two of us...

"Not now, maybe later..."

You can be sure that Dave will keep us posted here at MEGA, so watch this space over the next couple of months to find out exactly what he's got up his sleeve.



chasm, at which point Mowgli would slow



See that bloke on the left? Well, he's the chap who was responsible for the developing of Aladdin. He's also the chap who started the job on The Jungle Book



To use the see-saw, you must jump down on the very tip of the plank

Review Feature



By using the see-saw you can get up to places you otherwise wouldn't be able to reach



Your first "boss" is Kaa the snake. Avoid his mesmerising stare and hit him with your bananas



Look, it's a baby elephant and when you touch it, it puts the flag in the ground and waves its trunk about



The monkeys are the most common enemy you face in the game, so work out how to deal with them quickly



It's the Dawn Patrol! Jump from the backs of the elephants to reach the platform and collect the gems, but take care with the "papa" elephants, who have a nasty habit of firing water at you from their trunks

SCREEN SCORE

- ① Your life meter (which goes down when you're hit) and your number of lives.
- ② This is what the gems look like and this bit also tells you how many of them there are left to collect. Useful icon this.

- ③ Your currently selected weapon and how many of them you've got to hand.
- ④ Each level has what you think is a decent time limit, but it goes very quickly.
- ⑤ If you can't find a gem, try looking at the compass for directions.



Just one gaming screen and all that information. Lovely!

level represents a certain part of the film. You start in the Jungle by Day, move from there to confront and befriend Baloo, meet up with King Louie and then work your way through to the final match-up with Shere Khan. To move from level to level you need to collect the right number of gems on each stage. There are usually 15 gems on each level, but depending on which difficulty setting the level is, the number you need to retrieve can be different (10 for normal level, 12 for hard). Collect the right number of gems and you will be able to exit the level by finding Bagheera, or you can carry on and collect every gem on the level to receive bonus

points, unless you're playing on a level with a boss character in it, in which case you will then have to find out where the boss is and defeat him/her/it before you can leave the level.

Some of the levels are fiendishly hard to negotiate

It's the finding of the gems though, that really makes the gameplay in this platformer. Each level is not only incredibly detailed, it's also very nicely laid out, ingeniously designed and sometimes fiendishly hard to

negotiate. And remember that not only do you have to search through the level to find the gems (and some of them really are hidden very well), you have to deal with all the jungle animals that get in the way. Gameplay-wise this causes



SO WHO ARE THE GUYS BEHIND IT ALL?

Ever heard of a development company called Eurocom? Well, up until a couple of weeks ago, neither had I. But seeing as these guys are the creative talent behind a top platform game like *The Jungle Book* it made sense to pop up to outer Derbyshire to check them out.

Without meaning to sound derogatory, most of the members of the Eurocom team are what are known as back-bedroom boys. They started programming several years ago, mainly on Commodore 64s, and in those boom days of computing they programmed

something like 50 (yes, FIFTY) top-selling titles. Then, in 1988 they decided that consoles were going to be the format of the future (smart thinking) and so started developing for the NES and

Gameboy. Thus Eurocom was born. From an initial few people they have gradually built themselves into a team of 27, and each person is dedicated to programming the best video games they can.

With several 8-bit games under their belts they then branched out into 16-bit territory, and are quickly following that up with projects for the Sony PSX and the Sega Saturn. But we wanna know about *The Jungle Book* don't we? After nosing around their offices for a while, I sat down with director Hugh Binns and asked him some very important questions...

The Jungle Book was only something like 30% percent complete when Eurocom got their hands on it, and with only a couple of levels mapped out, there was a lot of work to do, but not much time to do it in. How did they actually manage? Hugh explains:

"Three levels had been half completed.

We used the styles and themes of existing graphics when creating the seven new levels and five bonus rounds. Dave Perry's platform game source code uses a clever engine based around Virgin TUME (The Ultimate Map Editor) and Chopper (a sprite grabbing routine) utilities. Although we used our own engine for *The Jungle Book*, we adapted our source code so it used the same system as in Dave Perry's engine."

The size and structure of levels obviously plays an important part in the game, and Eurocom wanted to provide plenty of scope for the gamer. This means that instead of huge, sprawling levels with not much to do or small levels with linear gameplay, you get nicely sized levels that give you the opportunity to explore without getting lost. As you should already know if you've read the review, the goal of each level is to collect a certain number of

gems. This means that the level structure is very important, and so that was one part of the game the developers wanted to get right. This all goes hand in hand with the difficulty level of the game. Hugh explains:

"We felt that the current crop of platform games don't offer enough challenge (and value) to experienced players. We set the difficulty level so that both kids and hardcore Mega Drive gamers will find it a challenge. There are tons of



NES *Jungle Book* is not as visually stunning, but it's still a top game



Ride on the back of a turtle to get along the river



Don't know about you, but I like the look of those bananas

you a couple of problems.

Firstly, you can't just run through the level in a straight line from left to right, expecting to have everything thrown in front of you ready for you to collect. And secondly, you must take time to get rid of almost everything on the level, because if you miss one gem, you've then got to come back on yourself to find it, and you may lose a life at the hands of something you should have killed earlier.

On top of all this, the levels are designed in such a way that even if you don't need to go back and collect a gem, you may still have to go back and take a different route through the trees/jungle in order to get further through the level. There's none of this running-straight-through-a-level business. So get your thinking caps on.



Even more polished than Aladdin

game genre. *The Jungle Book*, although possibly not as exciting as *Aladdin* (in a toss up between main character animation, I think *Aladdin* wins... just), is even more polished and also more playable because of the ingenious level structure.

Instead of just running along à la *Sonic/Aladdin*, you really do have to slow down at times, check out all the information on the screen, and then act upon it. Also, because of the sheer amount of action happening you will, horror of horrors, lose the odd life or two. Trouble is, you won't lose *that*

many. Now without blowing my own trumpet here, I like to think that I'm pretty good at games, but then again I'm sure I'm not the only gamer out there who will be able, after a good few hours of familiarising

themselves with the game, to get through several of the ten levels.

There are a couple of stumbling blocks early on (level three is a real pain), but, using all your continues, a few plays will soon sort out any problems, and once that has been sussed you can then move on through



Sleepy old Baloo doesn't really do much here apart from let you stand on his stomach, but at least you can avoid those horrible little fishies



Press Up when inside the house to warp to somewhere else

the next couple of levels rather quickly. It seems that every third level does involve some special sort of problem, but as I've said, a few more goes at it will soon sort out any problems you might have. The thing is, I really enjoy playing the game. The whole presentation of the thing and the heavy reference to characters in the film (like using the baby elephant as a restart point) just makes the whole gaming experience a real joy.

PERFECT PLATFORM FARE

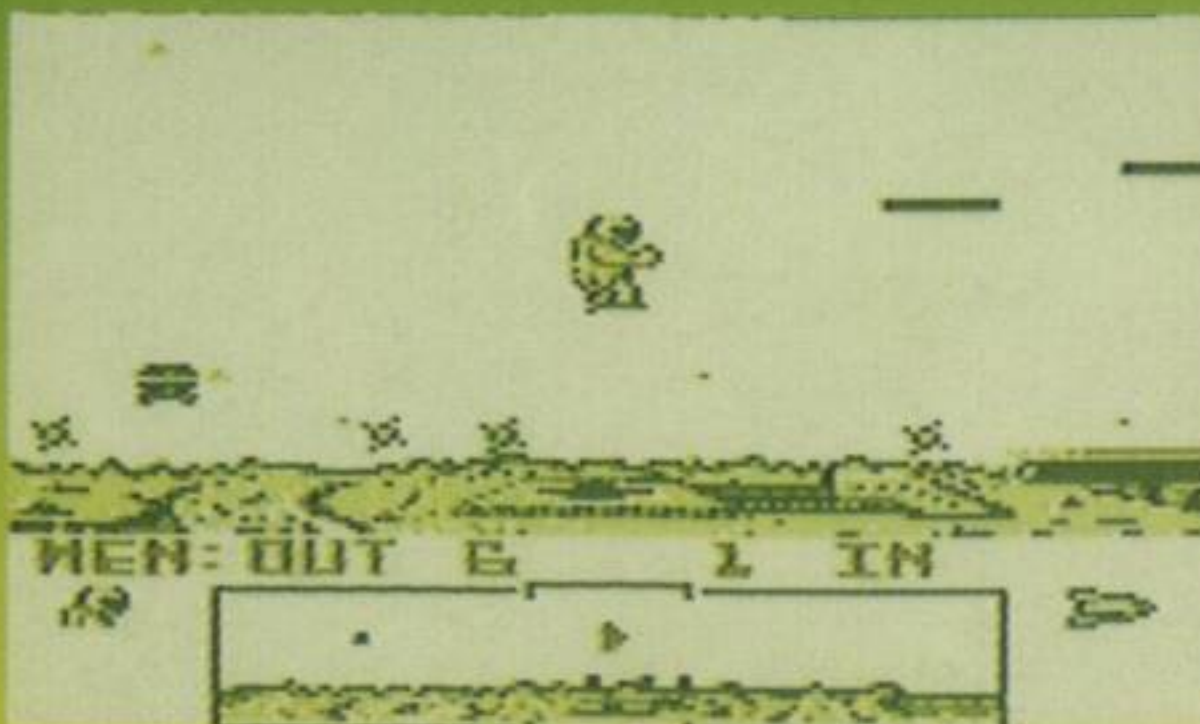
The Jungle Book is far better structured than most other platform games and has a high playability factor; it's just a question of what you want from a game.

A POLISHED PERFORMANCE

Although we've all seen polished platformers before, it seems that every few months or so a game comes along which sets new standards. Not only was *Aladdin* a marvel of animation, it was also a superbly friendly game to play but suffered from the easiness of the platform

hidden features, areas and bonuses which only the really good players will be able to find, but inexperienced players will still find it fun and be able to see most of the levels."

After Hugh had shown me most of the game in question, I then took him into a small quiet corner of the building and quizzed him about their other up 'n' coming projects. Unfortunately, his lips were sealed, but you can be sure that they are up to something, because



Dropzone is a real classic and soon to be hitting the Mega Drive

one of the rooms was locked and they wouldn't let me in it...

THE EUROCOM TEAM

Producer: Hugh Binns
Senior Programmer: Tim Rogers
Programmer: Tim Swann
Background and Sprite Graphics: Steve Wilding
Sprite Graphics: Adrian Mannion
Boss Graphics: Colin Garratt
Presentation Graphics: Steve Bedser
Original Level Design: Mat Sneap
Virgin US Producer: Robb Alvey

PAST HISTORY

Although the boys at Eurocom haven't worked on many Mega Drive games to date, they have worked on various console formats with classic games such as *Dropzone*, *Sensible Soccer* and *Elite*. At the moment they are working on games for the Mega Drive, SNES, Gameboy, Game Gear, 3DO and PC CD-ROM.



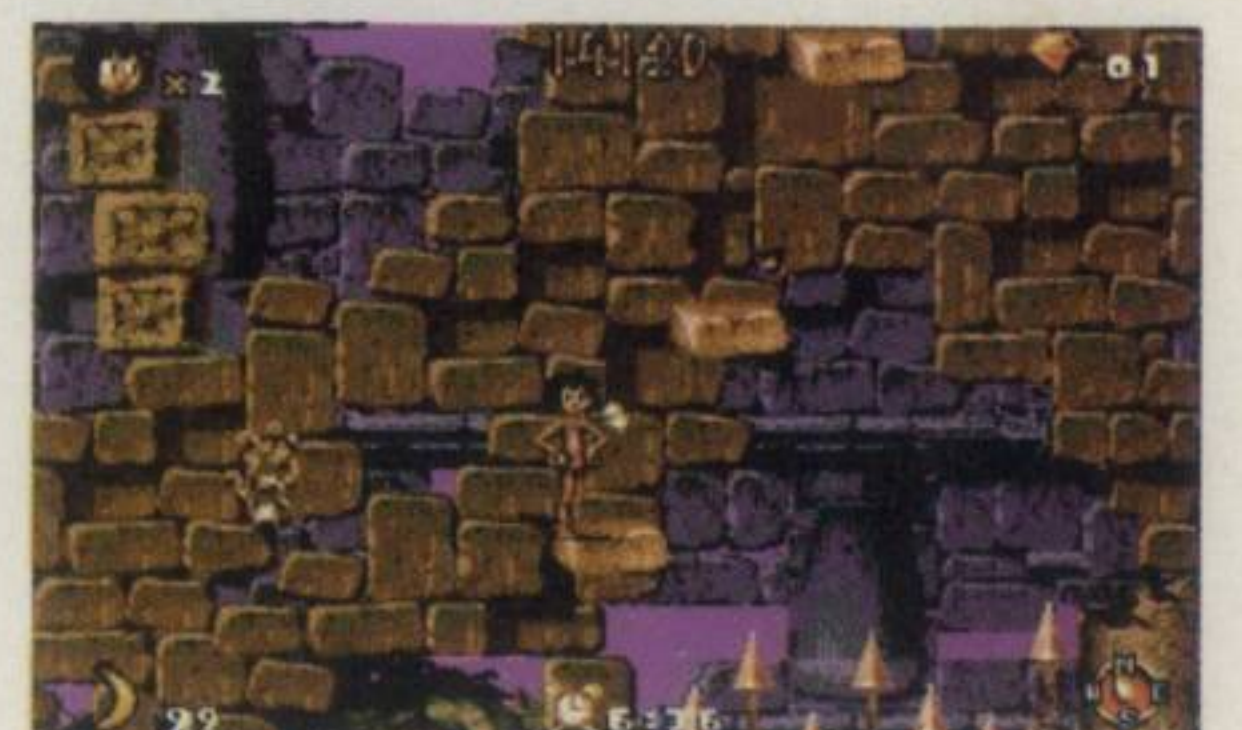
Things in The Ruins aren't in good condition, so just be careful where you stand to take a rest



Another cute screenshot showing not only the baby elephant, but the pants trick as well



The lovely King Louie in all his long-armed glory. What a character!



You don't really want to fall on those spikes, so keep on jumping

WEAPONS GALORE

Because Mowgli is only a little boy, he's going to need all sorts of weapons and the like in order to despatch the various animals and nasty things he'll come across in the game. And although you can bounce on most on them (except for the porcupines), firing at them from a safe distance is the wise way to protect your health.



Banana - Your basic weapon, useful but not very powerful



Double Banana - Double the number of bananas equals double the power



Banana-rang - A sort of returning banana



Pea-Shooter - Very limited but very powerful as well



Invincibility Mask - Activate this and you'll be invincible

DOING THE DISNEY

Think of a few top-class Mega Drive platform games... go on, keep thinking... right, OK, how many of them are Disney related? For a start, you must have thought of *Aladdin* right? And then there are classics like *Castle of Illusion* and *Quackshot* as well. Not bad eh?

Ah, but what about the lousy ones? *Fantasia*, *Ariel the Little Mermaid*, *Roar of the Beast*, *Belle's Quest*, for example. So why the big difference, what exactly goes on when Disney put their name behind a game?

The main reason for the difference in quality could have something to do with the software company or programmer put in charge of developing the game. Take a look at the good games to see what we mean. Both *Castle of Illusion* and *Quackshot* were Sega's own products, and *Aladdin* was split between Virgin (who programmed it) and Sega (who marketed it).

Fortunately, this is the way things are now going to stay. A deal has now been set up between Virgin and Disney, so the ball is firmly in Virgin's court regarding quality. However, now that Dave Perry (you know, the bloke behind *Aladdin* and the guy who started *The Jungle Book* project off) is working for his own company,

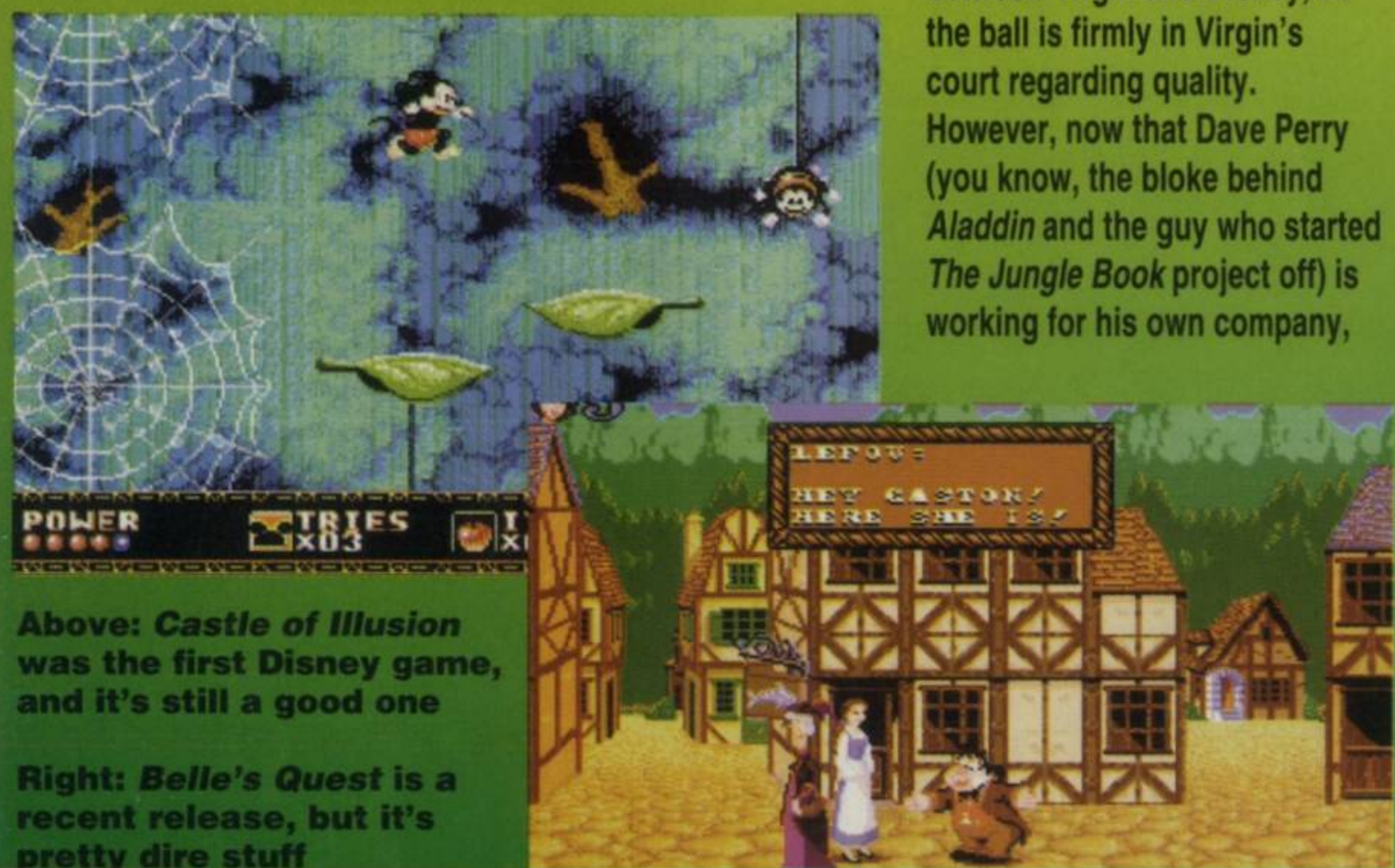


Ariel the Little Mermaid. Lovely film, bloody awful little game

just how are Virgin going to cope?

Actually, that's a bit of a stupid question, because one look at the Virgin set-up, both in Europe and the U.S., and you can see that they are most definitely not a one-man team. In fact, in their studios in Irvine, California, there are something like 40 talented programmers just itching for something to do. And then there is the team from Westwood Studios in Las Vegas, who brought you *Dune 2: Battle for Arrakis*.

So, what are all these people up to at the moment? Well, you all know about the *Lion King* (Disney's latest blockbuster, that will hit the U.S. this summer and will arrive over here around Christmas time) and it's no secret that Virgin are working on the game of the film. It's obviously still too early to tell you much about this title, but we'll definitely keep you in touch. In the meantime, just enjoy playing *The Jungle Book*, huh.



Above: Castle of Illusion was the first Disney game, and it's still a good one

Right: Belle's Quest is a recent release, but it's pretty dire stuff



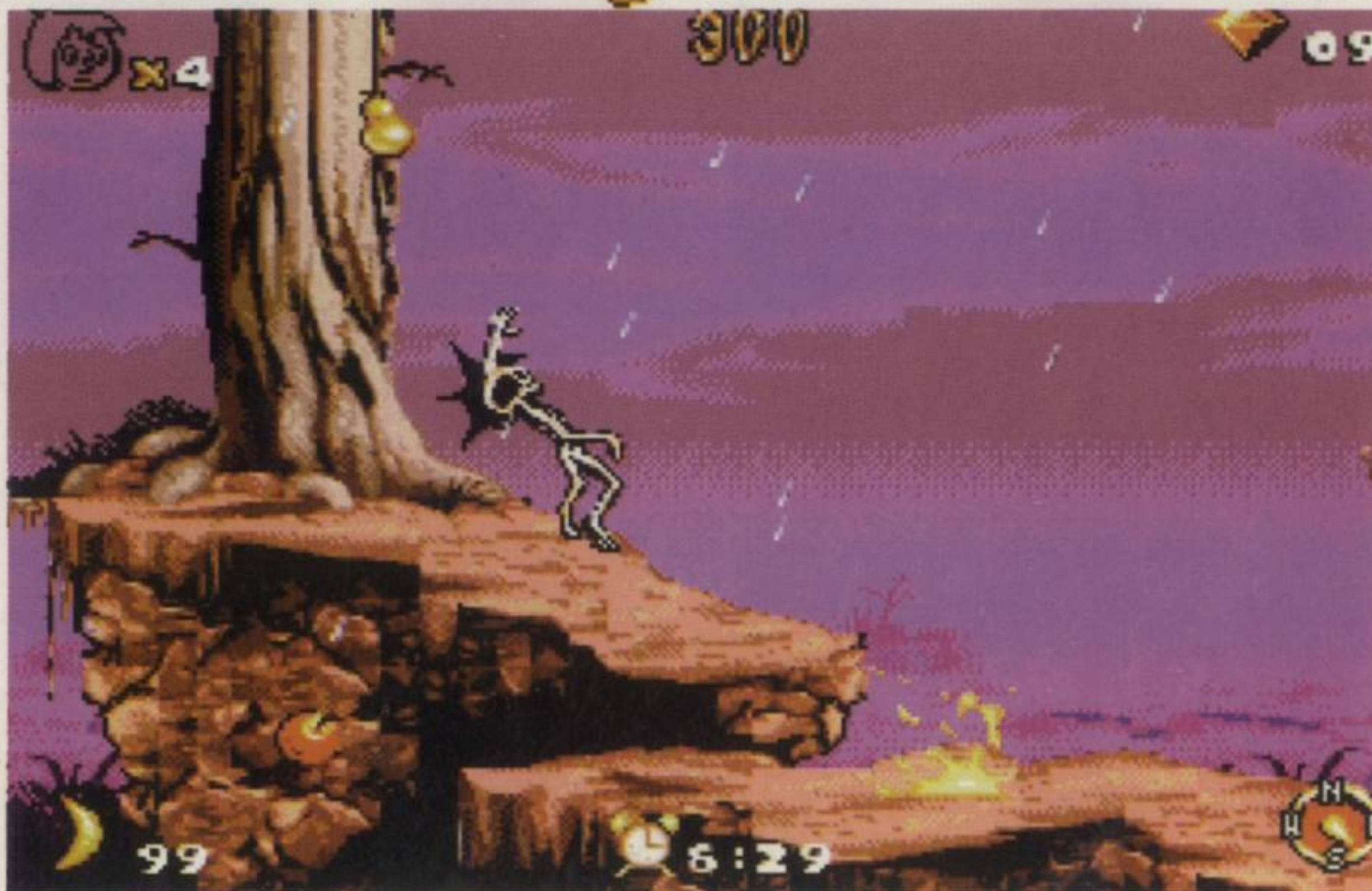
In the Jungle at Night, the fire flies will show you the way to go

If you buy games like *Sonic 3*, *Aladdin*, *Tiny Toons*, *Rocket Knight Adventures* etc. on a regular basis and enjoy playing and finishing them, you'll probably be correct in thinking that *The Jungle Book* is the best example of its kind. If, on the other hand, you want a greater life expectancy from your cartridges and go for the likes of *John Madden 94*, *NHL Hockey '94* and *PGA Tour Golf 2* and own one Sonic game because you think you should, then

you're probably not going to feel you get your money's worth from *The Jungle Book*.

Well, that's about it. I've told you everything you need to know about the game and I've even gone as far as to recommend buying the game depending on what your particular expectations from a cartridge are. My opinion? Well, I love playing platform games and I keep playing them until the end and, to be honest, I haven't come across a more polished, more enjoyable and more playable game in ages. It's just a shame that I'm going to finish it soon. Still, I can always try playing it on the HARD level...

© Paul Mellerick



Stand still for too long on the Wastelands level, and you'll pay the price

BONUS STUFF

If you're low on stuff (whatever it may be), you'll be able to find everything you need in the bonus areas. But how do you get into them? Well, firstly you must find a spade. Grab hold of it and Mowgli will dig into the ground and end up in the bonus room. This is full of goodies for you to collect, but you've not got much time to collect it all, so don't hang around...



Ooh, look at all those lovely bonuses just sitting there waiting to be picked up by someone



PUBLISHER: Virgin Interactive Entertainment

PRICE: TBA

RELEASE: July '94

CARTRIDGE: 16 Mbit

CONTACT: Virgin 081 960 2255

- Sorry, but Mowgli's a lonely little soul
- There are two levels of skill: Normal and Hard
- You start with four lives, but you can pick up more
- No password or battery back-up system in here
- Ten normal levels, and five bonus levels to master

GRAPHICS 10

SOUND 8

GAMEPLAY 9

GAME SIZE 9

ADDITION 8

"Platform games are by their very nature easy to play, and this is no exception, but while it lasts it's one of the most enjoyable gaming experiences you'll ever have"



90 PERCENT

WIN THE TRIP OF A LIFETIME

With a top game like *The Jungle Book*, you'd expect MEGA to tell you everything about the game. And that's what we've done in the review feature you've just read. What you probably didn't expect was a competition of this magnitude.

We thought long and hard about this, but we've managed to persuade Virgin Interactive Entertainment to stump up some incredible prizes and a top prize like no other.

The winner and another person will (get this) be flying away from this country to the incredible city of Los Angeles to visit the wonderful Disneyland. But the two lucky winners will see more of the city than that, because they will also have the chance to visit Universal Studios (with the amazing *Back To The Future* ride), Magic Mountain (with its neck-breaking roller coasters), Hollywood, Sunset Strip... the list is endless.

But even if you're not lucky enough to win that prize, you could still win one of ten limited edition boxed sets of *The Jungle Book* on video. The sets include a video, a soundtrack CD, a booklet and two lithographs of the film. Phew! And then just because we're feeling really generous, there are some impressive fluffy toys of Disney characters which you can either keep for yourself or use for your younger brother/sister's birthday presents.



Ever fancied a trip to Disneyland in Los Angeles, USA? Ever fancied not paying for it? If you've answered yes to these two questions, this is the competition for you...

But what are you going to have to do to win these fabulous prizes? Well, just answer the following three questions correctly, and you're in with a chance. Here they are...

1. In which year was *The Jungle Book* film made?
2. Who wrote the original story?
3. And from which song in the film does this line come? "Oh, the aim of our patrol, is a question rather droll."

Now write down the answers on a postcard and send them to: **The Jungley Wungley Compo, MEGA, 30 Monmouth Street, Bath, BA1 2BW.** Before you do that though, check out the rules box over there on the right-hand side of the page.



You've played games like *Aladdin* and *Castle of Illusion* and now you can experience the magic of Disney for yourself

RULES

In an ordered society like ours you must have rules, and especially for competitions like this, so here they are.

1. Right, if you work for, or are related to, anyone who works for Future Publishing, Disney or Virgin Interactive Entertainment, you can't enter.
2. All entries must be in by May 31, 1994. Any later than that and you won't even stand the slightest chance of winning.
3. The editor's decision is the absolute and final one, so there.

Thank you for your attention, now get on with finding those answers.



Look at that, even Kaa the snake is excited about the competition



If only mermaids had legs, Ariel could enter as well



Even if you don't win the major prize, you could still get a lovely boxed set thingy including a video of the film, the soundtrack and a couple of lithographs from the movie

Animation Feature

Ever wondered just how someone goes about putting animation into a game? Want to know just why games like *The Jungle Book* and *Aladdin* look so darn good? Well we did, so we thought we'd put our questions to the people who'd have the answers. Andy Dyer speaks to Hugh Binns of Eurocom and top programmer Dave Perry to find out exactly what the whole business entails...

As any older gamer would be able to tell you, if they were to pick up and flick through a games mag from, say, five years ago, they'd probably think "Aah, I remember that old classic" almost immediately followed by "Did it really look that crap though?". The sad fact is that although we look at old games with a slightly reminiscent tear in the eye and hope for the resurgence of such originality in the market, the fact remains that these days, video games are looking better than ever.

THE BEST THERE'S EVER BEEN

Forget gameplay for the moment, this is, after all, a feature on animation, and look at today's games. They are without doubt the finest-looking things ever to grace our TV screens. Most recently, with the arrival of CD-ROM and the new Super Consoles, we've been introduced to the world of fast-moving texture-mapped polygons, millions of colours and full-

motion video, and while it's all very impressive, all this new technology is still very much finding its feet. The really impressive stuff has been happening on the older machines, with a gradual increase in graphical quality over the years until it climaxed just a few months ago with the almost unfeasibly brilliant animation contained within *Aladdin* on the Mega Drive.

The sheer visual quality of the game threw the developers of the Super NES version of *Aladdin* into a mad panic, and they subsequently went back and redesigned their game's graphics, which eventually came pretty damn close to those of the Mega Drive version. And as is always the case with true one-upmanship, *The Jungle Book* is just as good as, if not better than, *Aladdin*, and it's entirely without doubt that from here on in, a number of developers will try to match the graphical performance of the Disney/Virgin partnership. It's not an entirely disturbing prospect we think you'll agree. So having seen the cartoon

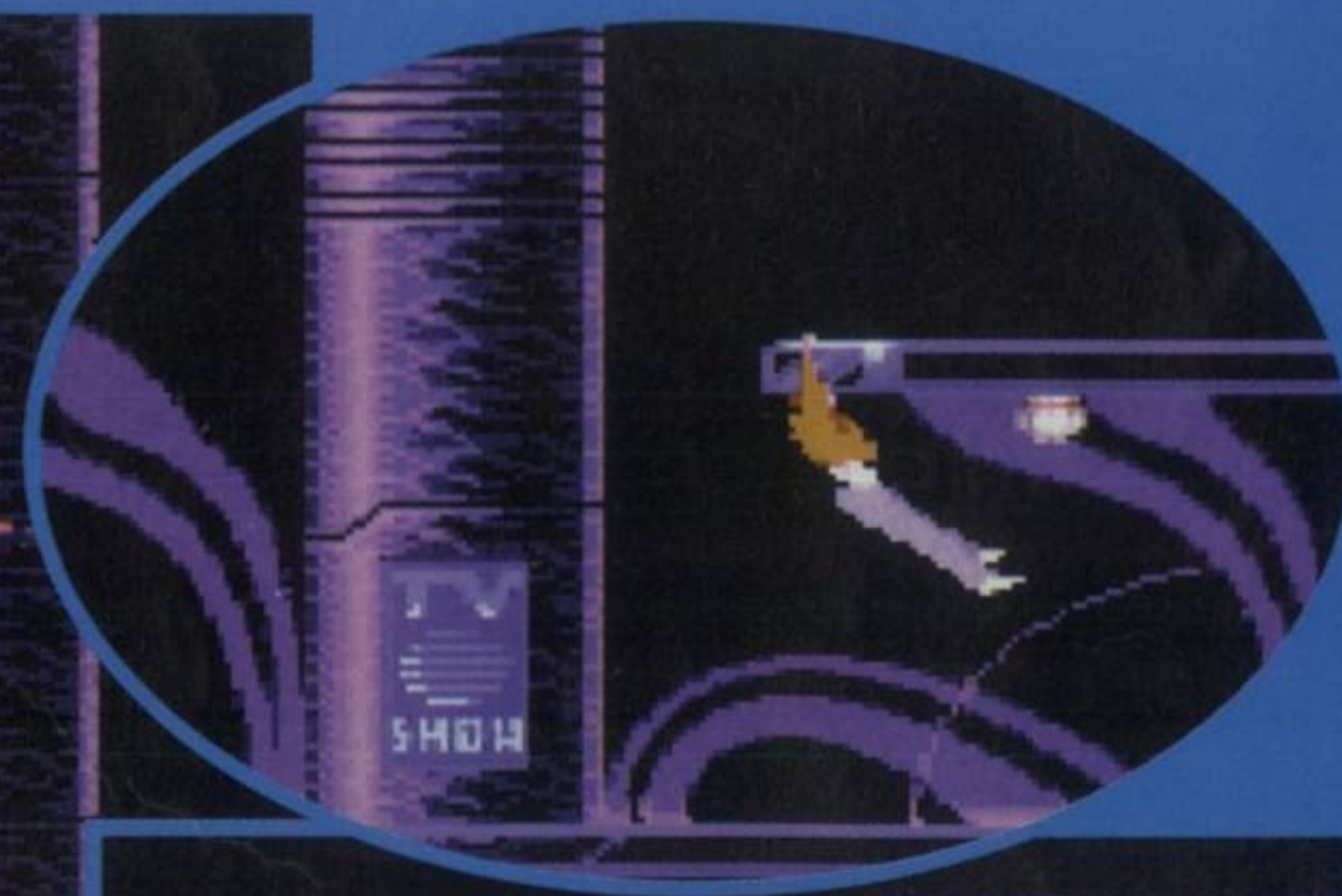
THE ART OF ANIMATION

VIDEO IS THE KEY

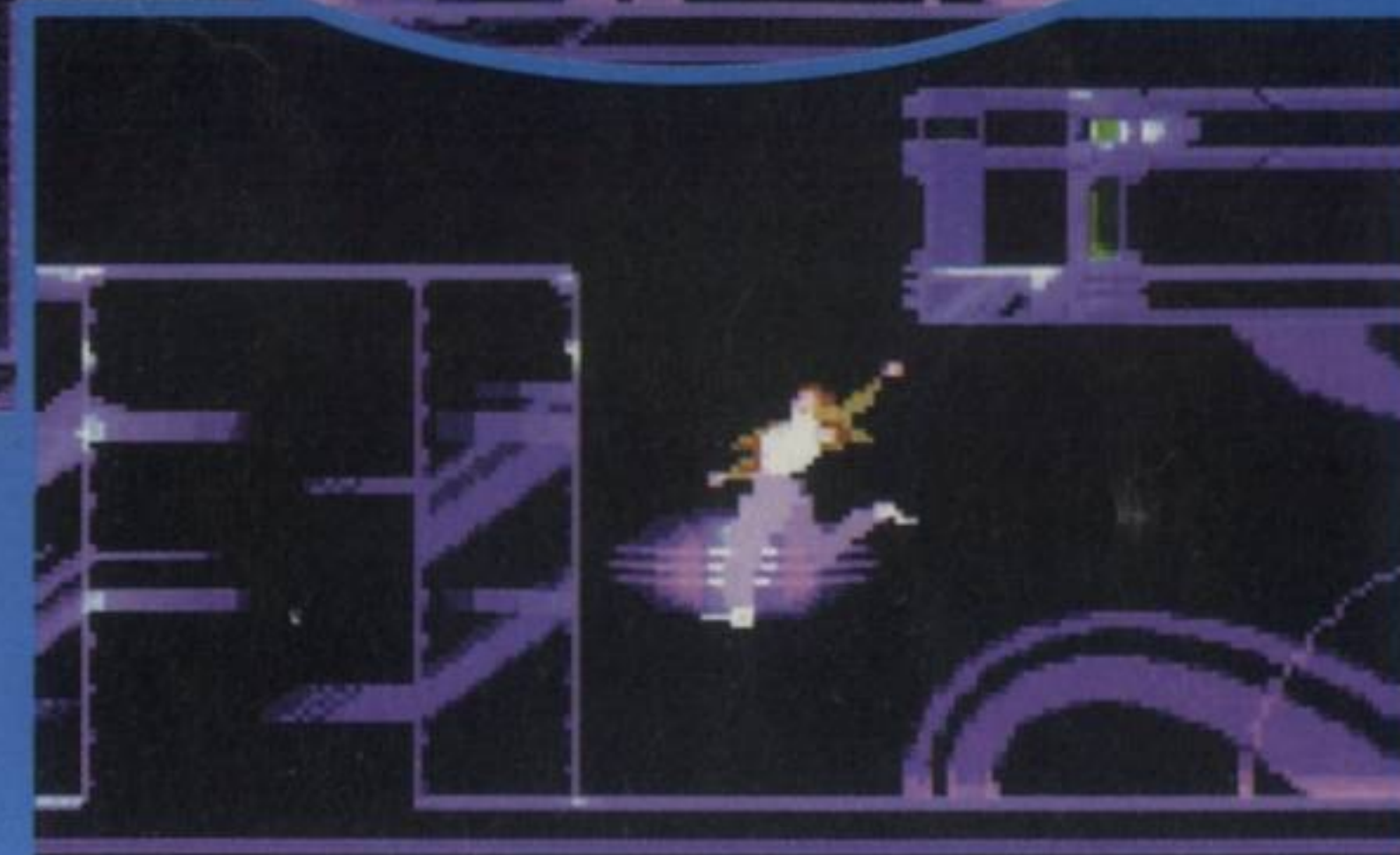
Now although traditional animation may be great and all that, let's not knock new technology, because without new technology there wouldn't be rotoscoping. And without that there wouldn't be games like *Flashback*. Rotoscoping, like all good ideas, is basically simple. The idea is to videotape a real person acting out all the moves of the in-game character. Once that's done, you then digitise the actor, and through a long and timely process turn him/her into a game character. What this gives you is an incredible level of realism and, if memory allows, lots and lots of frames to make everything seem incredibly real. *Flashback* does this brilliantly and, to a lesser extent of brilliance, so does *Another World*. There aren't that many rotoscoped games around because of the time it takes to produce them, but when you see them you can't help but be impressed.



Above: Simple things like explosions can give some fantastic results as far as animation is concerned, and here our hero rolls out of the way in a very convincing way. Are you all right Conrad?



Top right: Even things like hanging on a ledge call for fine detail



Right: Conrad in mid-jump. Shame we aren't all that athletic

platformer come of age, let's get back to the beaten track and talk about the job in hand, animation.

CHARACTER DEVELOPMENT

For the purposes of this feature we'll look at three distinct types of animation that appear in video games. For the most part, game characters are created by the development team, and much of the character and style of movement is dictated by the graphic artists working on the game. True, they may have some grounding in traditional animation techniques but the way in which an individual character moves and looks is very much down to each designer's individual style. Let's take as an example the character Nigel from *Landstalker*. He's very nicely drawn, moves very fluidly and has a style all of his own, but at no time is anyone going to criticise the character for not being realistic enough or not moving like a Warner Brothers character. He is Nigel out of *Landstalker* and that is enough.

Some games, however, require more complex techniques to create a specific and unique look and feel. The obvious example is *Flashback*, which uses a technique known as rotoscoping, in order to achieve a high level of realism in its movement. (See the boxout below to find out just how rotoscoping works.) While the process of rotoscoping might be more time consuming than getting a competent designer to invent an original character, it has the distinct advantage that it can achieve stunning results (like those seen in *Flashback*) in a fairly straightforward way, by simply mimicking video footage of real people. Effectively, the characters on screen are just real people that have been digitised and retouched to fit in with the game.

Now all this moves us rather neatly on to the recent Disney games, namely *Aladdin* and *The Jungle Book*. The developers of the games could quite conceivably have watched Disney films over and over, learnt the style and taken a brave stab at replicating the animation

in a game. This is a tall order though, in that the quality of animation seen in Disney films is second to none, and it's the skill of the original animators that manages to create characters that move in a perceptibly realistic way while still remaining stylised and very much a cartoon. Inevitably, something would have been lost in the transition.

A TEAM EFFORT

So it was that Virgin teamed up with animators who had actually worked on the films, in order to get the characters to look, feel, and move in exactly the right way. By doing this, and by using the expertise of Dave Perry (who talks to us later in this feature) they managed to come up with something very rare indeed; two games which have the gameplay of regular platformers but which visually are like taking part in the films themselves.

To find out just how this was achieved, the first obvious place to look was Eurocom, a formerly obscure development outfit which has worked on a whole host of projects but has previously been very much out of the limelight. That's all changed with *The Jungle Book* of course, so we gave Hugh Binns (top cheese of Eurocom) a bell and asked him just how you go about getting animation as immaculate as Disney's into a game.

"The animation was done by Mike Deitz from Virgin," says Hugh, "along with Steve, Adrian and Colin from here. Disney supplied an animation model pack which was basically several hundred frames of concept art from the

film. We scanned in some of that art and also digitised some scenes from the film and then used them as a starting point for coming up with our own sprites. We didn't use the DigiCel process used in *Aladdin*, as the results were so good using conventional techniques that it wasn't really necessary."

GETTING THINGS JUST RIGHT

You can take MEGA and Hugh's respective words for it that, indeed, these "conventional techniques" have proved to be more than up to scratch. You can't see the animation from the screenshots in our

review, but it's faultless. However, to the trained eye, surely a game can never come up to the standard of a film. We suspected that the amount of frames per second used in films and games would differ wildly, but that simply isn't

the case. On the subject of frames and frame rates Hugh had this to say.

"There are about 800 frames of animation for Mowgli (from a total of 1,546 frames of animation in the game for everything). Mowgli and the smaller enemies animate at 25 frames a second, which is almost the same speed as the film (24 frames a second). For the bigger sprites it uses less 'in-betweens' to save memory, so they only animate at 12 frames a second. A huge amount of memory had to be allocated to sprites so we could fit in all the frames. They are also downloaded dynamically instead of all the frames being held in VRAM at the same time."

All very impressive, and more

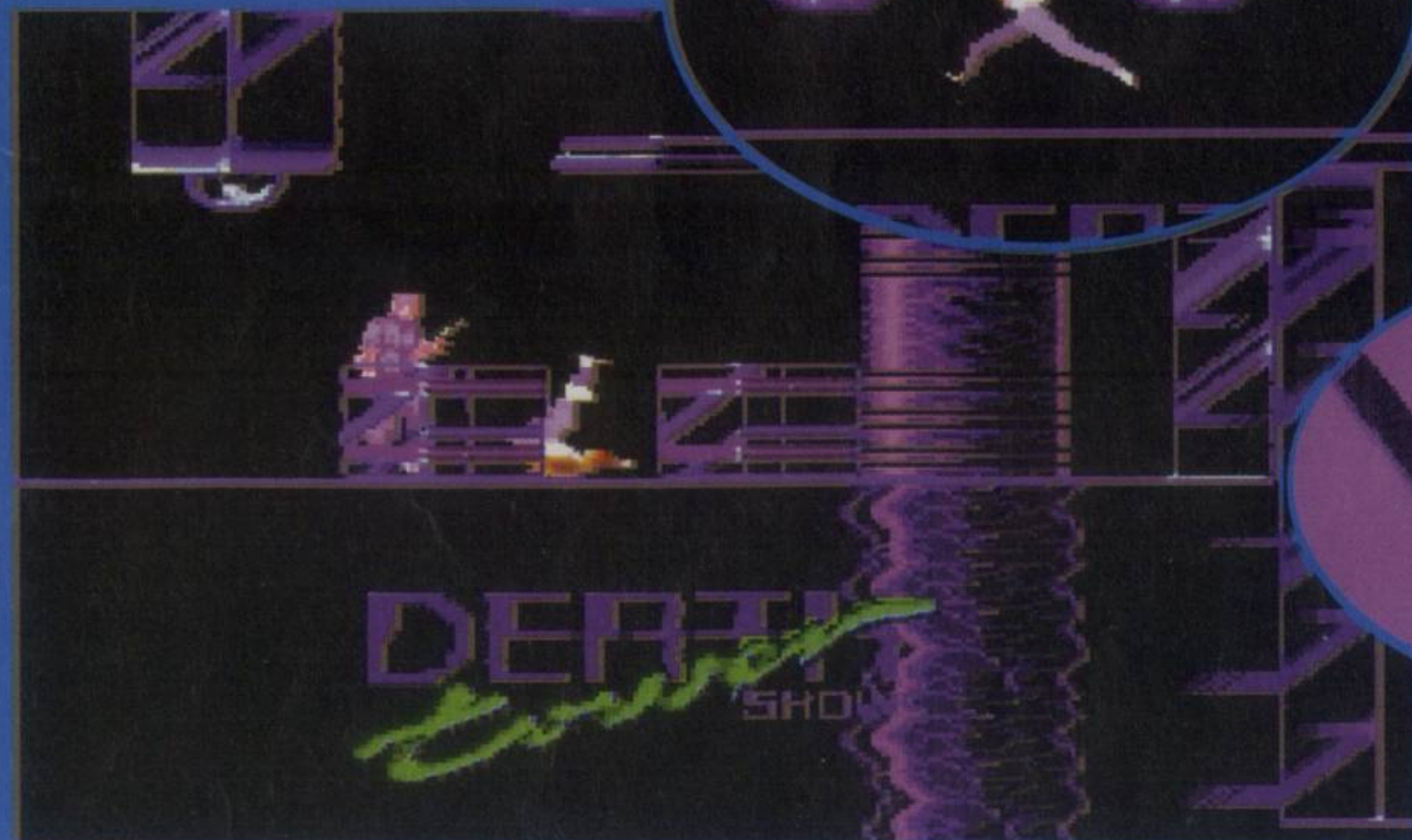


Turn Over

Playing The Jungle Book is like taking part in the actual film

FROM

Although these stills don't really do the fluid animation justice, it's these little intricacies that make the game the stunningly realistic piece of software that it is. I do feel sorry for the actor though



Another World isn't as detailed as *Flashback* but then it was one of the first attempts at putting rotoscoping in a game. However, it still makes you feel that you're very much in charge of a real character instead of just an animated sprite, and the close-up scenes, of which there are quite a few, are very smooth and atmospheric



Animation Feature

impressive still when you consider that Eurocom had to replicate Disney's distinct style as opposed to what we'd assume is an easier task of creating an original character or using rotoscoping. Was it incredibly tough to get the animation right?

"It makes it a lot easier if the source material is as good as *The Jungle Book*."

But a few months back we all heard from Dave Perry about the nightmare that was the *Aladdin* project. So we asked Hugh if he'd do it all again.

"Yes, it's been a dream project for us and we'd gladly go through it all again (although a longer deadline would be nice next time!)."

OK, well enough of the serious stuff. It's time for Hugh to dish the dirt. What about that spawny git who's living over in California, that Dave Perry bloke. What do Eurocom think of him and his playboy millionaire lifestyle?



Games like *Sylvester & Tweety* rely on animation to make the game look as close to a proper cartoon as is possible

"Dave Perry's a very talented programmer/designer and an extremely shrewd businessman. (He's also one of the nicest guys in the industry.) His new team, Shiny Entertainment, contains some of the best people in the industry and I'm really looking forward to seeing their first game."

A COMPROMISE SITUATION

Hmmm... we'll leave Eurocom at this point and move on to the chap in question, Dave Perry; seeing as we're talking about animation in video games, the feature would be pretty incomplete without a brief chat with the big man himself. So we got straight on the blower to Shiny Entertainment and firstly asked Dave how you go about putting all that animation into a game.

"In the movies, animation is measured in time (24 frames per second) and the number of frames of animation allowed is predetermined by the timing of the previously recorded soundtrack. In games, however, animation is measured in bytes per frame. The number of frames allowed in the cartridge is determined by hours of negotiation between the programmer and the animators. The biggest guy (That'll be you then Dave - Andy) nearly always wins, but in a plea for mercy, the animator (for some reason always the smallest guy) claims he has to match the animation in the movie, and a compromise, usually giving him half the number of frames the movie had to do it in, is reached."



Mortal Kombat uses digitised characters to give the game an edge of realism over the more traditionally drawn computer sprites

Er, yes, but how did you get the stunning animation used in *Aladdin*, and why haven't we seen anything like it before now?

"The DigiCel technique that we invented allowed us to create this super smooth animation in the same amount of frames that other game development teams use (like in *Sonic*). It's all down to this leading edge technology that we have left other teams mystified. We get calls daily from other companies offering to buy this technology, however, the only way they are going to get a copy is if they buy a 'SHINY' game! The final result, Sega have offered us *Sonic 4* (Wow! - Paul) and Disney keep offering my animators jobs."

THE ESSENCE OF ANIMATION

Thanks for that Dave, but what about Shiny Entertainment's future projects; are you going to go for more stunning

animation or are your games going to take on a completely different style? Are you bored of the cartoony platformer?

"No. *Aladdin* used DigiCel 1.0.

Many companies are rifling through our dustbins and Virgin are showing their teams how we did it. Shiny IS the team who came up with it in the first place, and so under a veil of secrecy we have created DigiCel 2.1. This does away with the Disney animators, and the huge cost and learning curve they incur. It also

"Sega have offered us *Sonic 4*,"
Dave Perry

BEFORE ANIMATION

In the days before the stunning likes of *Aladdin* and all that DigiCel stuff that Dave Perry talks about, most games relied on basic graphics' engines and artists to draw their sprites, figure out how they would be animated and then draw the frames. However, with animation, other things must be taken into account besides simply the movements of the characters. 3D games are becoming more and more popular these days and because you need to view the character from different angles at different times during a game, more frames are going to have to be drawn. In order to achieve this level of realism, the character must be made more detailed. Check out *Landstalker* and *FIFA International Soccer* to see what we mean; they both use the same sort of perspective, and although *FIFA Soccer* uses many more frames, because of the number of moves in the game, *Landstalker* still needs quite a few more frames than a normal 2D platform game would. So animation isn't just all about new technology and clever programming, artists still play a very important part in how games look.

Firstly, Nigel must be drawn as if he were walking towards you. Then the way in which he moves in other directions should be considered

Once that's done it must then be considered what the figure will look like from behind, and the animation can't just be flipped either

And don't forget that as well as walking, Nigel needs to jump and fire his sword in all directions. See, it's not as easy as you'd think it is, is it?



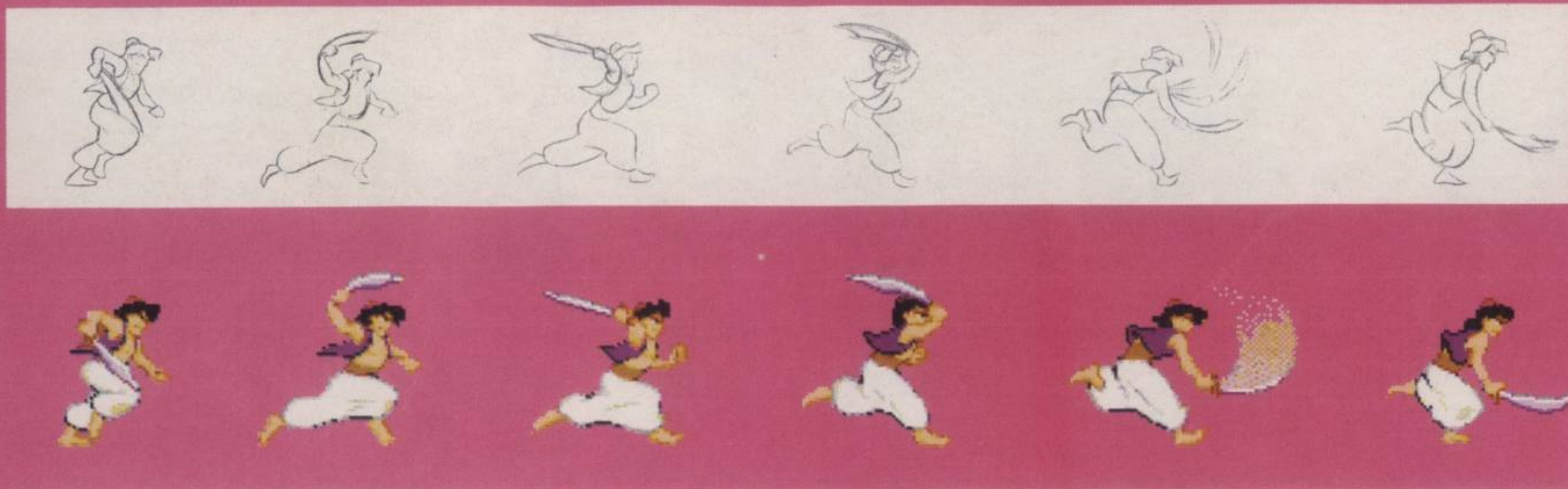
A nice busy screenshot from *Landstalker*, showing that it's not only Nigel who needs frames of animation (and no I don't mean the rocks falling down from the sky, I'm talking about that big beastie-type thing and that brown ghoulie running around on the floor)

DISNEY ANTICS

Using original Disney model boards (which are drawings of the character from EVERY possible angle and in every possible situation), game animators must then faithfully reproduce the animation. But they must also take into account the speed of the game and the reaction time of the character. There's no point having a lovely fluid sword-swinging movement if by the time you finish the action, you're dead. *Aladdin* and

The Jungle Book manage to get both the animation and reaction time spot on. Now that's good programming.

Take the drawings of Aladdin below, for example, Disney animators who worked on the film provided the drawings of the character as he should appear in the game, and then the game artist implemented them. But you can't have the amount of frames that Aladdin would have if he did this in the film, so you figure out how many you can have and then put them in the game. The end result is top animation, and a top game.



does away with the image processing company that was also required. The results are now created by Shiny's hand-picked animators. I find platform games appeal to the *entire* world and the royalty statements reflect this. (Yeah, OK Dave, stop rubbing it in – The Mega Team) I have written other types of games but this is our niche for the moment. The game we are currently working on has the Mega Drive screaming, so don't expect another *Cool Spot* or *Aladdin!*"

On a slightly less relevant note, do you like Disney films, and what do you

think of using computer animation in films, like in *Beauty And The Beast*?

"In general, I like Disney movies.

(Who doesn't?)

However, never let an animator have the remote control while you are watching one, for obvious reasons. Cheap computer animation is terrible at the moment, but in *Beauty And The Beast*

it was a great touch and *The Lion King* looks equally amazing, but you misunderstand what animation *is*. Animation comes from within an animator, not from the pen or even the mouse. Anything animated by an

excellent animator looks great whether it's on paper or on screen. An animator can suggest the weight, strength and suppleness of a character, and no computer program will ever do that."

Phew! Well, that's about as much information about getting animation into a game as we can handle, without getting too technical. We didn't mean for this to be an extensively detailed feature for fear of alienating 99% of our readers, but what we hope we've done is enlighten you as to how much the Mega Drive can handle in terms of animation. And you can believe us when we say that you can expect lots more stunning animation, from the world's best animators, for the world's best gaming machine. Hurrah!



MOWGLI

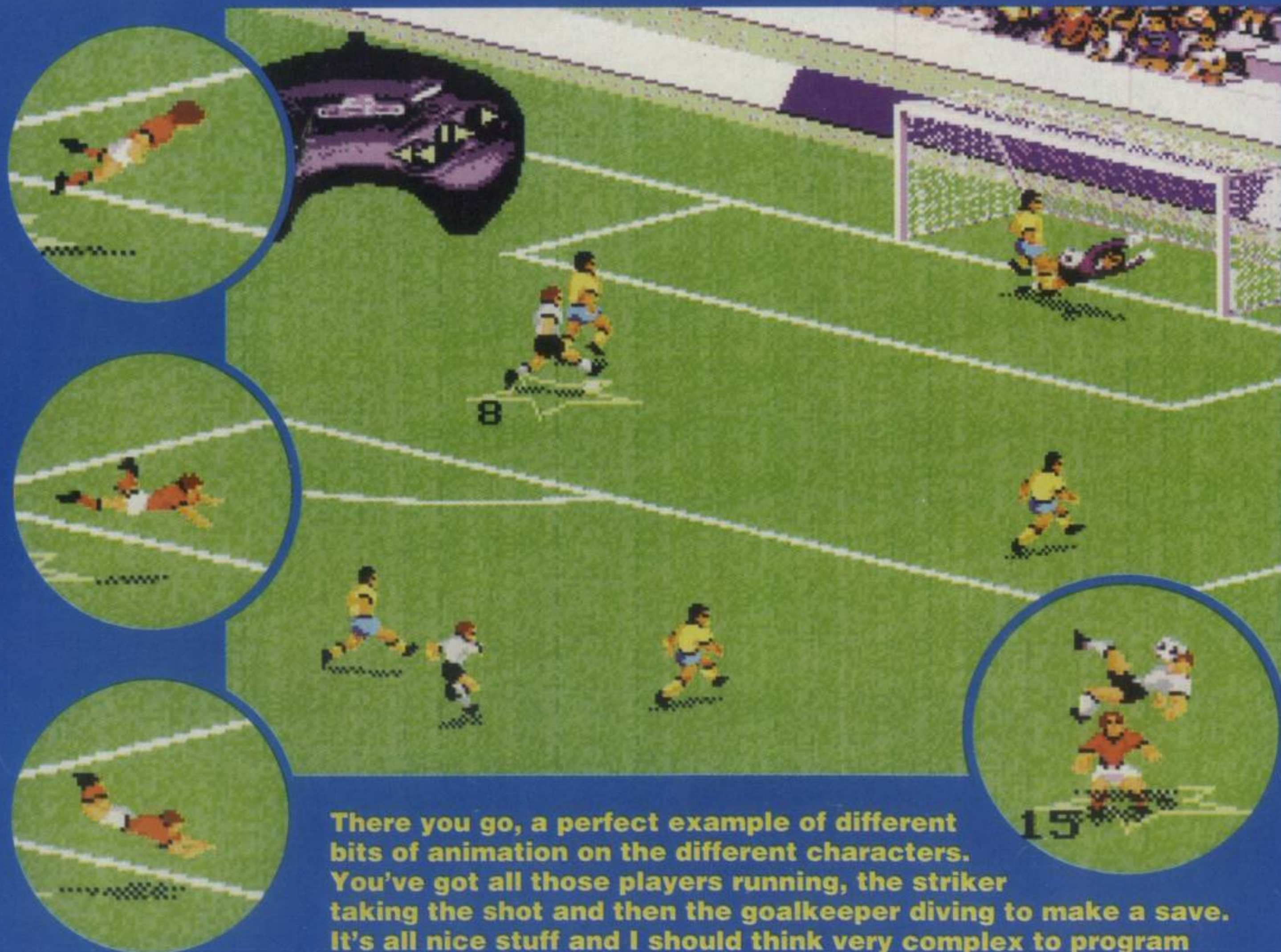
In Disney games you need as many frames of animation as possible, for silly things like this.



Although *FIFA Soccer* has similar problems to those of *Landstalker*, in terms of viewpoints at least, the in-game moves are very impressive

There are plenty of tackles, overhead kicks, pushes and flying headers to do in the game and they all involve very detailed frames of animation

And all this has to fit in with the speed of the game, so that you don't spend all your time waiting for someone to execute an overhead kick. It's all complex stuff, but the end results are stunningly good



There you go, a perfect example of different bits of animation on the different characters. You've got all those players running, the striker taking the shot and then the goalkeeper diving to make a save. It's all nice stuff and I should think very complex to program

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coz we outshine the rest!!!

This month, with the advent of spring, our reviewers were asked where they'd rather be

TWELVE REVIEWS

14 JUNGLE BOOK
Phwoar, phwoar! Phwoar, eh! Another utterly bostin' Disney-licensed platformer that'll knock yer socks off.

26 SUB TERRANIA
Top gravity-bound antics under the earth's crust in this mini-spaceship blaster.

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38 THIRD WORLD WAR CD
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40 MICKEY'S ULTIMATE CHALLENGE
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Be a warlord in ancient China, and invade all your neighbours. It's big, but not as big as something I've just thought of.

42 TOM AND JERRY'S FRANTIC ANTICS
A very bad thing. Very bad indeed. But perversely, a very good review. No, really, it's worth a read.

43 POWERMONGER CD
It's one of those games where you invade lots of lands and win people's respect by utterly destroying their villages and stuff.

44 CLIFFHANGER
Frankly, you'd be better off spending a couple of quid getting a video out than forty-odd quid on this grim cart. And the film was a sack of cack, too.

ANDY DYER

Instead of being here at MEGA, Andy would ideally be digging about in a dusty South African diamond mine "or anything exciting, richly rewarding and underground". Hardly surprising then, that he hogged *Sub Terrania* for the whole month.



