

MegaDrive Master System Game Gear Mega-CD

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MEGAZONE

APRIL 1994 \$4.95* NZ \$6.95 (Inc. GST)

AUSTRALIA'S
100%
SEGA
MAGAZINE

Virtua Racing

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Drive, too!)

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- Castlevania ◀
- Hyperdunk ◀
- Dune ◀

free!
poster
inside

Mortal Kombat Thrashed

Our definitive Gamebuster shows you how

THE ICE

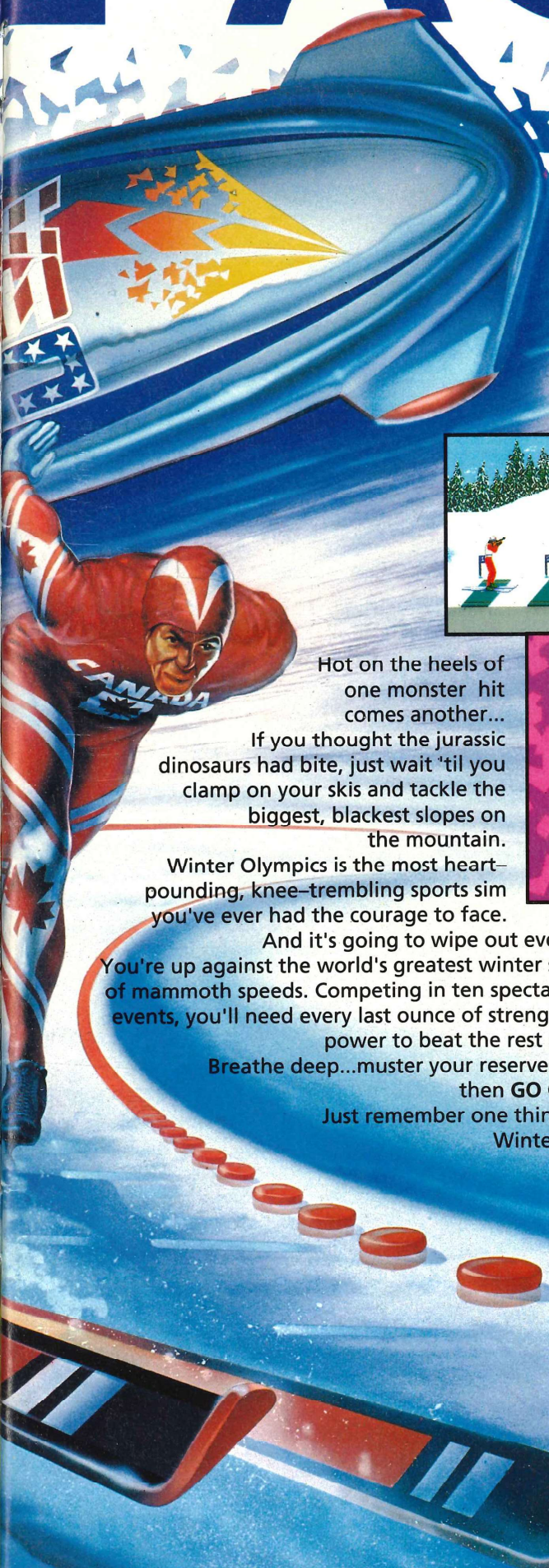


W i n t e r
OLYMPICS

This Winter's hottest game.

E AGE

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Screen shots from a selection of available formats (see above)





SEGA
MULTI-MEGA
COMPACT
DISC

Special Features

WHAT MORE COULD YOU WISH FOR?

18

It's small, black and as sexy as a piece of machinery can get. Yes, it's the Multi-Mega, but you can't have it.

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The design's been finalised, the coding finished—now it's time to get rid of those darn bugs...

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April 1994

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Megazone

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*Recommended and
maximum retail price only.

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END ZONE

Warning: this page contains scenes of extreme violence. Not for the faint-hearted (or those with tomato sauce phobia).

Hello,

Welcome to another issue of Australia's premier Sega gaming magazine.

Hot from the United States is the Multi-Mega. It doesn't know whether it's a personal CD player, a Mega Drive or a Mega-CD. That's because it's all three, and pretty spunky it is too.

We meet the Sydney Kings, peer upwards and say 'hello'. Then we cut them down to size by making them play the Sega Hotliners at *NBA Jam*.

This month we road-test *Virtua Racing*, Sega's hot new arcade conversion. And, boy, you could *be* in the arcades. It's fast, furious, funky and it's all thanks to Sega's revolutionary DSP chip. It's actually based on technology used in the arcade machine. Read the review on page 34, then have a stab at winning a copy with our fantastic competition on page 20.

Mortal Kombat is one of the toughest beat 'em ups around. Our extensive game guide tells you how to beat the living daylights out of it and leave it whimpering in the corner. Let the fight begin...

Well, that's enough blurb about this issue. Tell you what, why don't I just shut up and let you read all about it for yourselves...?

Adam



MEGA MOUTH LETTERS



HOLD THE FLASHING

Dear Waringo,

First of all, a Gamebuster on Flashback wasn't such a good idea, was it? Some poor buggers like me can't afford new games as soon as they come out. You know that feeling of disgust when someone spoils a good movie for you? I had to staple the pages together to make sure I will enjoy the game when I can eventually afford it.

Apart from that, I'd like to say congratulations on the magazine and how great a job you've all done. But what the heck, that's me and my mag. Maybe bigger and better screenshots could be used...

Keep up the good work.

Adam

Gamebusters are not meant to 'spoil' games, but obviously we can't please everybody all the time. We try to select popular carts that a large number of readers will be familiar with, either by owning or renting it. Anyway, even if you don't have the game, a Gamebuster can help you decide if you really want it. Keep using those staples if you still disagree.

As for your second point, we have been trying to beef up our screenshots - from last issue, we hope you'll agree they've been bigger, better and more numerous.

See, you only have to ask, and Megazone delivers...

SHOCK TACTICS

FREE SEX... OK, Mega Mouth, this is my third letter, and I know that will grab your attention. Being a Mega Drive owner, I am not pleased with the quality of games Sega is producing/allowing to come onto the market. I only own three games, but have played over 60 titles through renting, so I consider myself to have a good knowledge of Mega Drive games. Even though most of the games aren't good, I'm pleased and happy to hear that top games will be coming out in the near future. Can you answer these questions for me?

1. My Mega Drive is a PAL version, and recently I purchased a Japanese six-button joystick and *Mortal Kombat*. While playing the game, I am having problems with the light kick (button C), which works fine for 10-15 minutes. After this period, button C works after every three or five taps. Is the problem created by the Mega Drive, pad or game?
2. I was going to buy the Mega-CD, but was told not to, due to better and cheaper systems on the horizon, like the Jaguar. Is this a wise decision?

Oguz
Coolaroo, VIC

There are lots of crap games being released, but there are a lot of excellent ones too. Reading the reviews in Megazone and renting games will sort the garbage from the gems.

1. Couldn't tell you, as we've not heard of the problem before. Try Sega's technical support department on (02) 317 0000.

2. There'll always be better machines on the horizon, but how long can you wait? The Mega-CD is here and now and is starting to build a fairly comprehensive library of games. The choice is yours...

SHORT AND SHARP

Hi,

Well this is short and to the point. In the January issue, you said something about a Game Genie to be released soon for the Mega-CD, and in the Hints & Tips section, you said there is a delay in entering rooms with the Pro-CDX. Does this mean that this would not happen with the Game Genie? Also, it is to my understanding that there is no other device such as this for the Mega-CD. Your help would be greatly appreciated.

Anthony
Yandina, QLD

They're two completely different cartridges. The Pro-CDX allows foreign games to be played on your Australian Mega Drive; the Game Genie allows you to enter cheat codes.

BELOW THE BELT

Dear Megazone crew,

First of all, I would like to say that you're doing a great job with your magazine. My reason for writing is that I, and many friends of mine, think that you're being pounded on and not pounding back.

What I'm referring to is Nintendo magazines dumping on Sega magazines. I can say truthfully that I have not read one offensive Nintendo joke or pun directed at that try-hard company. Maybe there have been a few cracks directed at them, but nothing to get their blood boiling. I'm not saying that you should make a habit of it - just start defending yourselves. I hope you take this very seriously, and think about what I'm saying. Apart from this, keep up the quality of your great magazine.

Glenn
St Marys, NSW

Thanks for your support but, to tell you the truth, all this "Nintendo sucks" stuff is mind-numbingly boring. We bat for Sega (obviously); others prefer Nintendo. So who cares? If we all liked the same things, life would be pretty dull.

Mind you, if anyone comes up with any good Nintendo-slagger jokes, send 'em in and we'll start a 'Nintendo players are geeks' column, or something.

Anyway, what are you doing reading Nintendo magazines?

LETTERS

RETURN OF THE MALE EGO

Dear Megazone,
I am deeply apologetic about my letter in the December Issue (Attack of the Male Ego). I must have been way out or something, because I don't remember writing that stuff about Chun Li and Sonya Blade.

While I'm here, I'd like to applaud Psygnosis for their fine efforts in *Puggsy* and *Wiz 'n Liz*. Two great games that are just as addictive as *Lemmings*.

Hey, guess what? I've seen *Mortal Kombat 2* and it's better than the original. They had a huge screen for it, and the players were lining up for miles. Since I couldn't be bothered to play, I spent all my money on *NBA Jam* ('cause I'm a mad basketball fan) and had a gnarly time. Whoops! Sorry, I've been hanging around the beach for too long.

Now for some questions:

1. Is there going to be a *Super Deluxe Street Fighter 2 Champion Edition Hyper Turbo Plus*?
2. Could you show the computer gaming world what the Megazone office looks like?
3. How about making Megazone bigger?
4. Who chooses the Mega Mouth letters?
5. How many letters come into Megazone each month?
6. Has Capcom considered putting the SF2 characters into a scrolling beat 'em up (like *Streets of Rage*)? Keep cool but don't die of frostbite.

**Brett
Murray, QLD**

1. *Get real.*
2. *A photograph was taken of the Megazone office, but unfortunately Duane accidentally electronically shredded it into 57 unrecognisable fragments. Each piece has been randomly distributed throughout this issue, so happy hunting, Brett! (By the way, the bit that resembles a Third World garbage dump is Adam's desk.)*
3. *We will, as soon as possible. Promise.*
4. *Since being 'relieved' of her Game Gaze pages, Psychic Sandy has tackled the Mega Mouth letters box with renewed vigour. With a little help from Adam 'half a slab' Waring, that is.*
5. *Too many to even think about. As you've now had two published, I suggest you never write to us again, to give others a fair go.*
6. *As I said before, I suggest you never write to us again.*

PS: Brett, you're the most unpopular person in the month's Mega Mouth mailbag. Don't take it personally...

LONG-LOST LEYLAND BROTHER

Dear Ed,
Greetings from the Top End, where men are men (no earrings, long hair or boys like Brett from Murray, QLD, who need 2D photos of non-existent women to survive), and women are women (make Chun Li look like a scared mouse, and who needs Elle up here?).

Anyway, I have taken time out from croc-wrestling to ask these few questions:

1. Why do games cost so much?
2. Why does the six-button pad cost \$69.95, as reported in Megazone? That's approximately \$11 for each button.

It appears that consoles and their add-ons are rising in price at a rate only matched by the failing Oz dollar value.

If importing carts, consoles and add-ons is the reason, then why doesn't Sega open a manufacturing plant in Australia? It would mean more jobs, affordable products and an Australian Made sticker slapped on them.

Well the crocs are restless, so I will go forth to face nature, with my bulging muscles and bronzed body, to assert my primitive, manly instincts.

Yours grotesquely,

**Jay
Nakara, NT**

That's nothing, Sandra's favourite hobby is dinosaur wrestling. She's just nipped out to take on a three-storey high T-Rex in a vat of warm custard.

1. *Cartridge games are expensive to make. Are prices too high, though? Megazone is set to investigate soon...*

2. *There are lots of cheaper six-button pads available from other suppliers. Maybe they're worth checking out...*

MEGAZONE OP SHOP

The Op Shop just keeps growing, with a record number of listings this month – there are more bargains here than in the January Grace Bros sale.

If you want your ad to feature in future months, whack details of your wares on paper (typed or very clearly written, please) and include your telephone number (with area code!) or address, if you're not on the phone. Send them to:

**Megazone Op Shop, PO Box 746,
Darlinghurst 2010.**

Note that we can only print phone numbers or addresses, no names.

FOR SALE

MEGA DRIVE with *Mortal Kombat*, *Streets of Rage 2*, *Taz-Mania*, *Ghouls 'n Ghosts*, *Sonic*, *Space Harrier 2*, *Columns* and *Altered Beast*, cheats and eight magazines. All for \$500.

Tel: (03) 366 6676

MEGA DRIVE: *Super Real Basketball*, *Cyberball*, *Bart vs Space Mutants*, *Terminator*, *WWF Super Wrestlemania*, *Ghostbusters* and *X-Men*. The lot for \$300.

Tel: (046) 26 6272

MEGA DRIVE: *Sonic 2* \$40, *Streets of Rage 2* \$25, *Golden Axe 3* \$40, *Mortal Kombat* \$80.

Tel: (03) 808 3798

MEGA DRIVE: *Ecco* \$65, *World of Illusion* \$69.

Tel: (02) 476 5323

MEGA DRIVE: *Cyborg Justice*, *Sonic 1 & 2*, *Joe Montana '92*, *Columns* and *Chakan* – all about \$45. Also, *Lynx* and *Gameboy* for sale.

Tel: (02) 907 0645

MEGA DRIVE: *Jungle Strike*, *Tony La Russa Baseball*, *NHLPA Hockey '93*, *Road Avenger CD*. All \$85 each. *Asian SF2* with converter for \$149.

Tel: (08) 268 5062

MEGA DRIVE: *Sonic* for \$35.

Tel: (067) 67 3845

MASTER SYSTEM: *Ultima 4*, *Predator 2*, *Sonic 2*, *Lemmings* for \$50 each; *Hang On* for \$15.

Tel: (085) 84 7905

MASTER SYSTEM II with two control pads, manuals, in box for \$50. Also *Sonic* \$35, *Columns* \$25, *Wonderboy* \$15, *Pacmania* \$15, *Lemmings* \$35, *California Games* \$25, *Time Soldiers* \$15. Or the lot for \$200.

Tel: (03) 836 7179

MASTER SYSTEM II with nine games for \$180.

Tel: (03) 376 1792

MESSAGE RECEIVED

Dear Mega Ed,
I would like to start my letter off like this:

To the IBM User—"Just go home, your mother wants you". To the Disappointed Subscriber—I have at least 17 friends who are buying the new 100% Sega Megazone, to which I extend my congratulations.

I would like to know:

1. Are you going to do a preview on the 3DO?
2. Is *Leisure Suit Larry* coming out on the Mega Drive?

At the end of this letter, I would like to say that Sega Rules, and if anyone's got something to say, say it to my big brother, Rocky.

Grant

Moree, NSW

Er, yes, it's good to have a little debate happening now and again.

1. Megazone, as you've pointed out, is a 100% Sega magazine and the 3DO is really not something we'd concentrate on, so we won't be doing a full-length preview on it. However, if anything interesting (to Sega fans) comes about from it, we'll let you know.

2. It's extremely unlikely that *Leisure Suit Larry* will make it onto the Mega Drive, simply because it's a huge program, taking many megabytes of hard disk space on the PC. However, a Mega-CD version is certainly possible, though we've yet to hear anything about it being in development...

OFF THE PLANET

Dear Mega Mouth,

Your magazine Megazone (as I believe it is known on planet Earth) is quality reading and 'choice' (a current Earthling expression). Here are a few hints, tips and questions for your already bodaciously dudey-cool mag.

1. What happened to the posters (not that the previous efforts were anything amazing...). Maybe you could try a six-page fold-out or something? Of course, I already have 527 posters in my holiday house on Pluto.
2. How about a special arcade section?
3. Will *Super Street Fighter 2* be coming out for Sega machines eventually? (Please say yes, or I will be forced to stick grapes in my sister's nose.)
4. Do you know if *Mortal Kombat 2* is any good?

Thankyou very, very much for cutting the Comic Fix, and all the new stuff you're giving away is really cool. Oh yeah, thanks for making the mag 100% Sega. All those nitty-witty IBM and Nintendo freaks can put goldfish in their bottoms and go bungy jumping.

Lastly, please print this letter in your godly mag, as it is my sixth attempt and it costs a lot of money to send letters from outer atmospheres. That's all from me, so I'll see ya later... maybe.

PS: You guys don't really have a life-size blow-up doll of Chun Li... do you?!!!

Nick

Somewhere on Saturn

Oh no, not another loony.

1. Right. Good for you.
2. No.
3. For your sister's nostrils' sake, yes it probably will, eventually.
4. Presumably, you mean the arcade game. From all reports, yes it is. As we've been chained to our Mega Drives, we haven't road-tested it personally.

PS: She's actually been retired in favour of a life-size blow-up baby dinosaur called Pud. We got sick of her scaring the cleaners.

THE MASKED GAMESPLAYER

To Mega Mouth,

I own a Mega Drive and would like these questions answered.

1. Will *Mortal Kombat 2* come out on Mega Drive? If so, when?
2. Which is the best value control pad with the arcade stick for under \$100?
3. Do you know of any reliable source for mail order games? I heard some rip you off.

Thanks for being the best mag in the newsagency. Keep up the good work.

Anon

1. We've said it once, but we'll say it again – almost certainly, but we don't know when (neither does Sega).

2. We presume you're referring to a joystick. Sega has just released a couple of spunky new pads, both with a joystick option. One's a six-button pad, while the other is a three turbo button pad. When we spoke to Sega, they hadn't finalised the prices, but be assured that they will be within your range. Expect to see several other new sticks on the market soon, as well as a welcome lowering of prices.

3. Most mail order suppliers are reputable, though it's always a good idea to ring them up before sending off your order. Check out ads in Megazone.



ANYTHING KEEPING YOU AWAKE AT NIGHT?

It's an outrage! Sonic is the devil's disciple, poisoning young minds, creating a breakdown in law and order, causing bushfires throughout the State, and... and... even worse things.

Erm, perhaps not. But if there is anything that makes your blood boil (about Sega games, that is), then make your feelings known through the pages of Australia's only Sega-dedicated magazine.

The Megazone crew are also Australia's brainiest gamers, so if you have any questions, fire 'em at us. (The team are also the least tolerant; make your letters interesting or they'll be filed in the round metal filing cabinet at the side of Sandra's desk.)

Sorry, but we're too busy playing *Sonic* (erm, we mean putting together your fave mag) to reply personally.

Send your words of wisdom/inane rantings to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

L-PLATE GAMER

Dear Megazone,

I am a new reader of this cool mag. I own a Mega Drive II, and I was wondering if you could give me the password for *Sonic 2* so I can get into the part where you can choose which stage you want to play in. Also, what is the difference between the Mega Drive and Mega Drive II?

Janice
WA

OK, since you asked so nicely. Turn the game on and wait for the title screen to appear. Instead of selecting Player 1 or 2, press Down twice then Start to access the Options screen. Go down to the sound test and toggle through to play sounds 19, 65, 09 and 17 in that order, pressing the B button after selecting each to hear the sound.

After you've pressed B for the last time, a chime will sound (providing you've done the cheat successfully). Now press Reset, wait for the title screen again, hold down button A and press Start. You'll then be given a level select screen (see accompanying screenshot). Choose your desired level by toggling through them, then pressing Start.

The differences between the Mega Drive and Mega Drive II are purely cosmetic (the Mega Drive was chunkier), as you will know if you read last month's Mega Drive exposé.



▲ Go anywhere, do anything, be who you want to be with this absolutely astounding *Sonic 2* level select.

VENOM AND VITRIOL

Dear, oh dear,

What I'm saying here is basically criticism aimed at our old pal Brett of Murray, QLD. The Brettmeister wrote an extremely pathetic letter that was published in the December issue of Megazone.

How do you expect to gain new readers if you make us read complete crap like that? It was the first time I had invested in your mag, and I immediately doubted my reasoning for making this purchase. You guys must've been really desperate to allow this letter to be published. The guy must really be up himself. He mentions that he is a "games genius", and also blabs on about how he's some kind of totally wicked, mega-awesome fellow because he's "superfast" at *Sonic 2* and *Flashback*.

The Brettmeister continues to "entertain" us by going into a completely bugged storyline of a cross between *SF2* and *Mort'*. All, in all, it was an extremely feeble attempt at humour, not to mention letter writing.

Here's some advice: don't even be tempted to publish another of Brett-babe's letters. If you're desperate, make up a few letters yourselves.

The Yak
Launceston, TAS

Yes we are desperate. Again.

GOSSIP MONGER

Yo Mega Mouth,

I own a Master System II and would like some questions answered:

1. I heard a kid at the beach telling his mates that there was a *Mortal Kombat 2* at the arcades, and that it was more gory than the original? Is this true?
2. Is US Gold planning on making a sequel to *Star Wars* on the Master System?
3. Adam, are you married? I know a girl who really wants to get into your britches, if you know what I mean. I've attached her phone number.

4. I have some great ideas for some games. Could you tell me the addresses of some Australian games producers? If they decided to produce one of my ideas, would I be paid? How much?

Yours sincerely,

Chris

Forestdale, QLD

1. Yes, it exists, and the blood runs free.
2. No news as yet.
3. The receptionist at the Sydney School for the Blind says she can fit your friend in at 9:45 am on Friday.
4. Write to Sega, Locked Bag 7, Rosebery, NSW 2018, or Beam Software, 2nd Floor, 11-17 Dorcas Street, VIC 3205.

MASTER SYSTEM II with *Mortal Kombat* for \$80. *Mortal Kombat* \$40, *World Grand Prix* \$25, *Wonderboy 3* \$25, *Castle of Illusion* \$20, *The Ninja* \$10, *Enduro Racer* \$10, *Super Tennis* \$10, *Teddy Boy* \$10.

Tel: (07) 355 1079

MASTER SYSTEM II with *Sonic 2*, *Sonic Chaos*, *Mortal Kombat*, *Land of Illusion* and three others for \$300 ono.

Tel: (079) 38 8160

MASTER SYSTEM with two pads, AC adaptor and seven games for \$190.

Tel: (02) 451 3501

MASTER SYSTEM II with normal and HES pads, *Asterix* and *Wonderboy* for \$90.

Tel: (067) 67 3845

MASTER SYSTEM II with two pads, joystick and 10 games for \$400 ono.

Tel: (074) 94 7373

MASTER SYSTEM II with pad and stick for \$85. Also, 14 games ranging from \$30 to \$50. Or the lot for \$500.

Tel: (043) 99 2000

GAME GEAR With *Sonic*, *Streets of Rage* and AC adaptor. New for \$300 ono.

Tel: (089) 87 6593

GAME GEAR: *Lemmings* \$50, *Ax-Battler* \$60, or both for \$100.

Tel: (02) 451 3501

MEGA-CD, Mega Drive, *Menacer*, *Streets of Rage 2*, *T2*, *Mortal Kombat*, *Sonic*, *Menacer* cart, *Altered Beast*, *Time Gal CD*, *Sherlock CD*. All for \$600.

Tel: (02) 663 4567

TO SWAP

MEGA DRIVE and **MASTER SYSTEM** games to swap.

Tel: (07) 882 1486

MEGA DRIVE: *Sonic* and *Columns* for *F1*.

Tel: (03) 749 5210

MEGA DRIVE: *Alex Kidd in the Enchanted Castle* for any game except *Sonic 1 & 2*, *Alien Storm*, *Columns* and *Altered Beast*.

Write: 22 Clanalpine St, Mosman, NSW 2088.

MASTER SYSTEM: *Sonic 2* for *Alien 3* or one of the *Terminator* games.

Tel: (090) 38 3007

WANTED TO BUY

MEGA DRIVE: *Landstalker*, *Super Monaco GP*, *Sonic*, *Chuck Rock* or others.

Tel: (09) 417 4812

MEGA DRIVE: *Sonic* for \$25, *Sonic* comic issue 3 for \$10.

Tel: (066) 52 3736

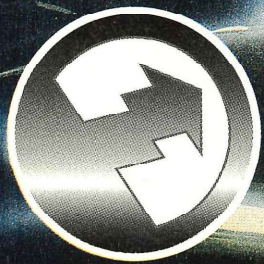
MEGA DRIVE: *FIFA International Soccer*, *Road Rash*, *SF2*, *Golden Axe 2*.

Tel: (08) 57 7816

MEGA DRIVE: *Shining in the Darkness*. Will pay new price.

Tel: (088) 25 6242

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within
the
almighty
Sega Sanctum,
a new force has
arisen.
It is known as...



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0055 . 22308

Bubba'n'Stix

0055 . 22309

Competition Line

0055 . 22310

SEGA POWERLINE
AUTHORISED
Beware of imitations

(70c/min. Make sure it's OK with your Old's before you call. * 55c/min - still check with the Old's)

NB. Some of the above numbers may relate to a new title after two months.

Adrenalin SG0060/MZ

Hotline to go public

Lost on level three? Can't find the chaos emeralds? Beaten by end-of-level bad-dies? Worry not, help is at hand. The Sega Hotline, staffed by the best gamers in the land, will soon be open to all through a premium-rate telephone service.

Previously, you've had to be a member of the New Reality Club to pick the Segamasters' brains. From the end of this month, the Hotline will be expanded to cope with the expected demand, with 28 operators rostered to guide you through those bad patches. Help will be available 365 days a year, between the hours of 9 am to 9 pm (approximately—hours will vary according to

response). As well as live help, pre-recorded messages will take players through specific titles. All in all, 30 lines will be available.

The service is scheduled to start from the beginning of May, and will be a 1-900 number (which will work in a similar way to existing 0055 numbers). Calls will be charged at a

premium rate, so if you don't pay the phone bill, make sure that the person who does gives the OK.

▼ **Talk to them by day, talk to them by night. As you can see, the Sega Hotline guys are just waiting for your calls.**

TV Zone

A new TV show will be hitting our screens early this April. And it's not any old program – *The Zone* is dedicated 100% to video games.

Sega gaming will be well-represented, and the program will contain news, games reviews, tips and features covering all aspects of video gaming.

Members of the Megazone team will join a motley crew of reviewers to give you the low-down on the latest games. The programme will have a 'cyber grunge' feel: interviews will be set in a messy kid's bedroom; games will be tested in grotto-like surroundings.

The Zone will be appearing Saturday mornings on Channel Nine. The series begins in early April (exact time and date is to be confirmed at the time of writing. Check out your TV guide for more details).



Rough Justice

You can now double the carnage in *Lethal Enforcers* thanks to a second Justifier. The add-on has just been made available from Konami, the game's maker.

The second gun plugs into the bottom of the Justifier supplied in the *Lethal Enforcers*

package. It's styled in shocking pink to contrast with the electric blue of the original.

An additional Justifier will set you back around \$39.95, and should be available from much the same places that you bought your copy of *Lethal Enforcers* from.

Board of Game?

Board games fans will be delighted to hear that the classic real estate trading game, *Monopoly*, is available on Mega Drive.

Unfortunately, not officially in this country. However, imported copies are being stocked by various retailers. Ours was supplied by **Mega Blast**. Call them on (02) 477 5444.

It's an American version of the game, and

so street names are based in New York. And there's no 'borrowing' from the bank while nobody's looking.

We just thought you should know.

▶ **Go to jail. Go directly to jail. Do not pass Go. Do not collect \$200.**



Charts

It's hip, it's happenin', and it's here. Welcome to the Megazone lowdown on the top-selling Sega games in the land.

