

A DIFFERENT KIND OF MEGA DRIVE MAG

# MEGA

ISSUE 4 SEPTEMBER 93

## ACTION

99p

### GORY GLORY HALLELUJAH!

Blood and guts restored to Mortal Kombat

100% MEGA DRIVE



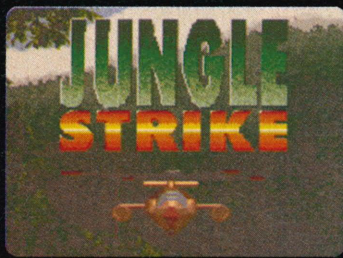
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09

**PLUS: VIRTUA RACING, MICRO MACHINES, CHUCK ROCK 2, ROCKET KNIGHT, PELE**

**IF YOU THOUGHT  
DESERT STRIKE  
WAS A DAY  
AT THE BEACH,  
WELCOME TO  
THE JUNGLE.**



The Madman's dead, but he's got a son and

insanity runs in the family. Kilbaba Jr's teamed up with Ortega,

the murderous drug-lord. They're loons with nukes



and they've got the world by the short and

curlies so put down the bucket and spade and get ready for the

Jungle. The Comanche battle chopper won't be



enough for all 9 killer missions so there are 3 more attack vehicles



to get slick at; a mine-laying Hovercraft, a Stealth

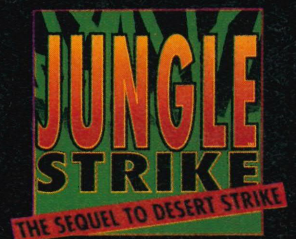
bomber and a Special Forces motorbike. It takes 16



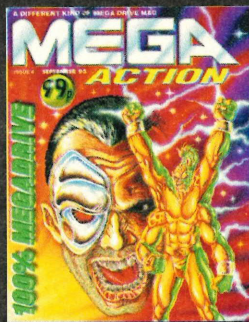
megs to contain this helicopter nightmare and on 16 July, it's

going to be unleashed. You'll love the arts.

ELECTRONIC ARTS



# MEGA



## MORTAL KOMBAT

There's no messing with MEGA ACTION this month as we bring you a huge feature preview of the awesome *Mortal Kombat*. We all got a big kick (sorry) out of playing this so here's to Mortal Monday and the coming fun. We also hope you like our new-look cover - we thought the old one looked a bit sad so here is the new 21st Century version! When we said 'a different kind of Mega Drive mag', we meant it. Stay tuned for more exciting developments...

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

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## WORLD NEWS

**6** A new-look News spread this month, and that has to be good! So we decided to take a look at the latest from Virgin, and TecMagik to celebrate - yep, that can only mean one thing - the latest on *Dune*, *RoboCop Vs. Terminator*, and *Sylvester and Tweety*. Also: news of a cart price rise and the latest on SpectraVideo!

## ON THE OTHER HAND

**8** So. You think this Mega CD is really that good do you? Let's face it, most of the games on it are rubbish at the moment and graphics-wise the Mega CD still doesn't measure up to the SNES. So why should you buy one?

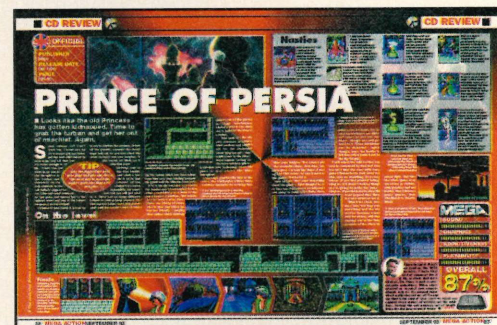


## REVIEWS

**10** Well, if it is the best Mega Drive reviews you are after for those summery games, there's nobody better to turn to than the MEGA ACTION reviews section! This month, we take a look at *Rocket Knight*, *Steel Talons*, *Micro Machines* and *Jack Nicklaus Golf*!

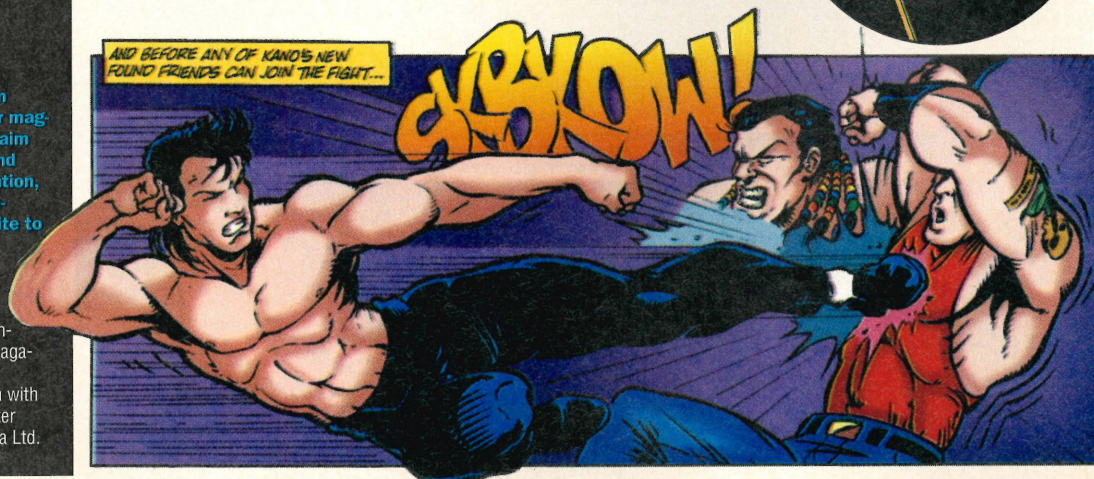
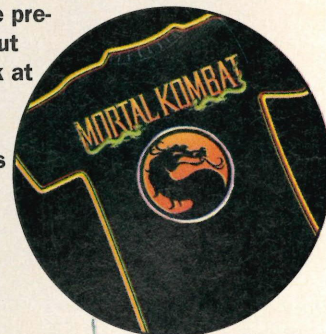
## CD REVIEWS

**22** With Mega CD supposed being the Next Big Thing, it's a real pity that the games haven't been more up to scratch. Let's face it, *Night Trap* wasn't going to make us all CDers. Anyway, another batch try their luck this month to be the Game To Buy A Mega CD For, including *Prince of Persia* and *Ecco the Dolphin*.



## WIN MORTAL T-SHIRTS!

**25** A lot has been said about this game *Mortal Kombat*, some of it by us (more in this issue by the way!) Anyway, before you get to our *Mortal Kombat* feature preview, how about having a crack at trying to win one of these superb T-shirts from Acclaim! You know it makes sense after all!



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## RIPE FOR THE PICKING

**28** Tomato Records are a small label getting big on the dance scene – and they do work for Sega too! Well, with a combination like that, how could Steve pass up the chance to take a wander down to see them?



## PREVIEWS

**30** We've got a HUGE number of previews for you this month! The software companies are already thinking of the Christmas sales period so take a look at the awesome *Thunderhawk*, *Chuck Rock II*, *Zombies* and *Mortal Kombat*!



## MEGA JIVE

**56** Those letters are starting to trickle in so Brad got down to some work and here's the one and only Mega Jive letters page for you! Turn to page 56 and check out those views, blues and muses!

## PLAYERS' GUIDES

**58** There's no messing with our players' guides this issue! Dave Goodyear, GamesMaster Golden Joystick winner himself and therefore the best cracker of games in the UK takes a squint at *Global Gladiators* and the ever-so-cool *Cool Spot*!

## HINTS AND TIPS

**62** An ever-popular part of the magazine this one, and a section shortly to get a face-lift! This month, we help you all out with tips and codes to *Streets of Rage II* and *Road Rash 2*! Now what more could you want!

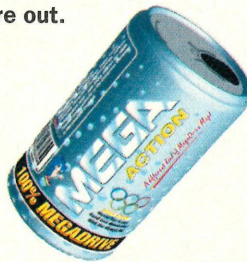
## MEGA WORKSHOP

**64** If there's one thing we don't like here on the MEGA ACTION team and that's unoriginal ideas! Buyer's Guides – who needs 'em? Every mag has them – but we now have the Mega Workshop! Each month we will take a look at the best games in a certain category and scrutinise them to death. So now you'll be able to go and get a game secure in the knowledge that you'll have all the info you need to get the best!



## NEXT MONTH

**66** We feel sorry for our next month page! It's the loneliest job on the mag being a page in that position, so we like to tell everyone where it is! This month, a soft drinks can makes an appearance on it for no particular reason that we can figure out.



THANKS THIS MONTH: Dave (I'll be there in a sec) Stewart, Nic (ask Dave) Moran, Denice (just been promoted) Wright, Don (chilled) Lewis, Steve (what day is it) Atherton, Jamie (scanning is my passion) Leeming, Derek (captions) Meakin, Darren (it works!) from Acclaim.

## IN THIS ISSUE...

So, you're after a game and don't see why you should spend £1.25 extra on over-priced reviews and previews from other magazines? Fair enough. We're sure we can help out...

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# WORLD N

## Welcome...

... to issue four of MEGA ACTION! If this is your first look at the mag – thanks very much for buying us!

We've got one heck of an issue lined up for you this month, including a look at the awesome *Mortal Kombat*, a Pele exclusive, *Rocket Knight*, *Dizzy*, *Chuck Rock II*, *Zombies Ate My Neighbours*, *Thunderhawk* and the marvellous *Micro Machines*! And in a new feature, 'On



the other hand...' we ask whether you really need a Mega CD... amongst other things.

But a really big hand must go to our all-new Mega Workshop, where Steve Atherton inspects five big golf games in detail and puts them through their paces. You can forget Buyer's Guides – this really tells you what you need to know!

There. Isn't that the best 99p you've ever spent? Regards, Nick Merritt – Editor.

## £45 cart price shock

News has just reached us of a rumoured soon-to-be-announced hike in the prices of an average Mega Drive cartridge, to a massive £45. This will be an increase of approximately 12% in the price of a cartridge when inflation is at a 30 year low of just over 1%.

Sega, the company responsible for distributing Mega Drive games are still negotiating with suppliers about the proposed price hike, but sources

within the software industry have told us that they're unhappy about the possibility of such a big increase, voicing concerns about the effect on sales of cartridges.

MEGA ACTION would like to raise its voice in protest about this rumoured 12% hike, on the behalf of our readers. We bucked the market by lowering the price of this magazine to 99p – why can't the software companies do something similar?

## My kingdom for a Norse

You know those little trade mark (™) symbols that crop up everywhere? Flippin' annoying aren't they? We always thought so anyway.

Well, it finally looks as though the computer games industry has fallen victim to ™itis judging by Virgin's latest ™-studded press release.

Although Virgin reckon they're promoting their new strategy game, *The Lost Vikings*™, that little ™ symbol has managed to attach itself to all the main character's names too!

Anyway the aim of the game is to guide Erik the Swift™, Baleog

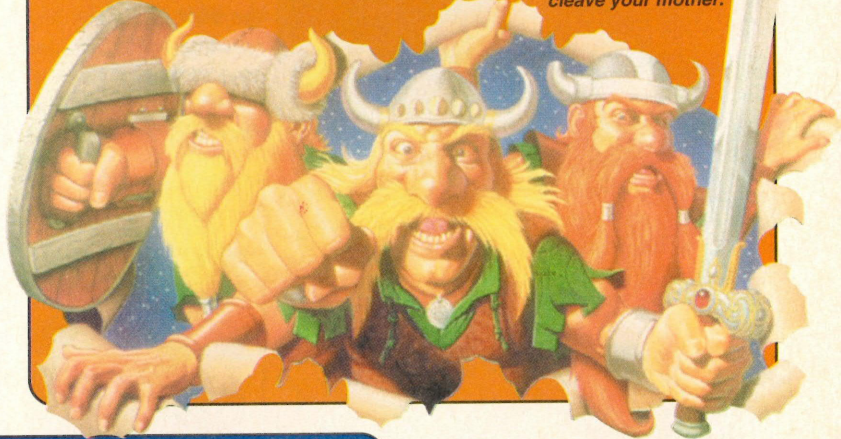
the Fierce™ and Olaf the Stout™ back to the planet Earth® after being snatched by an alien spaceship. Don't remember that scenario being in any of the Norse legends©.

*The Lost Vikings*™ will also feature witty dialogue (it sez here) and the opportunity to build distinct characters.

All in all, in the best role-playing fashion you'll have 37 levels to tangle with and loads of puzzles to solve. So here's one for starters: just why is it necessary to put ™ symbols everywhere?

*The Lost Vikings*™ will be available soon, price £TBA.

▼ Vikings are nice lads really. Just the sort to take home to meat-cleave your mother.



## Video games

C-c-kraaa-zeee guys, the bunch down at SpectraVideo. Famous for marketing good but obscene looking games control devices (more on that another day), they've been a bit quiet recently.

But They're Back with a new set of what are bound to be excellent programmable controllers, being sold under the QJ brand name.

Both of these devices would look far more at home connected to the



dashboard of the Millennium Falcon than your dull black Mega Drive, but that's the way it is these days, we guess.

The features include 30 pre-programmed special moves, a mirror function which doubles the number of pre-programmed moves, six memories to allow you to program your own sequences of moves, auto-fire, an LCD display and a battery backup. Not bad, but surely it will make things just too easy for everyone?

Well, bearing in mind all that, it shouldn't come as any surprise that the price is similarly fancy, weighing in at a hefty £39.99 and £49.99 respectively.

◀ Dead flash but unfortunately a whacking £49.99.. Still, we prefer the traditional method of win-



ning games here at the MEGA ACTION offices — skill (and a great deal cheaper too, we think).

Anyway, if this sounds like your kind of groove (Eh? – Ed.), keep a look out for the QJs in September.

We'll take a closer look at these two devices in a proper comparison in the run-up to Christmas. Kind of us, eh?

▲ Still, if £50 is a bit steep, check out the £39.99 model.

## Four Play

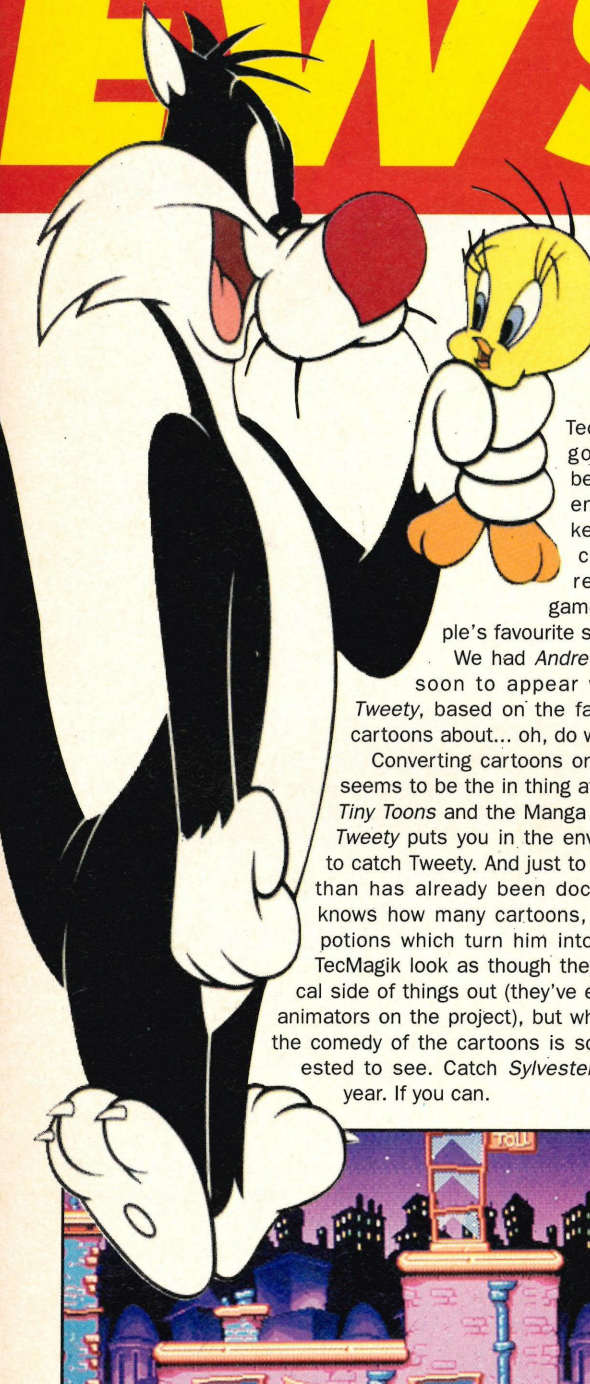
Electronic Arts have announced the release of its simultaneous four-player adapter for the Mega Drive, ingeniously called 4-Way Play. This launch is in line with EA's commitment to disperse the image of video-gaming being an anti-social pursuit and are supporting the 4-Way Play with six new titles to be launched on the EA Sports label.

The unit features four joypad ports, and series of EA titles will be designed to utilize this facility in a variety of applications.

Sporting titles include *Bill Walsh*, *NHL Hockey 94*, *EA Soccer* and *John Madden 94*. *Bill Walsh* for example not only allows different competitive player mixes, but all four human players can take on the computer opponent.

4-Way Play will be launched in December price unknown and the games will be released over the forthcoming quarter.

# NEWS



## A bird in the hand

TecMagik are a company going places. They've been busy tying up every endorsement tie-in marketing film/TV deal they could find and the end result is a new set of games involving many people's favourite sports and film stars.

We had *Andre Agassi* last month and soon to appear will be *Sylvester and Tweety*, based on the famous Warner Brothers cartoons about... oh, do we have to say it?

Converting cartoons onto video game formats seems to be the in thing at the moment - witness *Tiny Toons* and the Manga invasion. *Sylvester and Tweety* puts you in the enviable position of trying to catch Tweety. And just to make this much harder than has already been documented in goodness knows how many cartoons, Tweety has access to potions which turn him into a blue-eyed monster! TecMagik look as though they've sussed the graphical side of things out (they've employed actual Warner animators on the project), but whether they can capture the comedy of the cartoons is something we'll be interested to see. Catch *Sylvester and Tweety* later this year. If you can.



▲ Superb graphics tie the game into the famous series of cartoons. Nice one.

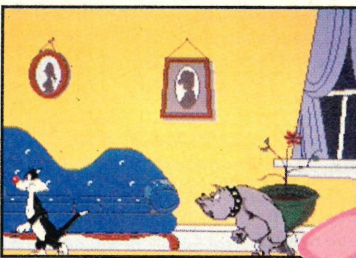
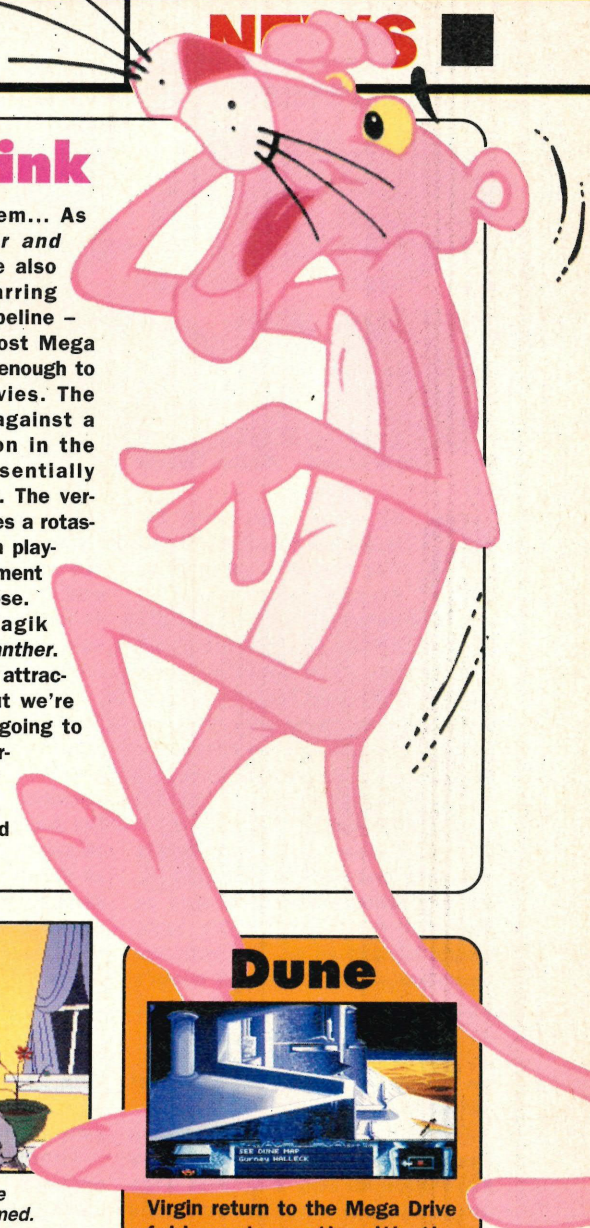


▲ Sylvster tiptoes into a mountain of trouble. Again. Will he never learn, eh?

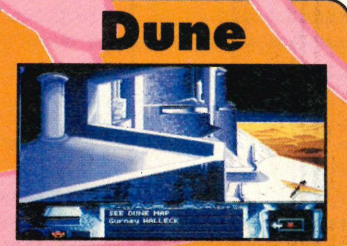
## In the Pink

More TecMagik mayhem... As well as the *Sylvester and Tweety* licence, they've also got a beat'em-up starring Steven Segal in the pipeline - quite interesting as most Mega Drive owners aren't old enough to see Steven Segal movies. The game pits old Steve against a giant megacorporation in the future which will essentially involve a lot of fighting. The version we saw recently uses a rotascope Segal as the main player sprite and his involvement in the game has been close.

Also in the TecMagik plumbing is the *Pink Panther*. We could never see the attraction of PP ourselves, but we're told the video game is going to be based more on the cartoons than the rather sad Peter Seller films. Expect a new film and cartoon series too, soon.



▲ Look behind you! Looks like Sylvester is going to get creamed.



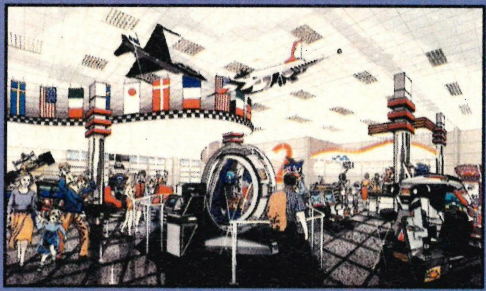
Virgin return to the Mega Drive fold next month with the release of the excellent *RoboCop Vs. Terminator* and the wild *Dune. RoboCop Vs. Terminator* draws its inspiration from the comics, while *Dune* gets its from the Frank Herbert book and the dodgy film by David Lynch. *Dune* is a strategy number where the aim is to beat off the Harkonnens and establish a profitable spice mine with the intention of keeping the Emperor off your back. Enlist the help of the Fremen and lie back and wait until our full look at the game in the next issue...

## Sega Megastore

We've been talking about Sega's worldwide expansion into family amusement arcades recently, and although most of our news has been about what's going on in Japan, at last we can mention Sega's new venture in London.

To be opened later this year in the Yaohan Plaza in Colindale, North London, the Sega centre will occupy 8000 square feet and house games like *Virtua Racing*, and *R360* flight sim (a particularly brain-scrambling affair) and a t-pin bowling game. Sega are particularly trying to target families and

young children and there will therefore be no gambling machines - quite a departure from the normal amusement arcades. Malcolm Evans, Sega's Director of Operations says, "We are delighted to be associated with the Yaohan Plaza. The Plaza is the first and largest of its kind in Europe and as such we are theming this, our latest operation, towards both a Japanese and local



▲ The Sega Centre will be aimed at families with young children. user group." Keep an eye out for a future report from ourselves when the Plaza finally opens.

**THANK YOU**  
Thanks must go the following for supplying software;  
**Game Tech**  
Tel: 061 831 7857  
**Console Plus**  
Tel: 0924 456802

# ON THE OTHER HAND...



**S**o, what's all this CD business then? We're all told that it's 'going to be the basis for the future' but who likes being told what to do? It's like when Eldorado started - the BBC said too much money had been spent on it to let it fail, which made it all the more sweet when it finally choked. After all, it's not companies that decide if something's going to be successful - it's us, the customer. Which brings us back to CDs. Everyone seems to be confidently assuming that we're all itching to nip out and splash hundreds of quid on Mega CD (Sega), SNES CD, 3DO, Amiga CD and so on. But with the exception of 3DO, Mega CD doesn't

offer much more than extra space for additional levels, fancy intros and the like and SNES CD has been delayed until the market is ready for it. And as for the Amiga - well, who would want to take bets on Commodore at the moment? But will the market ever be ready for it? Just what will CD offer in the future that is so special? Let's take this extra levels business. Can anyone really relish the prospect of playing 2000 levels of *Sonic 5* for instance? Either we'll all die of old age before we even get close to wiping Dr. Robotnik's nose or we'll take a hammer to the machine in bored frustration. Let alone the problems MEGA ACTION

would have in mapping out a complete solution to the game! Or how about this business about better graphics? Let's face it, we haven't seen much evidence of it so far on the Mega CD. Games like *Sewer Shark* were practically impossible to play because the images were so grainy. Besides, the Mega CD barely brings the old Mega Drive up to the standard of the SNES, and the SNES is stand-alone! Graphics capability isn't something that CD will improve on its own - you need faster chips and more colours for that. So how about interactivity? Much has been said about it all. The idea is that we'll all relish the thought of

directing the course of a movie. But if *Night Trap* is any guide to what we can expect, all this is going to mean is telling the character in a game whether to do something or not. Like 'kill him' or 'don't kill him'. Fun, eh? Besides, it's all too much like hard work for most of us - directing the course of a game is better done from the safety of a Joypad. So next time you see an advert for Mega CD, ask yourself, 'am I being taken in by a slick advert trying to sell me an image', or 'will this new gimmick make games any better.' We're afraid we've seen little in the releases so far to make the extra dosh seem worth it.

## LAND AHoy

An interesting piece of news has just arrived in... It's been mentioned before within these hallowed pages (a religious experience for only 99p) that Sega are working on Segaland, a theme park for the whole family (see this month's news). Well, some more info on what might be going into it has just landed on our desks - W Industries, one of

the top Virtual Reality people, are to help Sega develop a VR machine called *Sega VR* (good name, boys) by early 1994. Although these machines will probably appear in the Japanese parks to start with, expect them in the UK ones (in London on Bournemouth) sooner or later. Mind you, if you want to pick up one for yourself, be prepared to pay the \$20,000 asking price. Unreal...

## TOO CUTE

Is it just us, or is everyone getting sick of 'cute' computer characters being used to flog games? I mean, are we all really so stupid that the sight of a cuddly collection of pixels will strangle our common sense and make us choke up even more money? The lead character in a game isn't designed so much for the game these days, but more for the merchandising opportunities. Therefore it was so nice to see the *Mario* film sink so quickly at the box office (*shouldn't that be 'plumb the depths' - Ed.*)

Of course, Arnie's latest film, *Last Action Hero*, was also designed by market researchers - so that it is entertaining, fun, gory, scary and has a neat logo which would fit onto a plastic toy easily. Another film bites the dust. Market research - 0, the public - 1.

So when we heard about yet another cute computer character, Bubsy the Bobcat, was soon to star in a new series of games (they're planning a SERIES already!), we swooned.

And guess which games influenced the *Bubsy* gameplay? *Sonic* and *Mario*. Oh, and watch out for the Bubsy cartoon, which Accolade are calling, "a cartoon for the nineties". Spare us.

After all, is it really too much to expect just a bit of originality in computer game design now? Please someone?

## GANGSTAMAG ?

And finally.... no surprises here, folks. A new mag has just been launched, called *Phat*, which is aimed at 'gangsta kids', to the usual torrent of abuse from brainless right-wingers. OK, so the targeting may be a bit tasteless but that doesn't disguise the fact that none of these People Trusted To Rule Us had actually seen it. That's right, we don't mean they hadn't read it, we mean they hadn't seen it!

