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MEGA

ISSUE 29

FEBRUARY '95

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Metal Head
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and more.....*

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reviewed on
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Mark Maslowicz
Harvey Backshall

SPECIAL HELLO TO:

Lucy Morrison

★*●□◇♣♦■▲*|*~▼



BOOGERMAN.....36

How disgusting can you get? This is a problem Lee continually tries to solve and this game is based on his life story

ESPN BASEBALL46

Sport. It's all too much for me, all that running around. I'd rather stay at home. Then again, I'm sad and have no life

GOLF 32X.....34

This is more like it. No running around, just walking about with a long stick

KEIO FLYING SQUADRON.....12

Bizarre game ahoy! Shoot'em-ups are coming back in fashion and what a classy game this is too

MEGA SWIV50

Another blast fest and it's really good as well. What lucky people we are

METAL HEAD30

It's Virtua Robot time with this latest 32X title

NIGEL MANSSELL'S INDY CAR48

People say Nigel Mansell is boring (allegedly). This game IS boring (definitely)

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That old favourite comes back again and it's bigger than ever before

VIRTUA FIGHTER.....38

Words fail me. This is just soooo good it is unbelievable. Check out those groovy graphics

KEIO FLYING SQUADRON..12

Keio Flying Squadron is probably one of the strangest games to ever appear on the Mega CD. It features a bunny girl riding a dinosaur as she shoots her way through raccoon infested landscapes! Those people who play imported games, you cheeky devils you, will no doubt have seen this already as it came out in Japan a long time ago but now it has finally received an official release thanks to the lads at Virgin and JVC.

This is a classic example of one of those completely freaked out games that the Japanese love so much. This sort of thing is sadly lacking over here as the powers that be think we're not interested in completely tripped out fantasy games but we are, and what a fine example this is. What are you waiting for? Turn to page 12 now to see exactly what I'm talking about!



DOOM GUIDE

You've read the review, played the game and got hopelessly stuck. What can you do? Rich, our resident psychopath come cartographer extraordinaire has come up with the answer - a mammoth guide that is so big it has had to be spread over several months. Can't get the B.F.G? Now you can. Can't get 100% secrets on all the levels? Now you can.

In the first part not only do we tell you every single secret of the first six levels but we can also bring you some incredible hints and cheats as well..



REGULARS

MEGA CITY6

What's been going on in the Mega Drive world recently? Turn the page to find out

MEGA PLAY66

Time to cheat once more courtesy of good old Lee Brown

MEGA CODES64

Apologies to all vicars for last month's spelling mistake. Oops!

RETRO72

The Mega Retro is back and this time we concentrate on games that really get the adrenaline going

SUBSCRIBE80

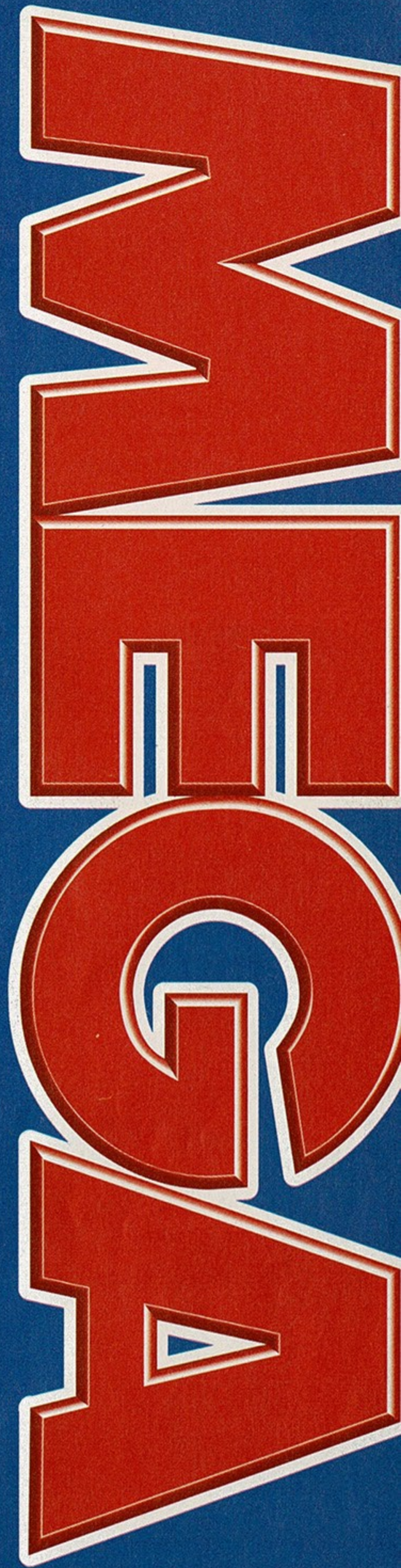
Please? Go on, you know you want to. After all, what else are you going to spend your money on?

TOP 5074

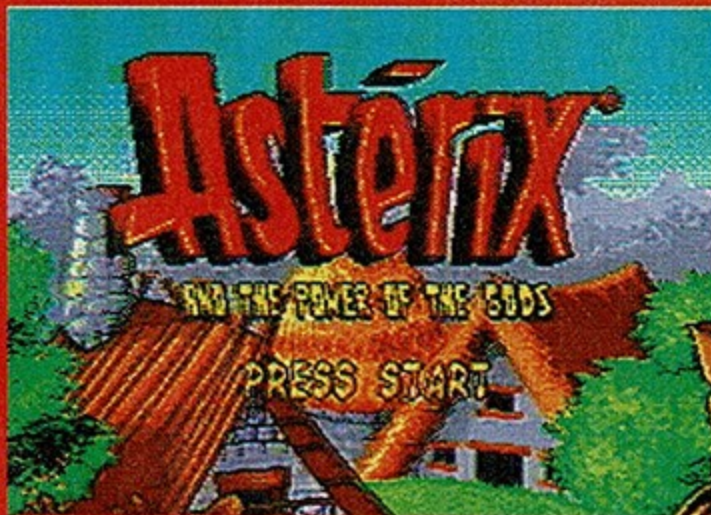
These games are top, and there are fifty of them. Ladies and gentlemen, may I proudly present the Top 50

LETTERS64

This is where many hot debates have started, intelligent questions have been asked and inane, garbled replies have been given.



PREVIEWS...



ASTERIX22

Everyone's favourite Gaul is back, along with Obelix and chums

BATMAN AND ROBIN .. 16

The successful animated series is soon to arrive on a Mega Drive near you

POWER RANGERS24

Go, go Power Rangers! It's sad I know but they're dead good in a really crap sort of way

ROAD RUNNER26

Wile E. Coyote finally gets his change to get revenge on the Road Runner

STORY OF THOR 18

This could possibly be the best Mega Drive game of '95

STRIKER20

A contender for Sensible Soccer and FIFA '95 steps into the arena.