MEGA DRIVE

1. Sonic 3
2. NBA Jam
3. Eternal Champions
4. Aladdin
5. Lethal Enforcers
6. John Madden '94
7. Crash Dummies
8. FIFA International Soccer
9. Best of the Best Championship Karatee
10. Sonic Spinball

MASTER SYSTEM

1. Sonic Chaos
2. Ecco
3. Dr Robotnik's Mean Bean Machine
4. Ren & Stimpy
5. Crash Dummies
6. Mortal Kombat
7. Desert Speed Trap
8. Jurassic Park
9. Wimbledon 2
10. Global Gladiators

GAME GEAR

1. T2 Judgment Day
2. Tom & Jerry
3. Ecco
4. F1
5. Mortal Kombat

MEGA-CD

1. Thunderhawk
2. Lethal Enforcers
3. Silpheed
4. Sonic
5. Final Fight

Charts compiled by Megablast
(02) 477 5444.

the megachart

WELCOME TO THE MEGA DRIVE ZONE

The Sonic Story

You've played the games, you've contemplated starting the fanclub - now you can read the book.

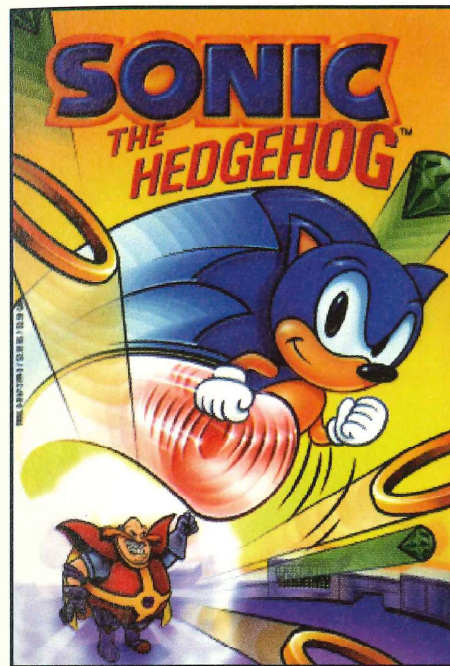
The *Sonic* story is told in a new literary tome, simply entitled *Sonic the Hedgehog*. Aimed obviously at the younger reader, it tells the story of how Sonic and his pals battle to save the planet Mobius from the evil Dr Robotnik.

The book costs \$2.95 and is published by Troll Books. It's available now from bookshops and newsagents Australia-wide. A follow-up title, called *Robotnik's Revenge*, will appear in the shops from June.

Some of our lucky readers will be able to sample Sonic's story for free. Yep, Troll has donated 10 copies of the tale. To score yours, simply name Sonic's arch enemy. Scribble it on the back of an envelope or postcard and send it, along with your name and address, to:

Sonic, you're my tonic, Megazone,
PO Box 746, Darlinghurst, NSW 2010.

Get 'em to us by May 6 to be in the running.



▲ Read all about Sonic's crazy adventures in this cute new book. Even better - this month you can win it!

MEGA DRIVE PACKS

The Mega Drive II is available for a short time in a stand-alone pack for under \$200.

There's not even a whiff of hedgehog inside the brightly-coloured pink box. What you do get for your \$199.95 is a Mega Drive II and a six-button joystick.

Another pack currently available includes Sega's game-of-the-moment, the brilliant *Aladdin*. It too comes with a six-button controller, but weighs in another 100 smackeronies heavier, with a price tag of \$299.95.

If either sounds to be just what you're looking for, be quick: stocks of both packs are limited and once they're sold out, no more will be produced.

STOP PRESS: Rumour has it that a new *NBA Jam* Mega Drive II pack will offer the chance to win a real Midway *NBA Jam* arcade machine...



▲ The hot new boxes to look for... the Mega Drive pack and the *Aladdin* deal.

MEGA ZONE

STICK FROM ANOTHER dimension

Hornby Hobbies, supplier of the Game Genie cheat cartridge, has recently announced the release of a new multi-function joystick.

The joystick is unique in that, as well as the usual horizontal and vertical movement, it allows control in extra dimensions, such as in and out of the screen.

Games have to be specially programmed to take advantage of this feature, and Hornby says that big names like Electronic Arts, US Gold and Virgin will be producing compatible games. The joystick and games should appear towards the end of this year.

PLAY ME A GAME, DADDY-O

Also from Hornby, the Video Jukebox stores six games on-line at a time. The player can select between them via a front button control panel. Mega-CD owners can bypass the system by pressing a 'CD' button. A slot stores instruction manuals and the like.

Several Jukeboxes can be networked together to create a 'hi-fi' look. It should be available throughout Australia soon.

DON'T DO DRUGS

There's more fun to be had playing with your Mega Drive than messing around with amphetamines. That's the message that the Drug Offensive is promoting. Not only do drugs like speed result in unpredictable and erratic behaviour, but because they're made with dangerous chemicals in illegal backyard labs, you can never be exactly sure what you're getting - it could very well be lethal.

Enough of the lecture. The Drug Offensive is giving away 10 T-Shirts and baseball caps. Just send your name and address to us by May 6, to:

Speed's for weeds,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

For further information, write to:
The Drug Offensive,
GPO Box 652, Woden, ACT 2606.



▲ Taking speed isn't cool, but this great 'Speed Catches up With You' T-shirt and cap sure are. Win them now.

SEGA with Windows?

You'd expect to find Microsoft *Windows* on any office PC nowadays, but soon it may be appearing on Sega machines. A variation of the operating system may appear on Sega's next generation of hardware.

Windows is the world's most popular operating system and has become the standard for PCs. Its user-friendly point-

and-click system makes it far more intuitive to operate than typing in cumbersome commands at a keyboard.

Rather than devote time and effort developing its own friendly front-end for its machines, Sega may opt to use the tried and tested *Windows* interface on its forthcoming Saturn super-console. We'll bring you further developments as soon as we have them.

Quiz

1. Which game sees an unusual combination of frogs and ninjas?
2. Name the game with Spice.
3. What's so special about *Virtua Racing*?
4. Name Rex Vectar's gang.
5. Which game stars a fighter called Ryo?
6. Where could you swap *Sonic 2* for *Alien 3*?
7. What's Baleog's main attribute?
8. What's new, black, has buttons and takes batteries?
9. Which additional piece of hardware will have you counting bodies?
10. Who's 180cm tall and used to deliver your mail?
11. Whose kiss is deadly?
12. What's going to put a stop to sleeping-in on Saturday mornings?
13. What has eight legs, venom and can be found in Sandra's lunch box?



▲ By gum, Sonic's lost it! Win five of these cute little blue doobries and all that gum.

This month's fab(ish) Lucky 13 prize is not one, but five plastic *Sonic the Hedgehogs* filled with chewing gum! One for you, and four for your friends! Or four for you and one for your friend. Or all five for you if you don't have any friends!

The first person to supply all 13 answers gets the gum, so you'll be have to be quick. All answers can be found in this issue - get those magnifying glasses out! Send your answers, by May 6, to:

Megazone Lucky 13,
PO Box 746, Darlinghurst,
NSW 2010.

the megazone lucky 13

gameSPY

preViews

PEBBLE BEACH GOLF

Golfing fans could get quite excited with the release of this new sim. A beach consisting of pebbles may sound like a bit of a daft place to play golf, but within golfing circles, the Pebble Beach course (in the USA) is a golfer's delight and famous for it. Keep in mind that the definition of golfers' heaven is lots of winding fairways, sand traps the size of the Sahara and other frustrating obstacles. Sound like fun?

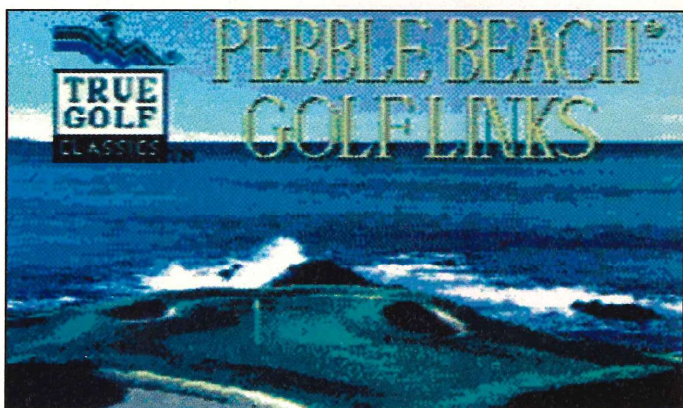
The game only features one course (the aforementioned Pebble Beach, for those at the back not paying attention), but the graphics are quite superb, with highly detailed trees, waterways, greens and those damned sand traps (aargh!).

If you find golf quite daunting, *Pebble Beach* contains a practice option so you can perfect that hole in one swing. Then it's off to the tournament, or the big cash skins game for those who like to sink a ball for \$10,000.

A multi-player option is available, and we all know that laughing at a friend's dud shot makes it all worthwhile. The only question is, how will it rank alongside the *PGA Tour* series? We'll let you know when we review it.

Format: Mega Drive

Supplier: Sega



▲ Oh dear, the ball went in the water somewhere. Get the scuba gear out or take the penalty. Advice: take the penalty.

MICRO MACHINES

We've already reviewed the Mega Drive version of this superb racing game, and the good news for 8-bit owners is that it's coming your way really soon.

The Master System and Game Gear versions look to be just as playable as on their 16-bit big brother. The graphics are excellent, and all vehicles are present. What's more, each retains its unique feel, meaning you have to learn to drive all over again for every new type of motor.

Being based on toy cars, tanks, boats and choppers, races take place all around the home: on the breakfast table, in the bathtub and over the bedroom carpet. There are 27 challenging tracks in all, and if the 8-bits match the playability that the Mega Drive offers (and there's no reason why not), then this game is going to be a winner.

The Game Gear version is especially clever, and features a mode where two players can race head to head on one Game Gear. Cool! More next issue, where they get the review treatment.

Format: Game Gear, Master System

Supplier: Codemasters



► Select one or two players, even on the Game Gear. What a bonus!



▲ Leaping the ramp in a dune buggy may look like a piece of cake, but what's the bet the blighter ends up in the moat?

FLINK

This is a gorgeous looking game. The programmers come from Germany and were part of Thalion, who were responsible for the arcade game *Lionheart*.

They've now turned their attention to the Mega Drive, bringing the arcade knowledge and graphical abilities that made them so successful.

You play a knight and have to make your way through a variety of cute levels that vary from forests to castles, and even include a spell underwater. The lush, scenic backdrops all interact with the main character of the game. It's best described as an adventure game with lots of action.

The game is well underway from Psygnosis. As you can see from the screen shots, the graphics are big, bold and beautiful. There's plenty of variety in the gameplay, ranging from action-packed to mind-bending strategy.

Format: Mega Drive

Supplier: Psygnosis

► Our plucky knight looks rather perplexed. Your guess is as good as his.



◀ The forest level looks great, but there are plenty of perils to avoid. Like those trees.

TENNIS ALL-STARS

This new bat 'n ball game allows you to play as and against a variety of tennis stars from all over the globe. Male and female players are available, and you can choose to play on surfaces from grass to asphalt. Additionally, each of the players has their own special tactical move, which they can make use of in match play. Sounds a bit like *Street Fighter* meets Wimbledon...

A variation from the main theme is Crazy Tennis, which comes complete with power-ups! Plus there's rumoured to be a guest appearance from a leading video game character...

But the really interesting thing about the game is that it's a J-Card. The J-Card is a new innovation from Codemasters, where additional joystick ports have been built into the cartridge's casing. Now four players can take part without the need to buy a separate four-player adaptor. Furthermore, it's not expected to cost any more than a standard cart. Smashing!

Format: Mega Drive

Supplier: Codemasters



▲ I'll have Gabriela Sabatini against John McEnroe, please.

◀ Now, if I could only get the thing over that @\$% net!



▲ It's the Start-up screen. Er... and what a nice Start-up screen it is, too.



▶ Fast, violent and graphic - the kind of cover that looks great in the old games collection.

ROAD RASH

Road Rash has been around on other systems, including the Mega Drive, for yonks. Soon, Master System and Game Gear owners will be able to see what all the fuss has been about.

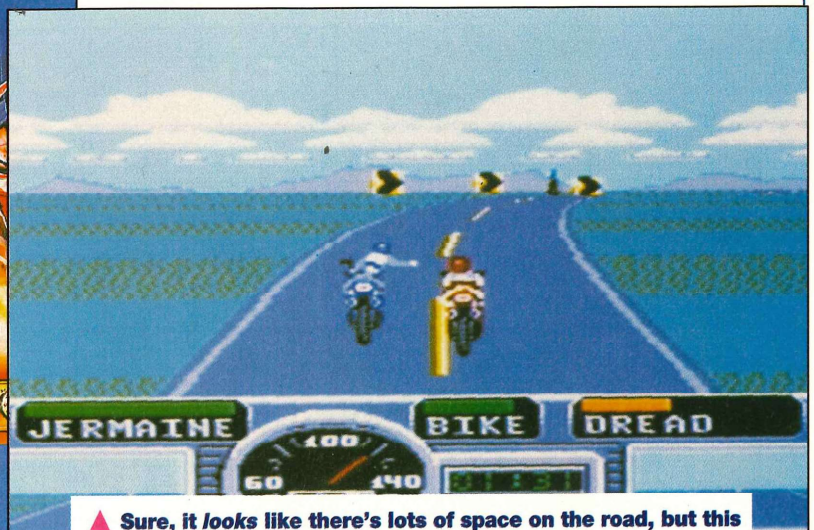
It's a cross between a racer and a beat 'em up (sort of). As you hurtle down the twisting, turning tracks, you have to avoid oncoming vehicles and pummel opposing motorcyclists off their bikes and off the tarmac. Mind you, they try and do the same to you, and one particularly nasty bikie will even try to smash your skull in with a baseball bat.

Roads are expertly designed, and as the bike moves along you get a real sense of speed. The track bends all over the place, but signposts give you a split-second to find the right racing line and take those corners at full pelt. Trees, bushes and even mad cows not only look pretty, but are also good for wrapping yourself around. Collisions aren't fatal, though, and after dusting yourself down, it's back on with the race.

You get cash for finishing races, and as you make your way through the circuits, more and more powerful bikes become attainable. It's looking good...

Format: Game Gear, Master System

Supplier: US Gold



▲ Sure, it looks like there's lots of space on the road, but this highway isn't big enough for both of us, matey.

gameSPY

BUBBA 'N STIX

It's not every day you're whisked off in an alien spacecraft against your will and taken halfway across the galaxy. But that's exactly what's happened to Bubba.

Not surprisingly, Bubba freaks out after being abducted in such a way. The spacecraft starts to shake, doors fly open and out he falls, onto the surface of the alien planet. It transpires that the aliens had been

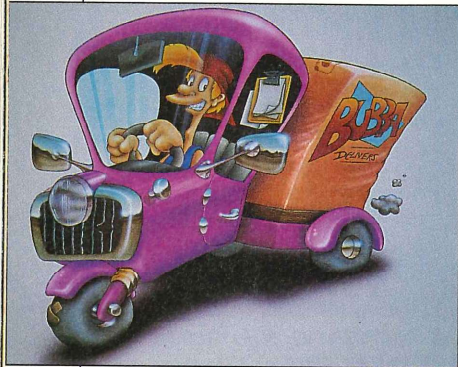
scouting the Universe for different species to put into their zoo.

In the zoo, Bubba meets and befriends Stix (an animated stick). The duo set off together, trekking across the alien landscape on their quest to get back home. Throughout the game, the aliens are constantly hot on their heels, determined to recapture them.

The game is a platform-cum-puzzler, and Stix plays an important role. He (She? It?) can be picked up and thrown

▲ The NRMA called it a death-trap, but Bubba just won't listen.

at monsters to knock them flying, returning to you boomerang-style. Stix comes in useful when solving puzzles too; as steps when facing an otherwise-unclimbable cliff, or as a breathing straw when swimming



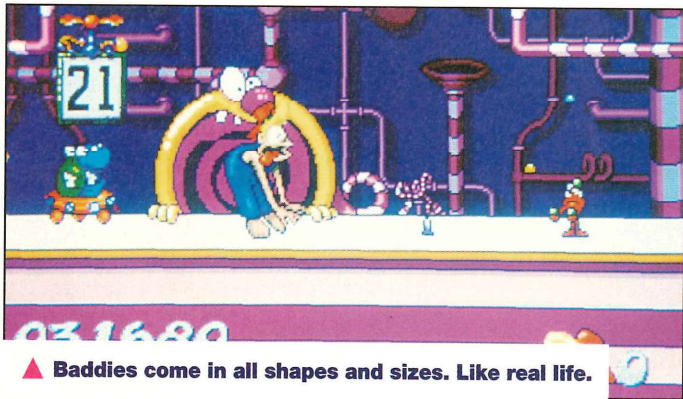
▲ Use Stix to perform all manner of tasks. Here, Bubba attempts to practise his golf, with Stix as a nine iron.

underwater. In fact, versatility is Stix's middle name; a tightrope balance, a lever, a stirring spoon and a lightning conductor are amongst the thing's repertoire.

There are plenty of devious puzzles to tax you, and the amount of animation for what's essentially a stick is quite impressive. As you progress through the game you'll visit an alien forest, a derelict steamship, a swamp, under a volcano, the zoo – the list goes on. Lengthy animated storylines are interspersed between the levels to strengthen the storyline.

And watch out for the unmentionable action that Bubba performs with the stick when he's bored...

Format: Mega Drive, Mega-CD
Supplier: Core



▲ Baddies come in all shapes and sizes. Like real life.



▲ Watch out for that ray. Those things can be lethal...



◀ It's a tomb in Cairo, packed full of those atmospheric sarcophaguses.

C.J. – ELEPHANT FUGITIVE

C.J. is an elephant with attitude. Captured from his tribe in Africa, he winds up prisoner in London Zoo. But mere bars aren't enough to stop our hefty hero – he packs his trunk and heads for home.

His journey takes him through 36 zones, mainly set in Europe. On the way, he'll visit Paris, the Swiss Alps, Rome and Cairo, before reaching his jungle homeland.

There are plenty of perils on the way, but luckily C.J. has an unlimited supply of peanuts to propel from his trunk, machine gun-style.

The clever programmers have managed to squeeze half a megabyte of code into a 2Mbit cart, which features heaps of sprites and more than 400 frames of animation. It also includes a two-player trunk-to-trunk arcade race.

Format: Game Gear, Master System
Supplier: Codemasters

Cast your eyes upon this page for all the facts and hot gossip on the games you'll be hanging out for over the next few months. It's as accurate as possible, but release schedules are being revised constantly, so don't be alarmed if your heart's desire is missing—it may well turn up next month...

the megazone game guide

Any Moment Now

Art of Fighting

MDSega

Fighting, eh? But is it really *art*?!

Barkley's Basketball

MDAccolade

More very tall men dribbling a lot, for your pleasure.

Battlecorps

CDCore

A 'hard sci-fi 3D tactical shoot 'em up'. Very impressive.

Castlevania

MDKonami

Dark, gothic-looking action game.

Desert Demolition

MDSega

A lot of demolition, in the desert.

Dragon

MSVirgin

Lots of martial arts fighting, just like Bruce Lee!

Dragon's Fury 2

GGTengen

More pinball fun.

Ground Zero, Texas

CDSony

Aliens are invading a small Texas town. Make sure you blast the lot of them.

Indiana Jones

CDSega

More action than you can poke a very large stick at.

Jammit

MDVirgin

It's another basketball sim. For a change.

Jester

MDSega

Even more action.

Lost Vikings

MDVirgin

Beware those crazy Vikings.

Micro Machines

GGCodemasters

Good, clean fun in the bathtub, on the table or in other domestic locations.

MLBPA Baseball '94

MDEA

America's favourite sport, right up to date for '94.

Powermonger

MDEA

This one sounds nasty...

Prince of Persia

MDDomark

The popular action game comes to Mega Drive.

Prizefighter

CDSega

A boxing sim, no less.

Road Rash

MS,GGUS Gold

More mayhem on motorbikes.

Soccer Challenge '94

MDSega

More soccer than you can poke a boot-stud at.

Speed Racer

MDAccolade

A fast, new driving sim.

Speedy Gonzales

MDSega

The fastest rodent in Hollywood crosses the games gap.

Star Trek

CDSega

You've all got a fair idea of what this will be about.

Streets of Rage 3

MDSega

The third instalment in this classic beat 'em up.

Virtua Racing

MDSega

The new racing game everyone's talking about.

Wing Commander 2

MD,CDOrigin

A flight sim, of course.

World Cup USA '94

CD,MSUS Gold

Yet another soccer sim.

World Heroes

MDSega

An action/adventure game.

May '94

Aladdin

MS,GGSega

The baggy-panted one looks lush with animation straight out of the cartoon.

Asterix 3: The Great Rescue

MSSega

Save your village from those nasty Romans.

Chuck Rock 2

CDCore

The nasty little blighter bashes things on CD.

CJ Elephant Fugitive

GGCodemasters

He's called CJ. He's an elephant. He's a fugitive.

Championship Soccer

MDAcclaim

About as much fun as you can have with 22 men and a ball. Probably.

Double Switch

CDSega

A strategy game that's tipped to be big.

Dracula Unleashed

CDSega

The fanged one is on the loose.

Hyperdunk

MDKonami

Not a swimming sim.

Marko's Magic Football

MD,GGDomark

Marko's got it out again...

Pinball Wizard

MD,GGDomark

Don't just be good at it – be a pinball wizard!

Soul Star

CDCore

A ground-breaking arcade shoot 'em up.

Subterrania

MDSega

Something dark and gloomy, we expect.

Trunski

CDCore

Bugged if I know, mate.

X-Men

MSSega

Smart mutants and evil foe to boot.

June '94

EA Hockey

MSUS Gold

A game about... well, er... hockey.

The Hulk

MD,MSUS Gold

The huge, green monster prepares to split his daks.

Hurricanes

MDUS Gold

Your guess is as good as ours...

Super Spark

MDSega

It's time for some action, again...

Tennis All-Stars

MDCodemasters

Anyone for tennis?

World Soccer

MDCodemasters

Soccer, soccer, soccer.

July '94

Action Dizzy

MS,GGCodemasters

It's Dizzy again, and this time he's on the prowl for some action.

Dinobasher

MS,GGCodemasters

Whack those dinos, kids.

F-194

MDDomark

A flight sim, no less.

Itchy and Scratchy

MD,GGAcclaim

A platformer starring those wacky Simpsons characters.

August '94

Excellent Dizzy Collection

MD,MS,GGCodemasters

That wacky egg does it again.

Maximum Carnage

MDAcclaim

Shoot your heart out.

Monster Trucks

GGAcclaim

Something to do with big trucks?

Virtual Bart

MDAcclaim

It's Bart, virtually.

September '94

Daffy Duck Hollywood

MDSega

It's Daffy, and he's in Hollywood.

Kevin Codner

MDCodemasters

The plot is becoming fishy...

Mortal Kombat 2

MD,GGAcclaim

It's here! It's here! It's here!

Skeleton Krew

MDCore

A space-age shoot 'em up, but the crew's dead.

What more could

It's a
Mega Drive,

It's a
Mega-CD,

It's an
audio CD player

Actually, it's all three. Adam Waring gets to play with Sega's new Multi-Mega, and doesn't ever want to give it back.

The Multi-Mega was developed secretly by Sega and launched on an unsuspecting gaming public at the world-famous Consumer Electronics Show in Texas at the very beginning of this year.

This isn't the first time that an all-in-one Mega Drive and Mega-CD has been available (though not in this country); the Wonder Mega was a Japanese-only affair that had, God help us, a karaoke machine built in. Luckily there's no such nonsense here: the Multi-Mega plays carts, games, and music CDs – and leaves it at that.

One thing's for sure: never has a 16-bit CD-based system been so compact. Styling is similar to your average personal CD player, with a few extra centimetres added on the back to accommodate games cartridges. It's a fair bit thicker than a Sony

Discman, though, and weighs more too.

Though it's certainly a lot more portable than any previous Mega Drive/Mega-CD combos, it's a little too big to fit comfortably in the 'listen as you walk' category. It doesn't come with a carrying strap or belt hook, and anything more than a sedate stroll causes it to jump (this is in common with many lower-priced portable players). Still, it makes sitting beside an old-age pensioner on a Bus Australia trip across the Nullarbor bearable – and you can continue to play *Sonic* when you're stuck at Auntie Lily's house for a week at the other end.

One departure from previous Mega-CDs is that the CD player's

functions can be controlled from buttons mounted on the unit's casing. Play, Pause, Stop and Skip buttons allow you to play your audio CDs without the need of connecting it to a TV first and going through the fiddly on-screen control panel. An LCD panel shows the track currently being played.

Should you choose to plug it into the TV, a spruced-up panel gives access to other options, such as programming the order of



◀ Good-looking and portable, the Multi-Mega is undoubtedly the most desirable piece of consumer electronics since the dancing Coke can.

Would you wish for?!



◀ The Multi-Mega's opening screen is dead trendy. And here's a picture of it. Doobie, doobie, do. It plays songs too.



◀ Buttons mounted on the unit allow you to use basic functions, but the control panel allows for cleverer things.



track play or listening to them in a random order.

The unit looks a whole lot more stylish too. Apart from its compact size, a matt black finish replaces the shiny—and rather plasticky—look of other Mega Drives. It's the sort of thing you *wouldn't* be embarrassed to place on top of your hi-fi.

As well as RF and Audio/Video output, there's a headphone socket (with built-in volume control) and a line-out to connect it to an amplifier. Sound quality is excellent, and all but the most discerning audiophile will be more than happy with the output.

It can be powered from either the standard Sega plug-in power supply, or from two 1.5 volt batteries (which give a couple of hours playing time). To conserve power when using batteries, only the audio CD functions are enabled; it won't produce a TV output and you won't be able to play

games with it.

The unit comes complete with a six-button control pad and retails in the United States for \$US400. It's not been confirmed whether the Multi-Mega will ever be officially released in this country, though a European model has been produced, and an Australian version would follow the same specifications. Sega hasn't commented on a likely Australian price, but we predict it would be around the \$600-700 mark. We can only keep everything crossed and hope it will see the light of day over here.

The Multi-Mega is an extremely desirable piece of kit. It doesn't offer anything

▲ The Multi-Mega is dwarfed by the bigger, bulkier and not-portable-at-all—really Mega Drive and Mega-CD.

especially new, but rather presents existing hardware in a neat, compact package. Its size and slick styling make it a snazzy go-anywhere machine. The addition of controls for audio CDs make it much more likely to be used as an audio player as well as just a games machine—it's always been a pain in the butt to switch the TV on just to listen to your latest Mandy and the Mucus Membranes CD.

It's spunky, it's sexy-looking and it's worth selling your sister into slavery for. And I want one. M

WIN (win)

an F1 racing car!

Well, not quite, but you could win the next best thing - a copy of Sega's brand new smash-hit *Virtua Racing PLUS* a Mega Drive to play it on!