This is the same bunch that is attempting to regulate the computer games market on the basis of *Night Trap*, a game that none of them saw either and about three people have bought.

We mean really. We know we expect our Government to be the worst in the civilised world, but is it really too much to expect these people to look at what they're trying to ban?

Or perhaps none of them can read... ironic when you consider the mess they're making of the education system - a mess that is producing the so-called target readership of *Phat*

*If you've got an opinion on any of the items in this column, please write to: Mega Jive, MEGA ACTION, Europa House, Adlington Park, Macclesfield SK10 4NP.*

This month's position	Last month's position	Game
1	-	Jungle Strike
2	-	Micro Machines
3	-	Flashback
4	-	PGA Tour Golf 2
5	-	Cool Spot
6	-	Shining Force
7	-	Tiny Toons
8	-	Ecco
9	-	Super Kick Off
10	-	Road Rash 2



▲ The *Micro Machines* leap into second place in our new chart.



▲ That wretched dolphin seems far too pleased with itself.

This month's position	Last month's position	Game
1	2	Road Avenger
2	1	Jaguar XJ220
3	3	Sherlock Holmes
4	4	Prince of Persia
5	5	Black Hole Assault

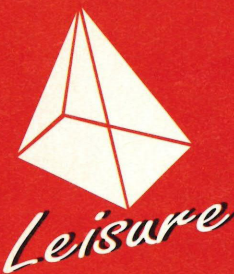


## CD Charts



▲ But how long will it take *Prince of Persia* to make a move?





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2. WHAT IS THE FIRST LEVEL OF SONIC THE HEDGEHOG?.....
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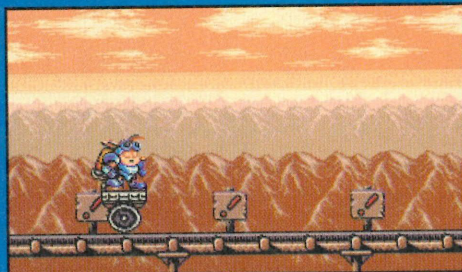
**THE CLOSING DATE OF THE COMPETITION IS 12.11.93.**  
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# NEW NEW NEW NEW



**OFFICIAL**

**PUBLISHER**  
Konami  
**RELEASE DATE**  
Sept '93  
**PRICE**  
TBA



▲ This game is a rollercoaster of an experience. Which goes to explain why the lead character has his eyes firmly shut.



# ROCKET KNIGHT ADVENTURES

■ Konami have a reputation for turning good ideas into incredible games...

Ever fancied all that armour that knights used to climb into in times of old? No? Oh. Well then, ever fancied being a mouse called Sparkster who has all this armour, a jet pack and a lost girlfriend?

Put it this way, if you pick up the joypad with *Rocket Knight Adventures* on your Mega Drive then you will. This game promises to be quite a trip through the realms of fantasy. The intro shows your girlfriend being whisked

off by some evil (ish) similarly clad being who takes to the air in a spaceship the likes of which I have never seen before. This ship

croops up in later stages of the game and to spin the whole thing out, it keeps breaking up into smaller deadly craft. Not that this is your only adversary, far from it! Along the way you also will find pigs, bats, funny round thingies and the odd mechanical insect to keep you occupied. Well, that's just

## TIP

Correct use of your jetpack is vital to get you out of those tricky little situations. Practice its use before you play too much.



▲ Now who's in control? Well one boost of the rocket pack and a swift punch in the windscreen should decide the outcome of this tete-a-tete.

what we need. It's not as though you are helped through this escapade either, in fact quite the opposite. Almost everything is out to get you or hinder your progress. Still you

## Big, bad and ugly

Looks very dangerous to me. These guys are in a hurry to meet you and tend to be included within scenarios that are against the clock.



The elite guard, and combat soon shows you why. These piggies can move. They only take one shot to kill but they jump higher and harder than any other guard, just what you need on a quiet Sunday afternoon.



▲ Takes two shots to kill. Tend to crop up just near power ups or the odd 1-up.



◀ Shoot the pigs off-guard and instead of killing them they are retired from the game. Well, by retired I mean stripped down to their boxers, making it essential that they leave!



◀ Equivalent to our RAF these piggies have the exclusive task of driving the enemy war machines. They are not safe in their task though, not from you!



◀ You get into the airship and just when everything looked cool along comes a pig with a bazooka. Charming.



# STEEL TALONS

■ Radar, rockets and rotors – is Tengen's latest a chipper chopper or a heli from hell?

**IMPORT**

**PUBLISHER**  
Tengen

**RELEASE DATE**  
TBA

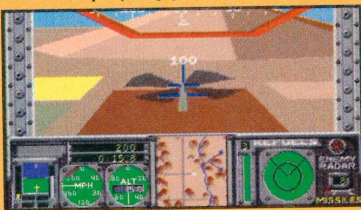
**PRICE**  
£39.99

**S**teel Talons, eh? More like Wool Mittens, I'm afraid. That's not to say the games designers haven't tried to make this fast, zippy, exciting and macho. It's just that when waving an eyeball in the general direction of the joystick controller causes the craft to loop wildly and the game runs with more jerks than a roomful of Jimmy Savile clones, one is entitled to ask just what the point of the whole thing is.

I mean, helicopters are The Business these days if you're militarily minded. Paratroopers are being thrown to the wind (sorry) to be replaced by helicopter battalions, tanks are being replaced by 'copters in ground-support roles so now's the time for software companies to go chopping.

Steel Talons comes in a 360 degree polygonal format, and the aim is to fly around destroying things that represent a threat to World Peace. Or at least to you getting

▼ Training Mode here – fly through those hoops (easy!).

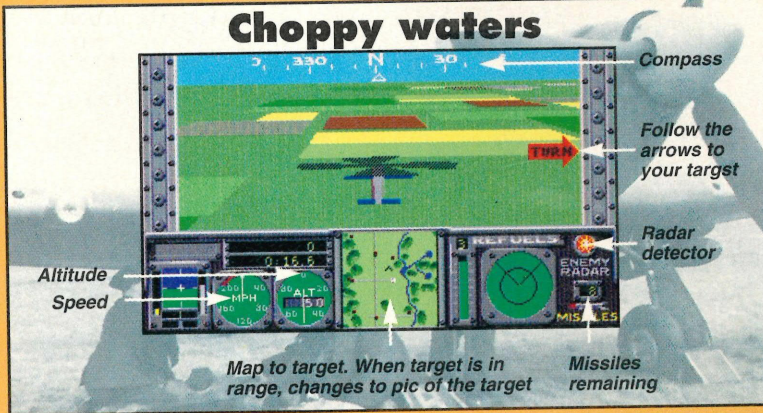


▼ Whoa! This tank is about to go to metal heaven. Bye!



Jet fighters of the future will be the size of a car and flown from the ground via simulators.

**TIP**  
Select the 'helicopter view' option before playing the game. It makes ground attack much clearer and easier.



Oops! Where the devil do I go now? ▶ Watch out for those aerial menaces in Level Two – alert is the word here!

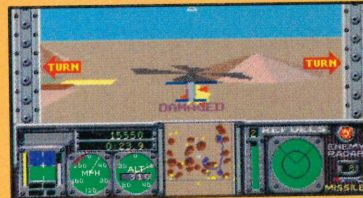
home in time for tea. To aid you in this task, your chopper comes equipped with missiles and guns – you can tell them apart because the missiles look like fat red lines while the guns look like thin red lines.

The landscape creaks and jerks its way towards you like an old lady with a broken Zimmer frame while you try to avoid groundfire while returning a few surgical strikes yourself. This isn't too hard – your weapons autolock onto targets, so it's just a matter choosing whether guns or missiles are going to make the most mess. By the way, check out the noise of your hellfires firing – it sounds like someone coughing into a hanky.

More problematical is the manoeuvring. Although there's a decent range of controls, your craft has an awkward tendency to tilt alarmingly for no apparent reason, causing you to loose whatever course you'd set.

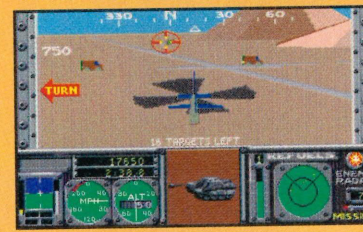
This may not seem a problem, but when fuel is getting low and you're frantically searching for a helipad, sticking to a straight line becomes fairly important. Anyway, to help you get to grips with the controls there's a handy training mode where you get to practice manoeuvres by flying through red hoops. But again, the main problem is the limitation of the Mega

◀ There you are, the end of the first Mission. Just to prove it can be done.



Drive – it simply isn't fast enough a machine to handle scrolling polygonal landscapes. So I attempted to change some of the game options. Altering 'helicopter view' changes

▼ There's one of the little beggars! Hellfire missiles will do just the trick.



▼ When searching for a new target, don't forget about your radars.



Steel Talons is a fine example of a programmer talking his developer into something a machine just isn't capable of. They should really have waited for Mega CD before attempting polygonal graphics like this. It's a nightmare to play and the gameplay just isn't of a high enough standard to warrant putting up with the awful jerkiness. Still, it does improve marginally in the Head-to-Head and Mission Two but shooting down 'copters is tough when you run out of missiles – they're hard to track against the landscape. My head is killing me! ■ NICK



▲ Your gunship – don't forget to fill 'er up, now will you!

your viewing angle when in flight to one which essentially involves looking at the ground a lot.

Things improve in the Head-to-Head and Mission Two battles, where you have to engage in a bit of aerial dogfighting. Track the enemy 'copter and pump several missiles down his exhaust – a fine idea in theory but in practice, a complete nightmare (again because of the jerky scrolling). Still, it's more fun than hunting for minute tanks and it provides a welcome diversion from a most headache-inducing game.

▼ Manoeuvre behind the convoy...



**MEGA**

**SOUND**

**GRAPHICS**

**ADDICTIVENESS**

**PLAYABILITY**

**OVERALL**

**45%**



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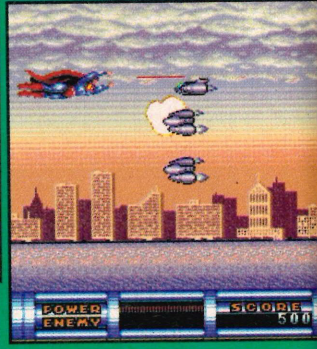


OFFICIAL

**PUBLISHER**  
Konami  
**RELEASE DATE**  
Out Now  
**PRICE**  
£39.99



▲ Strange disappearance of readable text as well, so it seems.



■ The couple looking at Superman as he races the train in *Superman I* played Louis Lane and Superman in the 1950s TV series.

# SUPERMAN

■ Is it a turd? Is it plain? Yes, it's Superman.

What a geezer old Superman is. All that overtime he does for not a penny extra pay (Gee, you mean we're Supermen too? – *The MEGA ACTION crew*). The only way he can make it worthwhile is the odd film and merchandising deal, hence the appearance of *Superman* on the Mega Drive.

And he's certainly taken his time getting here, strange for a being who can travel at close to the speed of light. So, considering how long we've had to wait for the defender of 'the American Way' (ie invading small islands and dying of heart disease) to turn up, it's not too much to hope that he's going to put in a decent performance. There are several words I could use to describe this game, but unfortunately we're a family mag. So words like 'superannuated', 'superficial' and 'superfluous' will have to do instead.

Yep, this is a game the average punter would do well to avoid, in the



▲ Yeah yeah big deal, I'm scared. I can leap over etc.

same sense than running naked in front of a double decker bus is also something you'd do well to avoid.

Metropolis is in a bad way. The Prankster, tired of The Joker getting all his press (or something) has kidnapped a bunch of children for the usual vague reasons, so enter Superman on His Toughest Mission Yet. Well, as far as level one

goes anyway. You'd have thought bringing in

**TIP**  
Most baddies can be killed by jumping onto their heads. You won't use up sonic punches and you'll avoid getting hit.



Superman to handle a simple kidnap case was a bit excessive, considering his usual line of work involves crazed super-scientists and evil

aliens. Well fear not, all those super-powers won't go to waste. Because he barely has any.

For instance, on level one, the task is to get to level two by scampering over rooftops. Come off it, if you could fly, would you bother to get around like this? Well, conveniently for the game's designers, Superman has mysteriously lost his most famous ability, so walking is all you've really got. Mayhem can be delivered by Superman's feared



◀ Superman decides it's time to get a move on and save people. By this stage, I'm surprised he wanted to.

▶ Superman suffers the ignominy of people not stopping to ask him why his underpants are on wrong.







OFFICIAL

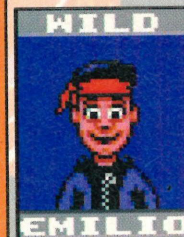
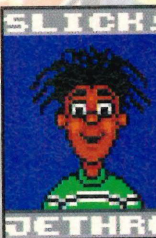
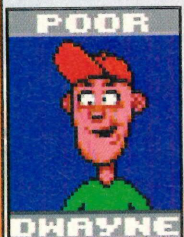
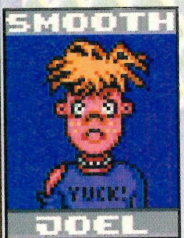
**PUBLISHER**  
Codemasters  
**RELEASE DATE**  
Out Now  
**PRICE**  
£34.99

# MICRO M

■ The Micro Machines are back from their latest adventure in the courtroom...

## Ugly mugs

You get the chance to choose your personality from the following bunch. It doesn't seem to make much of a difference who you play as unless you're competing against the computer.

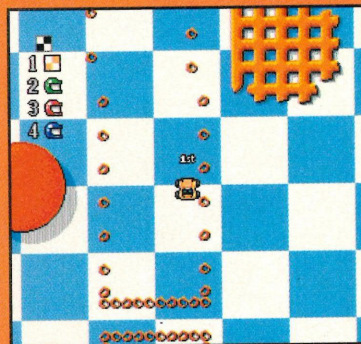


It's funny how long it's taken a British company to realise how much money there is to be made in miniaturisation, considering how long the Japanese have been up to it. The ironic thing was that it was a Japanese company, Sega, that took exception to Codemasters releasing *Micro Machines* on the Mega Drive (some stuff about licensing agreements and the like), although I reckon it was all to do with the Japanese not being happy with someone else getting onto the miniaturisation tip. In this case however, it's the characters in a computer game that have been shrunk. Who knows why?

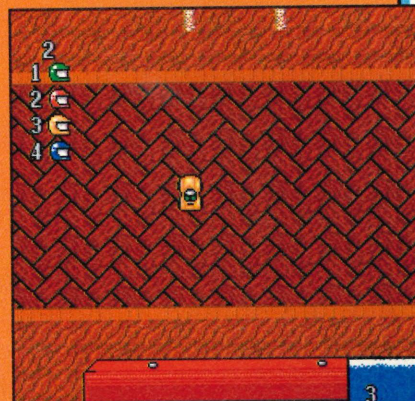
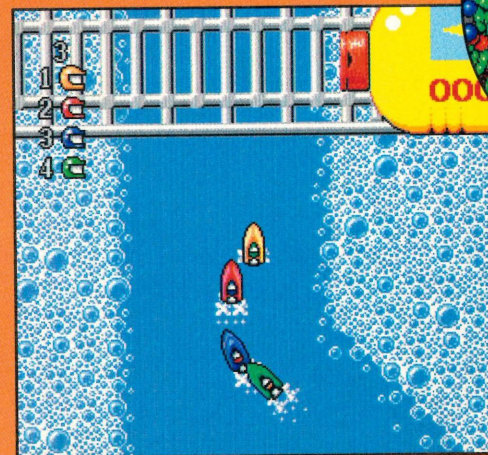
It's not easy to explain *Micro Machines*. There's no cliched story to help fill in the gaps in gameplay as there is in other titles, there's no violence (although there is some mayhem), and the only aim is to win.

Well, that's good enough for me and as I haven't played any of the many versions of *Micro Machines* on

▼ At breakfast. I'm first to the waffles, as usual!

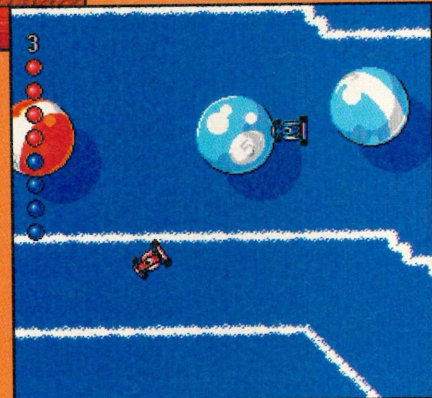


▼ The Powerboat level, probably the easiest one. Used for qualifying in one player matches.



▲ Whoops, I'm a bit stuck in this patch of baked beans. Pass me a cloth!

▲ Head-to-Head, two player – collect the bonuses by racing the other guy off the screen.



other formats, I listened to advice from my colleagues, put my best cynic's head on and sat down to trash the game. (There's nothing like a preconceived idea when you only got six hours sleep the night before).

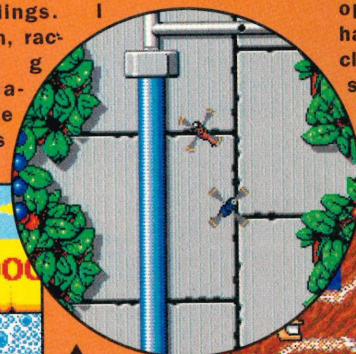
The trouble is, this is one heck of a slippery game. The idea is simply to race a set of miniature cars, tanks, helicopters, boats and so on around various surreal landscapes (a breakfast table, a desk, the back yard etc.) either against the computer or a friend. And win, of course.

That's it. So when I played the one player option it didn't take long for me to get well bored with the proceedings. I mean, racing miniature cars

▲ F1 cars weren't built for obstacles like these ones!

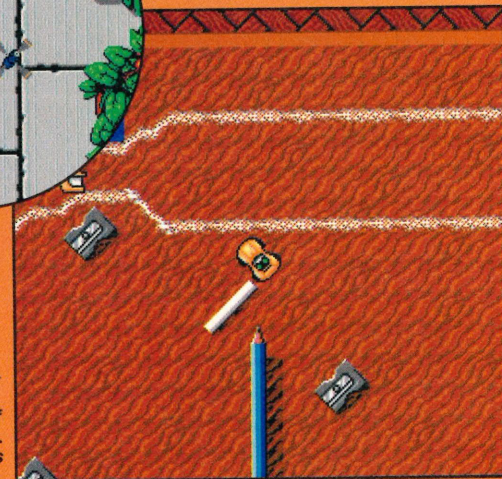
around breakfast tables and running over baked beans and so on may be cute but it's hardly a good reason for forking out £35 on a game.

So it wasn't with much enthusiasm that I turned to the two player option. But how wrong I was. I haven't had as much fun with my clothes on for ages! A more-or-less straight racing game, with the addition of a friend, suddenly becomes



▲ In the garden... in my helicopter! Weird...

Whoops, I've collided with a piece of chalk. Hazardous game, this one.



■ It was recently rumoured that McLaren are testing a driverless Formula 1 car. They denied the story.



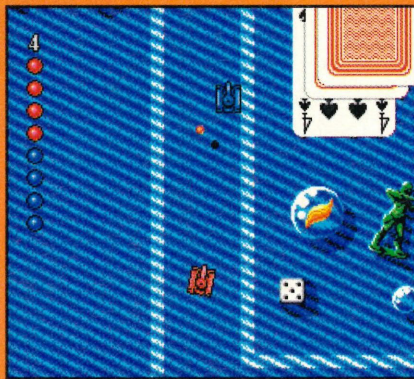
# ACHINES

a duel to the death - you can knock other cars off the road, ignore the track completely and take short cuts, cheat, plunge over the edge of tables or into water - basically, everything guaranteed to turn a

quiet motor in the country into Death Race 2000. Also available is the Head-to-Head option,

where games can be won or lost by losing your opponent's car off screen, altering a straight race into something requiring every mean,

low down trick Dick Dastardly would be proud of. Here's an example: if you decide to indulge in a spot of tank racing, a quick press on the C button will launch a shell towards your opponent blowing him off the track. Very poor sportsmanship but excellent fun. As you don't have



▲ Tanks can be used to destroy an unwary (or too quick) opponent.

to follow the track too strictly, there are obstacles (oranges on the breakfast table, pool balls on the pool table and pencils on the desk) which will impede your progress if you are unlucky enough to plough into one, or your opponent if you plough him into one. There are also jumps (including a particularly hairy one, up a file and over the gap between two tables on the desk), bridges and water hazards to be navigated. OK, so many of

Bonus

## TIP

Practice on those tracks - you'll pick up the layout quickly, something you'll need as the game is too fast to see what's ahead.



◀ On the gambling table.

these facilities are also available to the lone player but for some reason it all seems to hang together so much better in the two-player game.

Perhaps the main reason is the opportunity to indulge in a bit of competitive racing at speed. The dinky little vehicles and the surreal settings all add to a general feeling of fun, in much the same way that Dizzy is such a popular series of games (also from Codemasters).

Having said all that though, it's very difficult to say why this game is so much fun - the graphics are nothing special and the sound is there (that's just about all I can say about it), but Codemasters have managed the trick of getting the

gameplay right. It's refreshing to see that at least one company knows what it is about a game that makes people want to play it. And they've the good sense not to overprice.

## Alone in my car

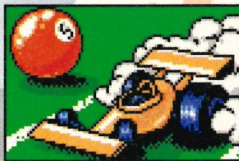
**WARRIOR:** Strongly built for those workshop benches - no messing here.



**HELICOPTER:** Handy for outdoor excursions, you'll use this in the garden.



**TANK:** Great fun, you can kill your opponent! Use on the gambling table.



**FORMULA ONE:** Nothing like the power of an F1 car for a good time.



**PRO SPORTS CAR:** Nice and zippy for impressing the girls.



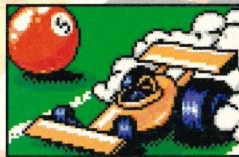
**FOUR BY FOUR:** Handy for those tricky breakfast table bends.



**SPORTS CAR:** A funky little number, not quite as fast as the Pro sports car.



**POWER BOAT:** Use these to qualify in the single player games.



**PRO FORMULA ONE:** I thought I already was a Pro! Ah well.



**TURBO WHEELS:** May be useful for sand but they won't help you float.



You can forget about buying this game if all you plan to do is lock yourself in the bedroom and twiddle away on your own. But if you're the type who'd rather spend his time with a few mates around then you really couldn't do much better than this. It has what matters - superb gameplay and addictiveness. This is the sort of game companies should look at before trying to rip us all off with overpriced derivative rubbish. A classic. ■ NICK

## MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

92%



# FLOAT LIKE A BUTTERFLY, STING LIKE A BEE!

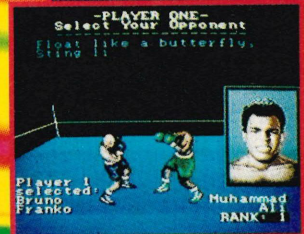
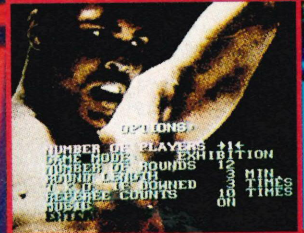
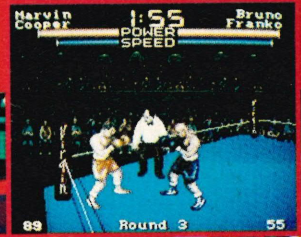
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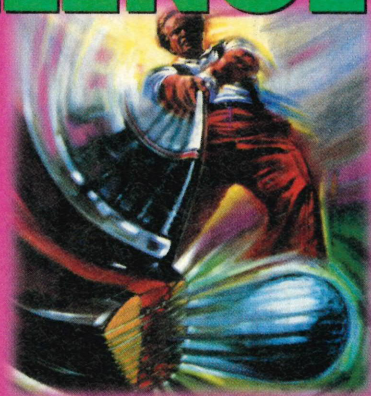
**PUBLISHER**  
Accolade

**RELEASE DATE**  
Out Now

**PRICE**  
£39.99

# JACK NICKLAUS POWER CHALLENGE GOLF

The bones may creak but Jack Nicklaus still has a thing or two to teach about this sport...



Jack Nicklaus may be getting a bit crusty but he still knows a thing or two about golf. Like which merchandising opportunity will keep the dough rolling in for his declining years. So he's put his name to Accolade's latest, a potentially smart move as golf games are always a steady seller (in fact, the words 'gold' and 'golf' are frighteningly similar!).

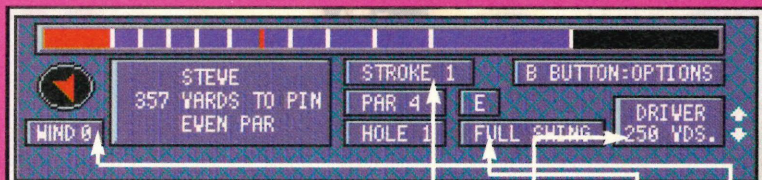
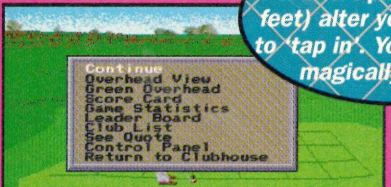
Anyway, I'm a real golf fan and I'm a compete fanatic about what I expect a decent golf game to have.

The first is a good difficulty curve. Jack Nicklaus only requires a five minute glance at the manual before you find yourself knocking the balls in with wild abandon. And this, in fact, is the problem. In my first ever round of the game, I parred or birdied nearly every hole - now, I'm not saying I'm any kind of golfing genius or anything, but this is a bit much. After all, if I'm paying forty quid for a game I want more than five minutes' worth of challenge.

Moving up to Expert may be the answer, but there's not the range of skill levels you'd want in a game with a decent difficulty curve. For instance, even in Advanced I was getting crazy scores.

Now, about the putting. OK, putting is easy. But the lie of the green is represented by a grid on the green, and while this makes

▼ The in-game options list. Plenty to see,



## Playing the game

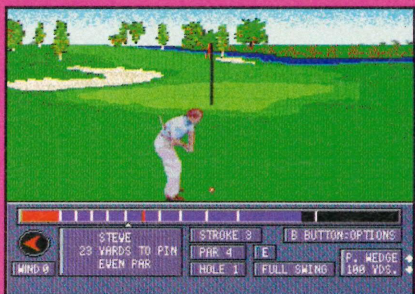
Essentially, the idea is to hit the ball into the hole (it's true). To do this, you need to strike the ball with your club in such a way as to make this happen. There are several ways of achieving this, all controllable from the main screen.

**A:** The swing bar. Press 'A' on the joystick once to start your swing. Press again when the bar reaches the point you think will provide a strong enough hit. Press one last time to stop the swing - you want to get it as close to the right hand blue/black divide as you can. On the final button press: if you

**B:** Club selection: In Beginner's mode, clubs are selected automatically. You can override the computer's choice if you like.

**C:** Shot selection: There's limited ball control in this game. A punch shot will keep the ball trajectory low, but there's no backspin.

**D:** Wind speed/direction. Be prepared to alter your aim to counter wind (wind changes direction a lot). Use the directional controls to achieve this.



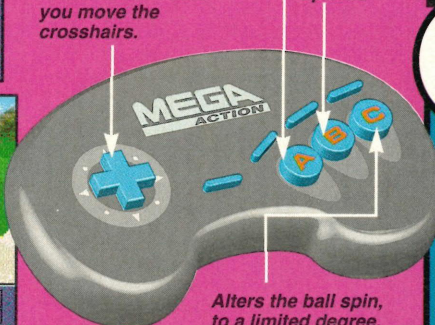
▲ Chipping onto the green is easy from this position!

**TIP**  
For short puts (under two feet) alter your ball control to 'tap in'. Your putting will magically improve!

it easy to aim straight for the hole, it does make it tricky to figure out more complicated lies and consequently, ball routes. There is a menu option to help you out here but I found the

Alter the direction of your aim. The screen re-draws each time you move the crosshairs.