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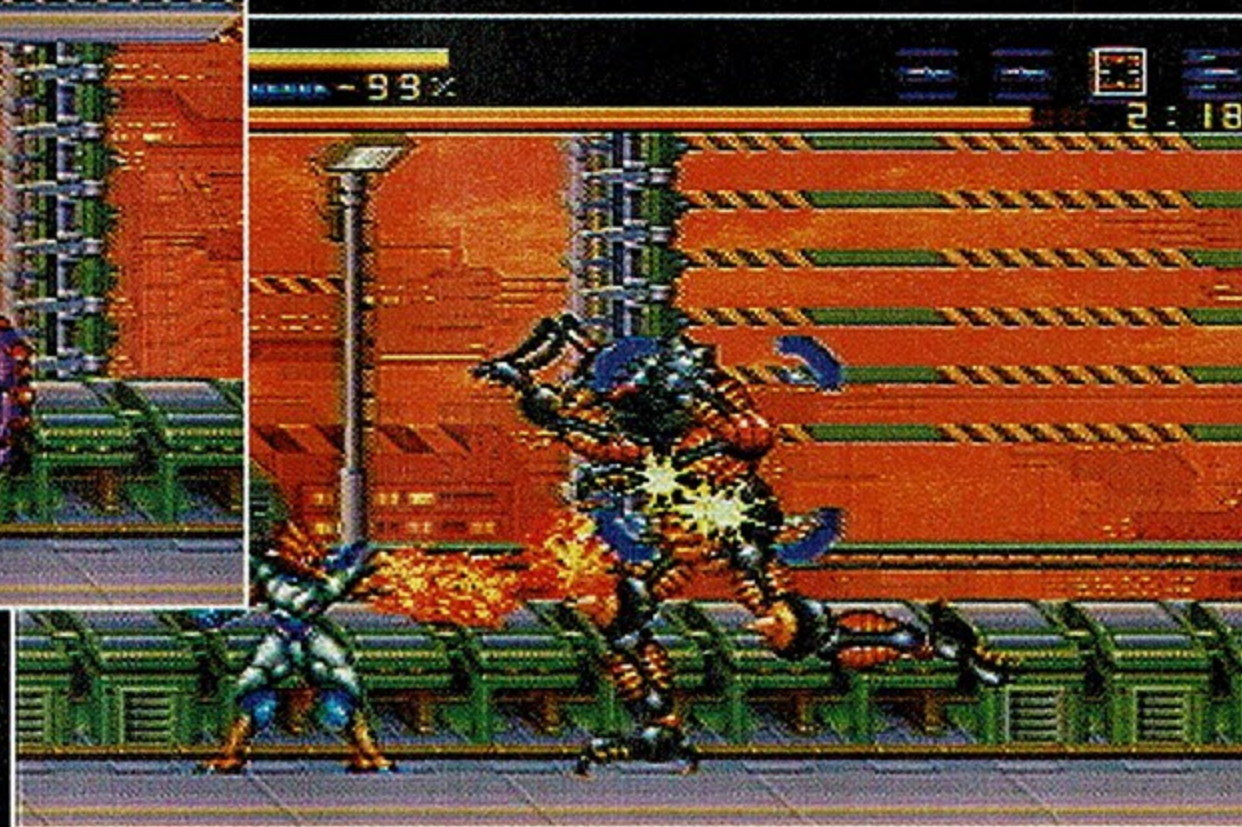
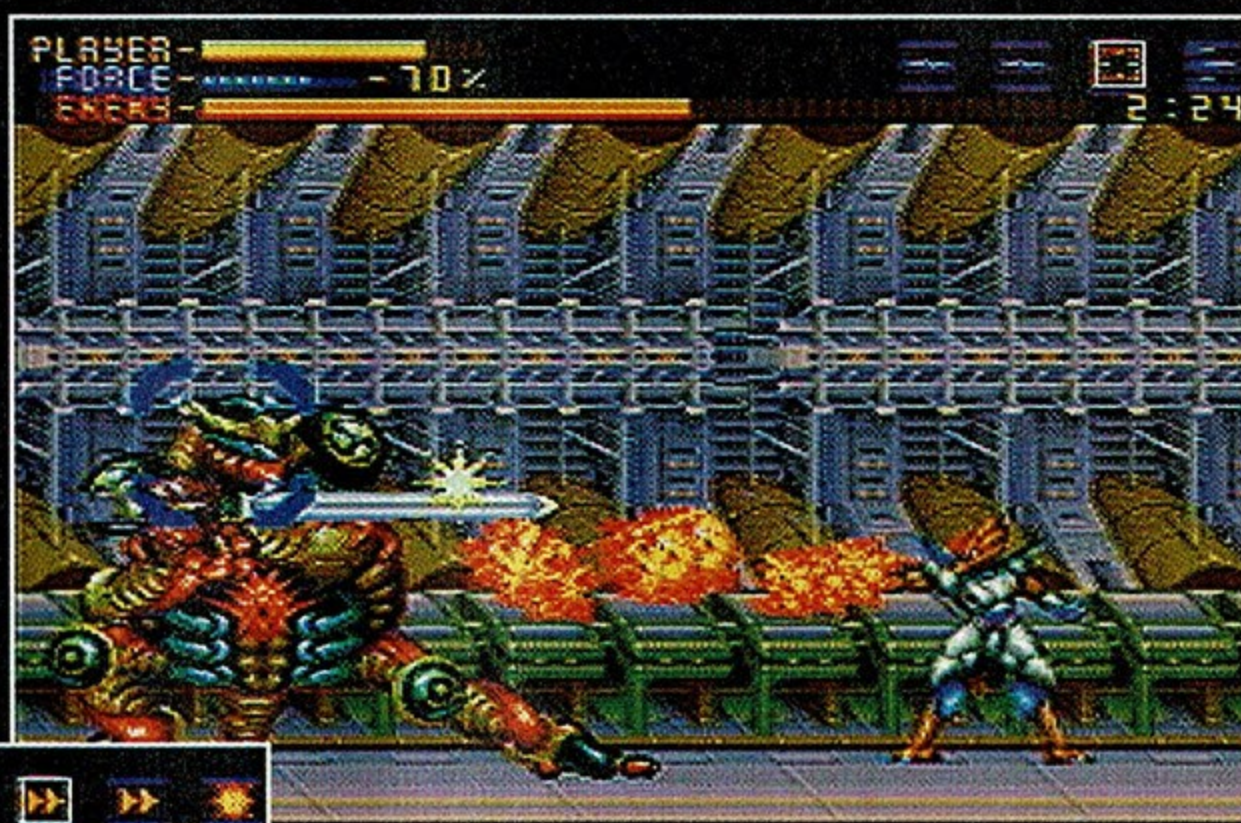
TREASURE STRIKE GOLD

Without a doubt our favourite programming team at the moment are the chaps at Treasure. Dynamite Headdy may not have been as good as it could have been but they deserve a good pat on the back and a night down the pub for their finest piece of work to date, namely Gunstar Heroes. In my humble opinion the boss at the end of the second level is by far the best boss in any game ever with a grand total of seven completely different phases! They've been quiet for a bit but now Treasure are back with a vengeance with not one but two games due for imminent release. Their next release is Alien Soldier which is very reminiscent of Gunstar Heroes, but with even bigger bosses!

Unlike Gunstar it is only possible for one player to play, but the sprites are much bigger and there are at least six different weapons to choose from, and it is possible to carry up to four of them at any one time.

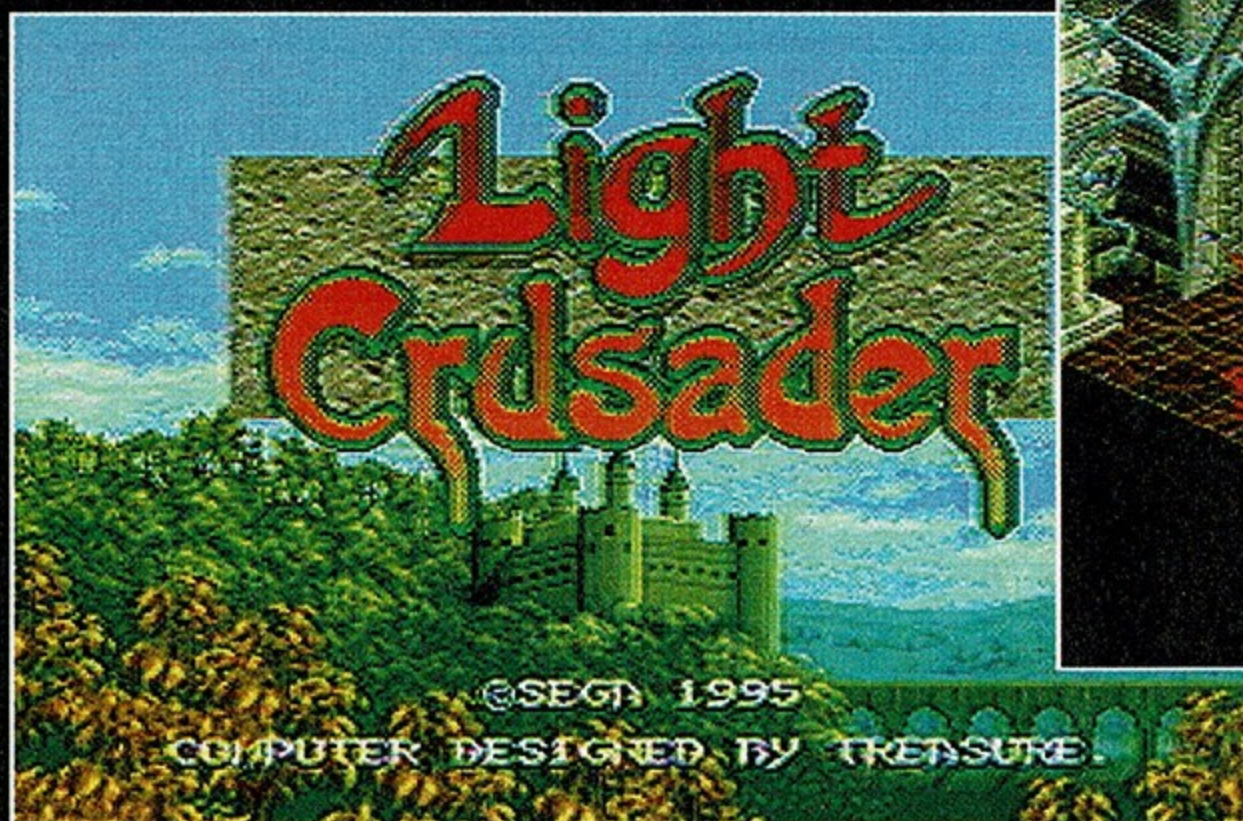
Unfortunately the weapons only have limited powers and as such over using them will result in a severe weapon shortage later on in the level. Action freaks will worship Alien Soldier as their god as it is going to be one of the toughest challenges ever.

Luckily Alien Soldier has many tricks up his sleeve such as the ability to teleport, but we'll reveal more details of this next month. Our spies also managed to grab a sneaky look at Light Crusader which won't be available until around September this year. Looking like a cross between The Immortal, Streets Of Rage and Knight Lore this is another one to keep an eye out for.