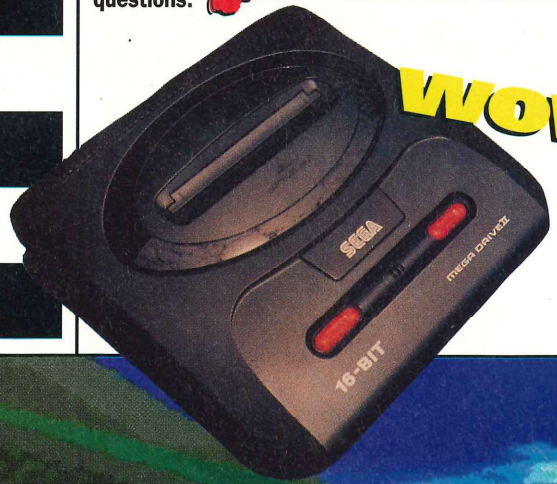
Virtua Racing is the nearest thing for adrenalin-pumping excitement to racing a souped-up Commodore down the Great Ocean Road at 200kph, only not nearly as dangerous. It's all thanks to the funky DSP chip, a super-fast graphics processor actually contained in every single copy of the game.

We're offering five lucky readers the chance to win a copy of the game for the Mega Drive. At almost \$200 apiece, it's not to be sniffed at! Heck, it's just the kind of guys we are.

And it doesn't end there. One exceptionally lucky reader will also be taking home a spanking brand new Mega Drive II to play it on. We're just too kind for our own good! (Well, it's all thanks to Sega actually. Bonza show, guys!)

Enough of the chit-chat. You'll be hanging-out to know just what you have to do to get your hands on this spunkier-than-a-romp-in-a-vat-of-melted-chocolate prize. Couldn't be simpler. All we need to know are the answers to the following questions:

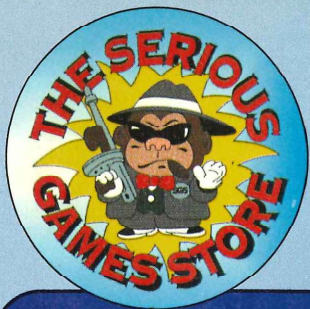
1. What's the name of the extra chip that sits in the *Virtua Racing* cart?
a) Smith's Lites Salt and Vinegar
b) DSP
c) ESP
2. What does 'F1' stand for?
a) Formula one
b) Foolish one
c) Fast one
3. Where's the Adelaide Grand Prix held?
a) Adelaide
b) Gnowangerup
c) Outer Mongolia



The usual rules apply. Send your answers on the back of an envelope or postcard, along with your name, address and name of your favourite pop group. One entry per reader, please, or we'll have to come round and 'fix' your brakes. The compo will be drawn on May 6, 1994.

The address:

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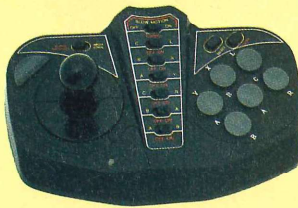
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What's in Game? Part three: time to buy!

It took months to get the design right, even longer to program the thing, and there's still a way to go. As Adam Waring discovers, adding the finishing touches to a game is crucial.

Just because a game's complete, it doesn't mean it's actually *finished*—it's just the beginning of the end. There's still a long way to go between having a playable game with all the systems in there, to the packaged product appearing on K-Mart's shelves.

Not that everything happens in strict order; playtesting (or Quality Assurance, if we're going to talk posh) happens very much in conjunction to the programming and design stages of the game. In fact, there's constant interaction between all aspects we've covered in this series.

Shane Collier is assistant QA manager at Beam Software. "We go through several stages of involvement in a project," says Shane, "starting at the design meetings, to help flesh out ideas for a project."

It makes sense: someone who plays games all day is bound to have at least *some* idea of what makes a good one. At the preliminary testing stage, very early versions of the game (where extremely little is actually implemented) are tested. "This is always fun," chuckles Shane. "We send off pages and pages of reports on the bugs we find to the programmers, who already know the feature doesn't work, because they haven't programmed it yet...!"

Final testing takes place when most of the game code has been programmed. "This is where the game has to be cleared of bugs," Shane explains. "The gameplay and maps have to be tweaked so that the difficulty is set to the proper level. This is where the well-hard playtesters are really let loose from their straitjackets..."

Then, when everyone at Beam Software is happy with the project, it has to be approved by the game's publisher *and* by Sega. Sam Thompson is the Quality Assurance manager.

"Sending a game for submission has often been a hit and miss affair, due to the idiosyncratic nature of computer programming," says Sam. "Games sometimes

come back after submission because Sega has found something it didn't like—even if it seems incidental to everyone else.


"The most important part of submission time is, of course, bug testing. A bug can be anything from a crash to a suggestion for better gameplay. The greatest problem is making sure all the bugs are out of the game.

"There are hundreds of things to take into account. Sega has a set of guidelines which all developers are expected to follow carefully. Things which are very important may not even have anything to do with the game itself—such as making the blue 'Sega' logo appear as soon as the console is turned on.

"Sega will reject a game if it does not score well in its internal analysis, so we have to make sure that the initial design will produce a game that people will like and want to play. When such a design has turned into a game like *Blades*, and Sega is happy with it, then the game hits the production line and marketing begins."

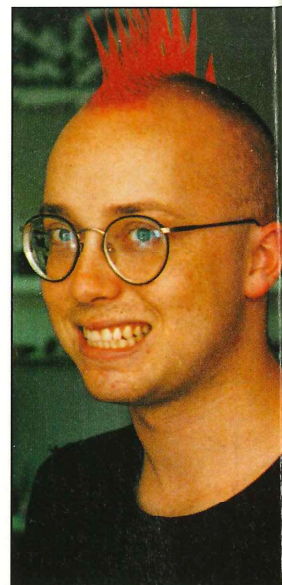
Blades of Vengeance went on to be sold all over the world by Electronic Arts. The cartridges were actually produced and packaged in the United States, and a consignment sent to EA's main Australian office. Mission control for EA in Australia is in Southport on the Gold Coast.

Before EA will release it into the stores, it has to go through one final Quality Assurance check, conducted by the company's Customer Service Department. The QA process checks once again for bugs in the program, functionality and depth of gameplay. Once the game has been approved, it passes into EA's warehouse, ready for distribution.

EA's sales department takes orders from retailers all over the land. Within 24 hours of receiving the order, the games will be dispatched by road freight to the shelves of a software store near you. Now all that's left is for someone to go in and buy them... 



▲ Sam Thompson, QA manager. He ensures a game's worth playing.



▲ Shane Collier, assistant QA manager and proud mohawk owner.





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▲ The finished product as you'll find it in the shops. This represents months of hard yakka. Nice bar code.

Game for a Laugh

Playing games all day long is the best job in the whole world... or is it? That's exactly what Shane Collier does. His job may be all fun and games, but it's hard work too. Here he lets us in on a playtester's essential qualifications. Take it away, Shane...

1. First of all, you need a high threshold for sleep deprivation and takeaway food. QA becomes a 24-hour, seven-days-a-week concern at the final stages of a project, when we rush to meet deadlines. Needless to say, pizzas and Coke are the standard fare for QA analysts.
2. A bizarre sense of humour is also necessary. Many of the bugs are found by the tester doing something quite unusual and horrifying – the relatively well-adjusted minds of the programmers had never considered that anyone would do *that!*
3. Probably the most important attribute is to be logical and intuitive. You have to be able to suggest alternatives to things that are within a game. As well as *finding* bugs and problems, QA often has to suggest ways in which they could be *fixed*.

Whoops

You probably noticed that this final installment of Making of a Game didn't find its way into last issue (obviously!). It was all due to circumstances outside everyone's control. Anyway, here it is. Enjoy!



▲ The *Blades* team. "Hello Mum!"



▲ Once most of the programming and graphics have been put in place, and everything's working as it should, the fine-tuning begins.



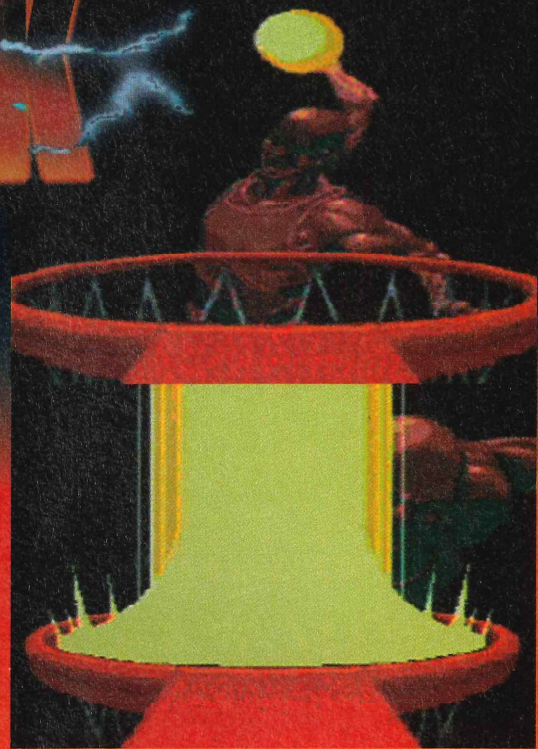
▲ Setting the correct difficulty level is crucial: too easy and it lacks challenge; too hard and players become frustrated.



▲ The perfect difficulty curve lets you get that little bit further each time you play. You make progress, but won't finish it too quickly.

HYPERDUNK

Steven Miller decides to get *fit*, take up basketball and become a lay-up star. But then his Mega Drive would be lonely, *right?*



That ball's gonna bruise the court when it hits the ground...

Sometimes, you have to wonder about these basketball games. How many variations of the theme do we need? Of course, the value of the game is in how well it compares to others on the market, and what unique features it offers. Above all, it should be challenging and enjoyable.

When a name like Konami is involved, you expect a lot. When I switched on *Hyperdunk*, I was immediately excited by the presentation. From the beginning, this comes across as a slick, fast, hip game. American voices drawl out the kind of things you might hear on an LA schoolyard basketball court, including the title, *Hyperdunk*. Despite how colourful and sleek this title sequence is, you press the start button wondering if they can deliver the goods.

The game has four options: Play-off, Exhibition, Multi-player and Set-up.

Play-off is a series of four matches against the computer in order to decide the ultimate winner. You're able to choose from 16 teams – not all the NBA teams are represented. You also get to choose your five players from a field of 12, all with various strength and weaknesses. It seems, in gameplay, that it doesn't matter too much who you choose – the preset players are probably as good as any. They are not NBA players, but

imaginary people with names like V. Morrison, B. Simpson and M. Magilla.

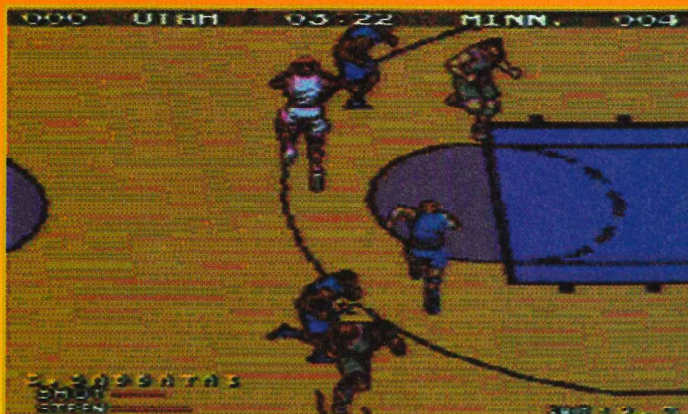
In exhibition mode, you play just the one match – either against a computer or friend – and once again, you can choose any team and players. Multi-player is a strange version of one-on-one in which you follow regular basketball rules. This makes out-of-borders and post-goal starts difficult: you have no-one to throw the ball to, but can't just travel with it. Of course, when you throw the ball into no-man's land (which you're forced to do), your opponent has the advantage of getting to it first.

Overall, the gameplay is excellent. The characters move quickly and smoothly and respond well to the controls, which is so important in a sports game. The graphics are clear, nicely defined and very colorful. The background and key colours are different for each variation of the game. The music is fine, but wears on you after a while. This can be turned off, leaving you with grunts, footsteps, bouncing ball noises and crowd cheers. An off-screen commentator adds catch-phrases like "slam-dunk", "in your face", "rejected" and other euphemistic gems when you shoot the ball. Like I said, this game is very American.

A set-up mode enables you to change

the play-off tree. It also allows you to turn off the music, change the time length for the quarters, and the shot time (there are penalties for shot time violations). It also allows you to toggle between arcade and normal action. The difference is that the normal action follows the rules of basketball more closely, allowing for penalties and violations. The arcade version lets you do everything short of mugging the other team for control of the ball.

There is no difficulty setting in this game, but it responds well to how you play: the better you get, the better *it* gets. I won't say the computer cheats, but it is damned difficult to beat, especially in the later stages of the play-off. Whether your shot score still seems somewhat random – especially from a distance – you'll soon be crying for an impartial human umpire to



▲ Your activated player wears a brighter costume, but when it's busy, this is sometimes difficult to see.



▲ You can't stupidly dunk the ball into the opponent's basket. Not that we tried, of course.



▲ Remember, in American ball games, winning isn't everything, but losers seldom get million-dollar commercial deals.



▲ Be who you want to be. As long as it's one of the listed NBA teams, that is.

make the decisions. Try shooting from the opposite end of the court and see how often you fluke the basket! A nice feature is a password system, so you can continue after each section of the play-offs rather than having to start again.

Most importantly, *Hyperdunk* is very addictive. Konami knows how to have fun. As the popularity of basketball continues to soar – especially in the States – expect to see more and more of these games. Some of them will be good, some of them will suck – but don't overlook *Hyperdunk*. It has everything you could want in a basketball game – nice graphics and sound, good variations and excellent gameplay.

Of course, you could just go out onto a court and play basketball for real, but then your Mega Drive would be lonely, and we couldn't have that, right? M

NORMAL VS ARCADE

When playing the normal game, you have to be careful of violations. With a small screen, furious action and quick changes between players, it's easy to foul. But in arcade mode, you can jump in front of and knock down whoever you like to gain control of the ball. Is it because life is so tough in the arcades – especially surrounded by games like *Street Fighter 2* and *Mortal Kombat* – that the usual rules don't apply? Next you'll be able to execute fatalities on the umpires...

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Konami
PRICE: \$119.95
SIZE: 16 megabits

Word

GRAPHICS

Nice opening and end-of-game shots. Players are clear and defined, but no close-ups on slam-dunks. A shame.



SONICS

Music is OK, but tiresome after a while. Voice-overs and background grunts and cheers are good.



PLAYABILITY

Very addictive, but you wonder how fair it is when you miss a shot three times and the computer does it in one.



STAYING POWER

Because it's addictive and fun, you'll return to it again and again, but will it stand up to the competition?



OVERALL

I'm not the biggest basketball fan, but I really enjoyed this. It's slick, smooth and just damned fun. However, this is not a classic game and better will come along.

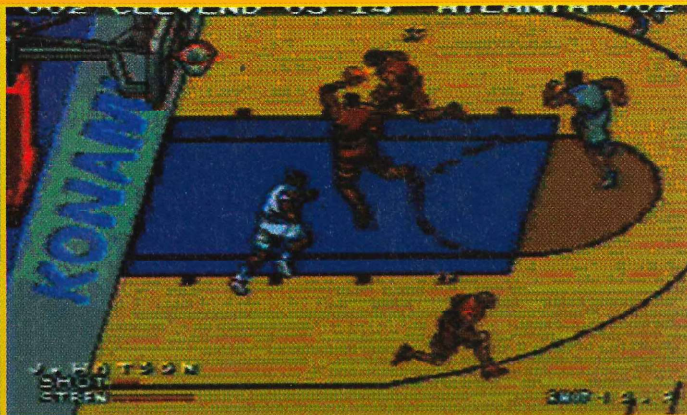
80
PER CENT



▲ The start of the match and they're off. Who will win, only time and your skill will tell.



▲ Suddenly, in the middle of the game, Eric and George admitted their true feelings for one another.



▲ He shoots but will he score? The closer you get to the basket, the better the chance of bagging some points.

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Electronic Arts
PRICE: Around \$100
SIZE: 8 megabits

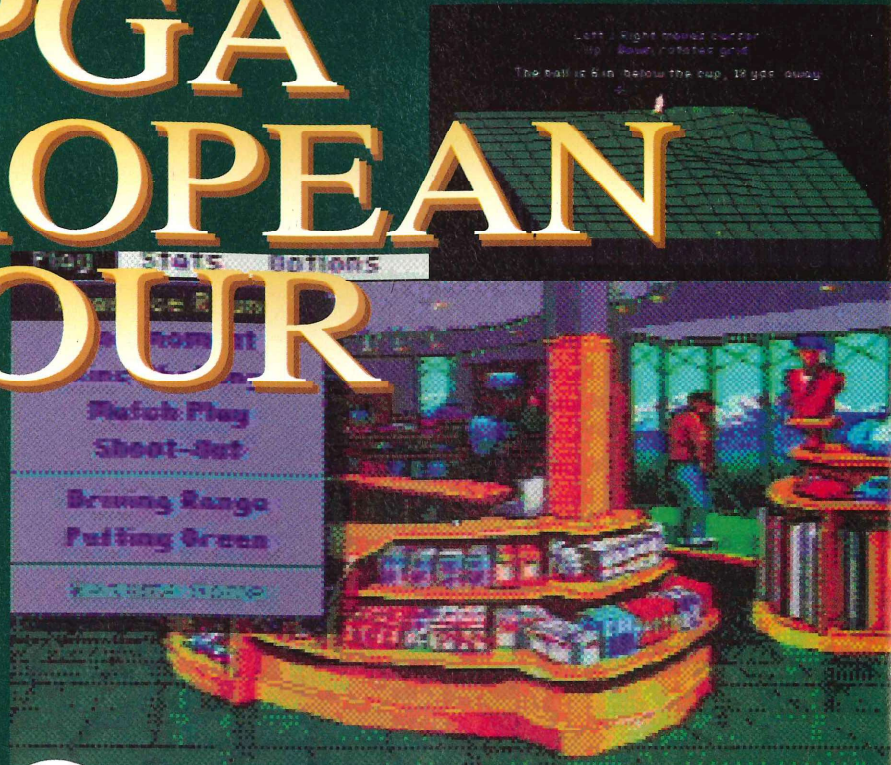
PGA EUROPEAN TOUR

After hitting three **birdies**, an **eagle** and an **albatross**,

Peter Burney trades his sling shot for a second hand putter and hacks his way around the third in a classic trilogy of golf sims... and then **tragically drowns** in the water hazard on the

19th.

▼ The rotating green, as seen by Robocop.



▲ Frozen balls are a European golfer's biggest hazard. Select a game in the pro shop.

MegaDrive Review

Electronic Arts has made a name for itself as the master of sports simulators, producing high quality carts of American and international sports (*NFL Madden '94*, *NHL '94*, *FIFA International Soccer* and *NBA Jam*). Similarly, but not surprisingly, these games are also upgraded every year, exploding with better graphics, more options, smoother gameplay, and improved sound. Golf has also succumbed to this rehabilitation tradition.

First there was *PGA Tour Golf*, then came the all-new improved *PGA Tour Golf 2*, and now it's time to start stroking those balls again, as Electronic Arts flies you to Europe to be challenged by 'fore' new golf courses and a fairway full of new professionals who know that a slice is something you don't only strike in a cake shop.

If you're familiar with *PGA 2*, then basically the gameplay hasn't changed. In *PGA European Tour*, you select the game,

number of players (one to four), clubs and golf course. With driver in hand (if it takes your fancy), you're ready to rocket that DDH 260 metres down the first fairway.

When actually slogging the ball around the paddock, a number of factors need to be taken into consideration: the wind speed and direction, which can cause some very serious cursing if ignored; the lie of the ball (hint: don't use a wood in a bunker); the power of the hit; and whether to slice or hook the ball (that's curve the ball to the right or to the left, for all the novices out there).

Mastering these skills takes time and practice, and separates the men from the boys, the women from the girls, the bunkers from the greens...

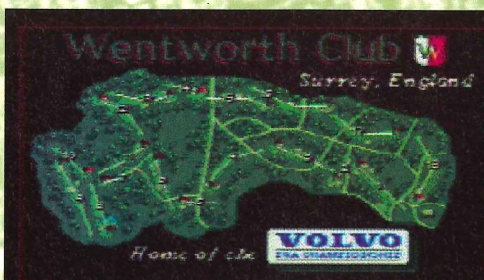
Speaking of greens; let's face it, anyone can belt the plastic casing off a golf ball if they really want to, but being able to putt it into a hole no bigger than the diameter of a Coke can take pulse, grace and a hell of a lot of luck.

A grid-like pattern of the green's

surface can be accessed, showing the dips and curves your ball must negotiate to reach the hole. The process of putting the ball is identical with fairway play, but power and accuracy can mean the difference of lipping the cup or taking the tournament.

Basically, it looks and sounds just like its predecessor. The animation is smooth, and ball flight is accurate: slowing up in the rough, back-spinning on the green, deflecting off trees, and splashing into water hazards. The crowd cheers, claps and sighs, depending on your shot, and the birds whistle merrily in the trees (but don't expect to catch sight of one).

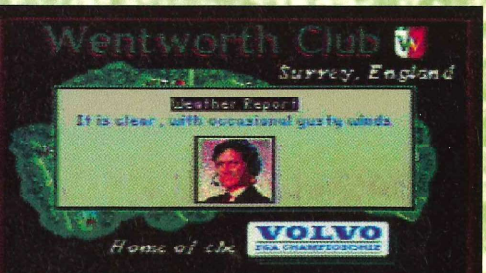
PGA European Tour offers a few new options – four new courses and some nice added touches – but essentially it's still the same playing format as *PGA 2*. So, if you're looking to drive away the platform bogies and have a shot at avoiding different types of hazards (and you don't own *PGA 2*), then don't pass up on *PGA European Tour*. M



▲ A birdie view of one of the four perfect courses.



▲ The pros give hints on attacking the holes... was that left or right at the third bunker, Seve?



▲ The weather doesn't sound too good today... I think I'll sit this one out.

WHAT'S NEW IN EURO!

PGA European Tour has identical controls and gameplay with PGA Tour Golf 2 including Practice, Tournament, and Skins options. Plus a Game Save facility with up to four players. EA has also added some fine new features...

NEW - Four different European golf courses and tournaments, including Le Golf National and Wentworth Club (although PGA 2 had seven courses).

NEW - Match-play option pits you against another player or the computer over 18 holes. The winner progresses to the next round of the elimination table. Win three rounds and claim the prize money.

NEW - Shoot-out option pits four players, including computer pros, against each other, with the highest scorer eliminated after each hole. Last remaining player receives the accolades.

NEW - There are 10 computer professionals to choose from, including Seve Ballesteros, Bernard Langer, and Australia's Rodger Davis.

NEW - The weather report at the beginning of gameplay adds to realism. If overcast with gusty winds, then the sky is grey and the wind is strong.

NEW - Updated field of tournament players, including three Australians.

NEW - Distance above/below the hole is shown in an information box when putting. Avoids you having to go to grid screen to determine how hard to hit.

Hitting the ball

1. Push B to start your backswing.

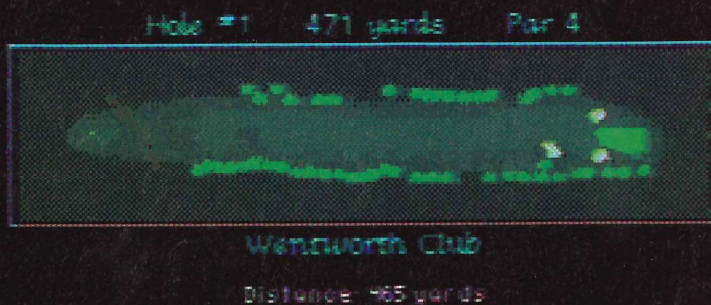
2. When the power gauge reaches the desired level, hit B again to send your club into a forward swing.

3. When the gauge is at the initial starting point, push B again. There she goes... hopefully.

▼ What a superb shot! Let's watch it again on action replay.



▼ Putting for the Championship can be a nerve-racking affair. Where'd that water come from?!



▲ I needed a really big ladder to get this view. Now where did that darned ball go?

Word

GRAPHICS

Good fairway depth, accurate ball motion and excellent player stills.



SONICS

Great crowd cheering and signing. Realistic hitting sounds and nice birdie whistles; otherwise all is quiet.



PLAYABILITY

Great fun for two or more players, and match-play and shoot-out options make for good one-player games.



STAYING POWER

More options than previous outings, but unfortunately less courses. Lots of intricacies to learn.



OVERALL

A different view from the tee, but this is basically just PGA Tour Golf 2 with new balls. Fun for one to four putters.

82
PER CENT

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Konami

PRICE: \$119.95

SIZE: 12 megabits

▼ Gulp! If this was a movie, you would be warning the main character not to go in there. Go for it anyway.

▼ Europe is such a big place... let's face it, Drac could be anywhere. His castle is a pretty good place to start, though.

RUINS OF THE CASTLE DRACULA
ROMANIA

Castlevania

Ever fancied yourself as a bit of a vampire slayer? Our own Peter Sharpe is a Drac-buster extraordinaire, so we gave him a garlic necklace, a few garden implements and a copy of *Castlevania*.

The results are horrifying...

Castlevania has enjoyed a long and successful history on Nintendo formats, with three games appearing on the NES and a fourth instalment on the SNES. Konami has finally seen the light (or in this case, smelt the garlic) and let *Castlevania* grace the Mega Drive.

Thankfully, this game is not just a conversion of *Castlevania 4*, but a totally new instalment in the series. You play the role of John Morris or Eric Lecarde (you have the choice), both of whom are descendants of the Belmont family. Now the Belmonts sound like your average next-door-neighbours, but are in fact a clan of vampire slayers who pass the task from one generation to another.

The year is 1917, and John and Eric are hunting not only Dracula (the Rambo granddaddy of vampires), but also Elizabeth Bartley, the woman who has resurrected Dracula from the grave. A dangerous action on her part, but maybe she's lonely and likes unusual friends.

As a platformer, *Castlevania* plays pretty well, without adding anything outstandingly new to the genre. There are six main levels, each representing a different European location that you must run, jump and otherwise platform through.

A good aspect of the game is the variety of creatures that attack you. They range from run of the mill zombies, to bone-throwing skeletons and an encyclopædia-worth of other beasties. To battle these goons, you're armed with either a whip or spear (depending on who you choose as your character).

Both weapons are capable of attacking in different directions, and can be used for pole-vaulting (spear) and swinging (whip). Power-ups gained from smashing candles allow your weapon to be electrified and otherwise beefed-up. This variety adds spice to the usual run left/right and jump gameplay that is a platforming trademark.

Graphically, the game is a mixed bag.

The main sprite is not sufficiently beefy, and doesn't stand out enough from the action. Most of the platform screens have very average backgrounds, although some of the outdoor ones are quite eye-catching.

Saving grace comes with the end-of-level boss scenes, which are very well done, and are by far the best part of the game. A particular favourite is the 'nuts and bolts' monster found midway through level four—it's one of the most unusual animations I've seen for quite some time. The rest of the end-of-level monsters are very good, and a constant surprise.

Castlevania could have used moody, gothic background music, but it's just not there. When moving on to a new location of monsters and horror, you're insulted by shallow tunes which end up detracting from the atmosphere. Most of the other sound effects are adequate, but occasionally excite, with screams and explosive effects from the bosses.