Swing control Options



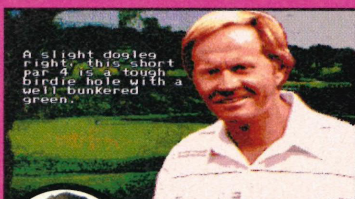
Alters the ball spin, to a limited degree.

▲ Chipping out of the rough is never a pleasant experience.

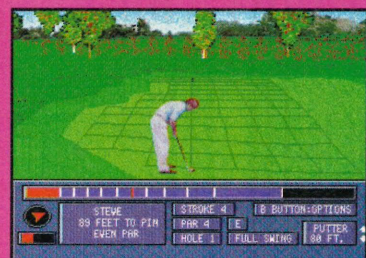
jumble of arrows more of a hindrance than a help.

It's the lack of clear information like this which causes the most problems. For instance, although you get a glance at a map of the hole before you blast off from the tee, there's no way of checking on progress after that.

The second most important thing about a decent golf game is atmosphere. Jack Nicklaus does OK in the graphics department (the player sprites look good) but there's a certain fuzzy quality which makes it tricky to spot the flag and the trees look like someone's nicked them



Hmmm... this is a workmanlike golf sim and not a lot more. The basic features are here, but there's too much in the way of missing detail to really make me want to recommend this game. PGA 2 is still the golf game to beat - although if Nick Faldo's ever sees the light of day on the Mega Drive there'll be a proper battle. But at the moment, Jack Nicklaus Power Challenge Golf just doesn't make the par. Still, if uncomplicated, 'pick up and go' golf games are your thing, then this might be for you. But don't count on it. ■ NICK



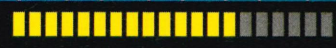
▲ The putting grid is supposed to make life easier (it doesn't).

from a train set. The sound could have been much better - the music quality and spot effects are both severely lacking.

Also missing are the sorts of little touches that really help games like this stand out - branches blowing in the wind, birds, balls smashing clubhouse windows and so on. A pity and not requiring much in the way of additional programming effort.

## MEGA

### SOUND



### GRAPHICS



### ADDICTIVENESS



### PLAYABILITY



## OVERALL

# 75%

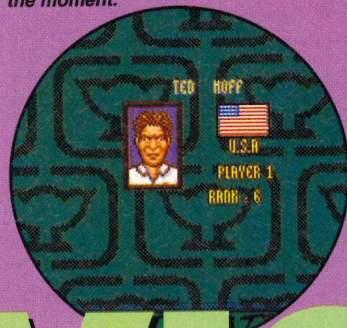
■ No golfer has ever won the golf Grand Slam of all the major championships in one year.



OFFICIAL

**PUBLISHER**  
Domark  
**RELEASE DATE**  
Out Now  
**PRICE**  
£39.99

▼ Choose your players with care. They may be good but there's no denying that they're a pretty colourless bunch at the moment.



# DAVIS CUP

■ With the sudden influx of tennis games, what makes Domark's latest stand out?

**T**ennis. What a game. Not only is it completely ignored in this country until the annual tennis orgy of Wimbledon but we're absolutely useless at it as well. Of course, every year some faceless UK player manages to get into round 0.5 and we all go crazy, although we know he hasn't got a chance of winning the bus fare home.

Tennis doesn't just stop at the green gates of Wimbledon though. There are tournaments every week, from the exotically-named Virginia Slims to the team event, the Davis Cup.

The Davis Cup is the one tournament where countries compete in teams. Now tennis isn't a team game but the Davis Cup is the closest it comes to being one, and is

▼ It's always safer against the ball machine, especially when your opponent is someone like McEnroe.

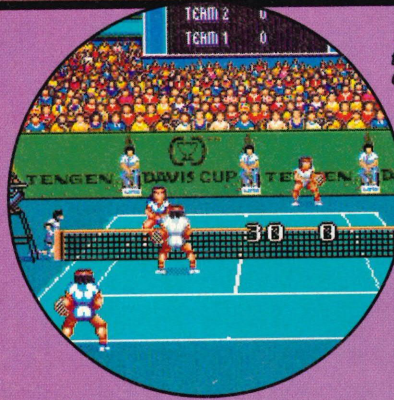
therefore a perfect target for conversion onto computer game format.

From the off, this is one game that has a definite 'advantage' (pun intended) even if it is just because of the plethora of options. All sorts of configurations are available, playing on grass, or even on clay. The surface as I'm sure you can appreciate will denote the height to which the ball will bounce and types of speed at which the game plays.

*Davis Cup* is a game for either one or two players. If you do decide to play with a pal, you can go head-to-head and swipe it out. Or how about joining forces and playing the computer in a game of doubles? All these options are available to you, but only if you own the cart!

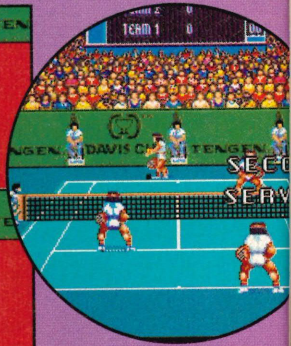
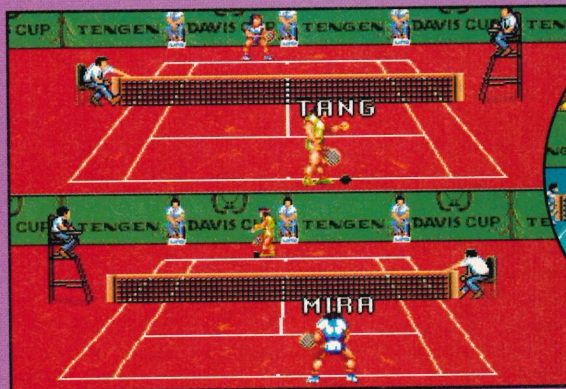
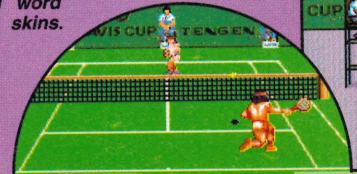
Aside from the usual tennis options, there are neat additions. For instance, if during a gruelling match

**TIP**  
Take time out to practice your speed around the court. It'll come in handy on the faster surfaces and reflexes are the key after all.



◀ Things start to get a bit frantic in the doubles tournament. Can you stand the pace or will you slink off to the safety of the singles instead?

▼ Is it me or is this guy playing in the nude? Brings a new meaning to the word skins.



brings the gullible umpire

the umpire faults you and it was clearly the decision of a madman, you get the chance to disagree.

A simple tap of a button sends you up to his high chair, and when there you can hurl all sorts of expletives and abuse his way a la John (you can't be serious, man) McEnroe. Occasionally this verbal torrent

around to your way of thinking, although sometimes it can cause all sorts of trouble. So be cautious before you open your mouth!

If the computer opponent is thrashing your ass, why not enter the training mode? This will pit you against a mechanical ball-launching machine that'll fire those round objects at you

## Making a racquet



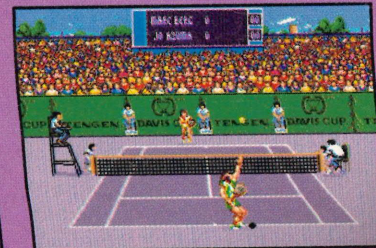
▲ Travelling the world with the aim of making loads of money is always a good idea if you ask me.



▲ There's nothing more exciting than a knock out tournament. Well, that's what they keep telling me anyway.



▲ Even the electronic scoreboards have been faithfully reproduced for that tennis authenticity.



▲ Guys who wear green tennis kit should always be judged guilty until proven innocent.

Ball boys and girls were allowed to wear baseball caps for the first time this year - but the correct way around.





OFFICIAL

PUBLISHER

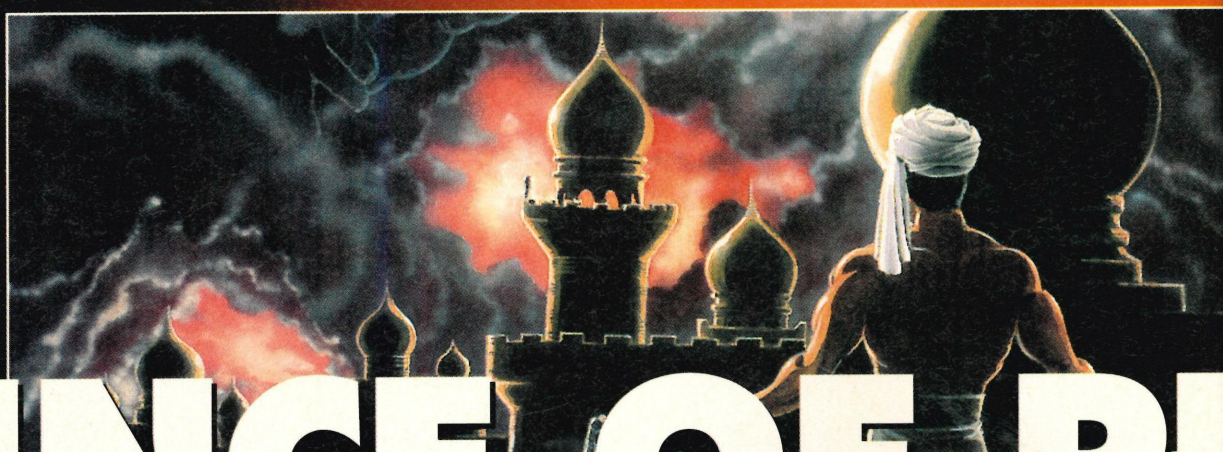
Sega

RELEASE DATE

Out Now

PRICE

£39.99



# PRINCE OF PERSIA

■ Looks like the old Princess has gotten kidnapped. Time to grab the turban and get her out of mischief. Again.

Some women eh? Can't trust 'em. I mean you try for a decent girl you know, get the best shirt ironed by your mum and all that but it's never enough is it? No. Trust the old trout to go and be the daughter of the Sultan and therefore be the only obstacle to the evil Jaffar's reign of terror. Like any mad autocrat he has gone and thrown her in the highest tower and you in the lowest dungeon. Get out of that!

to you to retrieve the weapon, defeat all the guards, conquer the death traps laid out for you and climb the worst scenery you can imagine. Is she worth it? Well, we'll skip that point.

**TIP**  
Take the biggest run up to your jump that you can, this is the best way to reach the largest gaps also cling on if you miss.

Getting out is the first hurdle, and what a hurdle it is! At first control of the character seems impossible, but persevere and you will get used to it. There are so many different buttons to stab or keep pressed. The first section helps you along somewhat with the simple task of retriev-



▲ Battle it out with the best of them. He needs nothing more than a push.

ing the sword which has been taken away from you, then heading towards the guard and the ultimate level exit.

It is a timely reminder to survey the landscape thoroughly before either committing to a jump or running across a platform, but remember to watch your time. There are plenty of obstacles in your way which are not too friendly - ranging from spikes which suddenly

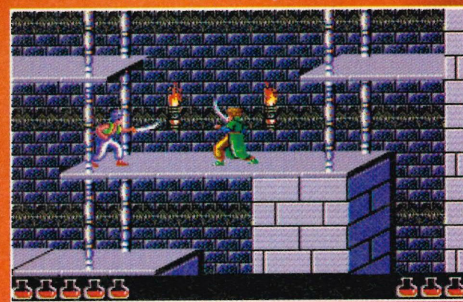
shoot out of the ground to huge mechanical blades which can chop you in half at the drop of a turban.

Your path to the elusive princess is somewhat perilous and watch out for the skeleton bones lying around - they might come to life. Now I know anyone looking at the screenshots might be

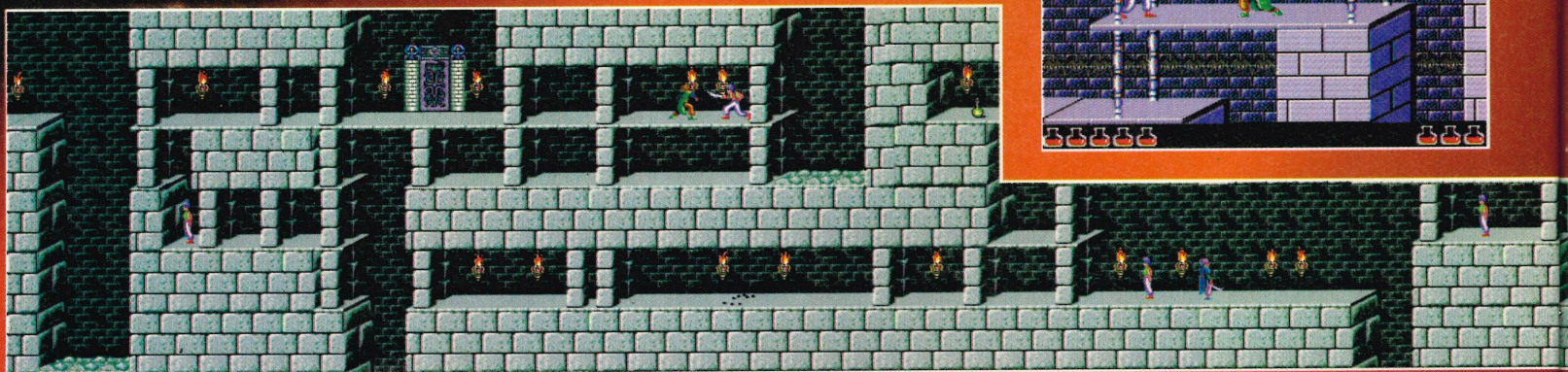
mistaken into believing that the game is very much the same throughout.

Although graphically this is the case, the challenges within these confines amounts to nothing less

▼ So. Challenge me to a dancing contest, eh? I'll have you know I used to disco dance for my school!

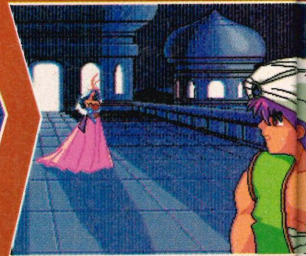
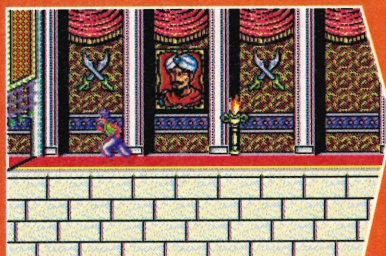


## On the level



### Finale

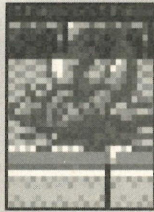
Climbing, jumping and putting your health on the line rewards you with not only the chick in your life but the chance to die horribly. Nothing defeats better than three feet of cold steel.



■ The rock star Prince was recently made a director of Warner Bros.



## Nasties



Trial and error! Get it wrong in the sabre wielding department and nothing better than a cold death awaits. Moral? Well for starters don't stand so close to the opponent. Your range is limited but thanks to modern programming techniques his isn't.



I told you about these. They have a nasty habit of suddenly jutting up out of the ground or appearing due to enforced gravity laws. Death, as they say is quick. But entertainingly graphic.



It happens only once so savour the moment. That princess you have been forced to save sends a little friend to help you out of a tight spot. Hang around and the little critter appears to trip the foot plate in the nick of time...



Find them and use them. Without these health gives your life-force would dwindle away and things might fade. Don't bother drinking them if your life force is full as nothing special happens.



This is a guard. They're not particularly friendly, you are unlikely to be invited around to tea and biscuits with one of these guys, so altogether the best thing to do is wipe the git from the planet.



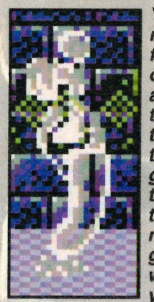
Extra life. It restores lost lives and it also increases your capacity by one. You will find them from level two onward. Expansion is from three to seven jars over a period of ten levels.



There are many foes to pass, each it would seem have a sword with your name on it. Good tactical fighting should allow you to emerge unhurt. Parry the opponent then aim a stab forward. Timing is the key!

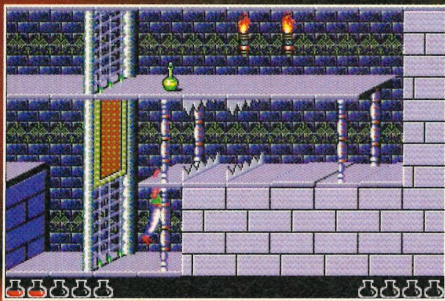


Look very carefully. See anything odd about this one? Notice the odd noxious vapour spiralling away? This isn't for effect or even here as a contrast to the tasteful backgrounds. Drink this and you loose a life. Yep, this, as they say in the mad world of computer gaming, is POISON! Drink it and you can kiss goodbye to one of those precious life points.



You jump through a mirror and a ghostlike figure of yourself jumps out. Unfortunately you are now hounded throughout the game by this little pest who takes your potions and generally causes trouble. You come face to face with yourself near the end of the game. Now you wouldn't want to hurt yourself would you?

# PRINCE OF PERSIA



◀ Watch out for the serrated edges. Not only do they end the game but also they chop you!

potion can be found, but be very careful, there are different types as you can see above, though you will get used to it. Every swordsman can be defeated - again though, some are harder to kill than others (watch out for the big fat guy.)

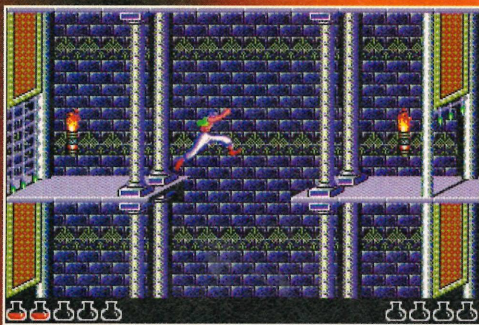
than pure intrigue. You cannot put the controller down. Ask Alex, our arty guru - it took him days of staring at that screen to crack most of this game. But he did it.

Now to me that says something about the game. I got dragged in, in no time too. Princess or no princess I was going to solve this baby. Every

I will admit the odd section can only be conquered by trial and error but isn't that the case with every game? Remember to push every roof slab, step on everything, look everywhere. If you find yourself falling, cling on. If it doesn't look as though you're going to make the jump - cling on. If you think you've done the level in good time there is a save option so use it.

Watch the clock, however. Take too long over something and the end section becomes a mad rush for victory, with time running out in the final seconds of the climactic

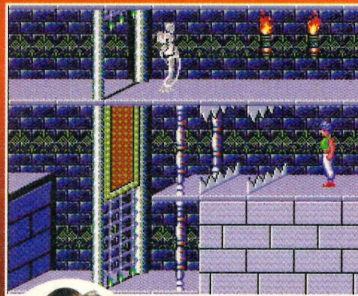
◀ A leap of faith or what. Access to the lesser known depths of the dungeons is a race against time itself.



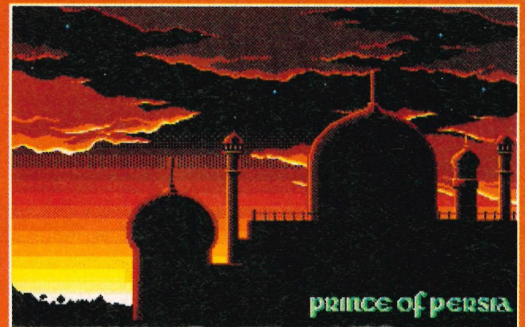
Nice sunset. Now ▶ what do they say about sky the shade of flowing blood? Ermm... Stay away from this place I would imagine.

sword fight. But then the whole game is an exercise in realism, with graphics and animation that influenced many games, from Flashback to Another World.

▼ Was it all worth it? No. That ghost of yours just helped himself to the best potion of your life.



I have to say it. It isn't as good as the SNES version. I hate that sort of comment but it is the controls that let it all down. The Prince is just so unresponsive sometimes. When exact control is needed you cannot always rely on the joypad input which really cheesed me off. On saying that I did play it from start to finish and enjoyed every minute of working out the problems. Getting the odd princess out of trouble helps the day pass so much faster. ■ STEVE



prince of persia

## MEGA

### SOUND



### GRAPHICS



### ADDICTIVENESS



### PLAYABILITY



## OVERALL

# 87%





OFFICIAL

**PUBLISHER**

Taito

**RELEASE DATE**

Out Now

**PRICE**

£39.99

# THE NINJA WARRIORS



**Ninja, the ancient art of stealth takes a new turn...**

**S**o who said being a ninjitsu was easy? Having to travel to Japan to sit your qualification exams, getting slabs of concrete smashed over your little finger and having your tonsils extracted with a ball and chain is not my idea of a good time.

Still, you are a warrior after all. Let no being tell you otherwise. You are a Lizard. You are a robotic lizard. You are, well a bit odd actually. What's

▼ Only in the world of the arcade can you keep ducking a marksman.



going on when a story starts like this? Talk about bizarre and stretching the imagination a tad.

Still in the interests of MEGA ACTION's research I will jump right in to this beat'em-up arcade conversion and voice a healthy opinion.

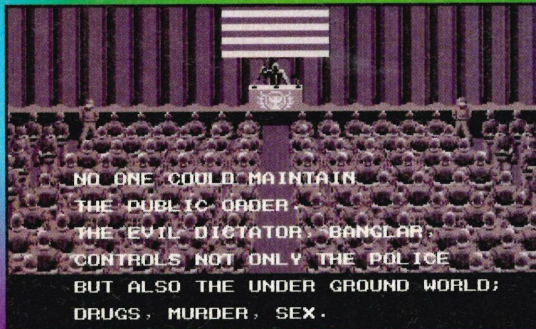
War and drugs are everywhere and it isn't safe to walk the streets at night. Who should rise from the tyranny but the world's first robotic Ninja lizard, armed to the teeth with syuriken, (that's throwing stars to you and me) and the odd set of kitchen knives (that's kunai to you and me).

You head into the evil empire cutting down all who stand in your way. Several levels await, each with many army-related challenges to conquer, from tanks to enormous bosses who appear and disappear in a cloud of smoke. The game is a close conversion of the arcade machine - even the music has been brought over note for note. When exploring the cities of the enemy, hundreds of machines are

▼ Killer thingies from hell and beyond! They've killed me again. Not fair.



▼ Nice piece of graffiti! You just don't get the artistic touches anymore. Pity your contribution is in blood!



▲ Yeah! Sex! Get the S word in and my attention is targeted right in.



▲ The blue guy has just disappeared in a puff of smoke. After killing you very slowly of course.

**TIP**  
Use the knives, or Kunai as the first attack weapon. Syuriken merely stun the opponent.

launched in your direction. Things like tanks seems to make the two pen-knives you are holding a bit inadequate. At least the powers of invisibility are at your disposal! Not that disappearing is going to help mind!



These games are lost on me, just walking on and on stabbing and hitting things as they come at you. My advice is don't set it on easy level, the boredom threshold is very very low. Still the graphics are beautiful, the music sets the mood, as do the sound effects. I played the arcade version but it didn't hold my attention as well as this, though I admit to not being too much of a fan of this type of game. Not bad but definitely for beat'em-up freaks amongst you. ■ STEVE

**KUNAI**  
To assist the course of justice the robot is equipped with two knives, laser sharpened and incapable of going blunt, even when inserted into the odd soldier, or tank even. Not much blood flies though. At least the enemy dies a noble if un-graphical death.



**SYURIKEN**  
Little finely crafted stars of the finest metal. Leave finely crafted holes in the enemy too. Problem is, unlike the knives they are not so effective and it seems to take two to do any damage. Range seems unlimited but the supply is far from endless. Isn't that always the case with dangerous weapons?



**JUMP**  
You can assign this to the UP on the D-pad or one of the fire buttons. The height is variable as is the effect. You can sometimes jump over a character completely or in extreme cases straight into them. You can jump and fight at the same time though. Thank God!



## Skin job

As you unintentionally absorb the shots the outer lizard-like skin which protects you falls away revealing the terminator underneath. It was a puzzle to me for a few minutes why my character kept marching into battle like some Thunderbird puppet but all became clear shortly before I died. The gleaming exoskeleton was proudly on display and showing my real form. The last shot to the unprotected machine saw the robot drop to its knees, its head fall off and explode nastily. Oh well. Back to the Academy I guess. (In Stoke, ho ho.) Time to learn the ancient art of invisibility and do a rather fast one to another game!



## MEGA

**SOUND**



**GRAPHICS**



**ADDICTIVENESS**



**PLAYABILITY**



**OVERALL**  
**61%**



# MEGA

## Win Mortal Kombat T-shirts!



AND BEFORE ANY OF KANO'S NEW FOUND FRIENDS CAN JOIN THE FIGHT...

**CRASH!**



### The Questions:

Just answer these unbelievably easy questions and you might win a T-shirt!

- 1) Goro has this number of fingers:
  - a) 10
  - b) 20
  - c) 40
- 2) What is the obvious difference between *MK* and *Streetfighter II*?
  - a) *SF II* is crap
  - b) *MK* uses digitised pictures of actors as the player sprites *SF II* doesn't
  - c) *SF II* is crap

### Rules:

The T-shirts supplied may not necessarily be the same as the ones shown on this page. The Editor's decision is final. No kicking the ball when offside. Employees of Europress or Acclaim are forbidden to enter this compo on pain of death. All answers must reach us by Sept 14th. The winners will be notified by post. The winners will be the first 10 correct answers pulled out of a hat or whatever Alex is wearing that day. That's the lot, I've run out.

3) What is the name of the chief geezer in *Mortal Kombat*?

- a) Shang Tsung
- b) Wing Chun
- c) Liu Kang

4) The answer to this question is:

- a) (a)
- b) (a)
- c) (b)

**W**ith just about everyone in the world gearing up for the release of *Mortal Kombat* on the consoles, MEGA ACTION and Acclaim are proud to bring you these exceptionally fine *Mortal Kombat* T-shirts! Made from the finest machine-woven cotton, you can be sure that anyone who knows any-

thing about computer games will be wearing these designer items in the coming few months. So, why not miss out on the rush and enter MEGA ACTION's wild *MK* compo and see if you just can't beat all the crowds to one of these delectable items. We've 20 to give away so why not write or phone in with the answers to those easy questions?



Send your entries to:  
**Mortal Kombat Compo,  
 Mega Action, Europa  
 House, Adlington Park,  
 Macclesfield, Cheshire  
 SK10 4NP.**

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

**0891 515434**



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

### Mortal Kombat compo

I want to win a crazy *Mortal Kombat* T-shirt!  
 My answers (A,B or C) are :

1 .....  
 2 .....  
 3 .....  
 4 .....

Name:

Address:

Age:

Tel:

I do not wish to receive promotional material from other companies  
 No correspondence will be entered into by the Editor.

what do you really **NEED**

in your **LIFE?**



**ESCAPISM?**



**SPEED?**



**MAGIC?**



**VIOLENCE?**

in this month's **GB ACTION** we have all the latest **GAME BOY** news, all the coolest **GAME BOY** reviews, all the freshest **GAME BOY** previews, all the fruitiest **GAME BOY** features, all in one fun filled funky, groovy, fruity **GAME BOY** magazine.

**GB ACTION - ON SALE NOW - ISSUE 16**

ANOTHER STOUT OFFERING FROM  
**EUROPRESS**  
INTERACTIVE



IMPORT

PUBLISHER

Sega

RELEASE DATE

Out Now

PRICE

£39.99

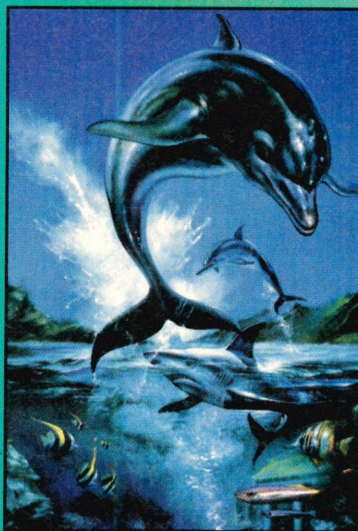
# ECCO THE DOLPHIN

more levels and greater foes and puzzles the dolphin is once again in deep water. You must find and relocate your mammalian friends with a view to discovering your identity and your original habitat. Don't forget that dolphins require air to breathe, so each section needs a search for air.