(Above, Right, and Above Right) Alien Soldier

(Below and Below Right) Light Crusader



NEWS

ON THE MOVE

Strange things are afoot down at Accolade at the moment. At the CES over in Las Vegas it was announced that the European division of this



giant American company will stop producing Mega Drive titles whatsoever. It seems that all their titles currently under development have been taken over by Time Warner Interactive. On a similar note Acclaim have acquired the rights to some of Domark's forthcoming games including Theme Park CD and



Syndicate CD. It's a funny old business innit?

MORE MR. NUTZ

He only appeared in his first game a couple of months ago and he's back already! The basic game is still a platform affair but Ocean promise that it will be bigger and better than the first. They also say that Nutzy will be able to collect icons that give him special powers too. I can hardly contain myself in the excitement



STELLAR ASSAULT

Yet more news of 32X titles as Sega have just released details of Stellar Assault. At first glance it looks a bit like Star Wars but the gameplay will have much more depth and has been described as a cross between Elite and Star Wars Arcade. Let's face it, that's not such a bad thing really is it?



MIDNIGHT RAIDERS

Remember Tom Cat Alley? No? Well, good, because it wasn't really much cop anyway. Mind you someone obviously thought so because they've gone and released another similar game. This time round your team of incompetent pilots are in charge of a helicopter gunship instead of a jet fighter. Normally games like this have laughable FMV footage in but some of the scenes here have been made with tongue firmly in cheek. Coming soon to the Mega-CD, with a supposedly VHS quality 32X CD version to follow shortly afterwards.



MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS

MYST

If you're clued into the PC world then it is more than likely that you will have heard of Myst.



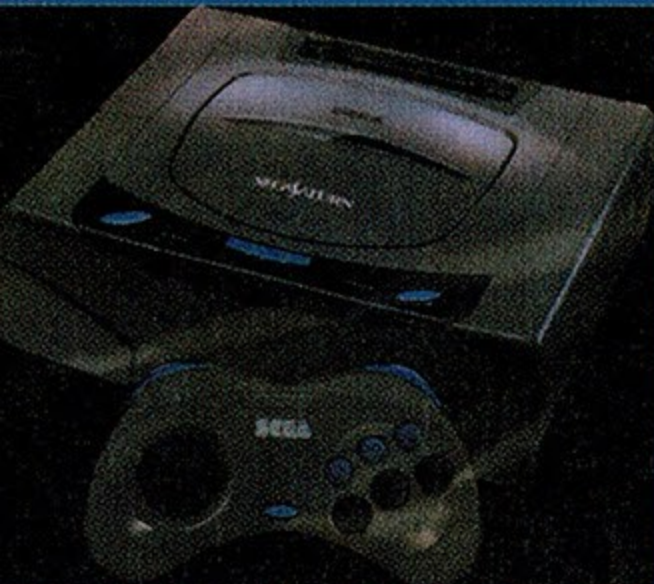
Myst is a puzzle based adventure rather like 7th Guest and Mansion of Hidden Souls. The difference is that the game is so obscure you never really know exactly what is going on and it takes quite a lot of thought to even find the first puzzle! This



curious game is due out on the Saturn soon and a Mega CD version is apparently also in the pipeline

UK SATURN

Hooray, we love the Saturn. It's really smart, and that's official. Virtua Fighters, Clockwork Knight and Panzer Dragoon are all fantastic games with some of the best presentation ever seen that will really blow your pants off. Want to

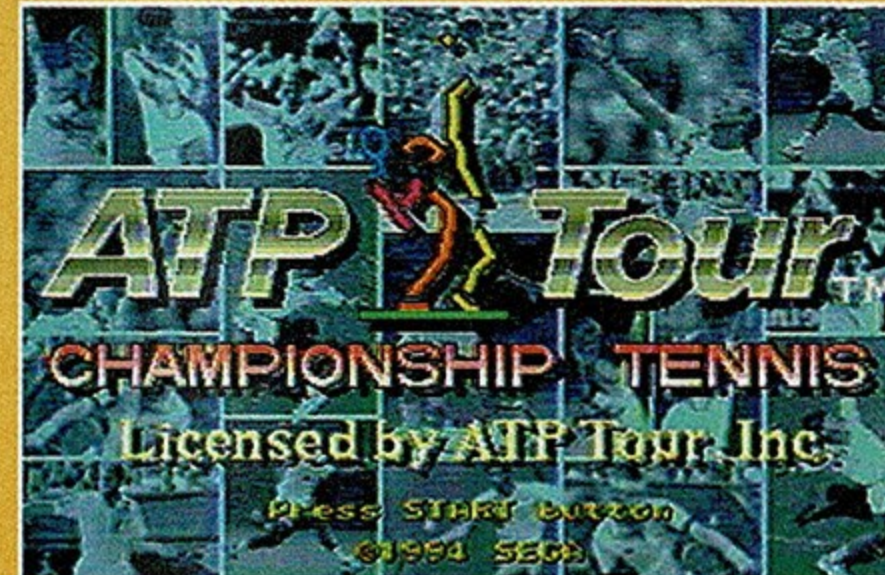
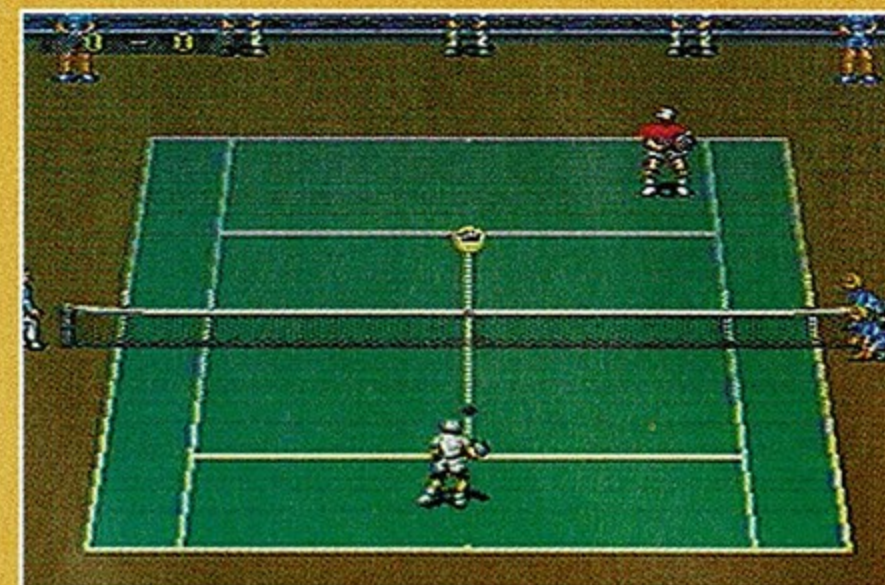


play them? well soon you can as we've just received information about the official PAL Saturn. Basically there aren't that many differences between this and the Japanese version except that it is now to come in a sleek black design instead of grey and Sega won't confirm or deny it's ability to run 32X cartridges either.

A CITY NEWS MEGA CITY NEWS MEGA CITY NEWS MEGA CITY NEWS

ATP TENNIS

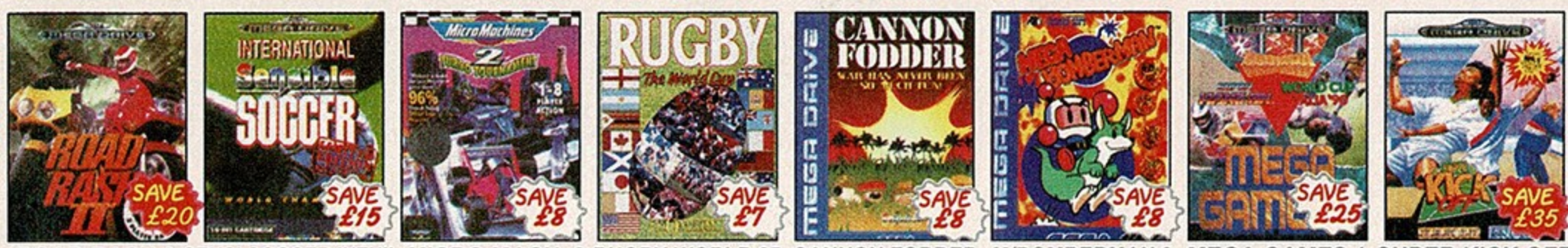
Just too late to fit in this issue we have ATP tennis. The timing may be a bit strange as, let's face it, it's a bit cold out at the moment but nevertheless Sega are about to release what could possibly be the best tennis game yet. Up to four players can play at any one time as one of the many licensed players, or you can create a completely new one. Four such players can be created and thanks to the wonders of battery backup technology they will live forever within the realms of the cartridge. As you would expect it has hundreds of options to play with and there's some great speech too. Watch out for the full review in a month or so.