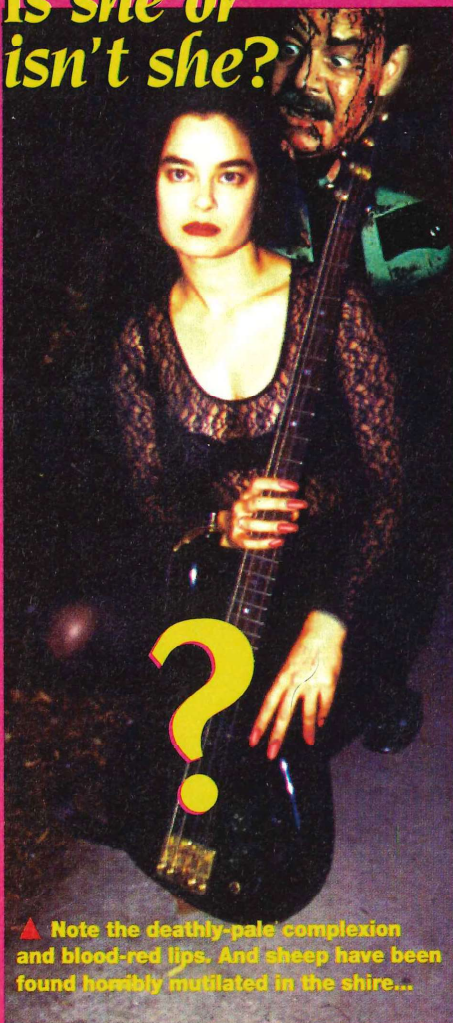


▲ This guy packs a mean punch. If he starts swinging his arm, run mega-fast in the opposite direction.



▲ What do you call something big and ugly that spits? Who knows, but better kill it anyway.

Is she or isn't she?



▲ Note the deathly-pale complexion and blood-red lips. And sheep have been found horribly mutilated in the shire...

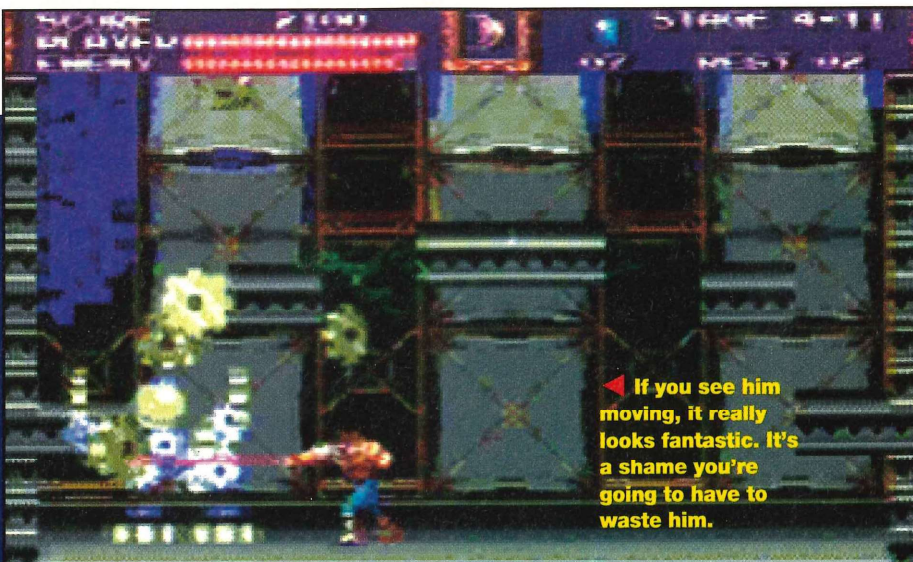
Ever suspected somebody close to you is a vampire? Try this series of tests to find out for sure:

1. Sneak up behind them, and stick a whole raw clove of garlic in their mouth. If they start to cough and splutter, don't listen to pathetic excuses about garlic "being horribly disgusting"... they could be a vampire.
2. Whenever you're talking to the person, casually bring up the fact that you have an extensive collection of wooden stakes in a variety of shapes and sizes. If they appear edgy, start worrying.
3. If they sleep till way past sunrise on a Sunday morning, this is a definite warning signal. Try and wake them up, and insist on sprinkling Holy Water on their breakfast cereal. If they act hostile to you waking them and the Holy water exercise, you've definitely got a vampire.

So what do you do with your friend the vampire? Absolutely nothing. They haven't hurt you up to this point, and having a friendly vampire around is great at parties. Good luck!

The difficulty curve is very good, with the first level deceptively easy—there's just enough to suck you in. Later levels will drive you batty (vampire pun intended), and you'll be forever seeking power-ups to vanquish foes. Apart from the weapon power-ups already mentioned, there are some nifty throwing axes, exploding potions, etc, available. A hint: the power-ups are limited, so save them for the bosses, who are quite deadly at times.

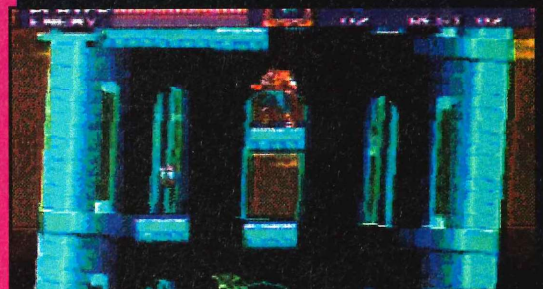
Castlevania is basically good fun, and maintains your interest as you battle through Europe looking for old Drac himself. The bosses are outstanding, and the rest of the play occasionally throws some surprises at you as well—but it *could* have been better. If the whole package had boosted graphics, much better sound and generally better atmosphere, *Castlevania* would have stood out from the crowd. As it is, this is a fairly solid platformer, if nothing else. **M**



◀ If you see him moving, it really looks fantastic. It's a shame you're going to have to waste him.



▲ Oh dear, Death is offering you a card. Better make the right choice or else...



▲ Ever wondered what the leaning tower of Pisa looks like inside? Looks a bit wobbly.



▲ Who said whips were only good for beating up baddies? Hanging around is just as fun.

Word

GRAPHICS

Average, but occasionally outstanding, particularly in regards to the bosses. The main sprite should go to the gym.



SONICS

The music is too bland for the plot, and sound effects are only occasionally good.



PLAYABILITY

A good learning curve, responsive controls and a variety of moves.



STAYING POWER

No pushover by any means, and trekking through Europe is arduous. A password system will give you an incentive to push ahead.



OVERALL

Jumping around platforms and killing monsters is fun, but the game lacks polish and at times loses that 'vampire hunt' feel.

75
PER CENT

MEGA-CD

Chuck Rock II



OUT NOW!

SEGA

BATTLETOADS

DOUBLE DRAGON

Toads, spaceships and an Earth takeover bid. Nothing new here then, declares an impatient Peter Sharpe.



VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Acclaim
PRICE: \$109.95
SIZE: 8 megabits

◀ Our heroes are true legends – they can breathe in space. The enemies have to wear special suits... how wimpy!

▼ Don't look so frightened lads, this guy is a complete wimp. Bear in mind he's the first level boss!



A novel idea, this one! Re-assemble the Battletoads for another outing on the Mega Drive. As a bonus, team them up with Jimmy and Billy Lee, the Double Dragon boys. Mix up a couple of playing styles, set it in space, and hey presto!

The Battletoads, for those not in the know, are basically Queensland Cane toads with some Martial Arts training. They pretty much have a 'Ninja Turtles attitude', so expect lots of fighting and some groovy (?) sayings like "Toadally Terminal". The Double Dragon boys need no introduction, and have starred in several previous beat 'em ups.

The scene is set as a giant spaceship—captained by the evil Dark Queen and the Shadow Boss—speeds towards Earth. Of course, they're not just popping in for a day's sightseeing, but intend taking over our beloved planet. So off our heroes go, landing on the spaceship and trying to thwart the nasty alien plan.

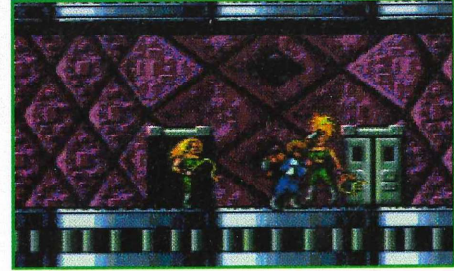
The game can be tackled in one-player, or two-player simultaneous mode. You can play as Jimmy or Billy, but if you're a fan of green slimy things, any of the toads (Rash, Zitz and Pimple) might be your thing. The first *Battletoads* game employed an unusual playing style, combining platforming and scrolling beat 'em up features into one format. This follows the same formulae, with the first two levels being purely fisticuff action, followed by a platforming structure in levels three and beyond.

The problems arise as soon as level one begins. The graphics are very plain and look quite unattractive – a problem that has been inherited from the first game. The main Toad/Double Dragon sprites are passable (just), but the backgrounds and enemies give the game a shonky look. The fighting action is too easy, and relies on continually hitting the A button.

The platform sections are more challenging, with lots of rope swinging and climbing to be done. Unfortunately there are no real surprises here, and it's really run of the mill platform action. Often in games, the two-player option is the saving grace, but not here. The playing area is often too small, and you mostly get in each others' way. Very annoying.

The game does redeem itself slightly in some departments. The music is quite good, and has a decent rhythm in place. A lot of humour is also evident, and some of the ways you dispose of enemies is hilarious. As with all humour in video games though, the jokes soon lose their sparkle after the twentieth time.

Battletoads had some potential, but the gameplay is far too predictable. After beating up the first two levels with ease, swinging down tunnels, kicking killer crows, and avoiding unimaginative looking traps, boredom will soon set in. Because of this, you won't be inspired to keep exploring the different levels (which do have the odd highlight, the short jet bike scene being one example). Combine this with the poor graphics, and *Battletoads-Double Dragon* comes off as a decidedly average game. **M**



▲ Now that looks a bit overly violent, don't you think? It seems Jimmy Lee's becoming a bit of a thug in his old age.



Word

GRAPHICS
The Mega Drive has excellent graphical capabilities, but you wouldn't know it from this game.

5

SONICS
The music is of good quality, and has a nice up-tempo beat. The sound fx do the job in an average sort of way.

7

PLAYABILITY
Too straightforward, despite the variety. The fun factor is just not there.

6

STAYING POWER
It eventually gets difficult, but doesn't have that "I wonder what the next level is like?" factor. A real shame.

5

OVERALL
Not a disaster, but the different gameplay elements don't come together well, and it really doesn't have enough outstanding features.

55 PER CENT



▲ The sticks are great for picking up any rubbish that's lying around.

◀ Riding the Jet Bikes is good fun at first. Unfortunately, it's too simple, and won't enthrall you for long.

MegaDrive ReView

The art of combat relies upon inner harmony and a dedicated mind...

on the other hand, the Art of Fighting will have you wasting thugs in South Town in search of your kidnapped sister. Definitely no time for 'inner harmony', reckons Peter 'Zen Master' Sharpe.

Art of Fighting

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Sega
PRICE: \$129.95
SIZE: 16 megabits

Art of Fighting is a one-on-one, best of three rounds beat 'em up. The game originally appeared on the Neo Geo and has been converted (after quite a while) to the Mega Drive. The graphics have retained that large, colourful Neo Geo-type quality. Each of the fighters (all 10 of them) look very distinctive and, combined with the top quality backgrounds, give the cart an arcade-quality presentation.

On commencement, you're given a choice between two warriors—a disappointing lack of options, to say the least. The only difference between the two in practical terms is that Robert is slightly quicker than Ryo. Hang on, that name rings a bell! Ryo must have a long-lost cousin...

Fighting techniques consist of the usual punches, kicks and occasional special moves, although it's all very limited. An example being, when pressing punch in mid-air, a kick is delivered. Mid-air punching generally is an important strategy in short range jumps, but in *Art of Fighting* it's non-existent! The other gameplay elements don't make up for it either. The special moves such as 'Heir-uk-ken' are frustrating to execute (as in *Fatal Fury*, another Neo Geo conversion), and are frankly not worth the effort.

After a couple of fights, you'll soon discover that the computer-controlled

opponents are a motley crew of wimps! At long range, they perform their special attacks and are fairly competent; but get up close and, by using leg-sweep after leg-sweep with some low punches thrown in, they'll be kissing the concrete in no time. This design flaw makes the game a pushover on even the hard level, and because the basic leg sweep is too devastating, you will not feel inspired to learn the other moves.

A two-player option is available, and all 10 players are accessible. This could have been the saving grace if the two-player game was more interesting. If one player decides to try and execute a special move, he'll soon be pulverised, and thus the battle of the leg sweeps begins. Disappointing.

Art of Fighting really had potential, with its impressive graphics and overall presentation. The narrow gameplay and ease of completion flaws the game greatly. The ending suggests a sequel, so let's hope for better things next time around. **M**

◀ **Knocking for mercy won't make you any friends.**

▶ **Your fingers won't appreciate your trying to do this move too often.**

◀ **A family in turmoil... better go kick some butt. Any excuse.**

▶ **Nice car! Must be good money in rescuing girlfriends.**

▶ **Don't try this at home - a nasty case of frostbite could be in order.**

Word

GRAPHICS

Large characters and very colourful backgrounds. Special moves look pretty average.



SONICS

Background tunes are excellent and complement presentation. Weak fx make you wince at times.



PLAYABILITY

Simplistic gameplay. Frustrating special moves make you abandon them in favour of single leg sweeps.



STAYING POWER

Way too easy, and only slightly entertaining in two-player mode.



OVERALL

A year ago this would have been more interesting, but Mega Drive users now have much wider fighting options, like *Eternal Champions*.

61
PER CENT



**Washing blood,
mulga ants,
ancient toilets,
and poisonous
green slime.**

**What more could
you want ?**

Helix is a rad magazine packed with hundreds of berserk facts, heaps of competitions and cool experiments you can do at home.

You'll read about mad things like emu burgers, a machine that washes your own blood, bizarre bugs, computer hacking, and loads more.



In fact, there's enough crazy info to freak you and your friends out for life.

The Helix is at your newsagent for a dirt cheap \$3.95.

So don't just sit there waiting to borrow a friend's copy, get your own now.

“Could this be the world’s best arcade conversion?”

David Thompson,

who has to be given oxygen and left in a dark room for a while.

Chalk another one up to Virtua Racing...

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

PRICE: \$199.95

SIZE: 16 megabits

Mega Drive Review

Virtua Racing is the first game on the Mega Drive to use an external Digital Signal Processor (DSP) to boost graphical performance. The 160-pin chip is located inside the cartridge and speeds up 3D calculations and polygon generation in much the same way that the arcade game’s custom hardware does. The result is spectacular. The graphics are rendered incredibly fast, and the illusion of your racing speed is breathtaking.

My usual gripe with car racing games is that the driving position is too low and you can’t see anything. Virtua Racing solves that with four different viewing positions, ranging from inside the cockpit to a bird’s eye view. Everyone has their own preference. Friends of mine swear by

the cockpit view; I like to see above and in front of the car.

The operation of the game follows the arcade version closely, but has some added features. Three different tracks with three levels of difficulty can be selected. Unlike the arcade version, you have a free run option that lets you practice undisturbed by other racers; as well as a one-on-one two-player mode. Without the two-player mode, there would probably be an increase in domestic violence as siblings fought for a spin. The game is that addictive.

Your car can be either automatic or a seven-speed manual. The shifting system doesn’t really lend itself to a control pad, so I’d recommend you use the automatic option – leave the gear changes to the Mega Drive and concentrate on enjoying yourself.

The car is controlled with the D-pad: steering is left and right, the awkwardly-placed gear shift is forwards and back. Use A and B for the brake and accelerator, and the VR viewpoint is button C. Steering an F1 racing car at 328 km/h with a Mega Drive pad controller is not for the faint of heart. Slight course adjustments are made by tiny taps on the D-pad, lest you start weaving and fish-tailing down the road. Turn too hard, too fast and the car will spin. This doesn’t detract from the playability, but it keeps you on edge.

In Virtua racing mode, you race against 15 other cars. Five of those are not as fast as you; but then again, don’t make many mistakes as the next five are at least as good as you, and the top five are just too good and too fast.

You start from the pits and enter half-way into the pack. Demon braking and pure, reckless speeding are recommended if you want to advance through the pack, as the other drivers

tend to wimp out through the tricky parts. If you consistently post fast lap times and slowly creep up to the leaders, the game will extend to give you further opportunity to advance. Stuff up too much and the game will be over in two laps.

There are way points around the track that give you your current time relative to your best time for that section of track – very useful for seeing how you’re going. Fortunately, you can’t damage your car no matter how hard you try, however bouncing off a single mountainside will ruin your time.

An interesting feature I discovered is the ability to drive the course backwards. Just the shot to keep you on your toes if you think you’ve mastered a course, and a really wild trick during a race. Doesn’t do your position much good though.

The soundtrack and effects are just like the arcade game. My only complaint concerns the power-tool whine of your own car. The other cars fly past with authentic V12 shrieks, so why the pitiful buzz?

Once you’ve played Virtua Racing, you will see the opening it makes for similar games. Car racing games like Rad Rally and really good, fast flight simulators are bound to follow. As the Virtua Racing arcade machine is a Sega product, it is extremely unlikely that it will be licensed to the other console manufacturers like Nintendo.

As you’ve probably guessed, this is my kind of game. The thrills of a top-end arcade machine in your own home! I’m positive that Sega will sell huge quantities of this game, and that some people may even buy a Mega Drive in order to play it. A Mega Drive classic. M



There are three courses to choose from, which effectively set the difficulty level.



Two players can set handicaps to make for better-matched contests.



▲ Just look at the camera angle on that! The game begins with an impressive opening sequence with a big car in it.



▲ It's a race against the clock as well as other cars. You've got to hit those checkpoints to carry on.



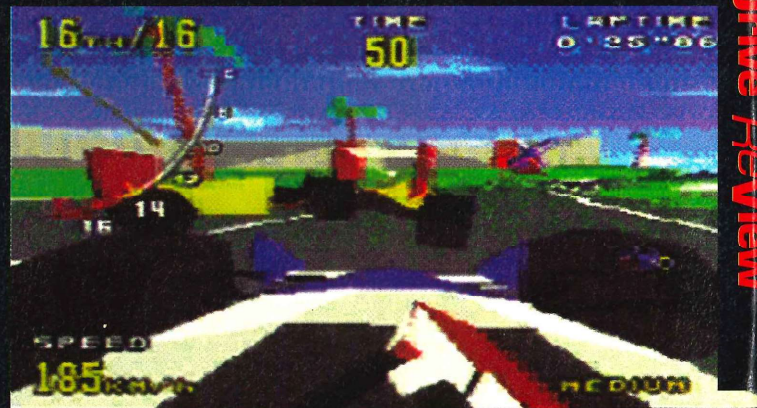
▲ Somersaulting half a tonne of high-tech racing machine at 200 ks will scratch the paintwork, and could have an eye out.



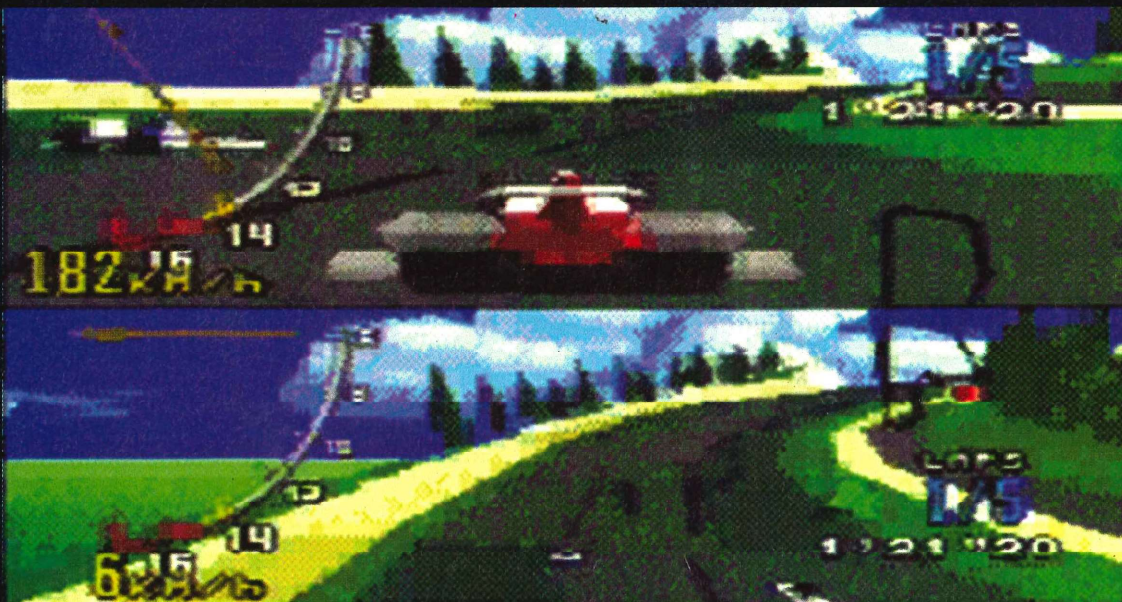
▲ It's the pits. At the beginning of the race, mechanics change your tyres and check the oil levels (or something).



▲ These stills don't do the game justice. You have to be there to appreciate the scenery sweeping by at breakneck speeds.

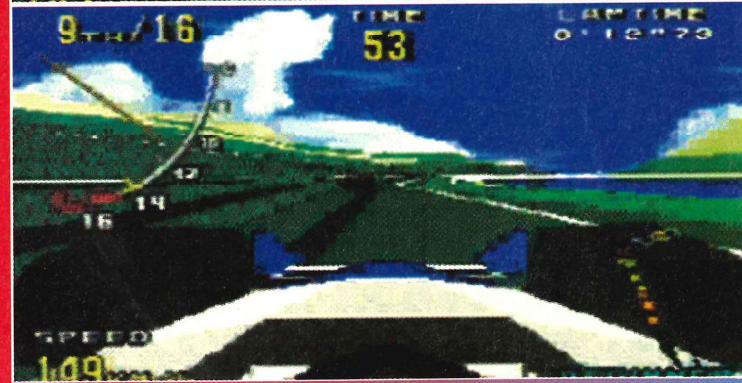
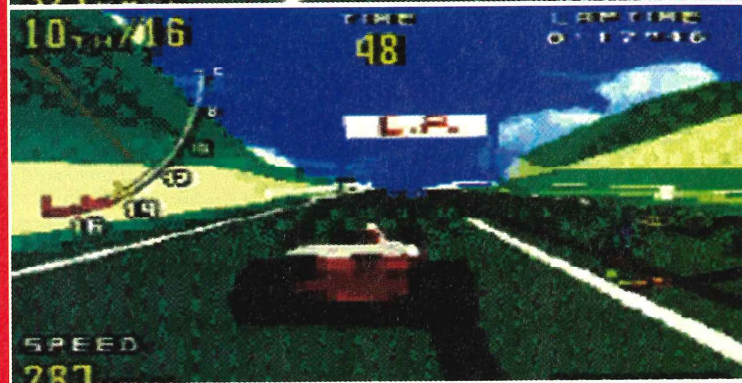


▲ Having just got his P plates, Roger entered the Adelaide Grand Prix and, not surprisingly, lost.

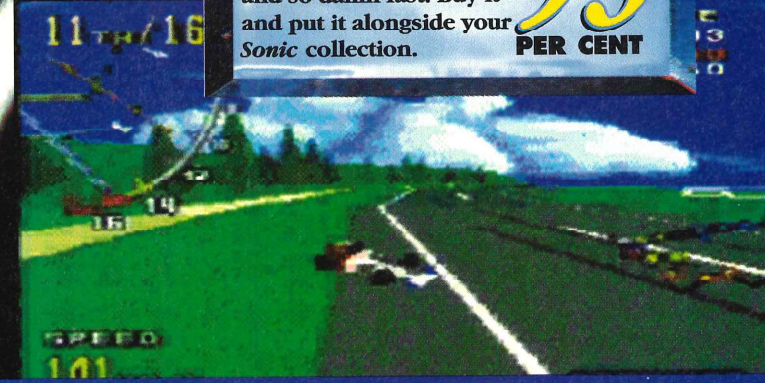


◀ Two players can take part in a split screen mode. Each player can choose their own individual perspective view, and you can wave at one another as you hurtle past. Coo-ee!

Points of View



You can view the racing from four different vantage points. They range from an in-the-cockpit perspective, giving that 'being there' feeling, to a bird's eye view that shows more of what's around the next corner.



▲ This is a little bit silly: find a wide enough section of the track, do a U-turn and go 'round backwards.'

▲ Taking corners too quickly results in skidding, which loses valuable time and position in the race. So try not to do it, OK?

The power of DSP

Virtua Racing has some of the slickest, quickest graphics this side of a Quantel Paintbox. This is achieved through Sega's new DSP chip, that sits snugly inside the cartridge and adds the extra processing power needed to bring the fast-moving arcade-quality graphics to the Mega Drive.

DSP stands for Digital Signal Processor. It does very hard sums very quickly, and is adept at producing real-time, polygon-generated 3D graphics. It's similar to the Super-FX chip that Nintendo pioneered for use in its *Starwing* game, and is actually based on the technology Sega used in the arcade version of *Virtua Racing*.

You can bet your Granny's life savings that we'll see more 3D games using the DSP chip in the future.

Word

GRAPHICS

A bit of graphic detail has been lost to sheer speed, but with nothing even close to compare it with, let's be nice.



SONICS

Soundtrack, fx and voices are faithful to the original. No in-game music is a bit of a downer (probably).



PLAYABILITY

A tad touchy on the controls, but generally easy and enjoyable to play.



STAYING POWER

Completely infectious and hugely exciting to play.



OVERALL

Sega's new premier game. Extremely impressive graphics and so damn fast! Buy it and put it alongside your *Sonic* collection.

93
PER CENT

MEGA-CD

The Terminator



MON 100

SEGA



VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Virgin
PRICE: \$119.95
SIZE: 8 megabits

They pillaged, drank lots of beer and wore silly hats.

the LOST Vikings

▼ Death comes to us all in the end, but rather more frequently to the hapless Vikings.

Adam Waring decides he fancies the life of a Viking, and practises his blood-curdling battle cry: **"Help! Mum!"**

MegaDrive Review

The three Vikings that we're concerned with are brothers and, what's more, they've been abducted by aliens. Still, Norsemen are made of sturdy stuff, and they're not going to let a little thing like that worry them.

Each has his own specialised abilities, but is decidedly useless when it comes to other, seemingly everyday, tasks. Erik the Swift can run like the wind and jump like a kangaroo. If he goes fast enough, he can bash through walls with his head. Olaf the Stout has a shield that protects him (and anyone else behind it) from all manner of nasties - he's the kind of guy who's handy to send out in front. Baleog the Fierce is harder than Jeff Fenech on steroids. He's armed and dangerous, and can slice baddies with a sword or skewer them with his bow and arrow.

On their own, each has as much chance of survival as a toddler left to roam free in a power tool shop. Only by combining their abilities and working as a team can the trio make it through to the next level. All Vikings have to survive and reach the exit to progress further into the game.

As you might expect, the levels are

packed full of puzzles that require a mixture of all three characters' attributes: Erik grabs objects that are out of his brothers' reach; Olaf protects them all from harm; Baleog kills things. What a team.

Two Vikings can work in tandem to overcome particularly tricky bits. By holding his shield above his head, Olaf can create a raised platform, enabling Erik to leap to otherwise-unreachable ledges.


There are plenty of pick-upables to help our ale-swilling mates on their quest. Food replenishes lost energy, bombs blow things up, and more specialised objects give you gravity boots and magic flaming arrows. Some of these objects are hidden, so give walls a try for secret rooms. Objects can also be swapped about at will, so if one of the Scandinavian scallywags is on the brink of death, his sibling can kindly donate some of the food he's carrying.

It's a clever system, and original too. The puzzles become increasingly difficult as you travel along. That's not to say it's for daggy brain boxes only - your arcade skills are tested too, with monsters to slaughter and ledges to leap around on. The control

system is reasonably straightforward, though it can get a little fiddly - especially in the heat of the moment. The Start button has different functions depending on what you press at the same time, and more than once I managed to stuff it up by doing the wrong thing.