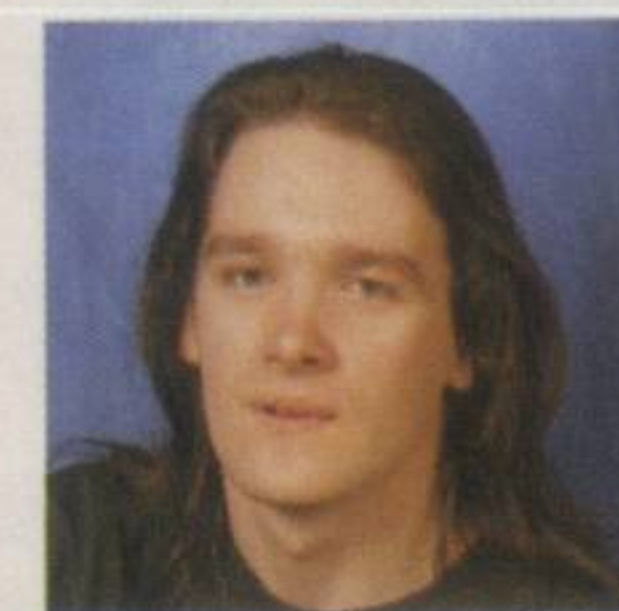
"There's a rather obscene amount of good gameplay in here"



SUB TERRANIA - PAGE 26

PAUL MELLERICK

"Ideally, I'd prefer to be working with animals, maybe in a zoo. Or perhaps on a fruit 'n' veg stall. It's the bananas you see, they make such effective ammunition." The concerned Doctor led our Reviews Editor away from *The Jungle Book*.



"This is the most polished and enjoyable game I've played in ages"



JUNGLE BOOK - PAGE 14

JOSSE BILSON

"Just off the top of my head," mused Josse from behind the collection of foliage on his desk, "I'd quite like to be a... gardener, in a garden." He then dashed down the avenue of olive trees to the Mega Drive and slotted in *PowerMonger*.



"A chance to wreak havoc about foreign shores, and rape and pillage the land"



POWERMONGER - PAGE 43

JON SMITH

"You all know very well that there's nowhere else I'd rather be," snapped Jon. "Even though all the games this month are a bit nob. Well all the ones I got to review anyway. Well, I suppose *Rise of the Dragon* was quite sweet."



"There's a heady atmosphere of deceit and danger. Almost quite good"



RISE OF THE DRAGON - PAGE 32

QUICK KEY



Does this import game come from the US or Japan?



How many people can play the game?



How many skill levels are there in the game?



A good one this, how many lives do you have? Important too.



Is there a battery back-up or password system?



How many stages do you have to play?

REVIEWS



SUBTE

Just as the level of comedy in MEGA keeps plummeting, so Andy Dyer descends into the depths of a superb new shooter from Sega

INERTIAL REACTIONS

Half the fun of the game is getting used to the control system and becoming an expert at combating the inertia. Not many games operate in this way, so it takes quite a time to get the hang of not stopping when you stop thrusting, and having to compensate. However, with practice, patience, and a whole lot of loss of life, you'll crack it. Below are just three of the multitude of ways in which you can come to grief by completely disregarding the presence of inertia.



Whoops! When carrying things, don't sway too near any lasers



Doh! Remember, heavy objects drag you down. Gravity huh?



Groink! When dropping things on aliens, do keep thrusting

Sega games make the player act in an abnormally violent fashion. They turn placid people into psychos, and well-balanced individuals into screamingly vicious nutters. But more about that later...

Sub Terrania came as a bit of a surprise to everyone at MEGA (and probably just about every other Sega-related magazine) to be honest. Not only did it arrive pretty much totally unannounced, but Sega seemed to have a sense of complete apathy when promoting the game. Actually, it's not out yet so maybe we're about to witness a massive ad campaign, but I very much doubt it. And the reason I very much



doubt it is because there's no licence involved, and it's not a Sonic game, and it's not a football game released to

coincide with the World Cup, and as such it's a product that isn't much worth bothering with. And another reason it's a little bit different is that it has a rather obscene amount of good gameplay in it. It doesn't just sidle up to the competition and say "Hey look, I'm pretty good aren't I?" but rather looks at what all the other shoot-'em-ups are doing then storms in and does it five times better.

DAMN NEAR PERFECT PRESENTATION

The plot is largely irrelevant but heck, I've got four pages to fill so I may as well tell you a little bit about the background anyway. On second thoughts, I won't. But the gist is that you are being sent to a number of areas in order to rescue mineworkers and equipment from places that have been overrun by aliens. The missions are varied, but very precise in that on one level for example,



Once you've collected a few power-ups you can go around causing complete havoc. A few well-placed blasts and everything explodes



The trainer mode is for people who are unable to press three buttons and figure out what they do

you'll have to find a weapon which can destroy a Nuclear Power Plant. Then you must use the core of the plant to destroy an alien before picking up a few civilians who have been stranded. So it's fairly thin on plot really but the beauty of the game is that even this straightforward plot is presented immaculately. When

So puzzle-based it could almost be called a shoot-'em-up adventure

you first switch on your Mega Drive, it's the presentation that hits you first. The intro is very slick (looking more like a Mega CD intro than a Mega Drive one) and it sets the scene perfectly for the cosmetic bits in the rest of the game. Before each level, you get a scanned

satellite representation of the area you are about to enter. Over this, text appears in simulated teletype form and tells you step by step what your mission is. Watching these sequences for the first time is very atmospheric, though fortunately, you can skip



You'll find these sort of barriers everywhere



On the Power Plant level, collect the anti-shield fire and blast the blighter

RRRANIA

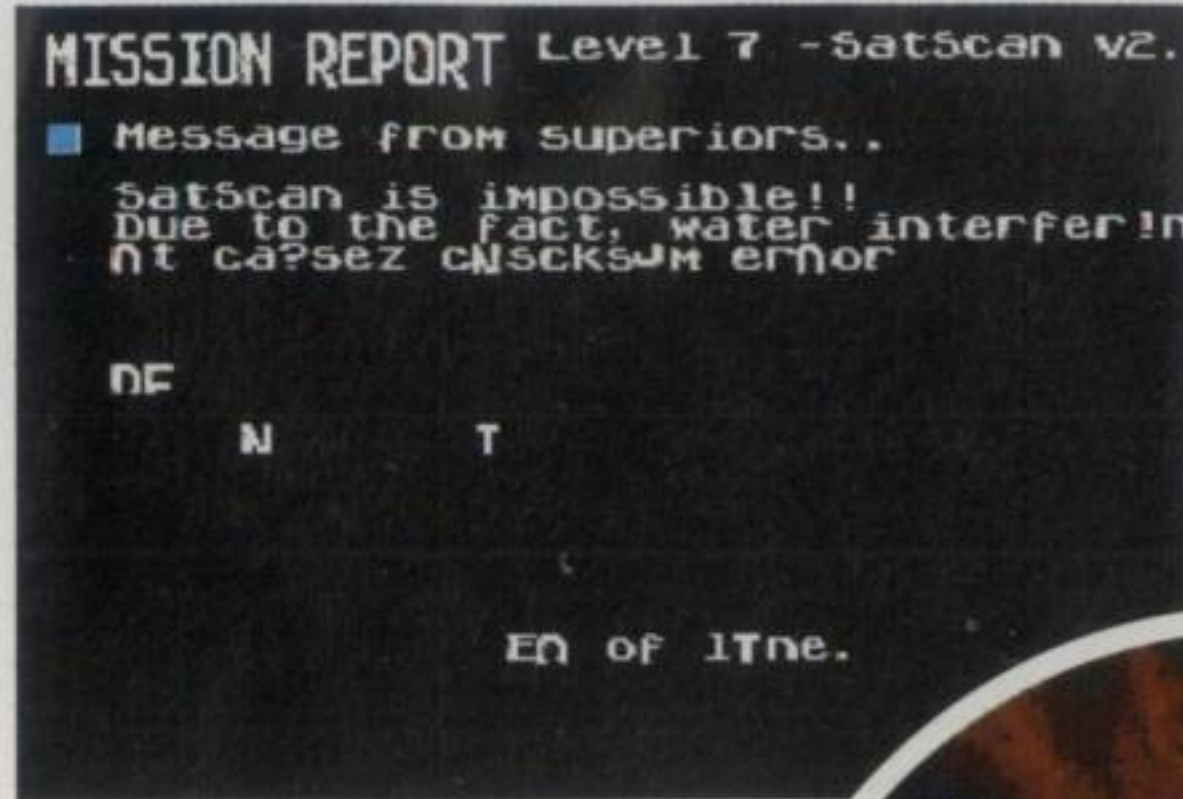


Latch on to these monorail-type things and you can move around without using up your fuel reserves

through them on subsequent games. Later in the game, everything goes a bit wrong on the old satellite front and you no longer get a briefing for the mission and this adds yet more atmosphere.

PLANNING YOUR ROUTES

So, now to move on to the all-important gameplay. Unlike most shoot-'em-ups, the screen only scrolls when you *make* it scroll. This is much less linear than, say, *Hellfire*, which travels along at its own speed and you have to follow. In fact, *Sub Terrania* is so puzzle-based it could almost be called a shoot-'em-up adventure. Essentially though, you can move around the game area freely, doing many of the tasks set you in any order you like. Within that framework, of



Oops, when you get to level seven you no longer get a map

course, there will be exceptions, like when you need to destroy one thing to open up a new area of the map (take a look over the page at the THRUST-FOOLERY boxout to see how to complete level three) but you are pretty much your own boss. But like any self-employed person you need to

Sega have found the goose that laid the Golden Egg and shot it

be incredibly self disciplined. It's no good swanning around all over the place, because fuel in the game is very limited, and unless you think

long and hard about the shortest routes, and the various methods of fuel conservation, you're doomed. You really do have to search out the fuel dumps and work out your



Above: You get bonus points for completing the level efficiently

Left: Shoot the metal platforms to make them move out of the way

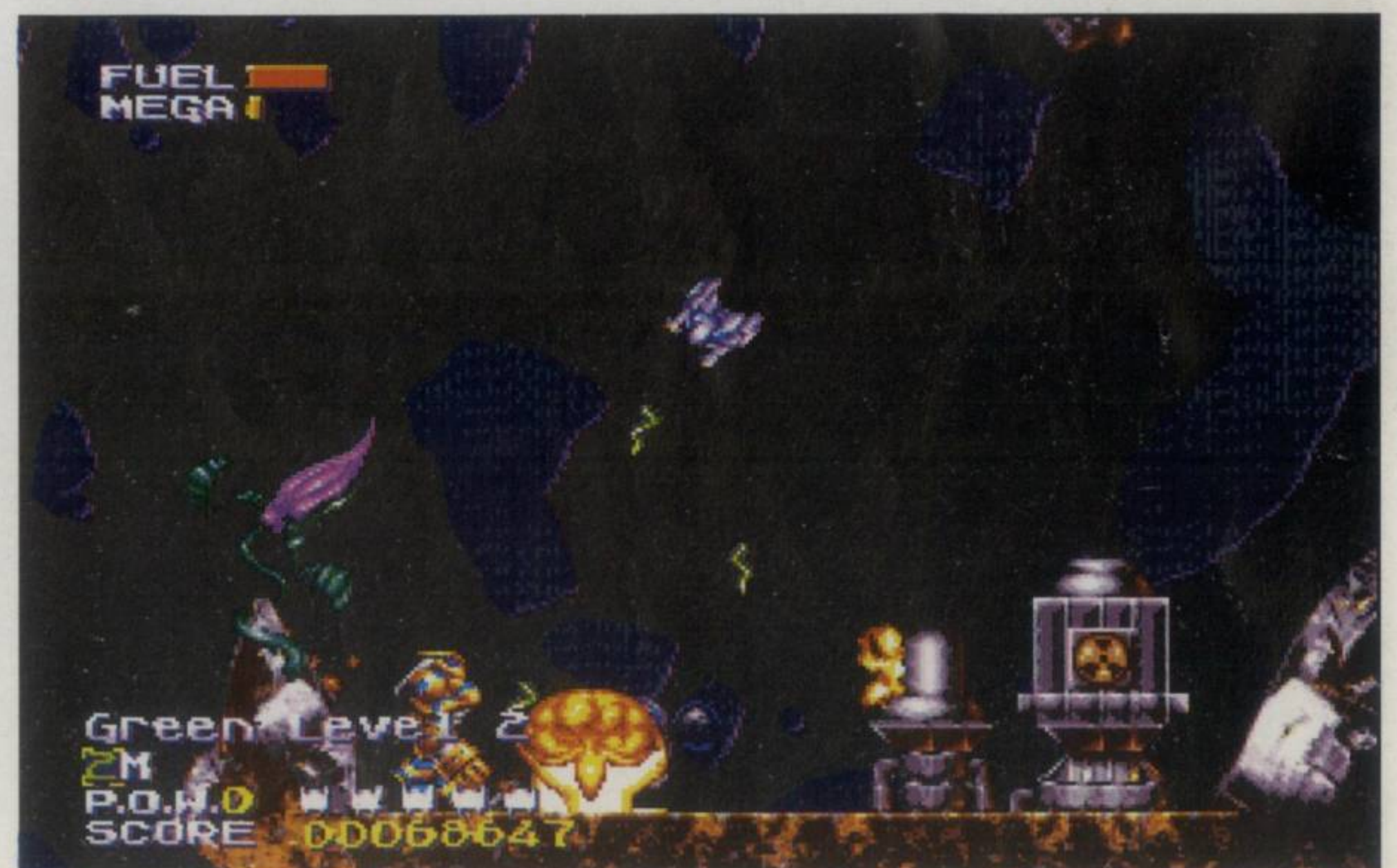


Above: These spiky things are a real pain. Get bounced by one and death is an absolute certainty, so keep your distance

Below: Avoiding the laser turrets is a damn fine idea, especially when you're this close to landing on your platform at the end of a mission



Don't worry, the game hasn't crashed or anything. It's just that on this level there's a storm raging and it's raining cats and dogs. Brollies up!



Shooting buildings and so on often reveals hidden bonuses. But watch out for these robots, because they have long extendible arms



If you don't see this message, then it means there must be some more people to save or things to destroy and you'd better do some exploring



Ah-ha! Had I not destroyed this structure I would never have discovered this mirror thing and would thus have been unable to complete my mission



This is your ship, a pleasing little item with the ability to function underwater as well as in the air

routes in this game, and often, you'll find yourself dying just inches from the next fuel dump because you've been just a bit too careless. Again this adds a great deal of tension to the whole game.

SLICK SHOOTER

But far from being bogged down by the strategies of just keeping yourself airborne, *Sub Terrania* is also one of the slickest shooters ever to appear on the

Mega Drive. Because it's not a traditional scrolling shoot-'em-up, it doesn't need wave after wave of aliens constantly bombarding the player. However, there are still an awful lot of hazards such as – yes, waves of aliens, but there's more – ceiling-mounted cannons, tanks, big bouncing spiky things which kill almost instantly and, mercy me, bosses. Yep, on a few of the levels there's even a larger-than-normal-type beastie to get rid of.

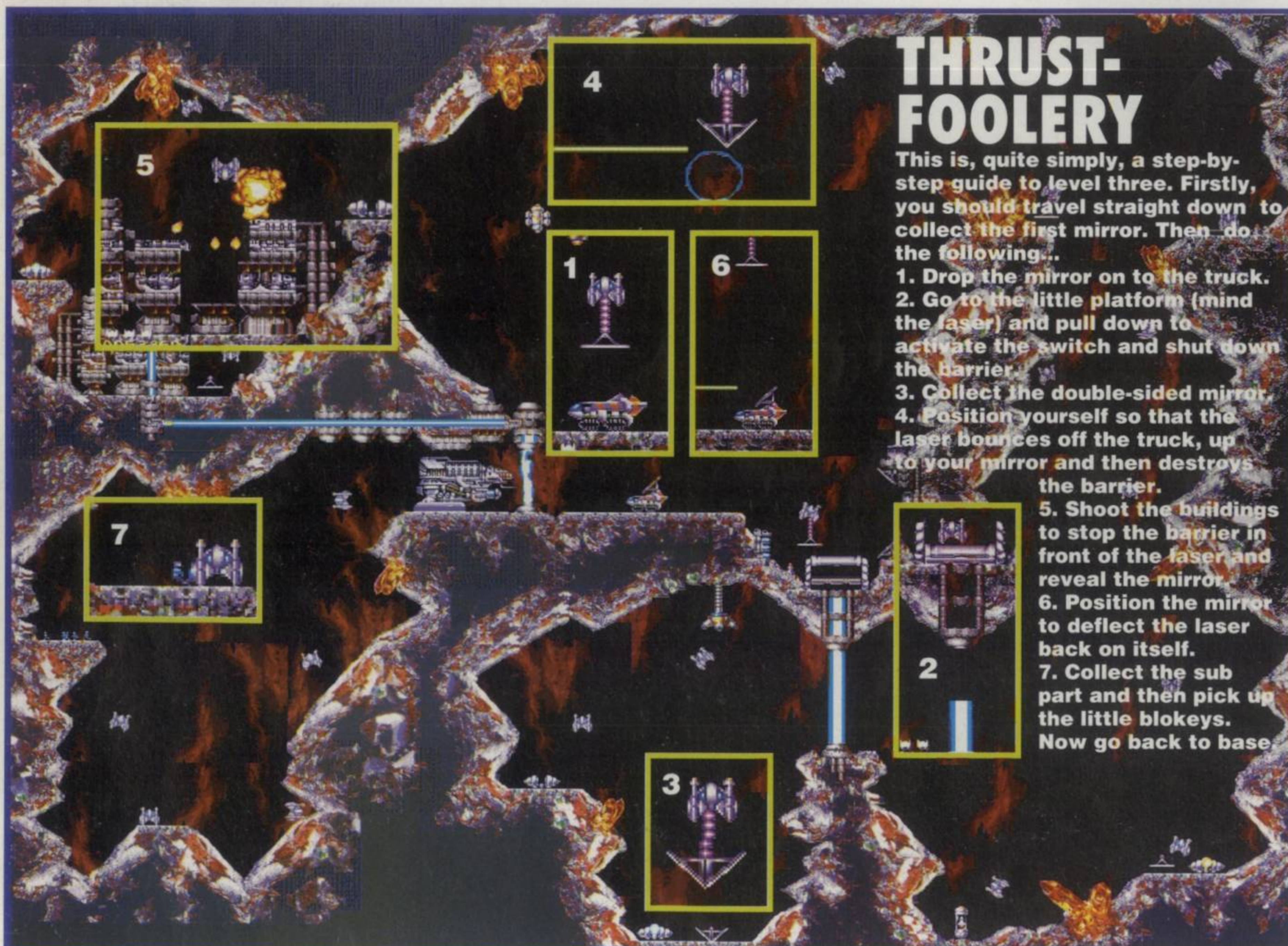
And finally, there's the inertia. Inertia. It's strange thing that, when used badly,

can render a game totally unplayable, but when used well, as in the case of *Sub Terrania* (And *NHL Hockey* – Paul), simply adds yet another veneer of style and quality. Most of you probably have a fair idea of what inertia is already, but take a look at the boxout entitled INERTIAL REACTIONS to see just how it works within this game, and the effect it has on the player.

The basic plot is presented immaculately

VIDEO GAMES CAN MAKE YOU VIOLENT...

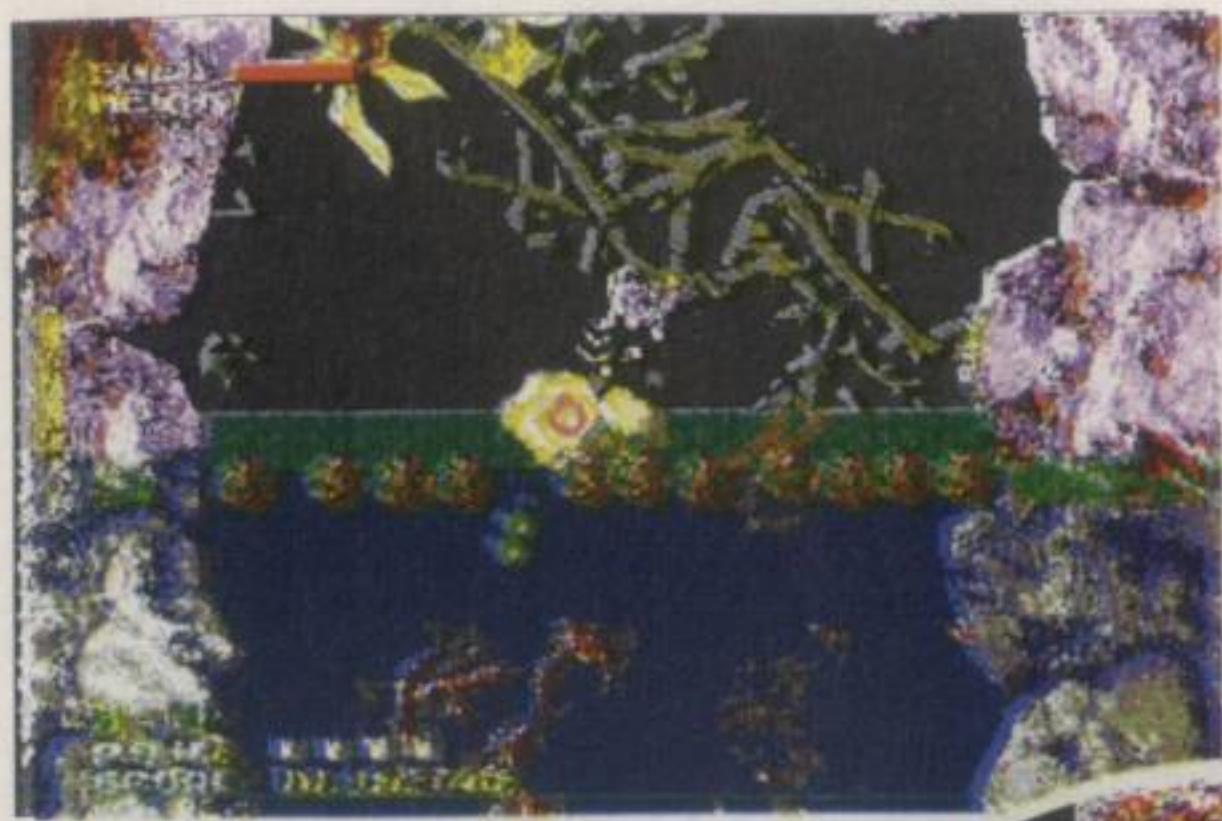
Oh, I almost forgot, I was going to explain that bit about video games making you violent wasn't I? Well, now's the time, because up until now you've probably been thinking that this game is the best thing ever and totally faultless. Picture the scene, there I am in the office just having received our copy of



At the start of each mission you'll be shown a rather crap map



The pointy birds, so pointy, pointy. Anoint my head, anointy, nointy



Above: Blast through the boulders then submerge yourself Right: Erm, more of the same really

Sub Terrania from Sega. Quite often we just receive chips rather than completely packaged cartridges. The game is finished all right, it's just that we get the development chips and use a special electronic board to plug them into and thus be able to play the games through the Mega Drive.

Anyway, the point is that we equally often don't receive any documentation with the games, such as manuals or technical details. This poses no real problem because all we do is ring up the relevant publisher and they either fax us some details or simply tell us them.

Anyway, so there

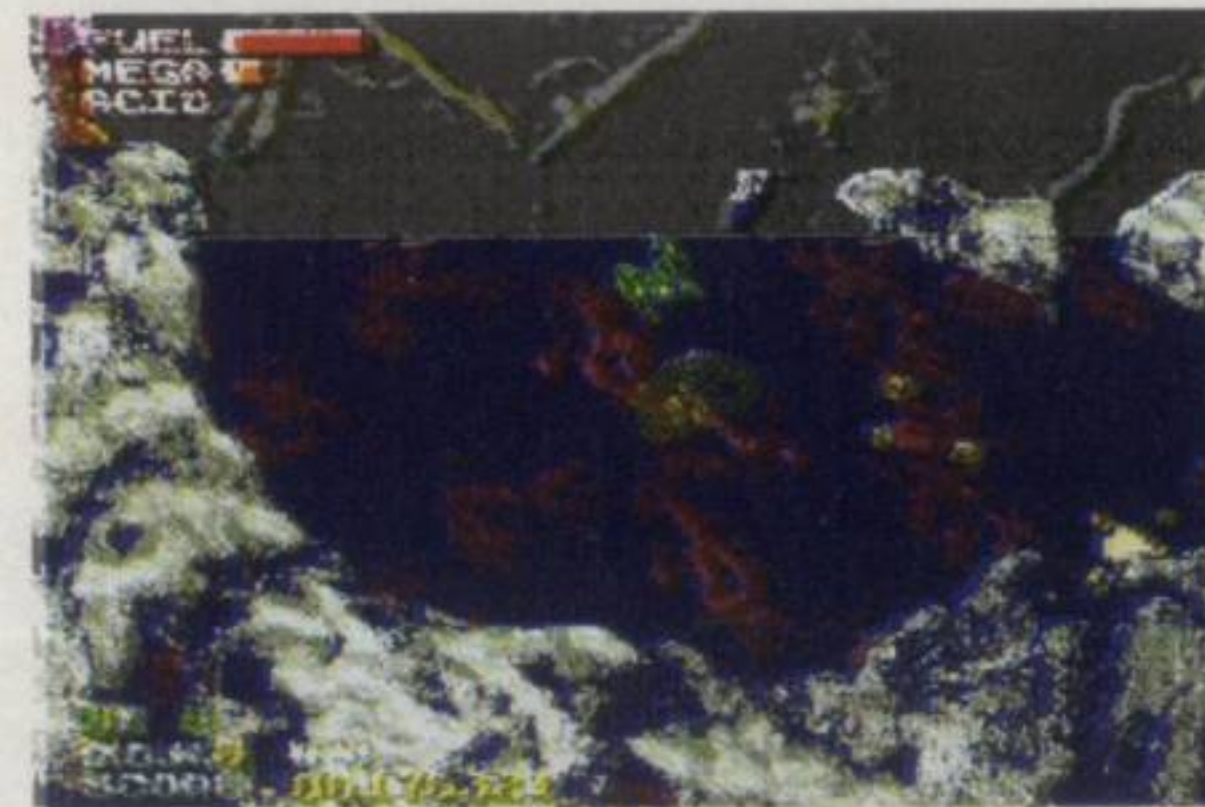
I was playing *Sub Terrania*, enjoying every minute of it and, for some reason, assuming that it would keep me going for weeks, completely at the expense of any useful office work I

should be doing. However, within about, oh I dunno, five hours of solid play, I was well into level seven and starting to get

this curious feeling that things were drawing to a close. It's not that the game said "Ah well, nearly done mate" or anything, it just felt like things were coming to a head. Perturbed by this niggling doubt, I rang Sega and enquired "I am right in thinking that I'm only about half way

through this superb game aren't I?". "Er, dunno where you got that idea old son," came the reply, "you've only got two more levels to go." "What?" I spluttered, "there're only nine levels?" "Yep," said Mr Sega, "you got it." "Bugger," I thought. Then I thought it again, "Bugger!". Then I stopped thinking "bugger" and proceeded to stomp around the office screaming and shouting, throwing

Now, those weeny little spiders which get in your bath are bad enough, but look at the size of this blighter. There's only one thing for it, blast the blighter into oblivion



"What is that?" you ask. Well, it's a, er, bubbly-type thing under the water. That's all we can say

cartridges around the office and generally acting more like Vlad The Impaler with a toothache than a mild-mannered computer journalist.

PRETTY BLOODY ANNOYING

So there you have it, violence and video games are inextricably linked; at least, they are when developers balls up the longevity of a game as they have done here. *Sub Terrania* remains a superb game in almost every way, and it's still not the easiest Mega Drive game out there. However, I reckon it'll only take me another day to complete the whole thing which, frankly, is pretty bloody annoying. So in closing, I'll just say that this is still more than worth a look, but yet again, it seems Sega have found the Goose that lays the Golden Egg and shot it. Doh!

© Andy Dyer



As you get further into the game you can power up your gun. There are three different weapons and three different power settings



That fiery thing is a special weapon for a very special purpose indeed



PUBLISHER: Sega

PRICE: TBA

RELEASE: April '94

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000



Just the one player, which is only eight less than the number of levels



Three skill levels. This is tricky, but simply not big enough



Five lives, with the option to pick up more as you go along



I thought there would be passwords until I found out how small the game is



Nine. Neun. Neuf, NIIINNNNEEEE!

GRAPHICS 9

SOUND 9

GAMEPLAY 9

GAME SIZE 7

ADDICTION 9

"Certainly, in gameplay terms it's the best shoot-'em-up available on the Mega Drive, but size is important and this simply doesn't deliver"



86 PERCENT



"This time," said Barney, "your insane blancmange experiments have gone too far Professor Von Farteltrumper." The Professor frowned and died

Do you know why all the robots and machines depicted in films and on TV are thoroughly evil killing machines with high calibre weapons? I'll tell you why, it's because all the nice ones are crap. Look at history, we've had Robbie the sappy robot from Lost in Space, who looked like a tin of spam with welding gloves on. Then there was K9 in Doctor Who, who had all the screen presence of a colon and quite possibly the most annoying voice known to man. Oh and let's not forget C3PO, the most cretinous creation since instant tea.

Robocop, Metal Mickey and Data; all nice and all dull. Give me the laser toting hordes and a tooled up exosuit any day. Turrican (that rhymes with hurricane you know) has got his work cut out for him. The machines are on the rampage again and, unfortunately, we're not talking about hoovers, Bendix washing machines, photo copiers, electric razors, Black and Decker drills and fax machines. Dear me no, these machines are much more of a menace than your common or garden Ronco Fuzzaway. They're nasty, they're a bit stupid and they've got an expansionist foreign policy.

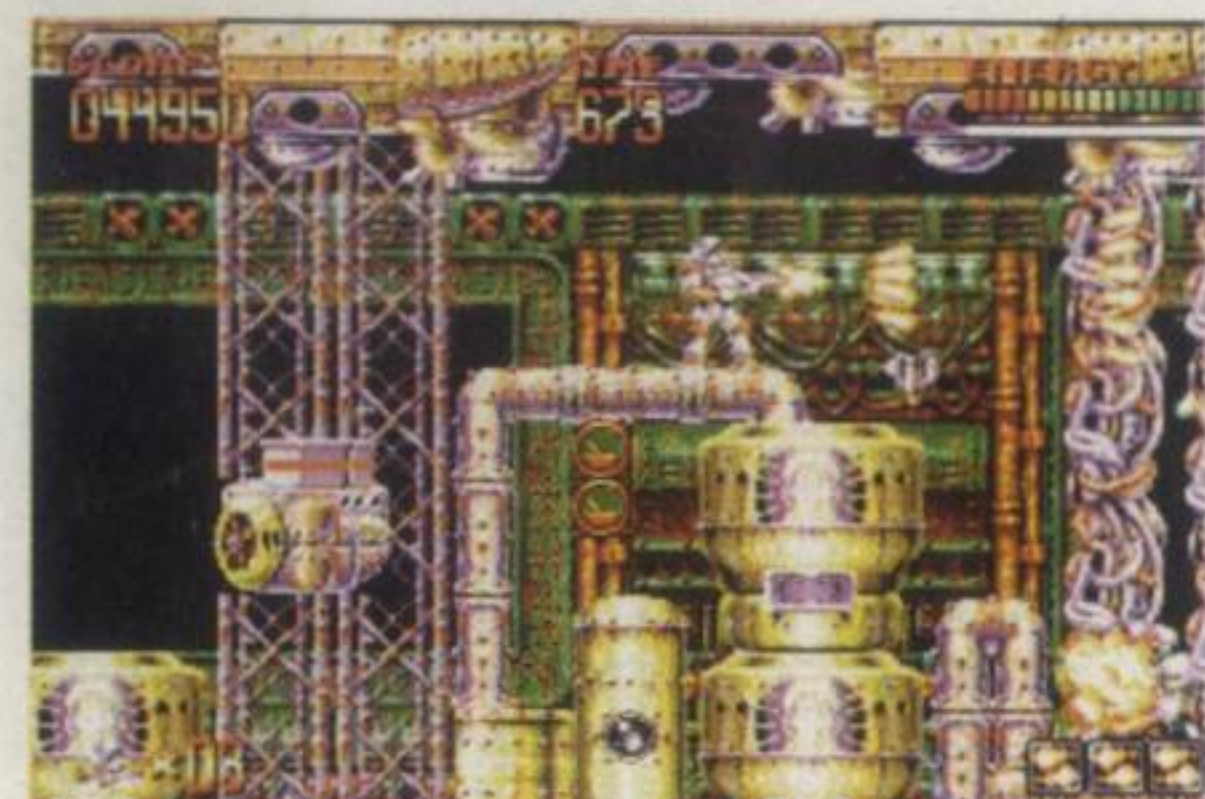
THICK SILICON CHIPS

When programmers run out of ideas for games, they usually travel the cross-fertilisation route. In effect, this means

that they merge currently popular game genres and claim that it's a hot new development. It's not a new phenomenon, the movie companies have been doing it for 60 years, but the games programmers have certainly boiled it down to a fine art. Thus is *Turrican* born – a fusion (if you will) of platform game, shoot-'em-up and arcade adventure.

The idea of the game is to roam around a series of levels, dispatching the invading machines to a rusty grave. As always, the odds seem to be

set against you, but peculiarly, the marauding machines are very stupid. I mean, it's not a terrifically bright invasion plan is it – unleashing machine soldiers who can only plod from left to right on the same platform, firing the odd little bullet at you and perishing if so much as two of your bullets hits them. You would have thought that alien HQ would have cottoned on to this small detail and built a modicum of intelligence into their "marauding machines". So, you've got your stupid aliens, your rock-hard techno trousers and



The new Sellafeld station went wrong jolly quickly...



... so they sent in Marble Man, friend of the stars, to sort things out

MEGA TURRICAN



If all else fails, turn into a ball and gather no moss



Explosions galore, and all from a chap in a small silver suit



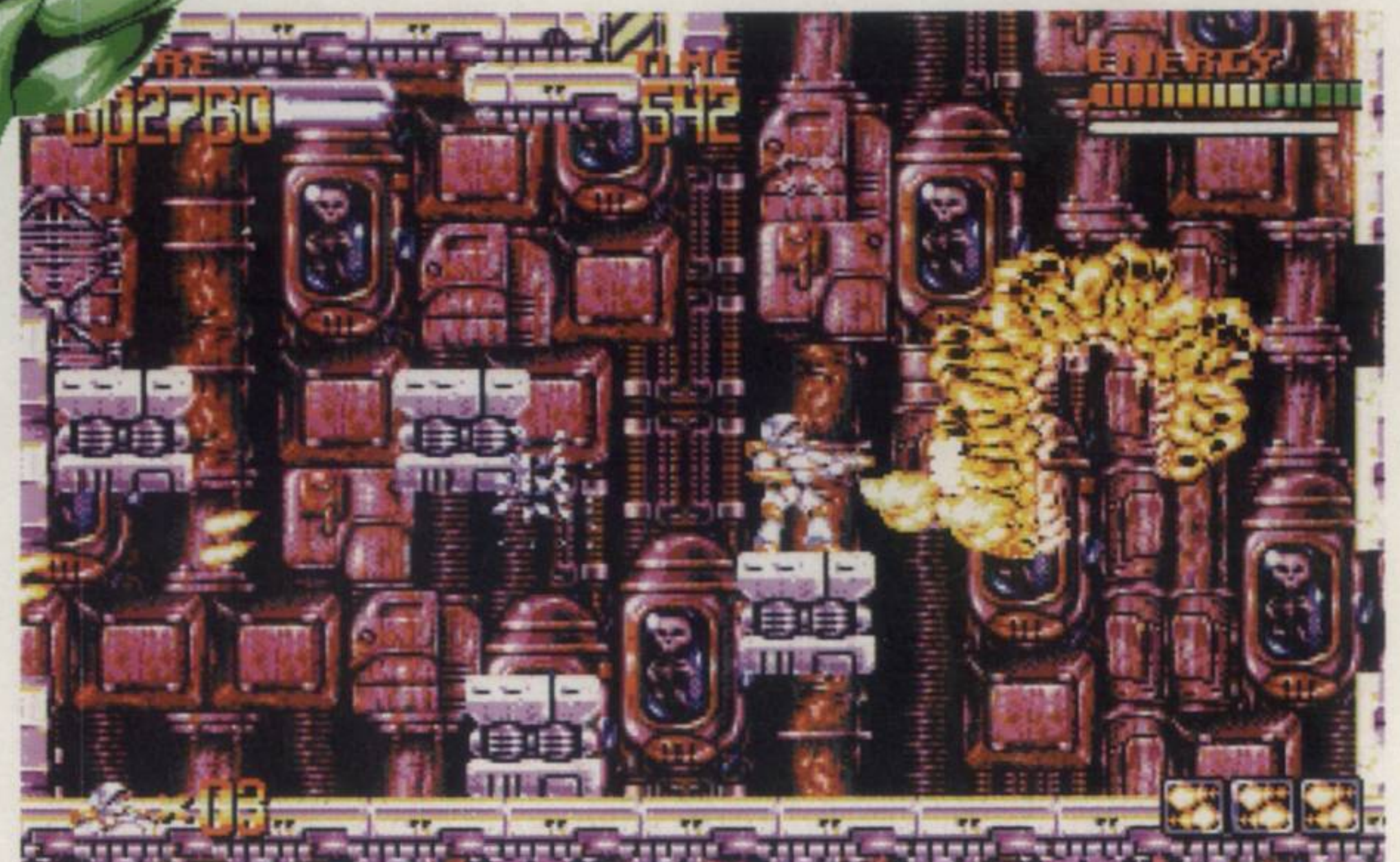
BULLET IN THE HEAD

Games like these are all about power-ups – the more powerful our hero is, the more

fun it is. Turrican can transform his humble blaster into a variety of weapons. These include bog standards like the laser and more exotic numbers like the fragmentation rifle.

In addition to his weaponry, he's got a rather nifty nuclear grappling hook. This enables our male lead to swing across gaping chasms, shoot cowering aliens and enter remote looking secret passages. This takes quite a bit of

an almightily weak plot, so how's the game played? Well, for starters you can move around quite freely. It's not like a shoot-'em-up in which you've got maybe two alternative routes through the alien planet. In *Mega Turrican* you romp around a large playfield and it's more or less left up to you where you go and when. Of course there are restrictions to this, but it's not quite as bad as the linearity of something like Sonic the Passé Hedgehog.



David Attenborough's new and slightly different approach to wildlife was coloured by a nasty incident involving a deck chair and a hedgehog

A

Man clad in awesome exosuit scraps psycho killer machines to thwart invasion. His secret? Hammerite and a ratchet spanner. Andy Dyer is our man with the dip stick and the Haynes manual...

TURRICAN

getting used to and you inevitably find yourself swinging Tarzan-like across a gap, only to press the wrong button and plummet to your next life with a surprised look on your metallic face. Should you remember about it (I didn't) you can also transform yourself into a ball (about quarter of your size – ouch) and roll through the "marauding machines".

The simple addition of your grappling hook adds a whole new factor (well all right *Turrican 1* had it) to the gameplay. Rather than just judging jumps, you have to contend with the peculiar inertia of swinging around. Then again it doesn't take a massively high IQ to work out which to use: "Oh dear, here's a gaping chasm, shall I jump it, swing across it or simply trickle off the edge to my doom?"

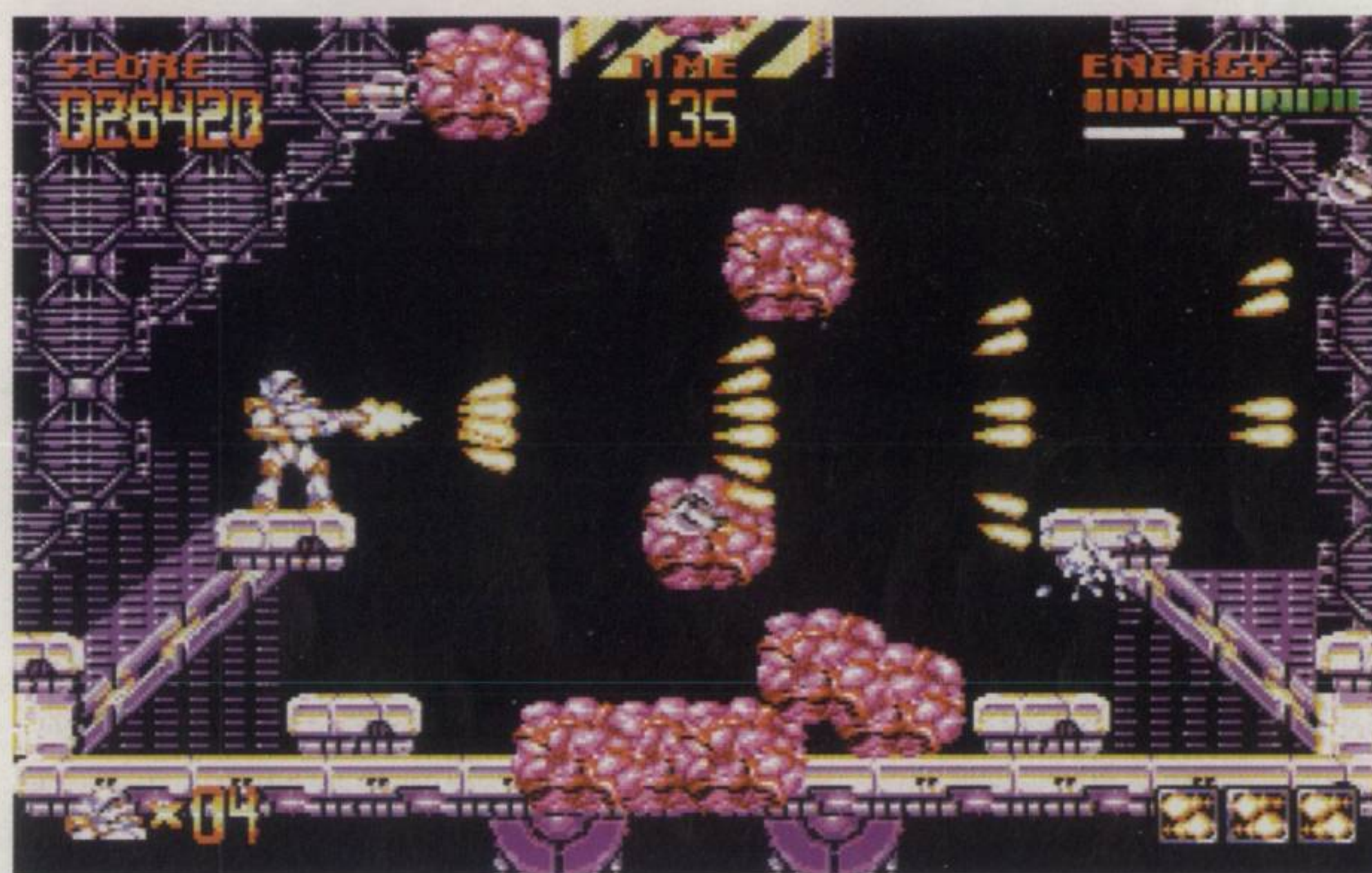
Unfortunately, it's not just the machines and the drops you've got to worry about. The alien world has got very bad plumbing and on the first level, sheets of water drench you, sapping vital energy points. The plumber still hasn't turned up by level two because most of



X-man strained to release a fart that had been brewing for two weeks



Suddenly Terry's hair turned completely purple. "Urgh," he said



It took me a good four hours of play, just to get that six-way weapon. Unfortunately, two minutes later I'd lost a life and my weapon. Poo

this takes place underwater – anoraks will spot the Sonic-like sluggish underwater movement.

HOUSE AND GARDEN

As we're so often told, we've all got a terribly short attention span. Apparently we're so used to snappy TV, snappy food and snappy job prospects that we can't cope with anything for more than two minutes. Video games are meant to pander to this by offering us snappy reaction tests. Everything's got to look bright and garish too.

The backdrops in *Turrican* are great – but then when did you last see a Mega Drive game with bad backdrops? The "marauding aliens" certainly look the part, although they're a lot like mopeds – they make a lot of noise but don't actually do much. Similarly, *Turrican's* armoury looks great, lots of whizzy explosions for people with short attention spans.

What's vitally important in any game is the learning curve. If the programmers get it wrong, you'll lose interest after a single play; get it right and you'll be

switching the console on at midnight for "just one more go" to try and beat that particularly nasty attack level. Happily, *Mega Turrican's* got a well-designed learning curve with loads of feel good power-ups and sluggish nasties on the first level, with a slow curve to trickiness on later levels.

You can't fault the speed of the game either, everything moves jolly quickly even when a posse of aliens gang up on you from every portion of

the screen. This can be your undoing of course, because you don't get much time to think. The best idea's to shoot first and swap insurance documents later.

There's lots of attention to detail and enough tricky bits to keep you reaching for the coffee when it's way past your bed time. All right, so it's mindless pap, but as diverting pulp video entertainment goes, it's a lot of fun. Now, all you who started reading this review at the start of this paragraph can go right back to the beginning and read it properly. Shame on you. See me after double geography.

© Andy Dyer

Lots of whizzy explosions



PUBLISHER: Data East (Import)

PRICE: £45

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



One exosuit action only



There are three levels of skill in this game



You've got three lives and a large energy meter



No battery back-up or password system in this one



Five large levels in all, but don't hold me to that

GRAPHICS 8



SOUND 8



GAMEPLAY 9



GAME SIZE 8



ADDITION 8



"Heavy metal warfare complete with very dense aliens"

83 PERCENT

CD STILLS

Rise Of The Dragon contains dozens of smart still images, which are dragged, screaming, off CD...



When Andy Dyer read that this game was about drugs, corruption and getting shot at, he immediately put his hand up - and nominated Jon Smith...

RISE OF THE DRAGON

As a departure from the usual cutesy platform game or bland sports sim, *Rise Of The Dragon* is a tale of drugs, organised crime, violence, corruption, blackmail and even mass murder. Set in the Los Angeles of 2150, the characters use illicit substances, swear, express carnal desires and generally act like members of the MEGA team.

The star of this earthy tale is one William "Blade" Hunter: an ex-policeman turned private eye - or "dick" as he's often referred to. Hunter has been chosen by the Mayor of L.A. to investigate the death of his daughter, Chandra, who suffered a grisly demise under the effects of a pleasure drug coated with some unknown chemical. This heinous substance alters the body's

DNA structure, causing the victim to mutate into a grotesque mockery of its human form before dying in agony.

HUNTER'S-EYE VIEW

The story gradually unfolds as you guide Hunter from place to place, searching for clues, collecting useful items and piecing together disparate bits of the puzzle. Employing a point 'n' click interface, *ROTD* alternates between a Hunter's-eye view of the world and his inventory screen where

items are stored. The plot is also jollied along by "meanwhile" shots narrating events off-screen. These add a cinematic atmosphere to the proceedings, but are even less animated than the in-game sequences.

What sets *ROTD* apart from other

games of this nature is the CD storage: the game uses our shiny chum to hold dozens of nicely drawn images plus many minutes of spoken dialogue, which are sufficiently well written and voice-overed to avoid being either embarrassing or unintentionally funny, or just plain crap.

However, arcade fans will immediately go into coma mode thanks to a dearth of movement: most of the scenes are static with only superficial background animation to liven things up a bit. There are a couple of scrolling "action" scenes but these are laughably bad (reminiscent of *Dick Tracy*) and obviously added as an afterthought to give the YTS programmer something to do.

POORLY CRAFTED

Also, and quite importantly I suppose, it's not actually very good. There are two main problems, the first being the game structure. Similar titles like LucasArts'

Nothing to task the grey cells

L.A. STORY

The tale of *Rise Of The Dragon* is set in and around the Los Angeles of 2150. It's grimy, polluted and no matter when you travel it's always night-time. Let's take a look inside some of the seedy venues you will have to visit...



Getting around L.A. is a doddle. Point Hunter in the direction of the subway and click on the place you want to go...



Chen Lu's factory: Hunter's girlfriend is kidnapped and held here later on in the game



Hunter's pad: cramped and rather smelly



City Hall: where Hunter's girlie works



The Pleasure Dome: a haven for druggies, crooks and hookers



Hunter's shower and toilet: well animated, but pointless

OF THE GON



This warehouse contains enough drugs to poison the entire city



Of course, if this monitoring equipment was to malfunction...



... the whole evil place could go up in flames. Hope they were insured

outstanding *Sam & Max* on PC allow you to experiment without going wildly off-course: for all their complexity, you very rarely have to start the game again from scratch. Sadly, *ROTD* is less well crafted. Some of the puzzles revolve around eliciting the correct response from characters; but if you fail – ask your questions in the wrong order, for instance – they clam up and refuse to help. This effectively kills the game and you have to start again from your last saved position.

But it's not instantly obvious that

you've done it wrong: I blithely struggled on with a quest that was unsolvable thanks to an unproductive conversation in a bar half an hour earlier. And no amount of exploration, bribery or cajoling will reverse the mistake.

SHORT-LIVED AFFAIR

Secondly, if you're a top plot-solving geezer, you'll breeze through *ROTD* in a couple of sessions: there's nothing to task the grey cells very much here (apart from one safe-opening section which could prove a bit irksome).

A less serious but equally score-reducing flaw is the lack of artificial intelligence. Halfway through the game, Blade's missus gets kidnapped by the bad guys, but when you visit her flat the same old commentary explains that "she must be out". Yeah, out cold, probably.

Likewise, the programmers have gone to the trouble of installing a shower and bog in Hunter's flat, but can he have a wash? Can he take a dump? No.

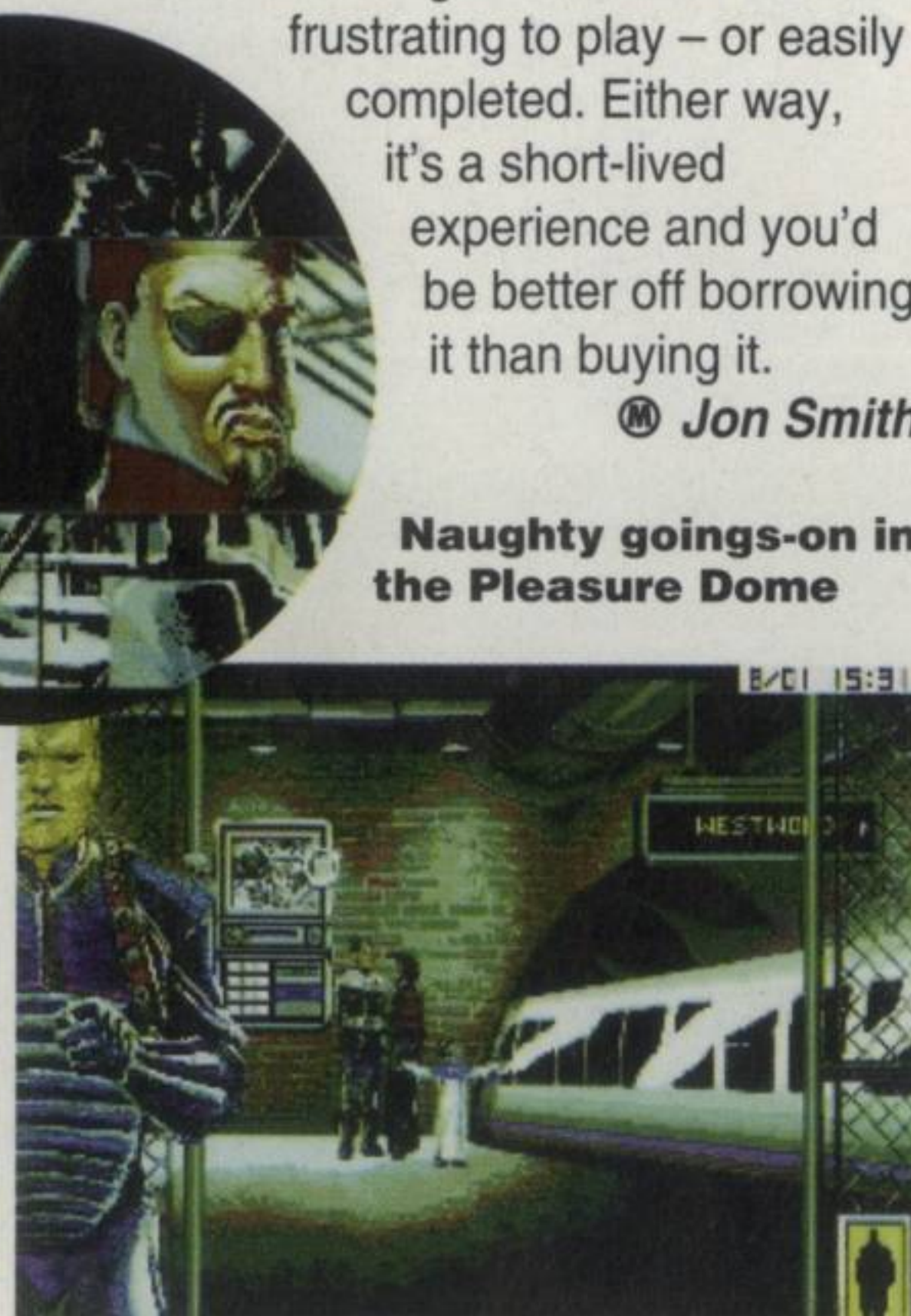
So, depending upon your skills, *Rise Of The Dragon* will either be too frustrating to play – or easily completed. Either way, it's a short-lived experience and you'd be better off borrowing it than buying it.

© Jon Smith

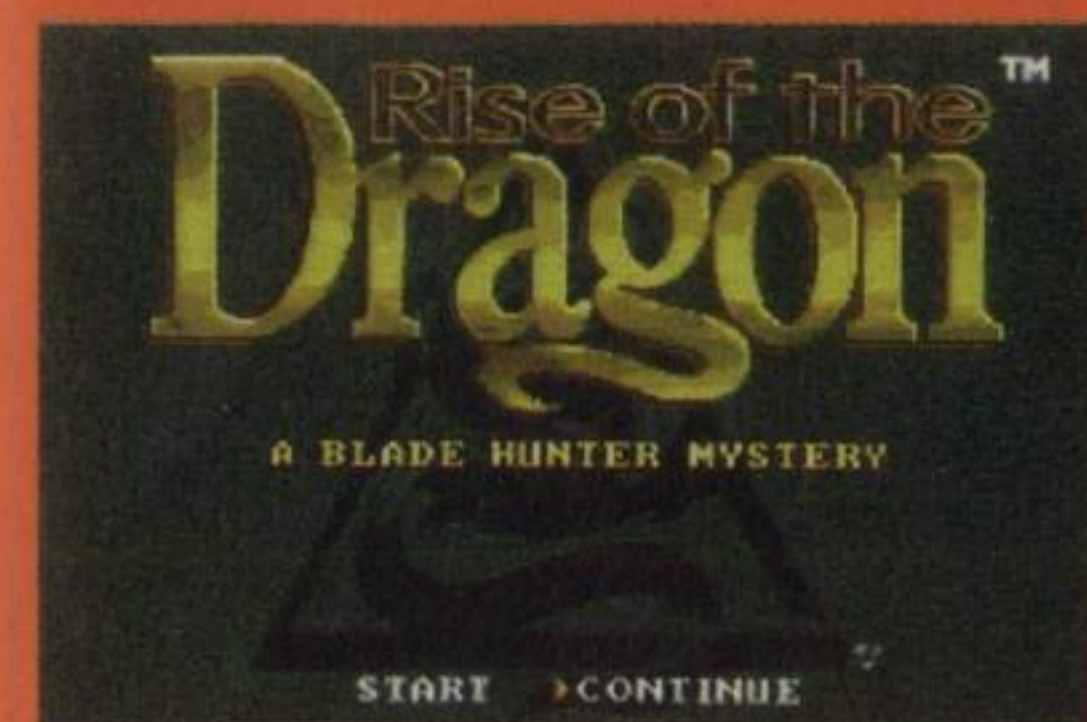
Naughty goings-on in the Pleasure Dome



Incredibly luckily for Bladey, his beloved works in the City Hall forensic analysis and computer records department. What a total spawn-merchant!



"Dahn in the tube station at midnight who-oooh-oh-ohhh-wah!" I thank you



PUBLISHER: Sega/Dynamix (Import)

PRICE: £50

RELEASE: Out now

MEGA CD: You'll need a CDX Pro adaptor to run this on a British Mega CD

CONTACT: Dream Machines
0429 869459



Only solo private eyes need apply for this job



Sorry, but this game supports just one degree of skillage



Just like real life – you only get one of them



The game can be saved at any time thanks to battery back-up



Just the one great big sprawling mission to solve

GRAPHICS 6

SOUND 8

GAMEPLAY 5

GAME SIZE 5

ADDICTION 7

"Almost very nearly quite good. There's a heady atmosphere of deceit and danger, but in the end the plodding gameplay lets it down"

55
PERCENT

Game Review



Be away foul demonic beast! You cannot defeat me and my amazing Ninja kite. By the way, get some Listerine



Oh what an attractive young lady, then again, they do say beauty is in the eye of the beholder. Sod that, I'm off



You really want to fight me? But you're just an old gimmer in a dress



What's worse? The evil skeleton attacking or that weird UFO thingie?



Boy gets girl, girl gets kidnapped, boy becomes fearsome Ninja to save girl. It's an age-old story. Jon Smith dresses up in a funny costume, shouts AIIIEEE! and saves the day

REVENGE OF THE NINJA



Don Bluth's classic laser-disc coin-op, *Dragon's Lair*, set one hell of a precedent when released over ten years ago. Here was a game which enabled you to actually control the outcome of a Walt Disney-style cartoon. Wow! Now that we've got machines in the home that can use digital discs for storing a fair amount

of animation, this doesn't seem such a technological marvel, but there's still a certain appeal in being able to control a proper cartoon.

OUT-DIRK THE DARING ONE
Dragon's Lair is already available for the Mega CD (it was reviewed in the March issue of MEGA), so all that

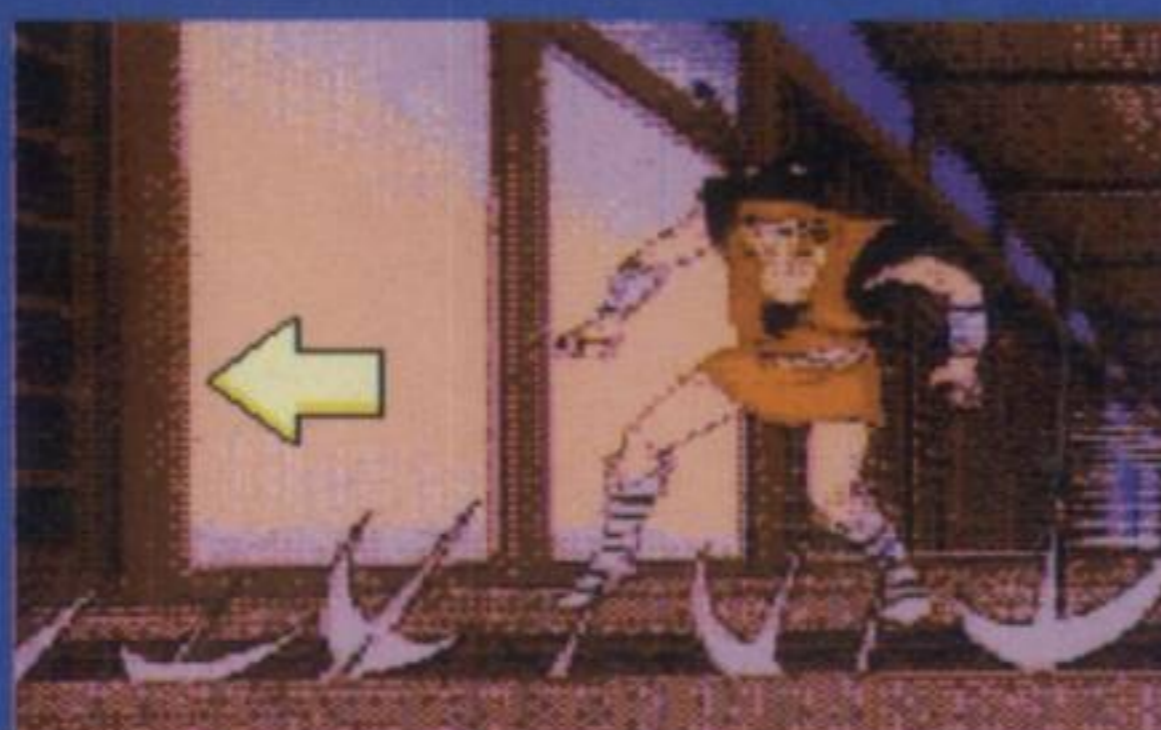
feeling of awe can come flooding back in a wave of nostalgia, but ever since the game was revealed, other game companies have been trying to out-Dirk the daring one himself with their own brand of "interactive cartoon action". The latest offering in the continuing stream of *Lair*-style games is *Revenge of the Ninja*, which features similar

YOU SHOULD HAVE GONE LEFT THEN...

Here is a (ever so short) description of how to wend your way on to stage two of this... er.. cartoon? Game? Well it's here in case you're terminally stupid and can't see the arrows and things that appear on the screen. Well, you could be playing on the Hard level, in which case you're not at all stupid and I apologise so very, very deeply.