STARGATE

Hot on the heels of the latest cinema blockbuster comes the movie tie in of Stargate, the latest Kurt Russell adventure. The film stars Kurt as Jack O'Neil, a US marine and Daniel (James Spader) who is an expert on all things Egyptian. Daniel had a theory that the Egyptians weren't the ones who built the pyramids and bugger me, it turns out he was right. The discovery of ancient tablets revealed that someone had built a Stargate which led right the way across the universe. After decoding numerous symbols Jack, Dan and co all whizz off to another galaxy and come into a confrontation with the almighty Ra who has a rather spanky taste in head gear. The game itself is very reminiscent of Alien 3 and as Jack it is up to the player to find the artifacts in order to open the Stargate back to Earth, fight lots of dog headed people and defeat Ra and his space age technology.





ROAD RASH 2 SENSI SOCCER INTN'L MICRO MACH. 2 RUGBY WORLD 95 CANNON FODDER M/BOMBERMAN 2 MEGA GAMES 1 SUPER KICK OFF



RISE OF ROBOTS EARTHWORM JIM SONIC 1 POWER DRIVE SYNDICATE STAR WARS VIRTUA RACING DOOM

MEGADRIVE GAMES * NEW GAME

Table listing various Megadrive games with prices, such as Addams Family Values (31.99), Alien 3 (17.99), and Terminator (16.99).

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MORTAL KOMBAT II 32X

The Mega Drive version of Mortal Kombat II was good but it wasn't exactly arcade perfect was it? No, it wasn't. Rumours have been



around of a 32X Mortal Kombat II but now it's official. The 32X version comes on a whopping 32 meg cartridge which will have all the speech and gore from the arcade version, which means it promises to be the best version of MKII yet. Acclaim have also confirmed the development of Saturn Mortal Kombat II. A perfect conversion is certain, but can they possibly add more to the game as well? Only time will tell.

X-MEN 2 SOON

A follow up to the polished Mega Drive title X-Men is currently in production. Again it is a platformer that allows two players to take control of some of the X-men in a fight against the inevitable bad guys.

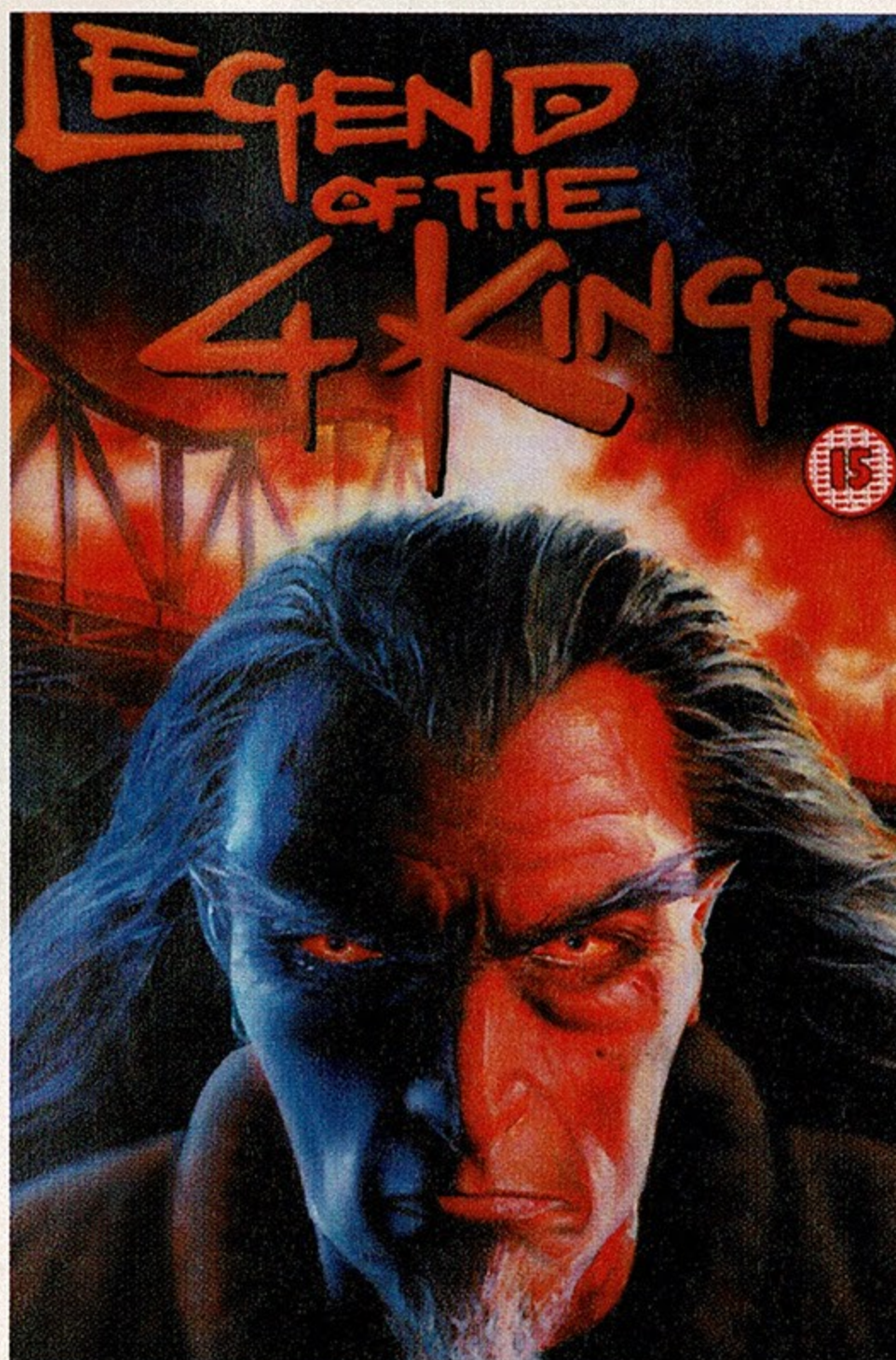
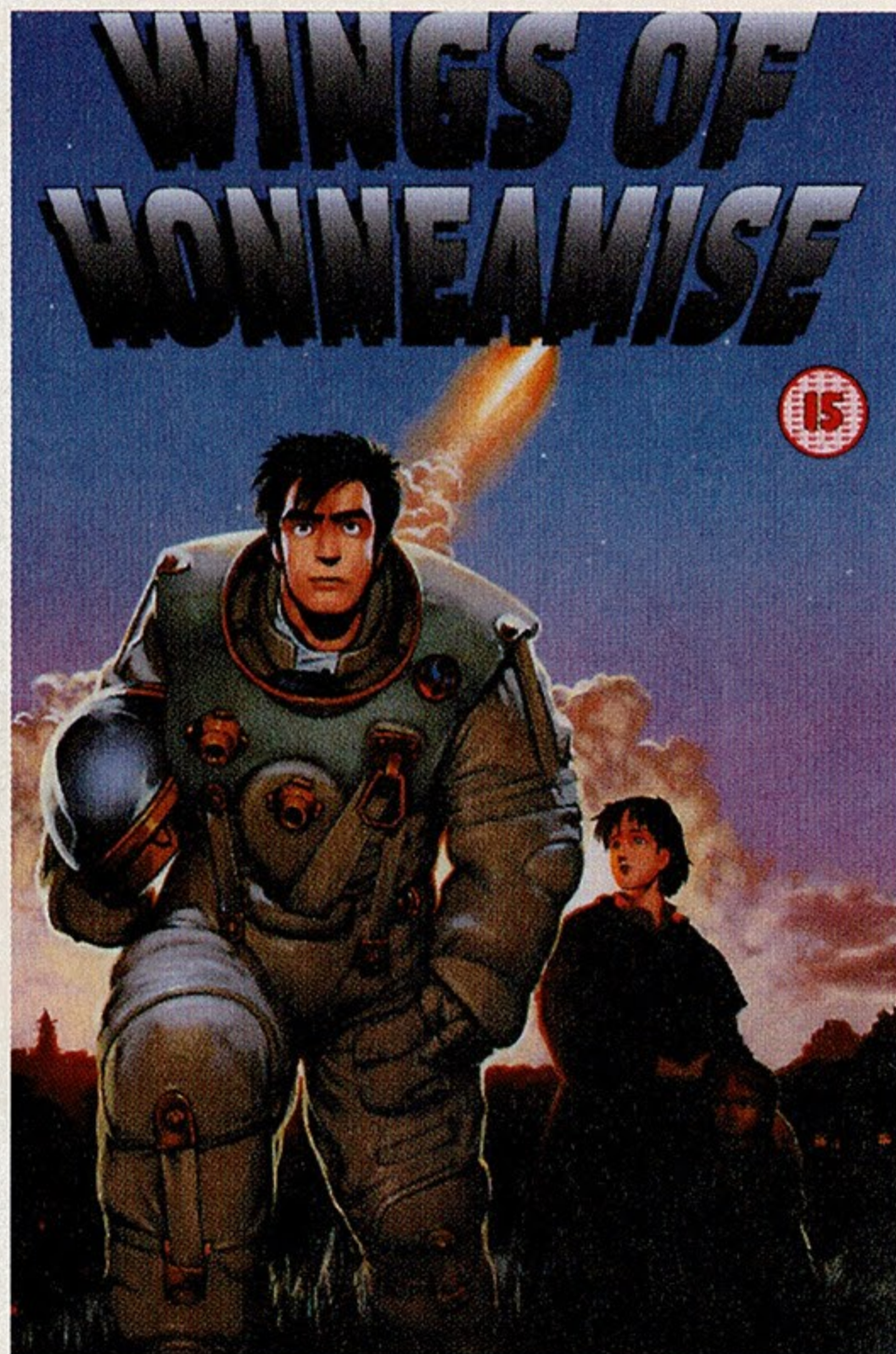
Let's hope that Sega make a better job of the game than Acclaim did on Wolverine. Man, was that bad. Anyway, here's one of those screenshot things.