The argumentative brothers have a bit of banter at the end of each level. Replay the same level once too often and they'll have a go at you: "Not this level again!". It won't have you splitting your sides and rolling around on the floor, frothing slightly, but may raise the occasional smirk.

Graphics and sonics are OK, but not eye-popping/ear-bursting. The Vikings look like Vikings, and the music won't have you reaching for the volume control. Nothing stunning, though.

It's a neat little puzzler, and different enough from most other games to make it interesting. Although some arcade skills are necessary, it's predominantly a working-out-the-puzzles affair. And if that's your thing, this is more fun than razing an Anglo-Saxon village to the ground and making off with the loot. 



▲ All three Vikings' skills are necessary to solve many puzzles. Olaf shields his brothers from the fire-spitting gargoyle, Erik charges the wall to break it down, then Baleog fires an arrow at the button to lower the bridge. That's teamwork for you.

Word

GRAPHICS

The Vikings and other in-game graphics are reasonable and recognisable, but not outstanding.



SONICS

The soundtrack's funky, but the sound fx are pretty average.



PLAYABILITY

Well thought out gameplay and a good mix of puzzling and joypad stabbing. Controls are a little frustrating.



STAYING POWER

Progressively more-difficult puzzles, and lots of 'em. Should keep you going for a while.

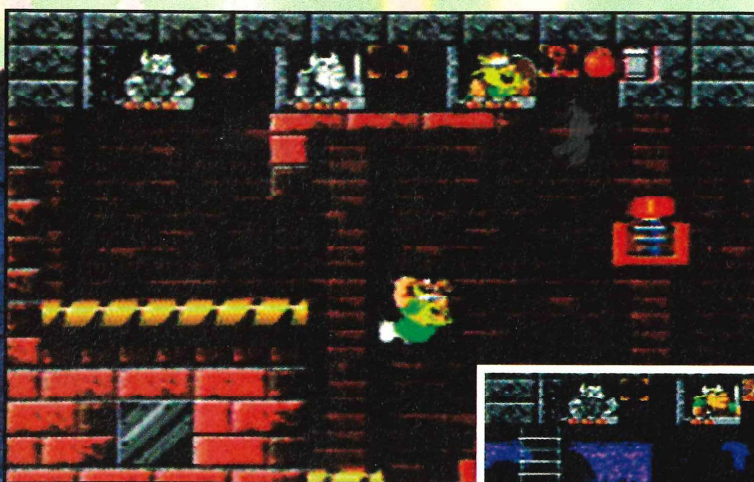


OVERALL

The three-Viking system is original, and some puzzles are trickier than quadratic equations. Not everyone's thing, but for those who like a little thought with their action, it's just right.

82

PER CENT



◀ "I can fly!" Olaf uses his shield to bring him down to Earth with a gentle thud, rather than breaking both legs and ending up in intensive care.

▶ Oh Lordy, it's a nasty monster-type thingy wotsit. Best kill it, then.



◀ Inhaling the gas from a helium balloon makes you talk like Mickey Mouse. It also floats Vikings up to higher ledges.

Level ThREe GUIDe

Levels one and two are dead easy, so here's a guide to level three.

1. Move all three Vikings onto the lift and go down

2. Use Erik to charge the wall

3. Shoot the button to switch off the force field

4. Hop into the teleporter to reach the section below

7. Another wall for Erik to charge

6. Shoot the button (again)

5. Go down to get the red key for the red lock

8. Take the lift down to the bottom

10. Grab the yellow key, being careful to avoid the laser beams

11. Using Olaf's shield and Baleog's arrows, waste the aliens and reach the exit

9. Raise Olaf's shield to make a step for Erik

EXIT

Mega Drive Review

▲ One of the three wise men - make sure you follow their advice.

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Virgin
PRICE: \$119.95
SIZE: 16 megabits

▼ Settlements need time and money to put together. Select the building required from the menu and, once construction has finished, stick it down on the concrete foundations.

Years after the movie release, some nostalgic soul thought it'd be cool to devise a game based on *Dune*. So they did. Peter Sharpe brushes the sand from his jeans, croaks "Thanks!", then collapses from heat exhaustion.

We told him to take the Spice Harvester...

Dune - Battle for Arrakis is a science fiction epic set against a background of ferocious battle, treachery, mystery and... very big worms. More importantly though, *Dune 2* is a strategic war game that will have battle lovers saluting their TV sets.

The plot revolves around the conquest of Arrakis, otherwise known as Dune. The planet is aptly named, as it's one large searing desert, and a deadly one at that. There are huge killer worms, scorching winds and absolutely no water (resemblances to the Nullabor Plains are purely coincidental...). Three different empires strive to control Dune exclusively, and that means war on a major scale.

What makes *Dune* so special? Well, it happens to be the only planet in the universe that contains Spice, a substance which allows intergalactic space travel. The people controlling the production of Spice thus become the Kerry Packers of intergalactic empire-building.

War games in the past have often been boringly slow, with complex rules that only dedicated strategists bothered to apply. *Dune 2* plays in real time, so the action is constant. There is no waiting around for production phases or battle turns, as in the old wargame style.

You start off by picking one of the three Houses (Empires) to represent. The Atreides are the good guys that live with honour. The House of Ordos are the greedy, money-making individuals, and the Harkonians are evil and ruthless characters. Who you decide to play doesn't have drastic ramifications on your strategies or ability to succeed.

You view the game from above, and start by laying down concrete foundations in order to build refineries for the Spice (you have to go off and mine it) and generators to power them. The first

mission sends you out to find and mine 1000 credits of Spice. It's not too difficult, and really exists so you can get the hang of constructing facilities and moving your Spice Harvester through the desert.

Each mission becomes more involved, and you'll be building huge industrial complexes, managing Spice resources and keeping your eye on the enemy camp (locating the enemy during reconnaissance missions is great fun).

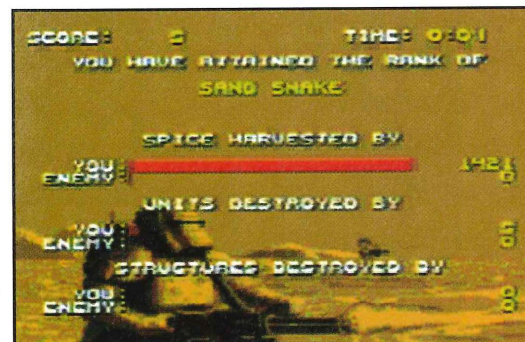
The game really starts to hot up when building and deploying weapons becomes your major consideration. Early on, you have a limited choice of two different desert bike models, but soon mobile missile launchers, siege tanks, flying attack craft and infantry will be at your disposal. The challenging aspect of *Dune 2* lies in balancing defences, building projects, Spice exploration, attacking enemy installations and generally keeping things under control.

The gameplay is easy to follow. You simply give an order to either move somewhere, attack something or perform any action by clicking on the object—it immediately follows your orders while you go off and concentrate on something else. The graphics are generally clean and precise. Identifying the different craft is easy enough at a quick glance—important when you're doing three things at once. The buildings are also clear, although plain military style appears to be the fashion of the day. Nice touches like the sand ripples in the desert are fine and dandy, but the 'huge' killer worms are disappointingly small. Watching the movie will give you a better idea of the gargantuan size they should have been.

DUNE

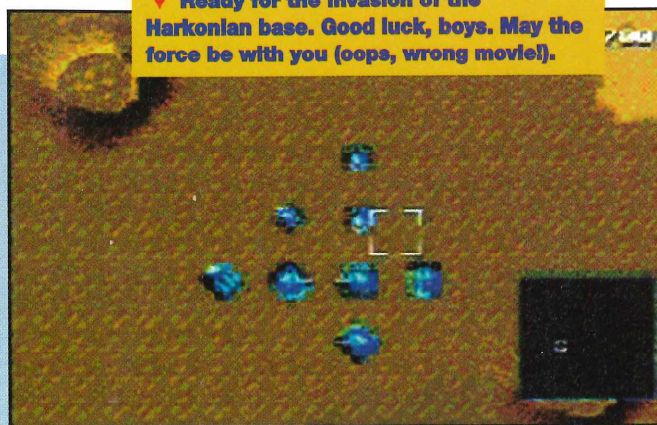
BATTLE FOR ARRAKIS

The only other problem is that the soldiers are no larger than little blobs of colour, especially when they're run over by a two hundred tonne Spice Harvester. They then take on a distinctive reddish hue. Nice touch of realism, that.



▲ The rundown on how you went. Honour or Dishonour?

▼ Ready for the invasion of the Harkonian base. Good luck, boys. May the force be with you (oops, wrong movie!).



THE WEAPONS

SPICE HARVESTER ▼



Good for harvesting Spice out of the desert, but even better for squashing enemy soldiers.

LAUNCHER ▼



Mobile rocket launcher. Very strong but inaccurate. Without careful placement, it can shoot on friendly troops – not pleasant.

QUAD ▼



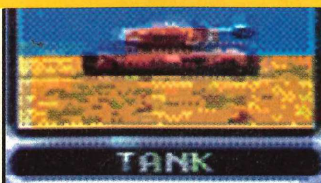
Slower version of Trike, but with better armour. Good for defence of base perimeter.

SIEGE TANK ▼



Twin attack barrels. Very slow but powerful attack. Excellent for knocking out enemy walls. Later missions contain even more surprising goodies!

TANK ▼



Slow, but good for strong attacks. Useful for initial ambush on enemy bases.

TRIKE ▼



Entry level attack vehicle. Good for recon missions where you need a quick getaway.



▲ Different-coloured areas represent various strongholds. Red is Harkonin, Green is Ordos, and Blue is Atrides.

DUNE

BATTLE FOR ARRAKIS

Actual speech is used to good effect during the game. When you order a soldier to move or guard a perimeter, he respectfully replies "Yes, sir!". This speech facility can come in handy – if you're not looking at your base and it's being attacked, "Base under attack!" is stated prominently. Very useful, as you might want to just pop off and supervise defensive operations.

This type of military feel is evident throughout the game, and is very well done. The music is atmospheric and gives a sense of urgency at the right times, like when you're running away from marauding Harkonians.

Mega Drive owners who are new to the wargaming world, do not fear! The tutorial screen is extremely informative, leading you step by step through all the basics. The old 'which button does what?' syndrome does not rear its ugly head. The adviser screens are another source of useful information. Take careful note of the advice they give – it's sometimes invaluable.

Dune – Battle for Arrakis is a terrific strategy game. It was great on the PC, and this version has not lost out; only a few details have been omitted, such as some extraneous speech and the more fiddly commands that weren't really necessary anyway. Play *Dune 2* and explore your hidden military genius. **M**



▲ No caring for the environment here. If it's orange, mine it!

SOME GOOD STRATEGIES

1. Build more than one refinery – you will mine more Spice and reap more cash. Cash means more military hardware, and in the tradition of the Cold War, 'you can't have too many weapons'.
2. Defend your base with vehicles first. Don't send them all out wandering or you'll leave yourself open to attack.
3. Keep your vehicles parked on rock (not always possible); the worms can't eat them there.
4. Send a Trike out to establish the whereabouts of the enemy base, or bases.
5. Build rocket launcher turrets; they're effective, look great and spew rockets automatically when the enemy appears.

Word

GRAPHICS

Nice, clear presentation helps the game flow smoothly, but the small worms are disappointing.



SONICS

Long, atmospheric tunes set the mood. Great voices and nice gun effects.



PLAYABILITY

A huge variety of weapons and military installations become available as you play. You'll be constantly on your toes.



STAYING POWER

Some of the attack missions are very long and quite challenging. Be prepared to dig in for a long battle...



OVERALL

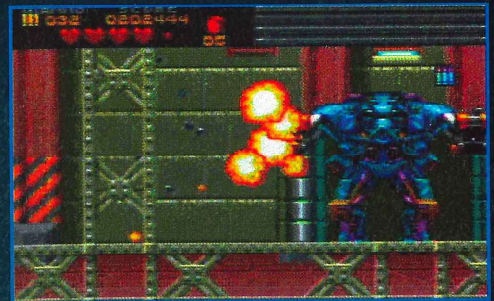
Great fun, action-packed, easy to get into and altogether very addictive. Who would have thought a strategy game would get the blood pumping?

92
PER CENT

BODY COUNT

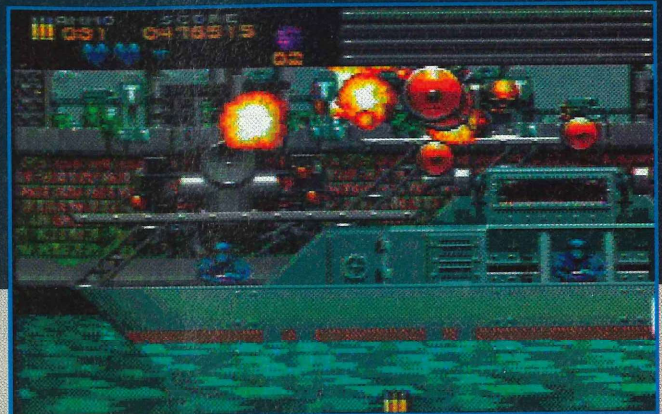
A tiny bead of sweat *glides* down Peter Burney's knitted brow.

His finger *twitches* nervously near the trigger as he flicks the power to 'on'. It's time to forget about taking prisoners...



▲ Make sure you save your grenades for the end-of-level machines.

▼ "Ahoy there, maties!" The word 'battleship' takes on a new meaning. Large sprites pop up to blast your head off.



Unfortunately, there are no civilians or other friendly folk to make aiming more important; just plant the finger and spray bullets in all directions (watch a Schwarzenegger film and you'll soon get the idea...).

Graphically, the game looks great. Huge sprites leap in front of you, covering half the screen, and you know what they say about waiting to see the whites of their eyes? The characters are well-detailed and there are heaps of different evils, from biker green-angels to train-riding goons and Robocop wannabes. Especially impressive are the massive end-of-level machines which, besides being extremely creative, also contain many detailed moving parts. Super!

The multi-scrolling backdrops move particularly well, and are accurately detailed (not that you've got time to admire the scenery). Even with literally hundreds of sprites rocketing about like

Ten thousand green aliens blasted off the screen. Ten thousand green aliens blasted off the screen. And if one green alien should really tick you off... then blow the bugger to bits (just like the rest of the gits)!" chants John, as he casually saves the world from certain destruction.

Meet our hero for the day... John Steadman, all-round tough guy with bulging biceps, lightning reflexes, commando cunning, and fewer brains than a chicken pecking at Colonel Sanders' favourite lounge chair. Get this—he has taken on the job of single-handedly ridding the world of thousands of invading aliens, who are mining the Earth's oil with the intention of then blowing up the planet. Whew... heavy!

Suddenly it dawns that *you* are that chicken... you are John Steadman, the fictional character, concocted by Sega to make this mindless artillery session more meaningful. Oh, but don't fret... to save the world, simply point your Menacer at the screen and obliterate everything before it obliterates you. It's that simple!

If you're an *Operation Wolf* fan, this cart will be right up your alley. The gameplay is identical: aim the crosshairs at the hundreds of baddies shooting guns, cannons and firing missiles. Objects are flying all over the screen, and your job is to pull the trigger.

With the first-person perspective, the screen scrolls either from top to bottom or left to right depending on the level you are playing. It also pauses for tougher intermittent baddies or the end-of-level, how-am-I-supposed-to-kill-this-monstrous-state-of-the-art-thing-with-my-piddly-weaponry machines.

Your machine gun is also equipped with a grenade launcher, which can be fired by using the B button or the top front button on the Menacer. Grenades vary from multiple explosions to single fireballs. These, as with bullets, power-ups, shields, and extra life, can be obtained by shooting them as they fall down the screen, or from stationary points in certain areas.

Two players... one Menacer

For those with a fellow Segahead at hand, the game can also accommodate two players simultaneously – double the fun. The control combinations available for use are two joypads, or the Menacer and a joystick. Unfortunately, two Menacers can't be used at the same time, as the infra-red sensors find it impossible to determine which Menacer sent the signal.



VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

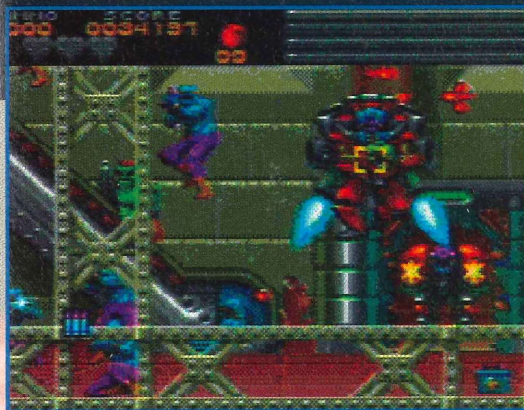
PRICE: TBA

SIZE: 12 megabits



▲ Shoot falling bullets, shields, energy and grenades to survive.

▼ Which do I shoot first? Ordered chaos rules in this game.



crazy, the whole thing is still as sharp as the crease down the front of Adam Waring's jeans (just joking...); there are no slow downs or flashings – it's all wham, bam, thank ya, mam!

Relentless chugga, chugga, chugga, machine-gun sound effects vibrate the TV speakers, and continuous explosions threaten to crack the screen. Very effective indeed. Your own gun also thuds away smoothly, masking the rather average soundtrack.

Overall, *Body Count* is a nice-looking game, but when you get down to the nitty gritty, it doesn't contain enough variety to really sustain long term interest. **M**



▲ Coloured crims shoot at you from the rafters. It's not very fair, really...

Word

GRAPHICS

Massive, detailed sprites, smooth scrolling and nice backdrops. Screen sometimes becomes congested though.



SONICS

Great explosions and machine-gun fx. However, the music won't be a No.1 hit.



PLAYABILITY

Real Billy the Kid stuff—shoot anything that moves. More fun with a Menacer, and even better with two players.



STAYING POWER

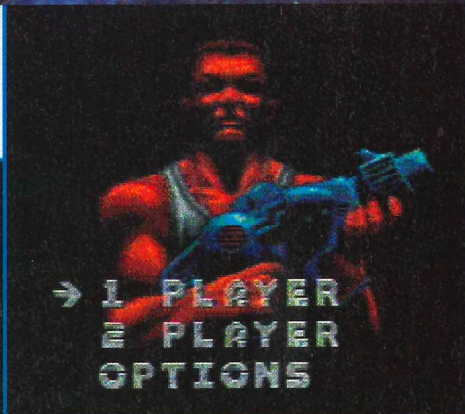
How long can you be satisfied with blowing away a screenful of targets? Even with three skill settings?



OVERALL

The name says it all. But counting bodies is not the most rewarding of pastimes. Fun for a short burst, and at least it gets the old adrenalin flowing.

77
PER CENT



▲ John Steadman... a man among men. John Steadman... wimp among aliens. It's the attack of the Robocop wannabes!

Creating Menacer mayhem...



Body Count: Clear, large sprites but repetitive gameplay. Lots of power-ups and three skill settings.



T2- The Arcade Game: Excellent coin-op conversion. Good graphics and humans who shouldn't be shot. Gameplay varies slightly from level to level. Some power-ups, but only one skill setting. A close second to *Body Count*.



The Menacer Six-Game Cart: Yep, the freebie you get with the gun. The *Altered Beast* of the Menacer world. Mildly interesting games (for five minutes) and simplistic graphics. No comparison, really.

MegaDrive Review

**HE'S REMEMBERED HIS SUNBLOCK,
RAY-BANS AND THE ESKY,
BUT UNFORTUNATELY
DAVID THOMPSON HAS
MISPLACED HIS HAREM
OF BEACH BABES.**

NORMY'S BEACH-BABE-O-RAMA

Just when you think the gaming world has run out of new concepts, Electronic Arts releases *Normy's Beach-babe-o-rama*. Imagine, a loser surf dude who guzzles 'space 'n time' suntan lotion and travels through, well... space and time to rescue the 'beach goddesses' snatched from Earth by (you guessed it) a UFO. Why not?

Normy is your standard platform game. The dude picks up weapons, 1-ups, health-restorers and other items familiar to platformers. The game starts when the beach goddess Moon Unit is kidnapped by an extremely large and not particularly friendly caveman called Oog. It's your job to beat him to a pulp and rescue the maiden.

After downing your suntan lotion, you find yourself on prehistoric Earth, surrounded by ankle-biting cavemen and – pardon the historical inaccuracy – the obligatory dinosaur. The main danger is not the living things, but the pools of tar and lava, swamps (what sort of a surfer dude can't swim anyway?) and hails of stone from active volcanos.

You enter each zone weaponless, which can prove most distressing. The first weapon found in the Prehistoric level is an extendible novelty hammer – not really

ideal for knobbling a Tyrannosaurus Rex. Following that, you can score supplies of exploding rocks to throw. After conquering Oog, you enter Medieval England, complete with knights, dragons, fools and princesses; your weapons changing in each level to suit the surroundings.

Character movement is pretty simple – the only notable exception being *Normy's* high-speed dash, which is extremely useful when combined with jumping, enabling massive leaps.

An interesting skill that you will have to master is pig-jumping. Pig-jumping? Well they look more like pigs than anything else. Scattered around the zones are ugly white pigs which *Normy* can use as trampolines. Start jumping up and down on a pig and you will soon find yourself punching new holes in the ozone layer...

From the player's point of view, *Normy* presents a bit of a problem – it's all a bit simplistic for the serious Mega Drive head. Graphically, there is nothing at all remarkable about this game, but it's fun to watch. A bit like a platform version of *Toejam and Earl*. **M**

Word

GRAPHICS

Backgrounds are dodgy, main sprites are OK, but others are below average. End of stage boss is a joke.

6

SONICS

Music leaves a lot to be desired, but the sound fx are quite good. Much more effort required.

6

PLAYABILITY

A bit unforgiving at times, and dodgy collision-detection does not help. On the other hand, it's fun to watch.

7

STAYING POWER

If the game doesn't annoy you too much, you could get a lot out of it; but most people won't bother.

7

OVERALL

A bit more of a challenge than most platformers, and fun to watch – but dodgy presentation and playability makes it far from the cutting edge of gaming.

69
PER CENT

VITAL STATISTICS

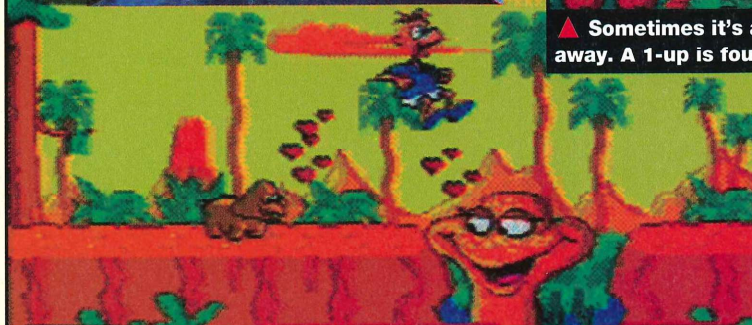
FORMAT: Mega Drive
SUPPLIER: Electronic Arts
PRICE: Around \$100
SIZE: 8 megabits



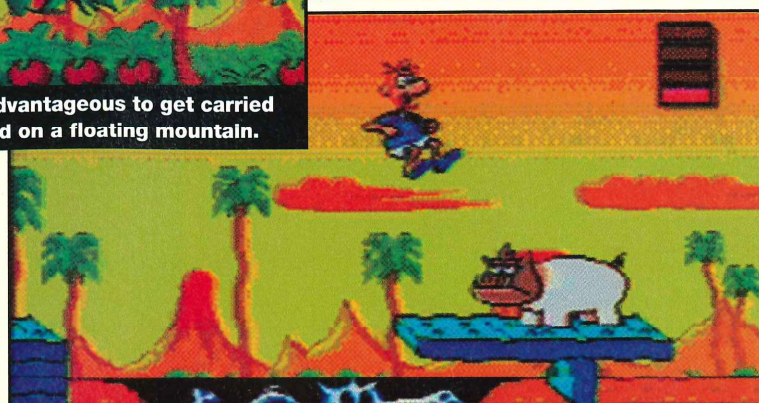
▲ Sometimes it's advantageous to get carried away. A 1-up is found on a floating mountain.



▲ When pig-jumping, use the jump button to leap higher, faster, and try not to land on the pig's head.



▲ Kill the mammoth, break the egg and you've found a new friend. Some friend... he falls in love with the first dinosaur he sees.



▲ Whooooah! Carl Lewis move over, Normy's coming through. Hit dash, then jump and you're in orbit.



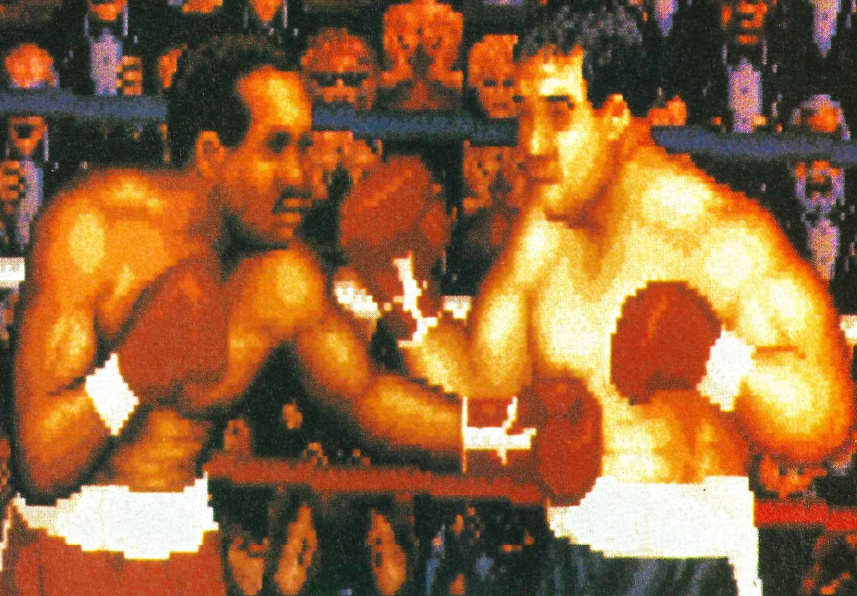
GREATEST HEAVYWEIGHTS

HOLYFIELD

MARCIANO

TIME
2:27

ROUND
1/12



OUT NOW



KINGS OF THE COURT



▲ "I don't know how I did it! I just pressed C!"

"We go into different schools—mainly primary schools—and introduce basketball to them. Some of them already have existing basketball programs, and we just go in there with a coaching clinic. We visit well over 500 schools a year, just in the Sydney metropolitan region, plus we run basketball camps during the school holidays."

OK, break time over. Richard is substituted by Leon, who took his seat with obvious nervous anticipation. "Who am I! I've gotta try and get the hang of it... that's more like it."

A 'real' basketball was brought in. Tim clutched at it desperately, clinging on to one small thread of reality. The pressure was beginning to show.

Leon took up the challenge, valiantly thrashing his old team mates (of course, he did have a little help from Justin). "Pick it up, pick it up... here we go! Showtime! How do you make him move faster? Watch this one. It's gonna be embarrassing for those guys..."

Indeed it was. Yes, Jody and Tim had lost again, but not by as many points as during that 'warm up' game. So rest assured, the Sydney Kings have successfully defended their right to proudly sport the Sega badge.

And what was Justin's opinion of his celebrity opponents? "Well, it's a good game to pick up. It's not that difficult—you run around, you pass, you shoot. Games are supposed to be simple. Generally they seem to know what they're doing."