① After some Ninja-type skulking in the corridors, our hero comes across his first problem. Spikes will dart out of the wall that flashes, so press Left on the joypad to carry on running up the corridor



② A brief hop, skip and skulk later, all manner of pointy things shoot out of the floor and nip at your ankles. Press Left again to dart out of the way and continue the quest



③ Some more skulking around leads you to a series of gates that drop down, so press Down on the joypad to slip underneath them pretty damn sharpish and therefore avoid too much harm

NO REALLY, I MEANT TO DO THAT... DAMN

One area of *Revenge of the Ninja* which is a hell of a lot of fun is watching Hayate get done over in a variety of amusing ways. There's no simple "fall over and die" here, oh no. He gets grabbed, squished, thudded, splatted and generally harassed. Here are a few classy demises.



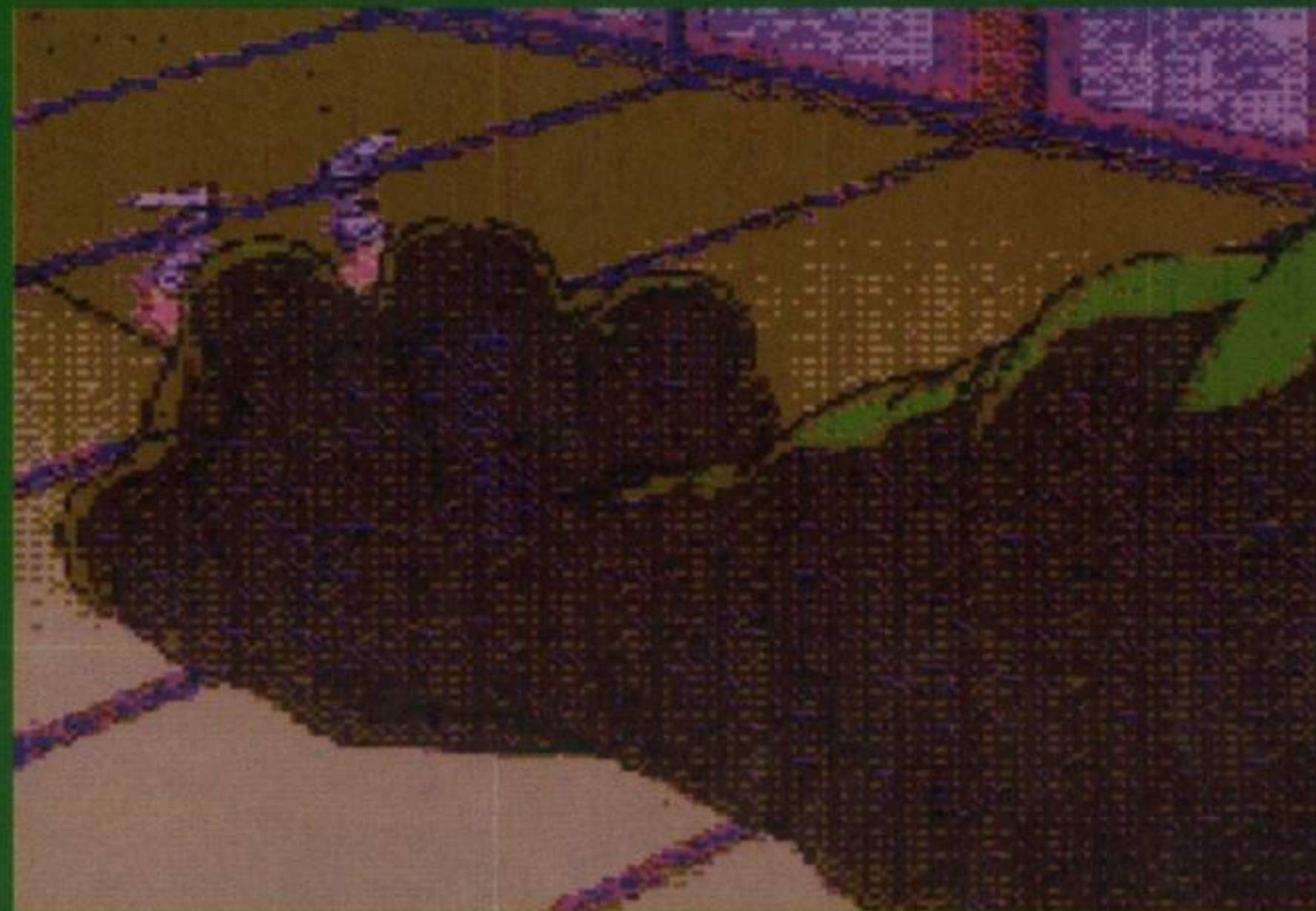
There's water there to break the fall. Come on, That's not very dangerous, is it?



Yes, you can laugh, but I'd like to see what you look like when you get nabbed by a nasty



Nice doggy. Ha-ha! He-he! Sit boy! Sit! Heel! There's a good... doaaaaargh!



Look, it's not big or clever to squash people. Not that I'm going to argue or anything

action and gameplay with slightly more of an oriental feel.

UP, LEFT, FIRE, YAWN

The story concerns a trainee Ninja called Hayate, whose father has been killed by the evil Lougi. If that wasn't enough, Lougi has also kidnapped Princess Terisita, so Hayate has to go in with his sword brandished to rescue her.

The plot is unfolded in a series of 18 cartoon scenes, with you making a choice of action every so often. The problem here is that on the Easy and Normal levels, these actions are displayed on the screen when you need to do them, so you just press the button

which is indicated. This isn't very taxing, so before long you'll have romped through the game from start to finish.

Playing on Hard mode is more rewarding, since you're only told *when* to carry out a move rather than what the move actually *is*. However, it's still more a matter of guesswork than tactical skill, since you have to virtually carry out a move before you reach any danger.

Call me cynical, but I think that a

challenging, rewarding game should do more than test your ability to bash a button in the correct sequence every ten seconds. Sure, the cartoon animation is fun for a while, but once you've finished the whole thing how likely are you to go through it all again? Not very likely at all. A better move would be to buy a decent Manga vid instead; the plot and picture quality would be better for a start.

© Jon Smith



④ With barely enough time for a shifty little semi-skulk, the walls start to close in, so press Up to jump through a handy skylight. That's it - the end of the stage. Bit of a doddle really huh?



This is typical of the type of danger that our plucky Ninja hero is set to face. An army of hell-spawned demons pull their bony countenances out of the pit



PUBLISHER: Renovation (Import)

PRICE: £49.99

RELEASE: Out now

MEGA CD: You'll need a CDX Pro adaptor to run this on a British Mega CD

CONTACT: Renovation
(0101) 408 982 2700



One player: It's not called *Revenge of Several Ninjas*, is it?



Three levels: Easy is a doddle, Normal requires quicker reflexes and Hard doesn't offer any clues



Between one and five lives



No passwords or battery back-up. Nope, not a sausage



Eighteen very short "scenes" to get through

GRAPHICS 8



SOUND 7



GAMEPLAY 6



GAME SIZE 3



ADDICTION 3



"Fun for the hour it takes to finish it, but you won't want to play it again"

41 PERCENT

STREETS OF RAGE

If you're familiar with the expression **third time lucky**, you'll probably be getting rather excited about the release of *Streets of Rage 3*. Unfortunately, Paul Mellerick isn't particularly impressed with this latest offering...



The first-level boss is a sailor. Mmm



Watch out for the women with whips; they can cause serious damage

Do you remember the rumours circulating a few months ago about the third in the series of top Mega Drive beat-'em-ups? Some said the game would be a massive 32-Mbit affair, others said you would be able to have *Street Fighter 2*-style matches as well as the normal game, and a couple even said the game would be the size of the first two games put together.

DISAPPOINTED? YOU WILL BE

Following these initial rumours, things all went a bit quiet, and it's no real surprise that this game has come out on Japanese import (it's called *Bare Knuckle 3* over there) a good couple of months before the official release. When you look at the game, you can't help but feel a little let down. Yeah, they've included a battle mode, but



A lovely sunset, as the guy you just beat up hits the floor hard



When all the hard work's been done your mates arrive in a helicopter

it's no *Street Fighter 2*. It's also a normal 16-Mbit game, and there are only seven regularly sized levels, compared to the eight largish levels in *Streets Of Rage 2*.

It's not all bad news though, because the gameplay has been supercharged and the whole thing plays better for it. Nothing drastic happens mind; it's just simple things like the speed of the punching/kicking and the new ability to roll up and down the screen and avoid trouble which really comes into its own on the later levels. But apart from these basically cosmetic changes, the game is still too similar to *Streets of Rage 2* to be considered anything special.

I mean, there are all the usual characters (oh, and ONE new guy for you to control), all the usual tactics you need to use to defeat the bad guys, and the game even repeats a level from *Streets Of Rage 2*, by somehow getting a robot version of the Mr X character (the evil guy from the second game) to appear in the proceedings. But who really wants to spend all this money on a new game only to have one of the seven levels look and play exactly like it did in the

KANGAROO

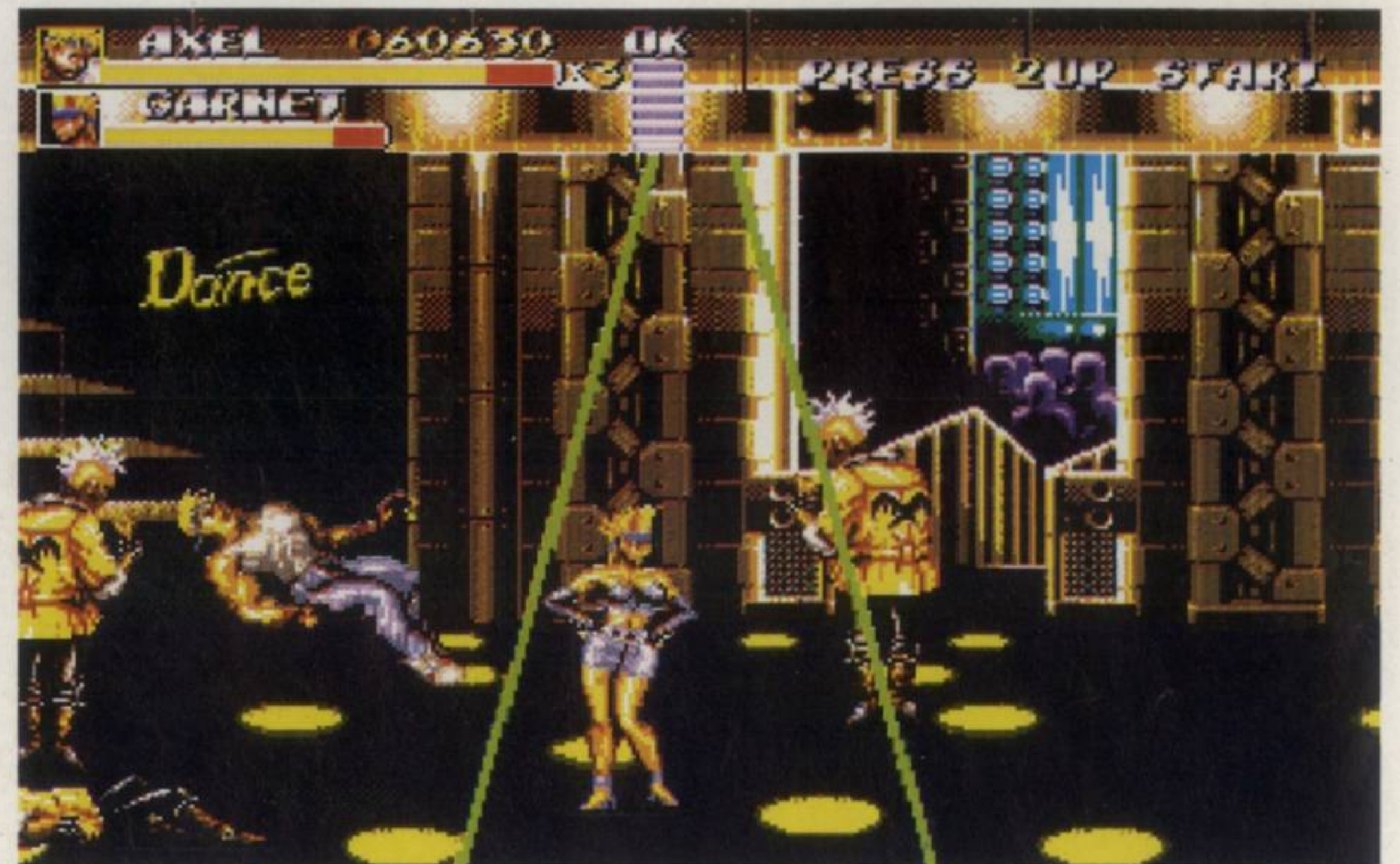
One interesting part of the game which I found by complete accident was a hidden boss character that you get to control. Strangely enough, it's a kangaroo. When the boss and the kangaroo appear, you can either defeat the kangaroo and carry on with the game or defeat his keeper and then, when you die and select your character, (if you continue the game) you can select the kangaroo.



Wahey! Hidden characters, don't they add just so much more to the game and make it worth buying? Well, actually no they don't



In Battle Mode, it's just you and your opponent... and a couple of payphones, some barrels and the odd basketball ring if you get bored



I'm not sure whether Axel has just been hit and is falling to the ground or whether they just put on the new Take That single and he fainted

Game Review



Dead simple. All you do is select the city you want to tinker with, and choose to invest in industry, housing, transport, armory...



... or, indeed, terrorism. What with the British and Irish governments unable to get their acts together, I thought I'd invest in a few mortar shells

THIRD WORLD

Developing nations are acquiring nuclear capabilities. Is the possibility of limited nuclear war even greater today than during the Cold War? Only Prof. Bilson is clever enough to answer that...

Settle down class and get your notebooks out. Today, we have the third in a series of lectures outlining popular cultural representations of war.

Just like any cultural cornerstone that's steeped in a certain generation, this game will become a reference point for history classes of the future. Like the Godfather trilogy, The French Lieutenant's Woman or Led Zeppelin, *Third World War* will be studied in Marxist terms as the cultural superstructure built upon the socioeconomic base of its decade. In this case it's the culture of the post-Cold-War Nineties.

Or perhaps it'll be lost in time as a halfway decent politics/battle sim that raised a few chuckles and fewer eyebrows on the Mega CD. I don't know, draw your own conclusions, class.

what's the difference?

Select from five scenarios, ranging from the glaringly obvious *The Third World War* to the ambiguously titled but politically sensitive *Chaos* and incorporating a novel option, *The Economic Struggle*, which, it may surprise you (We've already established that you're thick, right?), concentrates on the importance of the budding superpowers' economic rather than military prowess.

Bearing in mind the origin of this import, you'll not be surprised to find that starting as the United States is the default setting. This isn't entirely due to American arrogance, rather to the fact they are without doubt the hardest nation in the world; you'd want them on your side in a fight, and, quite frankly, it's easiest for a beginner to start playing the US. Hardest is easiest, see? Thick!

CALLING THE COLD WAR OFF

If you're thick (and I know some of you are) you might not have guessed that *Third World War* is a battle sim of sorts and as such is an artistic statement about popular culture's orientation towards war since the Cold War was called off. As standard for this game genre, the end goal is world peace, or is it world domination? And frankly,

HUGE-SCALE DESTRUCTION

Although superficially *Third World War* is a particularly boisy-boy-soldier game with megalomaniac overtones, its saving grace is that you can to some extent concentrate on the economic aspects of the strategy. Play about with increasing your country's gross national product and all that (see the MONEY MAKES THE WORLD... boxout), but after a while it

MONEY MAKES THE WORLD...

Go round? Nah! Blow up, more like. Having consulted with my colleagues in the School of Economics I decided to give the financial side of the game a good probing. For financial control of another country you must affect all four economic areas - stock market, real estate, manufacturing and service industries.

STRENGTHEN LAW & ORDER	
AMOUNT INVESTED	2.0B
GNP	-000.0%
SUPPORT FOR GOV	-000.0%
NATIONAL MORALE	+000.0%
LEVEL OF LAW/ORDER	+000.0%

Strengthen law and order?

MANIPULATE MASS MEDIA	
AMOUNT INVESTED	3.0B
GNP	+000.0%
SUPPORT FOR GOV	+000.0%
NATIONAL MORALE	-000.0%
LEVEL OF LAW/ORDER	+000.0%

Nah! Manipulate the media of the country you want to invade

The game's based on monthly decisions and these can be seen as running a monthly budget for a world business. You receive \$800 million per month for each nation you dominate, but in order to dominate it, the necessary invasion usually costs far more than that, so it's unlikely to pay off for a couple of years. If you want to rule the world, a slow, gradual rate of expansion is required.

Think about it.

GNP OF EACH NATION			
U.S.A.	5681.8	SOUTH AFRICA	284.6
RUSSIA	1578.9	BRAZIL	395.4
JAPAN	3418.8	AUSTRIA	262.3
GERMANY	1325.5	CANADA	548.8
CHINA	423.8	IRAQ	184.6
FRANCE	1852.1	ISRAEL	494.8
UNITED KINGDOM	834.2	SAUDI ARABIA	316.5
INDIA	317.7	LIBYA	182.5

We did Gross National Product at school. I never quite understood it



Game Review

Fancy helping Mickey work his way through five tricky puzzles? Nope, well neither did Paul Mellerick; he's always preferred Minnie you see



See that tower with the bloke on top? That's where you start the game from, and then you jump down, walk through that door on the left and start playing

turning sweet kids into mindless thugs, or something. The reason for all this waffling (I was beginning to wonder – Andy) is that *Mickey's Ultimate Challenge* is being packaged as one of these "edutainment" titles. And, shock horror, it's actually a bit good.

PUZZLES GALORE

But what do you have to do? Well, quite simply you must solve, using your brain and gameplaying skills, five puzzles. Once you've solved each of these puzzles you will be given a gift; solve all five and you'll have five gifts. Now you need to go back into the levels and give the right gift to the right character. Do that and you then complete the game.

Easy, eh? Don't you believe it matey. Although this game is definitely one for the kids, there are three skill levels to play (and although the rating system is relevant to American schools, it's not that complex) and with the adult difficulty selected it's actually a bit of a challenge.

The puzzles are basic spelling, sorting or memory tests and with all the famous Disney characters (Mickey and

Minnie Mouse, Donald Duck, Goofy, etc.) popping up throughout, kids will certainly enjoy playing through and solving them.

MAGICAL MICKEY

The graphics are, as you'd expect, cute in the extreme and the sound is equally twee, but it's the game more than anything that deserves the credit. There aren't that many educational games around for the Mega Drive, and although I don't think this one could ever be considered good enough to be included in the National Curriculum, parents who would like their kids to play something other than *Mortal Kombat* (and therefore would feel a bit more comfortable about owning a Mega Drive) should definitely give this the once-over.

It's a shame then that there are only five "games" within the game to play, and I'm sure that the puzzles will only delay the player from progressing for a couple of minutes at the most. And don't forget, that for the price of this Mega Drive game you could get your kid a decent selection of books.

Did I really just say that?

© Paul Mellerick



Edutainment. Any idea what it means? Well, a couple of years ago when console games started getting all popular and stuff, software companies came up with this idea to attract younger people and convince parents that not all "games" were mind-numbing beat-'em-ups programmed with the sole intent of



Try to go into the water and Mickey takes time out for a quick change

MICKEY'S ULTIMATE CHALLENGE



Just so things don't get too confusing, there'll be a little introduction for each game



Donald's trying his hand at a bit of magic when Mickey steps into the room and gets in the way



PUBLISHER: Hi-Tech Expressions

PRICE: £40

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



Play as either Mickey or Minnie



You can choose between Cake, Medium and Challenging



You've got infinite lives. If you fail, just try again



No passwords, as there are only five puzzles to solve



As I've just said, there are just five puzzles to solve

GRAPHICS 7



SOUND 7



GAMEPLAY 5



GAME SIZE 7



ADDICTION 6



"Unique and slightly challenging, but there isn't really enough to it"



69 PERCENT

ROMANCE OF THE THREE KINGDOMS III DRAGON OF DESTINY

"I reckon I'll try the number 46 tonight - *Kuaiji*," said Josse Bilson. Little did he know he was invading a city



It looks like one of those table-top battle games that sad people play with dice and models, but this is about as exciting as the action gets

Romance of the Three Kingdoms III: Dragon of Destiny, or as we in the biz say: *The Game With The Long Title*, is a fairly bizarre but thoroughly interesting historically accurate battle/world domination sim, set in 2nd Century China.

The basic idea is that as a "Righteous" (sorry I don't understand why you're righteous, you just *are*, right?) Warlord you fulfil twin desires as a politician and bloodthirsty warmonger by setting some firm, and no doubt ecologically correct, domestic policies, and then building up an army so powerful and loyal that they blast all the other "Righteous" Warlords to kingdom come. The objective, depending on whether you read the game's packaging or the instruction manual, is to unite war-torn China, or maybe to occupy all 46 cities.

DEVIATING TOO FAR

There's very little point giving a game like this an overall score because, though I'm loathe to say it, if you like games like this, you'll like this one and if you don't, you won't.

It's a fairly standard point-and-click strategy-orientated puzzler, where you're best off starting by not deviating too far

from the default settings (ie stick to the historically accurate option rather than the fictional, and keep a sensible balance between your political charm and your gold, your irrigation and your number of armoured galleys), and then being more adventurous if and when you get a feel for the game.

The first evening I played *The Game With The Long Title*, I was at a loss how to enter a character properly, let alone take control over one of the world's largest and most powerful forces. However, by day two, I was familiar with the routine of making monthly decisions about who to send spying and which crops to harvest, about how to negotiate with representatives of other warlords, and, more likely, how to close for battle in the *Sensible Soccer*-viewed combat scenes. After day three, the idea of getting my filthy hands on another Chinese city brought forth an involuntary demonic glint in my eye.

SHOALS OF TUNA

The beauty, if that's not too strong a term, of *The Game With The Long Title*



The battle finishes when you capture the opposing warlord

is its longevity. If you can overcome the initial trickiness of shoals of tuna representing your city's food level, and Lester Pigott representing a mounted soldier (Oo-er! - Andy), and you've not got too confused by the many similar names (You can tell Shun Luing's a place rather than a person because the cities are all numbered), then it's a really addictive, involving war strategy game. But then, if you don't like that sort of thing...

© Josse Bilson

Once you've got a feel for the strategy, you can close for battle with anyone



The postal system in ancient China leaves something to be desired



The symbols represent cities. The flags tell you who controls them



There are plenty of opportunities to do a bit of strategy plotting



PUBLISHER: Koei (Import)

PRICE: £54.95

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0429 869459



Up to eight people can take turns



There are just the two difficulty levels



One long campaign per go



There is a save-game facility, and believe me, you'll need it

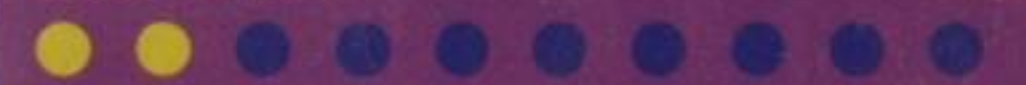


Six historically accurate scenarios plus "fictional" mode

GRAPHICS 6



SOUND 2



GAMEPLAY 4



GAME SIZE 9



ADDICTION 8



"Odd, aloof, but eventually addictive battle sim"



68 PERCENT

TOM & JERRY FRANTIC ANTICS!

Thank goodness it was too late for Josse Bilson to include this game in Mega Retro

At the risk of getting heavily sued, I'd venture to say that this cartoon licence was bought in a job lot with the Tom and Jerry bedspreads licence. And if it wasn't made by the bedspread people, it should have been, because I'm almost certain they could have made a better job of it than what we have here.

Tom and Jerry are brilliant characters who, over the last forty-odd years, have entertained generations with crazy dribbling mad bonkers shenanigans. Their antics have certainly been frantic.

Certain platform games are looking tired, but with a new engine and a generous ladleful of imagination, the genre can offer fun aplenty. Check out *Sonic 3*.

CYNICAL

Dear Sega, why, oh why, oh why allow such a phenomenally

There is absolutely no point



The cat and mouse duo squat comically, underground

crap game as this to be made? It's not only massively insulting to fans of the cartoon cat and mouse partnership, it's also insulting to consumers. It's a rip-off, a cynical attempt to cash in on the involuntary smile people beam when memories of that cat chasing that mouse through Mama's kitchen are evoked. Aaaargh!

Enough of my rantings, I suppose I'd better tell you something about the actual game so that you can make up your own mind. One player swaps character according to the levels, two players play cat and mouse simultaneously. There is absolutely no point to this game. Do not pay any amount of money for it whatsoever. (No, no. Just tell them about the game, will you? - Andy)



You run along for a while, collect bits and bobs and jump over bad things. Will this make you yawn or cry? Neither, cos you're not going to buy it



Do you remember this rat on a bike from the cartoons?

CHEESE AND FISH

Oh yes, sorry. You run along (slowly), jump over rats on bicycles (When did rats on bicycles ever feature in Tom and Jerry?), collect enough cheese if you're Jerry Mouse or enough fish if you're Tom Cat and you get an extra life. Clever, eh? That must've taken some thinking about; like they're not gold rings or coins or anything. Flippin' heck! I'll buy it. (You're taking the mickey a bit now, aren't you? - Andy)

OK, so you avoid flying dustbin lids in the alley, and find some American footballs to throw at fat women. (But they're politically correct fat white women, not Mama.) You fall off some platforms which hover in mid-air with absolutely no explanation because the collision detection's so bloody awful, and you raid the fridge and it's just like the cartoon. No, really.

It's an eye opener that a cartoon licensed platformer can make *Ren and Stimpy* look exciting. Oh goodness, I almost forgot the ridiculous storyline. You have to rescue some lass, Robyn, whoever the hell she thinks she is, and reunite her with her family. But why? I ask you! Oh never mind, I'm off down the pub.

© Josse Bilson



This would seem like a good time for cat-like reactions, Tom



PUBLISHER: Hi Tech Expressions

PRICE: £39.99

RELEASE: Out now (Import)

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines
0492 869459

- One or two players, thicky
- There are the usual three levels of difficulty
- You've got three lives but no restart points
- You get a passcode at the end of each level
- Eight levels, but I really don't know why they bothered

GRAPHICS	3
●●●●●●●●●●	
SOUND	2
●●●●●●●●●●	
GAMEPLAY	2
●●●●●●●●●●	
GAME SIZE	5
●●●●●●●●●●	
ADDICTION	2
●●●●●●●●●●	

"A cynical rip-off, an insult to the memory. It's absolutely disgusting"

20 PERCENT



All Josse Bilson ever wanted was everything.

All he ever got was pain. That, and the chance to review a very interesting God game



POWERMONGER CD

According to the *Populous/Mega-Lo-Mania* traditions you'd be God, and smile paternally down on all you survey. But *PowerMonger* takes a timely sidestep from tradition. You're not God, you're not even the most powerful figure in the *PowerMonger* package, the warlord. You're a General in his pay, and what's more, he's discontent.

Blimey! That doesn't sound much fun, second fiddle to a tin-pot tyrant, rather like the guy who gave up his job as assistant to Princess Anne because he realised he'd never be promoted to Princess Anne.

But don't be put off, this is a great opportunity to wreak havoc about foreign shores, rape and pillage the land, and batter the petty squabbling local warlords and their peasant folk into submission and servitude to your boss, without having the ultimate responsibility. After all, you're only following orders!

THE PEN OR THE SWORD

Within the world of *PowerMonger* there are 195 lands to conquer for your Lord/God/King/Obergruppenführer boss bloke, and the game's ultimate objective is to unite these scattered isles under his rule. Each land is divided into settlements, and you must charm, persuade or simply bludgeon the people into your way of thinking. The pen or the sword, if you like.

Then there's the predictably complex set of options, controls and menu bars,



You see that big fella there with the horned helmet, blue cape and worryingly tanned torso. Well, that's you, that is

complemented perfectly by a telephone directory game manual. So there's land after land to defeat, more point-and-clicking, more resource management and more sheep to attack than you'd care to imagine. Isn't this completely wonderful then?

NO, NOT ENTIRELY

Well no, not entirely. Passing up the ultimate control to a boss is fine – it doesn't restrict you – but you're restricted by the predetermined course through the lands that the game itself dictates, and that's frustrating to say the least.

The speech samples grate a bit too, and the CD access time is outrageous. I grew a beard watching a static battle scene with text reading "processing world data". I'm just warning you in case



That walled settlement there, that looks like a good one to invade

Who's this Josse MEGA bloke anyway? And why is he so camp?

you're thinking of playing the whole game, which, quite frankly, I'm not.

Having had that gripe, it must be said that this is an altogether decent game, and should be seen as an alternative, rather than direct competition, to *Populous 2* and *Mega-Lo-Mania*.

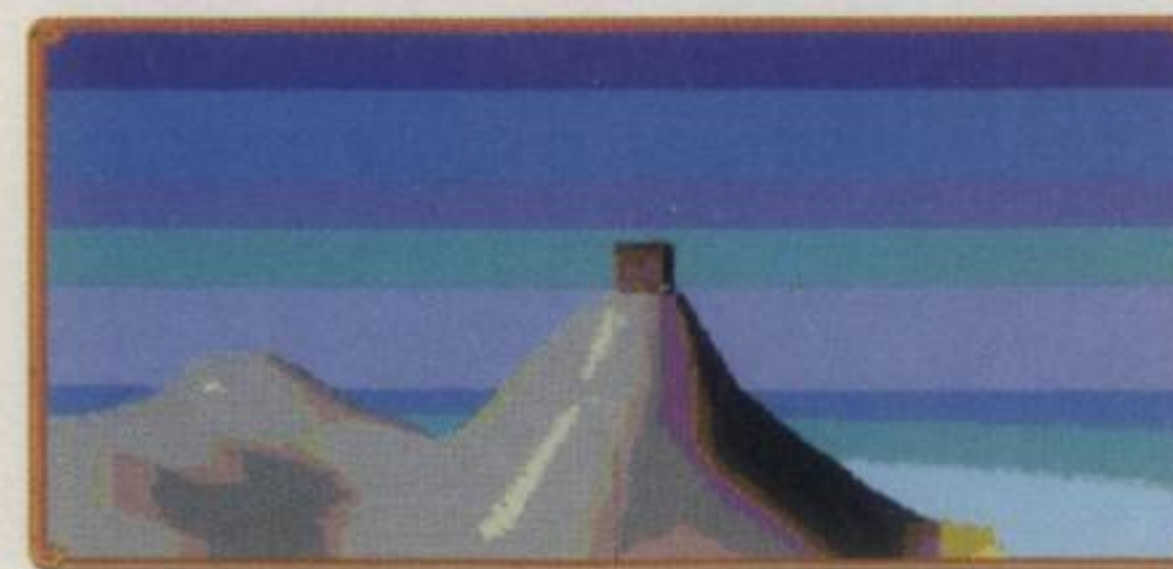
© Josse Bilson



And there's an island. It's a pretty dull game to look at, I'm afraid



Approach the warlord with respect (and a rather dashing red cloak)



Sorry, this is one of my holiday snaps, that got in by mistake



PUBLISHER: Electronic Arts

PRICE: £39.99

RELEASE: April '94

CARTRIDGE: Mega CD

CONTACT: EA 0753 549442

- Just the one player
- Erm no, no levels of skill as such in this game
- Just the one life, thanks
- There's a battery save-game option. It is most necessary
- No, no, no, you've got it all wrong. There aren't any levels

GRAPHICS 7

SOUND 6

GAMEPLAY 6

GAME SIZE 9

ADDICTION 7

"Big, deep and oddly rewarding God sim, where you're not God. Intrigued?"



78
PERCENT

Game Review

"Hee, hee... ho, ho... this has got to be some kind of joke. Come on, where's the real game then?" asked Paul Mellerick. "Oh, this is it? Oh dear..."



All of a sudden, mid-jump, the bicycle he was riding disappeared and he was left wondering what on earth he was going to do next



Tough seams on these army trousers you know



Oh look, here's a gap for you to jump over



Real heroes aren't scared of bullets

CLIFFHANGER

After having seen the CD version of this game (reviewed in issue 18) and marvelled at the snowboarding section (while trying not to think about the platform bits), I was reasonably interested to see what the cart version would put in its place. Boy, was I disappointed...

ESSENTIAL INGREDIENTS

I know I was probably expecting a bit too much, because we knew the cartridge game would be the CD game without the fab 3D scrolling bits, but I never realised just how bad it would be. In fact, this is the dullest, most tedious and downright awful scrolling beat-'em-up it has ever been my misfortune to play.

Why? Well, let me rant on for a minute and tell you.

I don't know about you, but because of the superior standards set by games like *Streets of Rage 2* and even *Turtles: The Hyperstone Heist*, I expect a beat-'em-up to have some sort of variety. For starters, it should have plenty of different bad guys, meaning I have to use my many different skills to figure out how to beat them up. And while all this action is going on I'd also like to see some scenery (it's a minor point, but one worth considering). Finally, I'd expect the main character to be animated so you get some sense of realism. If the game has all these ingredients, then it's gonna be just about as good as it can get.

WHAT WENT WRONG HERE THEN?

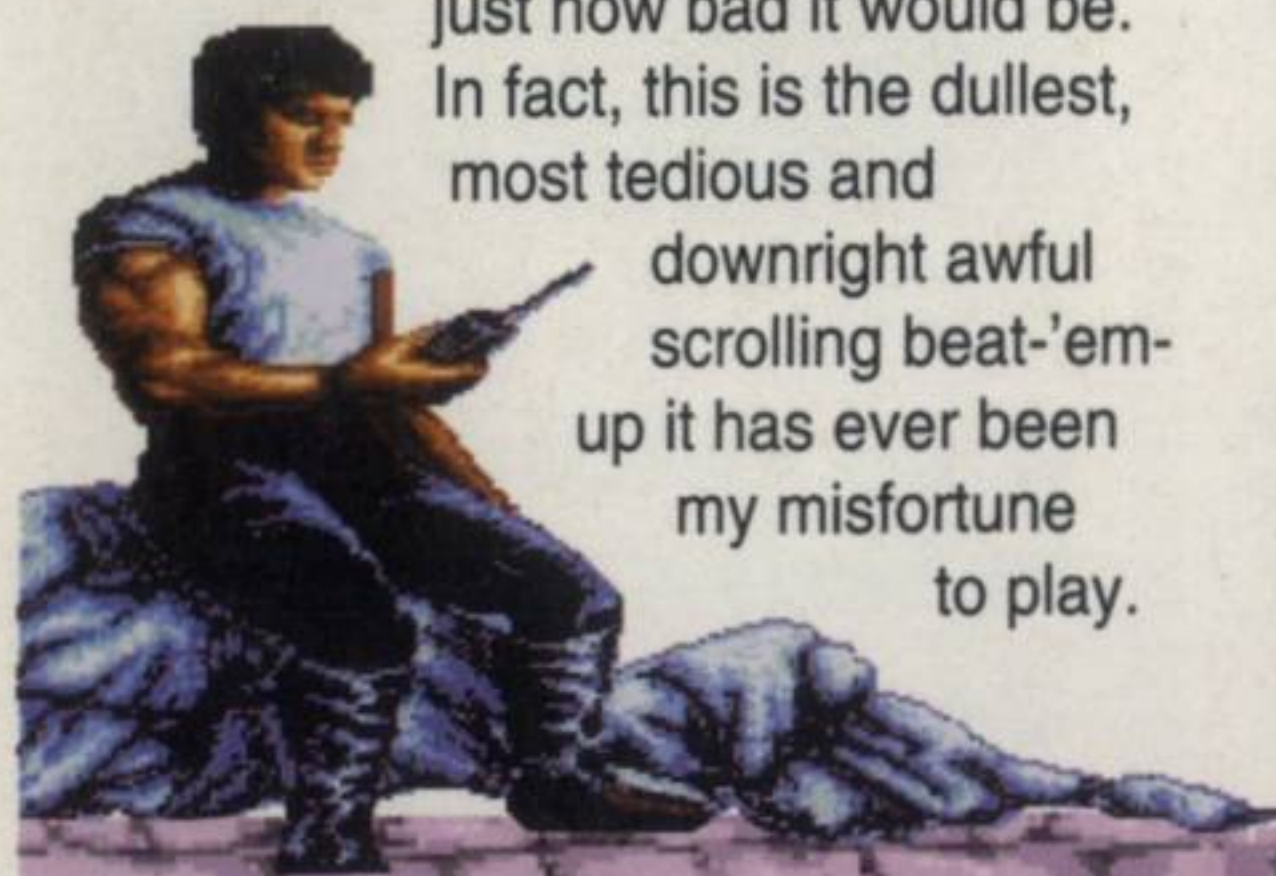
Cliffhanger doesn't have any of the above features, and in some areas I'm



sure it's taking the mickey. Take the number of moves for example. As Gabe Walker you can walk, run, jump, jump-kick, punch, kick, block, Super Kick and use his Bulldozer Move. Sounds impressive huh? But while all these moves are easily accessed from the pad, you'll quickly figure out that the best and simplest way to kill anyone is to pick up a knife (from one of the thugs), stand at the edge of the screen and use it. Occasionally you'll have to move as, surprise surprise, someone comes in from the other side of the screen, but that won't be too much of a problem.

Then there's the animation: awful blocky characters that move in an awfully blocky way, and something very strange happens to the faces of the thugs when they hit the floor? It's too bizarre for me to think about, so I won't. It has to be said that *Cliffhanger* is an appalling little game and I can only suggest in the strongest possible terms that you never, ever, ever, ever think about buying this cart. I don't care if you even own every single Mega Drive game that has ever come out, this is just simply not worth paying any amount of money for.

© Paul Mellerick



Rather than use his fists, Gabe Walker decided that his famous Indian rain-dance hypnotic attack would work just as well



Why do they insist on putting these logs and rocks on the sides of hills?



PUBLISHER: Sony Imagesoft

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Sony 071 911 8700

Just the one player is unlucky enough to play this game

There are no skill levels at all

You can choose between three, five or seven lives

No battery back-up or password system here

There are a grand total of seven levels

GRAPHICS 6



SOUND 6



GAMEPLAY 3



GAME SIZE 5



ADDICTION 1



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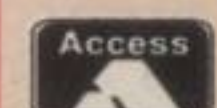
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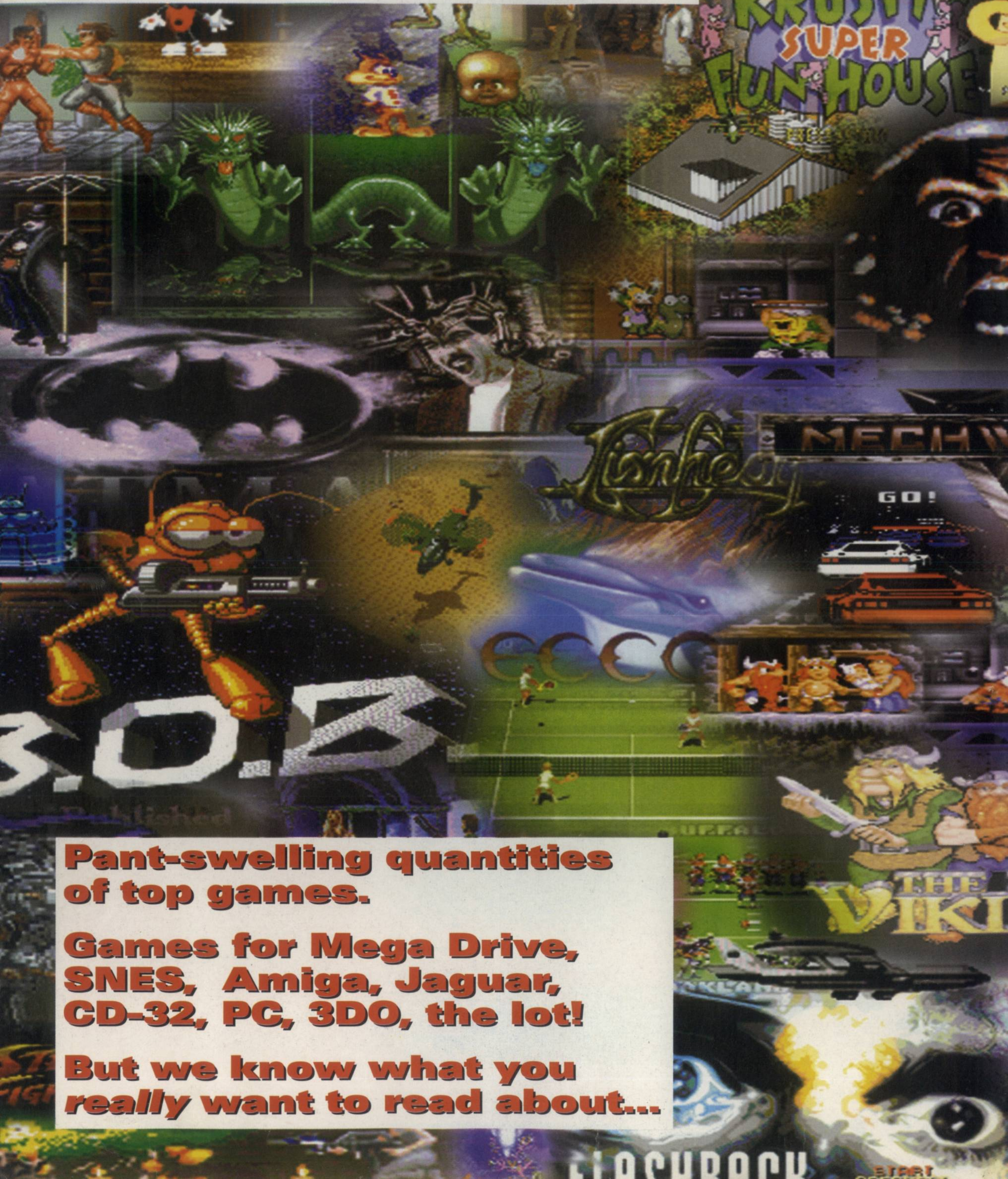
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3DO

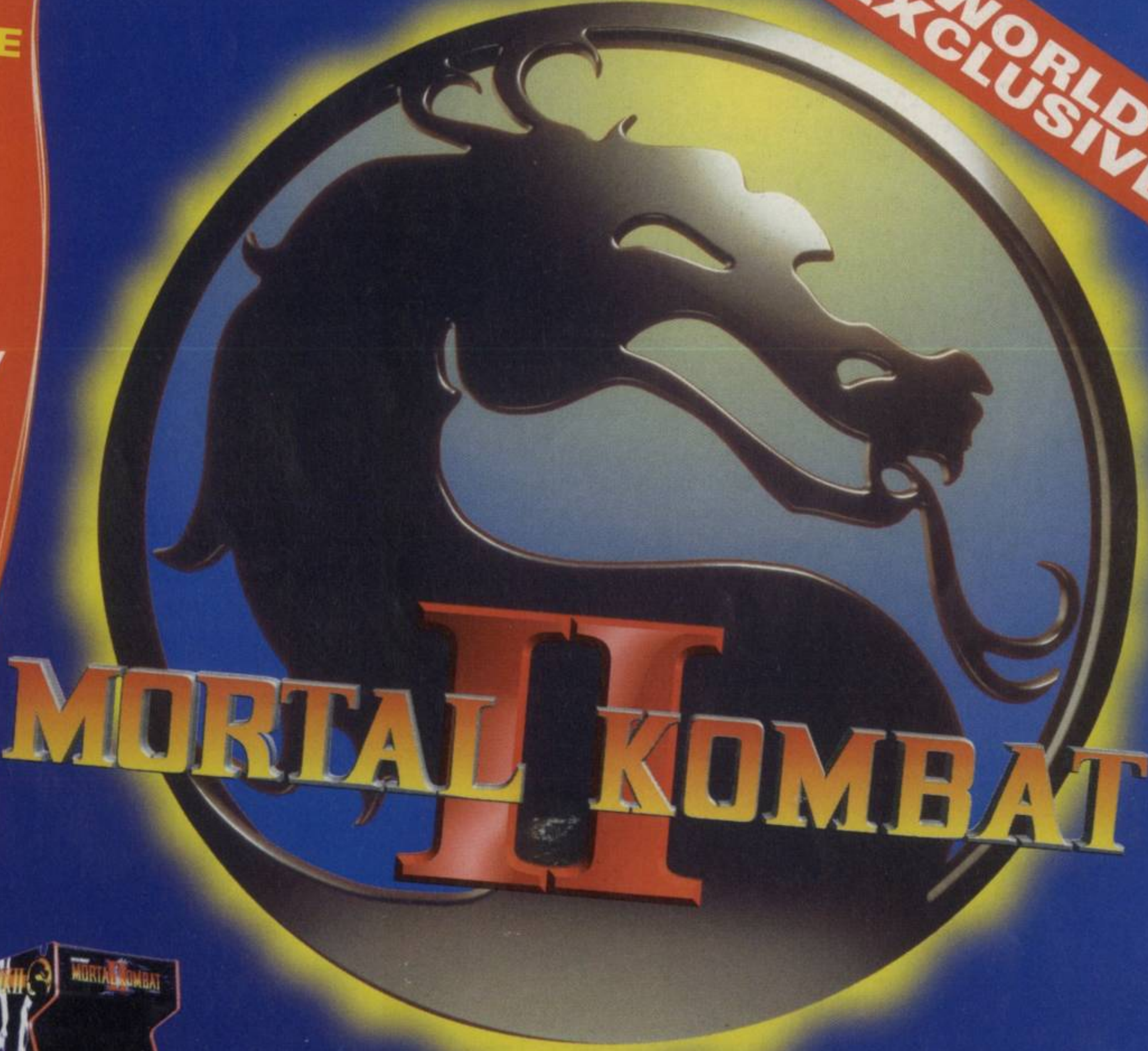
John Madden
Monster Manor

JAGUAR

Tempest 2000
Alien vs. Predator

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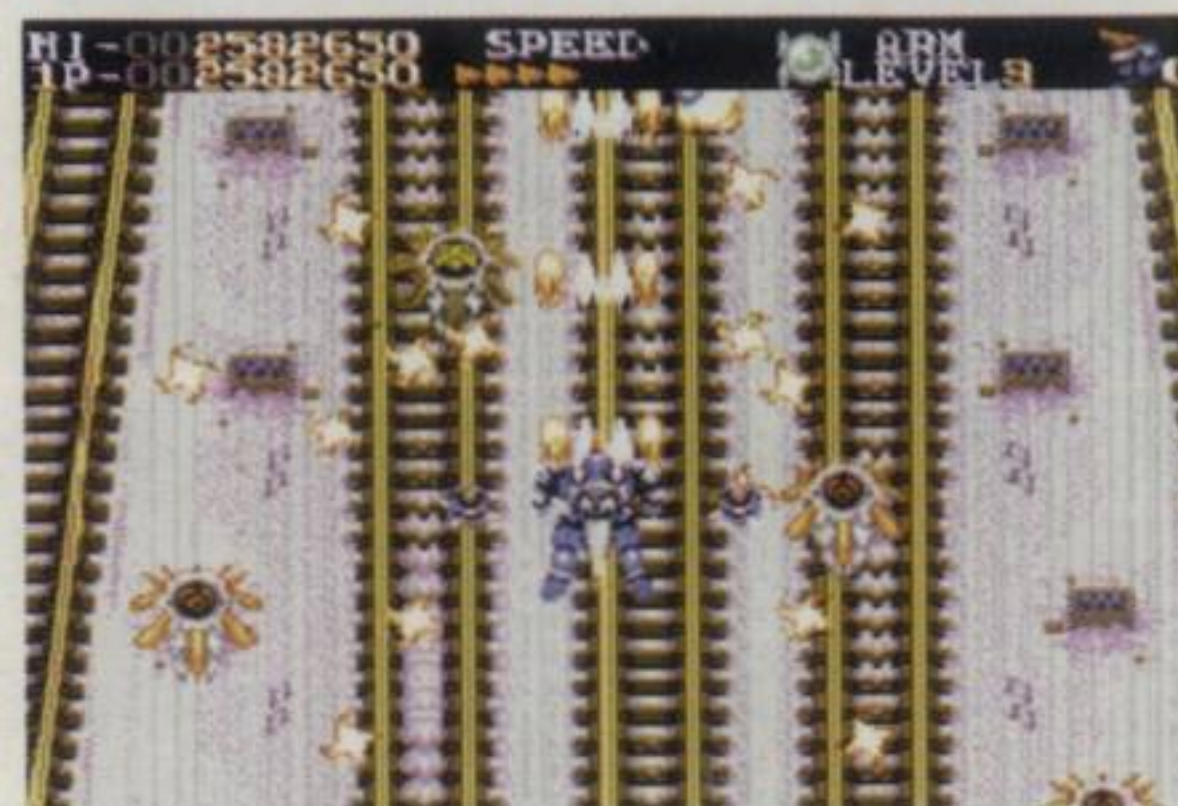


Jon Smith brings you another four pages of top tips and cheats for your favourite games. He also brings you a selection of the best Game Genie and Action Replay codes around

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NOBUNAGA AND HIS NINJA FORCE



Nobunaga may have his own Ninja force, but he's also got a silly name

Level select? Oh yes; on the options screen, set the sound to 3A, the level to HARD and CD-DA to the stage you want to start at, then press **Ⓢ** and **START**. That should see you more than right.

Alien 3

Trouble with the final boss? Trouble no longer, with this sneaky cheat. When you come up against the ugly guardian (the one with two aliens), go up the lift and run along the first platform on the right, towards the wall. You will fall down to the floor; keep jumping, but don't move left or right. Wait for an alien to injure you, and you'll float towards the top of the level. When you stop, jump right and you will have completed the level.



If you don't fancy going up against an ugly alien (and who could blame you), cheat like the rest of us

ECCO CD

Pause the game half-way through a turn – when Ecco is facing you – then press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ** and **Ⓢ**. If you've done it correctly, a hidden menu screen will pop up, in a fashion not dissimilar to the hidden options screen for the cartridge version of the game, that we revealed a couple of months ago.

Leo Kenny, Rossendale



Lots of water, a couple of rocks and a dolphin... it can only be Ecco

BATMAN RETURNS CD

Go to the options screen and set it to the driving game. Now press and hold **Ⓢ** and **Ⓢ**. Move down to the difficulty level, hold **Ⓢ** and press **Ⓢ**. Do this on all seven options, from top to bottom. If you've done it right, you'll hear a ringing noise. When you are playing the game, a quick press of button **Ⓢ** will advance you a stage. Magic!

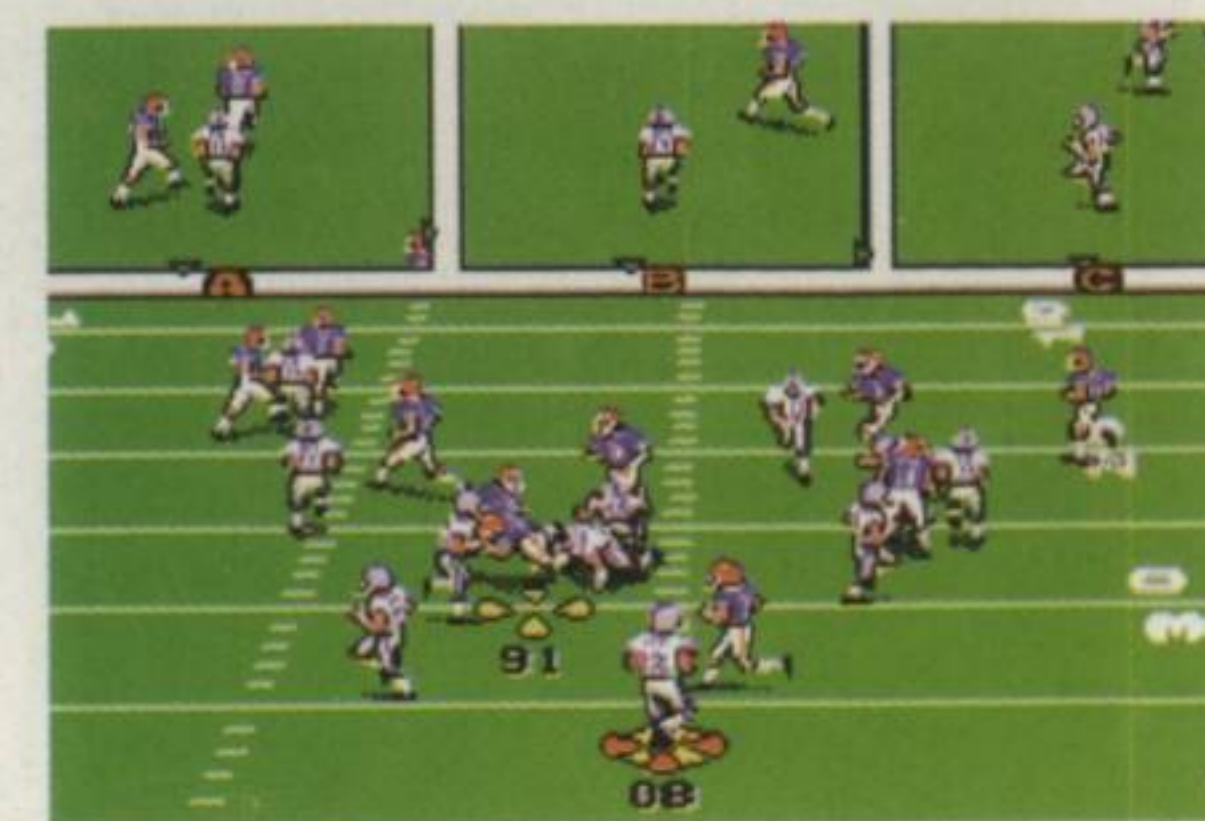
Mark Foley, Co. Mayo



Press **Ⓢ to skip the level if you can't get rid of the green guy on the left**

John Madden '94

Not a cheat as such, this; more of a useful tip to help you score long-distance field goals. Set one of the audibles as a field goal, and when the time comes for a last-ditch attempt, pick any play from the goal-line or far/near sets, and call the audible on the field. It takes a bit of practice, as the strength bar moves very quickly, but you should find yourself kicking 50 yard-plus field goals. It's most useful, too, for teams with bad kickers but a good running back ('cos the RB takes the kick when it's called as an audible). Detroit, Dallas, Pittsburgh, Cincinnati, LA Rams, Tampa Bay and Houston all fit into this category.



Although this screenshot doesn't actually show a field goal, we thought it was rather colourful

MEGA MEDIC DRAGON'S LAIR

Q Oooh, this game doesn't half bring back a few memories. I used to play it all the time in the arcades, and now I'm having the same trouble here as I used to have there. You know, the Black Knight room with the electric tile floor? Just what is the sequence of moves? I know you know how to do it, because the screenshots in your review showed further into the game than I've managed to get. Please help!
Duncan Roberts, Kent

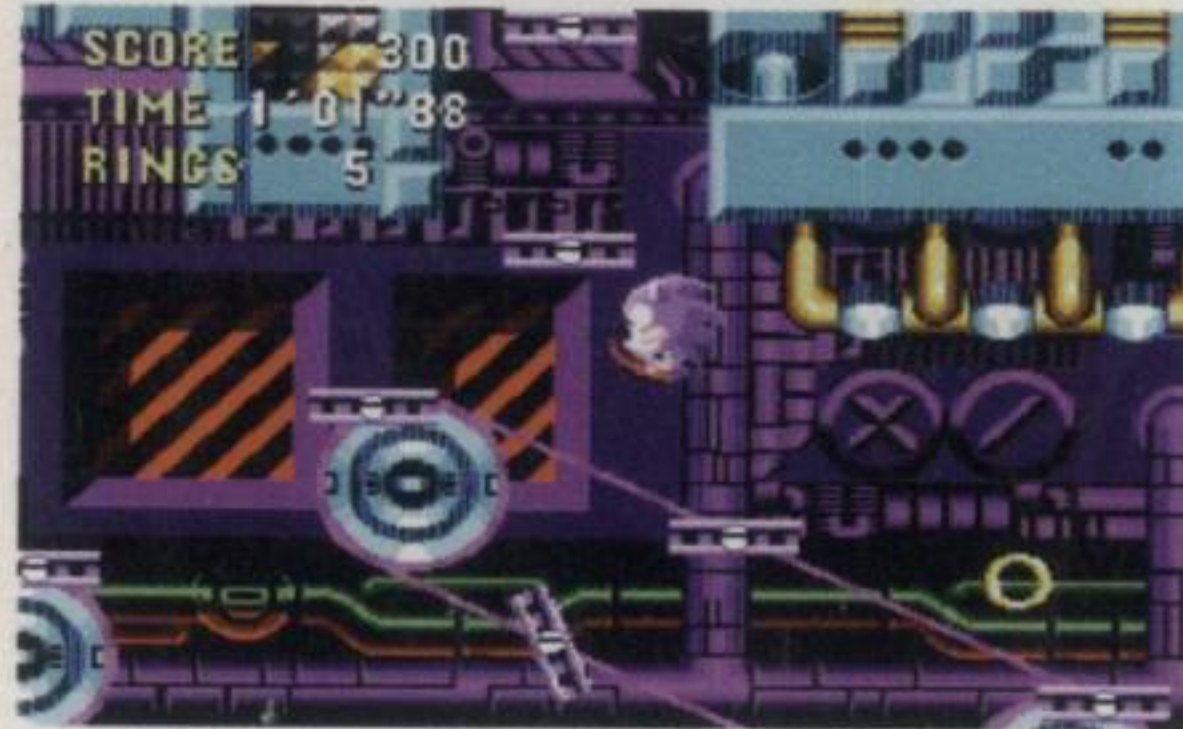
A Yes, we did manage to get past it, and you're right, it is hard to get through. But that's because of a couple of tricky jumps that need to be timed just right. Follow this guide: ⊖, ⊖, ⊕, ⊖, ⊖, ⊕, fire, fire. On the last left and right jump, get ready for some quick moving (in fact, press the direction of the next jump as the animation for the jump you're about to do is just starting). And when you get to the top just keep tapping away on the sword button to kill him. Oh, and sometimes the game reverses the level, but I'm sure you already knew that.



Jump. Oh, you already have

SONIC CD

Just a quick little secret bit you may not have found; jump back to the Past of the first "Metallic Madness" act, and travel back towards the start of the level, along the ground. When you are nearly there, you'll see some speed boots next to a steep slope. Run up the slope, and when you are near the top you'll run through the wall to find yourself in a secret screen, where a statue will – with foolhardy generosity – throw lots of rings at you.
Gareth Maddocks, Co. Durham



Find the secret screen and get loads of rings from the statue

Gauntlet IV

Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:

YLOG: J4E97 X-TE8
68XOP WO9+W 3+CXI

If you want to take out the towers, try:
Y6TDR 7GORL 94TE9
47CD5 44X6R 3+CLP

Or, if you want a powerful elf, try:
9FYWR MP7:9 9OJU-
XP+5X +KDP= -C3RH
Trevor Lynn, Croydon

SONIC THE HEDGEHOG 3

A new Sonic game hits the streets... so, inevitably, we are on the threshold of a whole new series of top cheats for the latest set of hedgehog-related adventures. Just as in *Sonic 2*, for example, you can turn Sonic Super-Sonic simply by getting the first emerald, then resetting the game and grabbing it again and again. Here's a rather fab little new thing, though: if you finish an act in exactly 9 minutes and 59 seconds – one second before the time runs out – you'll be rewarded with 100,000 points for a time bonus, which will give you two extra lives and a continue.



Does anyone remember the good old days when you found out about the Sonic level select and ran into Dixons to try it out on their machines?

LANDSTALKER MINI-COMPO

Some of the more observant among you may have noticed a small competition tucked away in the last part of our *Landstalker* solution. Well, we had a surprisingly large amount of entries, each eager to tell us how to complete the mini-quest with Bell, and **Jonathan Bills** from Birmingham got drawn out of the hat first. Not the chap himself, obviously, but his concise and comprehensive solution. And it wasn't a hat as such, more of a box, but the victory stands nonetheless. Congratulations, Jonathan. And for anybody stumped by the puzzle, here's his answer:

Once you have the Einstein whistle from Greenmaze, go back to Gumi and speak to the local dog, Bell. You will learn how she has been transformed from human form by an evil witch. Now find the witch's house: from Mercator, go out of the SE gate, SE, SE, SE, NE, jump across the platforms, NE, get the vase and position it on the moving platform. Use this to get across to the other exit and go NE. Speak to Marty, the witch's dog. He is under the same curse as Bell.

Now you will be locked in and changed

into a dog. To kill the witch, which will nullify the spell: go Down, Down, NE, D, SW, SE, D. Jump on the switch and another will appear. Keep jumping about on the switches until one appears in the corner of the room by the original switch. Jump on this one and Up, NW, NE, Up, SW, SE, Down, NW, SW, Down. Jump on the first button and use the ball to get across to the next – do the same for the other buttons. The last one is quite tricky, so be careful with the timing.

Now go Up, NE, SE, Up, NW, SW, D, NE, NW, Down. Jump on the first button and quickly get across the statue to the next button. When you get to the last button, use it as a platform to get back across. Now back Up, SE, SW, Up, NE, NW, Down, SE, NE, Down, jump across each platform quickly and trigger the button at the end. Go Up, SW, NW, Up, SE, Down, Down, SE and you will meet the witch again, and watch her die. Open the chest and go NW, Up, Up, Up, SE. You can now get the Saturn Stone with the aid of the box. Go back up to see Bell and Marty back to human form, and that's it.