The music is something else. In fact it is the best music I have heard on the CD yet. Sort of a cross between Phillip Glass, Jean-Michel Jarre and Tangerine Dream, it's absolutely superb which makes a refreshing change for a video game. There is nothing worse than buying a game getting home and finding the music is crap. The spot effects are great too.

But if you own the cart, I'm afraid there is nothing particularly new going on here. It's up to you. ■ STEVE

*Dolphins have dead good hearing, pretty wild considering they have no ears.*



## MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY

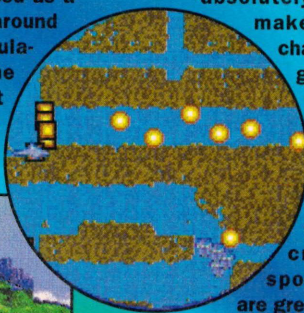


## OVERALL

# 88%

**E**cco *The Dolphin* first saw the light of day some time ago in the cartridge scene and caused quite a stir with its revolutionary approach. Dubbed as a "fish simulator" you swam around saving the underwater population. Well it was about time that the CD version came out and erm... it has. Boasting

▼ *Ecco makes his CD debut with the same dreaminess.*



OFFICIAL

PUBLISHER

Sega

RELEASE DATE

Out Now

PRICE

£39.99

# SHERLOCK HOLMES



▲ *A likely list of candidates for mischief, my dear friend. Which has darkened their future?*

digitisation you are privy to various facts and situations that slowly uncover the solutions to three crimes, The Two Lions, The Pilfered Paintings and in conclusion The Murdered Munitions Magnate.

At your disposal are the very tools of a master sleuth indeed. A diary keeps your records, a directory allows addresses to be situated within the frame of the case. A coach allows the travelling, newspapers keep track of your progress. The final solution is shown for Scotland Yard to judge and act upon. You need a lot of patience for

*A figure scurried towards me with the look of a frightened dog.*

this, so don't go expecting instant mayhem like with so many CD titles out at the moment.

This requires thought, analysis and concern that the likes of *Night Trap* and *Sewer Shark* don't provide. The graphics are atmospheric and it all leaves

you feeling chuffed solving your first case. Just don't let it all go to your head. Or in Holmes's case, up his arm. ■ STEVE



## MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY

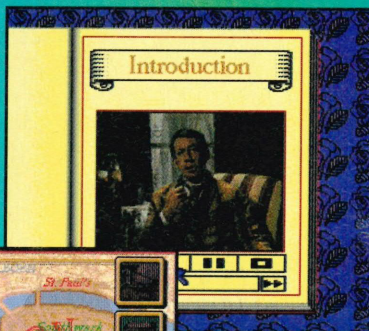


## OVERALL

# 80%



**M**y dear friend, present before you is a laser etched plastic disk of much virtue. Playing with the invaluable aid of my dear colleague Holmes you scavenge and deduce your path across London Town. Retracing the fortunes and follies of the accused and innocents, the plots deepen. Using the media of



◀ *Ahh. London Town. My heart fills with remorse that such dark deeds could emanate from a bright settlement.*

# RIPE FOR THE

■ From racing cars in Formula One to top division football teams (well, Roy of the Rovers), Sega seem to have nearly all our leisure time sewn up with that Blue Hedgehog lodged in our throats.



▲ If in doubt whip out the bongos, that's what we say. Technology, eh?

Based now in D'Arbly Street, London W1, the company is run by two high profile ex-Virgin gurus Tim and Ross.

The popularity through the 'exclusive expenses' precedent they set led to their first album, *Two Clouds Above Nine* receiving some rave reviews and being play listed in all the clubs.

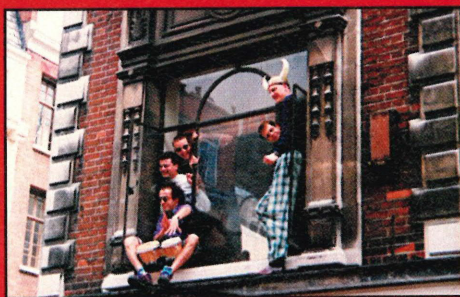
Out at the end of the summer 1992, *Two Clouds* was a local pro-

▼ Don't do it! The staff at Tomato get despondant about the lack of decent music in the Charts.

So did it come as a great surprise to learn Sega also had dealings with the record industry? Well yes actually, especially since in this particular sector of the industry, the dance labels are really quite exclusive territory.

The company is Tomato Records and to anyone in the know this is a record label to keep an eye on.

▼ Tomato's first record was successful on the club circuit and provided the basis for further forays into dance.

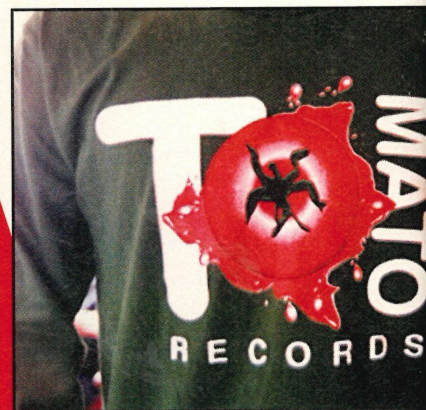


TWO CLOUDS ABOVE NINE



ject, pulling in the talents of the Ladbroke Grove area. It was a resounding success and featured such groups as Gayle Lynne, a remix of which is still being played on the club circuits now.

It was the first official tie in with Sega and no doubt the logo aside the Tomato image proved quite a sale-point with the Hedgehog-hungry media. Sega are being held responsible for promotional material such as T-Shirts, hats and badges, all of



which portray the splattered Tomato, a careful design adorning nearly all home grown Tomato records.

What about a game then?

## Tomato puree

So how does it all happen? Who or what makes a record worthy of the Tomato approach? Well there are two or three approaches to a vinyl result. Firstly a demo tape might arrive. Throwing it on the Ghetto, it is given the keen ear of the Tomato Crew. Should the nods exceed the shakes then it is passed either into the creator's hands or, as the case is usually, straight into the in-house producers who tailor it to the Tomato theme.

From demo to record can take about one or two months. One or two months with some serious promotion work by Erik, paper work by Ross and phone work by Tim.

Alternative creativity comes from the DJ's themselves who, on seeing the dance floor, have a good insight

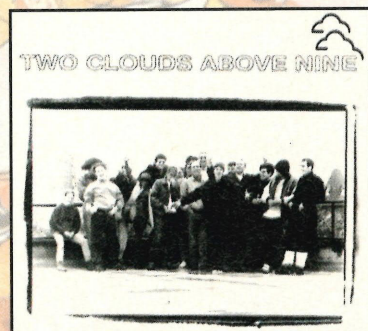
into what works and what does not. Translate these ideas through an original composition or a remix and you have the recipe for instant success.

Perhaps the third and now most popular approach by the record elite is to license a record, either from the states or Europe to gain exclusivity on the release.

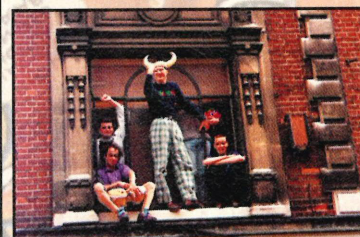
So, launching the tune with a Tomato remix could make for a very popular release! Speaking of which I was rather chuffed to learn of a certain acquisition by the Tomato crew which hopefully will be out quite soon.



▲ It's the old ear treatment for some serious scrutiny. Maybe even an on-the-spot drums remix by this man., Pascal.



▲ To get to this requires the third degree and a selection process like no other. Grim indeed.



▲ One month later and here it is! Round black shiny fashion accessories to be worn around the office.



▲ Subject to managerial approval maybe even the odd famous name remix. By a red fluffy tomato. Sad.

# PICKING

◀ Ha! I've got one! These are just the thing for those hot clubbing nights on the dance floor.

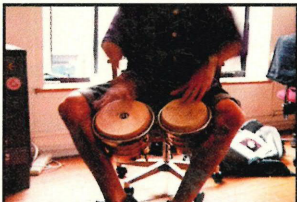
"Ha well, wait and see eh, Who knows?" chirped Tim. Fourteen 12" singles later and Tomato are hitting the high streets with *Cream of Tomato*, a culmination of Tomato attitude featuring the most popular and without doubt most played *Pascals Bongo Massive*.

Describing this tune is a task in itself so picture a wide-eyed human going for gold on the Bongos with a neat bass hook and you are half way there.

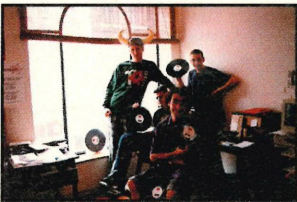
Pascal tours Europe with his drum kit, playing to the world's most elite clubbers. When I got to the office he was recovering from a Swiss escapade involving some serious Euro Techno. Not something he would like to repeat.

"No decent rhythms to get to," he said. At least I think that was what he said – the accent leaves room for confusion.

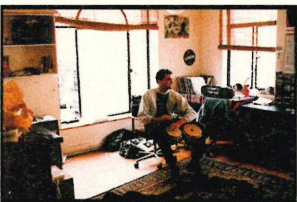
To say the office in London W1 was full of characters would be a small and deeply underrated statement. With Pascal on one side giving me the low down on, well, something and Tim answering the phones and



▲ The guys at Tomato do enjoy the latest technology.



▲ The nation's parents shiver. These guys look mean.



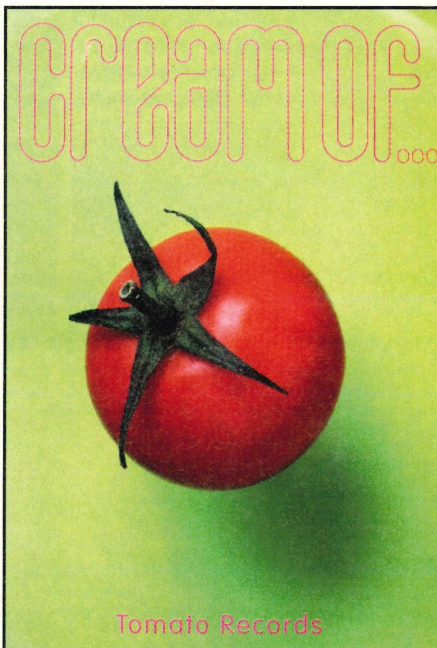
▲ Record people like to pretend they're busy you see.



Ross tapping away on his personal computer mumbling something about "The Red", Erik, the promotions manager dived into the room looking much like he just stepped off Royal Berkshire, 18 holes with Greg Norman.

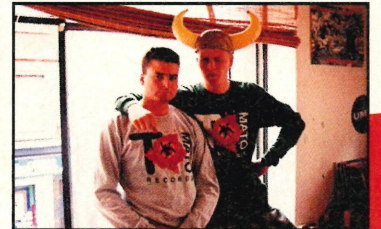
This man was responsible for label tours around the clubs. Named Hi Ho parties these are nights of passion one or two times a year with Pa's and the Tomato DJ's playing the best for the 400-500 people.

A lot has been said about the natural synergy between the record and video games industry, so it's interesting to see how things are happening at the sharp end. Watch this space for more info. • Steve

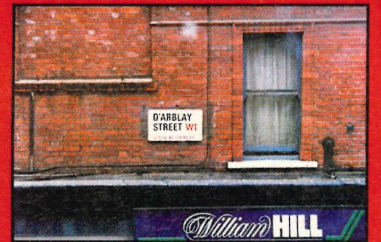


## Jocks away

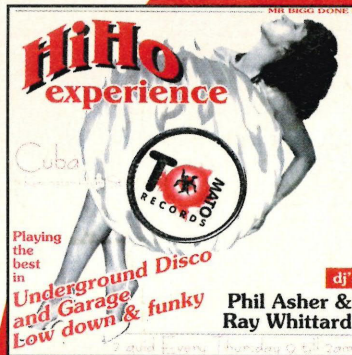
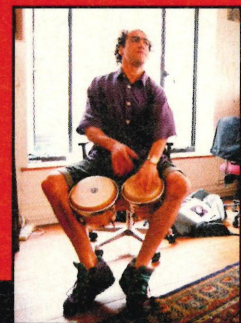
Not content with the exposure that DJ magazine or the popular "in touch" Mix Mag can offer (DJ joke there I think – Ed.) Tim and Ross took things one stage further by the inclusion of a Thursday night stint on Party Zone a highly successful MTV broadcast. Simone talked the audience through the facts and even gave away the odd Mega Drive to strengthen the Sega tie-in. It featured the first album and played a few Tomato tunes and their videos. Pretty cool eh, and all for a good cause. Or something.



▲ Sometimes the stresses of life at the top of the music biz can just get too much for the poor lads.



▲ The street of shame, fame and other words which rhyme if I could think of any. Hard life.



▲ Tucked into many releases was this example of Sega /Tomato artwork. Bizarre, but our Art person sure likes it (you haven't met him).



## Fave Games

**TIM**, Main man. Big guy in Tomato records.  
*ECCO THE DOLPHIN CD*, Sega  
"For the soundtrack and the fact that I like fish. Battered. With chips. But no Ketchup thank-you".

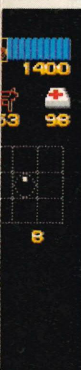
**ROSS**, Also main man. Just as bigger guy.  
*ACCOUNTS PACKAGE*  
"You can do market predictions and draw pretty graphs to show your friends. The pie-charts are good too".

**ERIK**, Promotions Manager.  
*PGA TOUT GOLF II*, Electronic Arts  
"I have the trousers and the confidence to do 18 holes without anyone noticing I can't play. I am a Promoter". Hmmm, no comment.

**PASCAL**, Bongo Massive. Mad.  
*SWITCH CD*, Sega  
"You press a button and something odd happens or a funny noise comes out of the TV. Oh, and I understand it all you know."



# THE MY



a rather generous amount of ammunition, but don't get complacent - there are so many zombies to dodge or kill (if you can kill a zombie) that you'll find yourself rapidly running out of the stuff.

Luckily there is extra ammo and alternative types of weaponry lying around the back yards - for instance, there's a freeze spray which immobilises the zombies for a bit, allowing you to escape. Also available is a medikit to repair those nasty wounds after a zombie run-in.

You might think all this sounds a bit mundane - all this running around a scrolling landscape avoiding zombies and so on, but later levels introduce different monsters and puzzles.

For instance, there are clones of yourself (confusing at times!) which like nothing better than zeroing in on you and trying to see if originals really are better than reproductions.

There are also toxic blob monsters, mummies, hell dogs, vampires, a chainsaw massacer, amphibians with nasty slashing claws and a giant toddler armed with the most lethal milk bottle since Molotov decided he didn't like Harvey Wallbangers anymore.



There's more to this game than the monsters though - there are mazes, trap doors, tunnels, lakes (you can swim), nasty plants which enjoy nothing more than firing purple slime at you, and so on. The puzzles are pretty basic - pick up keys to open trunks etc (and prepare to get spooked if you open the wrong things!) with the aim of the whole thing being the safety of your neighbours.

They can be rescued from all these hazards by walking over them, and when the last one has been saved, a little exit appears to take you to the next level.

In essence, what LucasArts has tried to do, and has accomplished, is a quality game based on some of the really bad horror B-movies, which is some feat.

B-movie atmospherics abound with the music and title screens (if you've ever seen the classically-awful *Plan 9 From Outer Space*, you'll know what I mean), the graphics are small

▼ I guess he saw me coming! (Sob.)



but detailed (and excellent - there are some good sight gags in this game) and the spot effects are superb. For instance, when you shoot a zombie he burns with a horrible crackling sound. Gross, but very effective. To be honest, I don't know what it is about this game that is so entertaining. Its charm lies in its simplicity and that's always a

▲ *Mummy! A really bad joke at the best of times, but an obvious one.*

good sign for a game. Even better, this game is miles better and far more entertaining than its lousy source material and I can guarantee that you won't run short of entertainment. Watch out for our review in a future issue.

▼ *Watch out for the giant baby and his lethal milk bottle! Nasty.*



## MEGA VIEW

LucasArts has done it again. This is a marvellous title and if you don't buy it, you deserve to be cast into the ninth circle of hell for the rest of eternity. The best games are the simple ones with attention to detail and for this reason, *Zombies* will be a huge hit. It's so nice to see a game which isn't a rip-off performer, and that reason is good enough for me. It's incredible really, can this company do no wrong? I have a feeling this will be my favourite game of the year. ■ **NICK**

**RELEASE: OCTOBER PRICE: TBA**





# HAUNTING

■ Ghosts and ghouls decide to look for new accomodation at Electronic Arts...

It's a cruel, cruel world these days. The crime rate has soared and the law is a joke. A situation like this has to have side-effects but who'd have expected them to appear in quite this way?

Even after saying all that, it's not every day you get knocked off for your money. In fact I would hesitate to say it might only happen once. Still being dead and hard-done-by certainly has the odd benefit, like the ability to get your own back on the family that did the nasty deed.

Polterguy is your name and you are, well, how can one put it delicately, dead. Sardini is the family you must frighten in your fit of ghostly revenge and doing so involves the possession of over 250 different objects.

These can be manipulated for some serious comic reactions, just watch their faces as you play with the chainsaw in front of them!

Now don't go thinking that this is all you have to contend with, Polterguy has the likes of Ectobeasts running around after him making sure he firmly passes on and through without any interference to the living! Strange, don't remember any of that in *The Exorcist*...

Anyway, vital death-giving ectoplasm must be constantly collected if you plan to remain playing, so gamers must replenish regularly.

▼ This is just one of the four lovely mansions you could have owned. Fortunately being dead does not exclude you from enjoying them.



It's strange, there aren't that many ghost games around of this type, than suddenly in one month we get two of them, with this and *Zombies Ate My Neighbours*. One might almost suspect devilish intervention...

Anyway, it certainly is different!



▲ Strange creepy things always lurk in garages at the best of times – but usually never of the ectoplasmic kind. Oh dear.



can tell you! Fortunately it is different and also well

thought out, and the attention to detail looks exceptional.

Possessing objects certainly has a fun value yet to be assessed, and further playing will no doubt expose the shocking things you can do.

The Sardini family certainly has a lot to answer for and now is your chance to put the record straight! And as we said with *Zombies Ate My Neighbours*, it's certainly to see some nice and original ideas starting to come onto the Mega Drive. After all, people will only continue to buy a machine as long as there's good stuff around to play and luckily Electronic Arts, the publishers are on something of a roll at the moment, which is good new for us all!

Keep your eyes open for a full review of *Haunting* within the next couple of months – we're sure it's going to be the biggest thing on this side of the fifth dimension!

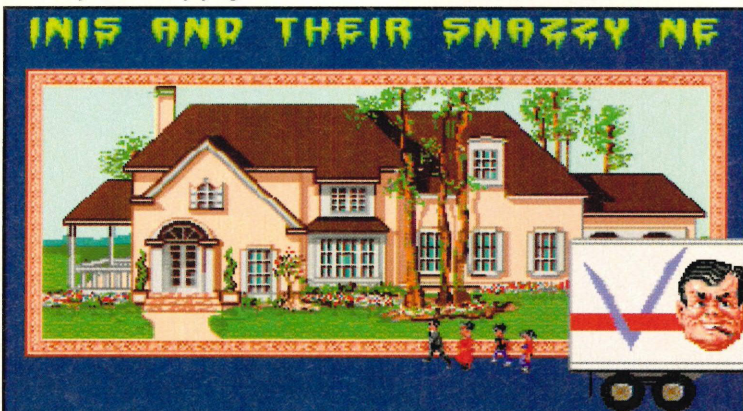
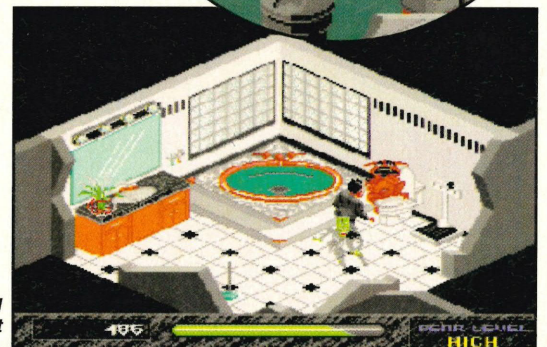
Oh dear, a haunted toilet. Things could get messy here.



◀ The family collapses in horror after discovering the food their mum has cooked was something completely gross – macaroni.



▲ Expect a constant hounding from the other side, these Ecto-Beasts are hell bent on removing you from the astral plane!



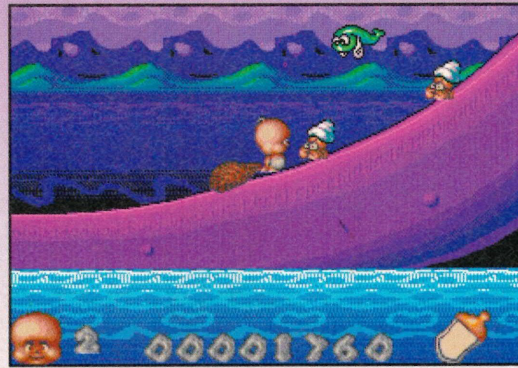
## MEGA VIEW

Boy, is this out of the ordinary! Thank the Lord something different has arrived on the scene! *Haunting* is user-friendly, great fun to play and the usual 3D asymmetric view does not detract from the detail on screen. Interaction with it is easy enough, as is predicting moves and positioning your character for interaction. The Ecto-Beasts and monsters are great to watch and hold a few surprises I can tell you! Excellent work from EA – can't wait for review copy! ■ STEVE

RELEASE: SEPT '93 PRICE: £44.99



▲ An example of one of the huge sprites you have to contend with. Watch those feet!



# CHUCK ROCK

## ■ Dinomania comes to the Mega Drive courtesy of Core Design...

**W**ho remembers *Chuck Rock*? In case you don't, he was a Stone Age dude with an attitude and a club to match, engaged in a terrible struggle against the ghastly Gary Gritter.

Yep, there were a lot of *Flintstones*-type gags in the game and those with a penchant for grim puns and Stone Age

technology will be pleased to know there's more of the same in the sequel, *Chuck Rock II, Son of Chuck*.

For a change, here's a sequel which doesn't lift sections from the original and slap them down in some kind of order, hoping nobody will notice that it's essentially the same game.

Instead, the hero is Chuck Rock's son, Chuck Jr, out on a mission to save his dad from the evil kidnapping machinations of Brick Jagger, Chuck's business rival in the brave new world of automobiles.

Your task, as Chuck Jr, is to complete six levels (divided into many sub-levels) and save your dad. Chuck Jr is armed and dangerous as most infants are – but in this case, he has a huge club to swing around. Chuck is not armed like this by accident because there are numerous

▼ You don't expect to die this way when you're only three and a half.



▲ One of the sub-games. Race two other cavepeople to the finishing line. Unfortunately, I'm being beaten.



monsters, dinosaurs, cavemen and other assorted nasties out to stop the little kid.

In case this all sounds a bit pedestrian, there's also a small puzzle element – not enough to make this a really difficult game, but enough to divert attention away from the potential platform tedium. For instance, there are rocks which have to be pushed into certain positions to allow access to higher platforms, birds which will carry you to safety when the ground disappears, plants which will eat you, then spit you out, catapulting you onto other levels, and so on.

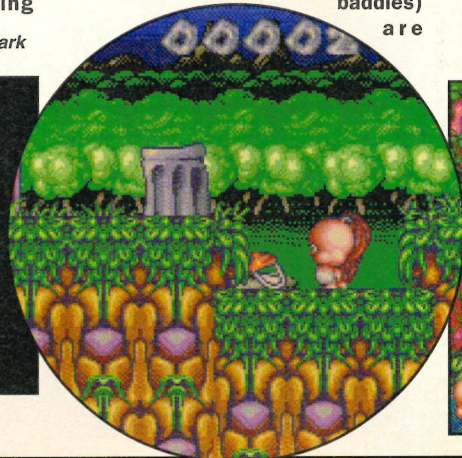
There is a small variety of moves little Chuck Junior can make, ranging from the all-purpose club swing

▼ Spooky. Things are getting a bit dark around here – be careful!

(handy for smashing and murdering rival cavemen), to the usual jump manoeuvre, and last of all, the tricky-looking club perch, where Chuck Jr gets to stand on the end of his club, thus avoiding damage from the bad guys.

If this all sounds far too easy for you to bother with, then you haven't bumped into the locals. Apart from the assorted dinosaurs you're going to meet, there are banana-throwing monkeys, dive-bomber flies, sharks, fish, rolling rocks and spikes.

Many of the baddies have been rendered using enormous sprites – Core design told us that many of these sprites (like the end-of-level baddies)





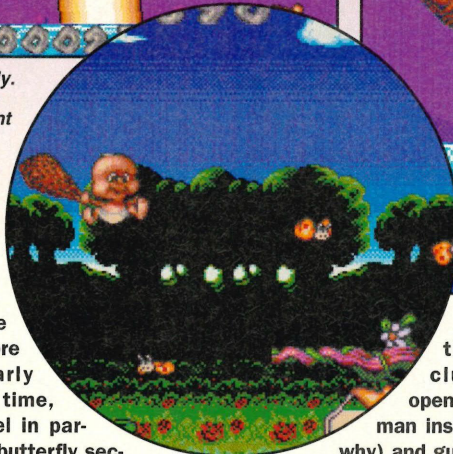
sub-game. Climb onto your dinodog's back and knock the apples off the tree.



▲ Very friendly. Jump onto its feet if you want to live any longer!

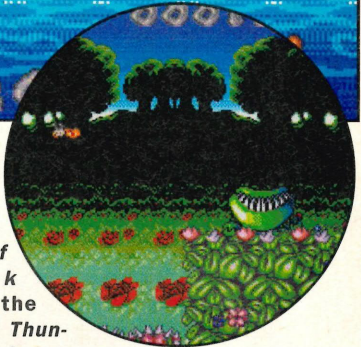


ject of the graphics. You'll all be pleased to know that they are excellent. Core have clearly spent some time, and one level in particular – the butterfly section – really stands out. Small butterflies float around a lush green garden and eventually all you want to do is nip in to the game, put on a pair of shades and relax. Even if you are late for a date with the dastardly Brick Jagger.



little dinosaurs that when clubbed, break open to reveal a cave-man inside (don't ask us why) and guys that lose their toupees when bashed! It's all harmless stuff and it shows the designers haven't been putting the game together using a 'join the dots' method.

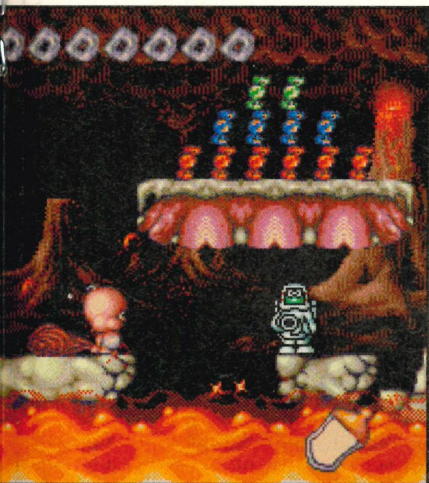
With *Chuck Rock II - Son of Chuck* and the superb *Thunderhawk* on Mega CD, Core Design should have plenty to look forward to this coming Christmas.



Unfortunately, Core Design have been a bit quiet on the Mega Drive, so it's good to see that they're finally starting to make some waves.

And yes, I did say Christmas.

▼ Knock the rocks with your club to manoeuvre them into position.



the largest ever seen on the Mega Drive. Well, MEGA ACTION didn't like to say that Psygnosis are also making the same claim over *Puggsy!*

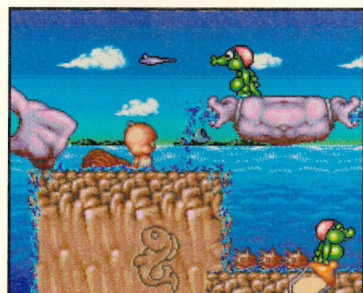
One other part of the game also contains a first: The second level places you on the back of an enormous dinosaur which has an awful tendency to roll around and sink under water and so on. Core claim that the rolling effect is the first time this has been attempted and it all works well, actually adding something to the game rather than adding something flash but useless to a programmer's portfolio!