So we had to let them go. **M**

The Sydney Kings have been sporting Sonic on their shirts for long enough so, rather than challenge them to a real court showdown, the Megazone side chained three Kings to a Mega Drive, bombarded them with NBA Jam and threw in a couple of Sega Masters for good measure. Sandra Bridekirk starts dribbling...

OK, the scene was set: the room was small and dark, no refreshments were provided and all exits were barricaded. The Kings arrived separately, under armed guard, and were ushered into the training area. *NBA Jam* was seething on the screen, the four-way MultiTap was inserted and fresh joypads in place. The only way Leon, Tim and Jody were going to make training that afternoon was if they played hard, played fast and played well.

It was time these boys earned that Sega badge.

"But we all have Mega Drives!" they pleaded, eyeing the wall of Sega Masters guarding the door. "And I've played *NBA Jam* in the arcades a couple of times," adds Tim, "but the little kids are so good, it's embarrassing to stand there and get your butt whipped."

Sega Masters Richard and Justin sighed. It was going to be a long afternoon... First the guys took the Kings through the basic controls, showing them simple moves and techniques. Richard and Justin then teamed up against Jody and Tim, while Leon stood edgily on the sideline.

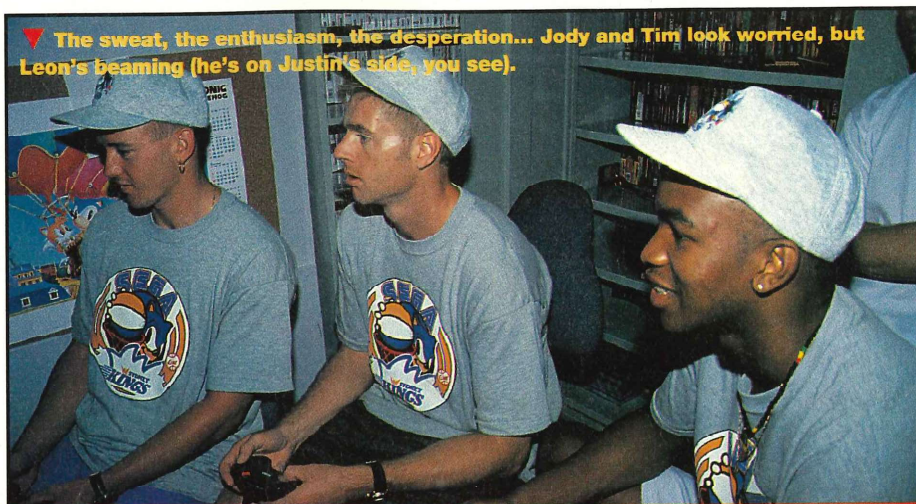
"It's hyper-realistic!" gasped Tim. "No-

one can jump this good. I've never been able to do a backflip over the back board!"

No legible words were uttered; an uneasy silence reigned until the Sega Masters triumphed at the final horn. The score was 75 points to the Kings' respectable 55. Not bad.

In the player change-over, we took the opportunity to extract some information from Tim about the Schools Development Project, a travelling basketball clinic that has been on the road for over four years.

▼ The sweat, the enthusiasm, the desperation... Jody and Tim look worried, but Leon's beaming (he's on Justin's side, you see).

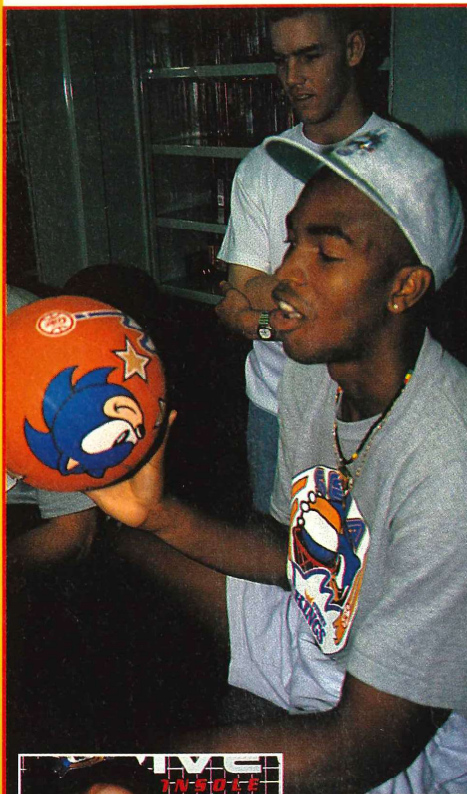


MEASURING-UP THE MEN...

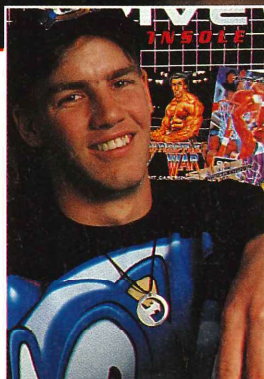
NAME: Leon Trimmingham
BORN: St Croix, US Virgin Islands
AGE: 23
HEIGHT: 200cm
POSITION: forward
PREVIOUS LIFE: college student
COURT KUDOS: fast and aggressive; a great scorer and proven rebounder

NAME: Tim 'The Leaper' Morrissey
BORN: Wollongong ('The Gong'), NSW
AGE: 30
HEIGHT: 195cm
POSITION: forward
PREVIOUS LIFE: student
COURT KUDOS: defensive stopper and a great leaper; willing to scrap and scramble

NAME: Jody 'Latenight' Austin
BORN: Sydney
AGE: 24
HEIGHT: 180cm
POSITION: guard
PREVIOUS LIFE: postman
COURT KUDOS: a fast and competent point guard



▲ Leon prepares to kiss the sacred Sega Sonic ball for inspiration.



▲ They've never set foot on a court, but Sega Masters Richard (above) and Justin (right) can thrash the Kings any day.



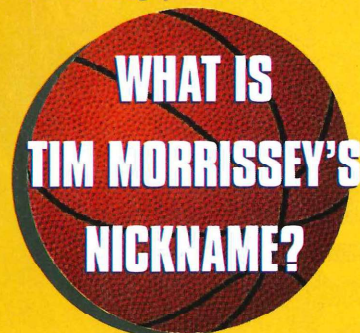
WIN A BASKETBALL BONAANZA!

The Sydney Kings commence their playing season on Saturday April 9 at the Sydney Entertainment Centre.

Megazone, Sega and the Kings are giving you a chance to win one of three fantastic Sydney Kings megapacks, each containing:

- ▶ a fab Sonic/Sydney Kings basketball, as modelled by Leon
- ▶ a cool Sega Kings T-shirt
- ▶ an even cooler Sega Kings cap
- ▶ a Sega Kings poster and sticker
- ▶ a double pass to see the Kings play in Sydney, Melbourne or Brisbane (note that transport to the closet venue is the responsibility of the winner)

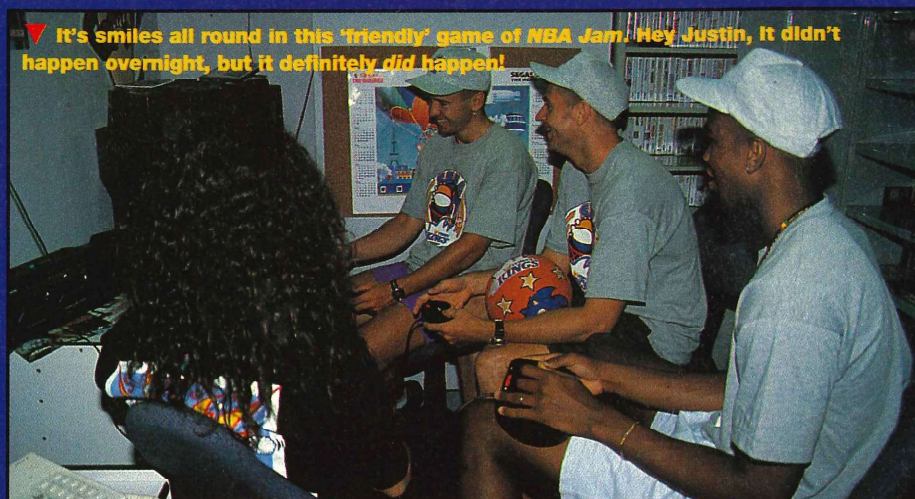
To be in the running to win this ultra-desirable prize, simply rack your brains over the following question:



Slam-dunk your answer onto the back of an envelope or postcard, dribble your name and address on there too, then sneakily back-pass it to:

Megazone Megakings Megadraw, PO Box 746, Darlinghurst, NSW 2010.

Make sure your entry reaches us by May 9, and only one per reader please, or we'll be forced to send round Leon. All two metres of him.



▼ It's smiles all round in this 'friendly' game of NBA Jam. Hey Justin, it didn't happen overnight, but it definitely did happen!

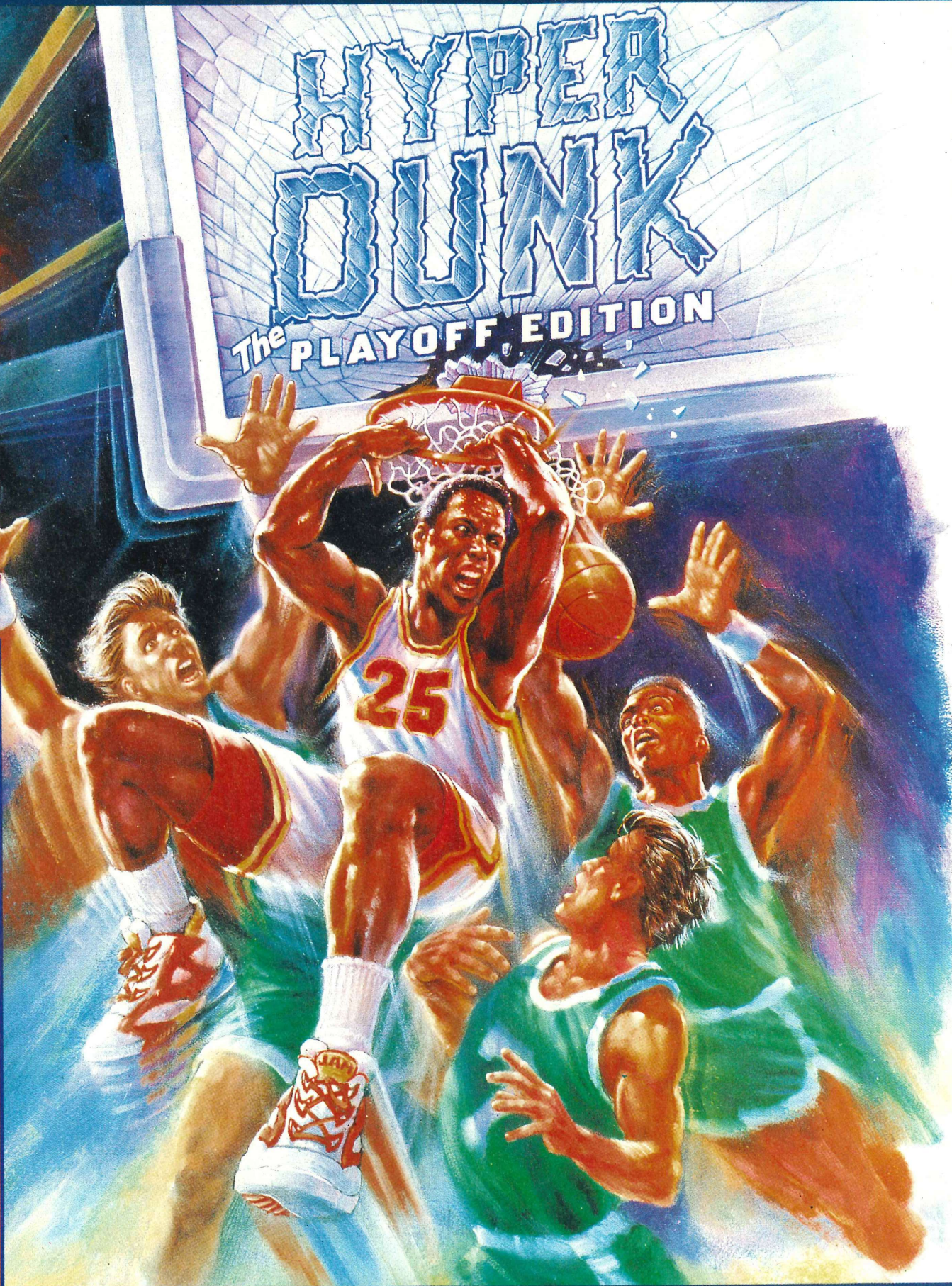
SEGA

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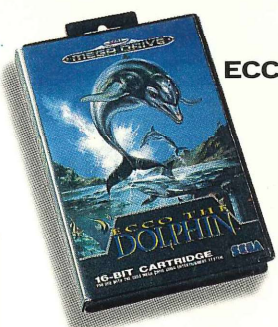
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HINTS

TERMINATOR 2

MEGA DRIVE

The **Three Stooges** from **VIC** have sent in an excellent level skip code. On the title screen press Up, Down, Left and Right two times. When the Terminator says "Excellent", press Start to begin the game. Then anytime during the game, press Start, B and C together, and you should now go to the end of the stage. This can be repeated as many times as you wish.



BART VS THE SPACE MUTANTS

MASTER SYSTEM

Hilary of **NZ** has a nice little tip that will help you find a few extra lives. In Round 1, after Bart passes the first eight mutants, jump up by the third single tree/bush and you'll find a life.

When you pass the mutants under the Kwik-E-Mart sign, turn left and fire a rocket at the 'E' in the sign to receive three extra lives.

RANGER X

MEGA DRIVE

David of **NSW** has come to your aid with a level select: play the game and pause it in any level. With joystick one, enter Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. The game music will start up again; press button B and you'll skip to the next level. This can be done as many times as your heart desires.

ECCO THE DOLPHIN

GAME GEAR

These level codes were submitted by **S.P** of **NSW**.

Medusa Bay	GRRSB
City Forever	SWIMM
Open Ocean	EMEFV
Cold Water	GFVOF
Open Ocean 2	QKGCJ
Deep Water	TLO.U
Undercaves	ECCOE
Ridge Water	SQUID
Deep Water 2	WWWQH
City Forever 2	AMIFW
Origin Beach	YUJNW
Dark Water	MSKRC
The Tube	EWQGV
Machine	AAPNN
Vortex	QQQQQ

SONIC 2

MEGA DRIVE

Rachel of **NSW** tells you how to snare 14 continues: access the sound test from the Options screen. Select and play sounds 19, 65, 09, 17, 01, 01, 02, 04. Then highlight 'Player Select' and press Start. Hey, presto!

CRUE BALL

MEGA DRIVE

From **Peter** of **NSW**: When you're in the lower or middle screen, hit the ball off the flippers, but don't let go of the buttons. If the shot is straight, the ball will go up to the next screen. This is helpful if you are having trouble opening the top gate.



ALEX KIDD IN MIRACLE WORLD

MASTER SYSTEM

NSW Rachel tells you how to continue: if you have 400 or more gold pieces when you die, press Up, then button 2 repeatedly on the Game Over screen. After about eight presses, you should activate a continue mode.

SEGA TIPS

JURASSIC PARK

MEGA DRIVE

For a stage select and sound test menu, enter then exit the options screen (there's no logic here!), then enter the password NYUKNYUK. Don't exit the password screen – highlight the left or right arrows (<< or >>), then press and hold A, then B, then C, then Start. Continue to hold all buttons until you finish the sequence.

'Second Controller Enabled' will appear, but if you highlight 'Exit' and press any button, then start the game, you'll get the stage select and sound test menus!

Not only does this allow you to choose your stage, but it lets you start at more specific places in the game. You can also play as Grant in Raptor levels, and vice-versa.

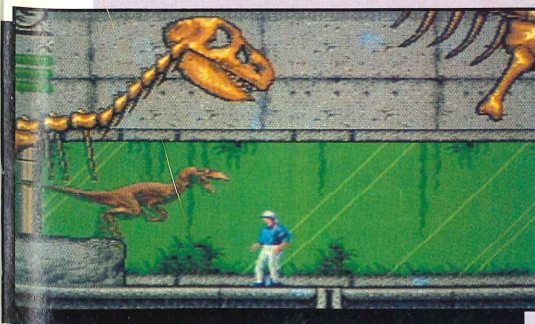
However, if you just want a simple password trick, use JPxOyARK. Substitute G (for Grant) or R (for Raptor) instead of x; and the numbers 1 to 7 (levels) for y.

If all that isn't enough, key in the password NYUKNYUK then press Start. 'Second Controller Enabled' will appear. Exit from this screen, then you're able to use the following cheats anytime during the game:

Hold A on joy pad 2 for slow motion

Press B on joy pad 2 to power-up

Use the D-pad on joy pad 2 to go through walls, ceilings and floors.



ALEX KIDD IN HIGH-TECH WORLD

MASTER SYSTEM

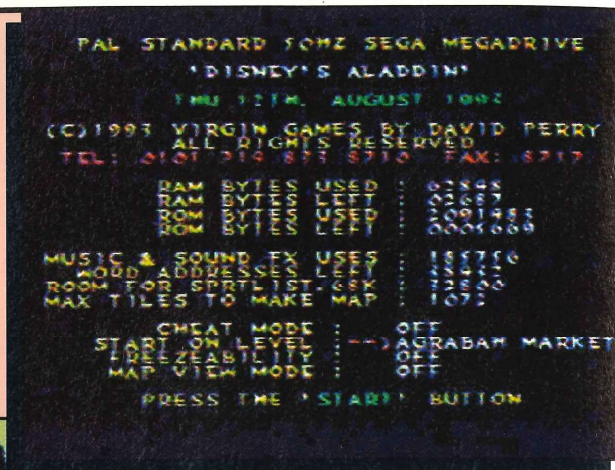
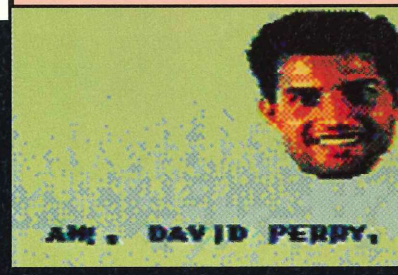
Also from **NSW Rachel!** keep a look-out for the yellow clouds in the Ninja section. Hit them five times to reveal a box worth 200 gold pieces.

ALADDIN

MEGA DRIVE

For a handy level skip, simply pause the game when in play, then key in ABBAABBA. This can be done any number of times. Yay!

To enter a Debug mode, point Aladdin's sword to 'options' on the start-up screen, and key in A, C, A, C, A, C, B, B, B, B. This will give you a whole stack of cool little cheats. Double yay!



ECCO THE DOLPHIN

MEGA DRIVE

Here's a good one from **Rachel** in **NSW**: on the password screen, enter SHARKFIN for unlimited air. Then go into the game and press B then A immediately afterwards. You should now have activated a deadly sonar that will kill any enemies.

To be invincible, go to the password screen and enter a password you already know. Before exiting this screen, press and hold A and Start. Keep them down until the game begins. Release both and the game should be in pause. Press Start again and you should be invincible when you play.

TAZ-MANIA

MEGA DRIVE

Here's a couple of handy hints from **Rachel** in **NSW**, who has been playing her way through *Taz-Mania*. For a level skip, connect two joypads, then when you're on the title screen, press A, B, C and Start on both. You should hear a chime. Now start the game, pause it, then hold down A, B, and C on joy pad one to skip to the next level.

Locate a bonus room in the Arctic level by standing on the block before the arrow and allowing yourself to sink down.

ACTION REPLAY CODES

ALIEN STORM

FFCE0B0060 Full life quota back
FFCE0C0080 Unlimited energy

EA HOCKEY

009A706002 Freeze penalty timers
00C0080000 Freeze game timer

JAMES POND

FF87D30005 Infinite lives
FF88AF0064 Infinite time
FF88DD000X Substitute X for mission number (0-B)

LAST BATTLE

00121C6002 Infinite time
0093D86002 Infinite energy

DICK TRACY

FFFD610064 Gives 99 lives
FFFD710059 Unlimited time

THUNDER FORCE 4

FF80030001 Gives you the claw
FF80040001 Gives you the shield
FFF2DD00FF All weapons

H I M N T S

HOT SEGA READER TIPS



▲ It's the Hotline team, playing group Twister while thinking up their answers.

A BONE TO PICK

My Mum won't let me ring up the *Jurassic Park* hotline, so can you tell me how to pass the skeletons with the Raptor?

Simon, NSW

All you need to do is run over the large boulder on the right that holds up the skeletons, and kick-attack it a couple of times. It's rather difficult to do, but you will know when you've got it right, because it explodes like a grenade.

MORTAL LIES

I have heard there is a code, 'Mortal Kombat', to get Kano on Master System. Is this true? Also, is there a code for the pit, or to add voice or flags?

John, VIC

No.

RISE OF THE RAPTOR

Could you please give me the last level code for *Jurassic Park* with the Raptor?

Robert

The code you're after is 021G001C

UP IN THE AIR

How do you hang glide in *Sonic 2*?

Matthew, TAS

Press left once a second on the joy pad.

ICY BREAKTHROUGH

Could you please tell me how to get past Phase Two/Water of the Elemental Plains in *Chakan: The Forever Man*?

Chris, VIC

Equip your battering mallet, hold Up and button B and make a half-circle motion towards Down. This should break through the ice floor.

OUT FOR A DUCK

Would someone please tell me how to get the green plunger in *Quackshot* on the Mega Drive?

Shane

You need to go through Duckburg, through Mexico, back to Duckburg, get the Heroes Key and go back to Mexico.

SONIC SELECT

Is there a level select cheat for *Sonic 2* on Game Gear?

Adam, NSW

When you see Tails in the opening sequence, press and hold buttons 1 and 2 and Start. When the title screen appears, rotate the D-pad clockwise about five times until you hear a chime. Let go and press Start.

NUTS AND CATS

I am stuck on *Phantasy Star* on the Master System. I have collected every character and weapon and am on the edge of completing it – just how do you get Myau (the cat) to eat those nuts?!

Philip, NSW

You need to have the Prism, and use it before you use the Laerma nuts. You also have to be on top of the Baya Malay Tower.

PLAY IT AGAIN!

In your December issue, there were codes of infinite lives and energy for *Tiny Toons*. When/how do you put them in? Also, do you have a level select for *Aladdin*?

Vivien and Karl, VIC

Those codes were Action Replay cheats, and you need a special cheat cart (the Pro-Action Replay) to use them. This cheat cart plugs between the console and the cart, and costs \$99.90 for the Mega Drive. To skip to the next level when playing *Aladdin*, pause the game and press ABBAABBA. This can be used on any level.

THE END FOR ECCO

Could you tell me a way of getting to the end of *Ecco* on Mega Drive? I got to the last stage, but when I get too close to the big head, the screen goes red. What do I do?

Nathan, QLD

The code for the last fight is OORNLMLO. You need to blast out the eyes with your song. When they're gone, go for the mouth, but only after he has eaten some jellyfish. You need to dash-attack it from the side or bottom. Repeat this until his jaw falls off and doesn't return. Then dash-attack the brain from underneath and wait for the end credits to arrive.

NO CHALLENGE

I read a British mag and it said that on *SF2 Special Champion Edition*, you can fight DeeJay Maximum from the New Challengers. I tried the code but it didn't work. Is it for real?

Murray, NSW

There are no reliable codes as yet to play the *New Challengers*, but a lot of lies and rumours abound. See the codes printed on page 53.

If a game is driving you crazy, drop us a note and we'll hassle our friends at the Sega Hotline for the answers.

Send all pleas and bribes to: I Must Be Useless, Megazone, PO Box 746, Darlinghurst, 2010.

& TIPS

TINY TOONS

MEGA DRIVE

This huge bank of letters was sent in by **Michael** of **QLD**. He swears that they're the level codes for Tiny Toons, so give them a go.

1. No password
2. XMBD DDL D LLKL DLLL DDND
3. XYBL LDDD DLKD LDDD DLND
4. QBBG LLLL LLBD DLLL LLTG
5. TYBK DLLL LDBG DDDL DLTV
6. HBBB LLLL DDBK LLDL LLTN
7. JMBB PDLL LDBB LDLL DLDQ
8. XYBB MLLD LDBB PDDD DLMQ
9. HYBB TLLD DDBB MLDD LDPD (boss)
10. KRBB TGD L LLBB TLLL DLNG
11. YRBB TZDL LLBB TKDL DDNT
12. YRBB TZLL DDBB TKLL DDNT
13. QRBB TZGD DDBB TZLL DLZM (boss)
14. THBB TZKD LLBB TZGD LLTM
15. GZBB TZLL LLBB TZKD LDRB
16. KZBB TZZG DDBB TZLL LDDH (boss)
17. PZBB TZZK DDBB TZZK DLDJ
18. XZBB TZZB LLBB TZZK LDDP (boss)
19. KJBB TZZQ DLBB TZZB LLDT
20. KXBB TZZW GDBB TZZQ LLGM
21. NXBB TZZW KLBB TZZQ GLVM
22. ZTBB TZZW ZLBB TZZW KDTM
23. BQBB TZZW ZGBB TZZQ ZLMR (boss)
24. MQBB TZZQ ZKBB TZZW ZGMZ

STREET FIGHTER 2

MEGA DRIVE

If you're without a six-button pad, but want to thrash around a bit with *SF2* (and who doesn't?), use this little trick to make your three-button controller perform a special attack like a pro. Simply wait for the CAPCOM logo to appear, then press Down, Up, A, A, B, B and C.

Hezza of **VIC** has the code for the six-button pad: when the CAPCOM logo appears, press Z, Up, X, A, Y, B and C.

To be able to pick the same player twice on the battle mode screen, **Hezza** says: use controller two to press Down, Z, Up, X, A, Y, B and C.

OK, this one is not for the faint-hearted. It was sent in by **Alec** of **TAS**, and is a cheat to let you fight DeeJay Maximum. The Sega Hotline guys reckon it's very hard – and if they say it's difficult, don't be surprised if you can't get around it.

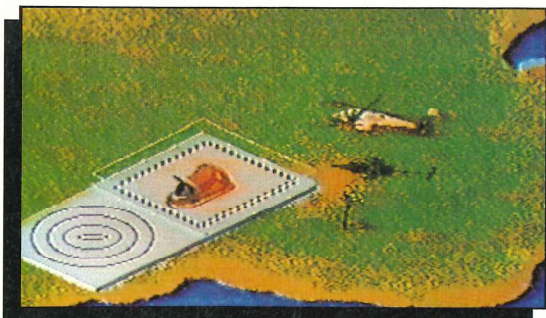
With a six-button joypad, play the game until you achieve a high score. Enter your name as BERTNERNIE then go to the options screen. Choose the hardest level and start the game on the hardest speed. When fighting M Bison, press Start then Up, C, Mode and Y together; Left, A, Right, Down, Y, B, A, Left, Left and Start. Watch out, DeeJay Maximum!

JUNGLE STRIKE

MEGA DRIVE

If you're having trouble on levels seven, eight or nine, then **Tim** of **VIC** reckons he may have the solution with these codes for 24 lives.

- | |
|----------------------|
| Level 7: THCYV4MHPPM |
| Level 8: 7GBTNL6MHH4 |
| Level 9: N4SG3N6MHHS |



A definition of happiness:

▶ your Sega and a copy of **Mortal Kombat**. Now, it's all fine and dandy to just **PLAY** **Mortal Kombat**, but here at **Megazone**, our mission is to expand your gaming horizons, and this is a good place to start. So file in behind Peter Sharpe, who leads us through the definitive guide to this peace-loving and politically correct game...