MANGA

Don't forget to keep an eye out in your local video shop for the two new latest Mänge releases; The Legend Of The 4 Kings and Wings of Honneamise. The latter title has been quoted as being 'the best thing since Akira' and details the story of Shiro Lhadatt, a cadet in the Royal Space Force. His dreams to become the first man in space conflict with the plans of various governments who are only interested in space superiority. It was animated by no less than three thousand artists including the people who brought us Nausicaa - Valley of the Wind and Roujin Z.

Legend Of The 4 Kings contains the first two chapters of a six part story based on the novel by Yoshiki Tanaka. The four Ryudo brothers seem normal but they have managed to conceal their superhuman powers. Then along comes the Gozen and they can no longer restrain themselves. Could this be related to the ancient legend of the 4 kings? Find out on February 6



NEAR MISSES

Just missing inclusion this month due to space limitations were Samurai Shodown, The Smurfs and Rock N Roll Racing. Rest assured though that we'll be covering all three next month to give you the full lowdown. In case you don't know, Samurai Shodown is a Streetfighter II rip-off from the Neo-Geo original, The Smurfs is a fairly good platformer by all accounts, and Rock N Roll Racing is a two-player racing game converted from the SNES original. Here are some screenshots to be going on with anyway.



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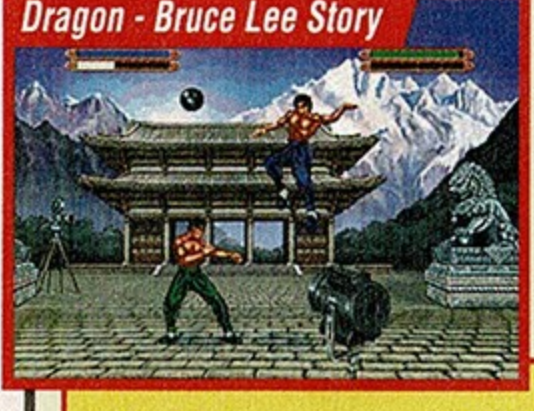
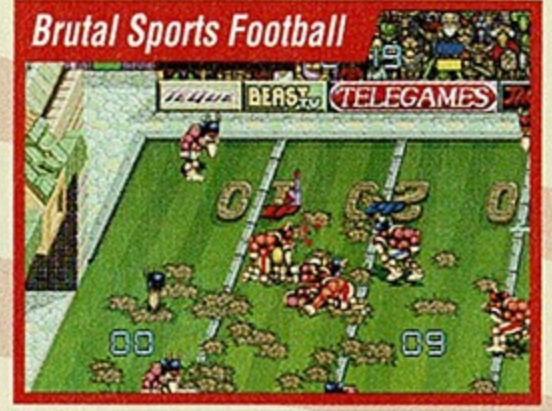
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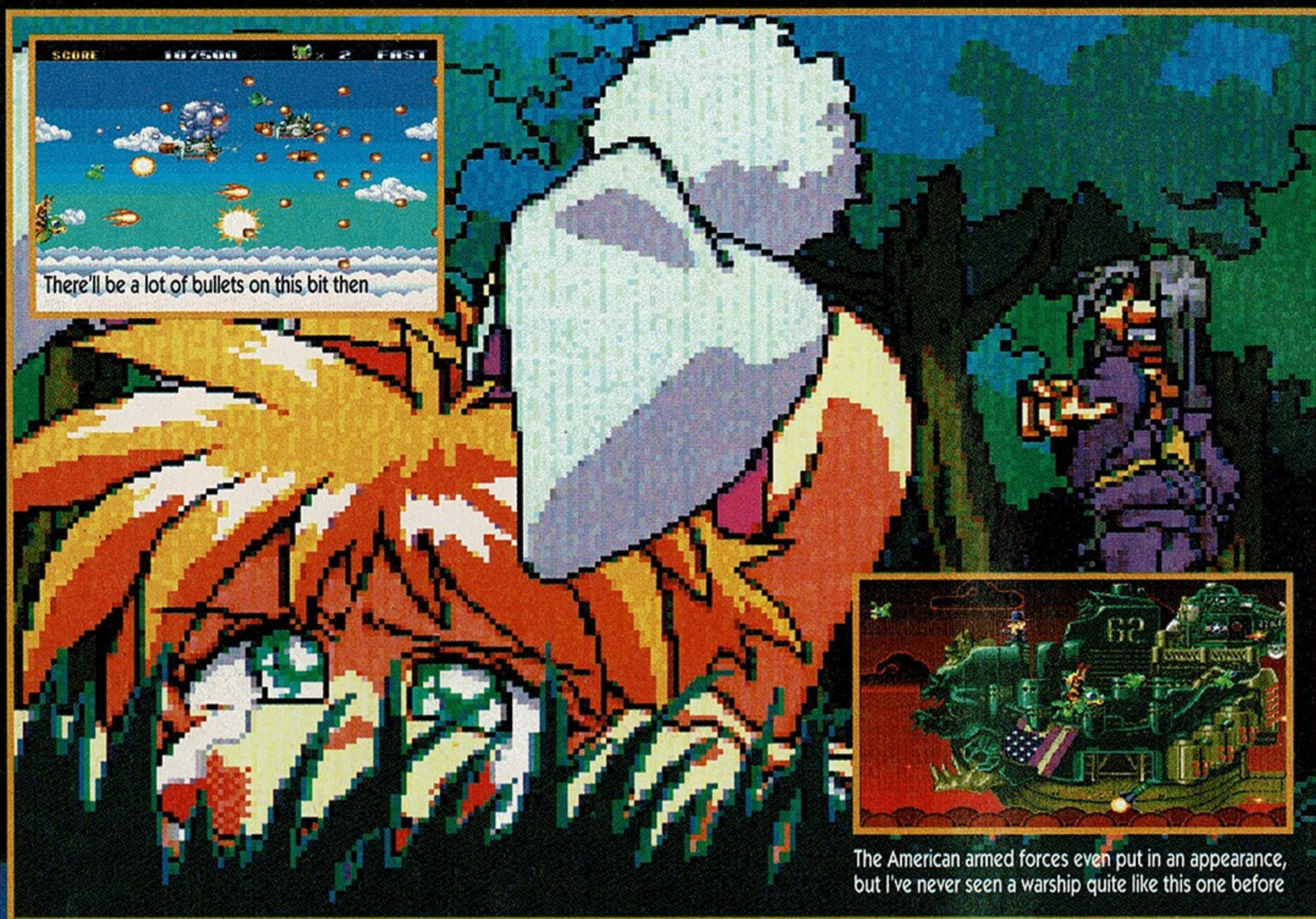
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Rami is in fact an alien from another world which might explain her curious ears

The American armed forces even put in an appearance, but I've never seen a warship quite like this one before

If a psychologist were to study games designers he'd probably go mad. Check this out and see what I mean!

KEIO FLYING SQUADRON



I've come to the conclusion that everyone who had anything even vaguely to do with this game is stark raving bonkers. Even the tea lady who made the char for the programmers is probably a complete psycho. Why do I say this? Well, put simply, Keio Flying Squadron must be one of the wackiest games the Mega Drive has ever seen!

The story is set in the town of Edo, the 17th century capital of feudal Japan. It's quite a peaceful place as far as feudal towns go, until a little girl called Rami discovers a slight problem. She is the sole guardian of the Key to the Secret Treasure and someone stole it from her when she was hanging around with her mates. Neither Rami or her strict Grandmother know the true significance



Icons like this help your weapons no end



A man in a fish costume on a lobster in a pot being carried by a racoon. I need to lie down



The red mushrooms are indestructible so the only way through is to blast the blue ones

startling resemblance to the equally barmy Parodius series on the SNES. Controlling Rami as she rides Spot it is up to the player to steer her away from danger whilst making Spot take out the enemies.

Spot can fire in two different ways. He can fire straight forwards, or if he collects the correct icon he can fire in many directions simultaneously.

Continuing to collect these icons powers up his shots a maximum of six times.