All this talk about the sprites brings us neatly onto the sub-

After all, games are a visual thing and it's always been one of my major gripes at how unimaginative games designers have been with their humour! So *Chuck Rock II* contains



▼ These little dinos like nothing better than gobbing in your general direction.



# MEGA VIEW

*Chuck Rock II* is looking like it's going to be a worthy sequel to the great original. There's a good range of things to do in this game, the animations and sprites are looking superb and all in all, Core should be well satisfied with the job they've done. Of course, I'm sure it isn't lost on Core that the planet's currently going dinosaur-crazy, so there's a fairly decent chance they'll make their development money back, I'd say. Watch out for a review of this in the next issue! ■ **NICK**

**RELEASE: OCT '93**     **PRICE: TBA**



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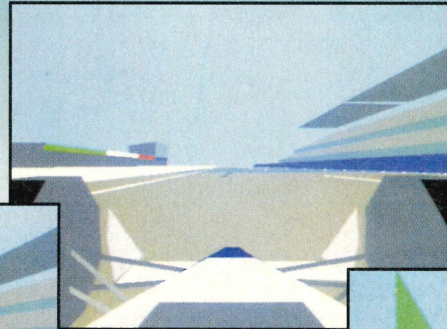
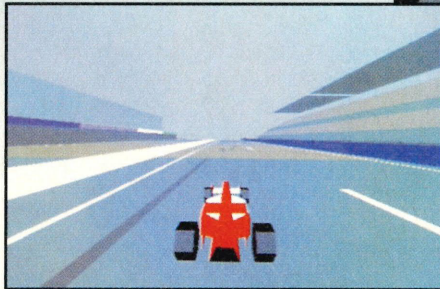
# VIRTUA RACING

■ If you haven't played this yet in the arcades then your life is seriously missing something...

If you've been in the arcades at all, you're bound to have tripped over the rather unnecessarily large *Virtua Racing* machine, something which looks more like couple of fridges bolted together than the latest in video gaming technology.

But now Sega have seen fit to release the long awaited conversion to cartridge of this driving sensation (something of a feat of miniaturisation I think) and they've

▼ Get ready to zoom down that road – Formula One is not a business for wimps or nervous types!



▲ No police problems here – just slam your foot to the floor and get moving as fast as you can!

saw played one course only, the beginners track, and we saw no sign of the inclusion of other tracks. Maybe the other two courses are destined for the CD release. We hope.

The game runs as an exact parallel with the arcade version with the cockpit view option being retained and the smooth transition from inside the driving area to an above helicopter view is just as impressive. In case you haven't grasped all these weird shapes that build up to make the screen look like it does, it is called polygon graphics. The Super Nintendo is rubbish at it (whatever they say). In fact, it takes a custom add-on chip just to make the speed presentable.

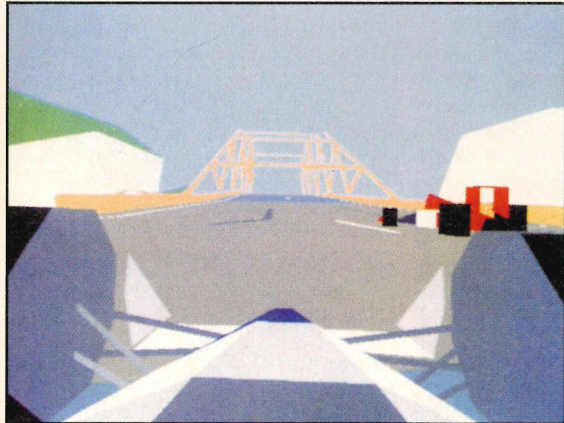
However, Mega Drive owners can relax in the knowledge that all this is common place. In fact things can only get much much better with new routines constantly being developed. And *Virtua Racing* could just be the game to blow us all away. Keep an eye glued to this space for the latest info...

Guess which company sponsors Formula One? Incredible – it's Sega!

▲ Sega have done their best to create the same graphics as the arcade version, although some items have been sacrificed for speed.



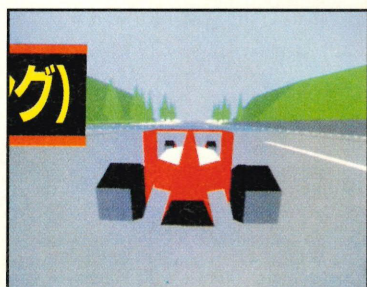
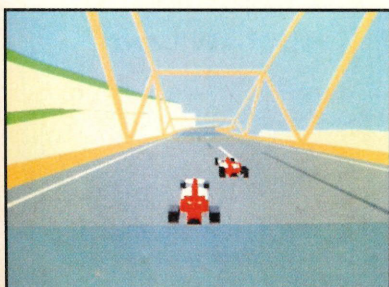
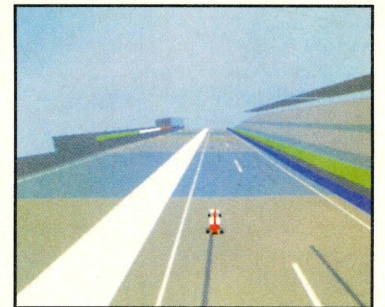
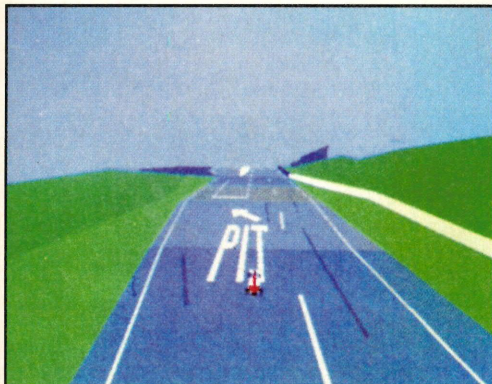
▲ All the thrills and spills of top-level Formula One racing await you in Sega's new stormer.



given it the rather apt name "VR". Now you probably read the title then scanned the pictures pretty fast didn't you? Yep, and I bet now you are thinking that the graphics are rubbish because you can see the polygons really clearly. OK, you'd be right – this isn't exactly the ultimate conversion but what you don't realise is the SPEED this thing plays at – it's so fast even John Major's sinking political reputation can't keep up.

The game is a simple Formula One challenge. The idea is to race around a track attempting to avoid anything solid like other cars or the odd piece of scenery. Damage means a lack of performance and subsequently a lack of the competitive edge on the other cars.

To restore the machine just saunter into the pits and let the team go to work on the damage. There are check points throughout the course and you must keep good time to continue to the end. And win. However the version we



## MEGA VIEW

It's fast, I'll say that. Pity you don't get the amazing graphics of the arcade version but the speed would seriously suffer and that is what this game is all about. The cockpit views are fantastic, making the game a great deal more fun. And it's especially good to see the opponents on the track! The basics of the course are there for those familiar with this racing game with the bridge and a hint of the fairground with a reduced pit team to help you along the way. ■ STEVE

RELEASE: SUMMER '93

PRICE: TBA

# THUNDERHAWK

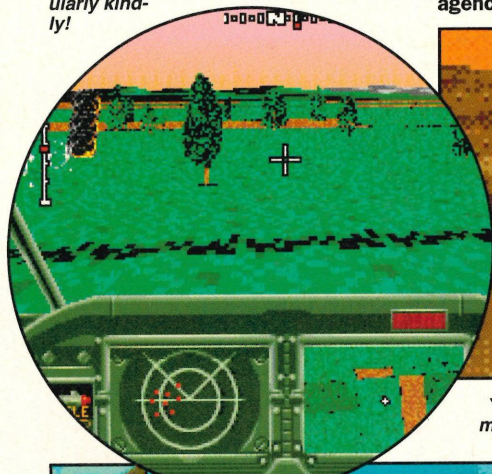
## Core Design sweep in to show us how a helicopter game should be done.

It's been quite a helicopter-based last few issues for us, what with *Jungle Strike*, *Steel Talons* and the radio-controlled helicopter compo. So it's no surprise to see MEGA ACTION looking at yet another heli-based affair, this time *Thunderhawk*, the new Mega CD game from Core Design.

Let's face it, the games on the Mega CD are rubbish aren't they? I'd imagine that most people who'd brought it were pretty annoyed about the software at the moment, but at last, finally, a title has come along that is looking like it could be the game to get Mega CD for.

Core Design are no strangers to quality products, and along with *Chuck Rock II*, *Thunderhawk* will be one of their main planks in their bat-

▼ Try not to hit the trees – neither they nor your co-pilot will look upon it particularly kindly!



▲ Before you can kill anything, you get to watch some neat animations, like this rotor.

sions and save the world. The game starts with a 3D fractal generated landscape, over which your helicopter bobs and weaves before destroying a convoy of

trucks. This is a marvellous intro with plenty of good camera angles and so on!

Eventually, you get the chance to decide which missions you'd like to tackle first. There's a wide range of options – here are a few: Rescuing a downed Stealth fighter in South

tle this Christmas. It is clear then that they have spared no expense to make this the best CD game, and one of the best games around on any format.

The idea is as follows: you're a chopper pilot signed up by a secret agency to go on various secret mis-

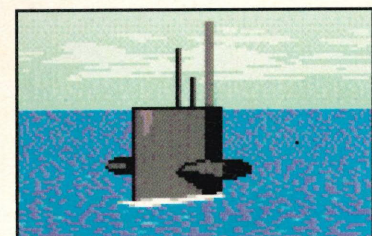


▼ Choose your missions from this menu selector. As you can see, you have a world to protect.

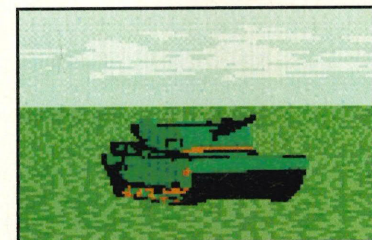
America, a bit of arms running, a crisis at the Panama canal, the recapture of a bio-research base in the North Pole, an oil dispute in the Middle East, chemical warfare in South East Asia or Pirate activity in the South China Sea.

Each location provides varying hazards, from enemy vehicles and missile batteries, to trees and baddie helicopters. The object is to fly over these locations, dodging the bad guys until you reach their base camp. Then unleash your rockets, missiles or guns to sort out the trouble once and for all!

So that's essentially that's the game. Now for the amazing bit – the graphics and sound. Now, you may have heard about the SNES and its



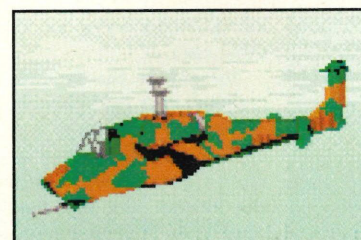
▲ Submarine carrier: Provides an opportunity for some ocean tussles.



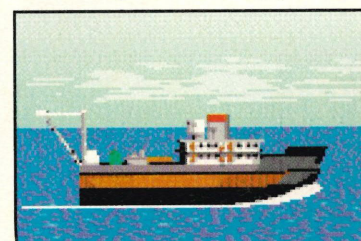
▲ Tank: Likes nothing better than to take potshots at enemy choppers.



▲ Truck: Easy targets, usually travel in groups. Satisfying to destroy.



▲ Hokum: Nasty and zippy, you don't want to hang around these guys.



▲ Minelayer: Destroy to fulfill your objectives. Travels with gunboats.



# WIK

Mode Seven, the scaling and rotating the machine is capable of performing on its sprites. Us poor Mega Drive owners have been the poor relations in the hardware stakes up to now, and *Thunderhawk's* graphics show just what can be done.

I've never seen anything like the speed and smoothness of the scrolling in this game. Each landscape has been rendered using texture mapped ground, with enemy vehicles and aircraft, trees, rocks and buildings handed with hardware scaling and rotating sprites.

Just take a look at some of the screenshots on this page and imagine flying into these scenes with enemy helicopters whizzing around you taking the odd pot-shot at your



Whoops! I've taken a few too many hits and my chopper is beginning to wilt a bit. Bad news.

trusty metal sky stallion. Core Design understand how important a decent in-game atmosphere is, so they've added a pumping rock soundtrack, of the sort of sub-heavy metal kind that you can imagine American helicopter pilots

getting off on. For the rest of us, it's probably not the sort of stuff you'd want to listen to and tell your friends about, but it does add to the atmosphere immensely.

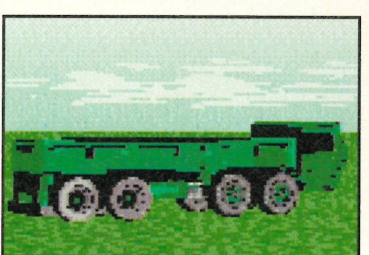
There are also other neat touches like the proper slideshow briefing - find out what your mission is and watch the groovy graphics. Then, as you are about to depart, you get to see your rotor blades starting and speeding up. Again, the little details like this do so much for a game.

Don't think the polish stops there either! You are undoubtedly going to get shot down at some stage as you approach the enemy base camp, and after your chopper takes a few hits, bullet holes start to appear in the windshield, your radar shorts out and life generally starts to look a little black.

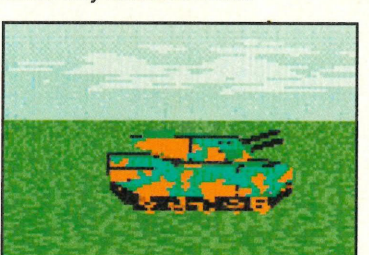
And because the game is so realistic, you may even get that awful 'life flashing before your eyes' experi-

ence. Grim. *Thunderhawk* is a stunning title - at last someone has taken a look at what the Mega CD unit is actually capable of and then designed a game from first principles around it all. This one should definitely fly.

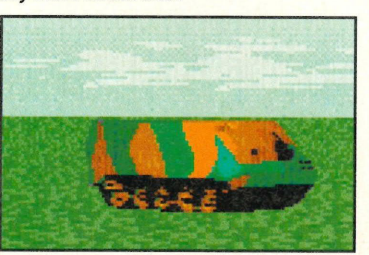
▲ *Gunboat*: Likes nothing better than to try to shoot you down!



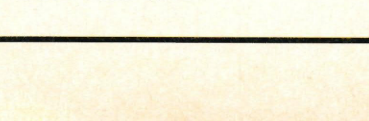
▲ *Frogfoot*: Totally gross name for a jet fighter. Bet the pilots love it.



▲ *Artillery*: Very dangerous. Tends to surround the final mission objective.



▲ *Missile carrier*: Shoot these suckers before they become a threat.

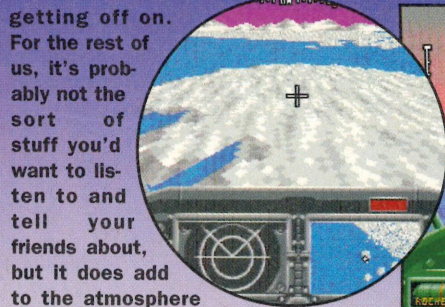


▲ *Defender*: Provides an opportunity for a dogfight. Much fun here.

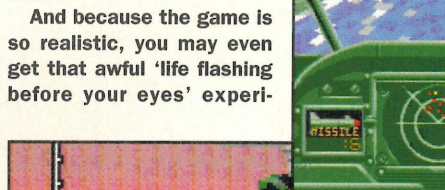
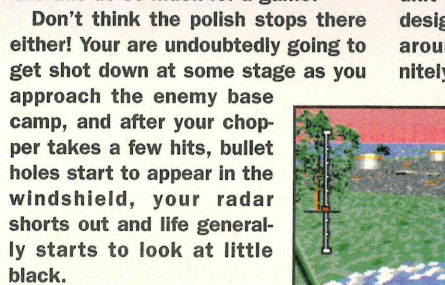
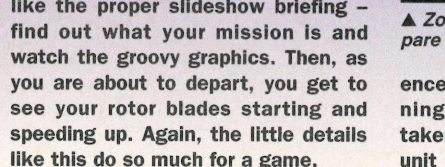
▲ *AAA*: Anti-aircraft artillery. Need we say more about this?

▲ *SAM*: Surface to air missiles - very dangerous to heli pilots!

▲ *APC*: Usually stuffed full of enemy soldiers. Waste 'em!



▲ Zoom in to the enemy island and prepare to strafe the sucker.



## MEGA VIEW

This is no ordinary game. What Core have done is create a title which finally gives people a reason to buy the Mega CD - and it's about time someone did! There's marvellous attention to detail, superb graphics and the whole thing is so smooth moving that it makes previous Mega CD efforts look what they were - expensive demos by people who hadn't sussed the machine out properly. Nice one, Core Design - now let's see if other developers accept the challenge... **NICK**

**RELEASE: OCTOBER PRICE: TBA**

# MORTAL



■ A new bunch of characters is in town to try to be the best beat'em-up around...

**T**here have been many cutesy platform romps, there's never been a shortage of shoot'em-ups and role-playing games have not once been sparse on the ground but there are still no decent beat'em-ups. Or are there? We headed down to the offices of Acclaim to see what all the screaming is about

over this 'Mortal Monday' business. Upon our first entrance to the office our ears were filled with many bone-crunching sounds and screams of pain as limbs were smashed and eyes were gouged. Turning the corner revealed a huddle of people playing what might be the best thing to ever happen to your Mega Drive. A

short enquiry on our behalf soon lead to the understanding that *Mortal Kombat* is being bought to our adorable home consoles. Originally introduced in the arcades, *MK* was one heck of a game. It boasted digitised graphics, sound, immense gameplay and a certain magnetism that left you immedi-

ately addicted. Following in the successful footsteps of *Streetfighter II*, *MK* has set a new standard that other arcade manufacturers will find very hard to beat. Like most beat'em-ups you have a multiple choice of characters, each with a distinct advantage and weakness. Although each character has a different spe-



# MORTAL KOMBAT



## Back to back

The only other worthy beat'em-up that's up for discussion is Fatal Fury. A fairly respectable game that involves plenty of secret moves and fight scenes against characters from all over America. Here's a list of things that FF was able to boast about;

- 1: The graphics were fairly large and detailed, with some of the biggest sprites to date!
  - 2: Had some nice sound samples. You know the sort of thing, a thwaaack here and booommf there.
  - 3: A large selection of moves for a three-button pad.
  - 4: Several fighters to master with each enemy requiring different tactics.
  - 5: Hefty price tag.
  - 6: A very short attention span, leaving you suicidal as to the reasons why you purchased the damned cart.
- But, after a few months patient waiting

you'll be looking at Mortal Kombat with these qualities on your software suppliers' shelves;

- 1: The best graphics ever seen on your black, slap, happy-jappy machine.
- 2: Stirring music that inspires the ruthless side of your nature (well, sort of).
- 3: A reasonable price tag, if not amazing when compared to other inferior products.
- 4: Arcade perfection encased within 4"×3"×1/2" cartridge.
- 5: A game that helps build a healthy, competitive attitude to your friends and family that may result in many tears, stitches and plaster casts.
- 6: Endless hours of teeth-gnashing, hair-pulling, nail-biting action.

And as far as SF II is concerned, it's dated, late and no longer required, for the challenge is here and what a challenge it is!



▲ Oh dear, all this airborne business is making me feel quite dizzy...

▲ Scorpion removes his face and breathes fire – his gross death move.

cial move, their normal fighting techniques remain the same. This, we found, is the key to MK's success because it doesn't let have one character have a distinct advantage over the rest of the characters, like SF II's Ryu. There are of course the bosses that await your challenge, but before them you must overcome the rest of the competitors which happen to be quite fearsome on hard mode.



a few bouts. If all of the bouts have been won you must then compete with yourself in a unique mirror match where you must prove that you can even conquer yourself! After this the previous fighters have to be taken on in an endurance match, which involves fighting two characters consecutively on a single bar of energy. This gruelling task must be repeated a further two times. When this task has been fulfilled

you may try your luck with the impressive Goro, the champion of this tournament who's held the title for over 500 years. Which is not surprising considering he has four arms, measures 8'10" and weighs a staggering 550 lbs.

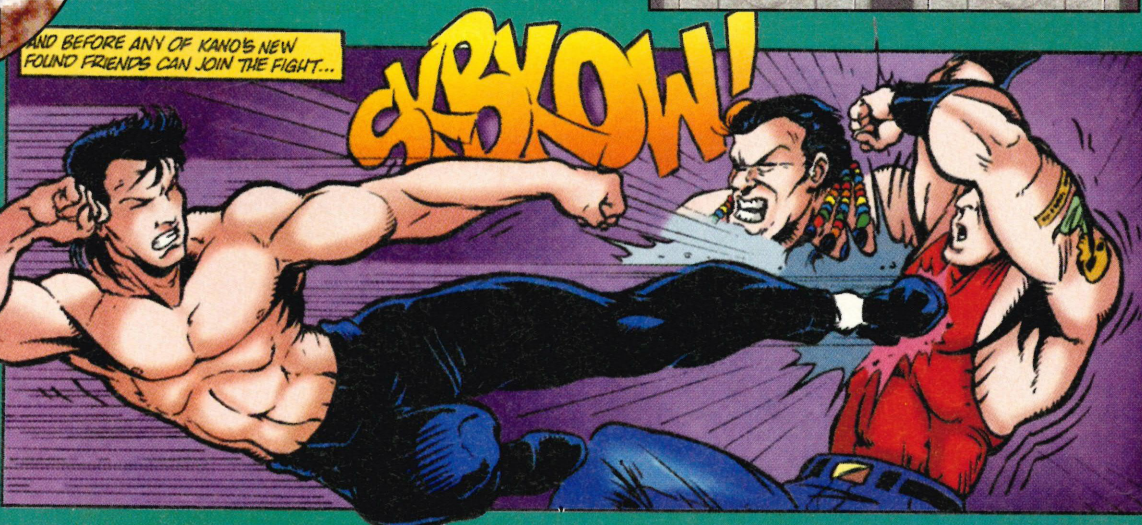
If all of this has been achieved you may seek

► A neat sub-game involves a test of strength – yep, summon all your energy and break these blocks in the best karate fashion.

revenge on the host of the tournament- Shang Tsung, an aging wizard

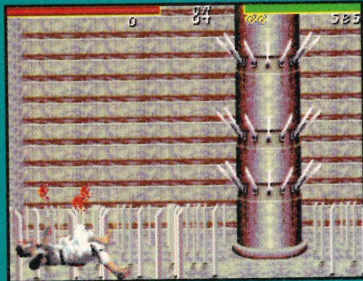


AND BEFORE ANY OF KANO'S NEW FOUND FRIENDS CAN JOIN THE FIGHT...



The storyline behind this arcade smash is that all of the characters featured are taking part in a dangerous tournament. They must battle each other with any skills or weapons that they are able to use to eliminate each other and earn the right to fight the mighty Goro, to be crowned the grand champion.

Once you've chosen your warrior you may begin the tournament. Playing through the game entails fighting the remaining characters that are controlled by the computer. A secondary player may want to join in for



▲ Ooops, this is not a pleasant way to snuff it. Spikes and blood – grim.

that possess untold powers and may prove to be more than a match for you.

Okay so what did we learn? It's got sound, playability and bonus levels and small amounts of gore – but perhaps it's probably all down to these amazing graphics.

Using real actors and martial artists, Midway were able to immortalise these people with digital technology and use them as the main sprites, adding real depth and atmosphere. So not only prepare yourself for the greatest challenge, prepare for the arrival of a new gaming era....

• Dave Goodyear



▲ Excuse me, I must fly... well, a bad joke but at least there's nothing too bloody going on.



► Sonya is the Chun Li of Mortal Kombat – she is the most popular character.



▲ It's not hard to see why Goro has won this tournament for 400 years.



▲ A blood-spattered uppercut disposes of the hellish Sonya.

## Blood 'n' guts

You may have heard that the Super Nintendo version of *Mortal Kombat* is going to be a 'family friendly' version – no blood (sweat flies everywhere instead), no gore and no graphic death moves at all.

Well, before all the Sega owners get too smug, the Sega version is going to be like that too... but that's not to say that you won't be able to join in all the gory fun – if you know how. Of course, we on MEGA ACTION know exactly how, which is why you can see all the gory stuff in the

screenshots on this page. But it would be wrong of us to give it all away just yet... although we just might tell you how in a couple of months or so!

After all the hype about these death moves we were relieved to see that they weren't as gory as we were thinking... which means we're either dead hard or sick as dogs. Of course, someone's bound to get the papers going on about it again, but that's why the game will be released in its 'safe' form. Still, it's a bit annoying that you'll have to muck about to get the gory stuff. Watch this space...

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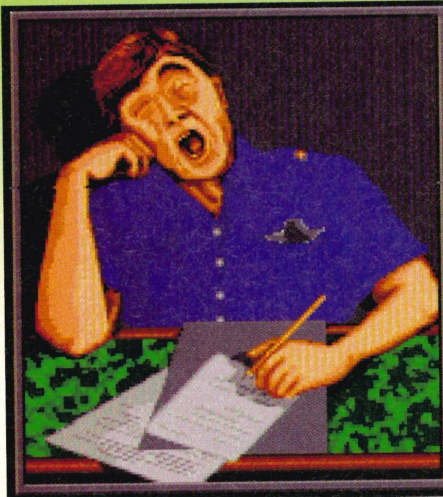
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# F-15 ST



**AFTER DITCHING  
THREE VERY  
EXPENSIVE PLANES,  
YOU ARE GIVEN A  
DESK JOB.**

**GAME OVER**



■ **Yahhoo! Chocks away and hit the afterburners, it's time once again to take to the skies solo and save the known Western (and Eastern) worlds.**



**MISSION DEBRIEFING**  
TIME 10:00:00  
EVENT TAKE OFF AIRBASE  
SCORE SO FAR 0  
FINAL SCORE 825

▲ Landing without harm allows a close study of your achievements and hopefully justification for all those handsome medals.

▼ Expensive these planes. Pity both your skill and judgement are as yet not up to the challenge. Ah well.

remember pushing my way through the arcades in search of something a little different. Something that resembled the formats that I was good at from home. Sitting proudly in the centre of the building was a machine that promised just this. *F-15 Strike Eagle* was the cookie I was after, serious, familiar and certainly nice and user-friendly.

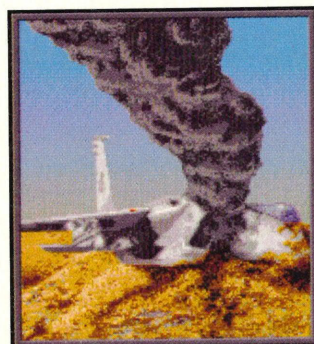
*F-15 Strike Eagle II* from Microprose is a direct spin-off from this technology, based on both the arcade and home formats. It puts you in control of the most famous single seater strike aircraft of this era, the craft responsible for most of the big holes in foreign countries. The action takes place in the polygon environment we now take for granted in air-

craft simulations, all detail being a user choice of low, medium or high resolutions.