MORTAL KOMBAT

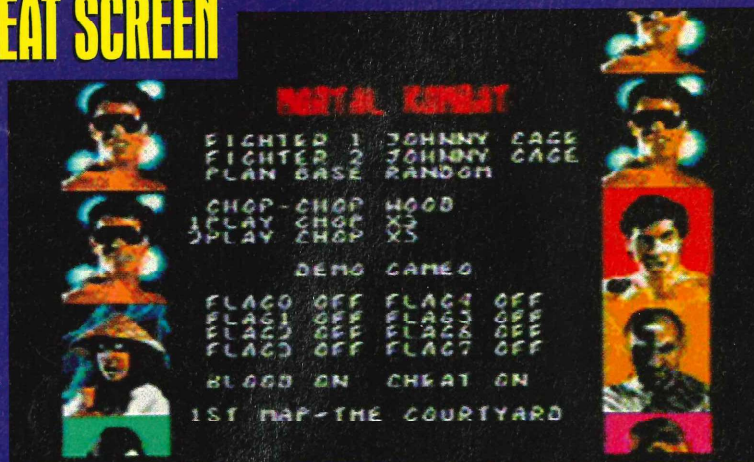
Gamebuster

THE MEGA DRIVE 'D.U.L.L.A.R.D.' CHEAT SCREEN

This wondrous cheat screen will let you do some amazing things. At the Start-up screen, with the scrolling heads on either side, press Down, Up, Left, Left, A, Right and Down.

Adjust any of the settings, but the flag options are the best. Just turn them on or off depending on the cheat you want.

- 0 One hit and your enemy bites the dust.
- 1 One hit from your enemy and you die.
- 2 Turn on the Reptile.
- 3 Acclaim manager's head bounces around Pit stage (weird).
- 4 View those cryptic Reptile messages before each fight.
- 5 Unlimited continues.
- 6 Enemy will use Special Finishing Move on you if you lose.
- 7 Oh dear... bit of a mystery, this one.



▲ A very handy screen. You can even play about with those bonus rounds. The flags are really ace though.

THE REPTILE

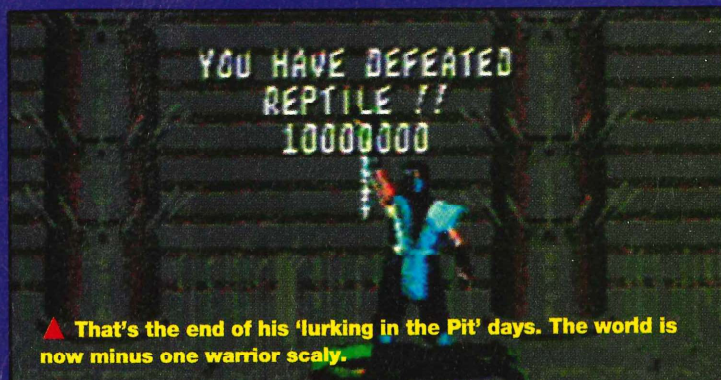
This hidden character is usually very difficult to get to. The normal way is to win a Double Flawless victory at the Pit section, without blocking. Then you have to do your special finishing move, which also can't have a block in it. So characters like Kano can't normally do it. To make matters even more complicated, it only works if Santa Claus or some other silhouette is flying around the sky. A rare event.

No more frustration, though. Use the DULLARD cheat, and turn FLAG 2 on. This will turn the silhouette on automatically. To make the flawless victory easier, turn FLAG 0 on. One hit and they're dead. When you complete your special finishing move, you'll fight the Reptile at the bottom of the Pit.

The Reptile has the powers of both Sub Zero and Scorpion. Defeat him to get a million points and the glory.



▲ Well, you've met him. Now it's time to kick his butt. Go get that million!

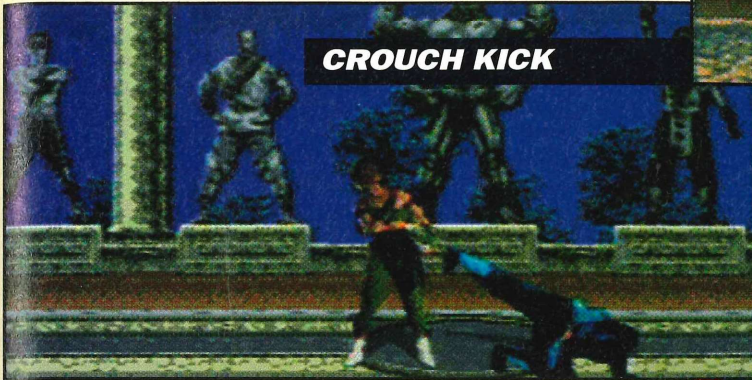


▲ That's the end of his 'lurking in the Pit' days. The world is now minus one warrior scaly.

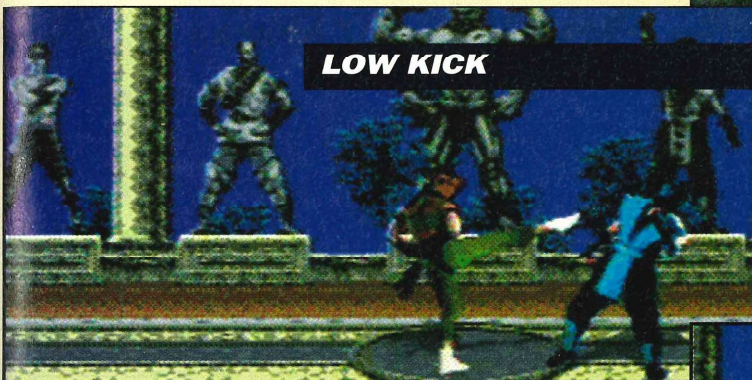
USING THE BASIC MOVES EFFECTIVELY

All of the main characters feature very similar basic moves. The key to using these effectively is not to keep repeating the same move over and over, even if it has hit twice. Vary your attacks when striking, first using kicks and punches together. The 'repeat the hit manoeuvre' only works on easy level, and remember: always play on hard. You get your money's worth that way.

CROUCH KICK



LOW KICK

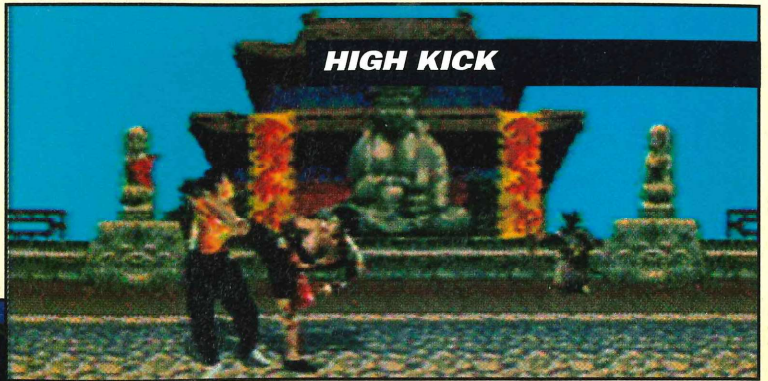


Throwing is a good way of inflicting damage; but beware, for like crouching, it can leave you open. Wait for the enemy to make a mistake.

THROW



HIGH KICK

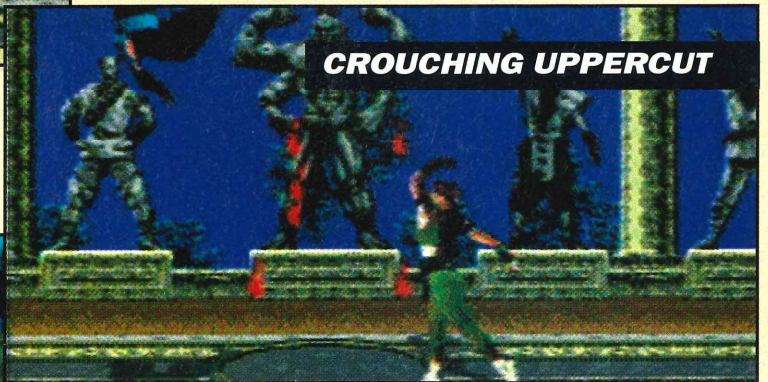


FLYING KICK



The strongest standard move is by far the Crouching Uppercut. Be wary of using it too often, for it can leave you vulnerable. Try to only use it if the enemy has made a mistake. For example, going for a high kick when you were crouching.

CROUCHING UPPERCUT



▼ The blood does give it a more colourful look, don't you think?



THE BLOOD CODES

No more squirting tomato sauce at the TV screen, here are the codes for your Sega system:



On the 'Codes' screen hit
ABACABB



Press buttons 2, 1, 2 then press
Down and Up

MORTAL Kombat



Gamebuster

FIGHTER PROFILES

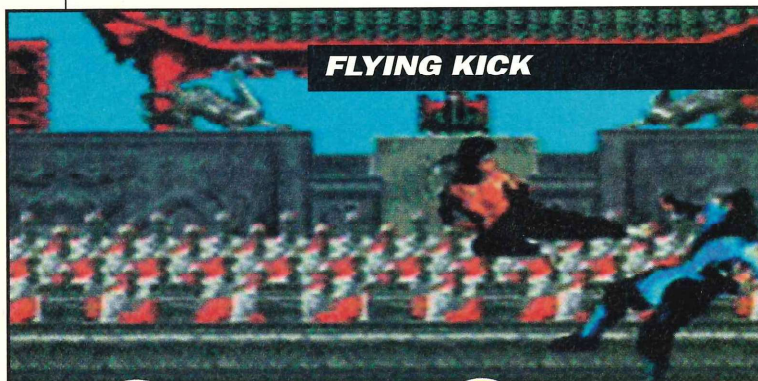
LIU KANG

The definite good guy of *Mortal Kombat*. Originally from a Shaolin Temple in China, he has become a Master in Kung-Fu. Spiritually and physically balanced, Liu Kang wants to restore the honour of the once-proud tournament. Of course, this means he must eradicate Goro and Shang Tsung in the process.

Liu Kang is an excellent character for a beginner because of the ease of his special moves – your fingers won't feel frustrated and neither will you. Don't use the flying kick more than twice in a row, because after that, it will be successfully blocked and you'll get hit (on harder levels).

SPECIAL MOVES

▼ Liu Kang's flying kick is very fast and easy to do in the heat of battle. If done close to the enemy, you will often fly to the other side of the screen. Good escape potential for tricky situations. Keep in mind that if the kick is blocked, Liu Kang is open to attack, as he lands right next to the enemy.



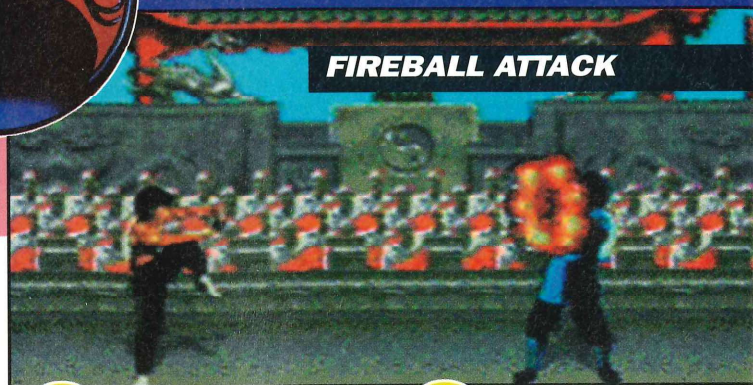
FLYING KICK

MD

Press the D-pad Towards, Towards, and press C

MS/GG

Press the D-pad Towards, Towards, and button 2



FIREBALL ATTACK

MD

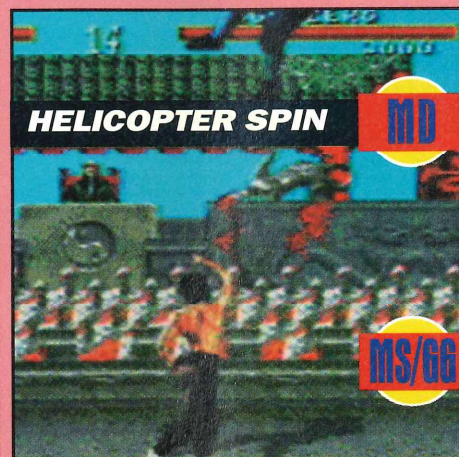
Press the D-pad Towards, Towards, and Press A

MS/GG

Press the D-pad Towards, Towards, and button 1

▲ The fireball attack is typical Liu Kang, ie: it's fast. It's an easy move to execute, which is handy. A very good strategy is to shoot a fireball, and then do a flying kick for a double hit. Unfortunately, this is difficult to do, and you need a good controller.

SPECIAL FATALITY MOVE



HELICOPTER SPIN

MD

Hold the Start button, and do a 360 degree rotation of the D-pad from bottom point towards enemy

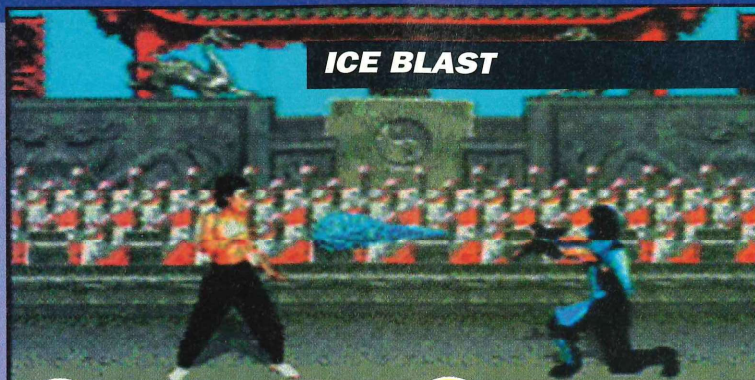
MS/GG

Hold Start, and rotate D-pad 360 degrees from bottom point towards enemy

SUB ZERO

A bit of a mysterious character, Sub Zero is a Chinese ninja who has very dubious morals and some nifty special effects. Rumour has it that he is after the bounty on Shang Tsung's head. His two special moves are the Ice Blast and the Power Slide. The Power Slide is tricky to do, and therefore Sub Zero is not good for a beginner.

SPECIAL MOVES



ICE BLAST

MD

Press Down, Towards, then A

MS/GG

Press Down, Towards, then button 1

◀ The Ice Blast is quite slow, and doesn't inflict damage by itself. Sub Zero is vulnerable if the Ice Blast is successfully defended.

SONYA BLADE

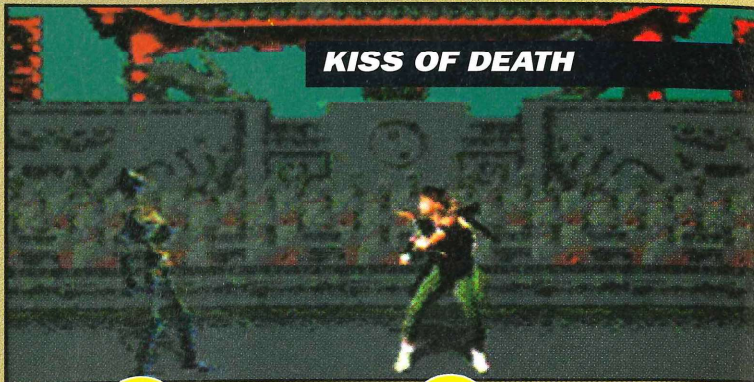
The only female entrant, and a tough warrior who's not to be messed with. Trained in the US special forces, she is hunting Kano (who is missing from the Master System/Game Gear version). She is also trying to rescue her army buddies, who have been held prisoner by Shang Tsung. Her three special moves are effective, but can be tricky. Due to her Leg Toss, she is excellent in close combat. Long range, she's not so hot.

SPECIAL MOVES

▼ The Leg Toss can be done from up to an inch away from the enemy. It inflicts a lot of damage, but finger frustration can be the order of the day. Good for getting out of a corner.

SPECIAL FATALITY MOVE

KISS OF DEATH



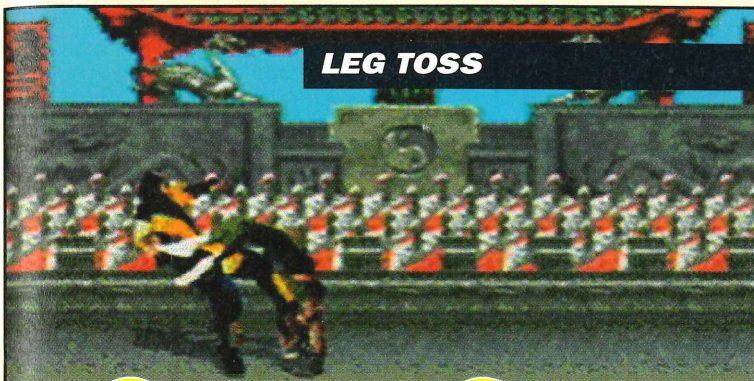
MD

Press Towards, Away, Towards, Away, then press Start

MS/GG

Press Towards, Towards, Away, then Start

LEG TOSS



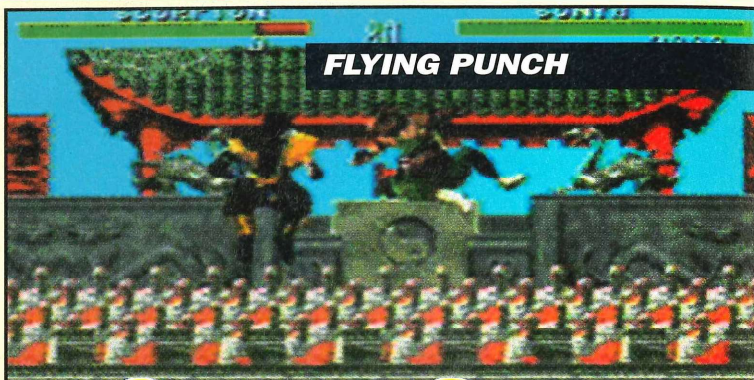
MD

Press Down, and A, B and C together

MS/GG

Press Down, and buttons 1 and 2 together

FLYING PUNCH



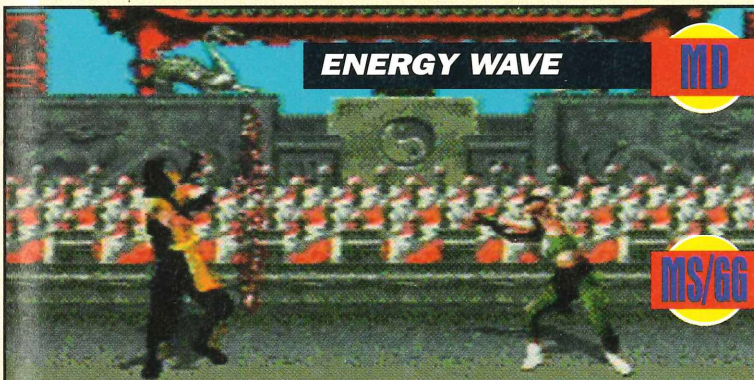
MD

Press Towards, Away, then press A

MS/GG

Press Towards, Away and press 1

ENERGY WAVE



MD

Press Away, Away, and press A

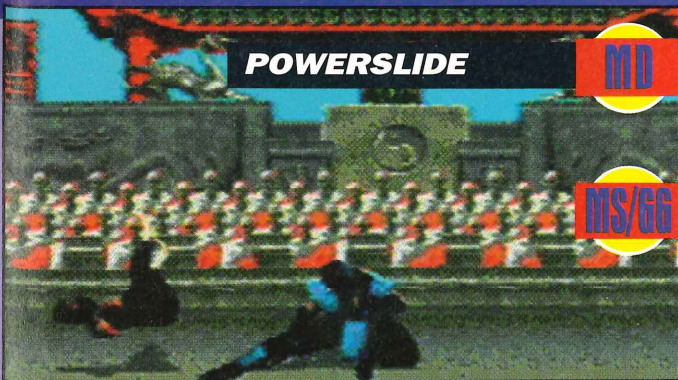
MS/GG

Press Away, then press 1

▲ The Energy Wave does not inflict that much damage. It's very easy to do, though, and very quick as well.

SPECIAL FATALITY MOVE

POWERSLIDE



MD

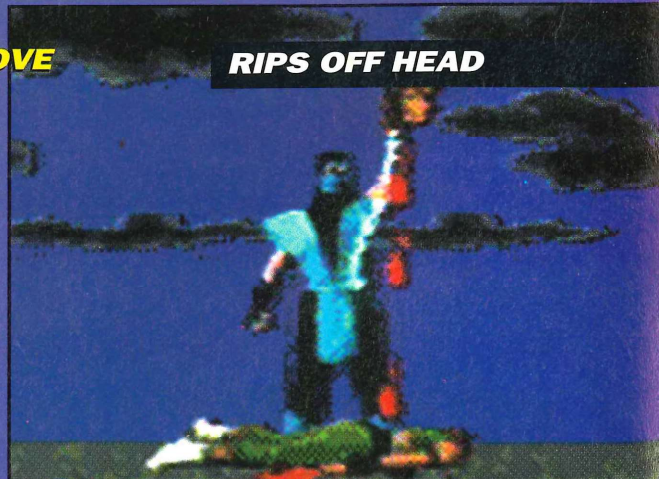
Press Away, then B and C together

MS/GG

Press Away, Away, and 2

▲ The Power Slide is great for stopping constant foot sweeps, and getting out of tight corners. Difficult to execute at times, unfortunately.

RIPS OFF HEAD



MD

Press Towards, Down, Towards and A

MS/GG

Press Towards, Down, Towards, and button 1

MORTAL Kombat

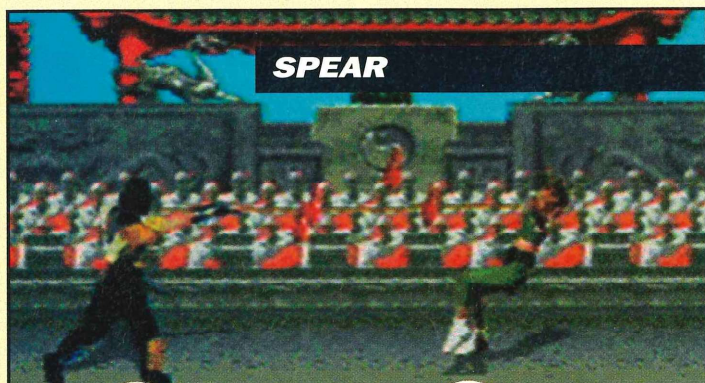


Gamebuster

SCORPION

Scorpion is a phantom, hell-bent on revenge for his death. Sub Zero was his murderer (sounds like a soapy), so it's going to hit the fan, so to speak. Scorpion's fighting style is virtually unknown, although it bears an uncanny resemblance to Sub Zero's. Scorpion is a deadly warrior because his special moves are easy to use, and he can jump from one end of the screen to the other Instantaneously. A personal favourite.

SPECIAL MOVES



SPEAR

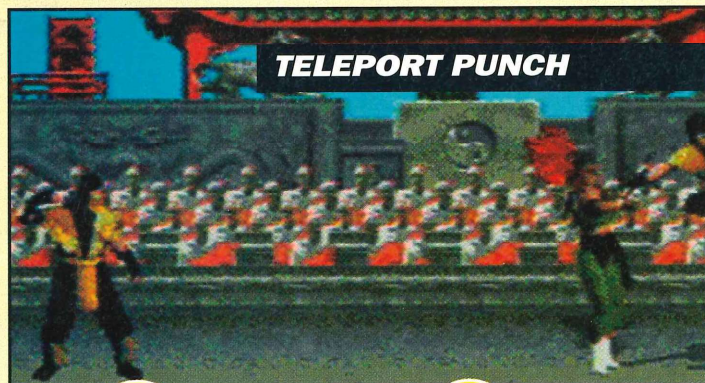
MD

Press Away, Away, then press A

MS/GG

Press Away, Away, then press 1

◀ The Spear is an attractive-looking (and gruesome-sounding) weapon, but should not be solely relied upon. This is because of its slow speed. Use it at shorter distances to increase your chance of hooking an enemy.



TELEPORT PUNCH

MD

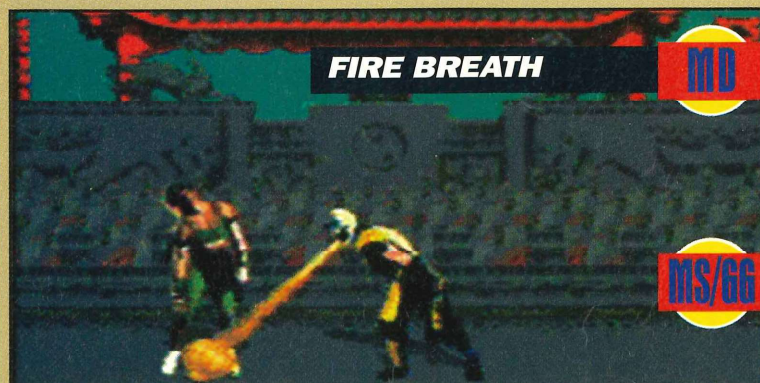
Press Down, Away, and then press A

MS/GG

Press Down, Away, then press 1

◀ One of the best abilities of any character. You should only use it when close to the edge of the screen, then you teleport to the other side and hit your enemy from behind. Especially good when playing a friend.

SPECIAL FATALITY MOVE



FIRE BREATH

MD

Hold Start button, and press Up, Up

MS/GG

Hold Start and press Up, Up

JOHNNY CAGE

He's a Hollywood actor, can perform the splits and is very good at Martial Arts. Sounds familiar, doesn't it? Johnny has arrived at the tournament to boost his fame and musclebound ego. Poor old Johnny Cage is not one of the better fighters, for his special moves are not as good as those belonging to the other warriors. He's definitely not bad, just average. But he does get a general nod for the cool way he puts on his sunnies at the end of each bout.

SPECIAL MOVES

▼ The Shadow Kick looks nice, but can be easily blocked, limiting Johnny's attack and leaving him wide open. Only use it when close, to limit the enemy's time to defend.



SHADOW KICK

MD

Press Away, Towards, then B

MS/GG

Press Away, Towards, then 2

▼ The Flame Blast is not that strong an attack, but at least it pelts along at a fair speed. A good 'softening up' attack, but not much more.



FLAME BLAST

MD

Press Away, Towards, then A

MS/GG

Press Away, Towards, then 1

RAIDEN

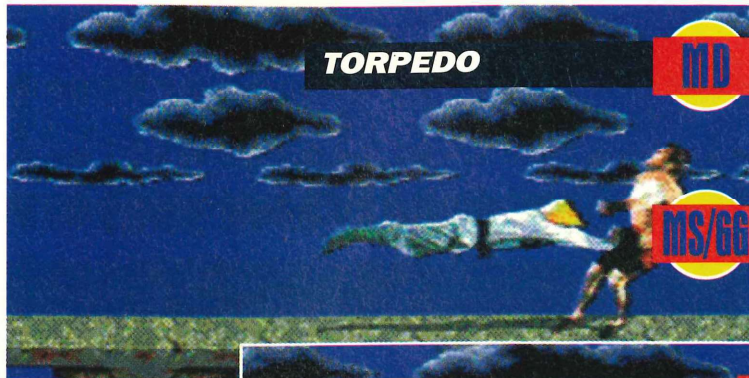
How do you describe Raiden? To put it simply, he's a god. Sounds like a tough competitor, and that he is. Luckily for the rest of the combatants, he has put himself into mortal form so he can be beaten. He is trying to show Shang Tsung that inviting him to the tournament will end up in a surprising result for the old bloke.