BUNNY GIRLS

As if this isn't enough firepower for you Spot has two babies, affectionately referred to as Spot Jnr's. If Spot doesn't shoot for a few seconds the babies will start to appear. If he fires as they are appearing they will vanish but once they have fully materialised they stay for good. Not only can these guys be used to protect spot but they can also

dragon, Spot. It's all very strange stuff, and that is just the background story! Things reach a new level of insanity whilst actually playing the game. The game itself is a sideways scrolling shoot'em-up which bears a



Nice outfit mate

alien race and that she is actually a cute bunny girl with big, floppy, rabbit ears. Then there's the mischievous thief, a certain Doctor Pon, who is apparently the most intelligent creature in the

history of the universe. He has an IQ of approximately 1400 and he looks like a Racoon. Rami is not alone in her quest to defeat Dr.Pon as she has her best friend with her, a flying

of the key, but the thief does and he wants to use it to cause extreme chaos. It all sounds reasonably normal doesn't it? That is until I point out that Rami is a descendant of an ancient



Is this game totally bonkers or what?

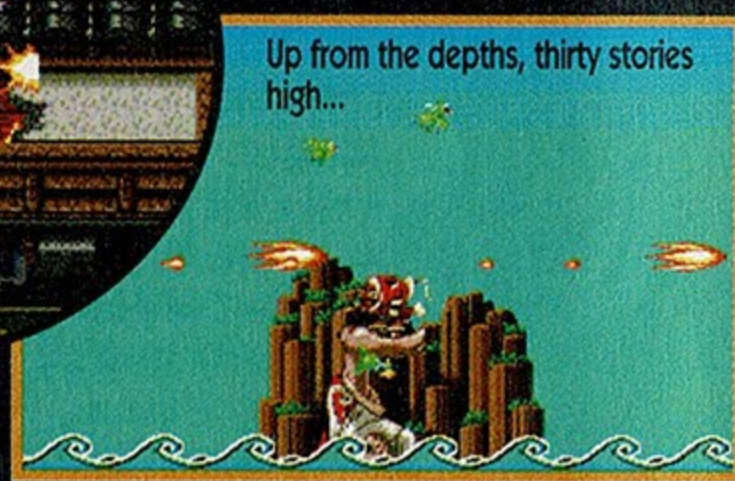


Racoons with catapults on a big boat. Makes perfect sense if you ask me

Other icons available give Rami some sub weapons. The best of these in my opinion are the homing dragons (?) but she can also collect throwing stars or exploding bombs (As opposed to non-exploding bombs? - Lee).



Up from the depths, thirty stories high...



dragons, and a good job it is too. Shoot'em-ups of this quality are very rare these days. The Thunder Force series showed that the Mega Drive could handle large explosions and gigantic bosses and still yield the great gameplay that the punters want. Can you remember the last decent horizontally scrolling shoot'em-up you played? I haven't seen one for

HUGH HEFFNER

Needless to say all this overwhelming firepower means that the screen is constantly filled with flames, bullets and baby



shoot as well. If the worst comes to the worst pressing the Kamikaze button will send the little dragon's off on a suicide mission, taking out all the monsters in their path.



All the enemies in this game are extremely cute. Shoot them anyway



Scenes like this show the horrors still to come



This does not look good



Shoot the people in the holes to destroy the gunship

ages, and I think the last one I played was Thunder Force IV, which has been out for years.

ECHO AND THE BUNNYMEN

If you haven't played Parodius on the SNES or in the arcade then the chances are you will have never seen anything quite like this game before. Instead of shooting hordes of aliens the enemies in this game are all cute and cuddly. This give the game an endearing quality and makes it quite humorous too. On one stage Rami and Spot must fly through a



These cats are great. Shoot them and they pop whilst making a cute meow noise





It's a monkey god in charge of a gun on a cow drawn cart. I think the people behind this need some help

tunnel but there is a train in the way. This must be destroyed but it is guarded by racoons, and there are pots floating around with small cats in! Shoot the cats and they meow before they fall to their death. Aaah. Later on there are more cats, Dalmatians on flying carpets and pigs with wings. You get the idea. All of the small enemies are quite amusing but

the weirdest feature of all is the wide variety of bosses. The first boss is a god with a giant gun being pulled along on a cow drawn carriage! The second boss is a small man in a fish costume standing on a giant lobster in a pot which in turn is being carried by a small racoon! I didn't have a clue what was supposed to be going on but to be honest it doesn't matter.



Dragons, dragons everywhere...



Poor Rami has lost the Key to the Secret Treasure and granny isn't best pleased



Look, just don't ask me OK? I only work here



Don't ask me what is going on here as I haven't got a clue!

Keio Flying Squadron may be a bit old, having been on import for quite a while, but this new officially released

version will please many CD owners. The music is fantastic and the cut scenes between levels only serve to improve an already enjoyable title. As far as shoot'em-ups go, this is the best I have played in a long, long time. Graphically it is a visual feast and it is actually quite funny at times too. If you like cute games and want some challenging gameplay as well then I have no hesitation in recommending Keio whole heartedly. This definitely gets thumbs up



89 PERCENT

"A unique game that could only have been made in Japan. A must for action fans"

Paul Ulland



GRAPHICS	8	GAMEPLAY	7
SOUND	8	GAME SIZE	7

BATMAN : THE A

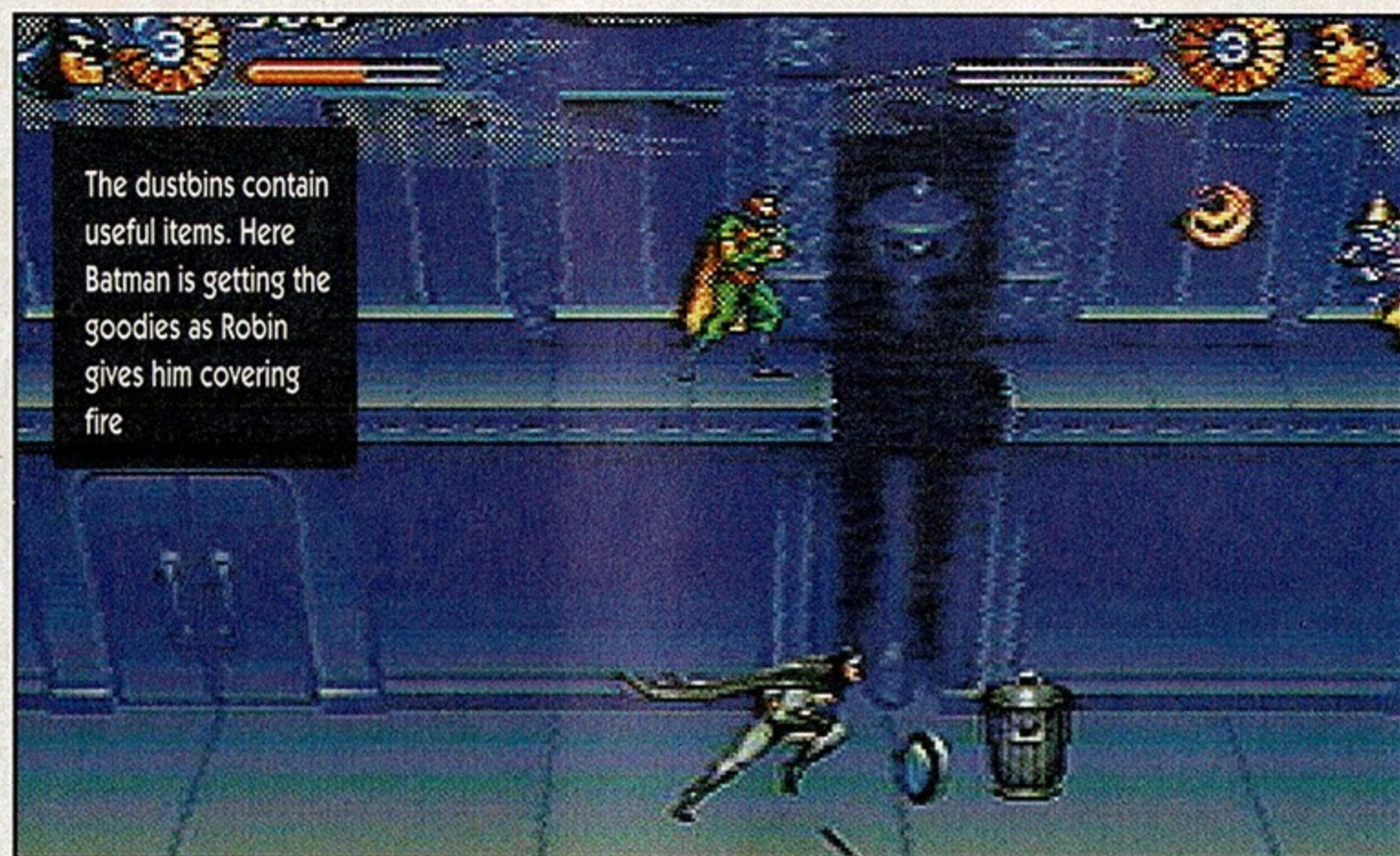
Batman is one of the coolest super heroes ever. He has no actual super powers but he's dead hard, has lots of gadgets and wears an extremely ominous costume. Such a shame he hangs with a stupid kid in a red cossie and yellow tights

'nice', as it were. Did you know that GQ said that the average man would be willing to pay over £1,500? Mind you, some people have also mentioned that they wouldn't mind losing certain bodily organs to at least stand a chance. What am I talking about? Well, if you're a sad case then you'll already know and if you aren't then don't worry about it. For some reason Batman has always been an incredible success on both the small and silver screen. The original black and white series was a bit dodgy but this was made up for by the superbly camp '60s series starring Adam West and Burt Ward. Then came the films, which were in turn followed up by an animated TV series. These were all critically acclaimed and there have also been some Mega Drive Batman games as well which, let's face it, aren't much cop. OK so the driving bit on Batman Returns CD was good but that's about it. Taking a refreshing change from past games Batman And Robin looks as if it is actually going to be fun to play and, shock horror, value for money!