This seems really a throwback to the computer days when detail meant a lack of speed. Call me something that implies I can't judge speed but I couldn't really tell the difference, except of course things became a tad more defined, like the

odd anti aircraft installation or nuclear launch site. Before you can even contemplate warfare, you have

▼ *Locked on and all systems go. With the cross hairs telling me that I have an ace chance of success It's time to let one go.*



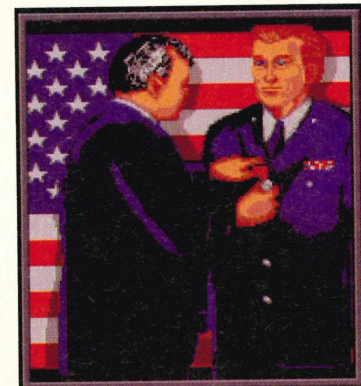
**THE TERRIBLE CRASH  
ENDS YOUR CAREER.**

**GAME OVER**

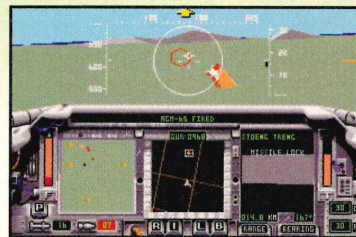
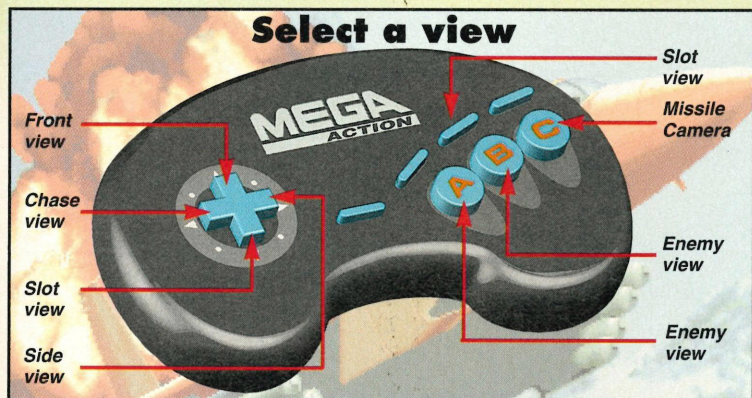


## Getting cocky...

**Heading and autopilot icon**  
**Speed**  
**Fuel**  
**Maverick missiles left**  
**Sidewinder missiles left**  
**Radar detection**  
**Infra red detection**  
**Tactical map**  
**Target allocation and info.**  
**Target lock**  
**Other target choice**  
**Altitude**  
**Message Panel**  
**Throttle**  
**Chaff**  
**Flares**  
**Brakes (automatic)**  
**Landing gear (automatic)**



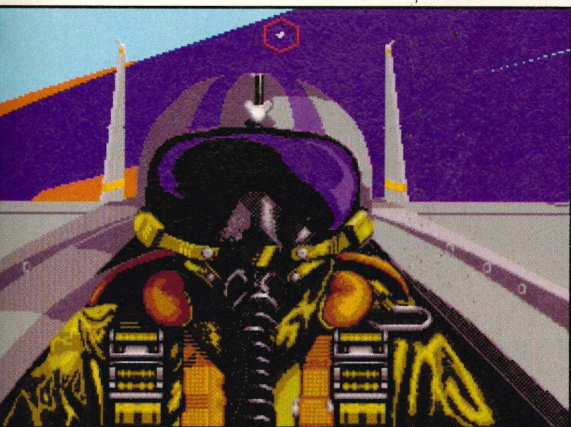
# STRIKE EAGLE II



▲ Assuming all is well and the red is glowing then let the selected missile loose and watch the damage!



While jet-setting across the mission parameters you will be aware of a tactical map at the dead centre of your display. It shows all enemies and installations that are either a help or hindrance to your ultimate goal. The target which has been selected in the HUD is shown with a white square and the grid pattern helps lining up for the kill. Other planes are shown in one of three colours, with blue being a higher plane, red being a plane of the same altitude and brown showing what's beneath you. Missiles are also clearly shown so there's plenty of time to drop chaff or flare decoys. This deployment is automatic – it was not deemed necessary to distinguish the oncoming missiles, after all there is enough to do all ready without wondering which type of decoy to drop!



◀ There you are! Don't you look nice with all those zips and things? I should say so. Still, who's going to notice at this altitude?

this easy, that's what I would like to know!

The mission briefing gives you a primary and secondary target, with a boast that the chances of a repeat mission are almost impossible. Choose between

to choose a pilot and his subsequent qualification.

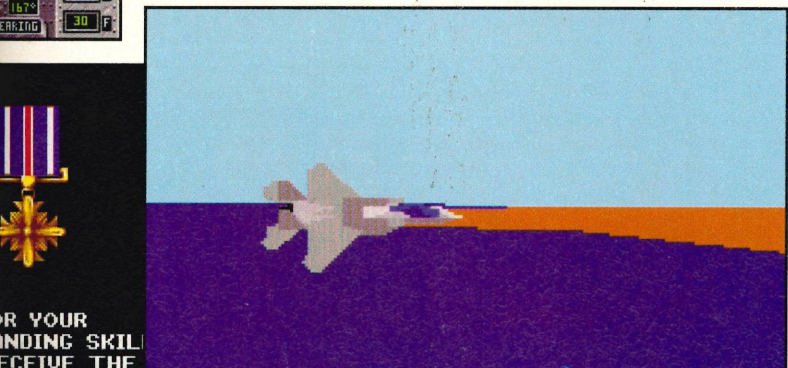
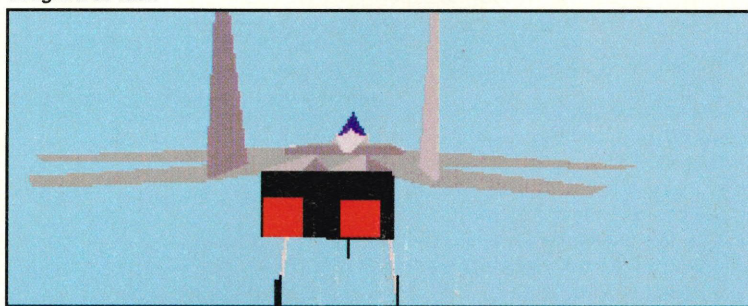
Needless to say 'Rookie' would be the best choice for Top Gun hopefuls – crashing is near impossible and you don't have to land or take off! Why can't all flying be

Eastern and Western theatres with mapping accurate to the point of being able to view national monuments!

As you fly the plane, pressing the start button allows a whole range of menus to be called up, from auto piloting to aircraft views. These views allow the Eagle to be seen from behind, side, forward or even from the enemy.

A nice little touch lies in the inclusion of a missile camera, letting you follow the weapon right into its tar-

◀ A quick roll for the camera and the sleek lines of this tactical fighter glint in the sun. Using these views it is handy to see around you for enemies.



◀ Yeah! I did it! At least (or at last? – Ed.) the chicks will swoon with this glittering piece of metal attached firmly to my chest.

## MEGA VIEW

This is a whole lot better than *MIG-29*. More care has been taken in the approach, playability and choice of missions in this simulation. *F-15 Strike Eagle II* is the perfect crossover from the complicated simulation days when disks were all the rage. MicroProse have produced a user-friendly exciting American ego trip that allows the humble arm-chair pilot to conquer the known world – and a few unknown ones too. Single handed. Now, that's got to be good, hasn't it? ■ **STEVE**

**RELEASE: AUTUMN '93**     **PRICE: £44.99**

# FANTASTIC DIZZY

■ Dizzy spins on to the Mega Drive scene... can the Codies repeat their huge success on other formats?

The *Dizzy* series of games are a set of names many computer gamers will be well familiar with, and along with the *Game Genie* and *Micro Machines*, they have made Codemasters a company to reckon with. In fact, the *Dizzy* games have sold something like 3 million copies across various formats.

So it was inevitable that *Dizzy* would eventually make it onto the Mega Drive. And the interesting thing will be the price Codemasters chooses to sell it at – on the Amiga, nearly every release rolled in at a budget price, and there are rumours that a similar policy will hold for the Mega Drive. Unfortunately, 'budget' in the cartridge world means about £35; still, that's better than the average £45 a game is going to cost soon (see the News).

Anyway, onto the game itself: The evil Wizard Zaks has turned all the inhabitants of Dizzy's world into drooling freaks – and worse, Dizzy's babe, Daisy, has been kidnapped. As far as I can tell, there's no strict reason why this should be so, but I'll let it go for the moment. So guess what you're going to have to do...

Dizzy himself is a little egg. Don't ask us why Codemasters chose to base their flagship character on the main ingredient for mayonnaise, but it works well enough. The game itself is a platform puzzler with several sub-games attached. The aim is to travel around a platform landscape,

Another sub-level puzzle, this time based on those slide-tile games.



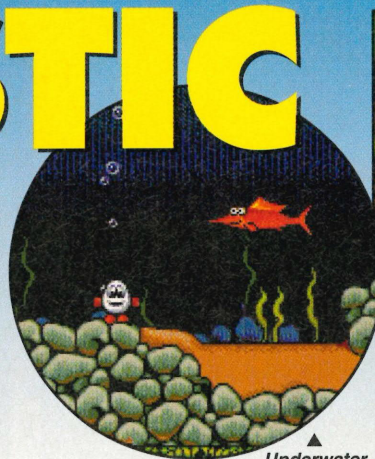
▲ Ouch! Get off my fingers you ugly git! Such manners...

picking up objects which you'll need later on in the game to perform actions to get you onto the next stage. For instance, there is an underground mine section where you'll have to use a key on a machine, which powers lifts,

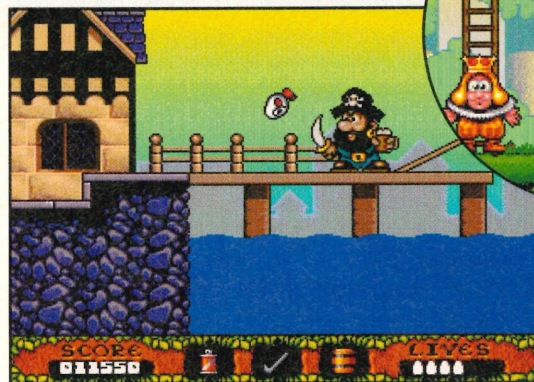
which takes you

▼ Ugh. Mud, glorious it is not. So there.

▲ Pick up that bit of wood – it's useful for gaps.



▲ Underwater – I hope you packed your aqualung!



▲ Dizzy makes it to church on time. The trees aren't too wild about it though!



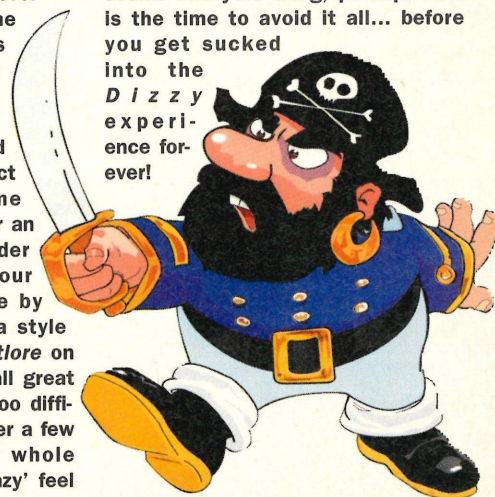
to it – there are no manic monsters or speedy bits – everything can be done in your own time. *Dizzy* could be the perfect Sunday afternoon game –

to meet a dragon... and so on. All good fun.

Sub-games provide a pleasant diversion from the usual platform malarky, and a nice surprise is how seamlessly they fit into the overall thing. Again, back to the mine section, Dizzy climbs into a little coal cart and suddenly you're dodging dragons in other coal carts while switching tracks and attempting to find the correct exit. Another sub game requires you to wear an aqualung, swim under water and make your way to the surface by bubble hopping in a style reminiscent of *Knightlore* on the Spectrum. It's all great fun and nothing is too difficult to deal with after a few goes. In fact, the whole game has a very 'lazy' feel

get your mates around and have a laugh.

Undoubtedly there'll be many, many more *Dizzy* games to come in the near future, so if none of this seems like your thing, perhaps now is the time to avoid it all... before you get sucked into the *Dizzy* experience forever!

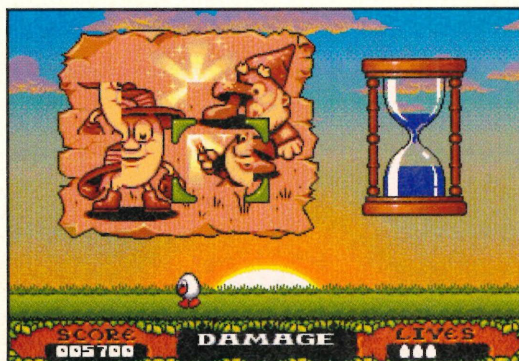


## MEGA VIEW

Well, it's about time *Dizzy* made it on to the Mega Drive, and from my little excursion into Dizzymania, Codemasters look sure to make even more dosh than they already have done. The graphics are cute, the animations are a bit jerky and the sound is non-existent (on the version I played – that's still to be added) but I found it a very enjoyable little number. There's plenty to do and nothing is particularly demanding. Definitely a Sunday afternoon game! ■ NICK

RELEASE: SEPT/OCT '93

PRICE: TBA



# Bite the big one!

**EXCLUSIVE**

***Dracula preview***

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- ***Global Gladiators***

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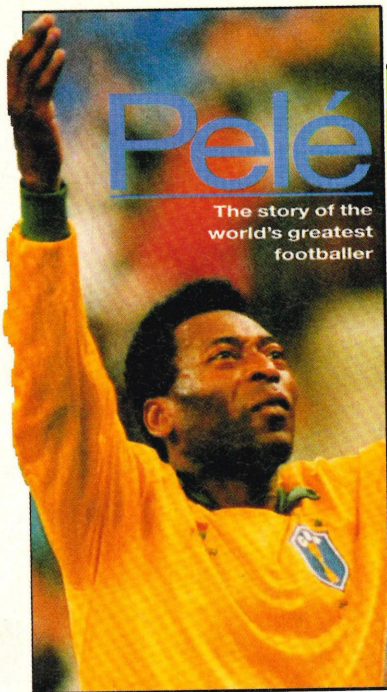
**AMIGA  
ACTION**

**ON SALE NOW!**



# PELÉ

■ Pele appeals for a second chance at greatness...



The goalie lurks with intent – perhaps he wants to take a goal kick. Erm, yes of course he does, that's his job after all.



est footballer the world has ever seen has put his name to a footy video-game has created a buzz of anticipation in the industry, and put the design team under more pressure than Linford Christie's underpants.

Far too long has the expected format for football games been predictable overhead perspective of the pitch with little squat players racing around. While these titles have proved to be great fun to play, they have consistently failed to present a realistic simulation of the game of soccer. Game publisher Accolade introduced the logo "Games with personality!" And most certainly, its latest license acquisition Pele is headline news indeed. At the



A goalmouth scuffle ▶ going on here, always a dangerous thing when Pele is around.



control over the supremely talented and skilful players is almost achievable. To take Pele's skill, control would have to incorporate equal capability of each foot, the accuracy and power of headers and spectacular trick-shots such as the incredible aerial bicycle wheel and 'banana' shots which has immortalized Pele. The team seems determined to produce

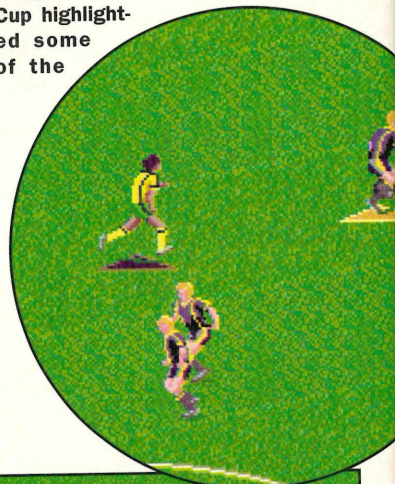
recent CES, Pele made an appearance to put his official seal of approval on the game that bears his name. The game, which is in mid-development, created immediate interest and excitement simply by its appearance. As opposed to the usual overhead view, the pitch and players are viewed as if from a TV camera positioned slightly raised above the pitch. The objective was to capture the character of Pele and the Brazilian team and so the team experimented with new visual presentations.

This game is a unique perspective in terms of soccer games, presenting a whole new look to the game which is far more realistic and spectacular to watch. The designers have employed a swift-moving rotoscope engine which maintains the pace and smoothness of the game. The greatest challenge for the designers was how to recreate the player control over individual team members. Fortunately, the Mega Drive control pad has numerous button and control pad variations and so

The goalie had better ▶ start going a better job than he has been so far.



a more convincing control interface even if that means breaking with convention. Unusual control is always a contentious issue in soccer games and so a lot hinges on the effectiveness of the control interface design. The 1970 World Cup highlighted some of the





greatest characters ever seen in soccer, England's Moore and Banks, West Germany's Beckenbauer and the size 13 booted Gunter Netzer... the ultimate would be if the design team could reproduce these stunning, charismatic individuals in this simulation. Of course, the game is based around the World Cup tournament and as in reality teams are placed in various groups and countries are eliminated as the tournament progresses. Then quarter-finals and semi-finals until the player is in reach of that twenty-four pound hunk of gold known as the World Cup.

Pele the game is to be based around the world cup tournament and, of course, centres on Pele and the Brazilian team, which introduces an intriguing element of role-playing which has never featured effectively in a sports simulation, even one that has been endorsed by a famous star.

The game designers have wisely chosen the "dream team" of the 1970 World Cup which saw Pele in his prime in a Brazil that was invincible. The supreme skill, power and fitness of the



▲ Oh dear, things aren't looking too good for the goalie today.

Pele/Jaizinho partnership did more to promote the image of soccer than anything before or since. Top managers use videos of these matches for example and motivation... perhaps the England squad should get down to Woolworth's fast.

### Pele profile

Pele – the greatest footballer the world has ever seen! An unprecedented career which spans four World Cups which included three Brazil wins including the triumphant Brazil victory in 1958 which was Pele's debut at seventeen years old, to the spectacular and timeless 1970 World Cup win which immortalized Pele.

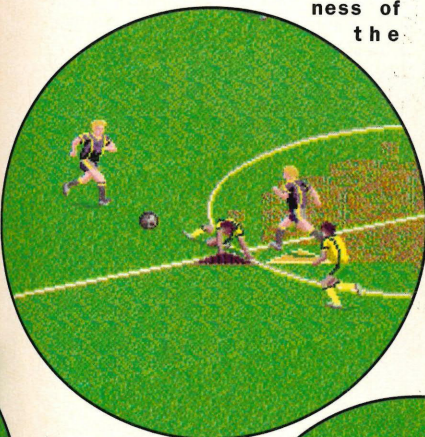
The scorer of well over a thousand goals, an average of one goal a game, what made Pele the greatest player ever? Pele's unequalled skill made one overlook his supreme fitness and athleticism. Pele had to choose between a career in top class athletics or soccer and at the peak of his career, Pele's 100 metre time was consistently 10.5 to 10.7 seconds, with a high jump of well over 6 ft, which wouldn't be out of place in top class athletics today. No player could keep pace with Pele,

in possession of the ball he left players as if they were wearing deep-sea diver's boots. Pele's breathtaking ball control beguiled and bewildered world class players and instances in every game show Pele leaving three or four of his markers in tangles on the ground. His unequalled goal-scoring prowess was due to one of the most powerful kicks from both feet ever, and certainly the most consistently

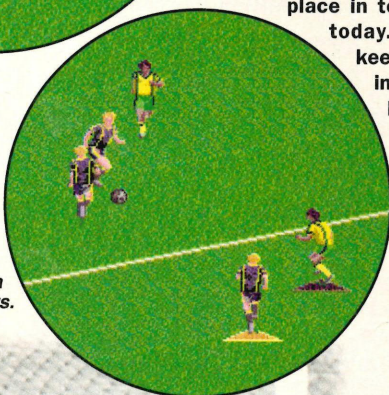
accurate. Even at 5'10 tall, in the air, Pele's heading power and accuracy has never been matched. In addition to Pele's supreme skill and fitness, his understanding of the game and tactics literally destroyed defences time and time again. Then there was the flamboyant play of aerial cartwheel shots, six feet off the ground and the 'banana' shot where Pele would bend a free-kick from twenty and thirty yards into an impossible tangent... he even scored from the half-way line. Pele "the soccer star" became "Pele god of soccer"! All future soccer players would aspire to Pele!

It seemed that the only way opposing sides could stop Pele was to set three or four markers on him. This of course detracted attention from Pele's team members. So, in the 1966 World Cup some players sunk as low as body blows, grabbing around the throat, grabbing clothing... basically, paid thuggery! Pele got up time and time again without reprisal, until a vicious foul literally kicked Pele out of the World Cup – it was the most disgusting display

of foul play on an individual in soccer history. At the age of thirty, the 1970 World Cup saw a Pele even faster, stronger and more skilful. Above all, Pele's career shines as an example of fair-play, he simply did not need to commit fouls in order to beat his opponents, which makes the so-called soccer hardmen of today seem a bit ridiculous really.



▲ Whoops, there goes one of the players. There's no stopping a team with the glint of gold in their eyes



They guys hang about wondering what's going on when suddenly a ball appears.



## MEGA VIEW

Although it is a bit early really to say what Pele is going to be like, if as a game it can match the abilities of the original then it looks like Accolade could have a bit hit on their hands. Of course, much of this depends on whether the development team can squeeze any new ideas out of what is after all a very crowded field, especially with the imminent release of *Sensible Soccer* on the Mega Drive. Still, keep a close eye on this – we'll bring you the latest as we get it. ■ JASON

**RELEASE: NOVEMBER**

**PRICE: TBA**

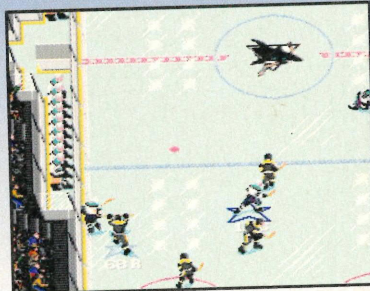
# NHL HOCKEY '94

■ The EA Sports label curls another one by us...

**D**espite the fact that ice hockey has been the one US sport that has failed to take off over here, EA Sports presents the best simulation of the sport ever, *NHL Hockey*.

The EA Sports label has managed to forge itself a massive reputation in the States. Top sports stars fell over themselves in a bid to be pixelated and immortalised in games which range from the brute force of US football to the strategy of baseball, and to a lesser extent, the pace and aggression of ice-hockey.

There have been many games which have simulated football and baseball, but ice hockey has yet to be seriously done on the Mega Drive. EA Sports bids to set the records straight with *NHL Hockey 94*, and as if to confirm its claim beyond doubt, it has gained the backing of both The National League and The National



▲ Ice is slippery stuff you know. Why, I might hurt myself if I skate too fast!

League Players Association. So how the hell did it manage such emphatic backing from the main governing bodies of ice hockey? EA Sports sat some of the hardest ice sportsmen in the world down with the new 4-Way Play adaptor which enables four players to compete in one game at a time. By all accounts, the play was every bit as competitive on screen

Great. You know ► things are bad when the commentators get a name check.

as on the ice... but a little less bloody!

With *NHL Hockey 94*, ice hockey proves to be an ideal application for the 4-Way Play, thanks to relatively small teams and the speed of play. Most importantly, *NHL 94* has more than a dozen enhancements on the original.

New play aspects include a manual goalkeeper which is an essential inclusion! With direct control the keeper can lunge and dive and kick save.

The best of the previous game still exists in this enhanced version. In addition to keeper control, the forwards can now hit such specific control as one-time volley shots which is possible thanks to enhanced inter-



Darren Turcotte, Jeff Beukeboom, and Kris King are on hot streaks, but Brian Leetch, Mark Messier, and Mike Gartner are off their game.

## MATCHUPS



85

ADVANTAGE  
right defenseman



59



**EA SPORTS**

**PLAYER CARDS**

Buffalo Sabres

**Pat Lafontaine**

16 Forward

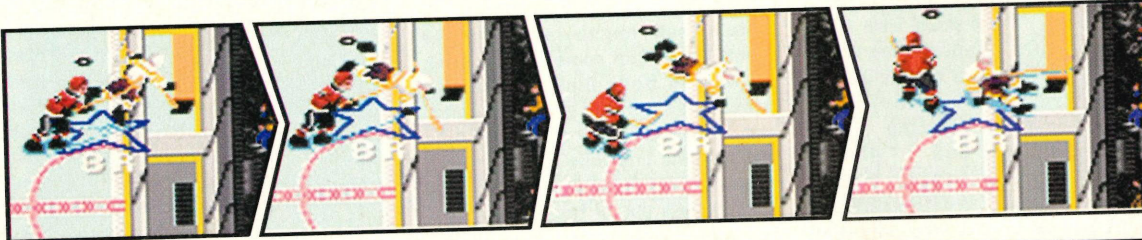
Overall Rating 95

**Records**

2 Goals by  
CHIP vs  
RAVEN DET

**This Game**

Goals 0  
Assists 0



▲ There's usually no messing about in this crazy game - getting that puck in the net in any way possible is the general idea.

**PENALTY SHOT!**

19 S. Yzerman

Hooking by  
16 V. Konstantov

3<sup>rd</sup> 9:07

CHI 2  
DET 3

Whoops, a ► penalty. Well, it's not hard to give them away in this game with all the rough and tumble that goes on.

## MEGA VIEW

Ice hockey might become more popular in this country if there were dinosaurs skating around the rink and it was called *Juras-sic Hockey*! It's a mystery why this sport has failed to make an impact in the UK... it's bloomin' cold enough most of the time! With the absence of this fast and furious sport in the flesh such a thorough and competitive simulation as *NHL 94* might just fill the gap. Once again EA Sports is proving to be the leading label in sports simulation. ■ **JASON**

**RELEASE: TBA PRICE: TBA**

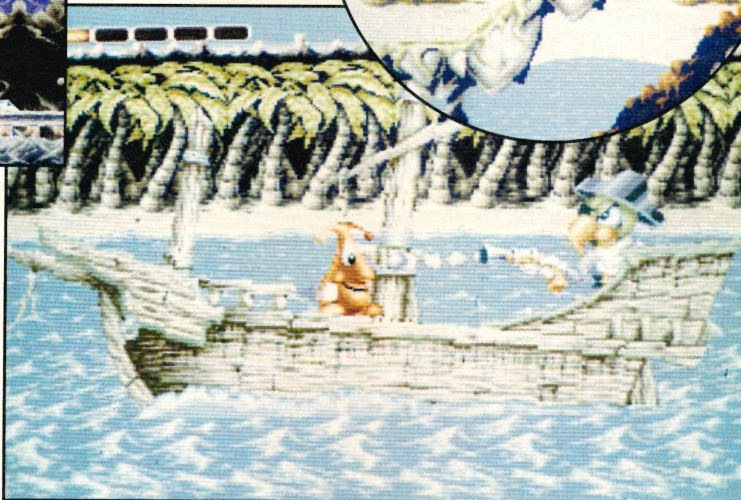
# PUGGSY

■ Crash-landed aliens in trouble... it's ET all over again.



▲ Puggsy finds himself in a mining trolley. Goodness knows why!

Puggsy decides that ▶ running wildly down a hill is more fun than taking it easy. Well, that's fine by us.



▲ Puzzles may be a lot of fun but not when you're in trouble!

Aliens crash-landing on Earth is a premise with a long and noble history. From *Invasion of the Body Snatchers* to *ET*, everyone's tried to get in on the act. That most people have found spectacularly is besides the point – at least it gives us something to laugh about.

So along come Psygnosis and the developers Travellers' Tales. If in doubt, trot out the aliens, as sure a fall-back option in the games scene as it is everywhere else, and Psygnosis have done that with *Puggsy*.

Puggsy is a little alien who finds himself stranded with a dodgy space cruiser on Earth. Cute is an operative word here, as are 'aimed at the fami-

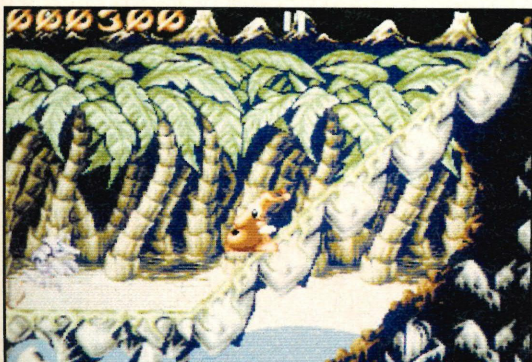
ly'. Yep, *Puggsy* might be the first game specifically targeted at the PG audience. This means there's not a lot in the way of violence or action, but there's plenty of puzzle solving and so on.