Not one of the the best-looking characters in the business our Nigel, and he hasn't exactly got the best taste in footwear either

MICROCOSM CD

It's not going to take you too long to crack this excessively easy intravenous adventure, but in case you want to reprise your favourite section and have lost your list of passwords – or you find copying down the stupid symbols a bit too tricky – here's a complete reference guide.

Graham Williams, Porthleven

CEPHALIC VEIN BOSS	* ⊕ ⊙ ∴	BRAIN 1ST BOSS	* * ∴ ⊙
1ST PORTAL	∴ * ⊕ ∴	THE CHASE	∴ ⊙ * ⊕
LEFT LUNG	⊕ ⊙ ∴ ⊙	BRAIN LAST BOSS	⊙ ⊙ ∴ *
FEMUR	* ⊙ ∴ ⊕		
FEMUR BOSS	⊙ ∴ * ⊙		
2ND PORTAL	∴ ⊕ ⊕ ⊙		
THE BRAIN	* ∴ ⊙ ⊕		



It's the spooky *Microcosm*

MEGA MEDIC NBA JAM

Q OK, so the game is amazing and all that, I know, but with 27 teams to choose from, just how can I pick the best team for my style of play? I like to go for the odd three-pointer, but I'm more of a slam-dunking kind of player. I also want my computer-controlled character in one-player mode to be made of stronger stuff. Any suggestions?
Charles Watkins, Newcastle Upon Tyne

A Well, when it comes to one-player *NBA Jam*, there are a couple of teams worth playing as (the Chicago Bulls spring immediately to mind), but as it happens your style of play is very similar to that of Paul Mellerick, and he reckons that the best team for you is the LA Lakers. He suggests you play as Worthy, because you'll have very good three-point potential as well as some amazing slam dunks up your sleeve. There, we hope that helps you out a bit. If not, give our man Mellers a ring at the office.



The best thing about the LA Lakers is their, er, unique purple kit



Just check out that slam dunk. Now that's SPECTACULAR



Check out the text over there on the right for a couple of funk-tastic new tips

ToeJam and Earl 2

To make the later levels of this fabulously funkotronic game that little bit easier, play it through to level seven, and note down the password. Reset the game, turn Li'l kids mode on and put the code back in. Hey presto! All of the Earthlings should be trappable as per kiddies mode – requiring only one or two hits instead of the regular eight or nine. And if you're really stuck for things to do, try entering "TJ-AND-EARL!" as the password, and you'll be rewarded with the end credits.

Chris Hollis, Cheshire

THE BIG TIPPER

Graham Williams wins this month's accolade (and, indeed, a cartridge of his choice) for a brace of fine cheats. Thanks a lot Graham, and a copy of *Dune CD* should, as requested, be charging its mighty way towards you any day now. But what about the rest of you? Yes, you sir! You with the special pants and the mad look in your eye. Why aren't you sending those cheats in to us? No good reason? Well then, send them to MEGA PLAY, MEGA, 30 Monmouth Street, Bath, BA1 2BW and you could find your own cart collection similarly enriched.

ALADDIN



That Dave Perry eh, what a card!

Not content with producing some of the best platform games on the Mega Drive, Dave Perry consistently litters them with cheats. Take *Aladdin*, for instance. On the title screen, press **Y**, **A**, **C**, **A**, **C**, **A**, **C**, **A**, **C**, **B**, **B**, **B** then **B**, and Dave's digitised face will appear, along with the words "Ah, David Perry, what is your wish?". An options screen then appears.
Chris Biggar, Accrington

Dragon's Fury

Enter OMAKEBGM as the password, then any number from 00-04, for some different music on this reptilian ball'em-up.

Graham Williams, Porthleven



If music be the food of love, someone please explain Take That?



SONIC 2

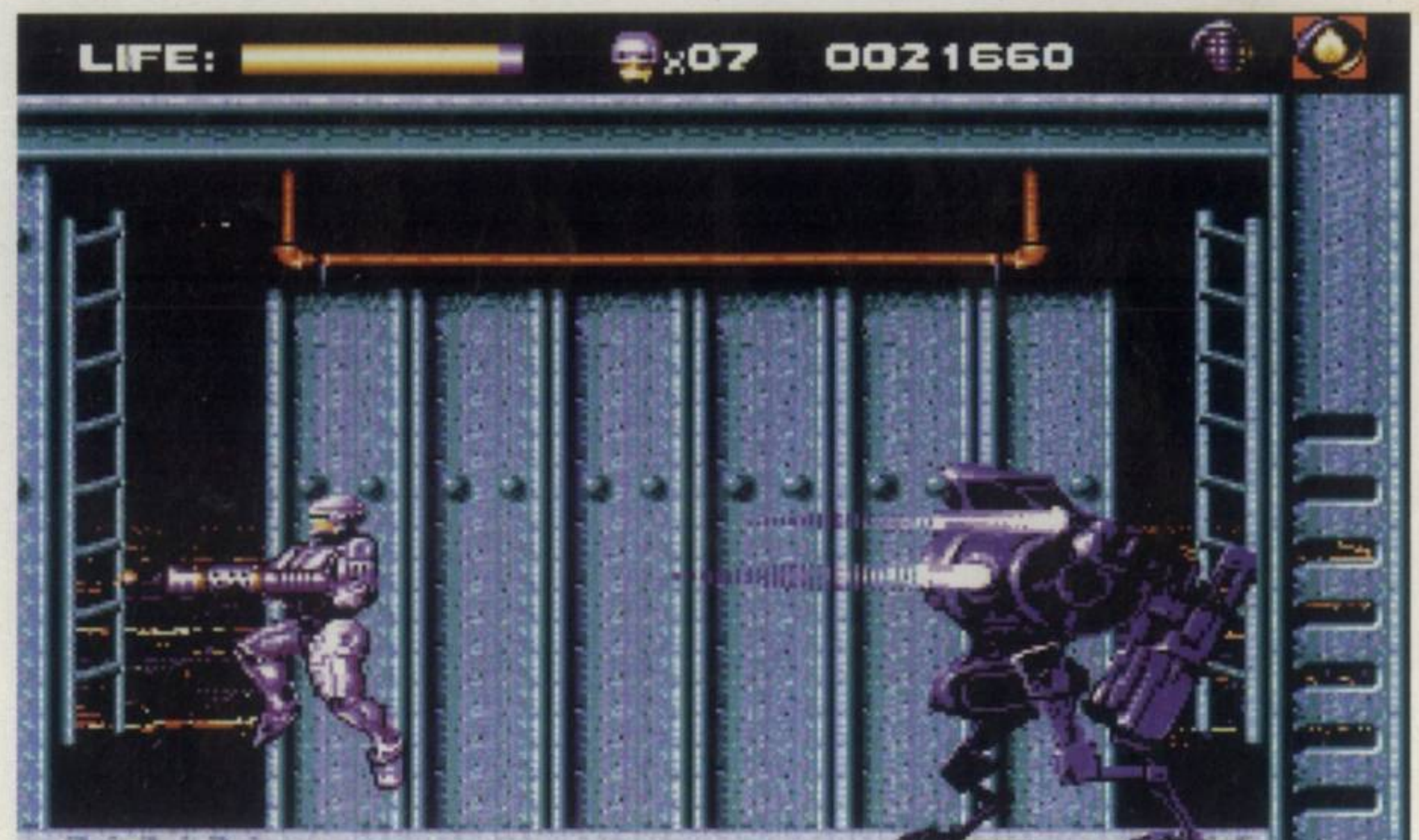
Blimey! I thought we'd seen the last of this cart, but it seems that there's cheaty life to be squeezed from the old girl yet. It's not a great cheat, but it's worth knowing about: do the level construct cheat (it's in the tips index if you don't know it), and turn Sonic into something. Move as far left as you can, then turn back into Sonic, and you'll fly to the end of the level. Now let that be the end of it.

ROBOCOP VS TERMINATOR

We had a couple of hidden extras for this game in last month's MEGA PLAY section, but even more secret shenanigans have come to our attention in the intervening weeks, which we're now going to tell you about. At the very beginning of level five, for example, go left and jump through the wall. Keep going left and you should collect an extra life, then continue left until you come back into view and shoot everything. Go through the door, and when you reappear there'll be a Terminator to your right. Shoot everything (again) and go left until you're at the very edge of the screen, behind the wall. Now press **Y** on the D-pad, and you'll be transported to the first secret level.

On level seven, just after the long ladder with gun turrets on either side of it, jump left through the wall. Shoot the Terminator, climb the ladder, collect the gun and go through the doorway. You should now be transported to another secret level, with extra lives aplenty quite literally up for grabs.

Jonathan Thayer, Westcliff-on-Sea



He's hard, he's metallic, and he's got a nice set of car headlights for eyes. I mean, just how are you supposed to take this thing seriously?

ACES HIGH!



It's your chance to rewrite World War II history with quite possibly the most stunning flight sim ever – Origin's *Pacific Strike*. You'll read the first review in the May issue of *PC Gamer* – just the first in a bumper Spring bundle of reviews. Look out for the definitive verdicts on *Ultima VIII*, *Fleet Defender*, *Seawolf*, *MegaRace*, *Elder Scrolls: Arena* and – yes! – more.

There's plenty to play as well as read, thanks to another staggeringly generous helping of two disks, packed with playable demos and complete games. Check out top sporting sims *Club Football: The Manager* and *Good To Firm*, and two of the best arcade games you'll ever play. We've also got no-nonsense guides to multi-player games and a surprise preview of what just might turn out to be the best football title ever... We could go on, but then there's only so much we can fit on a page – fortunately, there's 115 more in our May issue, so why don't we see you there? How does Thursday 28 April sound? Right, it's a date.

PC GAMER

*Smarter than the average
PC games magazine*

The Action Replay and Game Genie are cheat devices that slot between any cartridge and your Mega Drive. By entering codes like those printed below, you can alter all sorts of game attributes, giving you extra lives, invincibility and all sorts of weird and – dare I say it – wacky effects. The Action Replay can be purchased from Dattel Electronics (0782 744707) for the not unreasonable price of £49.99. The Game Genie from Hornby Hobbies costs around £44.99, and should be available from most specialised retail outlets. Alternatively, Hornby can be contacted on 0843 225555.

ACTION REPLAY CODES

Sonic 3

FFFE1 20005 – Infinite lives
FFFE2 10063 – Infinite rings
FFFFF A0001 – Level design
FFFE1 0000X – Level select, with X=1-6
FFFE1 1000X – Act select, with X=1-2
FFFFB 1000X – Number of gems, with X=0-7
FFF76 300XX – Acceleration factor, 00-FF

Darrell Woodcock, Ramsgate

FFFE2 4000F – Freeze timer
0001F 04500 – Plays US version on UK machines

Neil Crayne

Zool

FFEA6 70005 – Infinite lives
FFEB6 900BD – Stop clock
FFED5 30003 – Permanent health bar

Peter Carr, South Ockendon

James Pond 3

FFFAA 10003 – Infinite lives

Greatest Heavyweights

FFF1A 0000D – Infinite power
FFF1A 2000D – Infinite speed
FFF1A 4000D – Infinite stamina
FFF1A 6000D – 240 million dollars after winning one fight
(The four codes above only work in career mode)
FFF00 00000 – Always win

Mortal Kombat

FFCC4 B0046 – Player 2 stands motionless

GAME GENIE CODES

Sonic 3

AA6T AAXC – Level Select; press START when Sonic waves his finger. Also Level design; choose your level and press Ⓐ and START. In level design mode, become Super Sonic by pressing Ⓐ to turn Sonic into a TV, then place it with Ⓒ, turn back with Ⓑ and jump onto the TV.

Street Fighter 2

BLAT AA35 – Master Code; must be entered
TWPA AAHO – Start with 3/4 energy
MCPA AAHO – Start with 1/2 energy
FWPA AAHO – Start with 1/4 energy
97BT DE2J – One hit to win
AC3T CAE2 – Allows special moves to be activated in the air

Alien 3

AACT CA6T – Infinite time
A2EA AA8R – Infinite lives
AJNAEA3R – Infinite machine gun
AJMA EA7C – Infinite flame thrower
AJMA EA2J – Infinite grenade gun

David Hyder, Chingford

ROAD RASH 2

Owning the Wild Thing bike is a great advantage when playing *Road Rash 2*. It's normally only available with a special cheat code, but here's a set of passwords that'll supply it for the level of your choice.

Level 1 EJC8 1V0L
Level 2 EJC8 2V0M
Level 3 EJC8 3V0N
Level 4 EJC8 4V0O
Level 5 EJC8 5V0P

**Stuart Stansbury, Reading and
Craig Gray, Bristol**



Don't bother getting your fingers in a twist over the Wild Thing cheat, just enter the above codes instead

ARENA

Sometimes there are so many weird and wacky things going on in Paul Mellerick's ARENA section that it's scary. This is one of those times!

This section of the magazine is still producing a great response from imaginative gamers. It's the place to come if you want to add new life to those dreary old Mega Drive games. It's also the place to send your contributions if you fancy your chances at winning a car of your choice.

WACKY CHALLENGES

It seems that the world of wackiness and the world of Mega Drive gaming are inextricably linked, because every month this section just gets sillier and sillier. I mean, just look at some of these...

1 MUTANT LEAGUE HOCKEY

For the more mutantly minded of you out there, try this gory challenge. Set the game level to Annihilation and try to completely destroy the opposing team by the end of the second quarter. Oh, and you've got to set the quarter length to three minutes.



There's plenty of death, and plenty of violence, but then that's what mutants love most in life

2 STREET FIGHTER 2

You know that big hairy chap in the game who supposedly comes from Brazil? (Oi, watch your mouth – Blanka) Well, select him and get through to the car-crushing bonus round and then try to destroy the car with at least 26 seconds left on the clock.

Simon Speight, Bristol



The old electrical field attack is very devastating against cars

3 FIFA INTERNATIONAL SOCCER

Have you seen the stats that you get when you've played a game? Well,

Game Stats		
	USA	ENGLAND
Score	1	3
Shots On Goal	19	6
Saves	2	12
Corner Kicks	4	1
Minutes		
Attacking	0:32	0:19
In-Midfield	1:36	1:45
Defending	0:14	0:21

D PAD - Scroll Up or Down

A very, very difficult challenge

WEIRD HAPPENINGS

As time goes by and more and more software is released for the Mega Drive, you'd think programmers would take notice of MEGA when it points out all these little programming errors. But no, they just keep cropping up, and as long as you lot keep spotting 'em, we'll keep printing them. But then again, maybe all those programmers out there know exactly what they're doing and just keep putting all these things into their games as little gaming rewards for you to find along the way. I guess we'll never know. In any case, let's take a look at this month's decidedly weird goings-on.

check them out and then play a game with the sole intention of being ahead of the opposition in every, yes every, category. Hard it is, impossible it ain't.

Stephen Carter, Witney, Oxon

4 JUNGLE STRIKE

This one's a bit complicated, so stick with me here. Get to a level that has loads of buildings on it and get shot or bump into things so that your armour points go down to five. Now destroy as many buildings as you can by only bumping into them (ie. you're not allowed to shoot at them). You won't die by hitting the buildings, but get shot once and the challenge is over.



Remember, only bumping is allowed

GAME GENIE CRAZY CODES

All's quiet on the Action Replay front this month (C'mon guys what's happening out there?), so this month's wacky codes are all of the Gamus-Genius variety. And better than that, they're all about *Mortal Kombat*. For all his sterling work in the pursuit of something very silly, this month's prize goes to **Richard Thompson** from Kent. Well done, matey, your prize is, er, in the postal system.

MORTAL KOMBAT

CA1A AA22 - Plain black background
 ABCA BBAA - Invisible characters
 BBBC AA26 - Half-height characters
 BBBC AA2T +
 BBBC AA2Y - Half-width characters

The black background actually makes the game very atmospheric. It reminds me of that game I used to play when I was a kid, what was it called? Oh yes, murder in the dark...



And here we have Sub-Zero and Liu Kang, who are further proof that the Slim-Fast diet really does work. (Oi, will someone please get Barry Bethall off my Mac? - Paul)



1 SENSIBLE SOCCER
Has one player on your team ever scored more than ten goals in any one match? If he has, you might have noticed that when he scores again the game will increase the score but not the number of goals the player has scored. Interesting huh?
Dermet Sparrow, Salisbury



2 SUPER MONACO GP2
Enter the cheat to play as the motorbike in the game (check the Tips List, starting on page 69 to see how to do it) and then crash the bike. Instead of a bike wreck, you will see the front wheel of the racing car bounce around the screen.
Thomas Parish, Warrington



3 WWF ROYAL RUMBLE
Set up a one-on-one brawl match against the computer and fight until both energy bars are nearly gone. Climb up the ropes and the other wrestler will run into you, knocking you both to the canvas. Now laugh, as you don't get up.
Paul Nicholas, Basingstoke, Hamps



4 SHINING FORCE
On Chapter Three after you've killed the enemies in the quarry, go into the cave and walk to the left and search. You'll find a chest with a bikini in it. Give it to Tao, promote her and when she's in battles, she'll be wearing it.
Huw Evans, Brynmawr, Gwent

5 SKITCHIN'
So you think you're a red hot Skitchin' dude do you? Well, let's just see how many cars you can Skitch in one race, and you've got to finish first as well. There, that should keep you at it for a while.



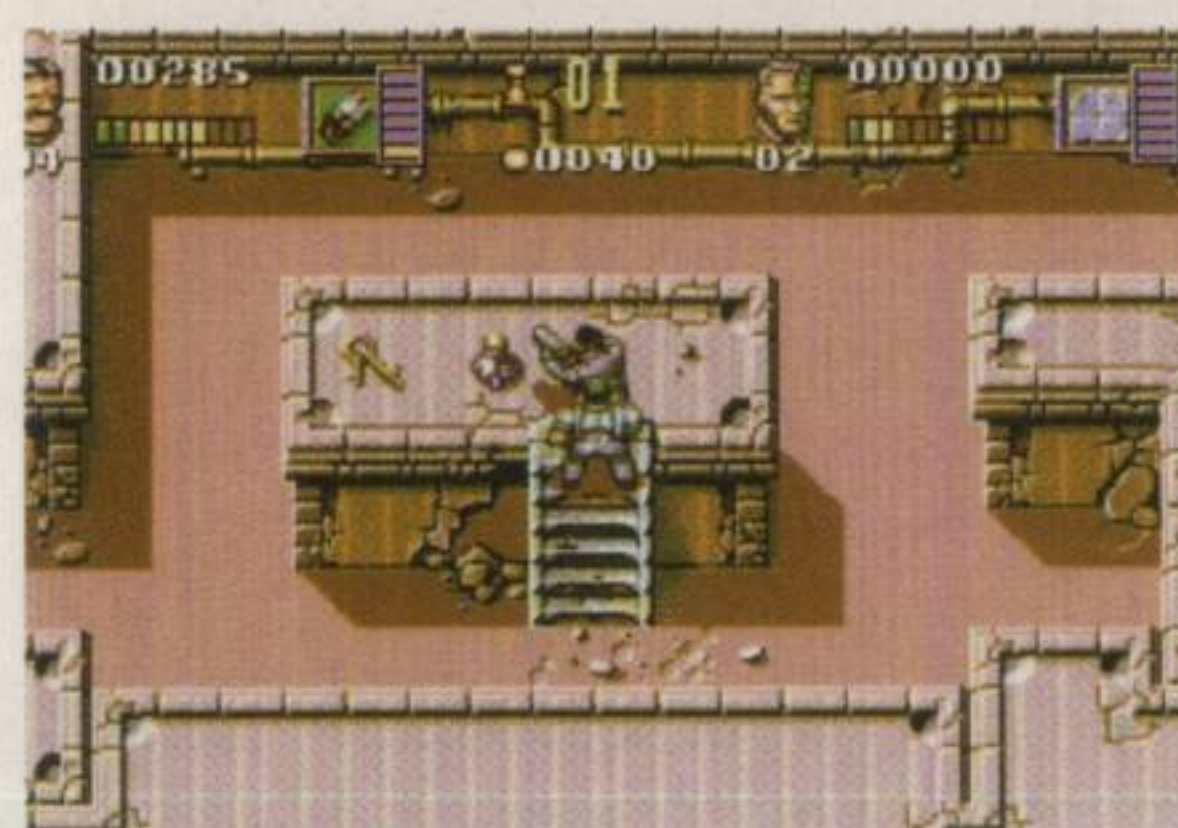
Look, stop trying to impress us with your tricks and grab that car

6 REN AND STIMPY
Have you seen the special move where Stimpy gets hold of Ren and squeezes him so that he will belch towards any enemies? Well, get that move working and then see how far you can get through the game using only that move to despatch the baddies.



I wonder what would happen if Stimpy grabbed Ren and burped him while he was inflated?

7 CHAOS ENGINE
This should make the game a bit of a challenge, and it certainly could be described as wacky. What we want you to do is to tape or cover up one half of the screen and then try to play the game. There's no set goal, just see how far you can get.



The lovely and rather groovesome game known as The Chaos Engine

8 DRAGON'S LAIR CD
This game is awkward enough in the first place, but try turning the joypad upside down and then playing some of the levels. You'll soon get very confused and make some really funny errors. Well, funny for those watching you, but maybe not for yourself.



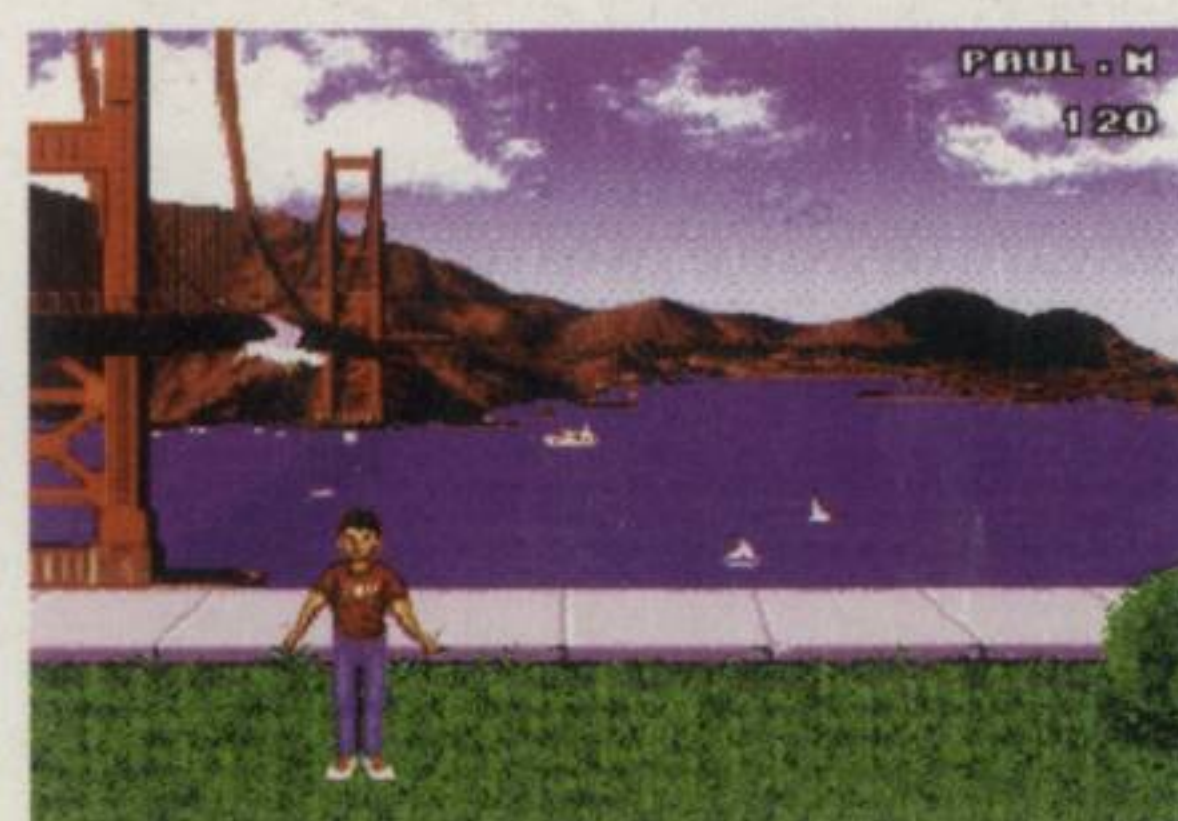
With the pad upside down, I doubt you'll get this far. Then again...

9 NBA JAM
Oh, here's a basketball challenge... set up a one-player game against the computer but score using only the computer-controlled character. You're not allowed to score any points or the challenge is over. See how many matches you can win in this way.



I hope for your sake that that's the computer-controlled player

10 CALIFORNIA GAMES
Select the footbag event, but don't touch the ball until the timer is just about to run out, now pick up the ball and see how long you can keep going. As long as the ball doesn't touch the ground the event will carry on. See if you can keep it up for more than three minutes.
Graeme McCoy, Eltham, London



I know this guy who says he can play this event for over 45 minutes

WACKY WINNER

And here's another person who's going to win a cart from those lovely people at Electronic Arts. It was a difficult choice, but the winner (for the excellent Sensible Soccer weird happening) is **Dermet Sparrow** from Salisbury. Not only was it well spotted, but poor old Dermet had to score more than ten goals with one player, and we like rewarding efforts like that here on MEGA. Anyway, get in touch with us Dermet and tell us what you want. Before we go, here's a quick reminder of the address to which you should send your wacky and weird bits: ARENA, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



GAME OVER

SONIC SPINBALL

To back up our lovely tactical solution (page 60) to this puzzling pinball game, we thought we'd show you the game-over screenshots to provide you with that little bit more incentive to get through the game. Don't forget that if you want to see any end sequences to any game, write in and we'll try to sort it out.



With the getaway ship destroyed, there's nowhere else to go but down, down and down...



... and that's where good old Tails and his trusty plane come to your rescue. Thanks, pal!



You can then watch as the evil Veg-o-Fortress sinks slowly into the ground and you have once again defeated the evil Robotnik. Now try Sonic 3...

SONIC 3

Sonic, eh! Don't you just love him? Don't you just want to hug him till he can hardly breathe, and then just a little more, but not so much that he's dead, cos you love him, don't you? You love him more than you'd admit even to your best mates. You love him because he's so damn lovely and it worries you a bit, doesn't it? Oh, Sonic, you little darling.

But anyway, down to the business of *Sonic 3*. One or two disreputable hacks who have no place in this industry have suggested that it's something of a rip-off, an amalgamation of the first two games, beefed up with elements of *Sonic CD* and spiced up with its own *je ne sais quoi*. And I say "What the bloody hell's wrong with that then?"

One thing that *Sonic 3* does have in common with its best-selling forebears is an introductory first level whose function is tutorial. Here's an opportunity to learn Sonic's moves, even though you probably know them already.

Apart from learning the controls of your hedgehog, this is a chance to get a feel for the game. The game's big, but has a formulaic structure. Each Zone has two Acts, and each Act has a boss.

Explore the platforms and avoid the hazards with your trusty sidekick Tails at your heels, collect the rings and those infamous Chaos Emeralds, find the special hidden sub-games... oh, and avoid the spikes.

Debutant Josse saves face with the perfect parry to the thrust of the *Sonic Spinball* tips; an outstanding dissection of the biggest and bestest Sonic adventure to date. This month, Zones One to Three get the treatment. Next month, the rest

ZONE ONE – ANGEL ISLAND, ACT ONE



Spin, Sonic. Spin like the wheels on a racing wheelchair



Collect, Sonic. Collect like the lady from the Salvation Army

When you see any suspicious-looking bare walls, dead ends, rocks or banks it's always worth taking time out to run full tilt straight into them – that's how you find the special stages.

Destroy the very first rocky outcrop you come to; it'll reveal a spring and a route up to a hidden area. Next, go right past the waterfalls and on to the cliff where the vines are. Jump off the cliff, run into the yellow spring and dash yourself upon the rocks. OK? Inside there's a special ring-collection stage where Sonic and Tails scurry round a tablecloth grid collecting the blue spheres, avoiding the red ones and converting spheres to rings, so to speak. Needless to say, you can only visit each special stage once per go.

Between first sight of and final fight with the mid-level boss, you cross a waterfall with crumbling, moving platforms. Drop down and jump until the

ground crumbles and you fall down to an underwater cavern. Again, jump on the floor to crumble it and you'll enter a secret passage. Oh, it helps if you've got a bubble shield, and avoid those metallic worms.

Later in the Act there's another hidden special rings stage, again behind some large rocks that need a good battering to bring down. Go to the bottom of the rocks and go into a frantic spin, and before long the walls will come tumbling, as they say, down.

Onwards, ever onwards until you reach a clearing where some dastardly tricky blighter – a mate of Robotnik's without a doubt – appears in the sky, piloting an overgrown flamethrower. Setting fire to the surrounding forest, he's throwing down a gauntlet.

He scarpers sharpish, but your paths will cross again. And when they do, don't panic. Stand right at the edge of the



Avoid those filthy worms, Sonic. Avoid worms like a worried German inspecting his stools. Break the ground, Sonic. Break like last month's increased rent cheque broke my bank



Bounce, Sonic. Bounce like Shaq O'Neil's basketball. Bounce, Tails. Bounce like a five-year-old animated fox who's just missed the spring but is going to shoot up in the air all the same

ACTION REPLAY CODES

FFFE1 20005 gives you infinite lives.
 FFFE2 10063 gives you infinite rings.
 FFFE2 4000F freezes the time, whereas
 0782 744707 is Datel Electronics's number.
 They make Action Replay carts and like
 making new friends on the telephone.



Action Replay cartridges are the best things since sliced bread



When the signpost comes down, bounce it into place to get points, rings and a bonus

screen and observe. He follows a slow, definite pattern of attack. Stay close to the edge of the screen and watch the pattern long enough to work out when to make your move.

If you've picked up the flame shield, you'll be able to make a more effective forward-leaping attack and bash the filthy blighter into an early submission, but if you haven't, don't worry. You can still see the dirty rotten trickster off; it'll just take a little longer, so keep in time with his pattern of attacks, wait until it's safe and spin-dash into him. Spin, Sonic. Spin like a close personal friend of Vlad the



The mid-level boss arrives halfway through the act and sets the countryside ablaze, but don't worry, he does not harm Sonic

Impaler. Oh, yes, and as with all bosses, BE PATIENT.

Once you've defeated him, a "Sonic has finished" signpost will come down from the sky. Look for a few silver pixels on the floor, get in the way of the signpost and steer it down to the pixels, by bouncing it off yourself (and Tails will help you here, too) and off the walls. Hit the right spot and you'll be rewarded with a shield.

Use this technique for each end-of-Act signpost, and it'll boost your rings and points tally, and eventually mean an extra life.



Burn, countryside. Burn like Michael Jackson's hair



Younger than springtime itself, and twice as innocent, Tails has never seen a giant doughnut before. The wise old hedgehog, however, knows them only too well and fears the checked tablecloth they lead to



Narrowly miss the foul, demonic, flamethrowing boss, Sonic. Narrowly miss the foul, demonic, flamethrowing boss like a British actor narrowly missing out on an Emmy Award

ZONE ONE – ANGEL ISLAND, ACT TWO



You can only get to this series of moving platforms by hitting a spring-off screen below left. The platforms move down, so you need to anticipate the last one arriving to get to the extra life off-screen above right

Moving into Act Two, you'll need another spin to get going through the wall blocking the first passage, and when you hit the first deep water area destroy the green block and a spring will shoot you up to a series of platforms that move down. Jump right up them all, go right and you'll find an extra life.

Before you know it, drop down, see a rock pile on your left, spin into it good and fast in Sonic's own inimitable style, and there's a bubble shield hidden inside. Keep looking and you'll find another special extra rings stage here, too.



I'm exhausted after writing a whole sensible caption. I'll have to wait for another "spin" caption

The end of this Act is your first encounter with the filthy reprobate who calls himself Robotnik. He really is a foul and repulsive being. Despite all this, he's fairly easy to beat.

The blimp appears from behind you. Just keep running to the right and you'll outrun the bombs. Tails tends to get blown up a bit, but hey, that's what he's there for. Robotnik can be seen in the sky, just as you approach a bridge. Don't stay on the bridge, Robotnik will destroy it and then you'll be sorry. Keep moving and watching. Pause if necessary to get the pattern of how he moves, and attack when you can.



Bubble shields are hidden in some very odd places, not all of them underwater. Yes, that's a clue



Remember where the bubble clusters are, as they're your lifeline



All the conveyor belts turn clockwise, and they're the only...

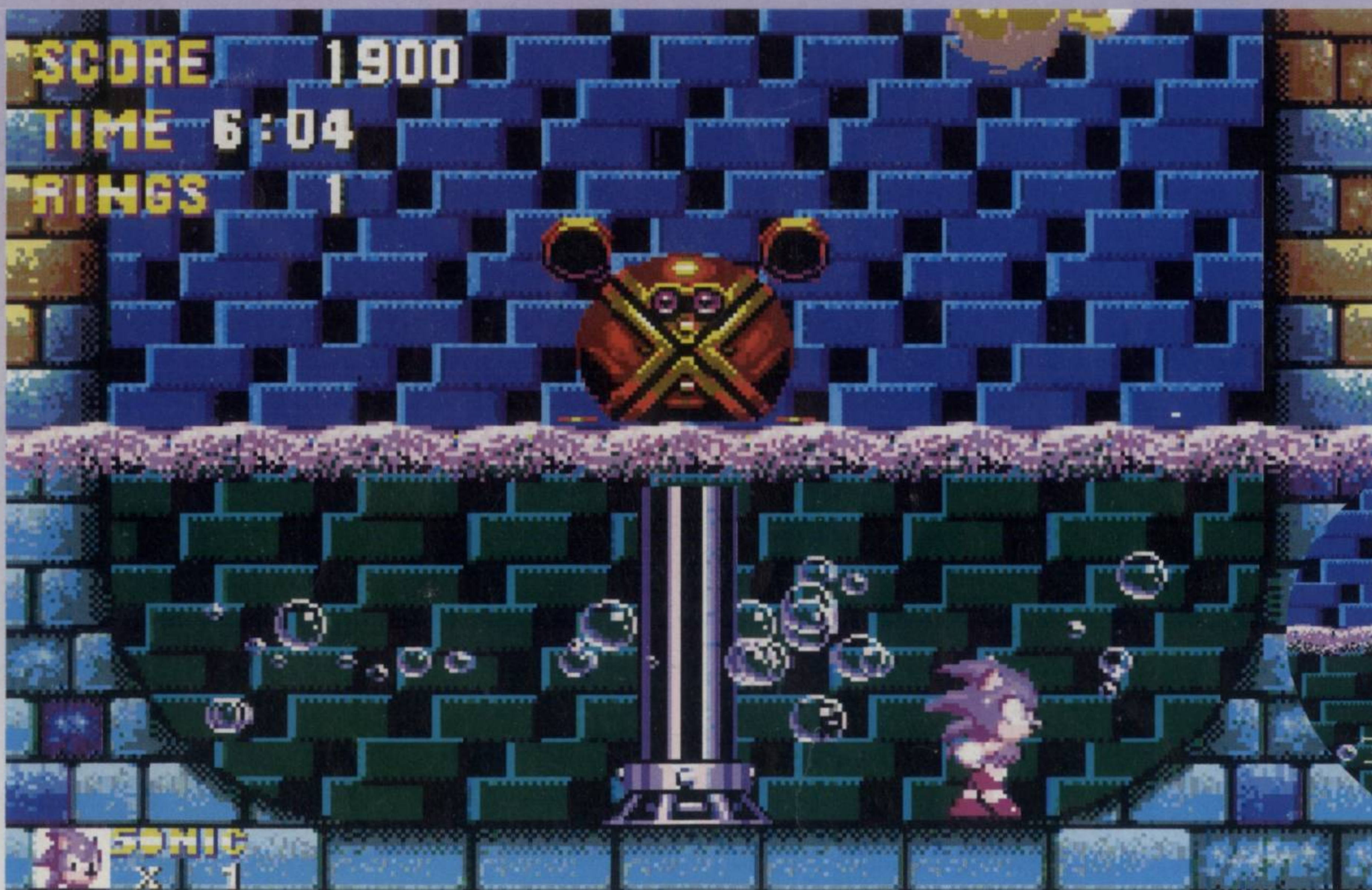


... way to avoid some obstacles. Jump to change directions

ZONE TWO – HYDROCITY, ACT ONE

This one's your first full scale, fully underwater section. Hydro – get it? Clever, eh! But not as clever as something I just thought of.

If you've played either of the earlier *Sonic* games, you're sure to have drowned at some point or other. Whenever Sonic gets short of puff, a countdown starts and the pitch and pace of the music changes. (Sounds a bit like one of those crazy, zany, mini-golf courses, eh?) (Look, Josse, let's just get one thing straight this month, it's your job to write about the games and my job to inject all the humorous bracketed quips – Andy) It's an alarm saying "Sonic, you lovely cuddly hog, find some of those air bubbles quick!". However, if a countdown flashes up but the music doesn't change, it's only Tails drowning,

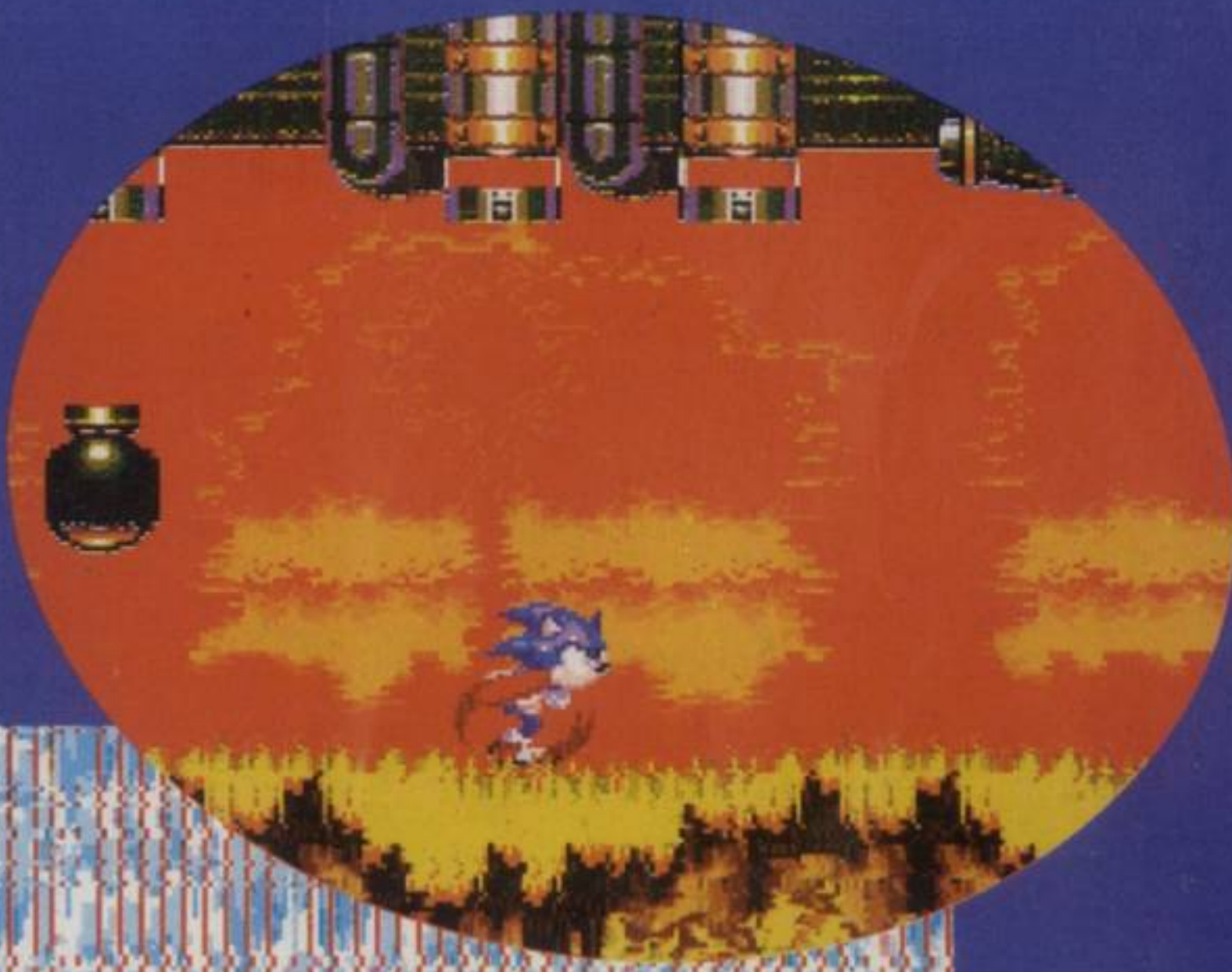


Aha! The infamous washing machine boss. This isn't the way to do it, you'll have to read the text to find out how to do this one, you lazy gits. (This would be excellent for your "Spin, Sonic" caption – Andy) Oh yes, spin, Sonic. Spin...



...like a hog in a washing machine. Oh no, hang on a minute, don't just splosh around, hit the guy

Right: The big, scary blimp drops more bombs than you could shake Shakin' Stevens' shakin' stick at



Left: All the bosses are fairly standard. Watch his pattern of attack, be patient and lamp 'im one when he's not looking

and he doesn't count.

Another top technique to prevent drowning, and also avoid the tiresome and restricting problem of hanging round near the bubbles clusters, is to make a dash for the springs (some of which are hidden behind obstacles and shield debris) and allow them to catapult you up out of the water, and into the air for a gulp.

Above and below the water's surface, there are fans and conveyor belts. The rings are located between the lengths of the belt, but as Sonic and Tails hang on to the belt, they get knocked off each time they reach the cogs at either end. Work out when the fans blow, and therefore whether you need to be on the top or bottom length to pick up the rings.

If you search here, here and here (Eh? – Andy), you'll find a bubble shield which removes the need to keep stopping at the bubble clusters. Nah, you'll find 'em, they are there, just don't land on the spikes.

The end-of-Act-One boss is a washing machine. No, stop laughing. Stop tittering. It is a washing machine.

When the boss first comes down, don't go diving in, be patient. It'll make two passes along the bottom then land on a post in the middle. Just before it starts to move, jump up at it from directly below and hit it until you're picked up by the current. Dodge, jump, rinse and repeat as necessary. Oh, and by the way, don't forget to breathe just because you're fighting the boss.



Just to Tails' left are the remnants of two televisions the characters have jumped on. In one were ten gold rings, but the other held a far more valuable prize, the magical bubble shield. If only there was a restart point nearby

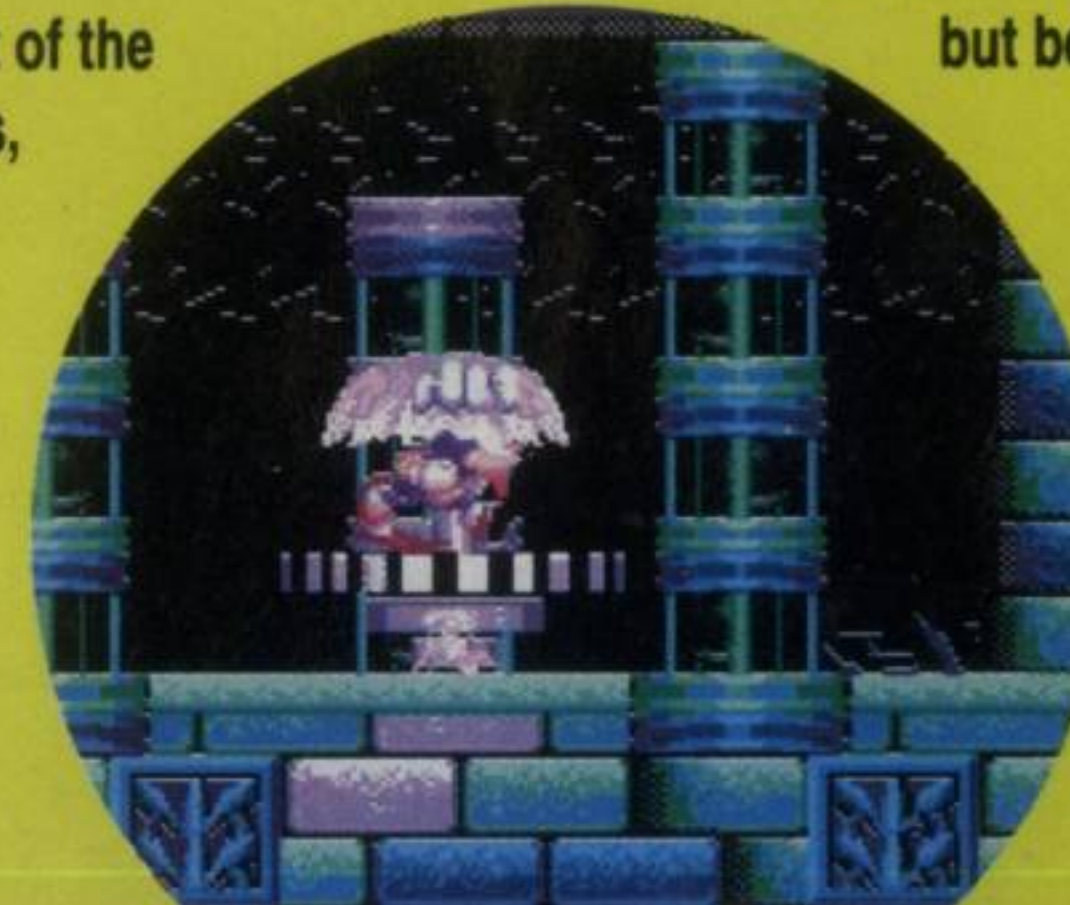
ZONE TWO – HYDROCITY, ACT TWO

This section starts in a narrow, closed passage blocked either side by walls. Use plenty of spin-dashing to break down the series of walls to Sonic's right, but remember you've just come out of the washing machine boss so you're still underwater.

As soon as you've spin-dashed the blocks down, you fall into a little J-shaped pit, pictured below. A series of these walls need a little spin, a fine judgement of distance and a modicum of hope, as the vertical wall to your left chases you up from one pit to another. Keep your momentum going and you'll outrun the walls. Speed is of the essence, and remember the bubbles.

When you've got out of the way of the J-shaped walls, keep moving up and to your right, and look out for the restart points!

Spin Sonic, spin. Spin to get out of this particularly sticky situation



And mind out for those troublesome Robotnik turtles. Spin-attack on top of them if possible, but avoid the red balls they fire (unless of course you're sensible enough to have brought your shield with you). Bear in mind that once you've destroyed the troublesome turtles, a hole usually appears in the platform below them.

The end-of-Act boss is the filthy diseased vermin himself. He really is a foul and objectionable creature! But anyway, Dr Robotnik pops up this time in a machine armed with water spout and depth charges.

Tackling him is easier using Tails. Simply ram the craft's hull with his tails at full spin, but be careful of the rotors.

Sonic can only attack when Robotnik comes down towards the bottom of the screen, or try using the power of the depth charges explosions to propel him towards the Doctor. Be gone foul demon!



Sonic and Tails, still underwater, tackle one of Act Two's tricky moving walls. You'll have to read the text above if you want to know any more



If only I could, I'd fling my arms around you, darling restart point. You are my saviour, you are my save!oy! No, hang on a minute...

Sonic Solution



Don't ignore these blue circles hidden around the Marble Garden, because you can't complete the level without activating them. By spinning them, you have a dramatic effect on the landscape



Oh, my goodness! Look what's happened, a series of neat steps, each lovingly topped with a neat layer of turf. Change the landscape, Sonic. Change the landscape like Capability Brown (Look him up, then)



One thing's certain in life. If it's guarded, then it's valuable. These ball and chain devices are like arrows pointing the way to happiness

The ball and chain devices lead you to a delightful orchard. Again, to access this area you must first find the blue disc and spin it



Hang on to the disc, spin it again, and watch miracles unfold

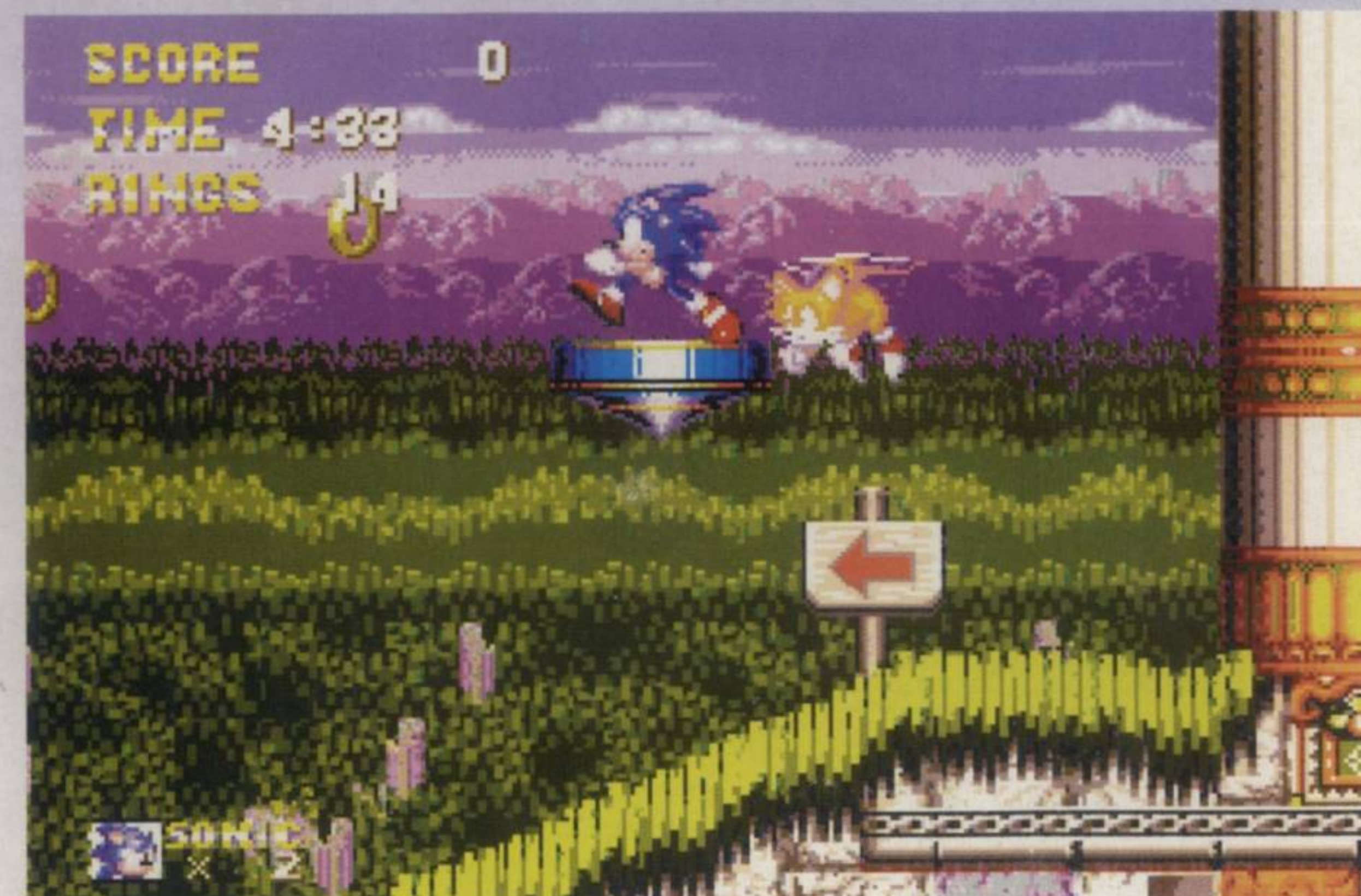
ZONE THREE - MARBLE GARDEN, ACT ONE

The first Act was tutorial, and the second, well, if not *tame* then perhaps a little unadventurous, but Act Three is where it all takes off and goes a bit barmy. Down, down, down we descend. There are plenty of arrows to follow, which is a good idea because it really is a big level. Follow them for the first trip so that you can make sense of how to progress and finish the Act, but go off the beaten track for more liveliness and a few hidden bonuses and sub games.

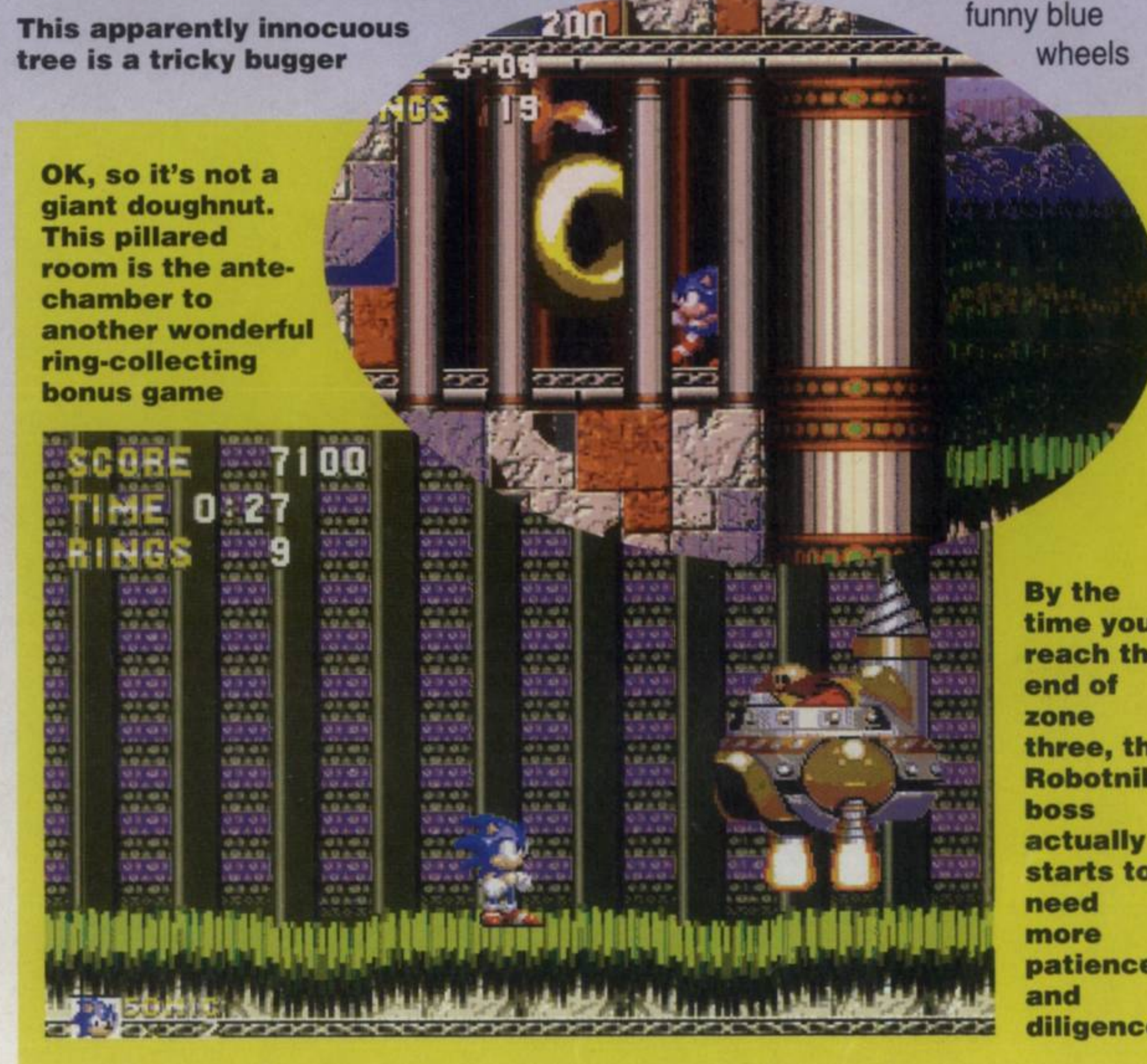


This apparently innocuous tree is a tricky bugger

There are some funny blue wheels



These spinning tops are dribbling mad bonkers. Once you've constructed the steps to get up the hill, spin this fast, and steer it off to the left to reach rings and a hitherto inaccessible platform



OK, so it's not a giant doughnut. This pillared room is the antechamber to another wonderful ring-collecting bonus game

By the time you reach the end of zone three, the Robotnik boss actually starts to need more patience and diligence

PUBLISHER: Sega

PRICE: £59.99

RELEASE: February '94

CARTRIDGE: 16 Mbit

MEGA SAYS: Without drastically changing the gameplay, this is probably about as good as *Sonic* can possibly get. It's another one of those essential purchases. **90%**



Spin up the pillars to gain momentum for the loops

seemingly embedded into hillsides. They're the key to sunshine and smiles, and in fact the only way you're going to make much progress. Spin, Sonic. Spin like the Wheel of Justice. (What on earth are you on about? – Andy) Spin, Sonic. Spin next to that funny blue wheel, and the landscape will change before your very eyes.

Look at this, for example – a stubborn near-vertical slope you've not got a snowball's chance in hell of getting up. Spin, Sonic. Spin like spinach, and a whole load of steps appear which you can jump up.

What do you find when you reach the top? A top. No, really. And it spins. Spin, top. Spin like the Spin Doctors. It's so fun on top of a top.

Controlling the spinning top is quite a tricky skill, but don't worry, you can have plenty of practice goes. Each time you activate the nearest wheel, the top re-



Above right is one of the faces that spit arrows. The tricky bit is getting close enough to this one to activate the disappearing platform without getting shot. Once again, it's all in the timing

appears. The more you wind it up, the further it spins off, and you can steer it left and right. Use the spinning tops to collect those rings stranded in mid-air, to reach far-off sections and to ram down walls and discover all manner of hidden goodies.

Towards the end of Act One there's a long platform with carved faces at either end which spit arrows at you. Jump the arrows, but note that, contrary to layman's logic, the hedgehog runs faster than the arrows fly, so don't run back into them because, contrary once again to layman's logic, the flighted end

of the arrow inflicts as much damage to your character as the pointy end. Between arrows, attack the faces and the ground will break up into moving platforms beneath you, as in the screenshot above. Ride the platforms down, jumping from one to the other to reach the next section, but be careful to time your jumps well as the gaps are rather tight. Hoorah!

I told you in the introduction that *Sonic 3* was formulaic, well here you go. Just like the Angel Island level you're afforded a glance of the mid-level boss on your travels, a taster for what you've

got to fight later. But when he does stick around long enough for a fight, he's a pushover. Simply avoid the stalactite-esque spikes protruding from the ceiling, watch his pattern – above right, down, left. Above left, down, right – and hit the geezer between drillings. (Missus!) It's all patterns and patience, you see. Patterns and patience...

And next month we'll have more patterns and patience in MEGA when we explore Zones Four, Five and Six of *Sonic 3*, giving them all a decent in-depth probing. I suppose I'd better go and practise then, bye.

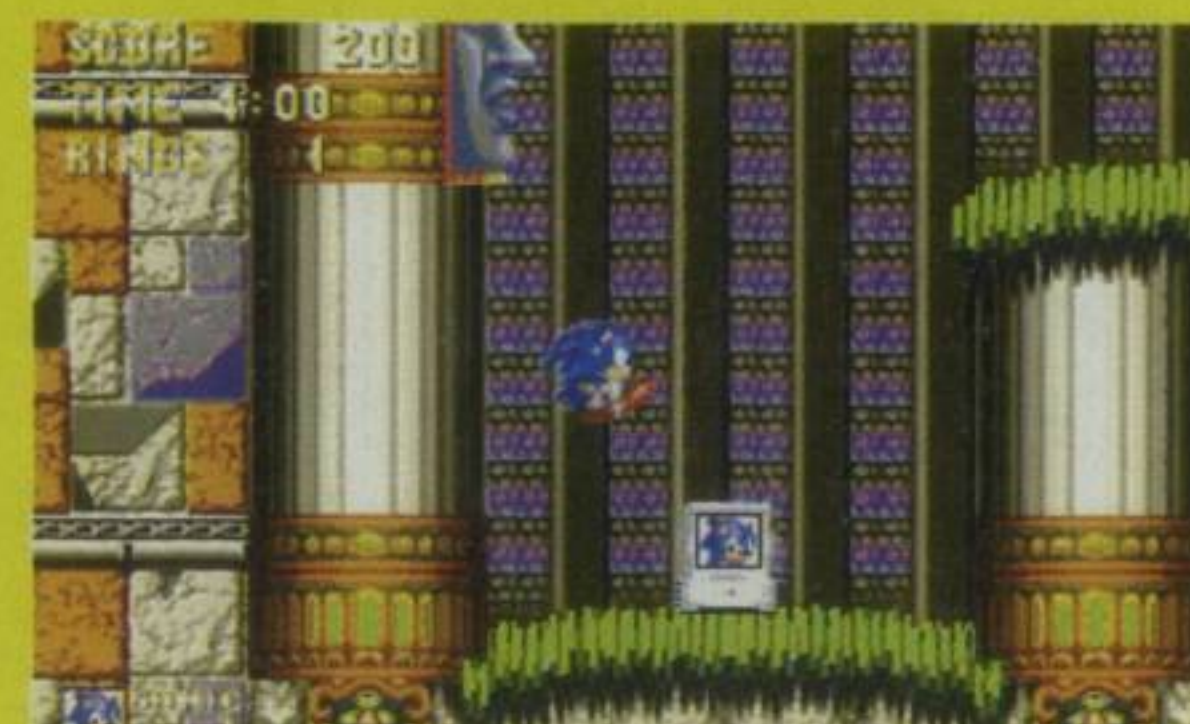
ZONE THREE – MARBLE GARDEN, ACT TWO

You can tell you've stepped up a level, the Robotnik boss is a shade tougher and it doesn't seem to matter whether you play Sonic or Tails. Dr Robotnik (I wonder how he got that title, I'm sure he's never qualified from medical school) flies in again in some bonkers, souped-up airborne drilling machine.