CESAR ROMERO

Let's just forget that Bruce Wayne actually broke his back and got replaced by some other gadger whose name I can't remember. And try not to mention the fact that there have been three Robins either. This is the animated series we're talking about and isn't the comic where Dick Grayson bugged off to join a team of crime fighters and poor old Jason got done in by the Joker. It has come to our attention that when unique games are released they don't seem

Full marks must go out to Bob Kane, creator of Batman, without whom movie-goers across the world would not have been able to ogle Michelle Pfeiffer in that tight cat suit in Batman Returns. Of course I only watched it to see Danny Devito and Michael Keaton put in some sparkling performances but you couldn't help noticing that she did look rather



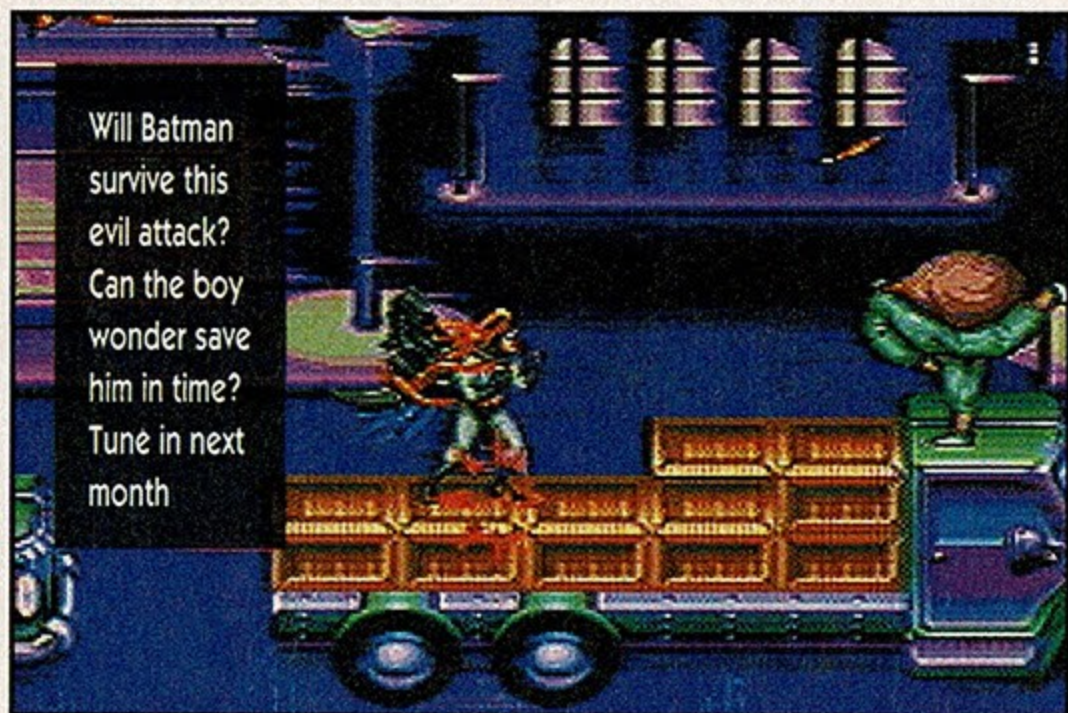
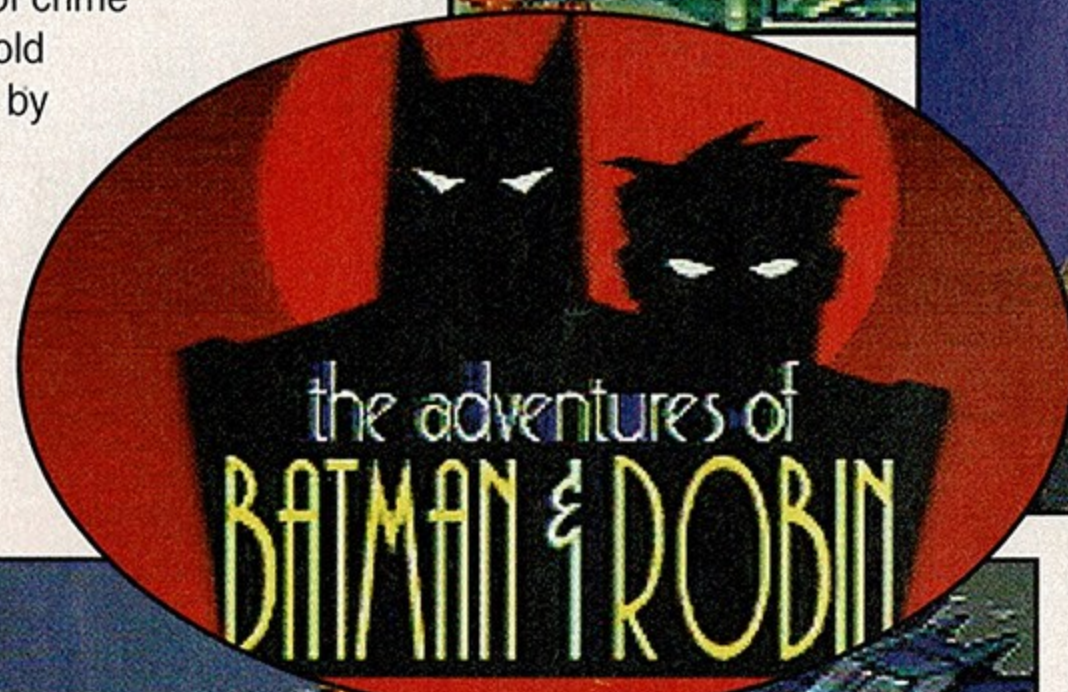
The dustbins contain useful items. Here Batman is getting the goodies as Robin gives him covering fire



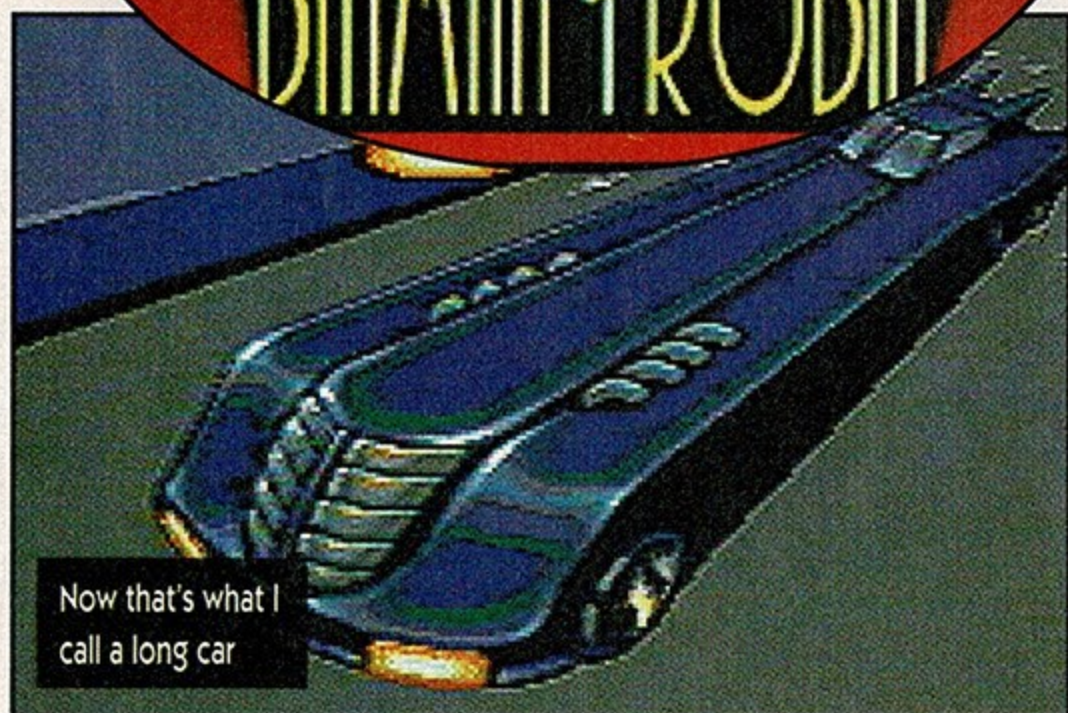
Flying bombs with mouths painted on are just one of the many wacky enemies in this game