Puggsy finds himself in different levels with the aim of finding his way to the exit. There are obstacles preventing him from opening the exits and only picking up and using certain objects in particular sequences will crack the lock. If this sounds a bit too tough, then relax – Psygnosis have included a practice level to hone those problem-solving skills.

If everything goes well, you get the chance to tussle with an end-of-level boss. One of them can only be killed by throwing a fish at him! Each time a boss gets erased, you get the chance to see what the locals are doing to your spaceship in a little animated sequence.

The puzzles are straightforward enough (although there's a neat help facility there just in case) and there's

◀ A quiet stroll in the jungle seems like a good idea... for the moment.



▲ Lots of happy faces surround you, always a nice thing to see.



▲ Puggsy has a few water hazards to tangle with. Good luck, mate.

and so on) is going to be enough to hook people anyway.

But is it? Don't people buy puzzles because they're puzzling? Deliberately toning down a difficulty level then trying to hide it by loading on extraneous detail may seem like a good idea, but the danger is that in trying to appeal to everyone, you end up appealing to no-one.

Still, the graphics and sound are both up to scratch with some excellent animations and spot effects. We'll be looking at the game in a proper review next month, so we'll have to wait and see how it all fits.

more than one way of solving each puzzle. Psygnosis have done this deliberately. They freely admit that targeting the game at the whole family has meant that the difficulty level has been toned down. However, they argue that the fact that the game has tons of secret levels, different ways of completing each level (puzzles can be solved in more than one way) and sub-games (based on classics like *Space Invaders*

More water mayhem ▶ – there are levels in this game without too much of it.



## MEGA VIEW

*Puggsy* is an interesting idea but one can't help having the feeling that too much puzzling has been sacrificed to make the game 'family' friendly. The character itself is well animated and looks cute, and there are other nice touches like 'real' physics (you move slower when carrying lots of objects etc.). But again, one has to ask if this game is educational, a puzzler, a platform game or what? Maybe those are the wrong questions to ask – we'll have to wait for the review. ■ **NICK**

**RELEASE: SEPT '93**    **PRICE: TBA**

# EA SOCCER

Electronic Arts moves into the football world...

Until now, the EA perception of football has been of big beefy players in sissy helmets and padding, chasing an egg-shaped ball up and down the pitch... Americans, bless 'em! But now this multi-award-winning label has developed its first soccer (pronounced 'sucker' by our American cousins) title.

Surprisingly entitled *EA Soccer*, the US-based design team has been set the daunting task of completely changing the conventions of video-game soccer.

What do the yanks know about footy? If 90 humiliating minutes of the last US vs England encounter is anything to go by, a lot more than Mr Taylor and his team bargained for.

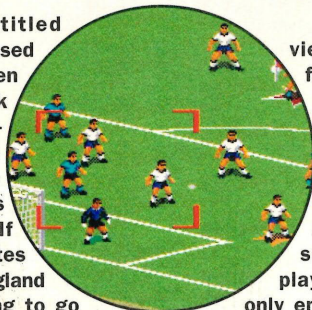
Generally, the soccer videogame arena has forever been associated with overhead-

Whoops! Not me, guv. I'm a clean player...

EA have done their best to generate superb graphics.



Playing wide is always a good tactic. Hoof it here!



view perspectives, with fat, squat, comical-looking players darting around the pitch like the Rolly Pollies on anabolic steroids.

But the brief for *EA Soccer* was to present a realistic gameplay viewpoint which not only enhances the playability and fun of the game but simultaneously promotes a level of real-world simulation. To the cynical, this ideal might seem a bit of a pastry product in the lower hemisphere, but the team has insisted that recent

technological advances in creating large-scale, smooth-scrolling makes this possible.

The actual perspective or viewpoint is the fundamental key to the level of realism, with the camera angle lowered to a single point in the stadium that is similar in height and angle to televised soccer. This 30 percent isometric view enables the clearest aspect of play ever and, thanks to a swift and fluid roto-scoping technique, the action always remains the focus of attention.

In addition, the roto-scope technique enables the player to see more of the pitch than any soccer game before - a rough

Who's to say acrobatics is a dying art, eh?

Ohhh! The goalie makes a fine diving save. But it won't turn the match, I'm afraid.



guesstimate being a third of the pitch at any one time which enables sequences to be planned.

*EA Soccer* is based around the World Cup tournament in a knockout system with players able to select from forty international teams that actually play and look like their real life counterparts each with different playing styles and physical idiosyncrasies.

Presumably John Barnes is clearly identified by his uncanny knack of staying well clear of all the action and the ball, while Gazza has a hankie poking out of his shorts' pocket.

The nature of the gameplay perspective meant that imbuing the players with realistic movement was only achievable with time consuming and meticulous animation. Indeed, over 2,000 frames of player animations ensure that each player moves realistically.

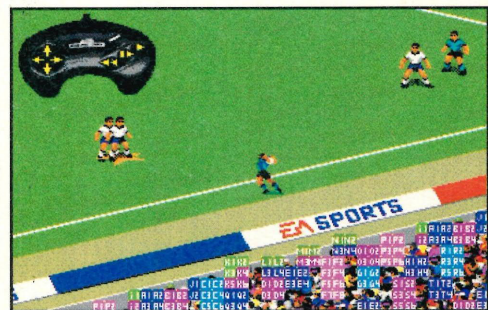
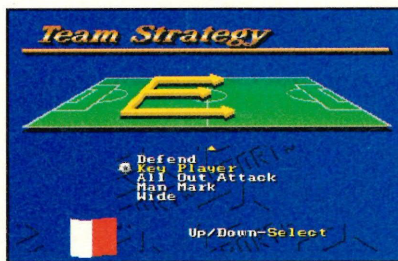
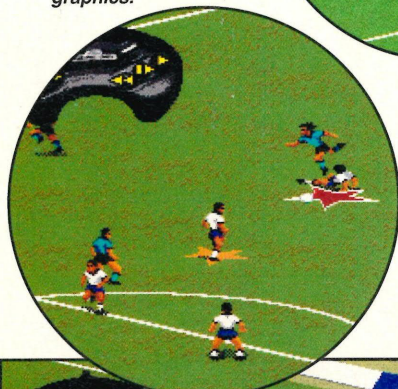
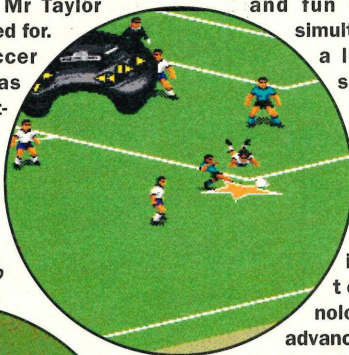
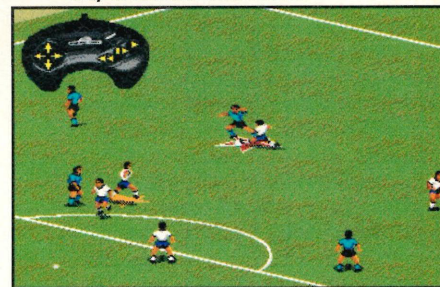
The control interface has the ability to effect standard shots of varying power and height, and

Yes, you get to choose strategy too! Wow!

it all moves along with flamboyant play such as back-heel passes, mid-air bicycle shots and flying headers. All in all, just what you'd expect for those really spectacular goals.

The advanced computer intelligence means that *EA Sports Soccer* will be great one-player and two-player action. But the fact that the game is Four-Way Play (which enables four-player simultaneous action - see this issue's news pages) means that this is will be the footy game to watch out for. Keep an eye out for a full review of this in the next issue of MEGA ACTION.

Hmmm... I'm not into this dispossession lark. Scum.



## MEGA VIEW

Having played *EA Sports Soccer* with the Four-Way Play adaptor I have not enjoyed a soccer game so much since my first matches on *Kick Off*. With its play perspective and advanced computer intelligence, this game looks set to advance videogame soccer further than any title before. Although the interface takes some time to master, once learned, control is superb enabling the player to concentrate on skill and strategy. A great feat of simulation detail. ■ JASON

RELEASE: TBA PRICE: TBA

# SUPER BASEBALL 2020

**S**uper Baseball 2020 is a conversion of the SNK arcade machine and subsequent Neo Geo home format. Based some what loosely on the great American passtime base-

▼ Yes siree! It's gone and it's high. Success is celebrated in style in this game!



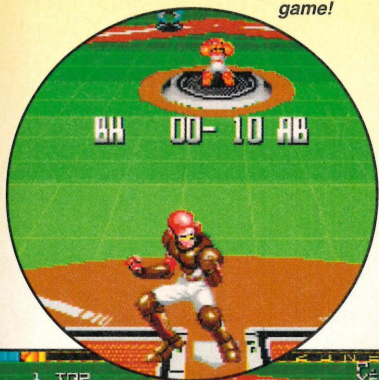
▲ After each innings there is the opportunity to mine the field!



▲ Study the field before hitting - badly placed balls mean no useful runs to gain and no bonus cash to spend!

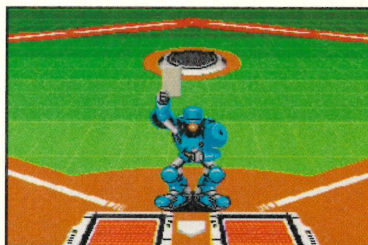


▲ Jump high and O-U-T the guy walks without the valuable bonuses.



ball, this sees a Cyberball-type application to the gameplay. You can choose to be male, female, robot or all of these to compete against the baddest members known to the diamond. All success and failure is achieved against a backdrop of prize money and bonuses. Do well and you could upgrade your players to super heroes, do poorly and benefits are reduced due to a lack of consumer demand! At the end of each innings you are given the chance to booby trap the playing field and the fun really starts! When the play resumes, watch the metal and body parts fly! Super Baseball is

▲ Like all good baseball games you can play safe and pop a short one.



tainly looks a tad different from the other offerings around. I liked Cyberball and subsequently this caught my attention with the same playing style and penalties to pay upon failure.

## MEGA VIEW

I guess doubt might spring into your mind at yet another baseball sim arrives on the Mega Drive. Fear not, this is a well thought out experience with proper rules of the game mixed with some really quite obscure twists. Laying crackers in an attempt to put potential catchers off is a superb idea, it comes as quite a shock! Powering up the players for the ultimate team is a challenge too! **STEVE**

RELEASE: SEPT '93 PRICE: £44.99

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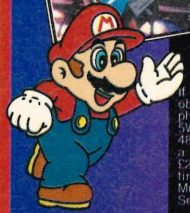
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# MEGA JIVE

More letters this month! Keep 'em coming in, we want more, more more!

## THE RHYTHM METHOD

Hey Brad!

I've got a load of questions that I know you can help me with:

Q1) Is *Virtua Racing* really any good?

Q2) I've got curry stains on my best jeans, do you know of any method of shifting it?

Q3) Which is the best character in the game *Golden Axe 2*? My friend says that "Flame" is by far the best, is she right?

I hope you answer my questions and keep up your fun yet staggeringly informative letter page to the high standards of the last issue.

Tracy "Madras" Craven  
Manchester

*Firstly, thanks Tracy for your wonderful letter and constructive comments. As we all know its nice to hear compliments, but what do you really think of Mega Jive? Don't be afraid of sending me a postcard with your honest criticism, I can take it I'm a big lad.*

*A1) The good news is, yes. It's still in its early days yet but even at this stage I'd be so bold as to say it faster than Nintendo's Starwing even with its SFX chip gimmickry. But I'd probably start a load of SNES owners off whingeing so I won't, even though it is.*

*A2) It's a long shot, but you could try rubbing half a lemon against the affected area. I'm assured by my mum who's a bit of an expert in this field that it should do the trick.*

*A3) Each of the characters have different attributes. Flame is without doubt the best when it comes to using magic. But when it comes down to dishing out good hidings she tends to get left behind. Perhaps the wily old dwarf character (hmm now what was he called?) is your best bet. A nice compromise between physical and magic prowess.*

## FAST F.A.S.T RAID

I read in my daily newspaper that F.A.S.T (Federation Against Software Theft) together with the complete assistance of Greater Manchester Police had been successful in closing down an unscrupulous retailer selling and distributing copied Mega Drive games on disk in the area.

Considering how you guys are so close to Manchester and reckon

you've numerous contacts within the industry, how is it you didn't know about this misdemeanour and in turn do something about it? As the UK's upfront Mega Drive magazine surely with your claims of up to the minute features you should have done a story covering this.

Come on Mega Action. Cleverly your readers are not breaking the bank, but on the other side of the coin, you're not breaking the mould. Let's see more investigative journalism and some more of those top class features, like the Sega TV ad.

Regards,  
Sid Willis, Yorkshire

*What a well written and constructive letter Sid and for that I thank you. But there's a lot of behind the scenes work that you the readers don't get to see (I can see a feature coming on). And rather than go into the complicated boring stuff here I'll gloss over it.*

*I will however tell you that we were aware of the Manchester Piracy ring, and we WERE doing some serious foot-in-the-door Journalism, even down to a certain fellow getting a punch thrown at him. And all right the feature wasn't finished at the time the bust went down. But what would you sooner have, thousands of copied games circulating or a four page feature?*

*Yes it is harsh. I should know because it was my feature that was unfinished yet it just goes to show that the Police and FAST are doing the job and a good one as well. If you are copying games then maybe this should be a deterrent.*

## YOUR SAY

Congratulations on your first issue! I'd just like to make a few points:

Firstly the price - it's excellent, although your magazine is not quite as large as Megatech or Mean Machines.

Secondly, the reviews: I'm afraid the most important criterion for a review magazine has fallen short in yours. Although you've reviewed the latest releases, the reviews are far too short and do not separate a detailed objective description from the individual opinions. Hence the reviewing system is not as sharp or successful as those of other magazines. And please get rid of 1-10 ratings. I hate it!

Anyway, I wish you the best of luck in future publications and hope that your magazine will be different in price as well as content from your competitors.

Arif Ghaffar, No address

*Thanks for the letter, Arif. I'm glad you like the magazine and I hope that the changes it's currently going through will bring it more in line with what you're looking for.*

*However, we feel that we cover the Mega Drive scene as thoroughly as any of the more expensive mags. And to prove it, count up the pages in these larger mags that are there to fill up space. You can spot them because they are intro pages, or pages filled with huge text or big pictures without really telling you very much. Count the number of three or four page reviews padded out with huge screenshots. Count the number of pages given over to Buyer's Guides, which is essentially the same info printed month after month (it's less work for the editorial team you see, which is why they're so popular with magazines). Then tell us just how many pages are left which give you useful information. Probably fewer than the total number of pages in MEGA ACTION! So you can see that MEGA ACTION really is excellent value for money because we don't waste space! Therefore we can charge you 99p!*

## MORE CONGRATS

Congratulations on producing the first Mega Drive mag that actually represents value for money. But there isn't enough info in your reviews. It would be better if you included the following:

- 1) Info on the number of levels in a game
- 2) Similar games
- 3) A second opinion
- 4) A difficulty to complete bit.

If you included the above you would be incorporating the best bits of other mags' reviews. Also the half page reviews do not have enough information. I know they're only for crap games mostly but you could cut down on the screenshots. Good luck with future issues!

Alan Holloway, Bristol

*There are some good ideas there Alan, and we'll certainly be looking at second opinions in particular. You can also expect to see more on similar games, although that will mostly be handled by the Mega Workshop.*

## JIVE JURY ROAD RUSE

Dear Brad,

I've been playing *Road Rash 2* ever since the day it was first released and I thought I'd seen everything there was to in this A1 racing game.

Yet the other day I thought I'd have a quick game. And because of my experience and hard driving I've got a code which because I'm such an experienced player, starts me off with the best bike, the Diablo 1000N. I chose the Hawaii course and started off. A couple of miles into it I had reached top speed. Suddenly a car came out of nowhere, it was a black Trans-Am type car (Similar to *Knight Rider*, Brad).

And it had a big spoiler on the back and as it passed me the window game down, a hand waved out of it and then as fast as it came into view it was gone. Have the programmers put this special feature in for a bit of a laugh? I'll wager you think I'm jiving but believe me this is all true. Cross my heart and hope to die.

Benjamin Rance (12 years old)  
Rhyl (near the fair)

*The chances are the phantom car you bumped into is being driven by none other than top story teller/poet Willy Rushton on his way to the BBC studios for the new series of Blankety Blank. OK I'm lying, and so are you young man. Has your mother not taught you that telling porkies is naughty? We phoned Electronic Arts to find out if there was any truth in your story - guess what?*

*Nick: Gulty! As punishment you've to kiss Bernard Manning's ass.*

If you reckon you've got what it takes to write a decent letter then why not grab a pad and go for it. Even if you can't spell, I promise I won't take the mickey out of your spelling mistakes (gets a laugh every time that old chestnut)

Send your letters

/rap tapes to:

Shabba

Brad's

Mega Jive,

MEGA ACTION,

Europa House, Adlington Park, Macclesfield, SK10 4NP.





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# COMPLETE SOLUTION

Hey folks! It's time for originality and non-stop fun with those wacky, crazy, hip-hop cool dudes Mick and Mack. We reviewed it back in issue two, so to add to this huge feast of entertainment we've decided to bring you this handy collection of tips. Dave Goodyear, Gamesmaster Golden Joystick holder extraordinnaire gets funky!



## LEVEL 1 ▼

What a brilliant way to start your sacred mission, knee-deep in toxic slime and mutant life-forms that can spit industrial waste at their chosen enemies. Still it's just as well you've got possession of the goo gun I should think!

▼ The Slime-o-Matic will require several shots before it stops polluting the atmosphere. And be extra careful when it does finally explode as the shrapnel can harm you.



◀ Pretending to be an innocent pile of green toxic waste the Goober suddenly springs to life as you near it and starts to spit huge balls of harmful chemicals at you. I hope you've got that bottle of Dettol ready!

◀ How weird? A large sphere of sticky slime rolls back and forth attempting to infect anything it makes contact with. Just keep well clear and use the goo gun to sort it out.

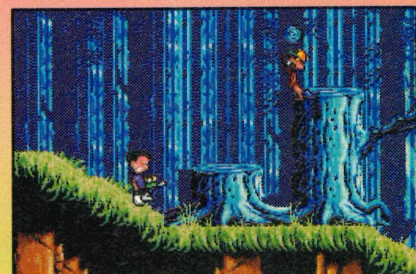


And here we can ▶ see what is known as the 'Squeak Beak', a rare bird that migrates to these parts and thrives in this climate. It's been known that a single drop of goo can kill such a creature in an instant.

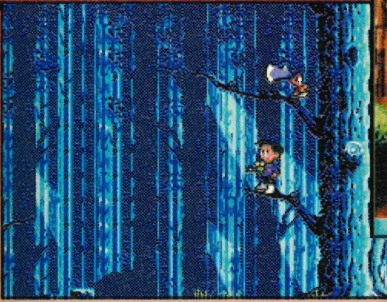


▲ Now I know why pork isn't kosher! If the pig was to look anything like this monstrosity then I would soon stop eating my bacon sandwiches, I can tell you!

**LEVEL 2 ▶** After the horrors of the slime world you're subjected to the grotesque Mystic Woods. A dark and desolate place that contains many unseen dangers including mad plants, mobile axes and many more evils. "No it's true I've seen them!" "No, listen Nick, put the phone down, what do you mean you're phoning for psychiatric treatment, just you ask Peter the pixie, he'll set the records straight!" (Cheers Dave! - Nick.)



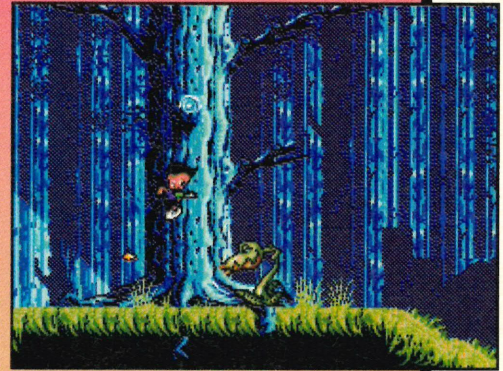
▲ The beaver has to be my personal favourite, if only it wasn't the attitude that often comes with 'em I'd probably marry one!



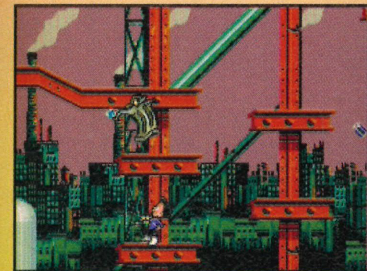
▲ Axl (no he's not Slash's friend) is a very strange life-form indeed. In fact he's rather brutal - fancy having to live life as a psychotic chopper!



◀ Even the estuaries and rivers have been intoxicated in this game! Mutated aqua life have suddenly decided that the water is no longer their home, so they've come to the conclusion that all land dwellers have to be killed so they may live there.



Once a beautiful plant that has ► been spoilt by the evils of pollution. Over the decades it has seemed to have develop a kind of intelligence, striking at anything that moves, so you'll need to keep at a distance.

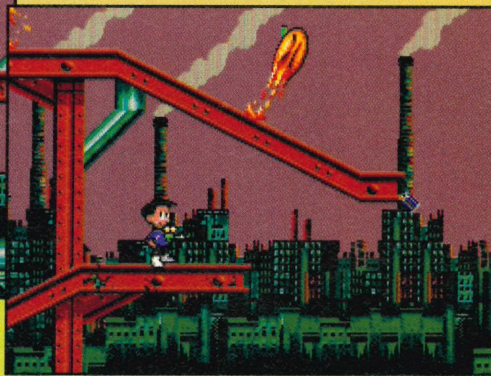
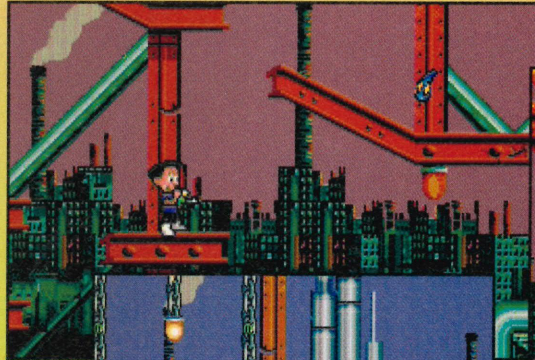


▲ If I told him once, I told him a million times "Dusty" I said, "No good will become of that heavy metal music you're listening to". Well, look at the end result, Ted Rogers is nowhere to be seen and Dusty Bin is a can-hurling thug. Tsk, tsk!

**LEVEL 3 ▼** The next step is in that run down metropolis called Toxi-Town. A rather hideous place to live amongst all of those dirty streets and strange smells (like Macclesfield really). So this is why you must move on in and exterminate all harmful germs. Good reasoning, eh?

▼ We put the new washing powder to test with Slick, the oil droplet. After 500 washes he was eventually dissolved in our new oil-digesting agent. This alone proves that we're all talking nonsense and all powders are in fact the same and can never get anything brilliantly white again. So sod off Danny Baker!

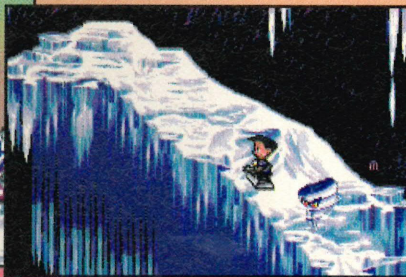
▼ Raising the temperature a little now as we do battle with that fiend, Hot Head! Dowse his intense heat by squirting a few drops of your goo on his back.



**LEVEL 4 ▼** There's a chill in the air as you attempt to track down the last traces of pollution in the polar caps. Amongst the crazed polar bears and mythical yetis you'll find one of the main reasons behind the global warming problem.

◀ Patrolling the steel girders with a mean streak is none other than mad Jack the jack hammer. By some bizarre chemical reaction these once quiet tools have grown a life for themselves, causing trouble and untold mayhem to all.

◀ A very angry beast indeed! Hurling snowballs across the screen at high velocity these frozen water balls can seriously hurt our young hero!



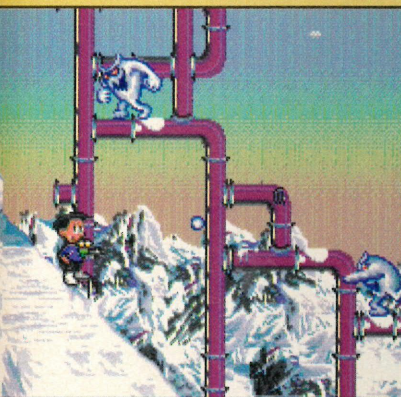
◀ Similar to that famous cartoon character 'Taz-Mania', Willy the whirlwind will soon whip up a storm to remember. Erm, thanks Willy!

▼ Well there you have it, the world's safe, Mick and his chum Mack are back in McDonalds and nobody seems to care that a certain clown with red hair, a yellow suit and a large nose is pushing slime to our young. I'm telling ya, I just don't know what the world is coming to. It was only yesterday that I overheard these kids saying...

AWESOME  
WITH YOUR HELP, MICK AND MACK  
HAVE TRAVELLED THE GLOBE,  
CONQUERED THE MUTANTS OF  
ENVIRONMENTAL DESTRUCTION,  
RECYCLED THE PLANET'S NATURAL  
RESOURCES, AND HAVE PROVEN  
THEMSELVES TO BE  
TRUE GLOBAL GLADIATORS.

UNTIL THE NEXT ISSUE . . . ?

PRESS ANY BUTTON



▲ With its large fangs and huge wingspan, the Splatter Bat will attack in large numbers causing Mick or Mack untold grief.



▲ Once one side has been dealt with you're free to attack the other, but watch out for those large icicles that fall from the cavern's roof. Ha ha! Die! Die! Infidel!

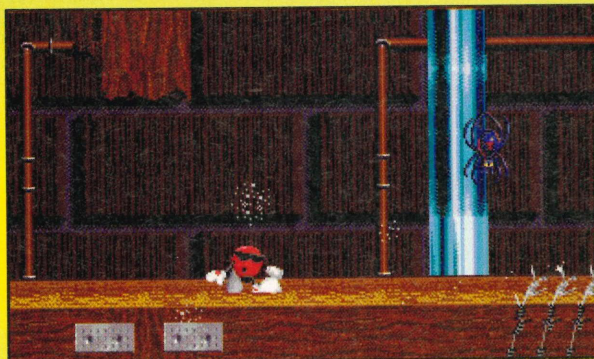
▲ Two faces can be seen protruding from the rockface. They are in fact responsible for all of your troubles, so leap down to this plinth and start shooting at its eyes. But remember kids, what you do in a computer game is not all right to exercise on your little brother. Especially when your parents are around!

COOL SPOT

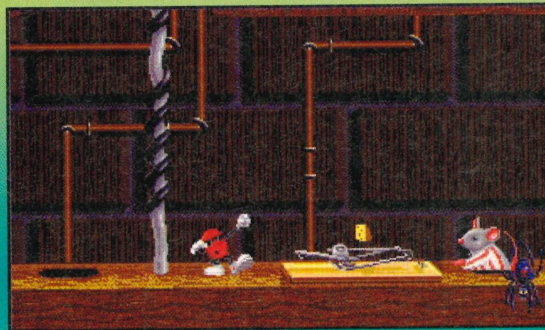
VIRGIN / UK

SOLUTION

Having trouble with Virgin's *Cool Spot*? Living life as a blind spot who wears a pair of unrealistic shades can become rather hazardous. Especially when your other friends have been imprisoned by an anonymous character! Dave Goodyear checks it all out!



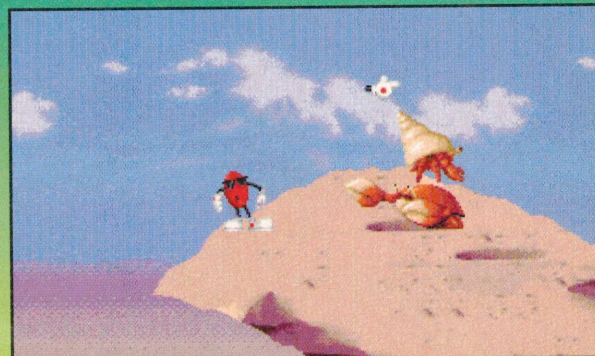
▼ Any time you see a mouse you can probably rely upon a mouse trap lying nearby. Be extra careful that you don't get caught within the spring as it may result in two things: you'll either be chucked across the level and land in a nasty predicament or you'll receive hideous amounts of damage.