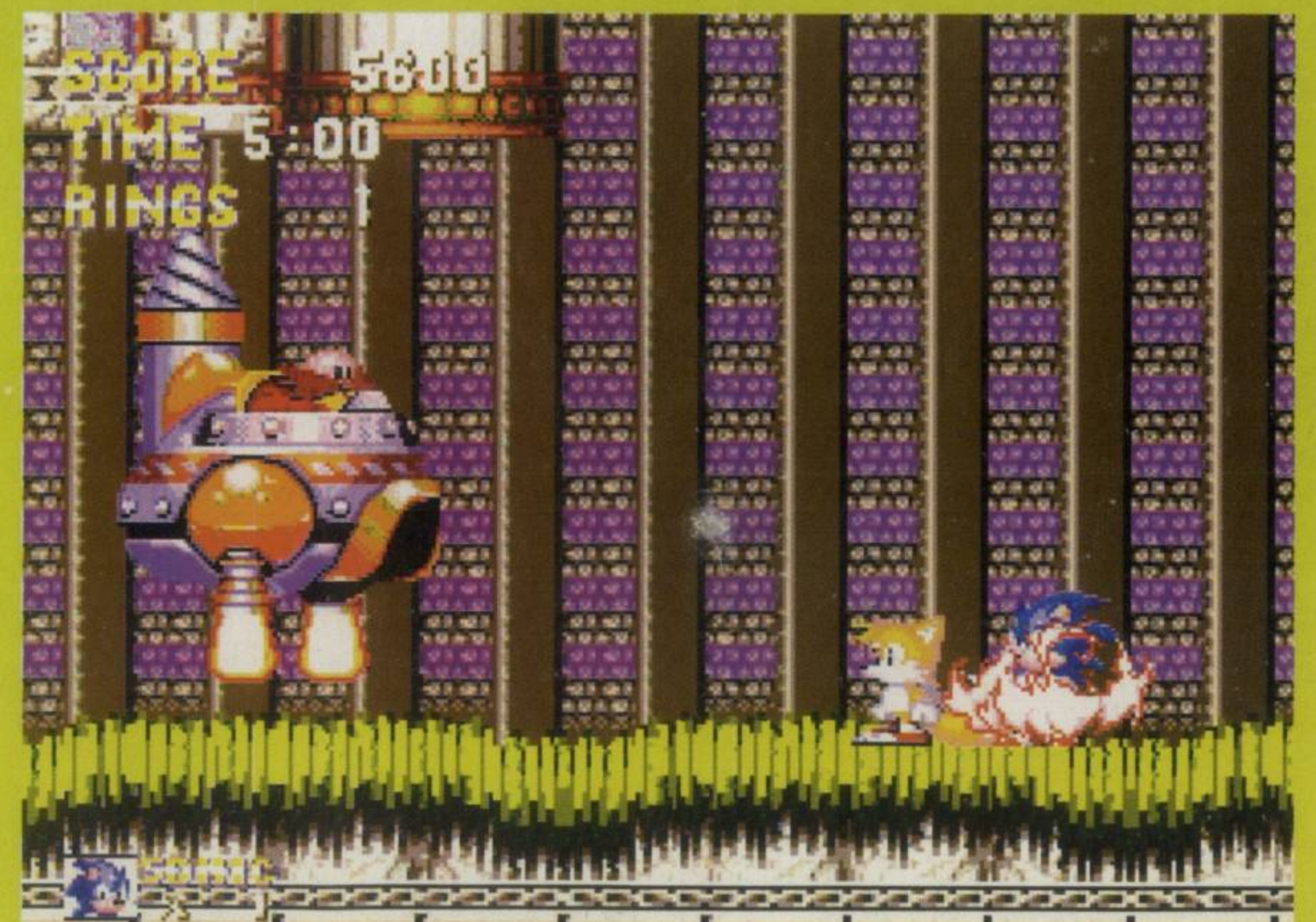
He follows the traditional boss pattern – right, above, below, right. To defeat him, Tails can do the same as for the last boss, although in this zone the timing's more critical, while Sonic inflicts damage on the devilish monster's stinking craft by bouncing on to the windshield and rear.



Bounce Sonic up into this thing and the walls come tumbling down



A television with Sonic's face means an extra life



Here's Dr Robotnik, with his latest invention. Build Sonic up into a spinning frenzy, and he'll dash the rotter's dastardly drilling plans

SONIC SPINBALL

Four levels may not sound like many, but with plenty of traps awaiting old Sonic in this game, you're going to need someone to tell you exactly where to go and what to do. Paul Mellerick to the rescue...



Collect all those rings and then find the gate to enter the jackpot screen



Well done, you've got yourself an emerald. Now find the rest of them



With the safety lids open you can get all those hidden rings

LEVEL 1 - THE TOXIC CAVES

Although the main goal of each level is to collect the emeralds, you can collect vital points and bonuses to help you along the way. So as well as telling you where you can find the emeralds, we're also going to give you some useful hints on how to get the most points.

Although the first level is quite large, the architecture is very simple, and with only three emeralds to collect (one on each side of the playfield, and one in the middle), collecting all the rings is your main priority if you want to score loads of points. You should also be practised enough to complete the

level on your first ball and collect all the rings. Do both these things and you will be able to enter the jackpot bonus section (for collecting all the rings) and receive a time bonus (for finishing the level quickly on your first life). Altogether you're looking to finish the level with something like 16,000,000 points, pushing you ever nearer that extra (vital) ball. But just exactly how do you get all the rings and finish the level in one go? Well, here's how...

Although most of the rings are fairly accessible, there are six (three on each side of the level) which are going to be a bit tricky to get at. As well as raising the drawbridge and busting the barrels to get the ball up to the top, you will need to hit both targets on the playfield in

order to open the safety lids. With the safety lids open, you can then manoeuvre Sonic down below the level by sending him down the path next to the flippers (for those who don't know what I mean, look at the screenshot above). Now collect the three rings and then spin back into the level, but make sure you spin past the warp hole when it's closed or you'll be transported back to the lower playfield. As soon as you have collected all the rings (and hopefully got all three emeralds), the game will stop and tell you to find the secret gates. There are two gates at the top of both sides of the level (see the screenshot at the top left of this page); get to this point and then enter the jackpot bonus section.

LEVEL 1 BOSS - SCORPIOUS

Once you've done the above, you can then shoot Sonic up to the top to fight Scorpious, the first-level boss. You won't have to worry too much about him, because he's incredibly easy to beat. Go up the left- or right-hand

side of Scorpious and then walk into the gap between him and his tail. You'll now bounce around until you destroy his tail and then get thrown out again. You now only need to hit him four times to finish him off, but you'll also bounce wildly off him, so be careful. Anyway, four hits aren't that many, so get them out the way quickly and then you can move on to level two.



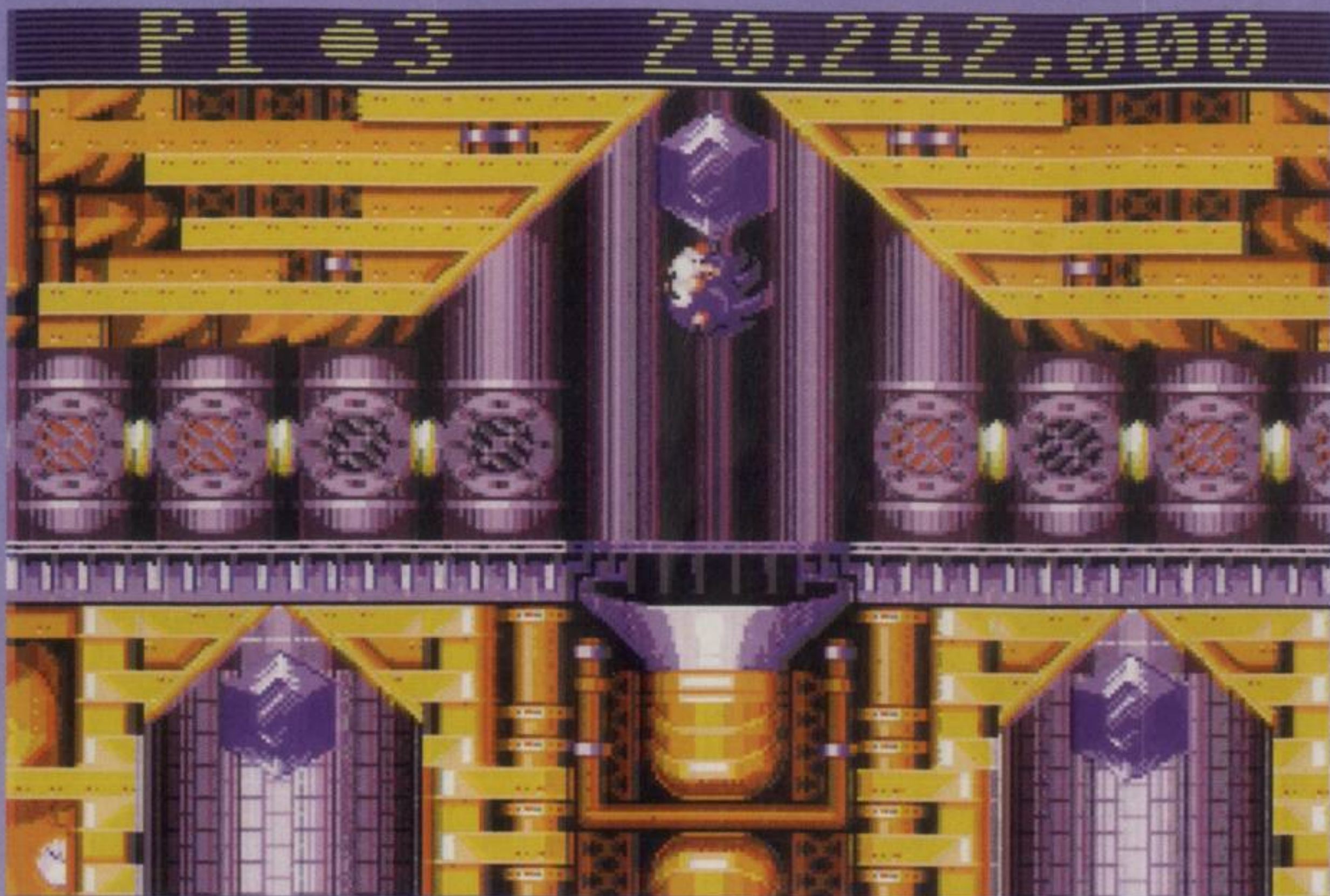
Simply guide Sonic over to the left to "get inside" Scorpious



With the tail gone, you only need a few more hits to destroy him



Although you can get both emeralds by switching only one level (you can alter Sonic's path down the tracks using the flippers) you want to get the rings from the other area too, so you'll have to do this bit twice



Right, that's the first emerald on this level out of the way, now just hold down Left or Right on the pad and get after those other two emeralds you can see on the bottom left or right of this screenshot

LEVEL 2 - LAVA POWERHOUSE

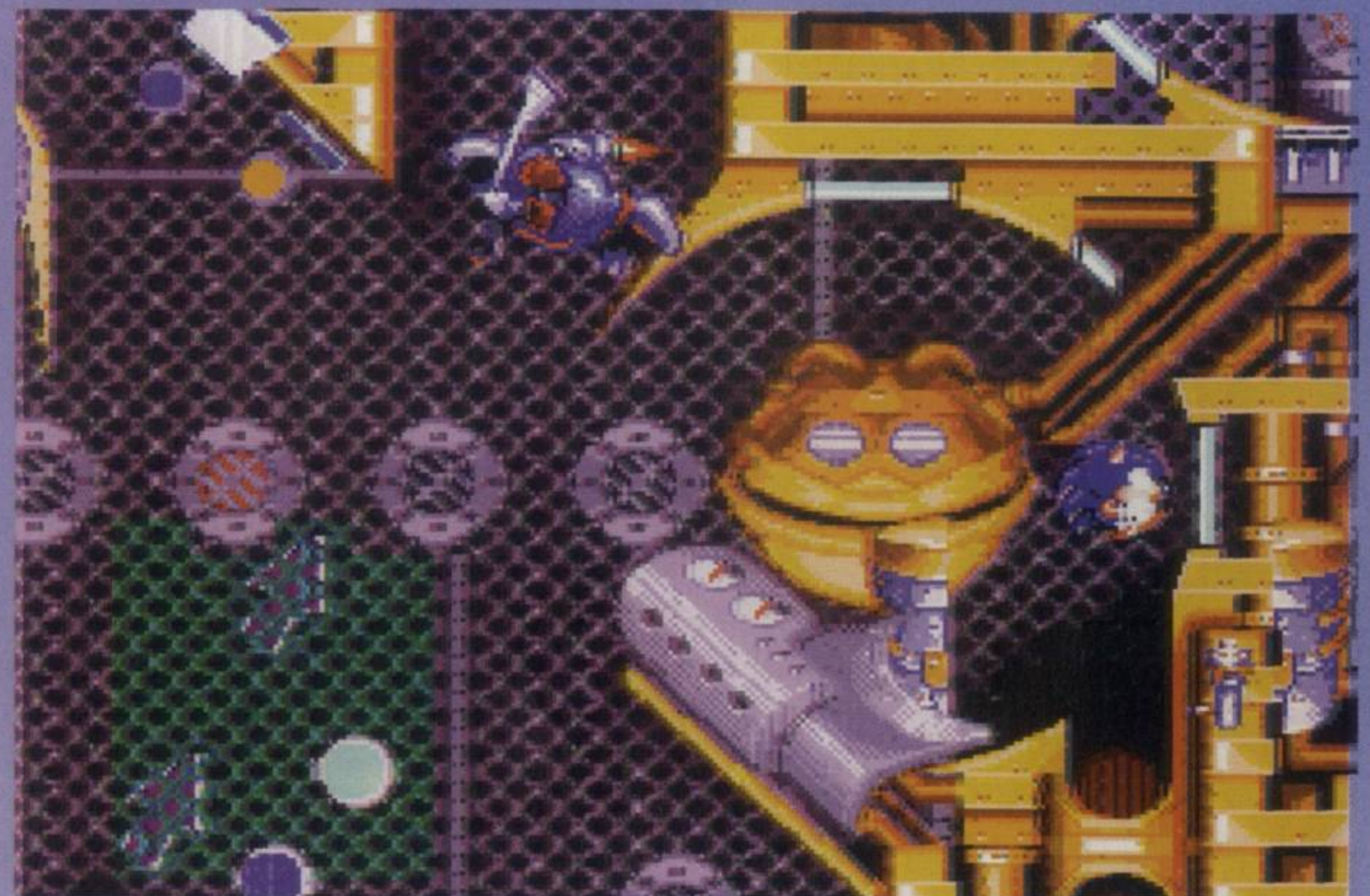
After a relatively simple first level, the danger level now increases to a very real threat. One untimely slip and poor Sonic will get melted down to a big blue mess. Because this level is so dangerous we won't bother trying to get all the rings and stuff, let's just finish the thing. The key to avoiding losing a ball is to get out of the first playfield very quickly.

To get out, you need to bust open the door to the Steam Arena. Once you've done that, you must bounce so that you can be propelled up the pipe to get the first emerald. As soon as you've collected the first emerald, press left or right so that you don't fall down the pipe again. From here spin up into the next

Steam Arena and decide whether you want to go left or right to collect the next emerald (you can't go up because that's the boss room, and you haven't got all the emeralds yet). It doesn't really matter which way you go because both playfields are laid out in exactly the same way.

To get the emerald, you must hit the plunger (as shown in the screenshot at the top right of this page) three times and then you will fall into a tunnel. Press the buttons repeatedly to release the steam, which will push you up the tunnel on to a platform, and jump up to get the emerald. Once you've got the emerald, fall down the main tube and you will be back into the first Steam Arena. Now get back up, go in the opposite direction to which you went last time and repeat the whole process again.

Once you've got all the emeralds, you can then go up from the second Steam Arena and enter the boss room...



After the third hit of the plunger-type thing, Sonic will fall through the gap and end up in the steam tunnel. To find out what to do next take a look at the bunch of screenshots below this one...

To complete this bonus screen, bust some teeth



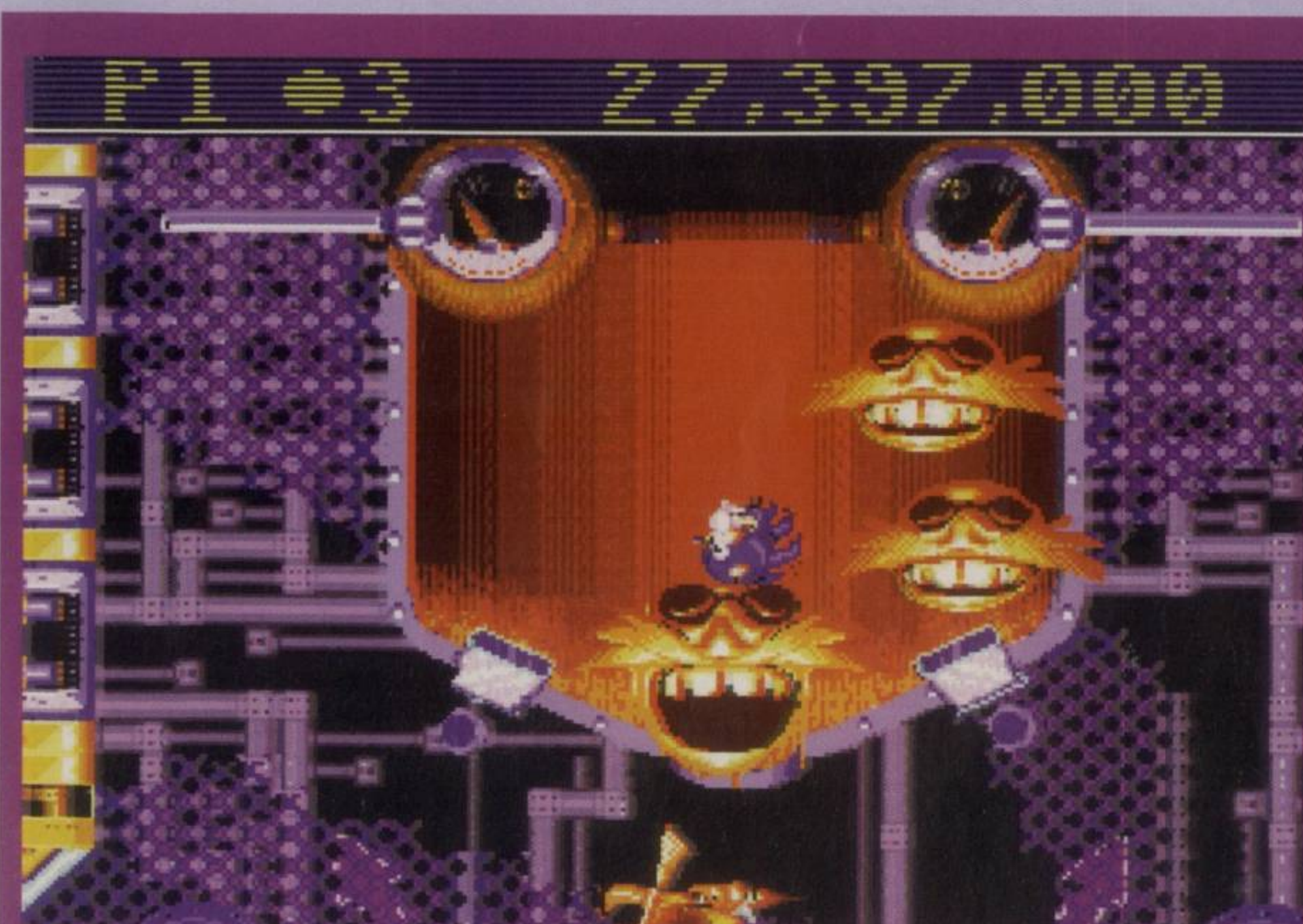
You'll spend a lot of time trying to get to hit the plunger



See that door on the right of the screenshot? Well, break it open to carry on with the level



You're in the tunnel, now press those buttons to activate the steam



One already down, and another one on the way. Once you've sussed this boss you shouldn't have any trouble getting on to level three

LEVEL 2 BOSS - ROBO BOILER

There are four heads to destroy before you can move on to the next level. To do this you must guide Sonic up the side of the machine on the platform. Time your jump into the machine

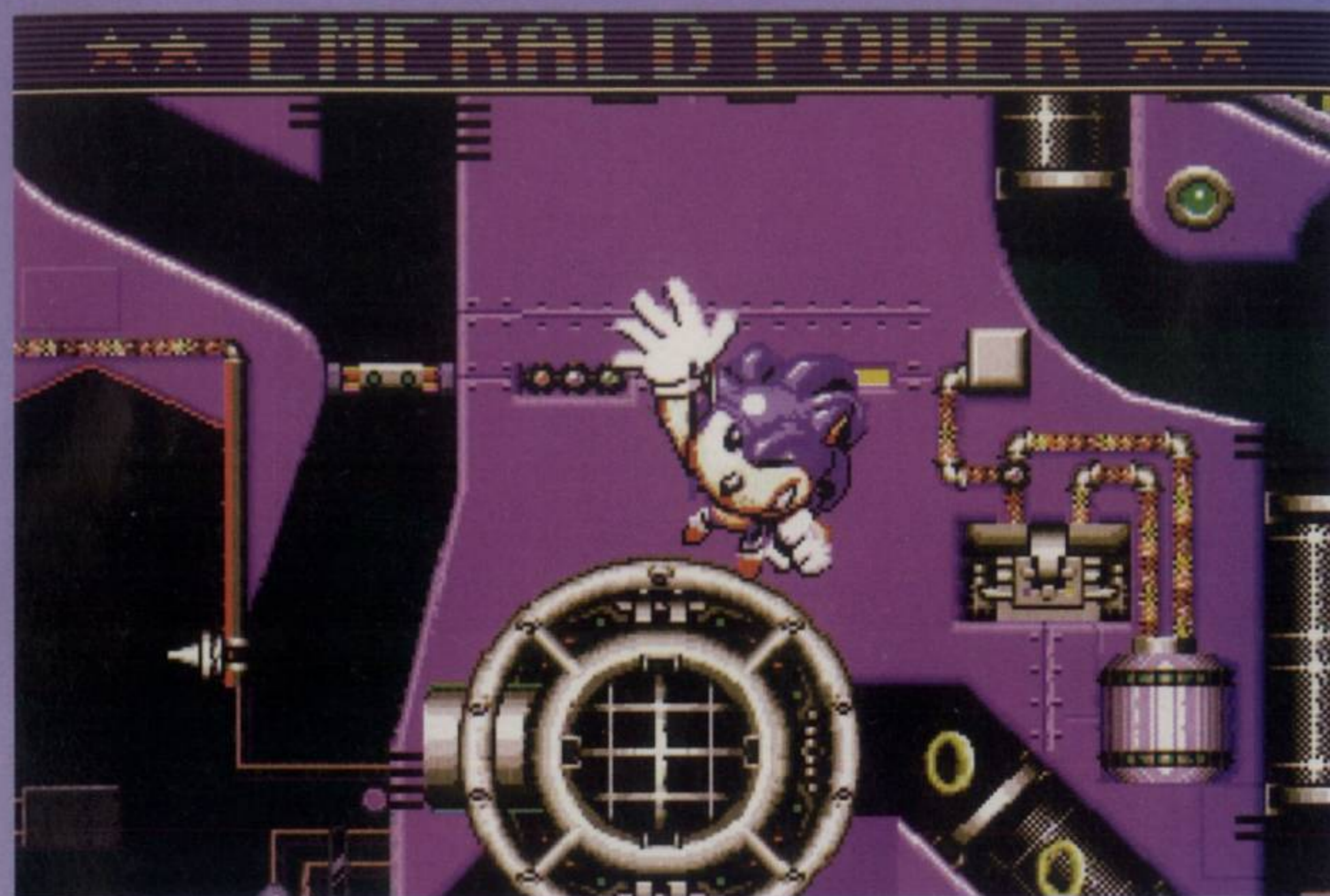


If you fall from the boss, you'll need to swing yourself out of trouble

carefully, because at the top of the boiler are steam jets, and if you hit one of these, you will fall back down on to the platform, which will give way underfoot and send you back down. When you destroy one of the heads, the others will disappear temporarily and you will fall out of the bottom of the boiler. If you don't move Sonic slightly to the left or the right here, he will fall down and out of the boss room. Once you've got that sussed you can defeat all four heads and then move on to level three.

But what if you *do* fall down the gap? Well, don't worry, because although it's pretty scary, certain death does NOT await you. Let me explain. Fall down from the boss room and you will find yourself hanging on a chain which is suspended over a pot of lava; wait a couple of seconds and then, when the game tells you to, swing the chain by pressing Left and Right on the pad. When you've got enough momentum, jump off (it's safer if you jump to the right) and wipe that sweat off your brow.

Sonic Solution



Once you've got the first emerald, the rest of them should fall quite nicely into place and then you can get on with the boss



This is a really tricky emerald to get; watch out for that flying thing

LEVEL 3 - THE MACHINE

From collecting just three emeralds on the first two levels, there are now six to collect on this level. And when I say you're going to have trouble getting some of them, I mean BIG trouble. For a start, this level isn't symmetrical, meaning you have to use different strategies on either side of the level. We've found a nice little route through this level, and although you don't have to follow it exactly, we're sure you will see this to be the quickest possible route.

We'll start with the right-hand part of

the level because that's where you actually start the proceedings. Once the ball comes down, your first priority is to stop the wheel. Getting into the power chamber isn't hard (use the flippers) but you will build up a lot of speed inside the chamber and will be thrown out at one hell of a rate, so get ready with those reflexes. Once the wheel has stopped, guide Sonic on to the left-hand flipper, let him roll down and at the last possible moment, flip him into the chamber and collect your first emerald.

You will now find yourself in the right-hand side of the level, using the pistons to get to the flipper and then using the flipper you can get up to the top of the level. Stand on the platform and then jump on to the moving platform when you can. Stay on the platform as it moves and then fall down the tube on the far left to get the second emerald. You will now fall into the centre of the level, where Robotnik is keeping the animals prisoner. Bust open the cells to free the animals, but make sure you get the centre cell to reveal the next emerald.

Once you've done that, guide Sonic over to the left-hand side of the prison and out



If you fancy opening all the cells as well as the middle one with the emerald in it, you'll get a nice 500,000 points bonus

LEVEL 3 BOSS - VEG-O-MACHINE

To prevent an early exit from the boss room, hit the two targets next to the ramps and if you

fall down the middle, you will be catapulted back up. If you *do* fall down, you will have to reactivate the targets for it to work again.

Now you've done that, get up on the ramps and on to the electrical field, which will bounce you towards the tube which you need to break. Once you've broken one tube, you can use the same electrical field to bounce



Smash open one of the tubes and then use the electrical field...



... to bounce yourself over to the other side and destroy the other one

down the pipe, for your fourth emerald. Only one more to go.

You are now on the left-hand side of the level and once again you need to use the pistons to get Sonic on to the flipper. Once he's on there, hold him as the flipper climbs. Now see those flashing lights indicating tunnels to go through? Well, ignore the first three tunnels and send Sonic through the fourth one, for the last emerald. You're back in the animal prison again, but you know how to get out on the left-hand side, so do it again.

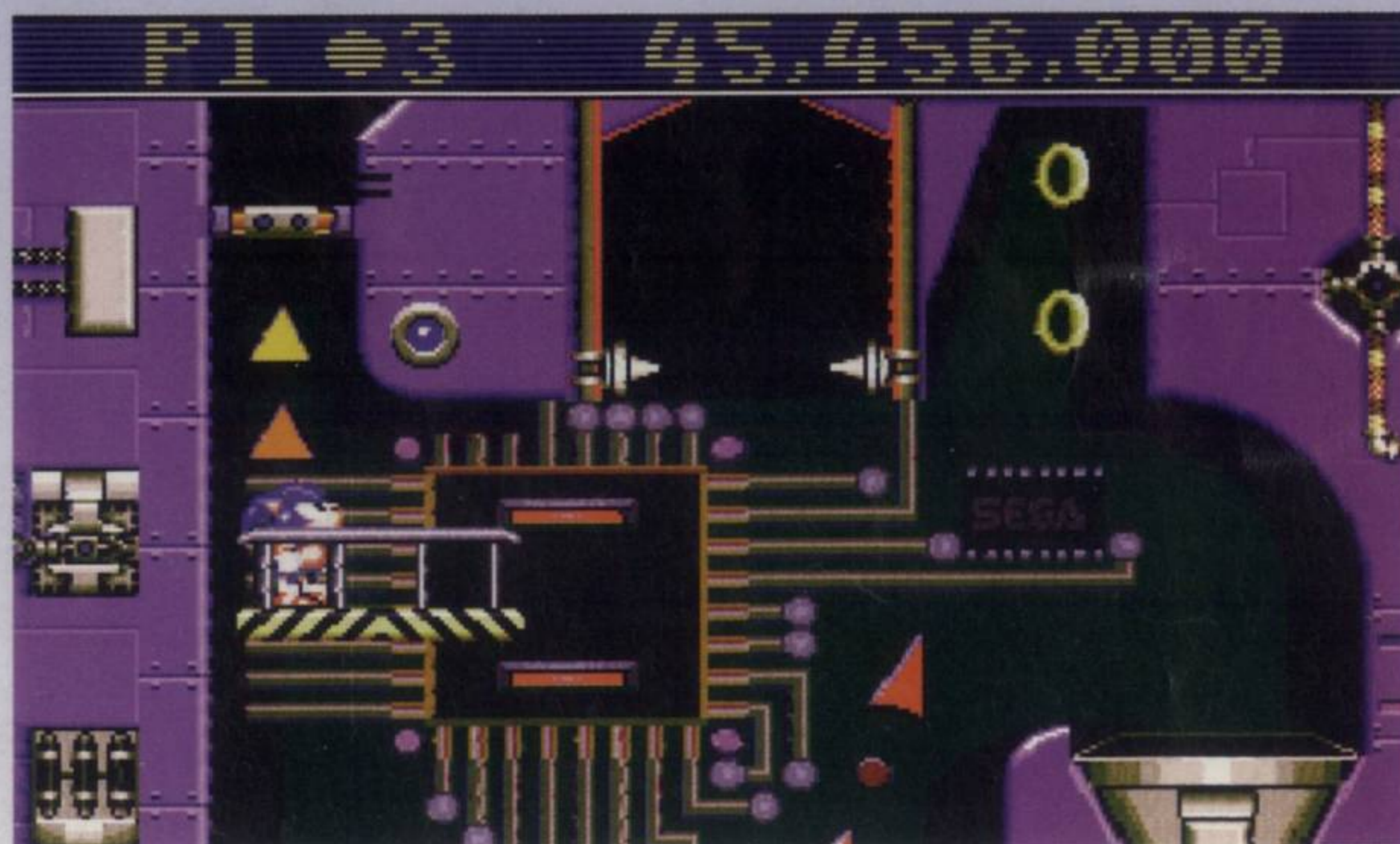
Ride the flipper right up to the top and then enter the

power chamber to stop the platform. Get on the platform (there's no set way to do this) and then stand on the far left and jump up. Now carry along until you come to two flying beast-type things. Hit the one nearest to you and then fall down the gap into the pipe and watch as you get propelled into the boss room...



The last bonus level (level four doesn't have one) is definitely the hardest

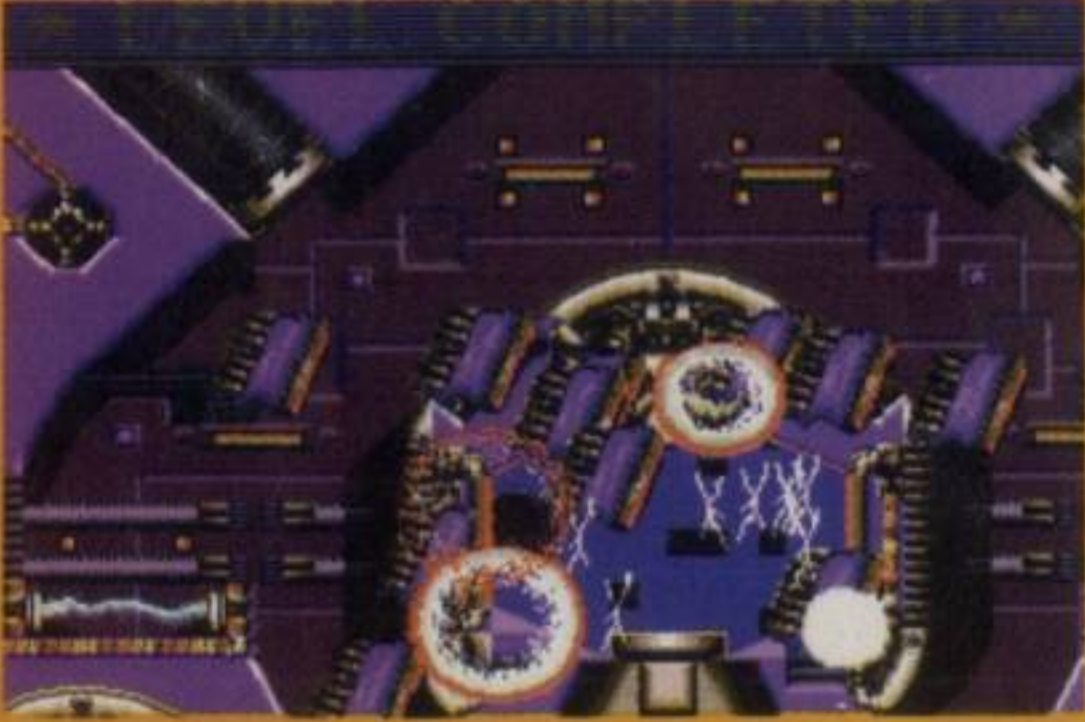
Come out of the animal prison on the left-hand side to collect the emerald



When you've stopped the platform, you've got to get Sonic on to it, and then you've got to jump up in the direction of these arrows

over to the other side of the screen to hit the other tube. With both tubes out of the way you can now fire Sonic into the belly of the machine, make it overheat and then watch it blow up.

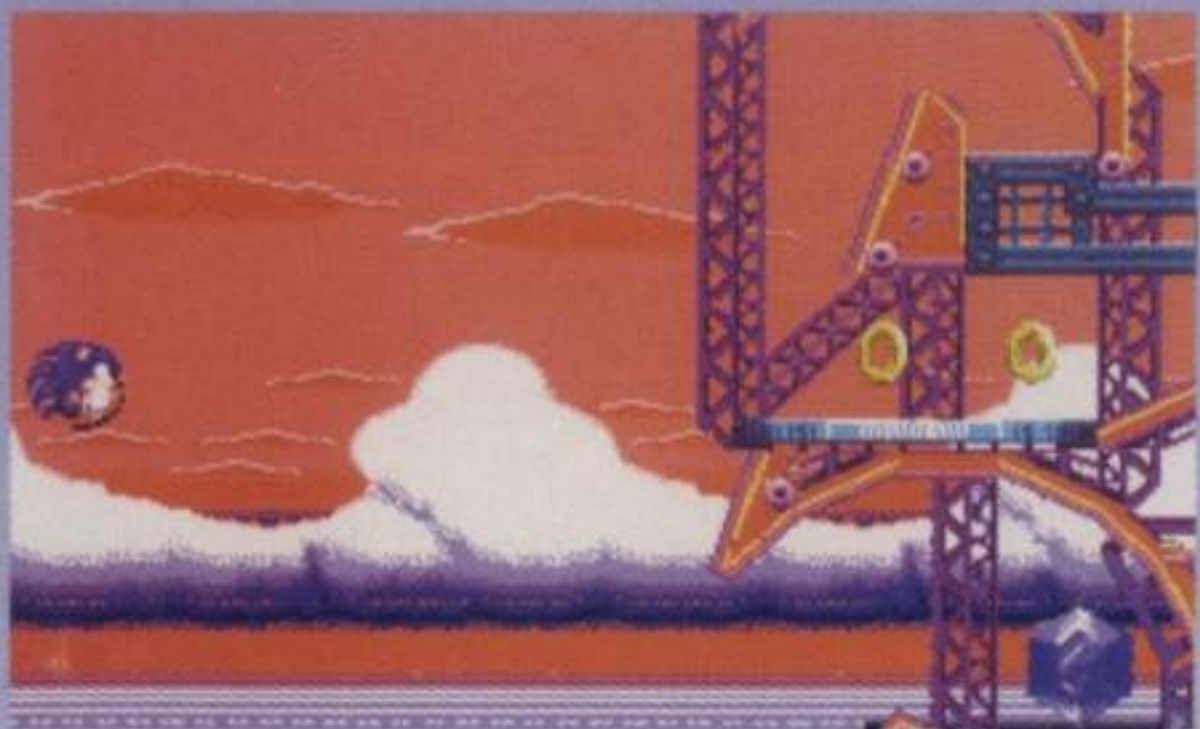
And although you have rescued all the animals, Robotnik has escaped and is laughing at you...



Then get inside and destroy the thing from the inside

LEVEL 4 - SHOWDOWN

You've got another five emeralds to collect, and getting to some of them is going to take a lot of work. The first one, however, is pretty easy to reach. Directly above you as you start the game are two triggers, some blocks and an emerald. You need to hit the trigger four times to get rid of the blocks, and then you can fly up and collect the emerald. From here



When falling, make sure you're as far over as you can possibly get



There are plenty of these trigger things all over the place

PUBLISHER: Sega

PRICE: £49.99

RELEASE: November '93

CARTRIDGE: 8 Mbit

MEGA SAYS: A top pinball game and no mistake. It's just a shame that there are only four levels to test your skills on, otherwise this would be the absolute business.

83%



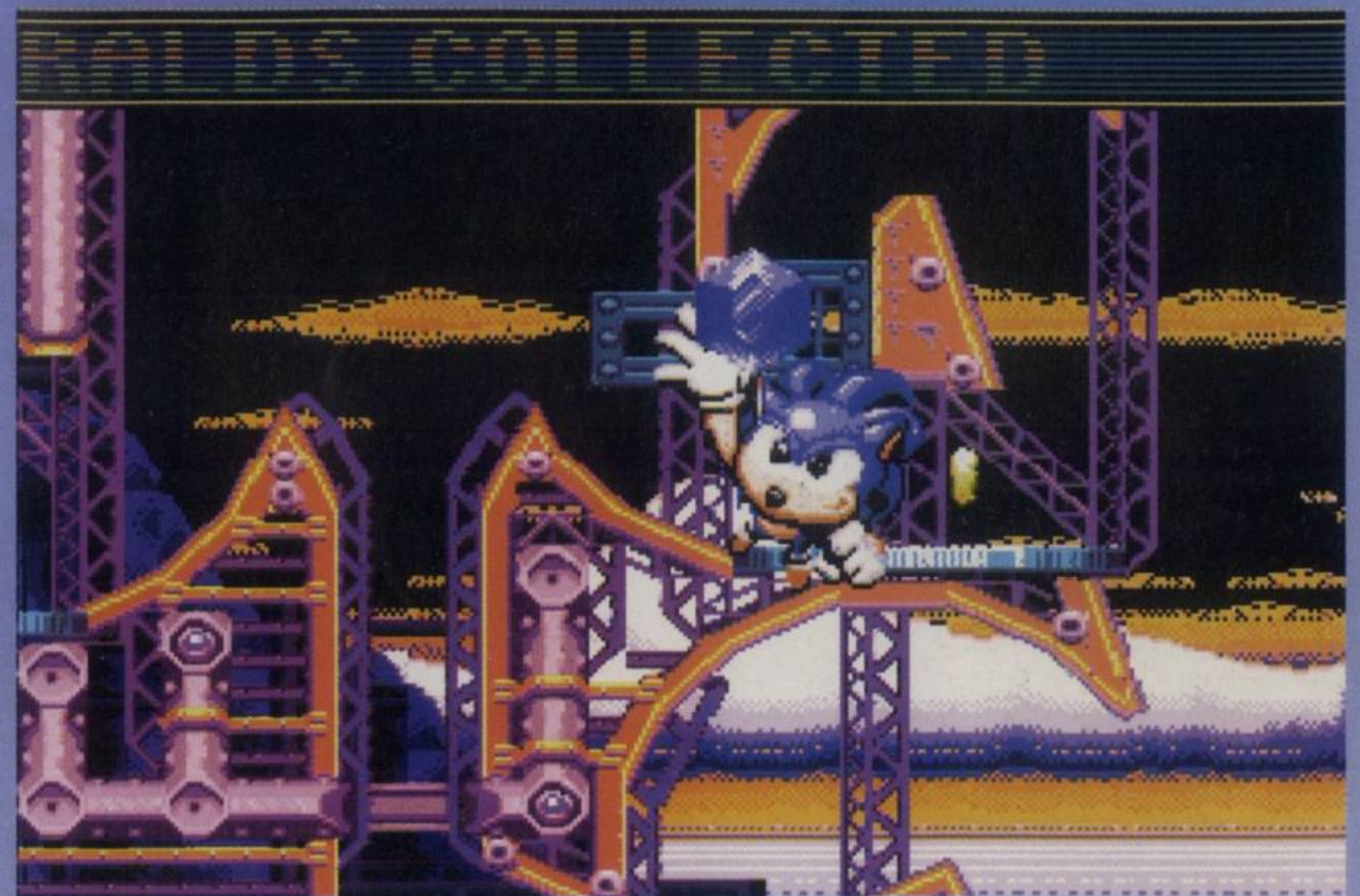
Get the first emerald and you can start to feel better about this level



These emeralds (the ones at the side) are really hard to get

though, things get really tricky.

As you fire Sonic over to the left-hand side you will see the second emerald as you fall down the zig-zag path; don't worry though, you'll get to it soon enough. To make sure you don't fall back down to the first playfield, take the inside path and you'll come out in the right area. Now, using the left flipper, propel Sonic up the right-hand path to firstly take out the flying thing hiding in there, and then to hit the trigger. You've now opened up the ramp, and by



With all the emeralds collected (if you've done it in the same way that we've outlined) you should see this screen and then you can go and get Robotnik

sending Sonic up the middle of the playfield you will fly into a sock(?) and then get sent across screen to the emerald. Now fall down the zig-zag path, so that you're back where you were a second ago. Now guide Sonic up the left-hand side of the playfield where the green arrows are pointing. To get the next emerald you will need to get Sonic right up in the air (through the thin pipe) and then guide him to the far left of the screen. Don't worry about how far he falls, just let him go. Grab the switch, and

then drop Sonic on to the flipper and flip him into the emerald.

Three down, only two more to go. You should be able to get Sonic over the right-hand side of the level now, and do the same thing as before to remove the blocks (by hitting the triggers) and then get up the ramp on the left-hand side to get the emerald. Now get Sonic up to the top again (through that useful thin pipe), guide him over to the right and grab the switch as before. Flip Sonic to the emerald and now the boss room will be open.

LEVEL 4 BOSS - DR ROBOTNIK

There are a couple of ways to enter Robotnik's ship. You either grab hold of the moving hook on either side of the ship, or you can send Sonic up through that thin pipe again and then move Sonic on to the wing of the ship. You can then spin attack through the side of the ship to get inside.

Once inside, get ready for some dirty tricks. Robotnik has two mechanical claws which will grab you, but more importantly he has two of those sock-type thingies, which will bounce you against a window. Hit the window three times and you will be knocked out of the ship and back to the level. You can also fall down out through the middle of the ship, but if you're lucky, you can bounce back in.

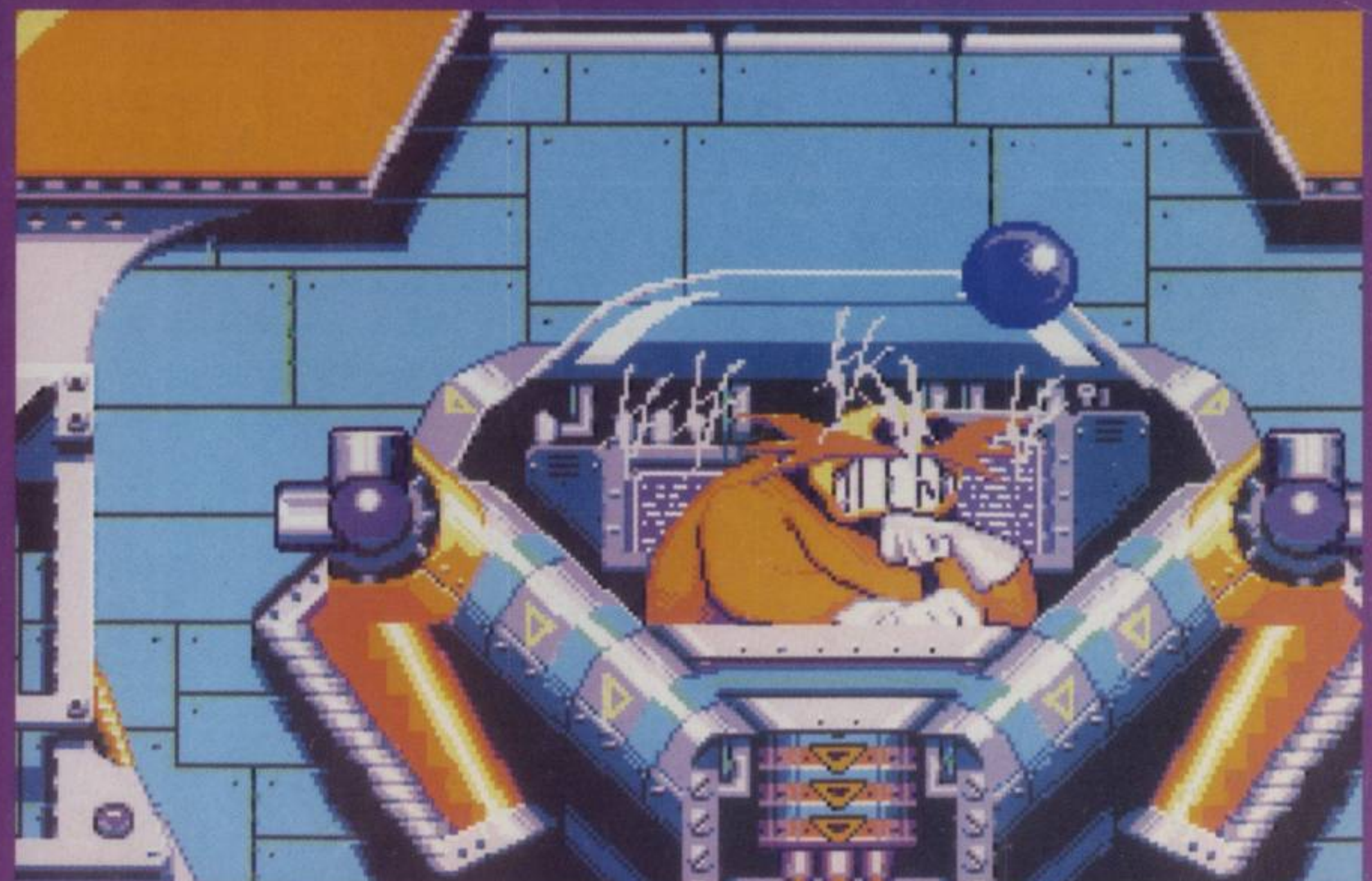
You need to hit the plunger (on the bottom of where Robotnik is sitting) a few times to deactivate the claws and the socks before you can send Sonic up the side, and then on to Robotnik. You need to hit him ten times to finish him off, and it's very difficult. However, if you do it, you will have finished the game and will receive some major bonus points. Oh, and you'll get to see the end sequence. If you can't be bothered to get to the end for yourself though, take a look at the Game Over section in the ARENA pages of this issue.



Hit the trigger to deactivate Robotnik's evil devices



Hit any window three times and you'll get thrown out on your ear



With his defences out of the way, if only for a short time, you can attack Robotnik. Ten hits and it's all over. You've now finished the game

CARTOON AN

New boy Josse Bilson takes his first retrospective look at a particular game genre. This month, it's cartoon and comic licensed games



Mickey Mouse is one of the oldest and best loved Disney characters, and for a change the Mega Drive games have done him justice

Licences from comics and cartoons have illuminated the grim and desolate wastelands of truly good Mega Drive (and CD) games, but as you can see from the exhaustive and rather visually pleasing list over there on

the right they're mainly (though not entirely) restricted to the platform genre.

It *Disney* have to be this way (Sorry!), but by some remarkable feat of marketing trickery, these licences are deemed best suited to this over-crowded corner of the games world. Ho hum.

type myself. I prefer the pleasures of a big coffee, a big cushion, and allowing entertainment to flow over me. I am less involved. I am less choosy.

The same principle applies when the whole caboodle hits the Mega Drive. The cartoon types lie back and allow whatever current hype that's pumping from the television and the pages of mags like this (There are no other magazines like this – Andy) to colour their



You see, cartoon characters can do amazing things with their tongues

A BIG CUSHION

Although comics and cartoons are so closely intertwined that consumers (That's you, that is

– Andy) rarely know whether a character started life on paper or on the screen, it's a distinction that should be made. Comic readers and cartoon

watchers are different people indeed – by the very nature of the activity it's a different mind set. Paul Mellerick's a comic book boy. He buys the comic, turns the pages and is thus more involved. I'm the couch potato cartoon

These licences are deemed best suited to the platform genre

judgement. People like me buy *Aladdin* and *Taz-Mania* for ourselves, *World of Illusion* for our kids,

and enjoy them but not with the same passion comic consumers (That's Paul, that is – Andy) enjoy their games. From the letters we receive it's clear that *Spider-Man* and *X-Men* types get more from their cartridges.



Above: By 'eck it's gorgeous! Aladdin, universally regarded as the best looker

Right: Whereas Taz is universally regarded as a loony



EUPHEMISM

While there have been some fantastic games in this collection – *Aladdin* is universally acclaimed as being brill and fab while *Tiny Toon Adventures* and the *Castle/World of Illusion* ones were reet grand too – there's certainly been a range in quality amongst these games. That's a euphemism. What I'm trying to say is that some of them are complete cack. No, really. Take a look at Jon Smith's reviews of *Belle's Quest* and *Roar of the Beast* in the last issue of MEGA and you'll soon see what I mean.

D COMIC LICENCES



Static screenshots can't show you the wonderful Disney animation



But look at the sickly colours in World of Illusion. Not bad, eh?



X-Men is among the cream of the crop of comic-derived titles



Even Asterix gets a Mega Drive look-in, and another stonker it is too

CHRONOLOGICALLY SPEAKING

This is the bit where all you anal retentives grin that special grin you reserve for facts and figures neatly organised into rows, and, quite possibly, meticulously researched. Hmmm.

GAME NAME	RELEASE DATE	MEGA RATING
Castle of Illusion Starring Mickey Mouse	May 1991	87%
Fantasia - Import	October 1992	11%
Spider-Man Vs the Kingpin	November 1991	92%
Quackshot	March 1992	89%
Bart Vs the Space Mutants	August 1992	80%
Captain America - Import	November 1992	62% (Issue 2)
World of Illusion	December 1992	82% (Issue 3)
Time Gal CD	February 1993	71% (Issue 5)
Taz-Mania	February 1993	87% (Issue 5)
Ariel the Little Mermaid	April 1993	44% (Issue 6)
Ex-Mutants	April 1993	81% (Issue 6)
Tale Spin	May 1993	52% (Issue 6)
Teenage Mutant Ninja Turtles	May 1993	80% (Issue 7)
Tiny Toon Adventures	May 1993	91% (Issue 8)
X-Men	June 1993	85% (Issue 9)
Flintstones	June 1993	78% (Issue 9)
Captain Planet	July 1993	58% (Issue 10)
Superman	August 1993	39% (Issue 11)
Spider-Man Vs The X-Men	November 1993	45% (Issue 14)
Bart's Nightmare	November 1993	35% (Issue 14)
Aladdin	December 1993	92% (Issue 14)
Asterix	December 1993	84% (Issue 14)
Spider-Man Vs The Kingpin CD - Import	December 1993	68% (Issue 16)
Dinosaurs for Hire - Import	January 1994	35% (Issue 17)
Ultraman - Import	January 1994	1% (Issue 17)
The Ottifants	February 1994	66% (Issue 15)
Crash Dummies	February 1994	49% (Issue 16)
Roar of the Beast - Import	February 1994	35% (Issue 19)
Belle's Quest - Import	February 1994	20% (Issue 19)
Ren and Stimpy	March 1994	63% (Issue 18)
The Jungle Book	May 1994	90% (Issue 20)



More top Disney action, this time with the world's favourite duck



Erm, but not all these games are worth buying. Ariel's below par



But Bart's Nightmare, oh dear! Bart's Nightmare, more like (Eh? - Andy)



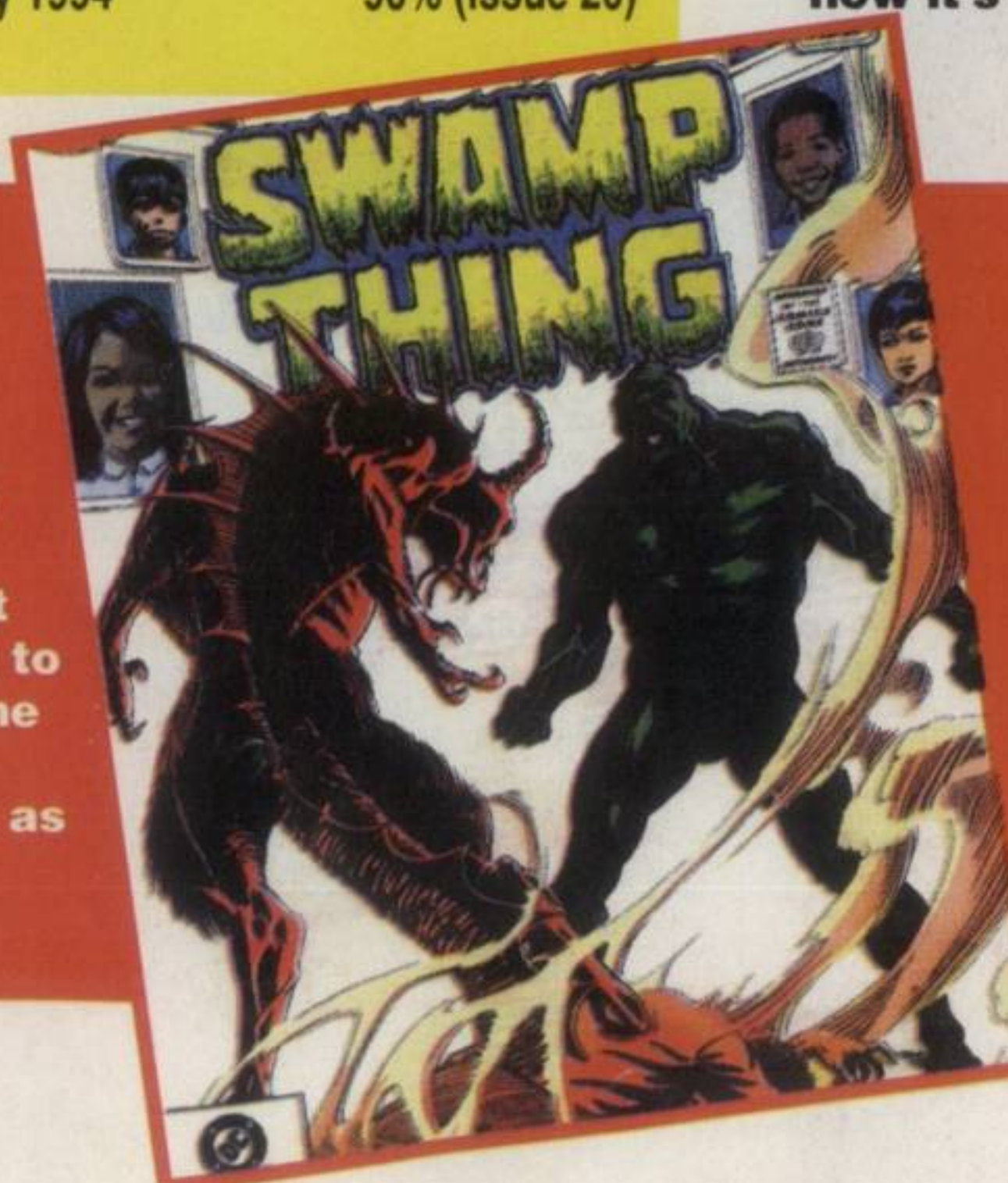
Oh, dear. It was all going so well, and now it's gone dramatically down hill



JUST MAYBE...

If we accept the above list as exhaustive, there are a few old (and new) favourites that don't appear and, in my opinion, really should. How about a Baba Papa puzzle game, a Swamp Thing rescue-princess-'em-up or Ulysses 31 in a Time Gal-esque adventure? Or how about Trumpton, Chigley or Beavis and Butthead? How about... The MEGA security guard turned off the office lights, hurried home and left Josse wobbling on about his boyhood heroes in the dark.

Who's to say that Swamp Thing couldn't make it to the same dizzy heights as Taz or Sonic?



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If you're after some sound buying advice, you won't find any more honest than that over the next eight pages, and if you find a game you'd like to get hold of, see if you can pick it up cheaply through our reader ads. If, however, you just want help with cracking open one of your current carts, take a look through our Tips List, which starts over there on the right...

TOP 100 MEGA DRIVE GAME POSITIONS

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Mean Bean Machine	10	Neighbours	54

1. MADDEN NFL '94 (INC. JOHN MADDEN FOOTBALL, JOHN MADDEN FOOTBALL '92 AND JOHN MADDEN FOOTBALL '93)

Publisher: EASN • Price: £49.99
Reviewed in Issue 14 of MEGA



Although *Madden '94* is quite different in terms of graphics to the other three previous games, it's still basically the same game. But with the addition, finally, of a league, the sponsorship of the NFL (so you get all the real teams), more plays, and loads more stats, this is the definitive version of the game.

MEGA says: For two-player head-to-head action this is simply unbeatable, and now with the addition of a league and proper play-offs, the one-player game is so much better as well. Some people might like the old graphics compared to the new ones, but that's only a minor niggle.

FOR SALE: *John Madden '93*
£16 - 021 459 7576
£20 - 0604 891198
£25 - 0768 892035
£19 - 0559 362265
£19 - 051 426 0478
£20 - 091 386 4528
FOR SALE: *John Madden '92*
£16 - 0493 722367
£22 - 081 803 4430

2. VIRTUA RACING

Publisher: Sega • Price: TBA
Reviewed in Issue 19 of MEGA



There's not much you can say about this game which hasn't been said already, except that (even knowing the game was to incorporate the super DSP chip) nobody expected it to be quite this brilliant. The graphics are amazing - they move so well it's frightening - and the gameplay is almost identical to that of the arcade coin-op.

MEGA says: The split-screen mode is cool, the one-player mode is cool, the graphics are cool, the sound is cool... you get the picture.

3. ALADDIN

Publisher: Sega • Price: £44.99
Reviewed in Issue 14 of MEGA



Just when you thought that all platform games were the same, along comes this. Using every trick in the book, inventing a few more and then adding some of the best graphics and sound ever seen or heard in a game, this is going to give you hours and hours of enjoyment. This should sell loads because of the film tie-in, but for once both the game and the film are amazing.

MEGA says: With the arrival of games like this one, the boundaries of platform games are now really being pushed to the limit.

FOR SALE: *Aladdin*
£30 - 0202 490276
£25/Swap for *Ecco* - 0858 575709

4. STREET FIGHTER 2: SPECIAL CHAMPION EDITION

Publisher: Sega/Capcom • Price: £59.99
Reviewed in Issue 14 of MEGA



Not the amazing force of a game it is on the SNES, simply because there are so many good games for the Mega Drive already. However, this is still the best beat-'em-up ever and it's also an amazingly playable game that anyone, no matter how incompetent, can enjoy. With that special Turbo mode, the chance to control all the bosses and the bonus Elimination match-up to play, you're never going to get bored, and that's a promise.

MEGA says: This 24-Mbit game is a polished, playable and spot-on conversion of the arcade machine. It's a bit on the pricey side, but you'll still be playing it this time next year.

FOR SALE: *Street Fighter 2*
£45 - 041 337 3591
WANTED: *Street Fighter 2*
Up to £30 - 0394 382905

5. SONIC 3

Publisher: Sega • Price: £59.99
Reviewed in Issue 18 of MEGA

Sonic's back (again) and there's yet another new character. Knuckles the Ant-

eater is tricked by Dr Robotnik into thinking that Sonic is trying to steal the Chaos Emeralds (not *our* Sonic surely). This sets us up for another Sonic platform adventure of the calibre we've come to expect. The graphics are nicer, the levels three times larger and the whole thing is full of Sonic-isms.

MEGA says: If you like Sonic, and you want the best Sonic game there is, you're going to have to pay for it.