Raiden has long legs and therefore a good kicking reach. His powers allow him excellent distance and close-up attacks. A force to be reckoned with, no doubt.

SPECIAL MOVES

▶ This inflicts above-average damage to the enemy, but is easy to do and complements the Torpedo Attack. The Master System Electric Bolt is very long and very quick - obviously being harder to avoid. The Mega Drive Bolt, on the other hand, is quite short, but still fast.

▼ An excellent long-range move, because it does a lot of damage. Most importantly though, if the torpedo is successfully defended, Raiden lands out of reach of his opponent. A second of breathing space after a failed attack can be crucial in *Mortal Kombat*. Do not try the Torpedo more than twice in a row - chances are it will probably be defended.



TORPEDO

MD

Press Away, Away, Towards

MS/GG

Press Away, Away, Towards



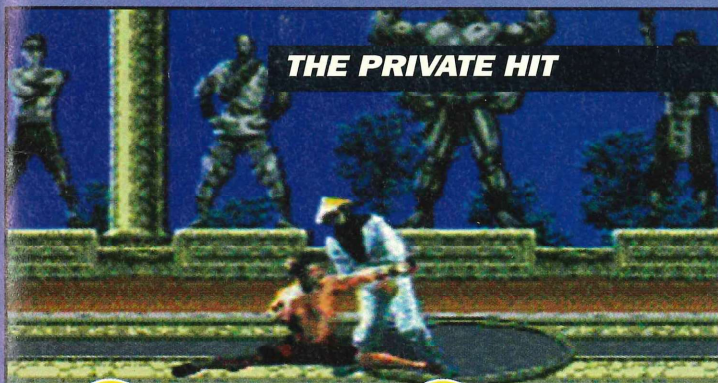
ELECTRIC BOLT

MD

Press Down, Towards, then A

MS/GG

Press Down, Towards, then Press 1



THE PRIVATE HIT

MD

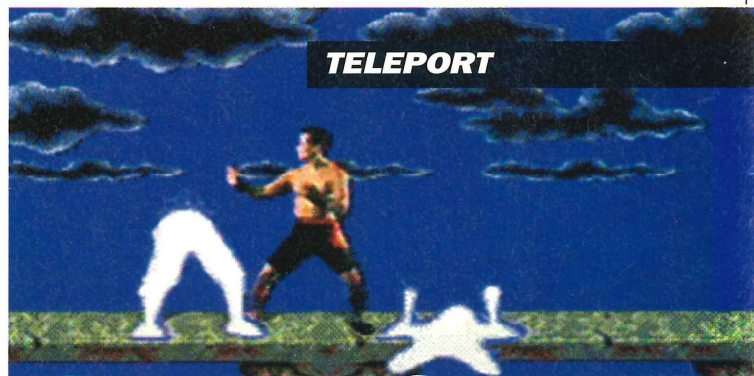
Press Down, Press A, B and C together

MS/GG

Press Start, then 1

▲ The funniest move in the whole game. You can't inflict it on Sonya, Goro or Shang Tsung because they don't have... oops, sorry! Not bad for the occasional surprise attack, but it can become a bit predictable.

▼ This ability will make you appear right behind the enemy, ready to make a close-range attack. It is essential that you have quick fingers for this one, as you might want to teleport very quickly again. If you use Raiden efficiently, he should be moving around the screen quite quickly in teleport and torpedo combos.



TELEPORT

MD

Press Down, Down, Up

MS/GG

Press Down, Up

SPECIAL FATALITY MOVE



HIT HEAD OFF

MD

Press Towards, Towards, Towards, then A

MS/GG

Press Towards, Towards, Towards, then 1

SPECIAL FATALITY MOVE



DEATH VOLT

MD

Press Towards, Away, Away, Away, then press A

MS/GG

Press Towards, Away, Away, Away, then press 1

MORTAL Kombat



Gamebuster

GORO

KANO

The real low-down evil character of the group, Kano belongs to an International crime syndicate called 'The Black Dragon'. He is exiled from Japan, and wanted in dozens of countries for a stack of crimes. To make him even more menacing, he has a cybernetic eye. Kano looks tough and is tough. He is considered to be the slow character in *Mortal Kombat*, but he compensates with his strong attacks. His special moves can be difficult to do, unless you have a Sega Power Stick, of course...

Kano does not appear on the Master System or Game Gear versions. Law-abiding citizens can now relax.

SPECIAL MOVES



▲ The Spinning Blade is the strongest of all the long-range weapons in the tournament. Be warned: it's fiddly to accomplish.



▲ The Super Spin is a dangerous move for Kano; if he hits successfully, fine and good. If the enemy defends successfully, Kano lands smack-bang in front, ready for a high kick to the head. Painful and embarrassing in two-player mode.

SPECIAL FATALITY MOVE



Goro is a 2000-year-old half-dragon, half-human. He has been the end-of-level beastie for Shang Tsung for quite a long time, and has had success. The bones in his lair should give you a rough idea of how successful he has been.

Goro is incredibly strong, and if he gets those four arms around you, major chunks of your health disappear at a very rapid pace. Goro can also shoot fireballs that are very fast and can knock you over. Don't run away in fear just yet, because believe it or not, Goro is not that difficult to kill. The secret is getting yourself to either the extreme left or right of the screen, and then doing rolling kicks in the air. This is done by pressing Up with the kick button. If you use a long range attack on him, he'll shoot a fireball right back at you, so be warned.



▲ Don't worry, he's not as bad as he looks. Goro's a big wimp underneath that 150 kg mass of pure muscle (gulp!).



▲ Ooops! Maybe he *is* that bad after all. Start to worry...



▲ Now this is the move you want to use against Goro.

THE GUARDIANS OF THE TOURNAMENT

SHANG TSUNG

The big bad demon boss, Shang Tsung took over the tournament 500 years ago. He has stripped any honour or goodness from it, and now feeds himself on the souls of the losing warriors. He has to be stopped.

Shang Tsung has the personal ability to shoot rapid-fire, high energy fireballs. If you see him raise his two hands in front, he's about to fire. The best thing to do is duck, as he does not usually move towards you while doing this. The fireballs will pass harmlessly overhead.

The worries begin when Shang Tsung starts to shape-change into the other tournament participants. As he uses their strategies, it can be hard to put him into a pattern. Wait until he changes into Goro (which is his most common form), then use the Goro strategy. If you keep the pressure on him, he will find it difficult to change back into himself.



▲ Oh no, he's taken another soul, damn it! How about another go?



▲ Our mate Shang Tsung transmogrifies into any other character he darn well likes, apart from the one you're currently playing. While in another's form he's capable of duplicating all of their abilities. Eek, it's Goro all over again. Help!



▲ They're very hot, don't touch them. He shoots three at a time.



▲ It's all over! Shang Tsung's dead and buried. Well done.

MOST INTERESTING RUMOUR ABOUT MORTAL KOMBAT

Word has it, that Arcade *MK* contains a secret character named Ermac. Apparently he pops up from time to time, and is a lot harder to find than the Reptile. The big question is whether Ermac is in any of the Sega *Mortal Kombats*? We can only wonder.



MEGA-CD

DRACULA™

UNLEASHED

COMING SOON

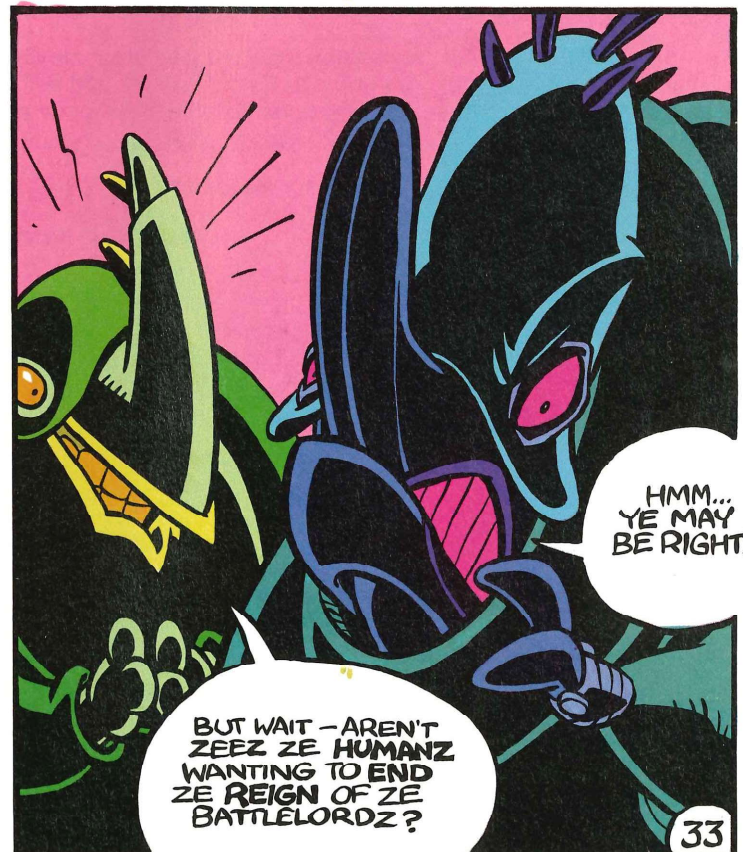
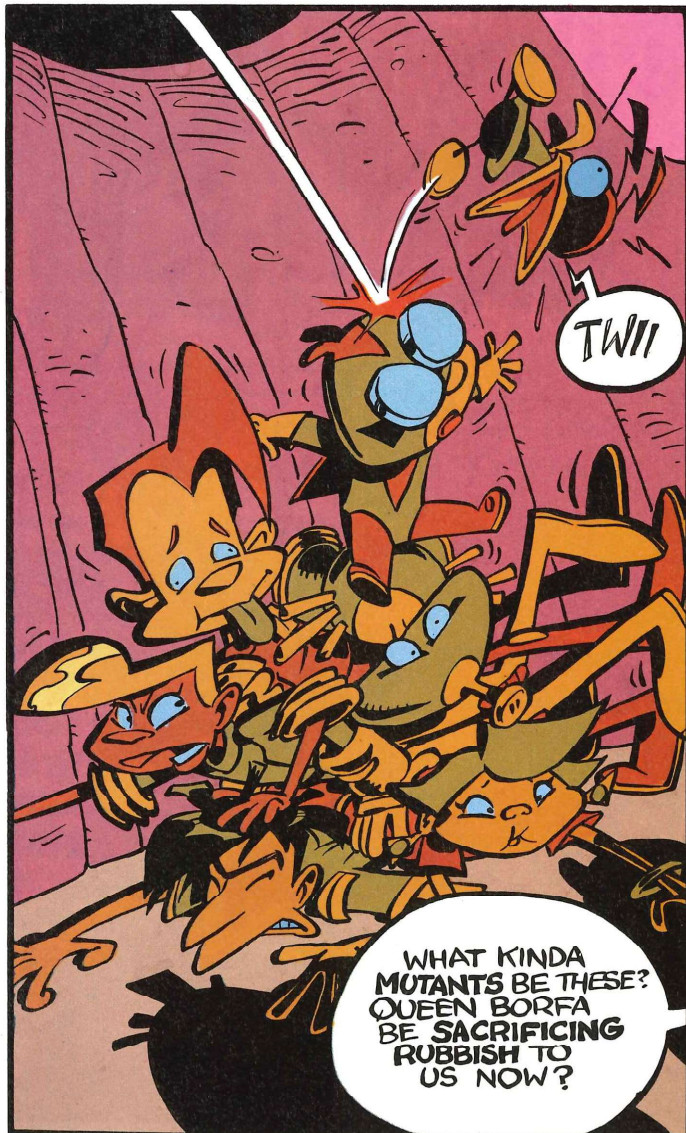
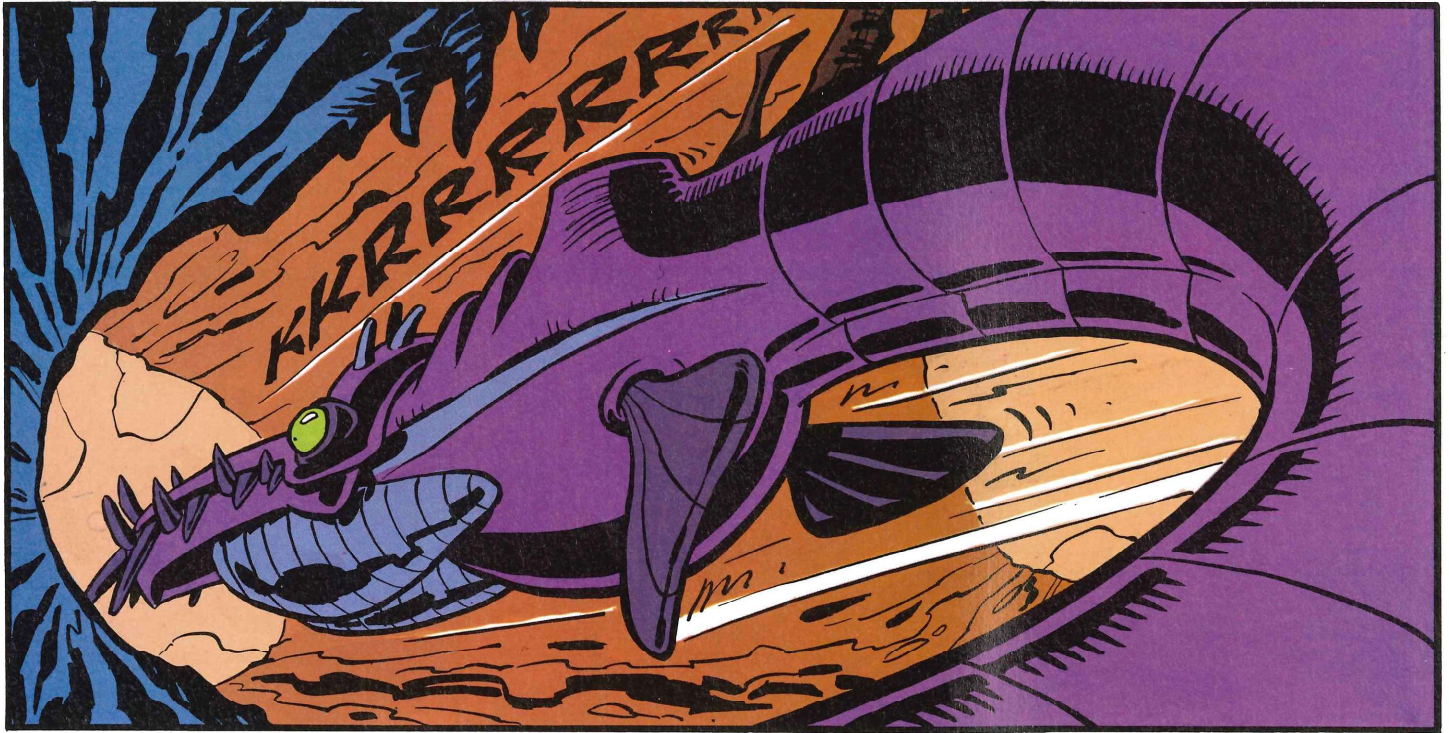
SEGA

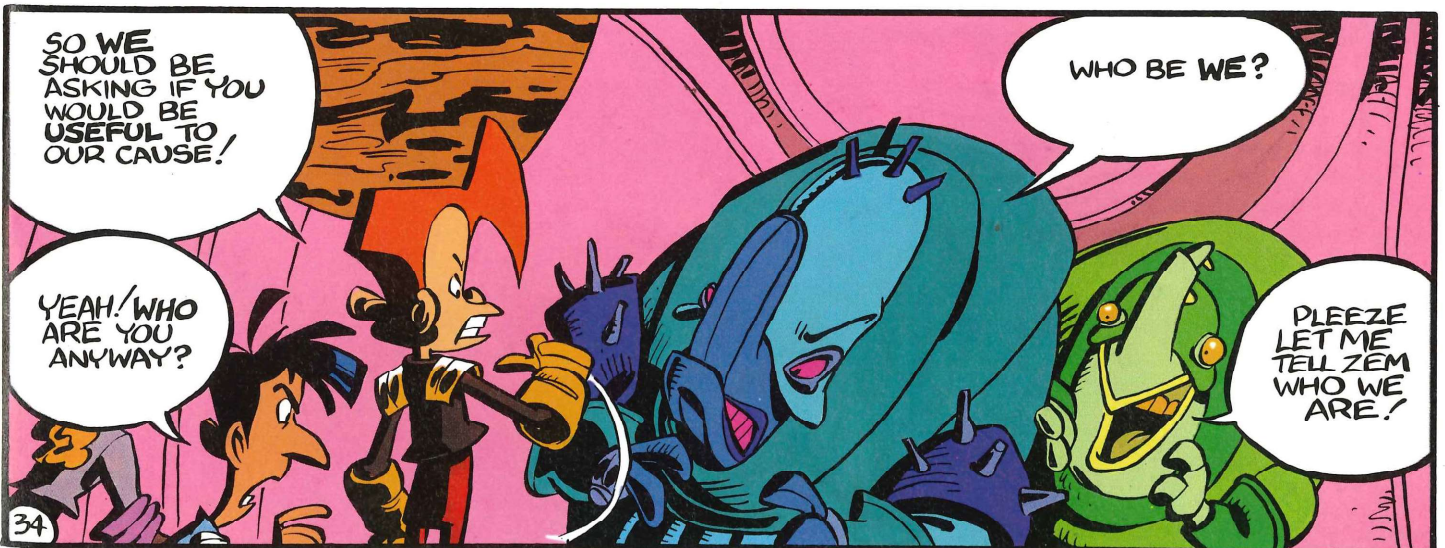
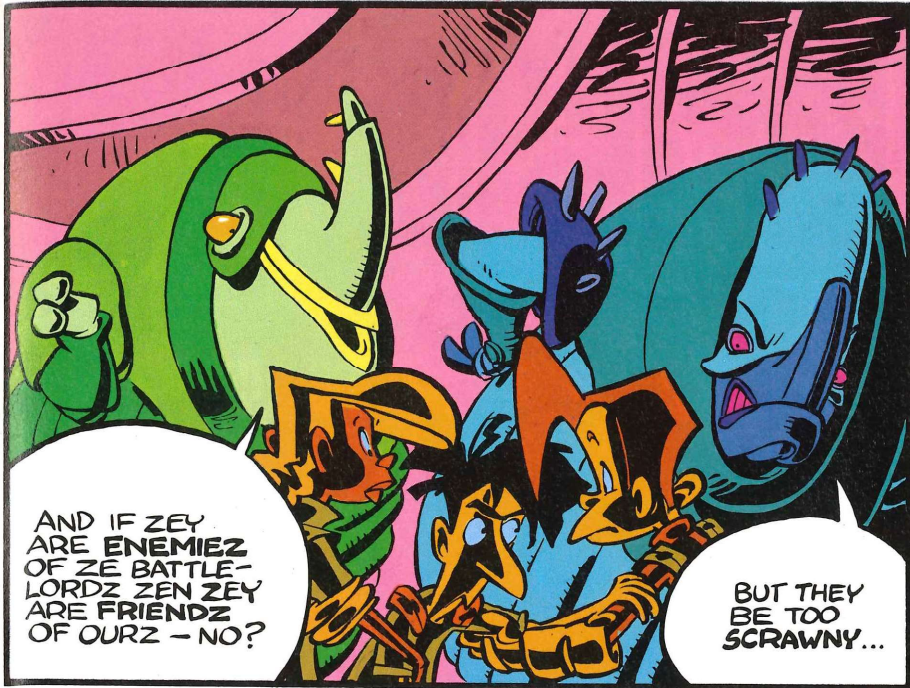
REX VECTOR

BY FIL BARLOW

©COPYRIGHT 1993

THE STORY SO FAR. WHILE ESCAPING THE QUEEN OF THE MUTANTS, REX AND THE XPEER GANG FELL INTO THE GAPING MAW OF THE DREADED PIT DRAGON...





END TIME

The Megazone crew is always game for a laugh, thought Adam, a regular prankster. So April Fools' Day was the ideal opportunity for a few jovial jests...

+ Duane had the shock of his life on the morning of April 1st. Adam had shinnied up the drainpipe to his apartment (no mean feat, as it's on the 28th floor) and did a 'rewiring' job on his toaster. Oh how he laughed as Duane was on the receiving end of 30,000 volts!

+ Sandra, too, was caught up in Adam's web of tomfoolery. Knowing she was arachnophobic, he planted deadly funnel-web spiders in her lunch box. Oh how he laughed as she writhed helplessly in mute fear!

Are these what you call April Fools?

COMPETITION WINNERS

You won't be seeing Greg Paine of Kadina, SA, for a while. That's because he'll be busy playing with a whole stack of fabby games, courtesy of *Electronic Arts*.

The lucky lad won 10 of EA's latest games in our competition in the January issue. Well done and thanks heaps to EA for doling out the goodies.

Those answers: An enormous great chopper, Zool, and Beam Software.

The five winners of the autographed *Caligula* CD single, *Tears of a Clown*, are: P Robertson, Gnowangerup, WA; Victoria Rodda, Darwin, NT; Craig Redman, Valla Beach, NSW; Andrew Hardy, Budgewoi, NSW; Karen le Blanc Smith, Ocean Reef, WA. Radical, pop-tastic, and groove on (or something).

Ashley wants, more than anything else in the world, to be Sonic the Hedgehog.

+ Adam didn't see the point of the revenge joke played on him - not until it was too late, anyway. It wasn't exactly the most subtle of tricks, they simply assaulted him repeatedly with blunt and rusty kitchen implements.

Oh how they laughed as the ambulance rushed him to intensive care...!

The joke's on you, readers -

+ Adam isn't really in a critical condition on a life-support machine at all. The gooey gore you see is nothing more harmful than No Frills Tomato and Chilli Sauce. So please, no letters about how obscene and tacky it is to brutally murder the Editor. It's all done in the best possible taste!

NEXT MONTH

There's more Sega-related fun and frolics next month, folks. Got a Game Gear? If not, why not? We playtest the portable plastic pal and find that, for the gamer on the go, it just can't be beaten. (And if you do have one, we give you the rundown on the best games going.)

We take a look at the findings of the reader survey we ran in last December's Megazone. All the questionnaires have been collated, we've struggled with statistics and analysed the data. Now we can tell you things about yourself that you didn't even know...

Plus there'll be the usual mix of news, reviews, tips and tricks. Face it: you'd be a total space cadet to even consider missing it.

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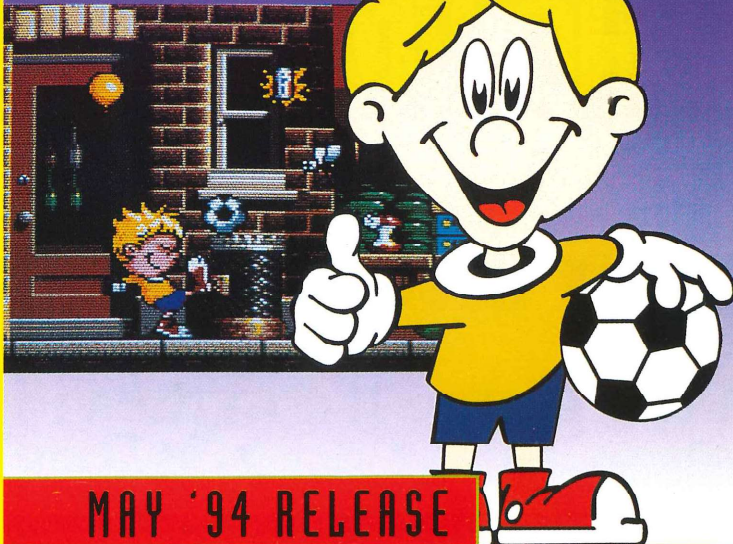
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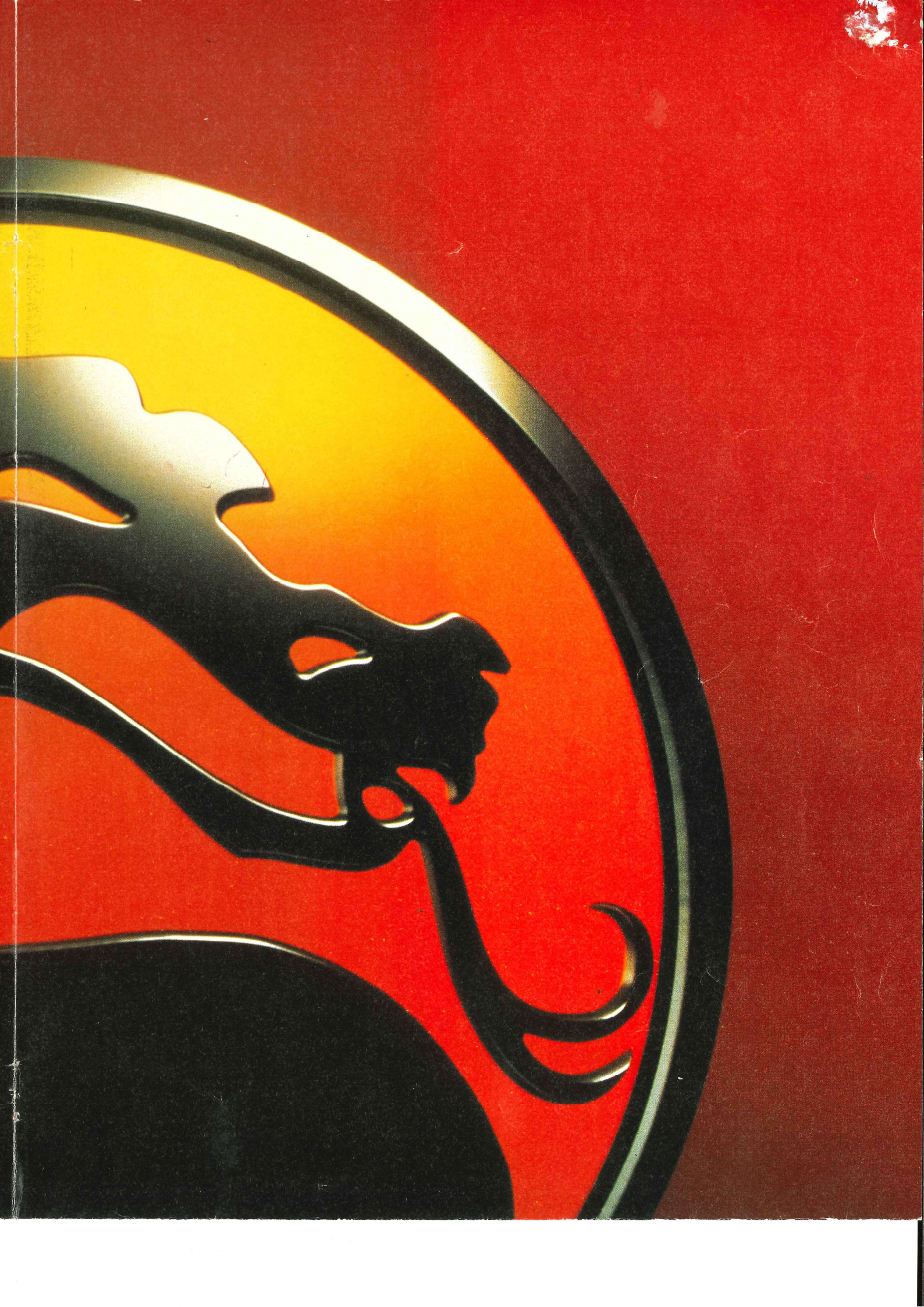
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