▲ When exploring the wading area take your time and use your 'look up and down' facilities more. And try to stay clear of Billy the bullfrog and brothers as their jets of water can knock you off the lily pad leaf.

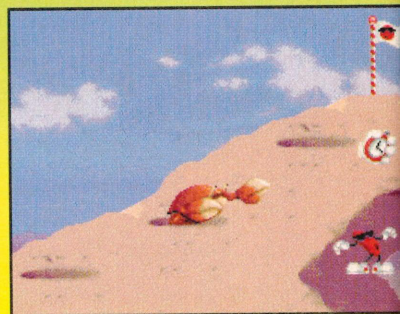
Before you decide to take a flip and twist around the game, you really ought to sit and read the following tips. These hints will gently guide

you around the obstacles that lie before you because the last thing you need is to get squashed by some nasty creature! Grim.



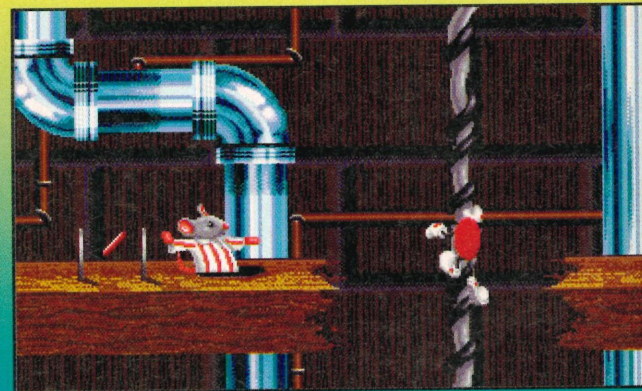
▲ There are several levels in the game that take to the golden sands of the beach. This would seem ideal for taking a nap and letting some other sucker rescue your buddies if it wasn't for those meddling crustaceans. Several hits may be required for these armoured creatures.

Keep an eye out for any ► stopwatches along your travels as each one collected adds invaluable time to your limit. And the more time you have left at the end of each level the greater the chance of receiving an all-important extra life.



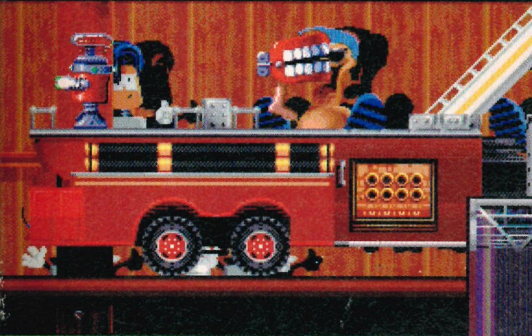
◀ Being a naive spot you accidentally walk into a lot of dark and scary places. And what do we find in dark and scary places? Well, normally spiders for starters! Just ask your mum.

▼ By hurling lumps of cheddar, mice defend their homes in the rafters. Sort them out with a few thwacks of your fizzy bubbles. Ha, that will learn 'em.

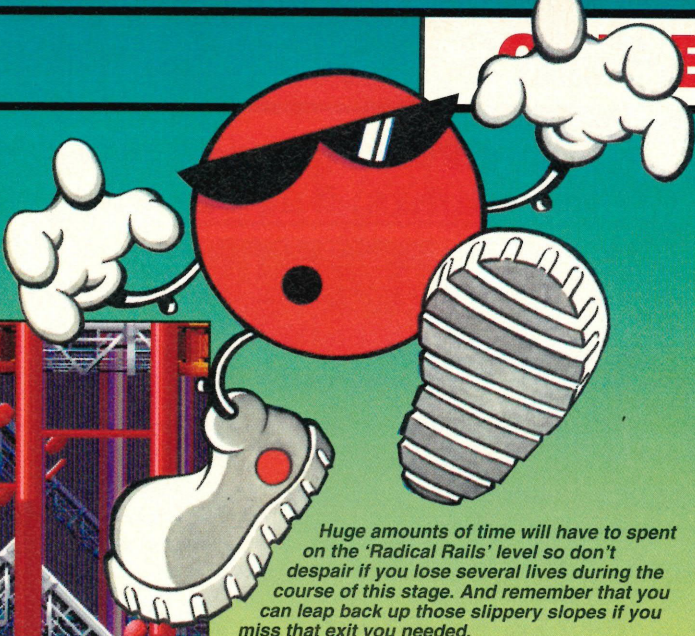


▼ Beware of the toy planes that occasionally fly in as their cargo can be dropped from a great height, causing you to end up on your back for good. And don't spend too much time on those flying saucers as they have a nasty tendency to tip.



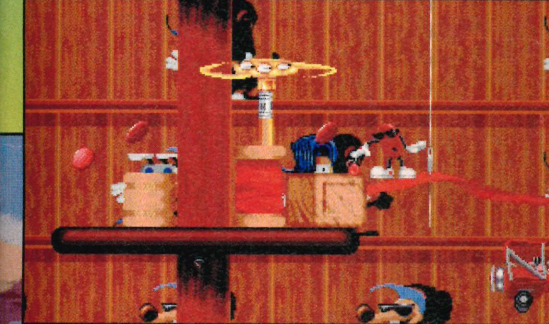


◀ Bleeping robots and chattering teeth can prove to be quite a handful. Both require multiple shots before they disappear in a big puff of grey smoke.

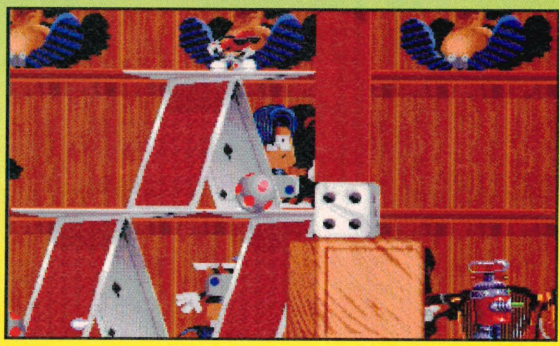


Huge amounts of time will have to be spent on the 'Radical Rails' level so don't despair if you lose several lives during the course of this stage. And remember that you can leap back up those slippery slopes if you miss that exit you needed.

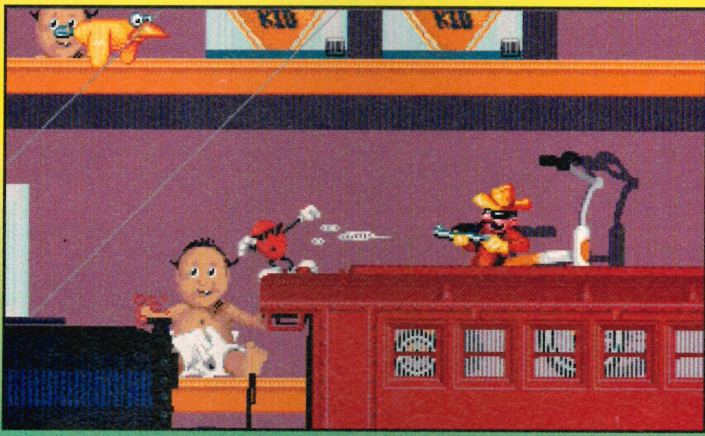
▼ More vicious toys await as you venture further into the game, such as this pencil eraser that innocently sits upon a - guess where - that's right, a pencil!



Large ball bearings with red ▶ dots roll around the deck of cards causing much mayhem to our heroic spot. About ten bubbles will soon lower its density properties if you hang on.



▼ The train ride is fraught with danger as mad cowboys leap up to attack spot with - water?



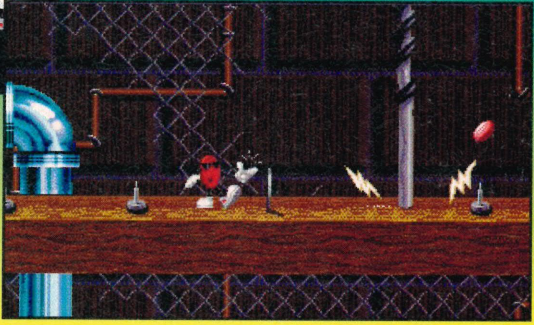
▲ If you're a cool Cool Spot you'll end up with this massive trophy that indicates you have now reached the position of Number One spot!

Your fellow spots gather around to spell ▶ out the longest version of cool you've ever seen. But I can go one better! COOOOOOOOOOOOOOOOOOOOOOOOOOOO! Can anyone beat that? Answers on a postcard please.

▼ Coal miners also lurk on the train, but at least they're where you'd expect them. In the coal trucks!



▼ During the penultimate level you'll encounter electric sparks that dance across the screen in a threatening manner. Reduce their polarity levels by adding a little carbonated, flavoured H<sub>2</sub>O.



# TIPS

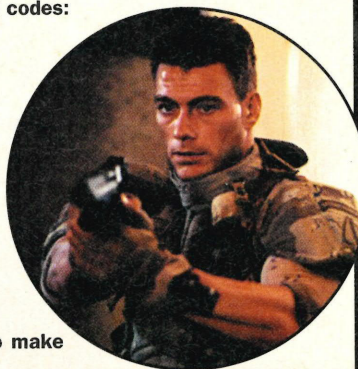
# MIXED AND CRACKED MEGA

We're getting a few more hints, but our experienced eyes tell us that they're not all original! Only send in ones you've found out for yourself!

## UNIVERSAL SOLDIER

A turkey of a film (starring the two biggest tits since Arnie started to dream about posing pouches) but a neat enough game. Here are some level codes:

- Level 2 - CHSGM
- Level 3 - MKSNS
- Level 4 - SGGBY
- Level 5 - JLGPH
- Level 6 - JDRSD
- Level 7 - PKSND
- Level 8 - CWBPN
- Level 9 - SFTNP
- Level 10 - CMVDG
- Level 11 - BYTCM



Enter the code PWRZS to make your soldier invincible.

## LOTUS TURBO CHALLENGE:

Try the password 'slugpace' and see what happens!

## STREETS OF RAGE II

There's nothing like a bit of blood you know, which is why beat-'em-ups are such a popular type of game. Anyway, Matt Miller and Herdy (don't ask us what that means) have kindly sent us in a tip for *Streets of Rage II* to ease those frustrating nights:

Hold down B and RIGHT on controller one, and A and LEFT on controller two. Keep them held down and press C on pad two. Keep everything held down and when the first Options screen appears, let go. Choose a two-player game and you can both use the same character.

## SAINT SWORD

An older cheat, hot in from the good old USA - thanks to John-Paul Buckley for this one:

- Level 3-1: IQWIEL
- Level 4-1: K2JOCK
- Level 5-2: QWIOC2
- Level 6-1: S2YYSY
- Level 6-2: SOGZAL
- Level 7-2: XXKSIS

## WE NEED ALL OF YOUR TIPS AND CHEATS!

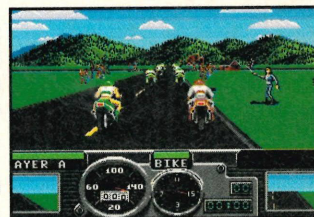
MEGA ACTION is on the lookout for decent tips and cheats! We're going to be adding to this section shortly, so if you need help with a game or have advice for your fellow readers, get those letters to us! Who knows, there may even be a freebie of some sort in it for you if the tip is good enough! Send your cheats, hints and tips to:

## ROAD RASH 2



A little note from a certain Ed 'Pink Floyd' Lomas here about the excellent *Road Rash 2*: "I am just writing to tell you how to customise any password. It will be easier if I call the eight places in the password 1234 5678'.

**BIKE:** Just add or subtract multiples of two to '2' and do the opposite to '6'. It is mainly guesswork as to what bike you get.



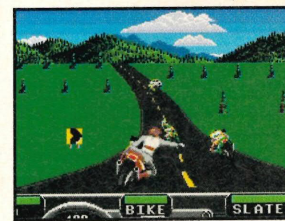
**LEVEL:** Add or subtract to '5' and do the same to '8'.

If you are on level 1 and you move them up three, you will be on level 4. It doesn't always work.

**MONEY:** Add or subtract multiples of two to '1', '2', '3' or '4' and do the opposite to any other of '1', '2', '3' or '4'. You can get all sorts of different amounts of money with this.

**QUALIFIED TRACKS:** Add or subtract to '7' and do the opposite to '8'. They are not in any pattern so just keep trying it out. It doesn't work every time."

Ed tells us that, "that should help even a completely useless player do well without using someone else's password." Thanks Ed.



## TAZMANIA:

Popular game this one. On the title screen, hold down A, B and C on both joypads. Now start the game while holding down C to enter a level select.

Thanks everyone who sent in their tips! There'll be more next month on this very page!

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

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

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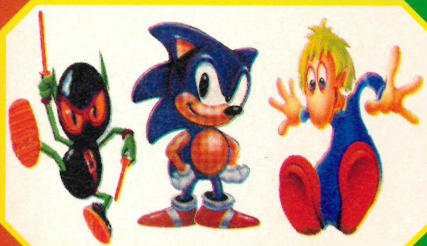


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# Mega Workshop

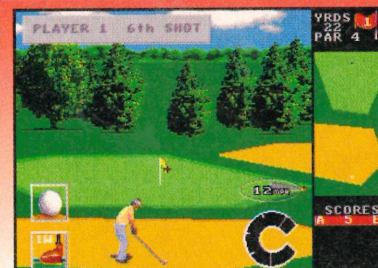
■ It's new, it's exciting – it's the Mega Workshop! Other mags may give you Buyers' Guides, but we're better than that! So each month, MEGA ACTION will look at the best games in a certain category and pick them to pieces. It works like this: first, the mini-reviews (below) of the top few titles. Then a League of the best games in that category. On the opposite page, two tables – one is the Mega Shootout, where we compare one title directly with another, the other is Under the Table, where certain characteristics are tested. There's no better guide to the best and worst points of a game. Enjoy!

## WC Leaderboard

US Gold £39.99

Terrible ball manipulation icon lets this game down greatly. Graphics are well detailed although just a bit slow to update. All the world's most famous courses are featured, as well as the most popular variants of the game. A bit dated though.

*Terrible control method lets this game down though digitised voices make it really quite fun to hit something!*

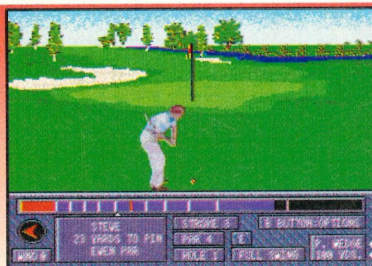


## Jack Nicklaus

Accolade £39.99

Not bad but nothing special. Workmanlike golf sim – it's all here but there's no flair. Most of the attention seems to have gone into the menus and extraneous statistics rather than improving the gameplay. Worth a look but not much more.

*Lack of ball control is a feature of Jack Nicklaus, and we found the game altogether too easy to play. One for beginners perhaps.*

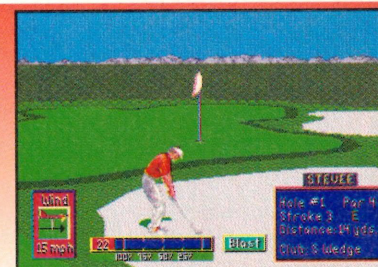


## PGA Tour Golf II

Electronic Arts £39.99

King of the green and outselling the rest at a great rate of knots. The game has depth and speed with the attention to detail a great bonus for real golfers! The greatest courses of the USA are featured as are the top players. Great fun!

*The fastest and the best. Attention to detail is the name of the game here with the best green representation of the lot.*



## Arnold Palmer Golf

Sega £N/A

If you have the patience to access the hidden features then this is several games in one. If you bought it for the golf then you couldn't go far wrong. A bit dated but fast and fun. Excellent ball control with plenty of obstacles. Roll on the sequel!

*Nice graphics and plenty to think about. Before you attempt the shot make this a worthy addition to your wet Sunday afternoons.*



## Top Pro Golf

Soft Vision £39.99

Using a sort of PC "windows" environment this game is definitely user friendly. Not a deep and meaningful experience though, it's more arcade than simulation. Instant appeal lies in the "handy" game which lets you take other players' clubs!

*Good effects and arcade style graphics mean this game has instant playability though maybe a bit shallow for hardened golf fans.*


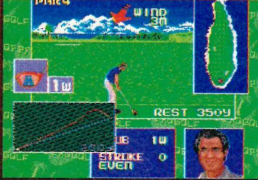




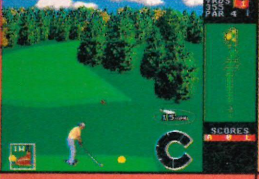


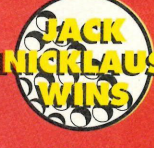
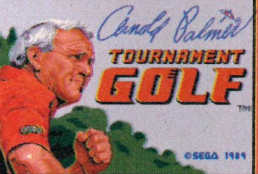
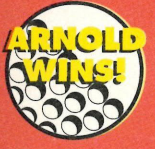


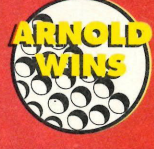


## MINI LEAGUE MINI LEAGUE MINI LEAGUE

	TITLE	PUBLISHER	RRP
1	PGA Tour Golf 2	Electronic Arts	£ 39.99
2	PGA Tour Golf	Electronic Arts	£ 39.99
3	Top Pro Golf	Soft Vision	£ 39.99
4	Arnold Palmer's Tournament	Sega	N/A
5	Jack Nicklaus Power Challenge	Accolade	£ 39.99
6	World Class Leaderboard	US Gold	£ 39.99
7	Battle Golfer	Sega	N/A
8	Zany Golf	Sega	N/A



## Mega shootout

Versus:	Arnold	Leader	PGA II	Top Pro	J. Nick
<b>J. Nick</b>	<i>Jack Nicklaus</i> uses digitised images while <i>Arnold</i> opts for the more traditional home-drawn animations. <i>Nicklaus</i> has an easier green environment due to <i>Palmer's</i> cluttered rendition. Too many menus in <i>Nicklaus</i> before a shot is actually played.	<i>Nicklaus</i> is a lot faster with a good use of digitised pictures. Course difficulty is about the same though the shot icon is terrible on <i>Leaderboard</i> . The ball is more accurately portrayed in <i>Nicklaus</i> and placing the ball correctly is more skillful.	Too many menus and sub menus in <i>Nicklaus</i> means game speed slows right down. <i>PGA II</i> is fast and fluid with great accuracy in the ball flight and lie. Traps are more detailed in <i>PGA</i> and getting the ball out is quite a challenge indeed.	Digitised pictures and a slower game mean <i>Top Pro</i> seems the best. Different variants of the game mean a bit more fun is to be had. If you are a real show-off however, then enjoy the action replay from various angles on <i>Nicklaus</i> again and again!	
<b>Top Pro</b>	Better graphics in <i>Top Pro</i> make it an arcade rendition with easier playability. Upgrading of clubs and in-depth tournament challenge gives <i>Palmer</i> the edge. We preferred <i>Top Pro</i> though as it was a bit more fun to play and had more variation in play.	<i>Top Pro</i> uses the arcade approach with easier playability and immediate appeal. The slower <i>Leaderboard</i> becomes a bit frustrating if you are not so good, especially when houses and traps have to be painfully redrawn every time.	Playability is faster in <i>Top Pro</i> but it certainly isn't the deep and meaningful experience that <i>PGA</i> promises and delivers. If you like the different game variants then <i>Top Pro</i> is more of a laugh but if you play real golf then <i>PGA</i> is for you!		
<b>PGA II</b>	<i>PGA II</i> is a much more precise and in-depth game than <i>Palmer</i> . Green control and rendition is also far superior with very accurate renditions of the pin placement. <i>Palmer</i> has the added extra of hidden games and tournaments.	No real comparison here, <i>PGA</i> has more courses, more players and a lot more speed and depth to the game. Green renditions are of exceptional quality leaving <i>Leaderboard</i> struggling to stay in contention. <i>PGA II</i> has more accurate club distances too.			
<b>Leader</b>	<i>Leaderboard</i> is much slower and decidedly dated in comparison. The shot icon is terrible with plenty of room for errors. Putting is good though. <i>Palmer</i> suffers from a very inaccurate rendition although the graphics in general are much better.				
<b>Arnold</b>					

## Under the table

	J. Nick	Top Pro	PGA II	Leader	Arnold
<b>Putting</b>	Aim with the standard putting grid. It's a bit unclear on the Mega Drive screen, and it's hard to judge fine bumps on the green and the angle of slope. There's a neat 'tap-in' option for those 'too close to the hole' situations.	Very very odd this section of the game. If you try to aim straight at the hole, chances are you will run right by it. Putt quite hard to the right and the ball will be mysteriously hooked in. Computer putts are a farce.	A beautiful rendition of the green is presented to you in graph form. This means putting is a highly accurate affair with all the ups and downs predictable. The greens are very well thought out and quite a challenge!	Not bad but the accuracy suffers due to poor on-screen resolution. The greens are well laid out and quite consistent in their speed even when the layout resembles a crazy golf environment.	Help! The little character gets in the way at short range! How did they let this happen? On an otherwise excellent game this is my only gripe. Greens are a nice challenge, pins placed in some interesting places.
<b>Ball Control</b>	The power bar is relatively easy to use, although it's often too easy to slice the ball accidentally. But when you try to slice or hook the ball deliberately, it's hard to get accuracy. Backspin and topspin is not available.	Over-hitting seems to be the name of the game here. The wind is normally so unpredictable that your shots land short. Timing the shot is easy enough though and you can control the ball with ease.	The shot icon allows the best control yet. Hook and slice are easily obtained to curve or bend around the most horrendous hazards. Full power is easily achieved so there's no excuse for dropping short!	The shot icon is awful and it is really frustrating to try and judge shots correctly. Plenty of shot styles improve the close-to-the-pin game allowing decent Eagle and Birdie chances. Hook and slice easy to achieve.	Good shot icon means every type of ball can be released. Top and back-spin are easily achieved as is full power, which can be a bit of a task on other games. Draw and fade are very accurate too.
<b>Club options</b>	Club selection is automatic and it can be turned off too. Each club comes with its maximum distance so it's easy to judge driving distances. There's a problem with driving out of the rough - it's far too easy.	Selection is automatic, in fact the electronic caddy is a lot shrewder than you first think. The graphs of projected ball flights are accurate enough but don't ever forget that unpredictable wind!	Choose the help of a caddy or go it alone. The club table is very accurate so distance can be a very skillful affair. The shot icon allows for some over-swing, getting the most from the club has never been so easy!	Distance of clubs is laid out in a table within the manual. It is really quite accurate though when wind comes into play the results can get a bit crazy. Auto or manual selection means this can all be accounted for though.	Things get a bit difficult when you buy the expensive clubs, the shot range seems to be a lot further than table in the manual. Ball lie is an important factor too, bury it too deep and the range is inches not yards.
<b>Graphic</b>	Poorly drawn trees, a map you only get to see at the start of the hole and a lack of 'neat' touches (like birds, wind blowing, pictures of the lie of the green) all combine to weaken this significantly.	Very arcade like, chunky and full of bright colours. Every time you get the shot right or position the ball accurately a little graphic of your selected player cheers you on. Finally sinking the ball brings up a nice little sequence too.	A lot more chunky than the first offering, <i>PGA II</i> has improved graphics and great detail on all the static fittings. Update speed is good but it gets a bit annoying waiting for the green rendering to appear all the time.	Very dated and certainly a reminder of the old Spectrum 48K days when this game first saw the light. Still, you get the clubhouses and trees to negotiate and they can prove quite an obstacle sometimes!	A great cross between arcade and simulation style. All the scenery is active, in that you can hit it and subsequently get buried in the woods if you are not careful. Water, sand and cliffs make this a nice little offering.
<b>Extras</b>	The game is lacking in flair and imagination but provides a workmanlike introduction to golf games. It would have been nice if there were extra touches - birds tweeting and so on. Golf's an outdoor game after all!	All the hazards are there with water, sand and rough your greatest enemies. Trees don't really come into it though you can hit them. The courses are well laid out with plenty of paths to the green.	Loads of courses and pros to compete against. Each character has his own particular playing style so there's no excuse for not beating them all. Punch shots and pitch shots allow a great close-to-the-pin game.	The tournaments are good fun with some quite involved challenges, especially when playing with an opponent. There are a few holes which are easy to hole in one once you know where to hit! Keep it quiet though.	Play for money! Upgrade your equipment and go for the championship. Falling that take over 100 shots on a hole, press A,B,C and UP together at the GAME OVER to access a secret game! Mad, mad fun!

# IF ANYONE CAN, MEGA ACTION CAN!

## Next month in Mega Action...

Yep, we've finished another issue to get the world fizzing – we're so charitable you know – so it's time to look ahead to the next (*Already?! – The MEGA ACTION crew*). 'Fraid so. You see, we're going to be reviewing the mighty **MORTAL KOMBAT**, **OPERATION STARFISH**, taking a squint at **ROBOCOP Vs TERMINATOR** and the completely awesome **DUNE!**

Remember to buy the next issue of **MEGA ACTION**, out on sale on September the 9th (or whenever we finish everything, which ever date comes last). Or we won't like you anymore.



*PS. Anyone notice the deliberate mistake on last month's Next Month page? Of course, this is issue four! The person responsible has been tied to a brick wall and thrown into the Pacific.*

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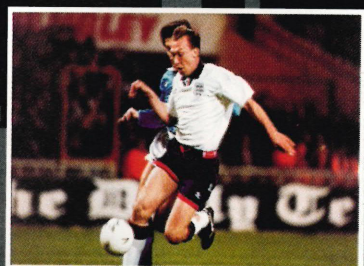


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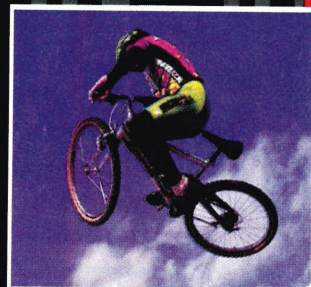
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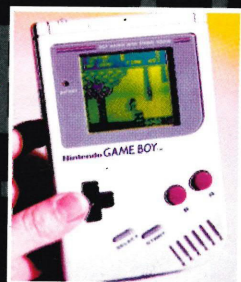


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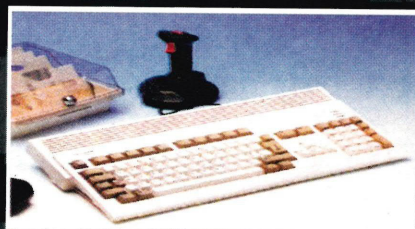
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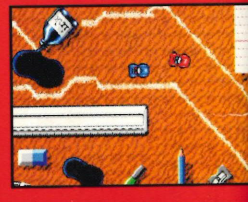
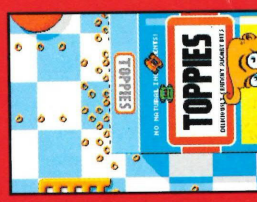
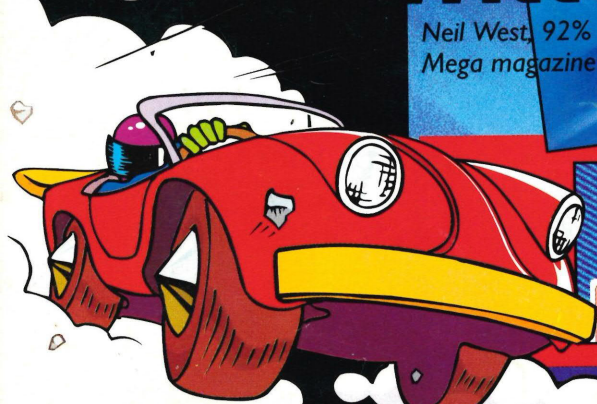
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