6. FIFA SOCCER

Publisher: EA Sports • Price: £49.99
Reviewed in Issue 15 of MEGA



After almost three years the Mega Drive finally gets a top football game. It's all here; a league, international championships, fantastic gameplay, great graphics, superb sound and loads of atmosphere.

MEGA says: EA Sports come up with the goods once again and with that lovely 4-Way Play adaptor you can even get three of your mates to play at the same time. But wait, what about the other fabulous footy game below?

FOR SALE: *FIFA International Soccer*
£30 - 091 386 4528
WANTED: *FIFA International Soccer*
0501 742429
Will swap *T2* and *Quackshot* - 0337 831172

6. SENSIBLE SOCCER

Publisher: Sony • Price: £39.99
Reviewed in Issue 15 of MEGA



Yep, we thought long and hard about this, but we couldn't separate the two games. And the reason? Well, even though they're both football games, they go about the task in different ways and are both good in different ways. *Sensible Soccer* is a faster-paced, even arcade, game with some seriously good gaming options. So we've decided to give them both the same position in the TOP 100.

MEGA says: If you're going to buy a football game, it has to be one of these two. Try them both and see which one best suits your gaming needs.

FOR SALE: *Sensible Soccer*
£30 - 0493 722367

8. NBA JAM

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 18 of MEGA



It's been said "that you cannae change the laws of physics", and while that may be true it doesn't mean you can't mess about with the laws of basketball. And that's exactly what *NBA Jam* does brilliantly.

There are no confusing stats to get in the way, just pure arcade action and loads of fun. And with that lovely simultaneous four-player game it's fun for all the family. **MEGA says:** And they said basketball was dead. Well, they didn't say that exactly, but if they had done, they would have been wrong.

9. FLASHBACK

Publisher: US Gold • Price: £39.99
Reviewed in Issue 9 of MEGA



Stick some nice animation into a game, and most people will tend to get very excited about it, ignoring the rest of the game completely. With *Flashback* though you can sit down, watch the animation and then get completely involved in a great arcade adventure.

MEGA says: This is in many ways a perfect game. It's absolutely amazing to look at, it sounds brilliant, it's tough, involving, easy to control and thoroughly addictive.

FOR SALE: *Flashback*
£20 - 0304 214343
£29 - 0493 722367
£25 - 041 337 3591

10. DR ROBOTNIK'S MEAN BEAN MACHINE

Publisher: Sega • Price: £39.99
Reviewed in Issue 16 of MEGA



Right, let's get one thing sorted right from the off; this may be a twee and horribly

cute game, but it's also the Mega Drive's top single- or two-player puzzle game. Ingeniously devised so that as you play you develop a gaming strategy, this is one of those games that because it's been well programmed, is just as good with a mate as it is when you're trying to get through the game to defeat the evil Dr Robotnik. You'll probably finish the game in one-player mode someday, but with a mate you'll be playing this for a very long time to come.

MEGA says: Everything stops in the office for a game of *Mean Bean Machine*; we've even set up a little knock-out tournament to show how sad we are.

11. MICRO MACHINES

Publisher: Codemasters • **Price:** £34.99
Reviewed in Issue 5 of MEGA

It may not be the best looking or sounding game in the world, but the gameplay and playability are amazing and the head-to-head fun rivals that of even *John Madden Football*.

With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be slotted into your Mega Drive for a very long time to come.

MEGA says: Frantic two-player action and a tough one-player challenge make for an absolutely fantastic little driving game.

FOR SALE: *Micro Machines*
£15 - 0304 214343
TO SWAP: *Micro Machines*
0764 670984

12. JUNGLE STRIKE

Publisher: EA • **Price:** £39.99
Reviewed in Issue 9 of MEGA

This is the fabulous follow-up to the brilliant *Desert Strike*, and this sequel has everything you could wish for and more. There are more missions (50 in total), more campaigns (9 this time around) and there's even the chance to get behind the controls of some different vehicles. The gameplay, though similar to the original, is varied enough to provide some real interest.

MEGA says: This game is tough, even better looking than the original and just good clean shoot-'em-up fun. *Desert Strike* was an incredibly popular game, but this is a classic Mega Drive game.

FOR SALE: *Jungle Strike*
£30 - 0493 722367

13. TOEJAM AND EARL 2

Publisher: Sega • **Price:** £49.99
Reviewed in Issue 16 of MEGA



The first game was a success because of its two cult characters and the fabulous action in two-player mode. And the sequel just goes to show that there's still some life left in the platform game. Gone is the strange 3D look of the old game and in comes an in-ye-face close-up view of their home planet, Funkotron. With gags all the way through the game, some top platform action and a challenge, this is a real joy to play. The best thing about *ToeJam & Earl 2*, however, is that (unlike the original game) you get just as much from playing the game by yourself.

MEGA says: There aren't many sequels which are as eagerly awaited as this

one was, and to find that it's even better than the original game is a really big bonus. If it's wacky platform fun you're after, you won't go wrong with this.

WANTED: *ToeJam & Earl 2*
Wanted: 0494 81 2738

14. NHL HOCKEY '94 (INC. NHLPA HOCKEY AND EA HOCKEY)

Publisher: EA • **Price:** £44.99
Reviewed in Issue 12 of MEGA



This is the third in the series and there are yet even more additions and improvements. The old question of whether this should be bought over the other two raises its head again and it's a tough one to answer. If you're new to ice hockey, this will amaze, astound and completely satisfy you, but anyone who owns one of the two previous games may be left wondering "is that all". Still, it's top-rate Mega Drive action, so make absolutely sure you own at least one of these hockey games.

MEGA says: You must have one of these hockey games, so go out and get one now.

FOR SALE: *NHLPA Hockey '93*
£20 - 0768 892035
£20 - 041 337 3591
£20 - 091 386 4528
FOR SALE: *EA Hockey*
£16 - 0493 722367

15. CHAOS ENGINE

Publisher: Microprose • **Price:** TBA
Reviewed in Issue 19 of MEGA



This game is keeping quite a very low profile, what with games like *Virtua Racing* and *Sonic 3* around, but that doesn't mean it's not fab. A sort of warped Gauntlet-meets-Zombies-type game, this is better than both of those titles and three times as sexy. And although the action is fast and furious, you've still got all the level puzzles to solve.

MEGA says: Great on your own and even better (if that's possible) with a friend.

16. HELLFIRE

Publisher: Sega • **Price:** £34.99

Aero Blasters is the only serious competition to *Hellfire* in the space-blast department. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes the game a bit easy to complete, but nothing's perfect huh? Although we must admit that this does come damn close.

MEGA says: *Hellfire* is really great stuff,

and although *Aero Blasters* is equally as impressive, if it's a bit too demanding, this'll be right up your street.

FOR SALE: *Hellfire*
£18 - 0732 850 576
£20 - 0202 490276
£15/Swap - 0767 260708

17. ROAD RASH 2 (INC. ROAD RASH)

Publisher: EA • **Price:** £39.99
Reviewed in Issue 4 of MEGA

Not entirely different to *Road Rash*, but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement.

MEGA says: Speed, violence and bikes - what more could you ask for?

FOR SALE: *Road Rash 2*
£15 - 0926 484322
£26 - 0792 872938
£20 - 0202 490276

FOR SALE: *Road Rash*
£18 - 0501 742429
£15 - 0493 722367
£18/Swap - 0532 737655
TO SWAP: *Road Rash*
Swap for *PGA Tour Golf 2* or *F1* - 0406 371377

18. PGA EURO TOUR GOLF (INC. PGA TOUR GOLF 2 AND PGA TOUR GOLF)

Publisher: EA • **Price:** £44.99
Reviewed in Issue 18 of MEGA



What was wrong with the original *PGA Tour Golf*? Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well, that's what *PGA Tour Golf 2* did. There were also three more courses and the chance to put draw and fade on the ball. And now we've got *PGA Euro Tour Golf*. It's essentially still the same game as its predecessors, but it now has five new European courses and the pace of the game as a whole is a bit more fluid.

MEGA says: There are five new courses in the game and all the idiosyncrasies of the individual Mega Drive controlled players, but you may feel a bit miffed if you have got *PGA Tour Golf 2* and buy this expecting a wildly different game.

FOR SALE: *PGA Tour Golf 2*
£20 - 0559 362265

19. F1

Publisher: Domark • **Price:** £39.99
Reviewed in Issue 11 of MEGA



While *Super Monaco GP* wins hands down on realism and looks, *F1* beats it into first place for speed and playability. And if you think you can handle more than the normal speed of the game, there's always the turbo mode. With all the 16 Formula One courses, battery back-up for ten games and a simultaneous two-player



AFTER BURNER 2

On the intro screen hold down A, B, C and Start. When the carrier appears, select your start level with Left and Right.

When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst. For 100 missiles press Left and B on stage 3, Right and B on stage 5, B on stage 9 and Right and B on stage 11. For 100 missiles press Left and B on stage 13, Right and B on stage 16, B on stage 19 and Right and B on stage 21.

ALADDIN

Pause the game, press A, B, B, A, A, B, B, A, and you can skip any level.

ALIEN 3

Using pad one, enter the options screen. On pad two, press C, Up, Right, Down, Left, A, Right and Down. Listen for the sound, then start the game as normal and pause. On pad one press Start to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS

At the end of the level, stand under the last window of the retirement home and use the whistle to get more money. To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press Left and C together, and Bart will sid off. Touch only button C, but keep Left pressed until you pass the door. Stop, press Right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)

On the options screen highlight Game Type. Move it to Driving and hold the pad Left and press the B button. Move the pad down to Difficulty, hold Left and press the B button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER
Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BIO-HAZARD BATTLE

Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joystick: Up, Up-Right, Right, Down-Right, Down, Down-Left, Left, Up-Left and Up. Then press Start.

BLACK HOLE ASSAULT

For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault. To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press Start on the second pad and your opponent will fall over. For invincibility, do the same as above but your name is MUTEKI.

B.O.B.

Hold down all the buttons on both pads when you see the "Foley Presents" screen; you'll hear a sound. Now when you play the game you'll miraculously start with full ammo and remotes and infinite lives.

BULLS VS LAKERS

Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

OPPOSITION:

Eastern: B - Bucks, C - Bulls, D - Celtics, S - Pistons, P - 76ers, R - Hawks, 9 - Pacers, M - Seattle
Western: V - Golden State, W - Blazers, X - Lakers, Y - Spurs, I - Houston, 3 - Phoenix, 9 - Utah Jazz
YOUR TEAM:
Eastern: D - Bucks, X - Bulls, N - Celtics, S - Pistons, 8 - 76ers, 4 - Hawks, J - Knicks, 0 - Pacers
Western: 6 - Golden State, B - Blazers, L - Lakers, G - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, Q - Seattle

CASTLE OF ILLUSION

When you have finished a level, press Start while your score's being added, for extra lives.

Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CHAKAN

Select practice mode and start the game. Above the air portal you'll see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK

While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press Up while holding A to advance a level.

CHUCK ROCK 2: SON OF CHUCK
Pause the game, and press B, A, Right, A C, Up, Down then A and unpause the game. Now pause it again, and press A and Right to go up a level, or you could press A and Up to skip the entire zone.

CHUCK ROCK CD
Here are some passwords: Level 2: GJFKFN, Level 3: PDKKKN, Level 4: JWNTXF, Level 5: TSFNVP

COBRA COMMAND

Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press Up, Left, Right, Right and Up. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press Left or Right to move through the numbers. Pressing Start while you are playing a level will mean you complete it.

COLUMNS

Build a column of blocks on one side of the screen. Position a magic block so that only two of the three blocks fit on the screen. The third block will fall separately.

COOL SPOT

Go to the options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, then C. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives and starting level.

CORPORATION

The most important weapon is the bomb, but don't use it until you're in prison.

If thrown in prison, check your pockets...

Don't buy a lock-pick, simply find one.

Go to the music demo bit and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the level screen comes up, hold B and press Up to choose your level.

CYBORG JUSTICE

For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode.

DAVID ROBINSON'S BASKETBALL
Here are some passwords: CABCDDEAF - LA vs Detroit, ASTURBQIE - Chicago vs New York, FMJCLJYIB - New York vs Detroit, WYBCDEAYU - Detroit vs LA.

DEADLY MOVES

Here are some character codes: Warren - XXI E4T2 0ZY, Vagnad - WBY MFDI HOZ, Li Yong - WBY E42Q UZI, Baraki - HB1 Y9JK D4W, Bu-ph - HB8 MFO6 NNN, Gaolun - HY6 Z9J3 W47.

DECAP ATTACK

Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE

Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.
For ten lives instead of three enter code: BQQAEZ.

DRAGON'S FURY

Enter UUBV99BQRE for 73 balls and 505,705,300 points. Enter ALCLAEBECK for 21 balls and the end-of-game sequence. This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

ECCO

Here are the codes for the levels: The Undercaves - WEFIDNMP, The Vents - PUDPXJK, The Lagoon - TCXSXJDT, Ridge Water - QZOMQOLE, Open Ocean - KEQKALGF, Ice Zone - FJTZCLGZ, Hard Water - TRAWCLGZ, Cold Water - IBRWXREO, Island Zone - WTCVAVREH, Deep Water - UHPHVREN, Marble Sea - ELNLXREF, The Library - TSGPXREX, Deep City - TOVHXREB, City of Forever - GACTXRET, Jurassic Beach - QDZAVNLK, Piratandon Pond - BQVVAPEA, Origin Beach - GRPZAPEE, Trilobite Circle - UCJDBPEC, Dark Water - ZDCHBPEF, Deep Water - YBDIBPEG, City of Forever - YUIGPLV, The Tube - MIBFKMLH, Welcome to the Machine - VUFBKMLC, The Last Fight - KTPMLMLM

Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like. For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press Right, B, C, B, C, Down, C then Up.

EURO CLUB SOCCER

Take your pick of the following English teams to play as in the final: Norwich City - 373UAA4IGC (vs Rangers),

Liverpool - SAHEAA6ICA (vs Celtic), Aston Villa - BEDUAA7ICA (vs Real Sociedad), Spurs - J6CUAAB8IHA (vs Celtic), Arsenal - ZWNEAA9IAE (vs Bordeaux), Nottingham Forest - KQAEABAIAE (vs PSV Eindhoven).

Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick incredibly hard.

Enter your password as QUITTER and when you quit a match you won't forfeit the game - the score will remain the same.

EX-MUTANTS

Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing Start. Shannon will say "too easy" and a cheat screen will appear.

F1 CIRCUS

To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

Start the British Grand Prix in a McLaren's car: NABCTPHSNGKTXBDE GMHUJOKLMTFJ HOILKL LONVORQX LOMW

F-22 INTERCEPTOR

Teleport to the final HQ message in the final two levels: Russian challenge - KSGQIV, Aces - MH01K1, Korean - B10F8P, Iraqi - GTGE8V, American - 6PGE02

FATAL FURY

To increase your continues, press and hold Up on the continue screen and then press A, B and C together.

On the game-selection screen, press and hold Left. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.

On the options screen select the Time option. Press and hold A and press Left. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press Left while holding button B until the point goes to 0. You now need to win 99,999 matches.

FLICKY

On the explanation screen hold A, C and Up. Press Start and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

FLINTSTONES

Choose five lives and then press buttons A, B, C and Start together. Rotate the pad clockwise. On the title screen press Start and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and Start. Now press Left and Right until the title screen appears. Then press Start and when you run out of lives, nine more will appear.

For a level select get to the options screen and hold down button C. Now press Left, Right, Down, Left, Right, Up, Up, Down, Left, Right and Down. Release button C and press Start.

GADGET TWINS

For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, Right and Left. Repeat this and the colours of the two planes should swap. Now choose your level.

GAIRIES

At the start of each level, pause the game and hold down A and C then press Left. Unpause, and you'll be invincible.

Start the game and pause. Unpause on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play.

GHOULES 'N' GHOSTS

On the title screen press button A four times, then Up, Down, Left, Right. When it chimes, press B and Start for invincibility.

On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press: Up, A and Start to start during level two; Down, A, and Start to start on level three; Down-Right, A, and Start to start on the final boss level; Right, A, and Start to start on level five; Left, A, and Start to start during level four.

Select number 26 on the music test, then number 56 on the sound test, hold Down/Left with A, B and C, then press Start to play in Japanese.

GLOBAL GLADIATORS

As soon as the Sega logo appears, press C, B, A and Start in a rhythm four times before it fades away. Now choose your starting level, the number of lives you want, and whether you want the photo freeze on.

Start the game and as soon as you appear on the level, pause it. Now press B, C, B, A, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Unpause and then get ready for the next level.

Pause and press A three times, B three times, C four times, B and A. You'll hear the word "cheater", a growl and you'll get an extra life.

TOP 10 MEGA CD GAMES

There's nothing much new happening in the Mega CD Top 10 this month, in fact you could say that there's nothing happening at all, because the listing remains exactly the same as last month's. We can only hope that we'll see some more top Mega CD action soon, before we all lose total faith in the machine.

1. THUNDERHAWK

Publisher: Core • Price: £39.99
Reviewed in issue 13 of MEGA



Take one look at the amazing graphics for this game and you'll see that the CD (as a machine to blow everyone's socks off) has finally made it. But it's not only the graphics that make this game stunning. With non-stop adrenaline-pumping shoot-'em-up action you're gonna get a real kick out of this. You really are going to love it. MEGA says: Although we've all been blown away by the graphics, there's an immensely playable and addictive game in here too.

2. SONIC CD

Publisher: Sega • Price: £44.99
Reviewed in Issue 13 of MEGA



We all expected it to be good, and it is. The game is still very much *Sonic* but it now has some depth. To finish this you're actually going to have to play the game. Oh, and the graphics on the special stages are stunning. MEGA says: Ever since everyone who bought the original *Sonic* finished it in a couple of days we've wanted a *Sonic* game with a challenge. Well, we had to wait for the CD version to provide it, but at least it's finally here.

3. SILPHEED

Publisher: Sega • Price: £39.99
Reviewed in Issue 13 of MEGA



Touted as the most amazing graphical game yet to appear on the CD, *Silpheed* has been slightly upstaged by *Thunderhawk*. Still, the speed and realism of this space shoot-'em-up can't be overlooked. Addictive, fun, and stunning to look at. MEGA says: If this and *Thunderhawk* are the shape of things to come, we're in for a real treat.

game, *F1* has all the right ingredients to make it a top ten game, and indeed, that's where it is.

MEGA says: Thrills, spills and a lot of crashes. That's what's in store for you with this game. For speed freaks and Ford Fiesta owners alike, this is a must buy.

FOR SALE: *F1*
£42 - 081 774 811

20. LANDSTALKER

Publisher: Sega • Price: £49.99
Reviewed in Issue 14 of MEGA



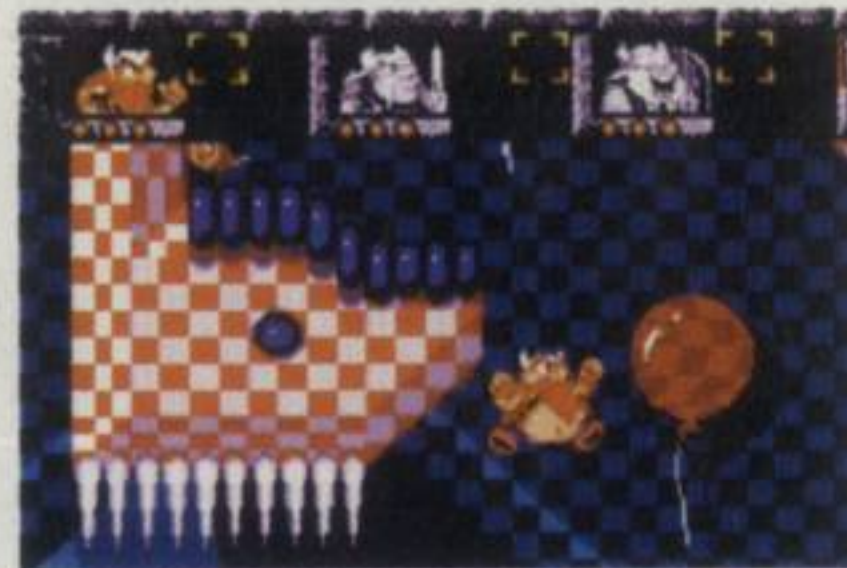
Our hero Nigel must combat all manner of strange beings and solve intriguing puzzles if he's ever going to find King Nole's treasure in what has got to be one of the most eagerly-awaited games ever. A large, brilliant and new-style RPG that will appeal to experienced gamers and novices alike. Superb! MEGA says: Paul has actually been playing this for ages, and he doesn't usually like role-playing games. So that's a recommendation if ever there was one.

FOR SALE: *Landstalker*
£45 - 0732 850 576
£30 - 0992 558947
WANTED: *Landstalker*
0582 603613

Will pay £25 or swap for *Street Fighter 2* - 0270 583687

21. LOST VIKINGS

Publisher: Virgin • Price: £39.99
Reviewed in Issue 16 of MEGA



Imagine, if you can, a three-character-orientated puzzling platform game in which you must control each of the abilities of the three sprites in order to get them out of each level. Now add some incredibly top puzzles, some cool graphics and the odd bit of humour and you've got a game that taxes the old grey cells, takes a while to play through and is a real blast while you're doing it. Welcome to *Lost Vikings*.

MEGA says: When this came in, it took Jon days to leave it alone, and if that's not a recommendation, we don't know what is.

22. LEMMINGS

Publisher: Sega • Price: £39.99
Reviewed in Issue 2 of MEGA

This game has got 180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and an easy control system make this a must for all gamers.

MEGA says: It's addictive, brain teasing and once you get into it, you'll be reluctant to get out again.

FOR SALE: *Lemmings*
£18 - 0732 850 576
£20 - 0344 860024

23. ECCO

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA

Once in a while a game comes along that is just that little bit different to the rest. It may be cute, it may even look nice, but its

real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deep underwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits.

MEGA says: It brings a whole new realm of gameplay to the Mega Drive. It's tough, beautiful, and an absolute joy to play.

FOR SALE: *Ecco*
£18 - 0732 850 576
£20 - 0501 742429
£17 - 0559 362265
£20 - 091 584 7989
TO SWAP: *Ecco*
Swap of *Sensible Soccer* - 0271 78823
Swap for *Rocket Knight Adventures* - 081 470 3666
WANTED: *Ecco*
061 225 7891

24. STREETS OF RAGE 2

Publisher: Sega • Price: £44.99
Reviewed in Issue 4 of MEGA

You won't find a better beat-'em-up on the Mega Drive (except for *Street Fighter 2* of course) and it's even better than some arcade ones too. Improvements on the original include two new characters (Max and Skate), a head-to-head mini game, amazing graphics and playability as well.

MEGA says: You won't find it tough enough if you play on easy level with loadsa continues. So if you're a hotshot gamer, do yourself a favour and play the game on hard level with only a couple of continues.

TO SWAP: *Streets of Rage 2*
Swap for *Shinobi 3/Ranger X* - 081 470 3666

25. QUACKSHOT

Publisher: Sega • Price: £39.99

Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia* should have been. It looks lush, sounds lovely, and it's action-quacked (sorry) from start to finish.

MEGA says: It's quite an old game now, but we still think you should get it!

FOR SALE: *Quackshot*
£15 - 0484 546349 (after 6 pm)
£20 - 0392 493314
£12 - 0621 817914
£16 - 0690 760 325

26. DAVIS CUP TENNIS

Publisher: Domark • Price: £39.99
Reviewed in Issue 12 of MEGA

We've waited ages for a tennis game which will knock our socks off - well here it is. It's fast, intricate, and it has a lovely technical learning curve and a stonking two-player option.

MEGA says: Definitely more of a two-player game than a single-player-against-the-computer one, this will bring out the real competitor in you.

27. COOL SPOT

Publisher: Virgin • Price: £39.99
Reviewed in Issue 9 of MEGA

This ultra-cool, cute and loveable little dude sits brilliantly inside this fabulous platform game.

MEGA says: Playable, cute, large, difficult game with a great soundtrack.

FOR SALE: *Cool Spot*
£24 - 0707 651734
£25 - 0202 490276
£20 - 0304 214343
WANTED: *Cool Spot*
Swap for *Global Gladiators* - 0501 743450

28. GAUNTLET 4

Publisher: Tengen • Price: £39.99
Reviewed in Issue 13 of MEGA



What an amazing coin-op *Gauntlet* was. Many a misspent youth has been spent shoving ten-pence pieces into the mammoth arcade machine. And now those days are back. And by adding three different modes and using the four-player tap for maximum hilarity, it's even better than ever. MEGA says: A top arcade game gets the conversion treatment and actually ends up being better than the coin-op. Hoorah for Tengen!

29. JAMES POND 3: OPERATION STARFISH

Publisher: EA • Price: £49.99
Reviewed in Issue 14 of MEGA



The first *Pond* was OK, the second was OK as well, but a bit better than the first. *Pond 3* is loads better than the second and very good to boot. There is large Mario-style gameplay in the usual platform style, but with loads to do and lots of levels to do it in, this is another seriously good platformer for the Mega Drive.

MEGA says: Andy hates the other two *Pond* games, but he loves this one. Looks like it's third time lucky for old Jimbo.

30. ROLO TO THE RESCUE

Publisher: EA • Price: £39.99
Reviewed in Issue 5 of MEGA



Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then, when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game.

MEGA says: Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out, and bosses to defeat.

FOR SALE: *Rolo to the Rescue*
£15/Swap - 0767 260708

31. TINY TOONS

Publisher: Konami • Price: £39.99
Reviewed in Issue 8 of MEGA



Cute, big and easy to play, this platformer has got it all. With a password for each

level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores very highly in all gameplaying areas.

MEGA says: Fast, colourful, cute, playable... the list of qualities in this game is endless.

FOR SALE: *Tiny Toons*
£22/Swap for *Micro Machines* - 0266 658710

TO SWAP: *Tiny Toons*
Swap for *Fantasia, Xenon 2* or *Moonwalker* - 021 788 3035 (after 7 pm)

32. SHINING FORCE

Publisher: Sega • Price: £39.99
Reviewed in Issue 10 of MEGA

We all complain when games are too easy to finish and we also complain that the hardest games to complete, RPGs, are boring. Well if you're of that ilk, you should definitely check this out 'cos you're in for a surprise. It's got cute characters, a do-the-right-thing storyline and gameplay most games can only dream about.

MEGA says: Very soon we're going to have to stop taking the mick out of role-playing games, because they're getting quite good now.

FOR SALE: *Shining Force*
£30 - 021 459 7576
£35 - 0732 850 576
WANTED: *Shining Force*
Will pay £15 or swap for *Micro Machines* - 0270 583687

33. MEGA-LO-MANIA

Publisher: Virgin • Price: £39.99
Reviewed in Issue 6 of MEGA

Ever wanted to know why a "God-game" is called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.

MEGA says: Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

FOR SALE: *Mega-Lo-Mania*
£20 - 0732 850 576
£20 - 0768 892035
£20 - 0559 362265
£20 - 0493 722367

34. LETHAL ENFORCERS

Publisher: Konami • Price: £64.99
Reviewed in Issue 15 of MEGA



It's amazing how a perfectly good first-person perspective shoot-'em-up can be turned into a classic game just by the addition of a small Dirty Harry light gun. The coin-op was great fun because of the gun, and thanks to Konami you can now re-live that arcade experience on the Mega Drive.

MEGA says: The gun is very cool (and a lot cheaper than the Menacer) and the two-player simultaneous game is a real hoot.

FOR SALE: *Lethal Enforcers*
£22 - 081 774 811

35. SONIC 2

Publisher: Sega • Price: £39.99
Reviewed in Issue 2 of MEGA

This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at.

MEGA says: You might find it too easy to finish, but it does leave the original game sobbing in a dark, damp corner.

FOR SALE: *Sonic 2*
£20/Swap - 021 354 7348
£15 - 0202 490276
£15 - 0623 555109

36. RAINBOW ISLANDS

Publisher: Taito • Price: (see importer)



Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer.

MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and addictive.

FOR SALE: *Rainbow Islands*
£45 - 0202 490276

37. AERO BLASTERS

Publisher: Kemco (Import) • Price: £40

If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what an absolutely fantastic, all-action, exciting and varied blastathon it is. If you aren't one of those people, then be told right now - *Aero Blasters* is one of the fastest, sexiest, joystick-grippingliest, shoot-'em-ups there's ever been.

It is more impressive looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.

MEGA says: This is one of the best Mega Drive shoot-'em-ups ever, without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

FOR SALE: *Aero Blasters*
£30 - 0202 490276

38. X-MEN

Publisher: Sega • Price: £39.99
Reviewed in Issue 9 of MEGA

Although superheroes are popular sources of games, the games themselves usually end up being dire little platformers. This is a platform game, but thanks to the ingenious use of the characters and the team effort needed to play the game, it lifts itself above the rest.

MEGA says: Paul loves this game for two reasons; 1) He's a big X-Men fan, and 2) the game is fab. So, if it's good enough for him, it's good enough for everyone else.

FOR SALE: *X-Men*
Wanted - 0532 737655

39. ROYAL RUMBLE

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 14 of MEGA



Wrestling may not be the most "honest" sport in the world, but with up to 12 people in the ring at once, it's entertaining if nothing else. And, thankfully, this captures the fun element of that competition.

MEGA says: Two-player, one-player, tag-team and Royal Rumble - it's all here and jolly good fun it is too.

40. GOLDEN AXE 3

Publisher: Sega Japan • Price: £39.99
Reviewed in Issue 12 of MEGA



Completely replacing *Golden Axe 2* (and *Golden Axe* for that matter) this takes the old formula, improves on it slightly by updating the graphics, adding some more sound and giving you four characters to choose from. The classic gameplay is still here and although it hasn't changed very much over the years, the feeling at MEGA is that it doesn't have to.

MEGA says: Well, it's one of Andy's fave games and it's a classic. It's not one to fight your next door neighbour's pit bull terrier for, but it's definitely worth a play.

41. DESERT STRIKE

Publisher: EA • Price: £34.99



Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this action-packed shoot-'em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. This is a great game, and that's what matters.

FOR SALE: *Desert Strike*
£25 - 0493 722367
£20/Swap - 0532 737655
£15 - 0690 760 325

42. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

Publisher: Sega • Price: £44.99
Super Monaco GP was the most popular

driving coin-op before *Out Run*, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot - the graphics may only be all right, but the gameplay is astonishing. *Super Monaco GP2* is superb, definable control, high-speed adrenaline-pumping driving action, and it also has a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game especially in the area of car handling, but with something that started off as fab as *Super Monaco GP*, that's still just window-dressing.

MEGA says: This comes close to *F1* from Domark (although Paul Mellerick actually prefers *SM GP2*), but in the speed and playability departments *Super Monaco GP2* can't really touch it. Mind you, you'd have to go a long, long way to find any other driving game to better this.

FOR SALE: *Super Monaco GP*
£20/Swap - 0494 81 2738
£13 - 08632 446
£20 - 0703 776533

FOR SALE: *Super Monaco GP2*
Swap for *F1* or *F1 Circus* - 081 470 3666

43. SONIC PINBALL

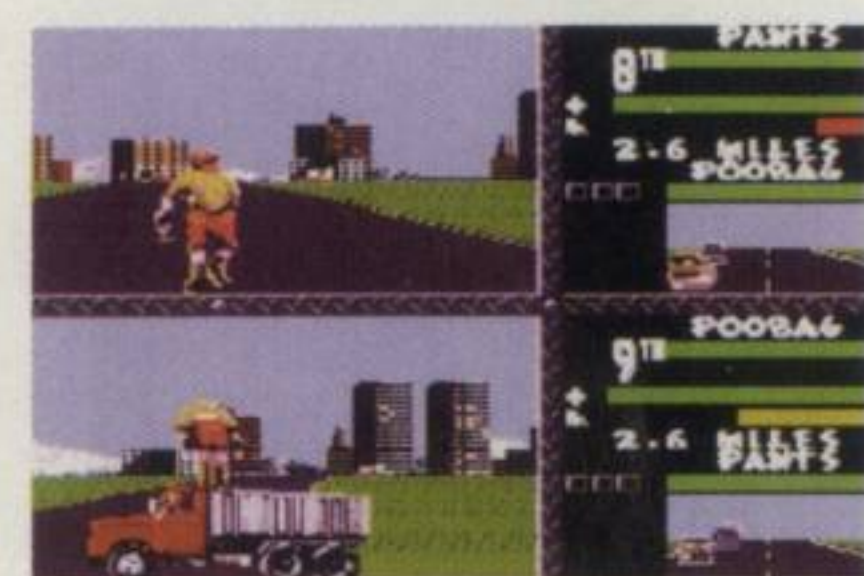
Publisher: Sega • Price: £44.99
Reviewed in Issue 15 of MEGA



Although some people were quite cynical about the prospect of a Sonic pinball game, Sega have come up with an ingenious and very imaginative little game, which is still very much a Sonic game as well as a fun pinball game. However, it's not as spectacular as the platform games and there are only four tables to complete. MEGA says: Good fun, but what's with only four tables? Still, you can always go back and try to beat your top score.

44. SKITCHIN'

Publisher: EA • Price: £49.99
Reviewed in Issue 18 of MEGA



If you're after a new game, but want something a bit different from the usual stuff, try *Skitchin'*. A cross between rollerblading and *Road Rash*, this street-wise race game sees you racing across America, beating up other Skitchers, and hanging on to as many cars as you can. The higher element of strategy over *Road Rash* is welcome, but the game loses something of the in-yer-face action of its relative.

MEGA says: *Road Rash* addicts who can't get enough will die for this. The rest of us will just enjoy playing it for a while.

45. THUNDERFORCE 4

Publisher: Sega • Price: £39.99
Reviewed in Issue 1 of MEGA

The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics get in the way of the

GOLDEN AXE 2

• Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.

• Press A, B, C and Start on the titles, select options, keep holding A, hit B and C again, move to exit, keep holding A and hit B and C until you get to character select. Hold A and Up and hit B and C. Now pick your level.

GOLDEN AXE 3

• When choosing a character, move the cursor to the character you want to play, and quickly press A four times, Start once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.

GREENDOG

• Here's a level skip. Pause the game, then press C, A, B, A, Left and Left again.

HELLFIRE

• Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.

• Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

HOOK

• On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS

• Here are some level-select codes:
Level 20 - WDFGNXRRMPN
Level 40 - NSFLKXCBJDFW
Level 60 - YNTBXYJYNWLK
Level 80 - XPMNWXKFNQZC

IMMORTAL (THE)

• On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.

• In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

• Wait until the level name appears and then hold A until the game appears. The game is paused. Release A for invincibility.

INDIANA JONES

• When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

JAGUAR XJ220

• Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.

JAMES POND 2: ROBOCOD

• Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.

• To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A, B. Unpause and you've completed the level.

• On the sports level, collect the items on the tennis ball in this order: Ices, ice-cream, violin, earth, snowman for infinite lives.

• On the title screen hold Down/Left and A and C, then press Start for a level select.

• At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

JAMES POND 3

• At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull Left, hold down B and press Start at the same time, and a new group of options appears underneath the usual set.

JOE MONTANA 3

• Enter the code by the side of the team you wish to play as, then add YNTSKBC.

DLB - Bears CDB - Bills
HCB - Cowboys SDB - Dolphins
ZLB - Eagles ALB - 49ers

XTB - Giants QDB - Raiders
RLB - Rams LTB - Redskins
VLB - Saints TTB - Vikings

JOHN MADDEN FOOTBALL

• Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.

JOHN MADDEN FOOTBALL '92

• At the end of the final, when the display of the pitch is shown, press Up, C, Down, C, Left, C, Right, C, Up, B, Down, B, Left, B, Right, B, Up, C, Down, C, Left, C, Right, C. The screen should display the fireworks.

• Choose the team you'd like to play as in the finals by using the following codes: Buffalo (vs SF) - BXMMC6M1
Chicago (vs Denver) - CGBJL1C1

Dallas (vs Miami) - BDNT6NX7

LA (vs Miami) - CHYGOYHL
Miami (vs SF) - B6KKGYYL
New Orleans (vs Kansas City) - B2709V41

Oakland (vs Washington) - CDLLB7LM
SF (vs Denver) - B3DFN05K
Washington (vs Oakland) - CZSK2TMR

KID CHAMELEON

• At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press Down-Right while holding jump and special to warp to the last boss.

KLAX

• Press Up and Left, buttons A, B, C and Start on the title screen to make it tougher.

• On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

LAKERS VERSUS CELTICS

• To get to the final as the Bulls with a 3-1 lead, enter 087 ROS.

LHX ATTACK CHOPPER

• Here are the codes for VERY HARD.
Majestic Twelve - CBAAAE, Anterior Nova - CBCAIEC, Reindeer Flotilla - CBCAQHC, Phoenix - CBAYGC, Rainbow Veil - CBAAVA, Chess - CBCAUA, Lobster Quadrille - CBQAOXA, Hen House - CBCEYWC, Desert Two - CBCEBFE, Flaming Arrow - CBCEJEE, Plain Aria - CBCERHE, Lobster Quadrille - CBCEZGE, Reindeer Flotilla - CBCEBVG, Flaming Arrow - CBCEJUG, Hen House - CBCEJUG, Lava Lamp - CBCEZWG, Anterior Nova - CDCEANE, Gemini - CDCEIME, Chess - CDCEQPE, Binary Rainstorm - CDCEYOE, Freedom Train - CDCEA9G, Arc Lite - CDCEY-G, Anterior Nova - CDCEBNA, Reindeer Flotilla - CDCEJMA, Hop Toad - CDCERPA, Olympic Torch - CDCEZOA, Lobster Quadrille - CDCEB9C, Grand Theft Hokum - CDCEJ7C, Flaming Arrow - CDCER7C.

LOTUS TURBO CHALLENGE

• Enter MANSEL on the password screen and you'll qualify every time.

• Enter SLUGPACE for infinite turbos.

MARVEL LAND

• Enter the code TRIDENT for the last level.

MAZIN WARS

• To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

MEGA-LO-MANIA

• Here are the codes for some epochs:
2nd - YABDQCXXSL, 4th - UKDIFXXSH,
6th - QUBDQYJTAIV, 8th - MECDMAMYXSO, 9th - EKDFECSBYS.

MICRO MACHINES

• For infinite lives press B, Down, C, Down, Up, Down, Left and Down.

• To increase your vehicle's grip press A, Up, B, Down, C, Left, Start and Right.

• To increase the impact of the collisions press C, Up, Left, Right, A, B, A then C.

• For more speed press Up, Down, A, B, Left, Right, C and Start.

• For a harder game press Left, Right, Left, Right, Up, Down, Start and Down.

• For an even harder game press Left, Down, Up, Down, Right, Down, A and Down.

MORTAL KOMBAT

• Press Down, Up, Left, Left, A, Right and Down on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.

• For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press Up, Down, Left, Right on pad one, and C, B, A, C, B, A etc on pad two.

MUTANT LEAGUE FOOTBALL

• Here are some passwords:
Play as: Against: Code:
Stammers Slayers CNL111111Y
Razors Slayers 1CK111111H
Vulgars Dragons 4CK111111L

NHLPA HOCKEY

• Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Now change all your players and go back to the game. When the sin bin time is over, the player(s) will come back onto the ice. You can now have up to seven players on the ice at one time.

• Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD - Housley, RW - Yzerman, C - Reonic, LW - Fedrov, LD - Chelios. Now you should always win.

• Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press Start, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now you can change the line-up.

OUTRUN

• Enter your name as ENDING to see the end sequence.

• Press Start to reach the option icon. Press the C button ten times, then press Start to access a Hyper difficulty level.

PGA TOUR GOLF 2

• To play from the amateur tees in a tournament or skins challenge, do this: Select Tournament Play or Skins

Challenge. Save your game on the first tee. Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will start on the amateur tees.

PHANTASY STAR 2
• Continually turn the status screen on and off during action to avoid being attacked.

• Megoid is gained at level 35 by Roff. Nasar is gained at level 30, by the Doctor.

• Once you have all the Nei items, go to Lutz for the Neisword.

POPULOUS

• Here are some level-select codes:
100 - CALEOLD, 200 - EOAMPMET,
300 - BILQAZOUT, 400 - BADMEILL.

• For six continues press C, A, B, A, C and A on the chapter one screen.

QUACKSHOT

• In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat as you like to maximise out your lives.

RAINBOW ISLANDS

• Press Up, B, Down, Left, C, A, A, B and C on the title screen for full power-ups.

• On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.

RANGER X

• Go to the options screen and press A, B, C three times quickly. You should hear a tone. This allows you to select "Easy".

• Pause the game and press Up, Down, Up, Down, Up, Down, C, B, A, Right then Left. When the background music starts up, press B to skip to the next level.

• Here's a level-skip cheat. Pause the game and press Up, Down, Up, Down, C, B, A, Right, Left on pad one. The music should start up again; press B and the screen will fade and start on the next level.

RB14 BASEBALL

• On the password screen enter RBI BASEBALL 4. You'll now be given a special password.

REVENGE OF SHINOBI

• Select 00 shirikens at the start and wait for the two zeros to merge into an infinity symbol for infinite shirikens.

RISKY WOODS

• Play the game and get killed. Enter your initials on the high-score table as EOA and you'll get a level select.

ROADBLASTER FX

• Press Start on the title screen and press Up on the joystick to move to Options Mode. Press Start to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button A six times. Start, and then Right; to enter the demo mode, press A five times and then button B once.

ROAD RASH 2

• Here are some passwords. 0FUI 34TR: Shuriken TT250, \$20,410, Level 3. 0FIA 39TA: Banzai 7.11, \$19,410, Level 3. 0P11 4SKO: Diablo 1000, \$30, 810, Level 4. 0CTQ 4JAG: Diablo 1000N, \$17,730, Level 4.

0H4R 550H: Diablo 1000, \$20,930, Level 5.

• Go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want. Exit, go to Game Options, then Set Player Mode. Take turns and you can now start the race with your chosen bike.

• To get hold of the Wild Thing bike press and hold down Up, A and C on the title screen. Press Start to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

ROBOCOP VS TERMINATOR

• For a weapon-select cheat, pause the game then press B, A, C, C, C, A, B, A, C, C, C, A and B.

ROCKET KNIGHT ADVENTURES

• When the Konami logo appears, tap Down six times, Up twice and Down twice more for a Very Hard mode. And for a Crazy Hard mode press Left four times, Right four times, Left seven times, Right once, then Left once.

ROLLING THUNDER 2

• The code for the final level is: A PRIVATE THUNDER CREATED THE POWDER.

• Codes for the second mission:
Round 6 - A DIGITAL RAINBOW MUFFLED THE SECRET. Round 7 - A LOGICAL THUNDER SMASHED THE POWDER.

Round 8 - A ROLLING MACHINE DESIRED THE FUTURE. Round 9 - A SLENDER NUCLEUS BLASTED THE TARGET.

Round 10 - A CURIOUS ISOTOPE CREATED THE KILLER. Round 11 - A NATURAL PROGRAM DESIRED THE NEURON.

4. LETHAL ENFORCERS

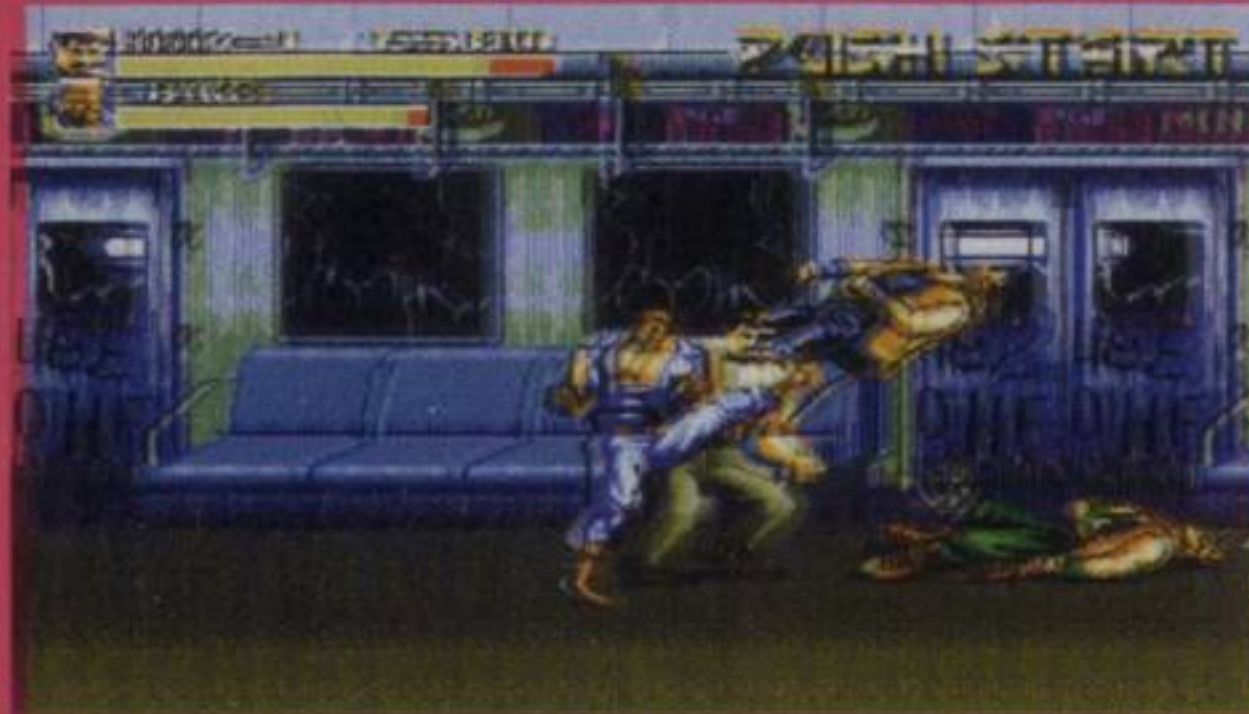
Publisher: Konami • Price: £54.99
Reviewed in issue 15 of MEGA



There are several advantages that the CD version has over the cartridge game; price, speed and music. But it's the same game, and a top one too. Blast those enemies as they come on the screen, and work through the ranks of the police force as you deal with crime in your own special way. MEGA says: A top CD and a real hoot. And it's £10 cheaper than the cartridge version. Not bad.

5. FINAL FIGHT

Publisher: Sega • Price: £44.99
Reviewed in Issue 8 of MEGA



The arcade gameplay in this game moves this CD conversion instantly into classic status. Including as much fighting action as you could ask for and a simultaneous two-player option, this should satisfy the appetite of any CD gamer. MEGA says: Fight, fight and then fight some more (if you're still alive). It looks good, plays like a dream and should quieten those Mega CD critics.

6. LUNAR THE SILVER STAR

Publisher: Working Designs • Price: £44.99
Reviewed in Issue 18 of MEGA



When the Mega CD first appeared, the Japanese started working on some incredible RPGs; they were popular over there but unfortunately they were never translated. *Lunar* is one game, however, that made it over here. A classic RPG with a fantasy scenario involving cute children with big eyes and loads of monsters, this is one game you'll lose several weeks of your life playing. MEGA says: Using the CD storage space to its best abilities, this RPG is a real treat.

7. DOUBLE SWITCH

Publisher: Sega • Price: £49.99
Reviewed in Issue 18 of MEGA



action — there's too much going on on-screen at any one time.

MEGA says: Looks great, lots of blasting action, looks great, solid shoot-'em-up action, looks great and, er, nothing really that could be described as particularly different from its predecessors. It's a great-looking game though.

FOR SALE: *Thunderforce 4*
£15 — 0732 850 576
WANTED: *Thunderforce 4*
0604 891198

46. MORTAL KOMBAT

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 13 of MEGA



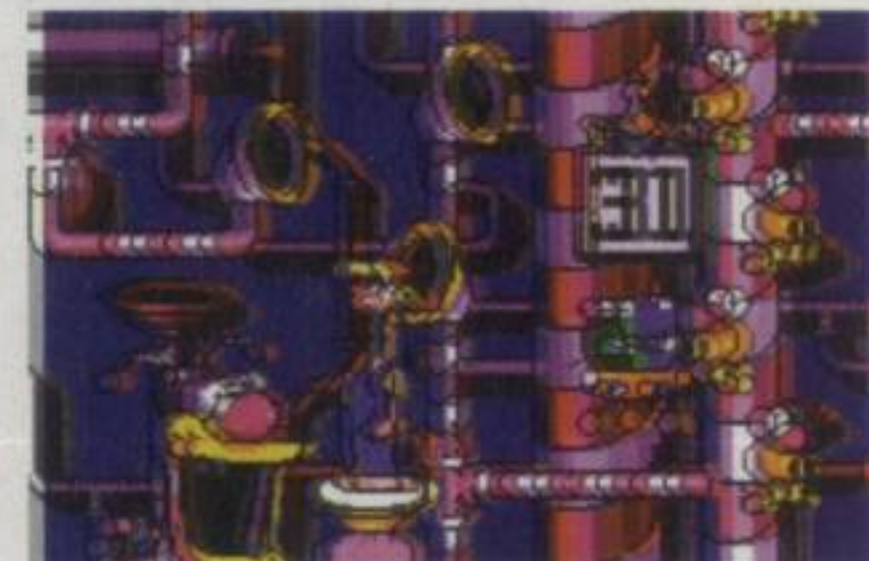
Another stunning and very popular coin-op gets the conversion treatment and loses very little in the process. Obviously the graphics aren't as sharp as they were, but they're still good. The playability is cool and with all the death moves intact, this will satisfy any fight fan's appetite.

MEGA says: A cool beat-'em-up, but it's too easy in one-player mode.

TO SWAP: *Mortal Kombat*
Swap for *Royal Rumble* or *TMNT: Tournament Fighters* — 0582 603613
FOR SALE: *Mortal Kombat*
£28 — 0394 382905
£30 — 081 803 4430

47. BUBBA 'N' STIX

Publisher: Core • Price: £49.99
Reviewed in Issue 19 of MEGA



Games don't come much more bizarre than a platform puzzler starring a kid and a stick. Luckily though, this is an intelligent kid and a very pliable and friendly stick, and so if anything gets in Bubba's way, the stick can handle it. And with some very ingenious puzzles, lots of ways to use the stick and the usual comedy graphics which Core always do so well, this is destined to be enjoyed by many people.

MEGA says: Although there are only five levels in the game, they are long and very tough indeed.

48. BOXING LEGENDS OF THE RING

Publisher: Electro Brain • Price: £44.95
Reviewed in Issue 16 of MEGA



Boxing games don't usually hit the mark, because they are either badly programmed, try to do too much, or don't incorporate enough stuff. *Boxing Legends*, however, has all the punches you'll need, some top middleweight boxers and a comprehensive but easy-to-use control system.

MEGA says: The two-player option lets you get rid of some pent-up aggression.

49. WORLD OF ILLUSION

Publisher: Sega • Price: £39.99
Reviewed in Issue 3 of MEGA



This game is way too easy in one-player mode, but for its brilliant two-player game it earns this position. It's gorgeous, hard, interactive fun.

MEGA says: Don't for a moment think about buying this unless you've got a mate to play it with.

FOR SALE: *World of Illusion*
£15 — 0926 484322
£25 — 081 697 2924
£20 — 0768 892035
£20 — 0394 382905
TO SWAP: *World of Illusion*
0582 603613

50. STREETS OF RAGE

Publisher: Sega • Price: £34.99

If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good?

Thankfully, that's a question that *Streets of Rage* doesn't have to answer, because it's great stuff. Lovely backdrops, loads of athletic fighting moves, excellent two-player action and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy, for example) all go together to make this one of the best games in the genre.

MEGA says: This is well worth more than a passing look.

FOR SALE: *Streets of Rage*
£20 — 0768 892035
£15 — 081 803 4430
£18 — 0227 470763

51. CHAKAN

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA



A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive.

MEGA says: Very nicely done, but similar to lots of other stuff already on the market. All you long-term Mega Drive owners will have seen it all before, but you newbies should check it out.

WANTED: *Chakan*
0767 260708

52. F-15

Publisher: Microprose • Price: £39.99
Reviewed in Issue 12 of MEGA



This game is definitely the best flight sim on the Mega Drive and as such gets its place here above all the rest.

MEGA says: Very technical and very realistic, if you like flight sims.

53. ASTERIX

Publisher: Sega • Price: £39.99
Reviewed in Issue 14 of MEGA



Cartoon characters don't come with much more of a cult following than Asterix, and so a game starring this Gallic hero was bound to happen. Yes, of course it's a platform game, but it's a good one so that's OK. Having the option of controlling Asterix or his sidekick Obelix is a good idea and there's that lovely little clock ticking down as you play the game. At times things do get a bit frustrating, but Asterix is still very playable.

MEGA says: Very cartoony, very wacky and good platform stuff, but just too average compared to some of the Mega Drive's other software.

WANTED: *Asterix*
0504 811622

54. ZOMBIES ATE MY NEIGHBOURS

Publisher: Konami • Price: £39.99
Reviewed in Issue 14 of MEGA



Some games are strange and some are really strange. *Zombies* (for short) is way above strange and borders on the surreal. Select your character, rescue your neighbours and kill those zombies. Very much a kitsch version of *Gauntlet*, this is just as manic and just as much fun. However, there are 55 levels and tedium may well set in after a while.

MEGA says: Very good fun and much like *Gauntlet*, but, unfortunately the levels are all a bit samey.

55. TURTLES: THE HYPERSTONE HEIST

Publisher: Konami • Price: £35
Reviewed in Issue 7 of MEGA

Now that Konami are in the Sega business we can look forward to some cracking games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game.

MEGA says: OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game great fun.

56. SIDE POCKET

Publisher: Data East • Price: £35
Reviewed in Issue 2 of MEGA

A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

MEGA says: We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.

57. POWERMONGER

Publisher: EA • Price: £39.99
Reviewed in Issue 5 of MEGA

If you're looking for some serious head-scratching stuff and you like to dominate, *PowerMonger* could be for you.

MEGA says: This game is very in-depth and very tough.

FOR SALE: *PowerMonger*
£20 — 0732 850 576

58. SHINOBI 3

Publisher: Sega • Price: £39.99
Reviewed in Issue 13 of MEGA

This is so much better than *Revenge of Shinobi* that although it isn't exactly a great leap forward in gaming terms, it's still a stonking game. Don't expect anything but ninja-related platform action and you won't be disappointed.

MEGA says: If you like ninjas, platforms and you reckon you're a bit of a hard geezer, this game is most definitely for you.

59. ROCKET KNIGHT ADVENTURES

Publisher: Konami • Price: £39.99
Reviewed in Issue 12 of MEGA



This is a top-class platform game and there's no doubt that newcomers Konami definitely know their games. With some very nice graphical touches, difficult stages to think about and some very original ideas, this is a constant surprise the more you play it.

MEGA says: It's easy to slag off games for not being very original, but what do you say when a game is? Er... see what we mean, we're lost for words.

60. FANTASTIC DIZZY

Publisher: Codemasters • Price: £39.99
Reviewed in Issue 13 of MEGA



These Codemasters chaps can do no wrong. After the success of *Micro Machines* they've taken little Dizzy (the egg that made them famous) and come up with this lovely Mega Drive game. Use all your arcade adventure skills to solve the puzzles and save Daisy.

MEGA says: Although you may think of a *Dizzy* game as being too simple for a console like ours, this turns out to be a refreshing change and a good game too.

61. LOTUS 2 (INC. LOTUS TURBO CHALLENGE)

Publisher: EA • Price: £44.99
Reviewed in Issue 15 of MEGA



Although sequels are usually better than the original (and graphically, this one most certainly is), the gameplay here remains very much the same. Yes, there's a new construction system to play about with and the races themselves are much larger, but if you've got the original, this isn't significantly different to warrant you spending another £45 on.

MEGA says: Yep, some more Lotus-related action, but for hardened race fans there's better stuff out there.
FOR SALE: Lotus Turbo Challenge £25 - 0792 872938
 £22/Swap for Jungle Strike or Lemmings - 0266 658710
 £15 - 0559 362265

62. TERMINATOR 2

Publisher: Arena • **Price:** £39.99
Reviewed in Issue 4 of MEGA



The first Operation Wolf-type game that's appeared on the Mega Drive, and it's even better for the fact that it's compatible with the Menacer light gun. It also plays well with a joystick.

MEGA says: A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and some nice gameplay.

FOR SALE: Terminator 2 £18 - 0266 658710
 £20 - 0621 817914
 £15 - 0559 362265

63. ALIEN 3

Publisher: Acclaim • **Price:** £39.99

Film licences don't tend to be of high quality, but for platform shoot-'em-ups you'd have to go quite a long way to find one better than this. With lovely graphics and sound, this is one tough game, that keeps you coming back for more and more.

MEGA says: A top-quality film licence, which proves you can make a good enough game on the back of a film if you try hard enough.

FOR SALE: Alien 3 £18/Swap for Cyborg Justice - 0703 872542

64. WINTER OLYMPICS

Publisher: US Gold • **Price:** £49.99
Reviewed in Issue 17 of MEGA



Multi-sports games are a funny breed. The graphics may be excellent or they may be poor, there may be any number of events, and the game will probably have a theme as well. Despite all this, it's the control system and amount of varied events which will really sell the game. Thankfully, Winter Olympics is not only very nice to look at and has ten different events, it's also intricate and fun.

MEGA says: As with most sports sims, the gameplay seems pretty daunting at first, but practice makes perfect.

65. CASTLE OF ILLUSION

Publisher: Sega • **Price:** £39.99



Mickey Mouse appears in this lovely platform adventure, with all manner of

strange and beautiful Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel.

MEGA says: This is a lovely platform epic. It's absolutely gorgeous to look at and gorgeous to play. The whole family will love this one.

66. COLUMNS 3

Publisher: Sega • **Price:** £44.99
Reviewed in Issue 17 of MEGA



When the original Columns appeared we were all taken aback by the simple, yet addictive, nature of the game. And now we've got Columns 3. The basic gameplay remains the same; you bring down a vertical line of jewels, change the running order and get a line of three or more in any direction to make them disappear. But Columns 3 adds a competitive edge similar to that of Mean Bean Machine, because you always play against an opponent. When you score ten points or more, by clearing the jewels, you can add a solid line to the other player's grid, giving him less room to manoeuvre.

MEGA says: Not as much fun on your own as the classic Mean Bean Machine, but with four or five players on screen at once, it's a real riot.

WANTED: Columns 3 081 774 811

67. LHX ATTACK CHOPPER

Publisher: EA • **Price:** £39.99
Reviewed in Issue 1 of MEGA

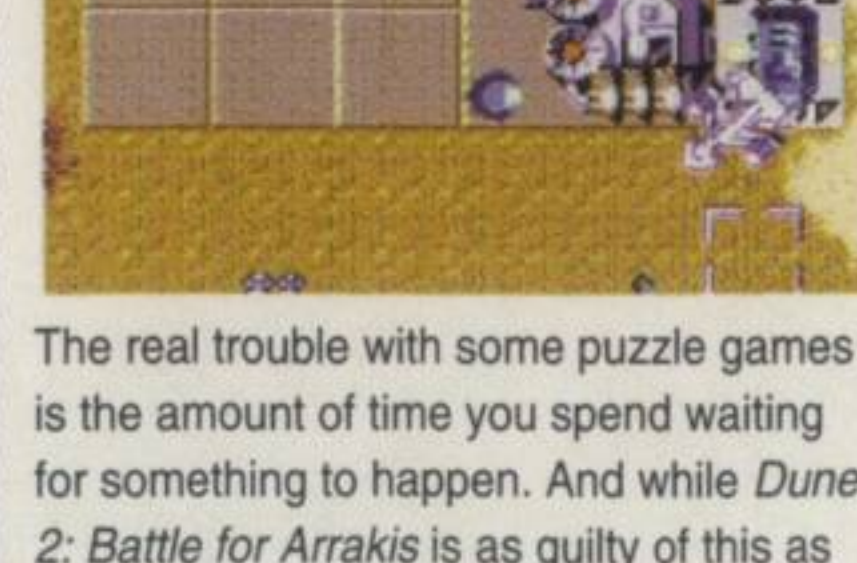
The Mega Drive's first chopper-'em-up and only the second genuine flight sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.

MEGA says: Anyone who's ever seen Apocalypse Now or Wings Of The Apache will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing loads of missions will find plenty to get their teeth stuck in to.

FOR SALE: LHX Attack Chopper £13 - 021 459 7576
 £14 - 0732 850576
 £25 - 0621 817914
 £16 - 0559 362265
 £16 - 0493 722367

68. DUNE 2

Publisher: Virgin • **Price:** £39.99
Reviewed in Issue 16 of MEGA



The real trouble with some puzzle games is the amount of time you spend waiting for something to happen. And while Dune 2: Battle for Arrakis is as guilty of this as any other game, it is a complex but enthralling strategy game. If you're a big fan of the film or the book, you'll like the tie-in, but even if you're not, the game still packs a head-scratching punch.

MEGA says: If you like your games a bit on the slow and mental side, this should suit you well enough.

69. TAZ-MANIA

Publisher: Sega • **Price:** £39.99



The most cartoon-like Sega game so far, Taz-Mania stars that lovable psychopath, the Tasmanian Devil, in a Sonic-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though, this is absolutely ideal.

MEGA says: Taz-Mania is brilliantly entertaining, but not all that demanding.

FOR SALE: Taz-Mania £15 - 0484 546349 (after 6 pm)
 £10 - 081 890 8741 (evenings)
 £15 - 08632 446
 £15/Swap - 0764 670984

70. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega • **Price:** £19.99



You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like Golden Axe a lot.

The sequel did nothing to alter the linear gameplay and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-whenever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to finish it.

MEGA says: You'd be better off buying Golden Axe 3 these days.
FOR SALE: Golden Axe 2 £12 - 081 803 4430

71. GHOULS 'N' GHOSTS

Publisher: Sega • **Price:** £44.99



A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.

MEGA says: Ghoul's 'n' Ghosts is the business - and the tough difficulty tuning guarantees decent value for money.
FOR SALE: Ghoul's 'n' Ghosts £25 - 0732 850576
 £22 - 081 367 3445

SHINING IN THE DARKNESS

- Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the next day and you'll get loads of money.
- The vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears. Take the Vial from Theos.
- Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.

SILPHEED

- To replenish your shields, press Right, Left, A, Right, Up, C, B, Down, Left, B, A Up and then Start on joystick one on the first demo screen, straight after the Game Arts logo has come up, and start the game. Every time you press A on joystick two during play, your shields will go up by one.
- For a stage-select option press Down, Down, Up, Up, Right, Left, A, B and Start on the opening intro.

SONIC

- On the intro screen press Up, Down, Left, Right and then A and Start for a level select.
- Press Up, C, Down, C, Left, C, Right, C, hold down A and press Start. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
- Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

- When you collect a Chaos Emerald, reset the game. Now enter the options menu and press Start. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.
- Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.
- Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press Start to go back to the title screen then hold down button A and Start to enter a level select.
- Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.

- When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. C will make Sonic jump and A will reset.
- To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press Start to play.
- To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press Start. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SONIC CD

- Here's a level select. Press Up, Down, Down, Left, Right and B on the title screen. You'll hear a chime, and the level select screen will appear. Alternatively, you can press Down, Down, Down, Left, Right then A on the title screen, and you'll be given a soundtest screen.
- If you enter the numbers FM40, PCM12 and DA11 on this screen and press Start, a new hidden screen featuring a one-famous character will appear. When you then press Start and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B button. In edit mode, you can move around the level completely at will, change your shape by pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with A and C together.

SPEEDBALL 2

- Enter LCLJ CWF4 O6XE ya3q 2bst -is1 gGVC to enter division one.
- Save your cash for the first few games, then you can buy some better players.
- Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. You (Deluxe) and the Renegades will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDER-MAN

- Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit.
- On Nightmare mode at the warehouse, climb onto the first pile of crates, swing onto the next pile, beat up the bad guy, swing over the guard dog and land on the

next pile then start crawling.

- At the Sandman, go right to the edge of the screen to collect a full-life power-up.
- If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.
- Plug in two controllers. On pad one enter the options menu. On pad two, hold down Start. On pad one hold down A, B and C. Press Up on the D-pad and you will see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press Start to bring up the normal in-game menu. Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and C to skip the level.

SPIDER-MAN CD

- Here are some passwords:
 2. ELECTRO 6. HELPHAND
 3. WALLABY 7. PUBLIC 45
 4. GALLON6 8. KIDNEY2
 5. FALCON499 9. PENCIL6

SPLATTERHOUSE 3

- To enter stage X, which is a sort of bonus room, defeat the boss on levels one or two with more than three minutes left.

STREET FIGHTER 2

- After the Street Fighter 2 logo has come up, press Down, Z, Up, X, A, Y, B, C on pad one and you should hear Ken shout. Press Start, highlight Champion mode and press Right to select up to five start of speed.
- To pick the same character twice, when you are asked to choose between Match Play and Elimination, press Down, Z, Up, X, A, Y, B, C on pad two.

STREETS OF RAGE

- Press Down, Z, Up, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.
- Press Left, Left, B, B, B, C, C, C and then Start when Game Over appears for continues.
- Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".
- Move to options. On pad two press and hold Right then hold A, B, then C. Press Start on pad one and select your lives/level.

STREETS OF RAGE 2

- Here's the level select. Press Start as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons A and B on pad two, then press Start on pad one. Now choose your level, and play the game.

SUNSET RIDERS

- Set the sound-select option to 0E, then press Start and select your player by pressing button A. When the fellow smiles at you, press A, B, C until the game starts, and you'll be rewarded with 100 continues.

SUPER MONACO GP

- Here is a level-select code:
 Race 16 - Monaco:
 1QJ1 42A3 90S0 0000
 000K 0023 4H57 59CA
 B8DE FG9H 0010 0001
 0000 0000 F200 65DA

SUPER MONACO GP2

- Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold Down and A until you get to the "Transmission Select" screen. You'll now be driving the Super Hang On Bike.

SUPER SHINOBI 2

- Pause the game then press A, B and C followed by Up and Down for a level select.
- On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins.

TEAM USA BASKETBALL

- Here are the codes to get seven of the teams through to the final.
 CIS vs Yugoslavia - P473DB9
 ANGOLA vs Yugoslavia - 0DR7BBQ
 CANADA vs Yugoslavia - FDT32B3

AUSTRALIA vs Italy - R077LBY
 CHINA vs Slovenia - YNT7GB9
 CROATIA vs USA - 08TWNBN
 USA vs China - SXT7RC0

Your best formations (for the USA) are:
 Mullin - Forward, Dexter - Forward, Jordan - Center, Guard - Stockton, Guard - Johnson. And then sub them into this formation: Laethner - Forward, Robinson - Forward, Ewing - Center, Pippen - Guard, Jordan - Guard.

Here are the codes for the final:
 France - F0T7PBB (vs USA)
 Italy - 64T7SDS (vs China)
 Lithuania - Q4T7KBY (vs Canada)
 Netherlands - 2JT7TBN (vs France)
 Slovenia - 40T7CB4 (vs Netherlands)
 Spain - JDT7MCJ (vs Croatia)
 Yugoslavia - 90T7FBB (vs France)

TEENAGE MUTANT NINJA TURTLES

- Here's a level select. Wait until the Konami logo appears and press C, B, B, A, A, A, B and C. When the title screen appears press A, B, B, C, C, C, B and A.

- When the words "PRESS START" appear on the title screen, press Up, Down, Left and Right twice. Arnie should say "excellent". Start the game and, during play, pause. Press B and C together and you'll be taken to the end-of-level screen, where you will get a performance analysis.

THUNDERFORCE 4

- Select zero stock ship on the options menu, move to the exit and hold down A, B and C. Press Start until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have all 99 lives.

TIME GAL (CD)

- For a level select, go to the options screen and press Up, Left, Right, Right and Up.

TINY TOON ADVENTURES

- This code allows you to play any level:
 NGQQ WWQW QKWQ QWWQ WGRY.

TOEJAM & EARL

- Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.
- The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.
- At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.

TWIN COBRA

- Hit start to get to the green title screen, then press Up, Down, Right, Left, A, B, C and Start to see the end credits.
- For maximum weaponry, pause the game and press Up, Down, Left, Right and hold A while pressing Start to resume the game.

TWINKLE TALE

- Here's the level select. Start the game and wait for the storybook to appear. Now hold down the Up/Left diagonal and buttons A and C. Press Start and you can now pick your starting stage.

WORLD OF ILLUSION

- On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll be able to collect again.

XENON 2

- Play the game, get a high score and then enter your name as ARM. Play again, but get a lower score than before. Enter your name as OUR and the high-score table will show ARM and OUR in first and second place. Wait for the game to go to Attract mode and press Reset. You'll be indestructible.

X-MEN

- Switch the game on and hold Down, A and C. On the title screen press Start and unplug the pad. Plug it into port two and hit Start. Plug another pad into port one and hit Start again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.

ZERO WING

- Watch all the animated intro screens and then play the game and collect nothing but the green power-ups. When you're up to full power, the next power-up should be a purple mega power-up. If it isn't, you should change weapons and power up that colour.
- Hold Start and press C, Right, A, B, B, A, Left, Left, A and Down and you'll activate the level-select cheat. When you release Start, the first two digits can be set to the world and level numbers. Then press A, B and C while paused to return to the title page, and the game will start on the selected level.
- To get 240 energy units and 999 time units, pause the game, keep the Start button held down and press Right, A, Down, A, Right, B, Left, Up and Right.

With improved production and actors like Corey Haim and the lovely Deborah Harry, *Double Switch* is basically a more polished *Night Trap*. The gameplay is the same, but the pace is pumped up, and the fun element is straight from the Benny Hill School of Comedy.

MEGA says: Those wanting more *Night Trap* thrills will have their appetite more than satisfied by this.

8. DUNE CD

Publisher: Virgin • Price: £49.99
Reviewed in Issue 14 of MEGA



Very spooky and moody, *Dune* follows the film very closely, which is a real bonus. It's a character-interactive RPG in which you've got to talk to everyone, remember that information and act upon it. A first class role-playing game which uses the CD's capabilities to produce some nice flying effects, loads of speech and some mean and moody FMV taken from the film.

MEGA says: A classic RPG that intrigues and then rewards your efforts. Satisfying and difficult too.

9. JURASSIC PARK

Publisher: Sega • Price: £39.99
Reviewed in Issue 18 of MEGA



You'd think that a big licence like this would go straight for the gaming jugular (all platforms and weapons), but instead it goes for a more gentle approach, taking place after Dr Grant and everyone have escaped from the island. It throws you right in at the deep end and, using your brain and some arcade skills, you've got to complete your mission.

MEGA says: A change of pace from most CD games, but not a role-playing game as such.

10. DRAGON'S LAIR

Publisher: Readysoft/Sega • Price: £39.99
Reviewed in Issue 18 of MEGA



Arcade fans have waited ten years for this game to look reasonable on some format or other, and the first format to achieve this is the Mega CD. Colourful, fast and very smooth, this game does everything the Mega CD is good at. But this is *Dragon's Lair* we're talking about, and that famous "restricted" playability is still there.

MEGA says: Everything the arcade machine was, including the, ahem, gameplay.

72. TOEJAM AND EARL

Publisher: Sega • Price: £19.99



Multi-player action doesn't get a lot more entertaining than this. ToeJam and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.

MEGA says: Another OK game, which becomes completely essential when played with someone else.

FOR SALE: *ToeJam & Earl*
£14 - 0732 850576

WANTED: *ToeJam & Earl*
Wanted: 0494 81 2738

73. SPEEDBALL 2

Publisher: Virgin Games • Price: £34.99
Reviewed in Issue 1 of MEGA



This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means that for an all-round sporting experience this is hard to beat - especially in two-player mode.

MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), *Speedball 2* is about as good as arcade sports games get.

FOR SALE: *Speedball 2*
£15 - 0304 214343
£13 - 0271 78823
£12/Swap - 0767 260708

74. INTERNATIONAL RUGBY

Publisher: Domark • Price: £39.99
Reviewed in Issue 11 of MEGA



Rugby isn't the first sport that springs to mind when you think of console games, but thanks to Domark, all you rugby players can not only get your fix of the action, but you can enjoy it as well. With all the international teams you could dream of, a World Cup tournament, friendlies, the obligatory two-player game and more stats that you could shake a large mathematician at, *International Rugby* will satisfy a lot of people.

MEGA says: A lot of people may be put off by the fact that it's rugby, but don't

worry; the game is not overly difficult to understand, so you can enjoy a good old romp in one- or two-player mode.

75. SUPER KICK OFF

Publisher: US Gold • Price: £39.99
Reviewed in Issue 6 of MEGA

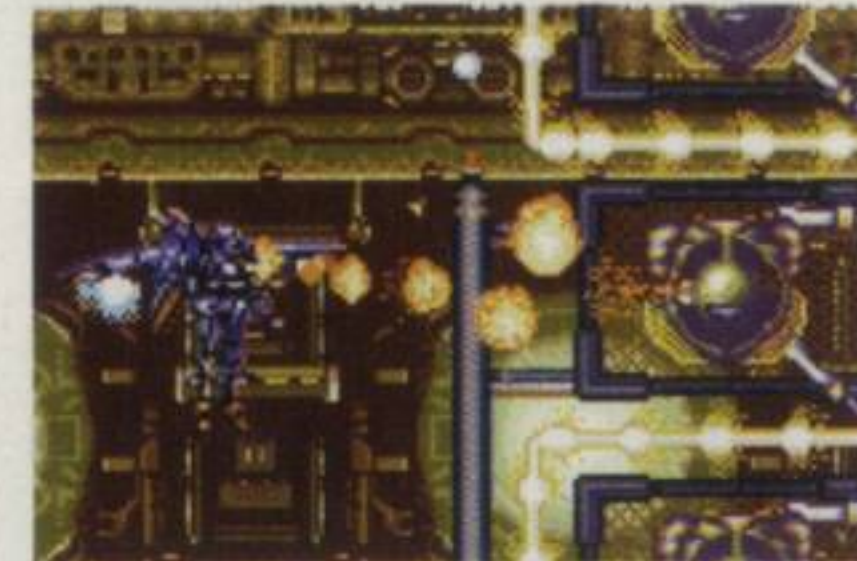
The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.

MEGA says: It plays well and there are loads of options in there too. To get the best out of the game though, you'll have to play this with another person. Check out *FIFA* and *Sensible Soccer* first.

FOR SALE: *Super Kick Off*
£18 - 0559 362265
£18 - 0895 673352
£19 - 051 426 0478

76. RANGER X

Publisher: Sega • Price: £39.99
Reviewed in Issue 10 of MEGA



With no big licence behind it or even the privilege of being a coin-op conversion, you could be forgiven for categorising *Ranger-X* as just another dull shoot-'em-up. Well don't, because if you bother to sit down and play this, three hours later you'll still be there. With the help of some lovely original gameplay and graphical touches, you can't help but be drawn into the proceedings.

MEGA says: Don't categorise this without trying it. It's a tough and original blaster that gets more exciting and challenging the more you play it.

77. ULTIMATE SOCCER

Publisher: Sega • Price: £39.99
Reviewed in Issue 11 of MEGA



Another playable and fun football game for the Mega Drive. And there are more options in here than, er, well, a thing with a lot of options. Using the well-practiced *Madden*-style viewpoint and some very quick and bouncy scrolling, this is a top-quality game by any standards.

MEGA says: A good all-round footy game.
FOR SALE: *Ultimate Soccer*
£18 - 0895 673352

78. POPULOUS 2

Publisher: Virgin • Price: £39.99
Reviewed in Issue 12 of MEGA

As this enters the Top 100 it pushes out the original *Populous* (there can only be one God game and this is it). *Populous 2* improves on the original in all areas, and there is more than enough for everyone who couldn't get enough of *Populous*.

MEGA says: It's a real toss up between this and *PowerMonger*, but we think the latter comes out just ahead. But hey, if you're rich enough, why don't you buy them both?

79. EX-MUTANTS

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA

Another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again it's nothing to set the originality fires burning. It is very playable though, and fairly tough in places.

MEGA says: Although the comic book is not that well known, the game *does* succeed on its comic book feel. It's not the most original game, but it is surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

80. GREATEST HEAVYWEIGHTS

Publisher: Sega • Price: £39.99
Reviewed in Issue 17 of MEGA



For some reason, the sport of boxing seems to be the in-thing at the moment in terms of gaming. But when you see this game you may well be struck by a touch of déjà vu. The reason is simple; the graphics engine and main set-up are from a game called *Evander Holyfield's Real Deal Boxing*, but its gameplay has been drastically altered, which is a good thing. The game moves at a fast pace and there are plenty of boxers to fight, tournaments to enter and even the choice of eight all-time heavyweight boxers.

MEGA says: The one-player mode becomes tedious after a while, but the two-player bash gives the game some life.

81. ROLLING THUNDER 2

Publisher: Sega • Price: £39.99

A direct copy of the arcade version, this basic shoot-'em-up does what every shoot-'em-up should do - makes you come back for more.

MEGA says: Simple, and some may say boring. But stick with it for a while and you'll find a highly playable, spot-on arcade conversion.

82. ANOTHER WORLD

Publisher: Virgin • Price: £39.99
Reviewed in Issue 6 of MEGA

This game has got gorgeous graphics, puzzling gameplay, and it's even quite difficult at times. It's also got lovely presentation, brilliant movement and controllability and a plot most novel-writers would die for. *Another World* is a fab game because of all these ingredients.

MEGA says: Great game, but once you finish it you'll never come back to it.
FOR SALE: *Another World*
£30 - 081 803 4430

83. BUBSY

Publisher: Accolade • Price: £39.99
Reviewed in Issue 12 of MEGA



Ever since the appearance of *Sonic*, platform games with characters behind them are the norm. And the characters don't get much weirder than a bobcat called Bubsy. With the usual protect-the-

world-from-nasties plot, jumping around platforms and big scrolling levels, you couldn't really use the word original to describe this. It is playable, however, but just not as smooth as *Sonic*.

MEGA says: A polished and very playable platformer that would have gone down a storm about a year and a half ago, but these days it just isn't top-grade enough stuff.

84. PUGGSY

Publisher: Psygnosis • Price: £39.99
Reviewed in Issue 12 of MEGA

Some platform games are fast and fluffy, and some are fast and not very fluffy. Thankfully, *Puggsy* isn't either of these. Yes it's got platforms in it and at times it does pick up speed (a bit), but it's the puzzley gameplay that makes this one a bit different. Each level must be negotiated using various items, and you've got to find them, place them and then use them.

Unfortunately, the game suffers from repetitive gameplay, and some will find the lack of speed a bore.

MEGA says: Slightly different from the norm (which is a good thing in this case), but you may get bored of the samey levels after a while.

85. MIG-29

Publisher: Domark • Price: £39.99
Reviewed in Issue 9 of MEGA

The more they say you can't do something, the more you try to do it. At least that's the way it works with flight sims on the Mega Drive. This famous PC sim has been simplified for the Mega Drive, but still provides you with a great flying experience.

MEGA says: Although this is a great achievement, as a game, it does fall a bit flat along the way. It is in no way your typical console game, but it's definitely worth a look from the more cerebral among you.

FOR SALE: *MIG-29*
£16 - 021 459 7576

86. STRIDER

Publisher: Sega • Price: £19.99



Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.

MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is one of the games that'll make them go "gosh, wow" the most.

FOR SALE: *Strider*
£10 - 081 890 8741

87. ESWAT

Publisher: Sega • Price: £34.99

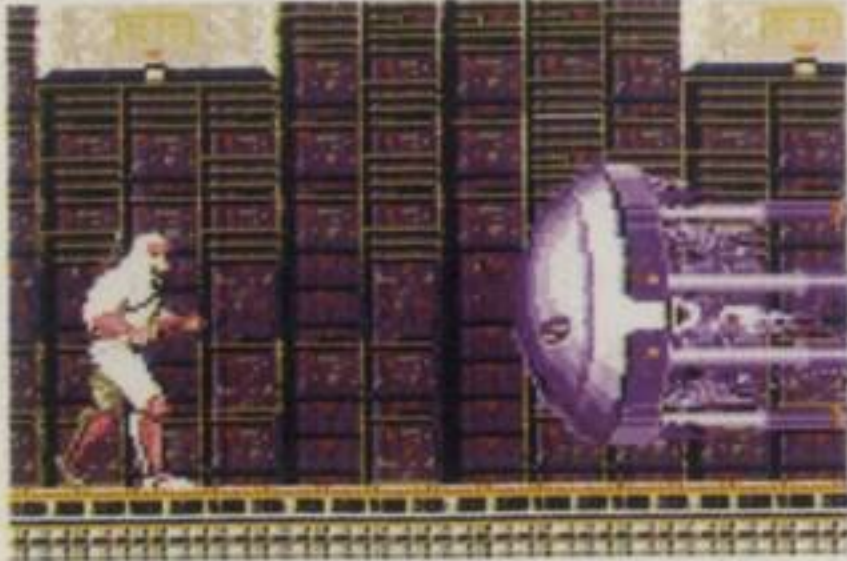
Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the very end.

MORE READER ADS

MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

88. REVENGE OF SHINOBI

Publisher: Sega • **Price:** £19.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you'll have seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

MEGA says: *Revenge of Shinobi* is super stuff, with top special effects and very special gameplay.

TO SWAP: *Revenge of Shinobi*
0406 371377

89. KID CHAMELEON

Publisher: Sega • **Price:** £34.99

Kid Chameleon is an ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did *Sonic The Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember – you don't have to be great to be good.

MEGA says: This is a bit old now, but if large cutesy platform games are your thing, then *Kid Chameleon* might be the game for you.

FOR SALE: *Kid Chameleon*
£18 – 0732 850576

90. JOE MONTANA 3

Publisher: Sega • **Price:** £39.99

Reviewed in Issue 3 of MEGA

The only serious threat to the *John Madden* crown comes back for a third time. It's got a league, three different viewpoints and a zoom-in mode. However, it's not as playable or friendly to use.

MEGA says: Sega try again to top *Madden*, but they fall just short. However, this is definitely worth checking out if American football is your thang.

91. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge • **Price:** £39.99

Reviewed in Issue 1 of MEGA



The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There are lots of puzzles, lots of gameplaying fun and lots of cartoony graphics in here.

MEGA says: *Krusty's* is one of a rare breed of game: a licensed title that manages to combine a big name with a more than decent game.

92. TERMINATOR

Publisher: Virgin • **Price:** £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it.

MEGA says: Lovely game, but there's not nearly enough of it.

93. AFTERBURNER 2

Publisher: Sega • **Price:** £34.99



The arcade version of *Afterburner* threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. You never know though, you might enjoy it enough without the jiggling. **MEGA says:** *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* first.

94. BLASTER MASTER 2

Publisher: Sunsoft (Import) • **Price:** £40

Reviewed in Issue 12 of MEGA

A traditional shoot-'em-up in the sense that you've got to wipe out everything you come across, this one works better than the rest of the pile for having a bit of strategy thrown in. It's very similar in pace and difficulty to *Ranger-X* and well worth a look if you're bored with the normal shoot-'em-up.

MEGA says: As the Mega Drive gets on a bit and more software comes out, games are getting stranger and stranger. Some work, some don't. This one does.

95. DECAP ATTACK

Publisher: Sega • **Price:** £39.99

Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly. **MEGA says:** Ropeyish graphics, but don't let that put you off this gorgeous and funny platformer.

96. THUNDERFORCE 3

Publisher: Sega • **Price:** £35.99



Of course, with *Thunderforce 4* now available, it might seem a bit ludicrous to

rush out and buy this. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Wool!" at some of the best visual effects yet seen on the Mega Drive.

MEGA says: *Thunderforce 3* is an incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's just so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre would be better off checking out *Hellfire* or *Aero Blasters* first.

97. DRAGON'S FURY

Publisher: Tengen • **Price:** £39.99

Reviewed in Issue 1 of MEGA

This is the best pinball game you can so far get for the Mega Drive. Get a copy today, or miss out on...

MEGA says: ... classic pinball action which shouldn't be missed.

FOR SALE: *Dragon's Fury*
(Jap) £20 – 0621 817914
£15 – 041 337 3591

98. CYBORG JUSTICE

Publisher: Sega • **Price:** £34.99

Reviewed in Issue 9 of MEGA

Walking along level after level of other Cyborgs, beating seven shades of shimmering metal out of them and then repeating the process may not sound like the best game idea in the world, but thanks to some fabulous gameplay and graphics, it soon turns into a really good romp.

MEGA says: A fab off-the-wall beat-'em-up which has the very nice addition of allowing you to take the bits from the Cyborg you've just beaten up and use them as part of your own armour. It's a novel idea and a very playable one too. Try it and see for yourself.

99. AQUATIC GAMES

Publisher: EA • **Price:** £39.99

Reviewed in Issue 1 of MEGA

James Pond is back. This time, however, he's taking part in the Aquatic Games. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for the younger gamers.

MEGA says: It's button bashing all right, but not as we know it.

100. CHUCK ROCK 2: SON OF CHUCK

Publisher: Core • **Price:** £39.99

Reviewed in Issue 13 of MEGA



These guys at Core are really getting good at their games aren't they? Yep, they certainly are. By taking the well-used *Chuck Rock* formula, replacing Chuck with Chuck Jr and coming up with some more ingenious platform devices, they've given us yet another comedy-filled platform game.

MEGA says: This is classic platform stuff that will be as cool in a year's time as it is now. And that's a promise.

688 ATTACK SUB

£15 – 0493 722367

ABRAMS BATTLE TANK

£12 – 0768 892035

£20 – 0493 722367

ALISIA DRAGOON

£8 – 0271 78823

ALTERED BEAST

£5 – 081 367 3445

£5 – 0269 871285

AQUATIC GAMES

Swap for *Robocod* – 0501 743950

ARCH RIVALS

£15 – 0768 892035

ATOMIC RUNNER

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BATMAN RETURNS

£10/Swap – 0703 872542

BULLS VS LAKERS

Swap for *Marvel Land* – 0501 743950

BULLS VS BLAZERS

£17 – 0559 362265

CALIFORNIA GAMES

£14 – 0690 760 325

CENTURION

£15 – 0227 470763 (after 6 pm)

COLUMNS

£20 – 021 354 7348

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CORPORATION

£13 – 021 459 7576

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DICK TRACY

£15/Swap – 0495 352213

DOUBLE DRAGON

£15/Swap – 0268 285507

DUNGEONS AND DRAGONS

£20 – 021 459 7576

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DYNAMITE DUKE

£10 – 0227 470763 (after 6 pm)

EURO CLUB SOCCER

£20 – 0344 860024

£20 – 0768 892035

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£12/Swap – 0767 260708

F-22 INTERCEPTOR

£13 – 021 459 7576

£17 – 0768 892035

£16 – 0532 737655

FATAL FURY

£20 – 0604 891198

£30 – 0733 241116

FATAL REWIND

£20 – 071 639 7074

GALAXY FORCE 2

£25 – 081 697 2924

GHOSTBUSTERS

£15 – 0623 555109

GRAND SLAM TENNIS

£20 – 0344 860024

GYNOUG

£15/Swap – 0268 285507

(Jap) Swap – 0559 363323

THE IMMORTAL

£12/Swap – 0767 260708

£16 – 0493 722367

INDIANA JONES

Swap for *World of Illusion* – 0271 78823

JAMES POND 2: ROBOCOD

£20 – 0703 776533

JOE MONTANA 2

£15 – 0768 892035

£15/Swap – 0764 670984

£14 – 0690 760 325

KLAX

£4 – 081 774 811

LAST BATTLE

£10 – 021 459 7576

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MEGA GAMES 2

£25/Swap – 0375 844813

£15 – 0304 214343

MEGA GAMES 3

£5/Swap for *Fatal Fury* – 0633 483749

MERCS

£15 – 0690 760 325

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Swap for *Monkey Island* – 091 526 1041

£30/Swap – 0269 871285

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£20 – 0344 860024

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Swap for *Dragon's Fury* – 0501 743950

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POPULOUS

£20 – 061 225 7891

£15 – 0690 760 325

£20 – 0621 817914

PREDATOR 2

£5 – 08632 446

PRO STRIKER (JAP)

Swap – 081 470 3666

ROBOCOP VS TERMINATOR

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SUPER HANG ON

£10 – 0604 891198

£10 – 0266 658710

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SUPER SMASH TV

£15/Swap for *ToeJam & Earl* – 0494 812738

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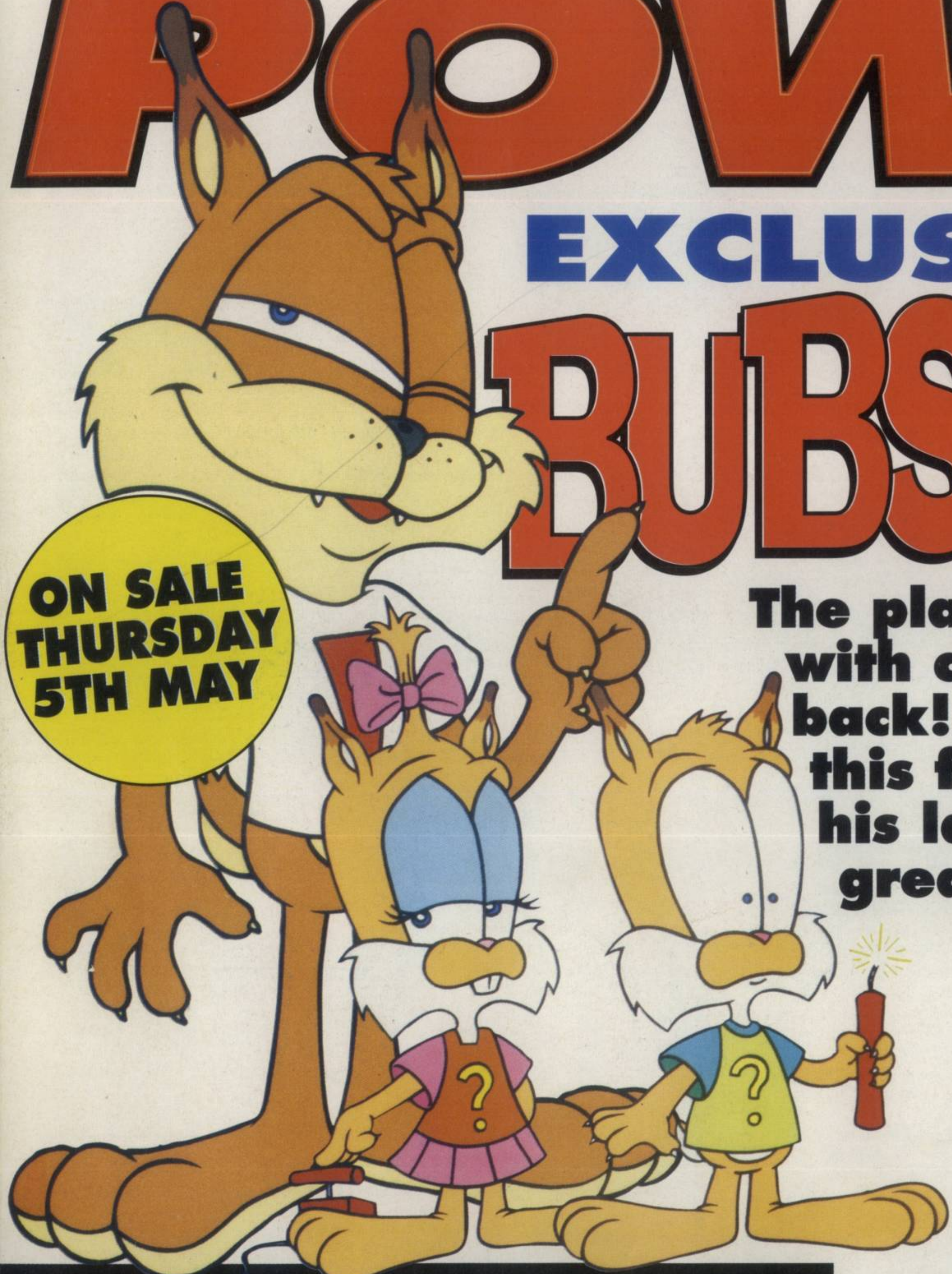
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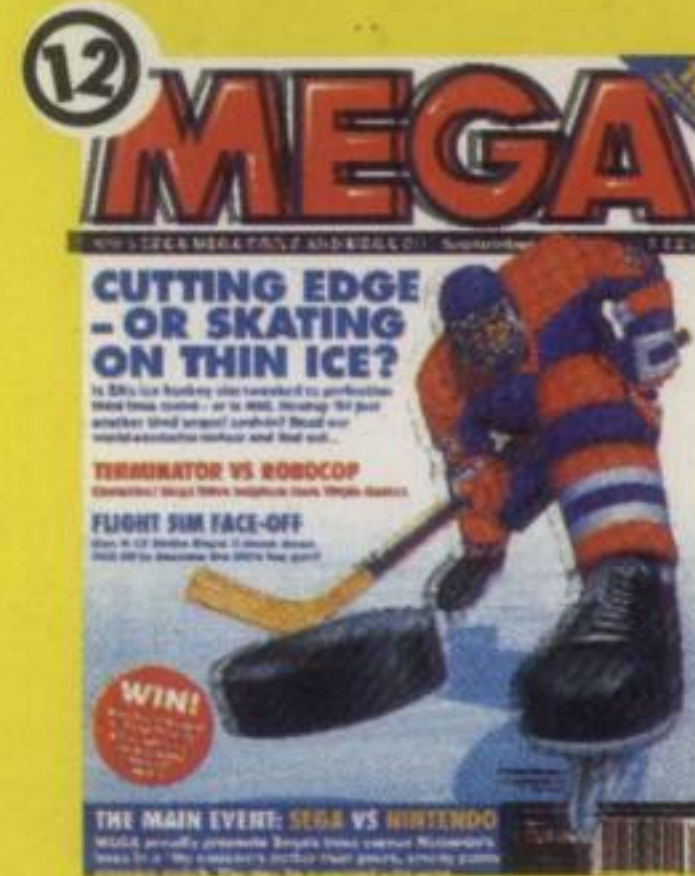
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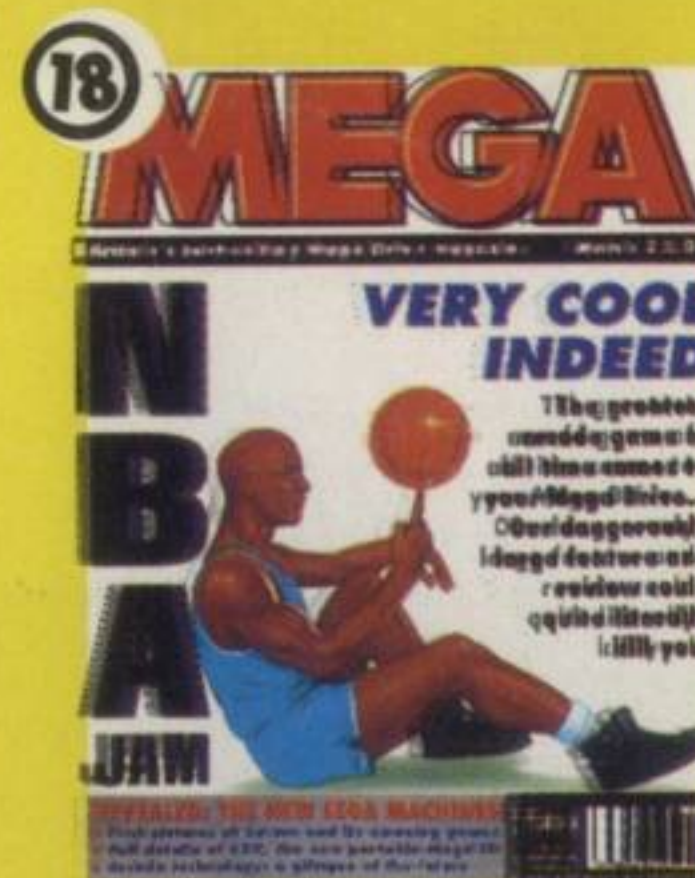
- Features: Death of the Import Game; Power of the Jaguar
- Reviews of *FIFA*, *Sensible*, *Sonic Spinball*, *Lotus 2*, *Lethal Enforcers*
- SF2: Special combo moves



- 22-page feature on the ten biggest games of 1993
- Reviews of *Mean Bean Machine*, *Lost Vikings*, *Dune 2*, *ToeJam and Earl 2*
- Solution to *Landstalker*



- Reviews of *Eternal Champions*, *Winter Olympics*, *Microcosm*, *Chuck 2 CD*, *Ground Zero Texas*, *Puggsy CD*, *Columns 3*
- Joypad round-up



- Feature: Sega coin-ops
- Reviews of *NBA Jam*, *Sonic 3*, *Skitchin'*, *Lunar* (CD), *Euro Tour Golf*, *Dragon's Lair*, *Jurassic Park CD*, *NHL '94*
- Solution to *Cosmic S'Head*



- Hype feature: The Great Cock-and-Bull Swindle
- Reviews of *Virtua Racing*, *The Chaos Engine*, *Bubba 'n' Stix*
- Solution to *Fantastic Dizzy*
- Feature: Cheat cartridges



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MEGA/ISSUE 20/0594

Another month goes by, and another selection of games which are just about to get mass-media attention get their first airing in the most up-to-date previews section around... **MEGA's**

RYAN GIGGS' CHAMPION

Acclaim • April

Who's the most popular young footballer around at the moment? Well, it's that Ryan Giggs-type bloke isn't it? And here's his Mega Drive game...

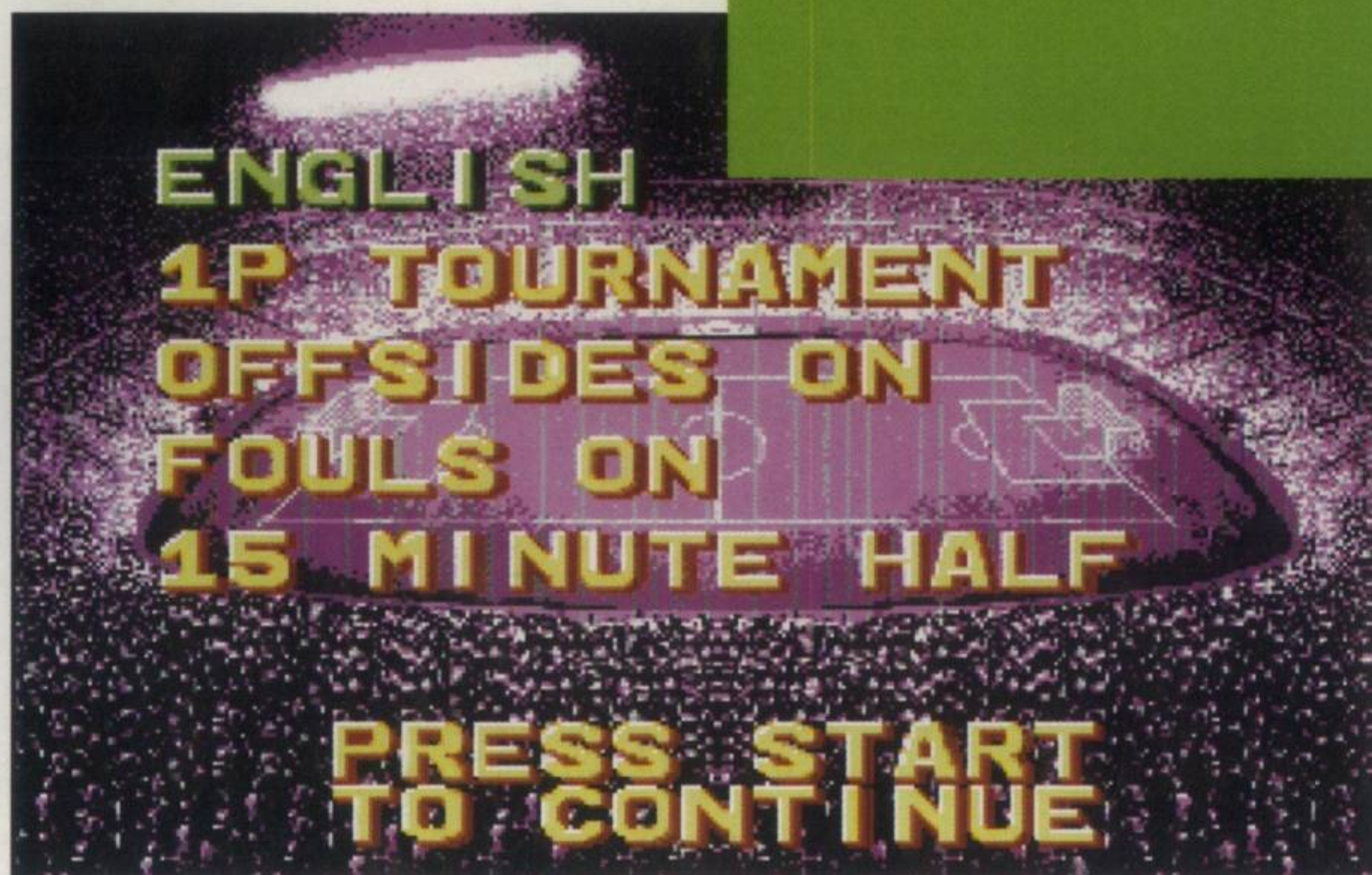
Although the game may be called *Ryan Giggs' Champion Soccer* (or possibly something else, Acclaim haven't decided yet) don't expect to find any input from the young superstar in here. You see, this time around, the name has just been used to sell the game. But, and it's a big but, this little soccer game has been programmed by Park Place – you know,

those people who did *Madden* and *EA Hockey* for Electronic Arts. And if there's one programming team that know its sports, it's Park Place.

But what does all this mean for us? Well for a start, you can expect, and indeed will get, a lot of realism for your money. The whole game is in fact based around making the footy experience more true-to-life, starting with the sprites,



A top strike into the corner of the net, and the defence looks suitably upset about it



From the off you can either jump straight into a one-player tournament or mess around with the options to set the game up in any way you like. This means you don't have to mess with any options before you start playing

FIDDLY BITS

Although the front end of the game is bare in terms of options (letting you get into the game very quickly if you want to), Acclaim know that console footballers like to have plenty of things to fiddle with. There are, therefore, more than enough things to alter and choose from when you get going, and to show you what we mean, we'll take you through the set-up for a tournament. Single file please, no talking at the back and follow me...

UP 'N' COMING

You may have noticed that the regular run of games we've been enjoying over the past few months is now drying up a bit, and this is also apparent when looking ahead over the next few months. There is, however, a lot of stuff in development, and an equally huge amount of software being held back for the latter part of the year, so please don't send in worried letters about the sudden "drought" of Mega Drive software, because there isn't one. Now, let's get on with the previews diary, shall we?

APRIL

Streets of Rage 3 - Sega

This has slipped slightly since last month, but should still make it for the end of April. And it will be reviewed in all its glory in the next issue. No, honestly, it will.

Sub Terrania - Sega

Reviewed in this issue - Page 26

Check our extensive, and thoroughly in-depth review of this ground-breaking shoot-'em-up in this very issue. You know it makes sense.

Dune 2: The Battle for Arrakis - Virgin

Reviewed in Issue 16 - 80%

A completely different game from the one you can get for the Mega CD, but still a fab strategy game. Hooray!

Bubba 'n' Stix - Core

Reviewed in Issue 19 - 84%

For those who want something more from a platform game, check out the puzzles, wit and good animation in this title.

Lost Vikings - Virgin

Reviewed in Issue 16 - 91%

Take all the fun of *Lemmings* and then slow it down a bit, add some ingenious puzzles, some funny characters and a sense of humour and you've got one of Jon Smith's favourite Mega Drive games.

Tomcat Alley (CD) - Sega

Another one of those games that is taking a while to materialise, but with any luck we should be seeing this very soon.

Another World 2 (CD) - Virgin

Not only do you get the much improved and superb looking *Another World 2* on the CD, you also get the first game thrown in for free. Now that can't be bad.

Soul Star (CD) - Core

So when you've brought out a game like *Thunderhawk*, what do you do next? Well, you program a space shoot-'em-up of course.

Speed Racer - Accolade

There seems to be a lot of this turn-cartoons-into-games malarkey going on, but *Speed Racer* has a cult following already, so this could be a hit.

MAY

Virtua Racing - Sega

Reviewed in issue 19 - 92%

With a confirmed price tag of £69.99, this is the Mega Drive's most expensive cartridge ever. But hey, you've got to pay the price for new technology and you get a fantastic little game into the bargain.

Battlecorps (CD) - Core

Although the graphics engine (a poncy expression meaning what it looks like) is similar to that of *Thunderhawk*, this game is going to be drastically different.



That sliding tackle didn't work to plan and the midfielder has placed a lovely pass down the line to the other player



The shot was on target and there was plenty of power behind it, but the keeper made a fine save

SOCCER



which (and I'm going to stick my neck out a bit here) look and are better animated than the sprites in any other football game, including the footy-tastic *FIFA Soccer*. It's the subtle things that can make all the difference; like leaning into pitch-length passes, getting up after sliding tackles and hanging heads in shame when a goal is missed.

But hey, graphics don't make a game (or so someone once said), and so Acclaim have to do something pretty special with the gameplay in order to better *FIFA* and *Sensible Soccer*. And that's why they've gone for the playability angle rather than the straight arcade action of *Sensible* or intense simulation of *FIFA*. The control method is simple enough, but with various

subtleties added the game can become very complex. You have basic pass, kick and shoot-at-goal buttons, and the longer you hold them down the stronger the kick. But you've also got the slight aftertouch to take into consideration, and then there are the special moves (bicycle kicks, headers, volleys, etc.) which can really get the game moving as well as make you look very skilful.

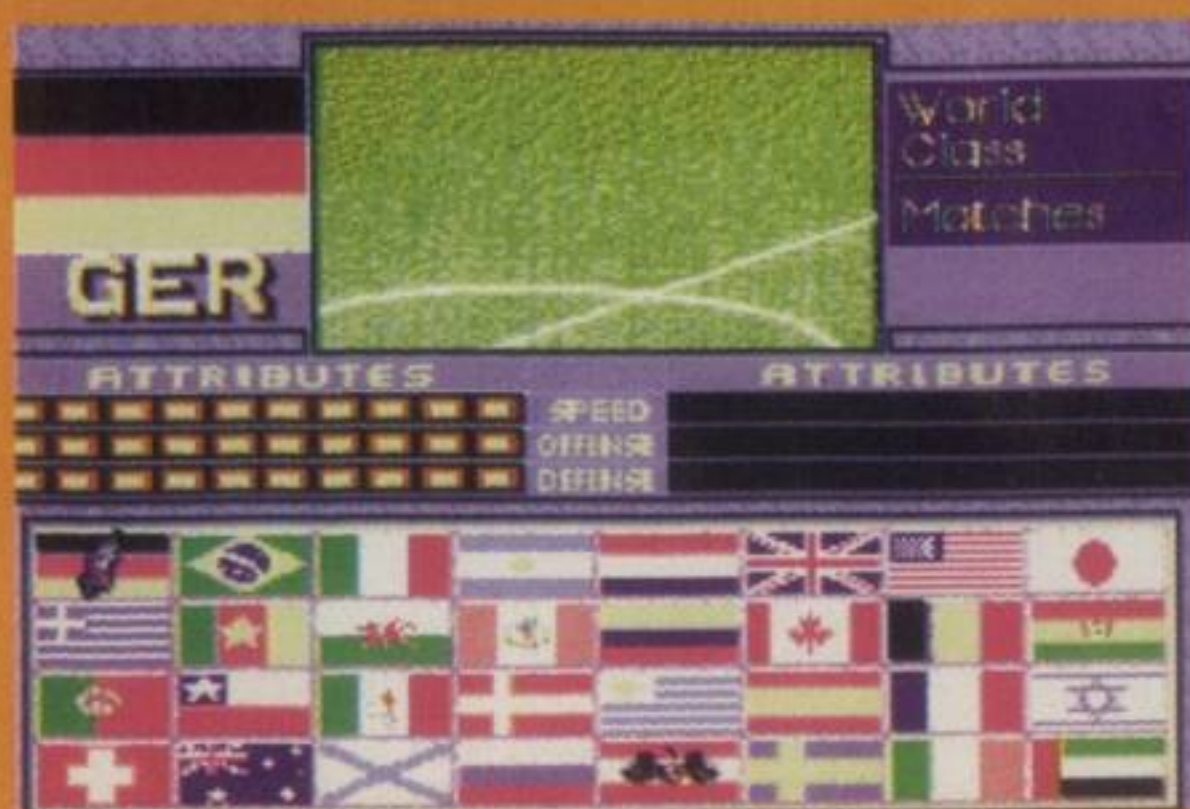
The version of the game which we played had all the basic game logic in place (the players don't run off the pitch and their heads don't fall off when running) but there's still a fair way to go before the game is finished, mainly on the gameplaying front. And I'm sure Ryan wouldn't want to put his name to anything that was... er, how should I say this? ...not very good.



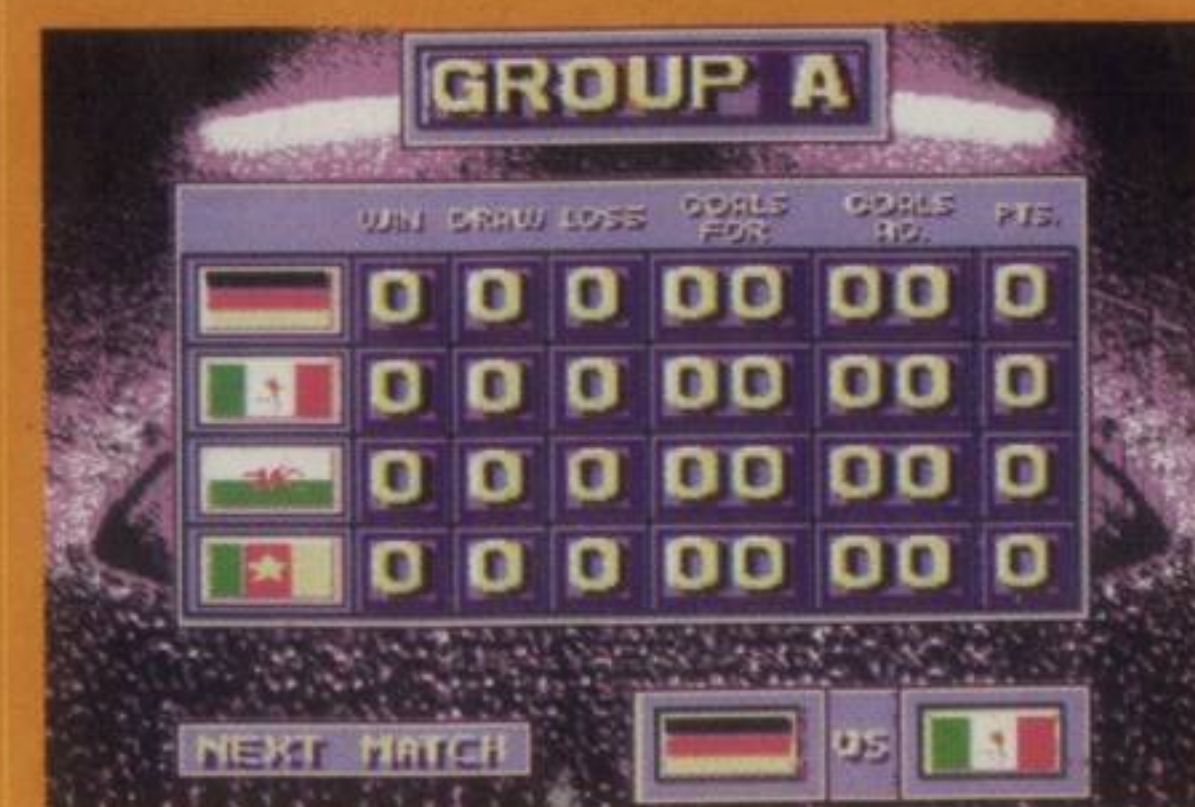
Kick the ball out of the side of a football pitch, and the other team will be given a throw-in



There are plenty of teams to choose from in the game, and plenty of options as well. Using the radar at the top of the screen you can plan moves very well indeed. For the moment though, you'd better try to save that shot



Check out the attributes of the teams and then pick your fave



Before you start a match you can see how the table looks



And then you can get down to the more tactical side of the game

WORLD CUP USA '94

Yet more football. The question is, just how much more of it can we take?



You can check out your squad here



Footballers love game options, and there's more than enough here

U.S. Gold • June

Hold on a minute. Correct me if I'm wrong, but England aren't in the World Cup are they? (Look, I'm trying to forget all about that - Graham Taylor) Sorry Graham, but I can't see the point in releasing this game when the national team isn't even in the competition. (Ah, but what if the game had the ability to customise the teams taking part in the World Cup as well as playing the normal one? - Insider at U.S. Gold) Well, that would be great. (Well, that's exactly what we've done - Insider at U.S. Gold) Oh, brilliant.

Now that I've got that sorted I can get on with the rest of the game. It has to be said that most people do like to play footie games and, although the genre is a bit flooded at the moment, anything that can come up with a new idea or two is worth looking at. And *World Cup USA '94* certainly has one or two nice features. We've mentioned the ability to alter the teams in the World Cup so that you can put England (or any other team for that matter) in the competition,



The number 11 looks on in disgust because he knows it's going over



The match is all lined up and ready for the off. Any options to change?

but there's also a very impressive, technically sound game structure here.

The most impressive thing about the game (there are other bits, but this is THE highlight) is the formation control system. In a nutshell, this system gives control over all 11 players, to be used in any formation you like.

There are the standard formations here (4-2-4, 4-3-3, 5-3-2, etc...) but there are also seven blank spaces that can be filled with your set-

And here they all come, 22 fit men trying to out do each other on a field of combat. Or something

ups. And this is the clever bit. Using friendly icons to make everything easier to control, you can basically control every movement of every player in relation to where the ball is on the pitch. This means you can have all sorts of defence-splitting moves up your sleeve whenever you need to use them. Obviously all this takes time to set up, but then sports games always do have a long life span.

The gameplay still has a bit of a way to go, but the final version should hopefully be winging its way to us very soon.



In the formation control section, you can fiddle to your heart's content



On the pitch the action is hotting up as the English go for the corner



The whites (England, I think) win possession in the middle of the field



A slightly predictable shot which the keeper grabbed very easily; so easily in fact, that the striker is running away for a little cry... poor soul

KICK OFF 3

Imagineer • May

Football, eh? A top sport and no mistake. And what with this being 1994 and four years ago being 1990, I'm sure it's time we had another World Cup. And for about two months in the middle of summer, you're not going to be able to switch on a TV or radio or even pick up a newspaper without hearing about it. And England aren't even involved.

Now while this means that if you want to get away from it all, you're going to have to book a two-week round trip to Mars, if you like football, you're going to have a whale of a time. If you like football and console games, you're going to think you're in heaven.

We all know that the Mega Drive suffered from a bit of a drought of decent footie games until just before last Christmas, when *FIFA International Soccer* and *Sensible Soccer* came out. Since then, *Pele* and *Pro Moves Soccer*

MEGA goes football mad, as yet another footie game tries to catch our attention

hit the shelves and games like *World Cup USA '94*, *Goal!* and this one have been announced. They all have football as their main theme, but they all go about it in different ways.

Take *Kick Off 3* for example. It was *Kick Off* that in fact started the console/computer football game revolution by being the first playable footie game everyone could enjoy. It also had an amazing system called aftertouch (the ability to dip, chip or curve the ball after you'd hit it), which brought

a real element of skill to the whole proceedings.

Kick Off 3, however, is different. Gone is the overhead viewpoint used in the first two computer games and the amalgamation that was *Super Kick Off*, and in comes the Match Of The Day viewpoint. What does remain, however, is *Kick Off's* instant playability. More news about this game next month.



The two English players decide to sneak up on the Italians. Ssshhh



As the game is called *Kick Off 3*, we thought that showing you the actual in-game kick off would be relevant. Got that wrong didn't we?



All the teams you could ever want to play as are here in the game

UP 'N' COMING

JUNE

Jungle Book - Virgin

Reviewed in this issue - Page 14

You can't help but be impressed by the size of our *Jungle Book* review, as we attempt to give you every little piece of information that we could lay our hands on. Now go and read it, even if you've read it already.

Marko's Magic Football - Domark

Our mate Marko is a bit of a keen footballer, and he's also an all-round good egg. So when he discovers an Earth-threatening plot involving all sorts of dodgy slime and chemicals, he jumps to the rescue.

Dragon: The Bruce Lee Story - Virgin

Bruce was indeed something of a martial arts god, and with more moves than you can shake a stick at, this could be a slick beat-'em-up.

World Cup USA '94 - U.S. Gold

A mixture of the two top footie games (*FIFA* and *Sensible*), this could be a big surprise. See the preview over there on the left

Hurricanes - U.S. Gold

Apparently the cartoon series is a bit of a hit over here and in the U.S., and the game is being very faithful to it, so don't expect too many surprises.

Incredible Hulk - U.S. Gold

This was due to be released about now, but the game has been put back to undergo some final tweaking and things. Should be good when it actually arrives.

Tennis All-Stars - CodeMasters

The early version we saw of this game was great, and now they've added a big name to the game (Pete Sampras). Don't forget, it's going to be one of those four-player carts as well.

Steven Seagal - TecMagik

Now this bloke is big, and I don't care whether his game is good or crap, if he says I like it, I like it, all right?

Chuck Racing (CD) - Core

Fancy having a bit of a laugh when it comes to racing games do you? Well, this could be right up your alley then.

IN BRIEF

What follows is a list of third-party releases, which we currently know very little about. They are due from the software companies indicated, but whether they get an official release is another matter entirely.

APRIL

Caesar's Palace - Virgin

Family Feud - Gametek

Fido Dido - Kaneko

Fun and Games - Tradewest

Jeopardy! Deluxe Edition - Gametek

Jim Power: Lost Dimension - Electro Brain

My Paint - Saddleback Graphics

Nobunaga's Ambition - Koei

Rainbow Islands - Taito

Shadow of the Beast 3 - Psygnosis

Super Battleship - Software Toolworks

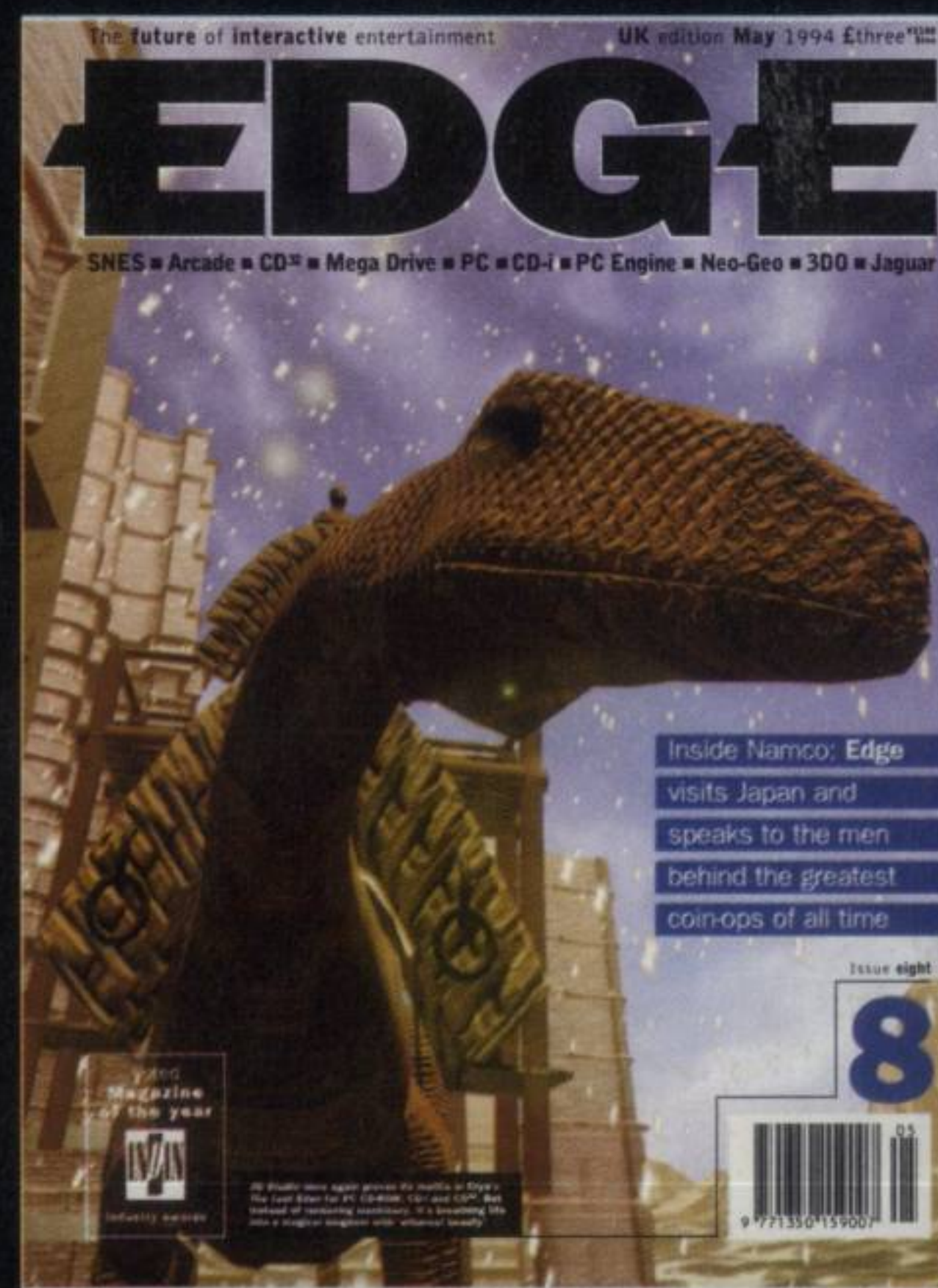
Sylvester and Tweety - TecMagik

Who Shot Johnny Rock? - ALG

Balls - Spectrum Holobyte

Brutal (CD) - Gametek

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IN BRIEF

APRIL

- Bubble and Squeak – Sunsoft
- Jeopardy! Sports Edition – Gametek
- Mag Dog 2 – ALG
- Magician's Castle – Psygnosis
- Pirates of Dark Water – Sunsoft
- Shanghai 2 – Activision
- Snow White Happily Ever After – American Software Corp.
- Socks the Cat – Kaneko
- Time Killers – T.HQ
- Total Carnage (CD) – T.HQ
- Total Carnage – T.HQ
- Wing Commander 2 – EA
- Wrath of the Gods – Virgin
- Time Trax – T.HQ

SPRING

- Akira (CD) – T.HQ
- Andretti Racing – EA
- Battle Fantasy CD – Extreme
- Battletech – Extreme
- Crime Patrol – ALG
- Dick Vitale's "Awesome Baby" College Hoops – Tengen
- ESPN Baseball Tonight – Sony
- ESPN Baseball Tonight (CD) – Sony
- Fatal Fury 2 – Takara
- Grindstormer – Tengen
- Harrier CD – Domark
- Interplanetary Lizards of the Texas Plains – Tengen
- Itchy and Scratchy – Acclaim
- Jammit – Virgin
- Jeopardy! (CD) – Sony
- Kawasaki Challenge – Domark
- King of the Monsters 2 – Takara
- Lemmings 2: The Tribes – Psygnosis
- Mortal Kombat (CD) – Acclaim
- Operation Europe – Koei
- Popeye the Sailor Man – American Technos
- RBI Baseball '94 – Tengen
- Rebel Assault (CD) – JVC
- Rescue – Psygnosis
- Rise of the Robots (CD) – JVC
- Star Quest (CD) – Namco
- Tecmo MLBPA Baseball – Tecmo
- The Magical Quest Starring Mickey Mouse – Capcom
- Vay (CD) – Working Designs
- We're Back – Hi Tech Expressions
- Wheel of Fortune (CD) – Sony

SUMMER

- Akira – T.HQ
- Bill's Tomato Game – Psygnosis
- Kung Fu: The Legend Continues – Sunsoft
- MLBPA Baseball – Acclaim
- NFL Football Trivia Challenge – CapDisc
- Rise of the Robots – JVC
- Risk – Parker Brothers
- Top Gear 2 – Vic Tokai Inc.
- Walker – Psygnosis

So, that's another month's edition of the previews diary out of the way. Don't worry if any of the games listed above don't actually get an official release, because as soon as the titles appear, we'll track them down, review them and then tell you whether you should rush out and buy them on import or not. No, don't thank us, we're just doing our jobs. Hey, someone's got to do them, after all.



I dunno about you, but that looks like an out to me. Good catch!



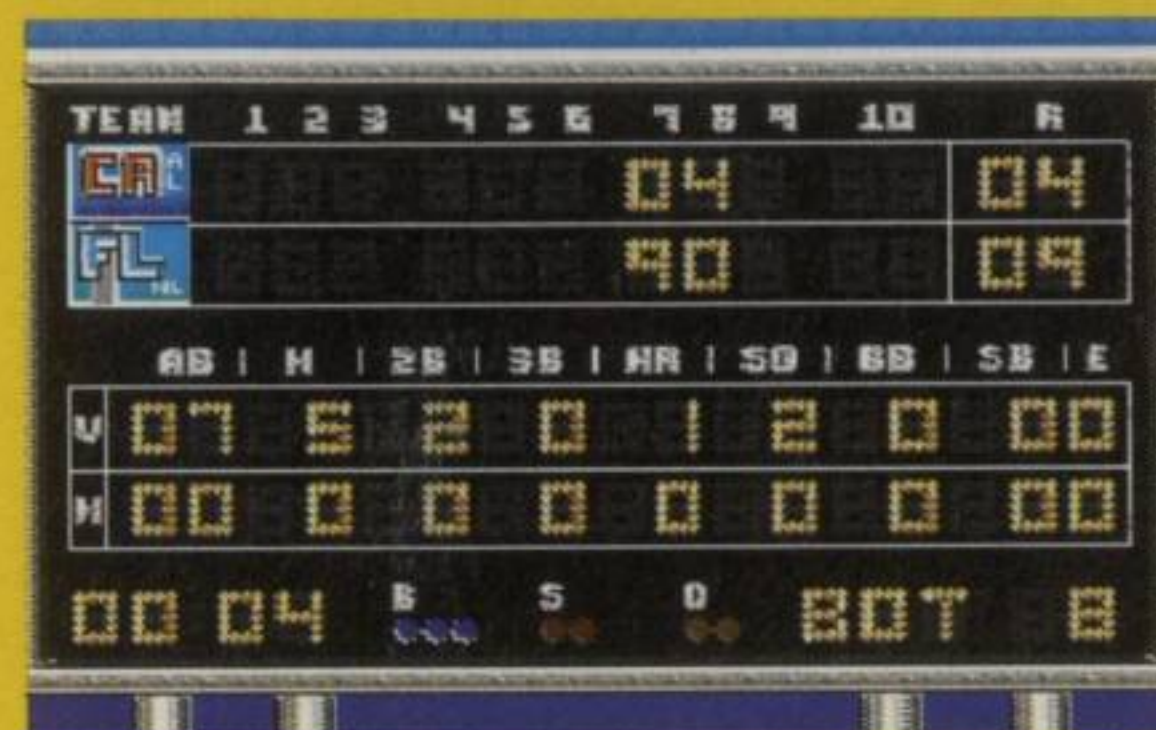
The batter, Henderson, is either in a desperate hurry to go to the toilet or this is some kind of tactic to distract the pitcher

Tengen • April

Fact one – Americans are obsessive. Fact two – American software companies like updating sports games. Fact three – No-one can figure out why they do it. But then again, if you really like a particular sport enough, you'll do anything to get hold of the latest game in the series (anyone heard of a bloke called John Madden?). And that's the thinking behind *RBI Baseball '94*.

There is, however, more to this sequel than just updated stats. For a start, there's some really nice animation; the players and batters move very realistically, giving the game an edge of realism I didn't think was possible in a baseball game. There's also the opportunity to play out cliffhanger situations from matches of the 1993 season, and although you probably won't be able to appreciate the sense of urgency about these situations, you can still revel in the fact that there are more games for you to play.

The basic, and easy-to-control, gameplay remains intact, and with the obligatory



A cliffhanger match; with California down by nine in the seventh inning

simultaneous two-player mode you can be sure that this is a game which is going to last a while.

It has to be said, however, that baseball isn't the most popular sport over here in the UK (although Andy does like the odd game of simulated baseball), and with more than enough competent baseball games already available for the Mega Drive (*Sports Talk Baseball*, *Hardball 3* and the like) we'll have to wait and see how this is going to compete. Should have a review for you next month.



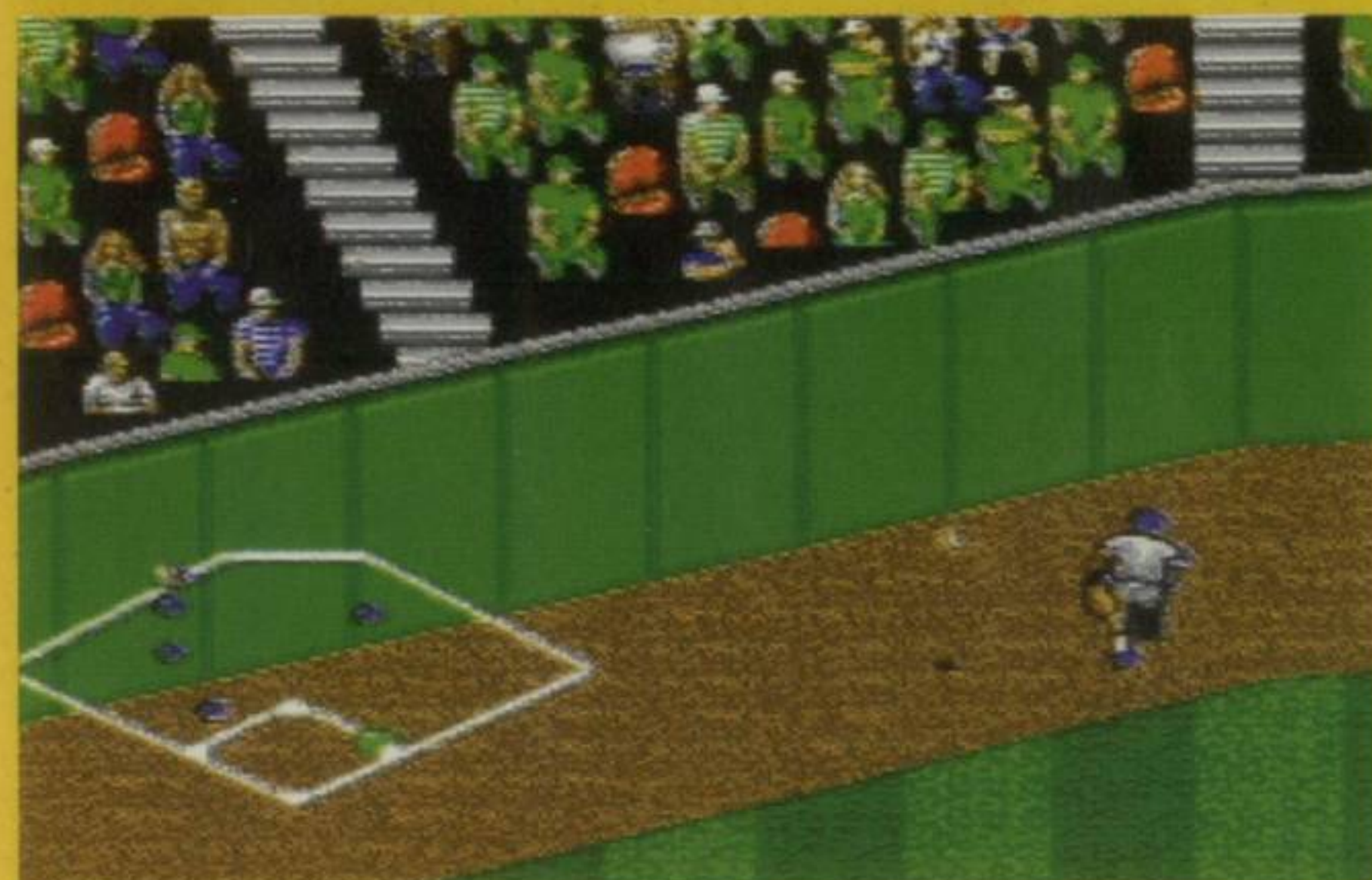
This screenshot shows a ball being hit in the field. Wow



If that fielder wants to earn his pay, he'd better catch that ball

RBI BASEBALL '94

Another year, another update. But is there anything more to this than just additional stats?



A good hit, and by looking at the diagram of the pitch you can see that the batter is stealing second base



A stupid hit by the batter, because the ball has gone straight to the pitcher, who can throw to first base

MADNESS: HOUSE OF FUN

I'm sorry, but this is just too much. I mean, come on guys... that old ska group Madness?



And here comes our nice Mr Smash, lost somewhere in TV land



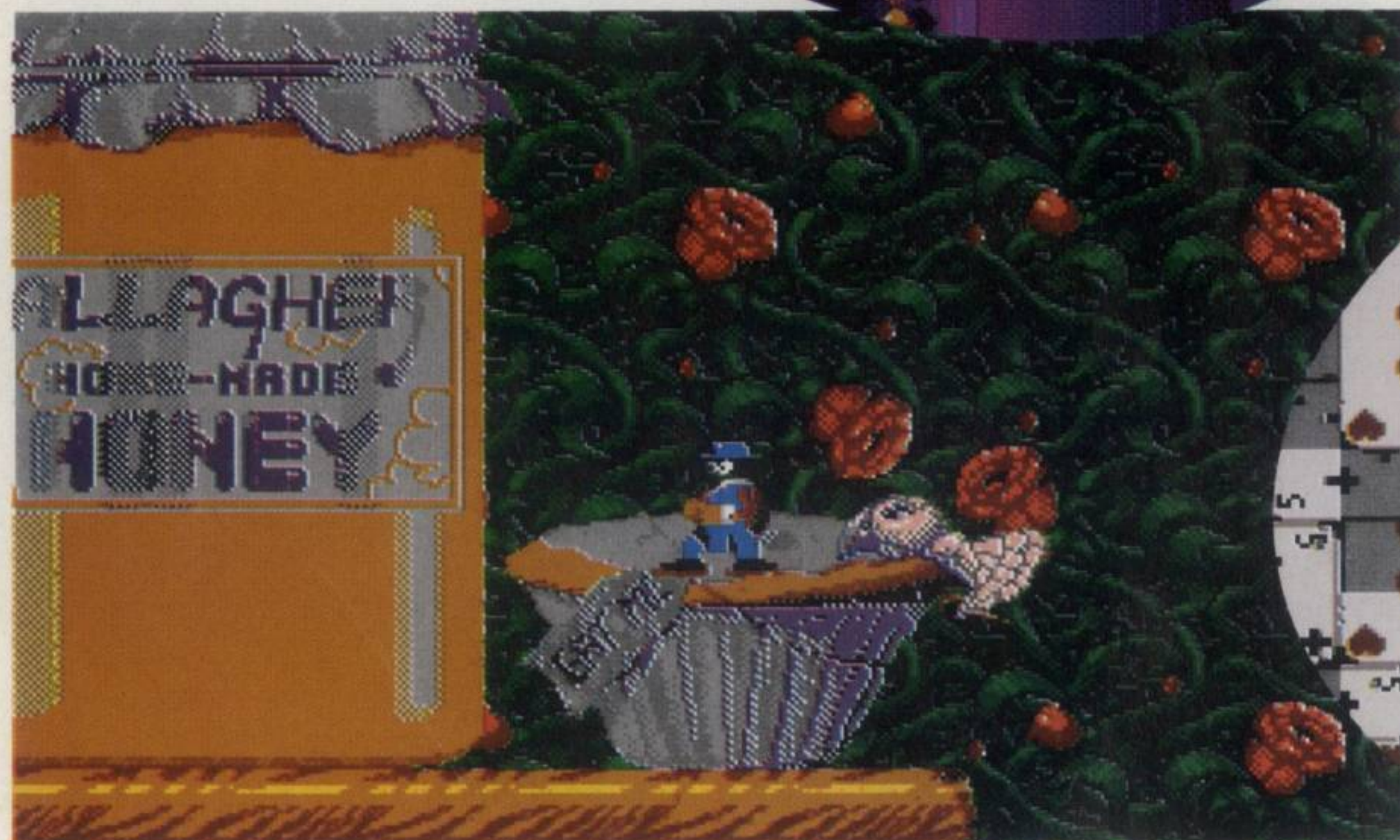
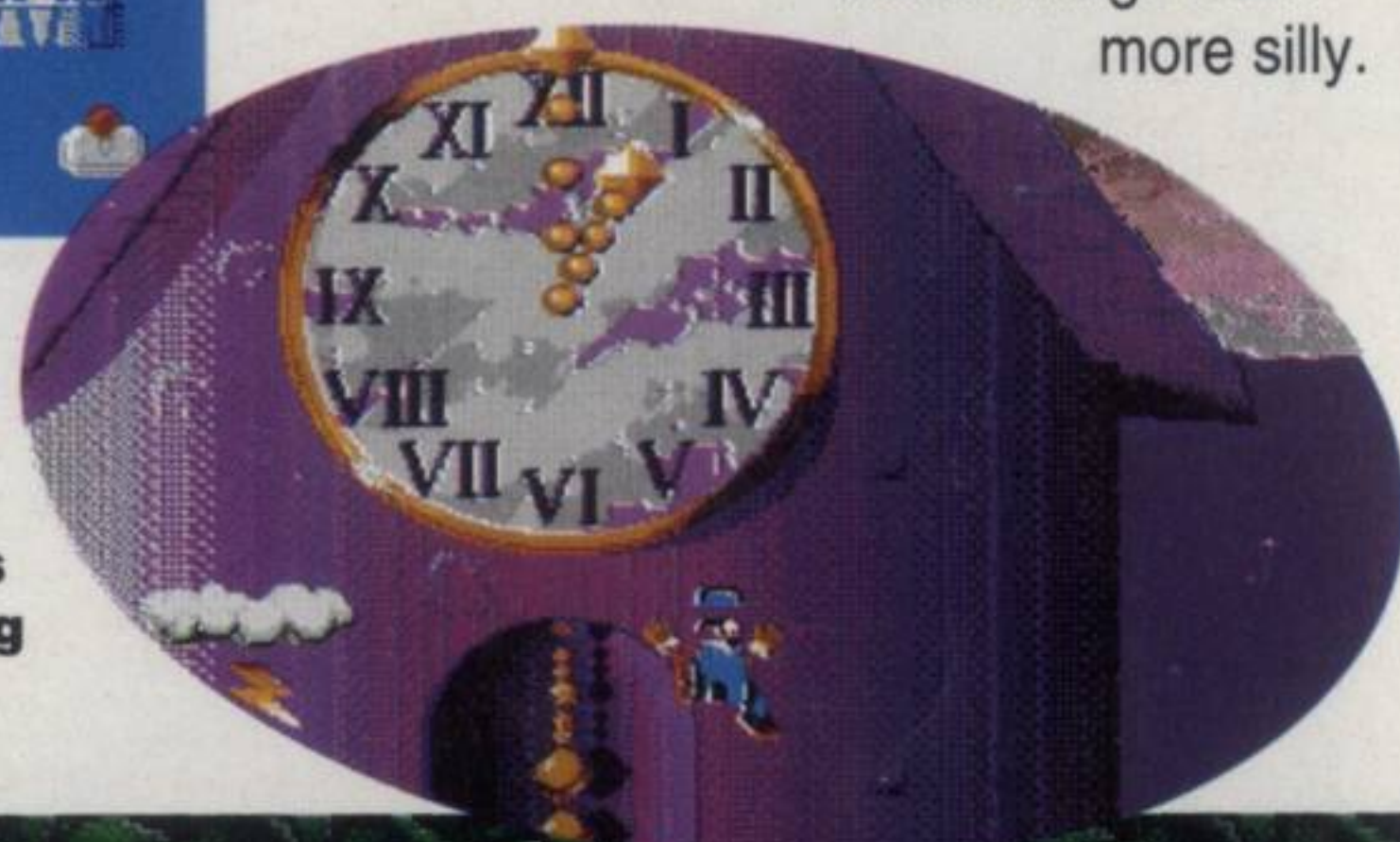
Er, ahem, I've got absolutely no idea what is happening in the above screenshot

Right: Come on Mr Smash, it's one o'clock and time's running out, better get on with it

Gremlin • June

Actually, that's a bit unfair because it could be a lot worse. Imagine a Take That game for instance. (I'd rather not – Andy) And hey, don't forget that pop groups don't come much wackier than Madness, so they'd make great material for a game wouldn't they?

And that's where *Harlequin* comes in. *Harlequin* was a slightly bizarre platform game a couple of years back on the Amiga, and this Madness game is basically the Amiga game with the addition of Mr Smash (don't ask me!) as the main sprite and then a whole string of silly themes and ideas added to make things even more silly.



As you can see from this and the other screenshots, the game is going for the wacky scaled-down approach, hence the large honey jar



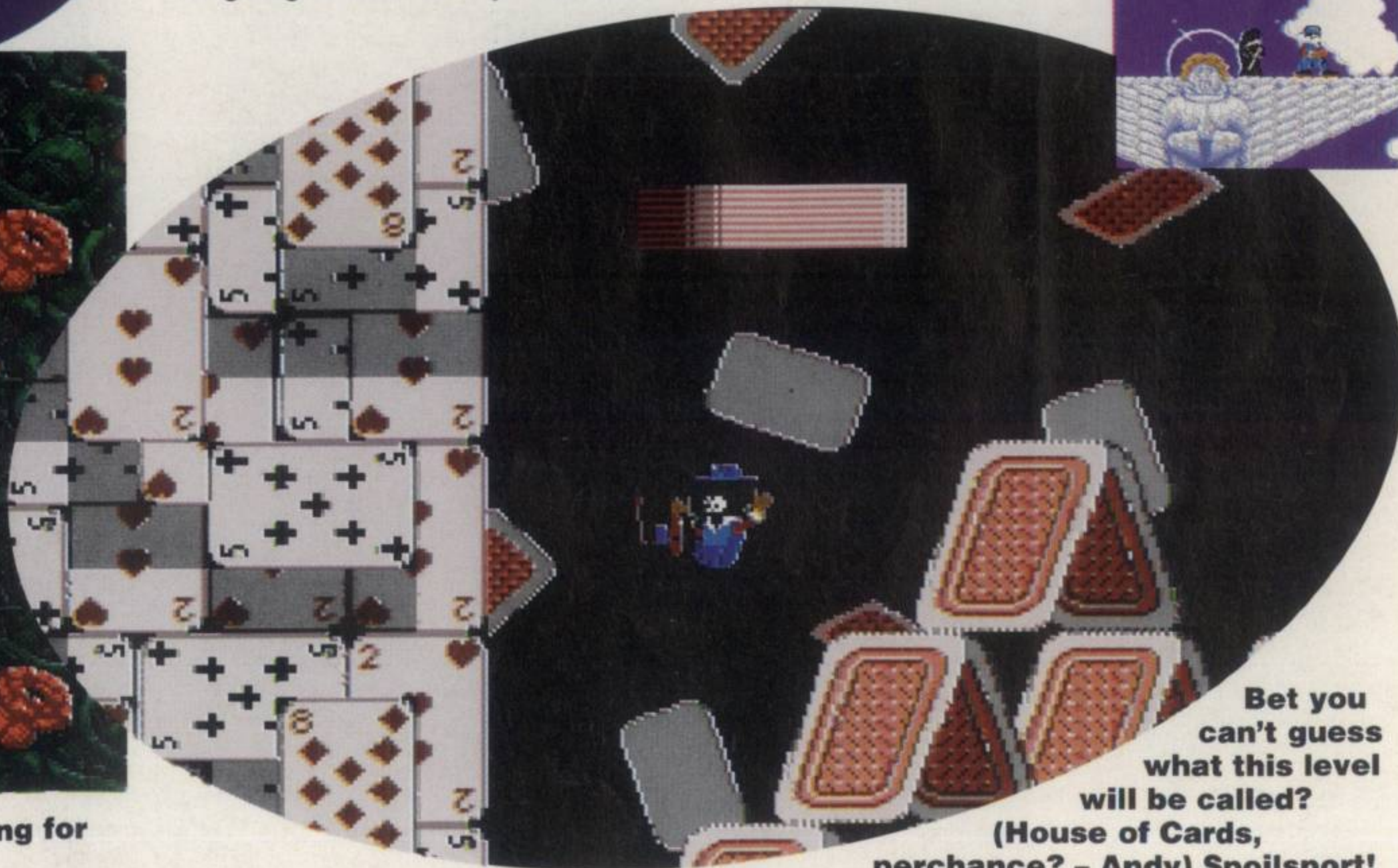
Here's a tree, and it's smiling at you. Reminds me of one of their lyrics... Now how did it go? Hang on a minute, I'll remember in a sec...

It's your basic fun platform romp with the emphasis very much on the strange and comical. Just wait until you see how Mr Smash walks, for a start – and if you can remember the video for the single *One Step Beyond*, you're halfway there already.

We'll have to wait until we get our hands on the finished version to see whether or not *Madness: House of Fun* can link the world of pop music and console games together. For the time begin though, take a peep at these screenshots and get your ska boots on. It's going to be a wacky summer.



Back in TV Land, things just don't let up for poor old Mr Smash



Bet you can't guess what this level will be called? (House of Cards, perchance? – Andy) Spoilsport!

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ALL GAMES SUBJECT TO AVAILABILITY



Each month, Andy Dyer compiles the **MEGA MOUTH** section of the magazine. Ironic really, cos he's the only member of the team who's got a "mega mouth". No really, it's huge!

FIGHTING TALK

Dear MEGA,

- 1) Which game should I buy, *Lethal Enforcers* or *Toe Jam & Earl 2*?
- 2) How much dosh is *Sonic 3*?
- 3) Your mag's great!
- 4) What certificate will *Streets Of Rage 3* have?
- 5) Who is the best character on *Street Fighter 2*?
- 6) Please could you send me a copy of *Zombies Ate My Neighbours* or *Eternal Champions*?

David Hellowell, Huddersfield

PS. If you don't send me a copy of *Zombies*, I will burn up all my MEGAs!

Dear David,

1) Well, the games are so similar it's hard to say. There's the all-out shooting action of *Lethal Enforcers*, or the all-out platform japes of *ToeJam & Earl*... Oh hang on, they're not similar at all are they?

Look, to be serious, the thing is, these games are both very good; we think they're both worth getting, but it really is up to you to decide which style of game you'd prefer.

2) It's supposed to be £60 but many shops are selling it for as little as £45.

3) Cheers!

4) Erm, we'll have to wait and see.

5) *Chun Li*. (She's no better at fighting but phwoar eh?)

6) Heh! Why don't you send us a game instead? No? Thought not! **Andy**



Chun Li: The best (looking) Street Fighter character

THE PRICE OF SATURN

Dear MEGA,

- 1) Will the Saturn's games be any cheaper than existing Mega Drive games (ie around the price of CD32 games)?
 - 2) Will *Super Bomberman* or *Final Fight* ever be released for the Mega Drive? I hope so.
 - 3) Any chance of *Madden '95* coming out?
 - 4) Will Capcom be bringing out *Super Street Fighter 2* on the Mega Drive and if so, when?
 - 5) Is *The Secret Of Monkey Island* ever likely to come out on Mega Drive?
- Arpan Mehta, Cheltenham**

Dear Arpan,

1) That is, as yet, a mystery, but there is this to be considered. The machine will be CD-based and, as we all know, CDs are cheaper to produce than carts. However, there's also the argument that CD games, being bigger, require a lot more development time and money. However, the way the market is at the moment, prices are coming down through whatever means possible, and Amiga have pitched their games at a lower pricepoint so you may well find that Sega try an all-out market assault with a stunning machine at an affordable price. This could mean games will come in at around £40 (which by today's standard is "fairly" reasonable).



Super Bomberman. One of the best games of '93 on the SNES, but will it ever be released for the Mega Drive?

2) We still have no news on a Mega Drive version of *Bomberman*. The MEGA team are as keen as everyone else to hear that it will be coming out, but so far there's no news. This is ludicrous, since it was one of the best games of '93 on the SNES. Oh well, let's just hope it's on its way or, failing that, that someone does a decent rip-off of it.

3) There's no official word from EA as yet but we have heard a rumour that it is being worked on.

4) While we have no details on it as yet, it's pretty inevitable that it will be converted across most formats. As for when, that's anybody's guess.

5) It came out on Mega CD quite some time ago, but the game's getting a little old now and it's very doubtful that anyone will bother to do a cartridge version. **Andy**

MEGA CD MAG?

Dear MEGA,

- 1) Is there or will there be a magazine just for the Mega CD owner? If so, what's it called?
- 2) When will *Star Wars* come out for the Mega CD?

3) Are there going to be any football games on the Mega CD?
Scott Laing, Edinburgh

Dear Scott

1) No there isn't. At the moment, the best place to look for Mega CD info is right here in MEGA, and unless the Mega CD market grows, that probably won't change. No doubt if enough Mega CDs were bought, then there'd be a sudden glut of mags on the market, but sadly it simply wouldn't be economical to do so at the moment.

2) By *Star Wars* I take it you mean, *Rebel Assault*. The game is due anytime from JVC, but that's in the US only at the moment and we haven't got any news on an official release date yet.

3) The only CD football game planned at the moment is *Sensible Soccer* CD, which will have all sorts of sampled speech, FMV and other CD-related things on it and, hopefully, a nice cheap price tag.

BEST TO BUY BRITISH

Dear MEGA,

1) Would American Mega Drive games work on my British Mega Drive without any adaptor?



Dear MEGA,

Every time I read MEGA MOUTH someone is usually slagging off the Mega CD's access time. Now while I can understand this as I have a

Mega CD, I don't know why the problem occurs. Back in issue eight an article on the Mega CD appeared with a list of 13 Mega CD facts, one of which explained that to cut down on CD accessing time a 6-Mbit buffer chip was built into the system to store the next part of a game and so avoid accessing the game directly. So there shouldn't be a problem should there? Well, there is, and even if it's only my slow accessing brain missing some info, please put me right.

James Hunter, Great Yarmouth

Dear James,

Don't put yourself down too much, it's hard to understand why these things happen sometimes. It's true that there is a buffer chip in the Mega CD (a buffer chip just being a sort of temporary storage area for information being pulled from the CD) but I guess the problem is that it's simply not big enough. The first problem is that CDs are incredibly slow anyway (now you can get double-speed drives, but they cost too

2) If games did work on my Mega Drive, would *NBA Jam* and *Sonic 3* be worth getting?

3) What would be your top games to buy in America?

4) Finally, would an EA 4-Way Play adaptor work on my British Mega Drive?
Chris Jones, Grays



The EA 4-Way Play adaptor is the same the world over, so you can buy one in America if it's cheaper

Dear Chris,

1) A few would. EA don't tend to put protection on their carts, but the vast majority are code-locked, and without an adaptor, you're stuffed.

2) Those games are definitely worth getting, and they're out officially in the UK now, so compatibility isn't a problem.

3) That's a hard one. By and large, all the very best games get released in the UK now anyway, so it's best to buy British as it were, but if you're after more obscure titles, you simply need to watch out for our reviews of US import games and decide for yourself.

4) Yes. The adaptor is the same the world over. I assume from your questions

much so you'll never see one in a Mega CD) and while theoretically the buffer chip can, say, store the next few screens of data for you, there are always going to be occasions, due to the non-linear nature of video games, when the disc has to be accessed on the fly, and annoying pauses will occur.

Put simply, if you were playing an adventure game, the Mega CD would have to anticipate every possible move and store the data for all those possibilities, and there simply isn't room to do that. In the not-too-distant future, however, there will be cheap quadruple speed CD drives and cheaper ways to create large buffers or simply different ways to manage data pulled from a CD. When all this happens, the problems of access time should all but disappear. **Andy**



Mega CD. Slow accessing times soon to be a thing of the past

that you're going to America. By all means buy a 4-Way Play adaptor over there if it's cheaper. On the games front, however, you'd need to buy an adaptor for your British machine so the saving wouldn't be that great. **Andy**

DAMAGING EFFECTS OF VIDEO GAMES

Dear MEGA,
Why are video games being criticised so much by "experts" and the media these days? In just one week I learnt that video games can ruin your eyesight, lead to heart attacks and make people violent towards other people. Now I know that the violence debate has become very tedious, so maybe we can stop the argument by saying that if these experts are right, then violent video games *do* make people violent. Good, well this must also mean that if you watch various religious programmes regularly, you will become a pleasant, church-going person. I've owned my Mega Drive for around 16 months now and I also bought *Street Fighter 2* and as yet I haven't felt the urge to grab somebody and attempt a spinning piledriver on 'em.

And finally a different matter. I have written a letter to a games publisher about cart prices and in their reply one of the reasons given for high prices was piracy. Is piracy of Mega Drive carts really that bad and widespread?

Paul Taylor, Grimsby

Dear Paul,
Firstly let me say that you're absolutely right about the religious programme theory. On a different note, I accidentally got into watching the Antiques Roadshow and developed a rather sinister interest in old crap. For a while all my spare cash went on old knick-knacks but thankfully I have since been to the Hugh Scully Rehab Clinic and all is well.

On the issue of piracy, yes it's a terrible thing and yes it does exist within the console market also, but I can't believe that the small amount of dodgy carts floating around would contribute much to the ridiculous prices that we're now being forced to pay for games. Piracy was a MAJOR problem for disk-based games, but carts are a different kettle of fish altogether. **Andy**

CDX VS SATURN

Dear MEGA,
I know it sounds stupid but I purchased my Mega Drive two years ago and the technology has advanced so much that I feel that I own a ZX81 now. Anyway, the



The CDX. A combined Mega Drive and Mega CD, not to be confused with the Saturn Super Console



A fairly topical Stunt Mega Drive this month (for a change) because not only as I write this, but as you're reading it as well (unless of course you missed this bit the first time around and it's now May 1995 and you're looking through your back issues because it's raining outside and you've got nothing better to do), our cricketing chaps are playing their hearts out against the West Indies and probably getting a bit of a lesson on how to bowl fast and well at the same time. Still, we can give all this doom and gloom a bit of light relief thanks to **Iain Brown** of Dereham, Norfolk, for a nice picture of his Mega Drive coming over all Geoff Boycott-like. If you can come up with something equally silly, send your piccie to Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

reason why I'm writing is to ask you your own opinions on the new Sega CDX and Saturn. Which one would you buy? Can they both do the same thing? Maybe you could do a Saturn vs CDX listing?
Wayne Hill, Exeter

Dear Wayne,
You've obviously read the mag or other mags and found stories about the CDX so is it really that hard to work out what's what? The Saturn is a completely new system based on incredibly powerful arcade technology. It's head and shoulders above anything on the market at the moment and will be released in the UK early next year for a few hundred quid. And the Sega CDX is, wait for it, a Mega Drive and Mega CD all rolled into one neat little Walkman-sized box. So if you were to wait until next year, and you were thinking of buying a console, then Saturn would be the obvious choice. Also, if you already own a Mega Drive and/or Mega CD, the CDX would be a purchase of the utmost stupidity. **Andy**

MORE MENACER GAMES

Dear MEGA,
I have recently bought a Menacer. I did not buy it earlier because you pointed out in issue four that it was not worth the dosh. But now it is cheaper and I got it in a sale for £30. However, apart from the sad games that come with it, *T2* is the only compatible game. In issue four you stated that Probe were making another game and EA and Virgin were interested and that there might be some CD games for it later. Nothing, however, has come. I'm not

blaming you, I'm blaming the software companies. WHERE ARE THOSE MENACER GAMES?

The Menacer itself is a great piece of kit, better than the Justifier in my opinion, as it looks better and has no wires. But surely the software companies must realise that without decent games to back it up, the Menacer will die (if it isn't dead already). Sega ought to be particularly concerned as it's their gun and surely they don't want Konami's Justifier to overtake them. You must have contacts, so why don't you tell Sega we want more Menacer games, particularly on CD?

William Davies, Benendon



The Menacer's future is bleak, but Lethal Enforcers has put the Justifier well and truly on the map

Dear William,
When you say that the Menacer will die without the software back-up, you're absolutely right. But the problem with it (and historically, light guns for many other systems) is that the variety of games on which it's feasible to use it are very limited. There are shoot-'em-ups... er, and that's it. It's true that software companies have shown a spectacular lack of imagination when producing games for light guns, but by their very nature, games need to be playable with both a light gun and a joystick so that people who don't own a gun will still want to buy the game. Turn Saddy, the Menacer hasn't sold Over



BLAGGED!

It's quite surprising that occasionally, great traditions and institutions that have remained untouched by reform for centuries suddenly and irreversibly go through an historic transformation. Only recently in fact, it was decided that at last women priests would be allowed into the Christian faith. No danger of such sweeping changes here at **BLAGGED!** though (or any changes at all for that matter). The submissions we receive look set to continue in their dismal tradition of humourless tripe.

Dear MEGA,
I am that Wild Goose which Richard Burton and his mates tried to kidnap while playing soldiers in Africa. I managed to avoid them but then Lewis Collins and a few of his weirdie pals came after me for some obscure reason.

And people wonder why I'm wild!!!
I think I need a copy of *Sonic Spinball* to calm me down... my down's in turmoil...!
HONK!
HONK! HONK HONK! HONK HONK
HONK HONK!!!! HONKETY HONK HONK!
G G Gander, Africa

Yes, believe it or not, this was the best entry we received all month (astonishing if you could see the amount of **BLAGGED!** entries we get in). And just in case you don't believe me, here are some samples of the others...

Dear MEGA,
This is your lucky day. Please could you send me a copy of *Sonic 3*, *Eternal Champions* or *Turtles Tournament Fighters*. I have included a self-addressed envelope and a cheque for £65 to cover the cost of the game.
Yours thankfully,
A D Ball, Leyland

PS. I have forgotten the cheque, but luckily I remembered the envelope so please can you send me the game anyway?

Dismal, utterly dreadful. And it gets worse...

One night, not so long ago, a burglar broke into my house and stole all my Mega Drive games.
Stephen Williams, Strathaven

Not to mention...

A certain MEGA crew is being terminated at this very moment by liquid metal Terminators.
Jamie Hollywood, Dalmuir

I rather fear that the **BLAGGED!** column is not long for this earth if this is the best you can come up with. Keep writing to **BLAGGED!**, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. But if you want us to read much past the first line, you'll have to come up with something better than the above.

that brilliantly, there are only a few compatible games, and it doesn't look like any more are on the way. You say that the *Menacer* is better than the *Justifier*, and, indeed, it may be better constructed, but I honestly think that Konami handled the light gun situation a whole lot better with their *Lethal Enforcers/Justifier* pack. For a not-too-considerable amount of money you get a robust, functional gun, a very good coin-op conversion, and the knowledge that, chances are, *Lethal Enforcers 2* (and maybe even more compatible titles) will be along shortly. As for the two light guns being in competition, well, it seems pretty obvious that Sega have already laid the *Menacer* to rest, because the *Lethal Enforcers/Justifier* pack is fully approved by Sega. **Andy**

SEGA CAN SHOVE IT

Dear MEGA,
I've written to you because you seem to be the only mag that's genuinely concerned about cart prices. No one else seems to be bothered as long as the games continue to be of a high standard; they just award 90%-plus to titles without even glancing at the price tag and seem to forget that people have to find the money to buy the game. I understand that games are rated on how good they are and (in the vast majority of cases) not how much they cost, but surely if mags started to knock 5 to 10% off the overall mark of a game costing, say, £50 or more, then it wouldn't sell as much and Sega would be forced to bring the price down.

I was reading in the official Sega Magazine that *Star Trek: The Next Generation* would not be appearing over here because, I quote, "*Star Trek* is a 16-Mbit cart with battery back-up and such a well-specced cart would have to be sold for £59.99...". Now correct me if I'm wrong but surely no cart HAS to be sold for £60 no matter how "well-specced" it is; after all, we all know how much of a profit Sega make on a £40 game let alone one which costs half as much again. The Sega magazine carried on to say that the game wouldn't represent value for money at that price, which is one of the saddest excuses I've ever come across as they've never been bothered about ripping people off in the past and you only have to look at *Greatest Heavyweights* to see that they're being extremely hypocritical.

I for one have made a point of not



Star Trek. Not to appear in the UK as it would have to cost £60



Dear MEGA,
What happened to MEGA MOUTH?
M Platts, Chesterfield

Dear M,
This is a trick question isn't it? Now let's take this a step at a time. "What happened..."
Hmm, yes, it's clear so far that you are enquiring as to the existence of something, which means that you are under the impression that something that once was present has disappeared, or possibly that something that once appeared in one form has now changed quite noticeably. "... to MEGA MOUTH." Er, now hang on, let me get this right, you're writing to MEGA MOUTH to ask the question "What happened to MEGA MOUTH?" is that right? **Andy**

buying any £60 game (even though I desperately want *Landstalker*) and think it's about time people started to tell Sega where to shove *Sonic 3*. Sorry about the whinge, but I'm just a bit pissed off.

Paul Higson, Oldham

Dear Paul,
We agree with your distaste at the cost of carts but there is an important point about game ratings that we must make. In all honesty it would be utterly unfair to rate a game down because of a high price. It's better by far to rate a game on its merits then, if we believe it to be over-priced, strongly warn the buyer that it's simply not worth that amount of cash. That cart price issue has always had a place in MEGA and we feel that we've gone about it in the right way by simply reviewing games, but making people aware either through the writing in the reviews or by the various features we've run that there is an issue here that needs to be addressed.

This £60 pricepoint is a bit odd. Apparently the standard cost of a 16-Mbit cart is now £50, with the new back-up system FRAM costing an additional £10. And as you say, they don't believe *Star*

Trek represents good value, yet *Greatest Heavyweights* has come through at £60 (good though it is, it's hardly an epic). To give Sega the benefit of the doubt, Sega UK have been pretty good about bringing only the better products to the UK market, so if they think *Star Trek* isn't worthy, then it would be nice to think that it must be pretty cack. However, we still can't avoid the fact that these £60 games are being sold at retail for anything down to £45.

There is something terribly amiss here. But rather than go into it fully here, let me just tell you that next month we'll be running a substantial feature on cart pricing, covering every aspect of the fiasco that has been continuing for the last couple of years. **Andy**

NOTHING WRONG WITH MARIO

Dear MEGA,
Why is it that so many Sega players knock *Mario* so much? OK, so as soon as you buy a Mega Drive you're almost obliged to hate the SNES and *Mario*, and vice versa for Nintendo owners and *Sonic*, but I don't think that many people actually look at the games that they're talking about.

In my opinion, SNES owners may just have a point about *Sonic* being crap. Just take a look at the four *Sonic* platform games. After you've seen one, you've seen 'em all; none of them have enough levels and they're all too damn easy! The gameplay is basically run-along-and-jump-into-an-enemy-and-run-on, and has few, if any, tactical

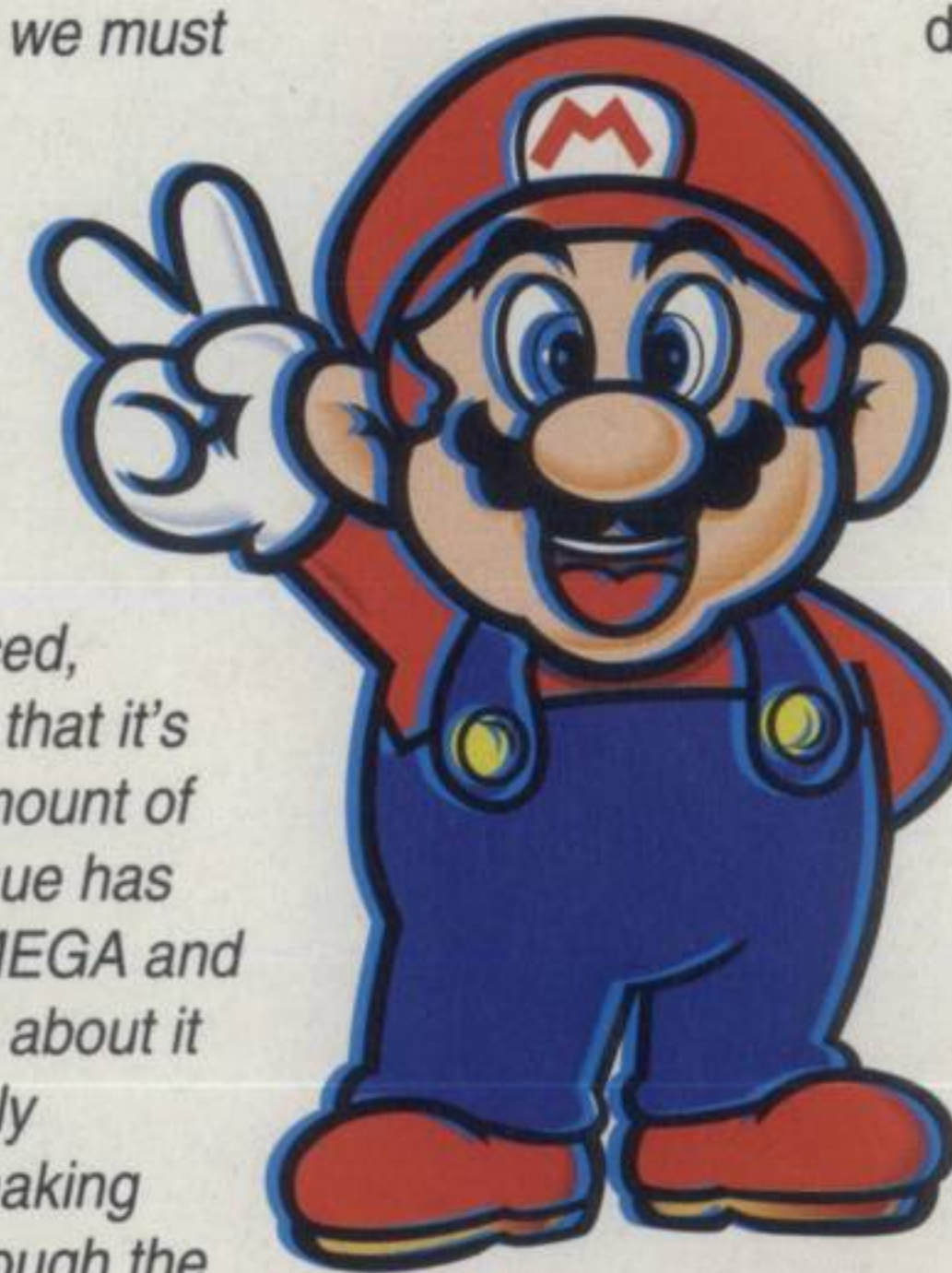
diversions. When you look at *Mario*, however, things are very different. All the four *Mario* platformers are significantly different from each other, all are reasonably, if not hugely, difficult, and all are of a decent size (level-wise).

Mario 4 has a huge 96 levels compared to *Sonic 2*'s 21 levels and *Sonic CD*'s 21 levels. You actually have to think about things when playing a *Mario* game unlike *Sonic*'s easy-peasy-my-one-year-old-

brother-could-finish-it linear gameplay. I don't mean to say that *Sonic* is a bad game, just that Sega players should climb out of their childish Sega vs Nintendo hole and accept a good game as a good game instead of shunning it.

James McLean, Australia

Dear James,
Thank you for being intelligent. The *Sonic vs Mario* issue is stupid. Here's a confession; I am first and foremost a gamesplayer, then a Sega buff. And while I think that *Sonic 3* is pretty good, I didn't much care for the previous games. Also (forgive me if I offend any tedious infants out there) I love the *Mario* games. Ooh, shocking isn't it, that I should like both types of game? Anyone who wants to argue about it can write to "I'm a git and would like to embarrass myself in public", MEGA MOUTH, 30 Monmouth Street, Bath, BA1 2BW. **Andy**



Sonic vs Mario. Give it a rest, why don't you?



ARNE'S SOMEWHAT SERIOUS BIT

Dear MEGA,

After reading your article on cart prices in issue 18 of MEGA I feel that I have a good word to put forward. Firstly, what the hell is the point of putting FRAM in *Sonic 3* (thus causing the price to be ridiculously high)? Do Sega really think that the game will last us so long that we will need a better back-up device? OK, I admit that I am willing to pay £60 for a game, but only if it is going to be really good and will last me a very long time. For *Sonic 3* the price is totally ridiculous.

If *Virtua Racing* is going to be as good as they say, then I would have paid a maximum of £60 for it, but £70? Don't you think this is going just a little too far? Who would pay for a game which costs nearly the same price as the machine itself? I wonder how much the Mega Drive and *Virtua Racing* bundle will cost (if there were to be one)? And with the SNES and *Mario World* bundle costing about £70, Sega's high pricing scheme seems to be a very untactful move. What are new buyers going to think? - "The Mega Drive and SNES are about as good as each other, which one shall we go for? Oh look! One Mega Drive game costs more than the SNES and one game put together. Well, there's no contest at all is there? My mind has been made up for me."

This is just one example of what may happen if Sega continue pricing their forthcoming releases so high. OK, so it's the new SVP (DSP) chip that is causing all these high *Virtua Racing* costs, so Sega will lose out if they priced the game low. Surely, though, they could sacrifice some of their profits just to keep Mega Drive gamers happy. In the long run this would be better. Think about how many people will buy the Mega Drive just for *Virtua Racing*. It seems that Sega are now getting into the shoes that Nintendo used to wear, and did you see where it got them? High prices meant less buyers and so third-party publishers made less profit. Soon some publishers decided to stop making games for Nintendo, so they changed their policy and the publishers eventually came back.

Sega might think they can get away with it but when they start falling into the same pit that Nintendo did, they'll wish they hadn't even mentioned it. I personally think that we will continue to see high prices until this does happen.

Arpan Mehta, Cheltenham



Mega Drive Virtua Racing. Now officially only £70. Only?

Dear Arpan,
Not you again, this is the second letter you've had printed this issue. Ah well, here goes. Sega have always been experts at branding, not just making their machines popular games systems but making the name of Sega a household name and a name tinged with excitement, danger and slight anarchism. They've also consistently kept themselves at the forefront of video gaming, by continually coming up with new developments such as the Mega CD, Sega VR, the Multi-Mega, Virtua Racing and so on. This is their strength, and while the Nintendo systems might offer slightly better value for money, those who want street cred and want to be at the forefront of video-game technology will go the Sega route even if Sega's cutting edge image is by and large just gloss.

Everyone knows that the Mega Drive and Mega CD aren't the most powerful machines around, but they are the most marketed, and Sega continually support them, so they're desirable. Does this mean that Sega should be able to charge what they like for games? Well, no. The *Virtua Racing* example is a bit of an exception, in that the SVP chip will incur additional costs. So really, I think that as a one-off, it's up to the punter to decide whether they want to splash out for this unique piece of software, but generally the continual increases in cart prices are unacceptable. Again, look out for our cart price feature in the very next issue of MEGA; it will hopefully be very enlightening for all of us. Andy



WRITE TO US...

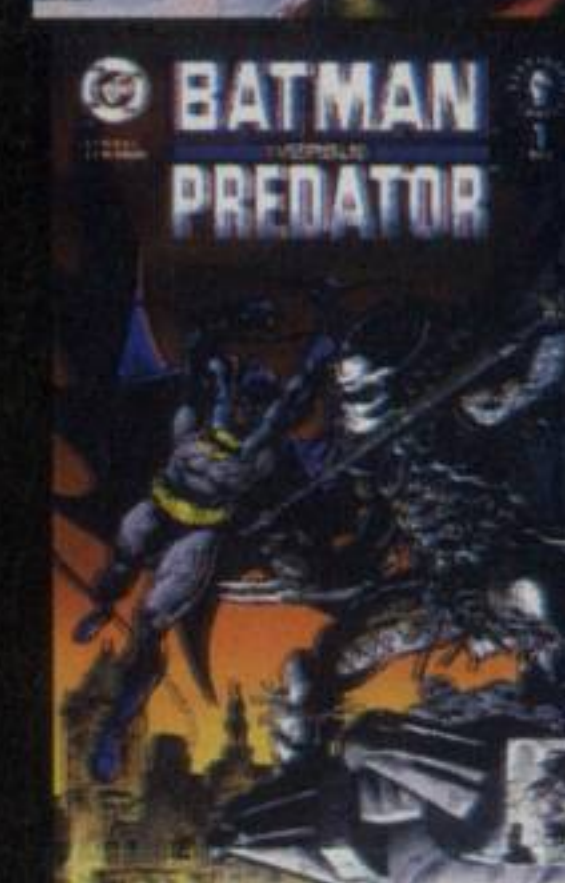
... on one condition; that you have something to say or ask that will be of interest to other MEGA readers. Because if you don't, then it is unlikely that we will actually print your tedious drivel in the mag. If you still want to write in, send your letters to MEGA MOUTH, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

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MEGA DOWN TIPS

As evening descends, the MEGA team flop down on scatter cushions and sofas, with glazed eyes and weary smiles. Another fantastic issue is over. But don't worry, in the morning they'll all be bright eyed and bushy tailed...

TIPS VIRTUA RACING PLUS SONIC 3: PART TWO

You might be forgiven for thinking that MEGA has covered every Mega Drive game that's ever been made. And you'd (probably) be right. And this is why it's a bloody good job they're making even more of the things in time for next month's thrilling instalment.

PREVIEWS

Another bumper crop of previews will include the long-awaited *Excellent Dizzy Collection*, *Hurricane*, a thoroughly intriguing little number known as *Tomcat Alley CD* plus all the hottest up-and-coming games.

REVIEWS

It's not all previews, previews, previews, though. We'll be doing the judgmental thing and raining plaudits or casting doom on all the latest releases. And we'll give them a mark out of 100, which is, let me tell you, a strangely satisfying thing to do. Which games? Oh there's the little matter of the biggest beat-'em-up title of 1994, *Streets of Rage 3*. There'll be

Marko's Magic Football

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THE AS ON THE BACK PAGE

If you've taken the time to answer the Qs In The News on page 11, you'll be wanting to know what the answers are. And, spook, here they are...

1. Genesis 32X
2. Mars (probably)
3. Ka
4. Shere Khan's the only one who doesn't sing a song in the movie
5. Nine, only nine. Bummer!
6. Veg-o-fortress
7. Universal Soldier
8. A cel
9. The United States is the default setting but you can play as any team you like
10. Manchester United

11. The Lion King
12. Issue 20
13. Four
14. Because it's cold and wet?
15. It would appear not
16. *Third World War*
17. *Revenge Of The Ninja*
18. *Sonic 3*
19. *Rise Of The Dragon*
20. *Romance Of The Three Kingdoms III*

1-8 points: A truly appalling effort.

9-14 points: Better, but you're still a bit thick.


15-17 points: Mmm, almost an excellent effort.

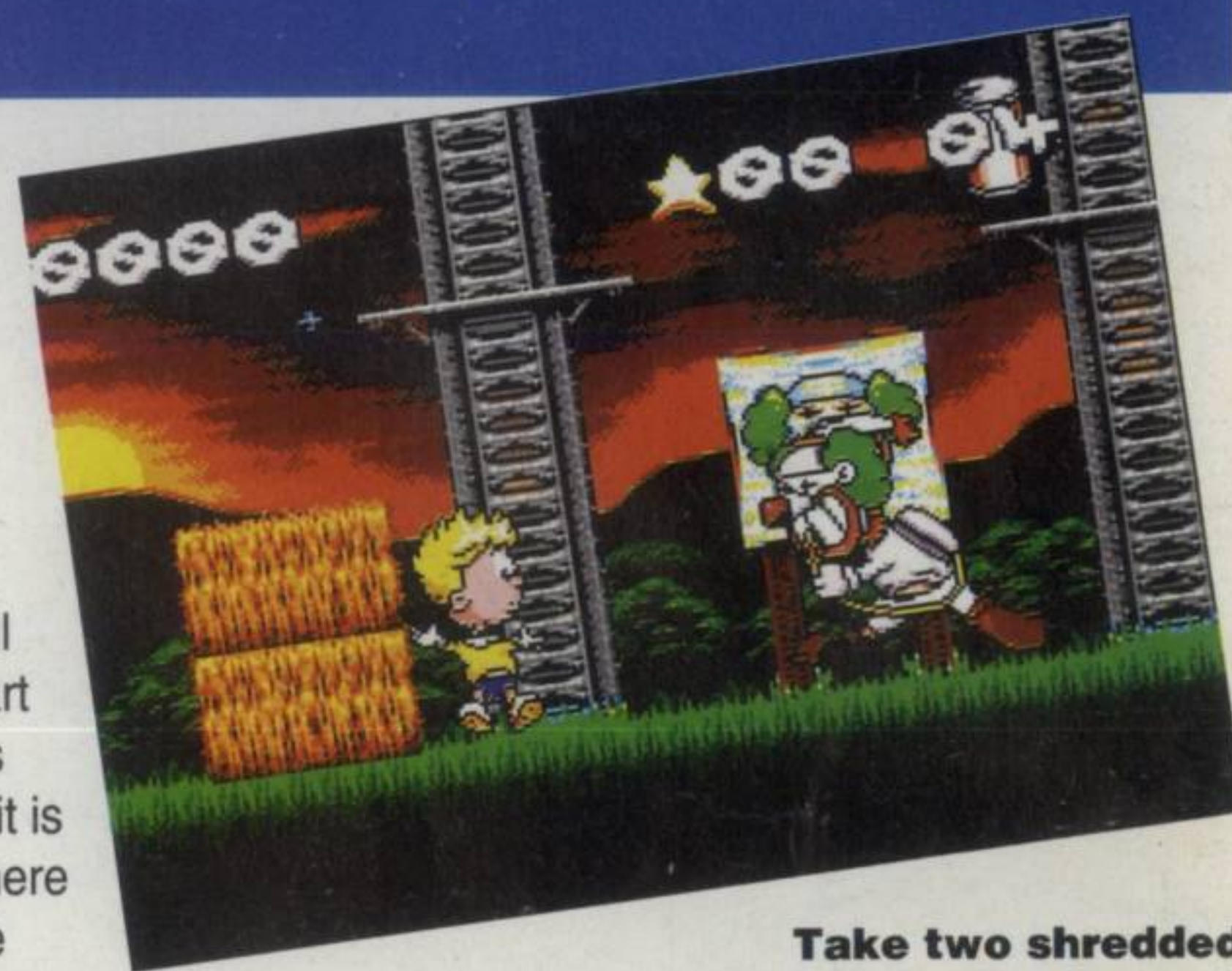
18-20 points: Good show, old boy!

and *Kick Off 3*, plus loads more UK and import Mega Drive and Mega CD games reviewed. Not bad eh?

FEATURES

But that's not all. There will also be a full feature on cart prices – a subject that's as close to MEGA's heart as it is to your own. In addition, there

will be all the newest news, the oldest jokes, the toppest tips, the most complete solutions and the most competitive competitions known to humanity. Issue 21 on sale Thursday 19 May. Hurrah! 



Take two shredded wheat into the shower?

BIG DAY OUT

Look around you. Blue skies, the sun has got his hat on, and all that. What more of an excuse do you need for a day out with ice cream, fizzy drinks and the usual jolly japes that seem such a good idea when summer peeks its cheery face around the corner? The MEGA team need no arm twisting, so we're planning just that in a couple of months time.

If you can find us on our Big Day Out, you'll be in for some fantastic prizes, plus a game of headers-and-volleys with Paul (probably). But first of all you've got to track us down.

We'll be heading east from our home town Bath, and it'll include a motorway trip. But which town is our destination? Its first is in Worcester, but never in Grimsby. Its last is in Eastbourne, but never in Bristol. Plenty more clues in next month's Shut Down as we get nearer the Big Day Out.



Kick Off 3 tells you which area of the pitch you're in. This is the "goal"



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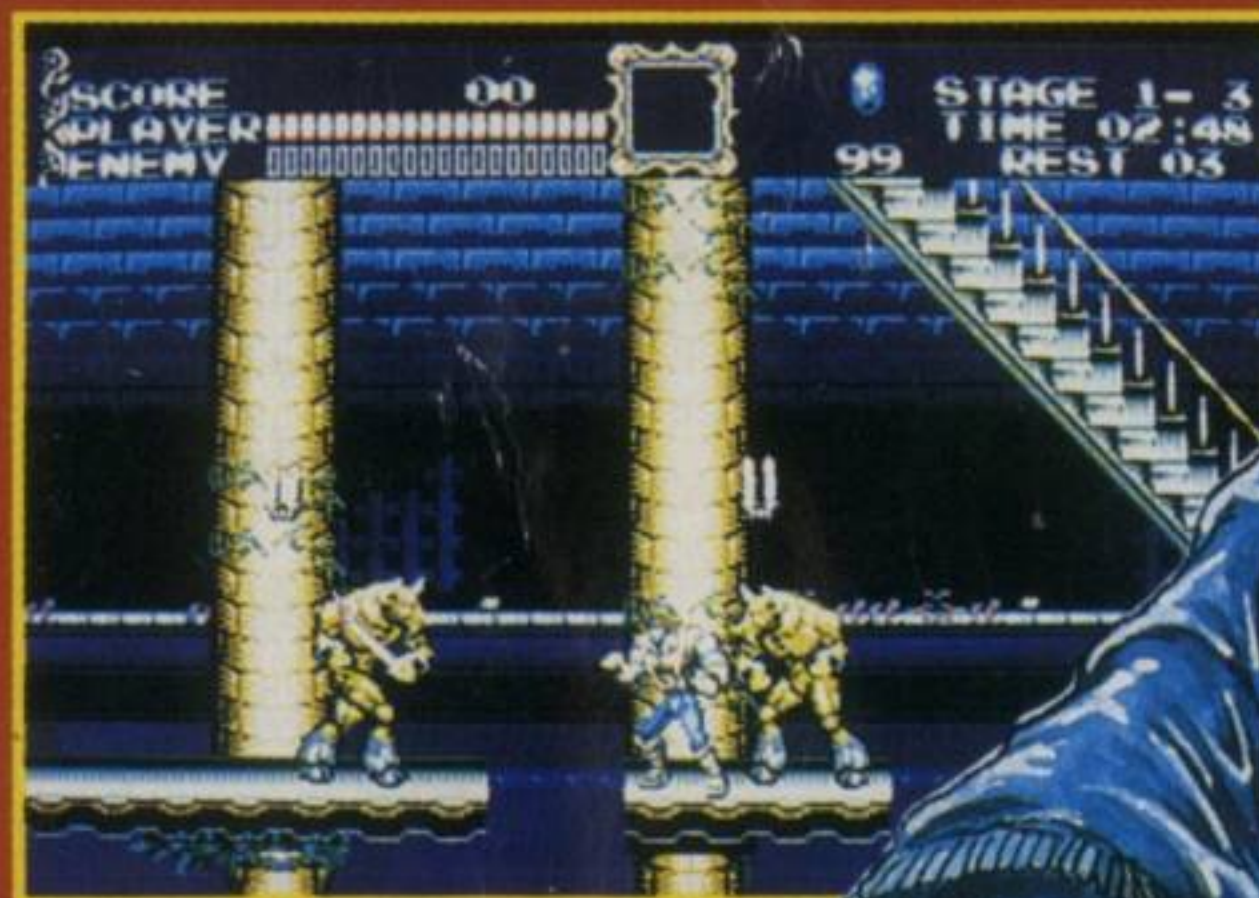
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