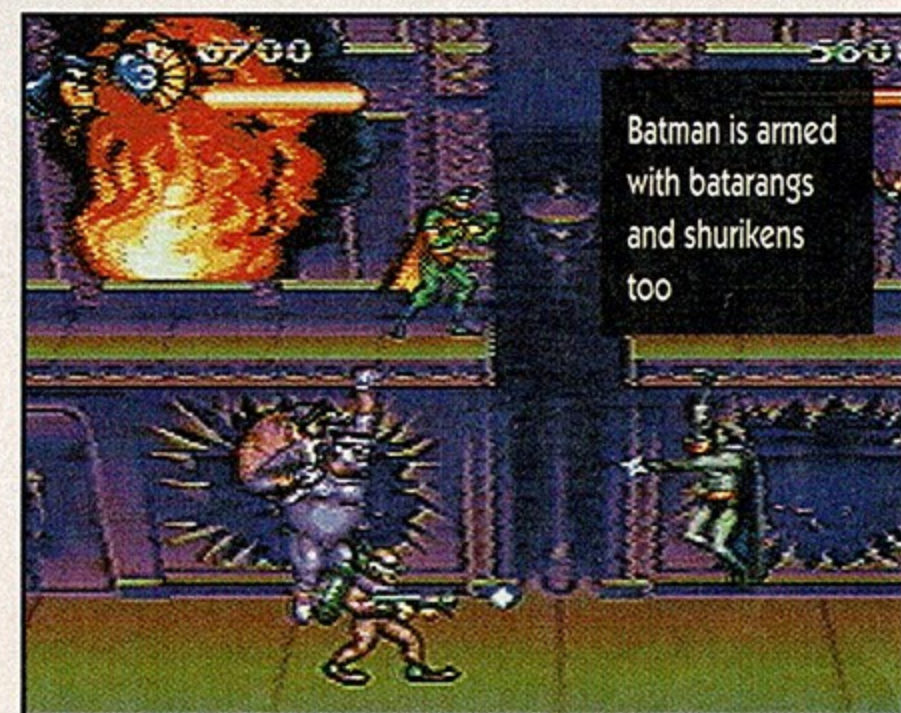
The power bars next to the character icons can be charged up which increases your attack power



Will Batman survive this evil attack? Can the boy wonder save him in time? Tune in next month



Now that's what I call a long car



Batman is armed with batarangs and shurikens too

ANIMATED SERIES

to do well in the shops as potential customers want to buy something they are sure they are going to like. Take Gunstar Heroes for example. It is a superb piece of programming and the many bosses are extremely innovative. The graphics are smooth and the gameplay is fast and furious but it didn't sell as much as other poorer licenses around at the time like Home Alone et al.

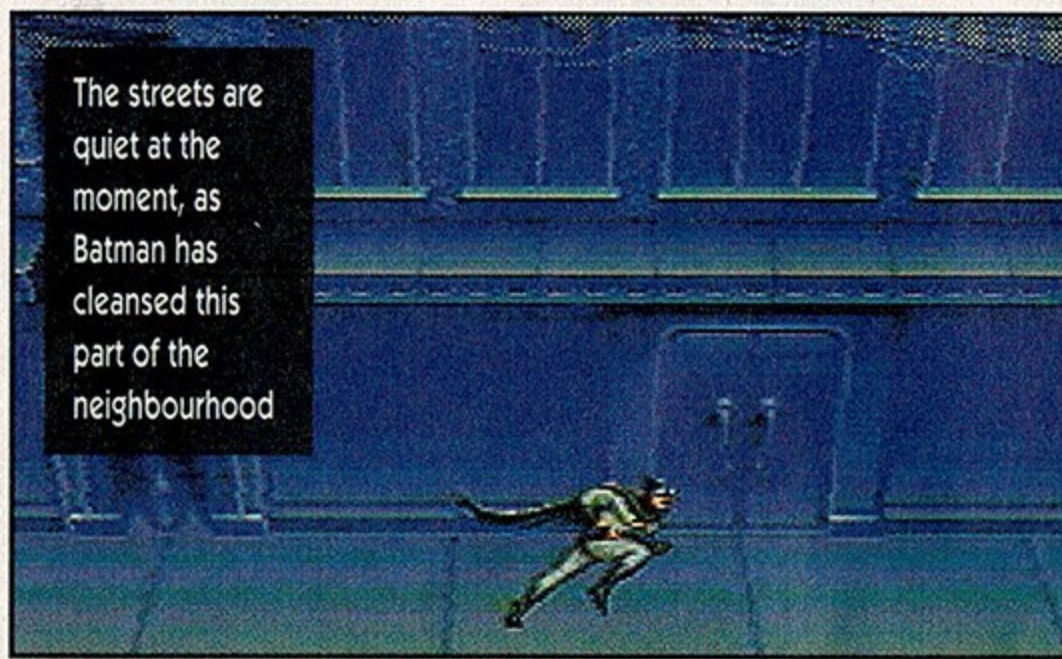
BURGESS MEREDITH

Here we have all the ingredients for a sure fire hit; a good licence of a

programme popular with kids, some of the most spectacular graphics seen on the Mega Drive. Just check out the screenshots to see what I mean. Gameplay wise it looks just as good with unforgiving non stop action à la Gunstar Heroes, and it can be played by two players simultaneously too. With around fifteen levels of relentless action what more could you want? I for one am sure that when this comes out in a couple of months time it will be a winner in every department.



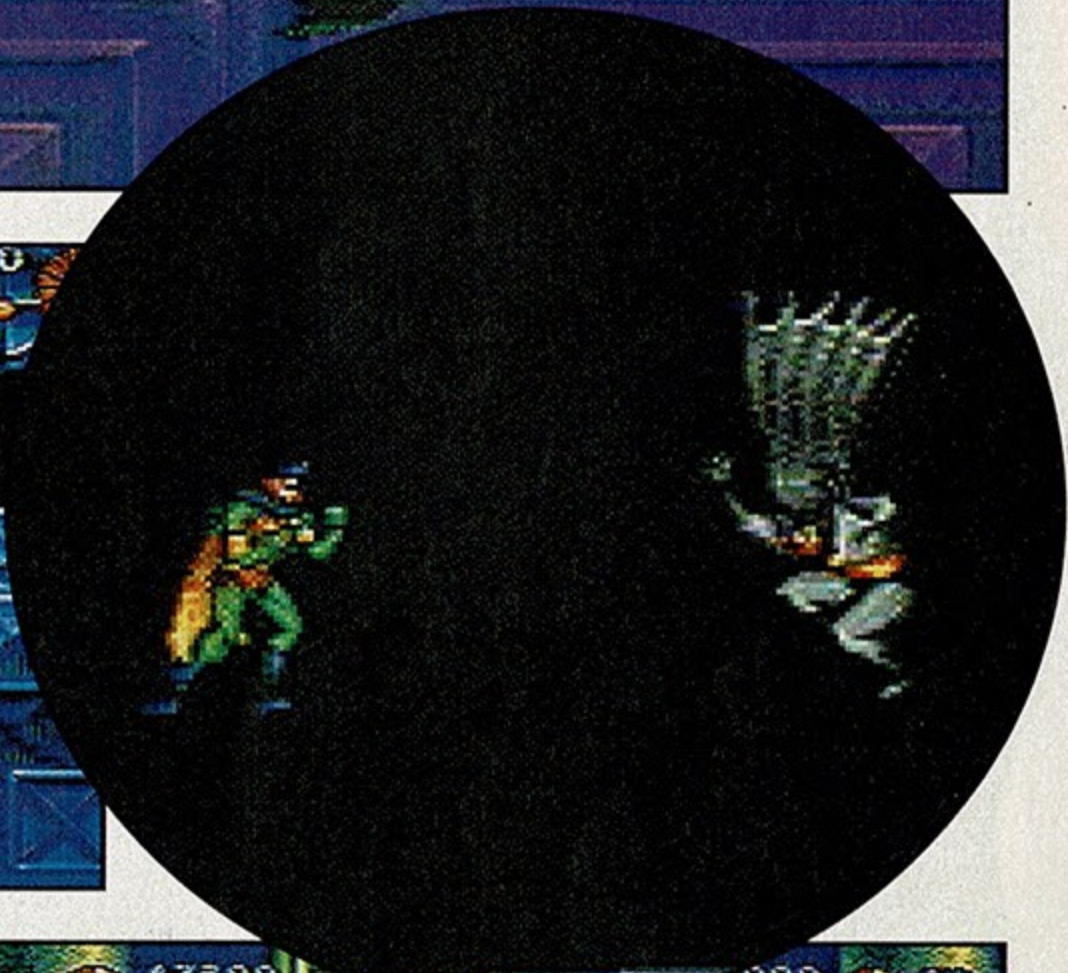
Holy arse scrapings, this looks a bit high



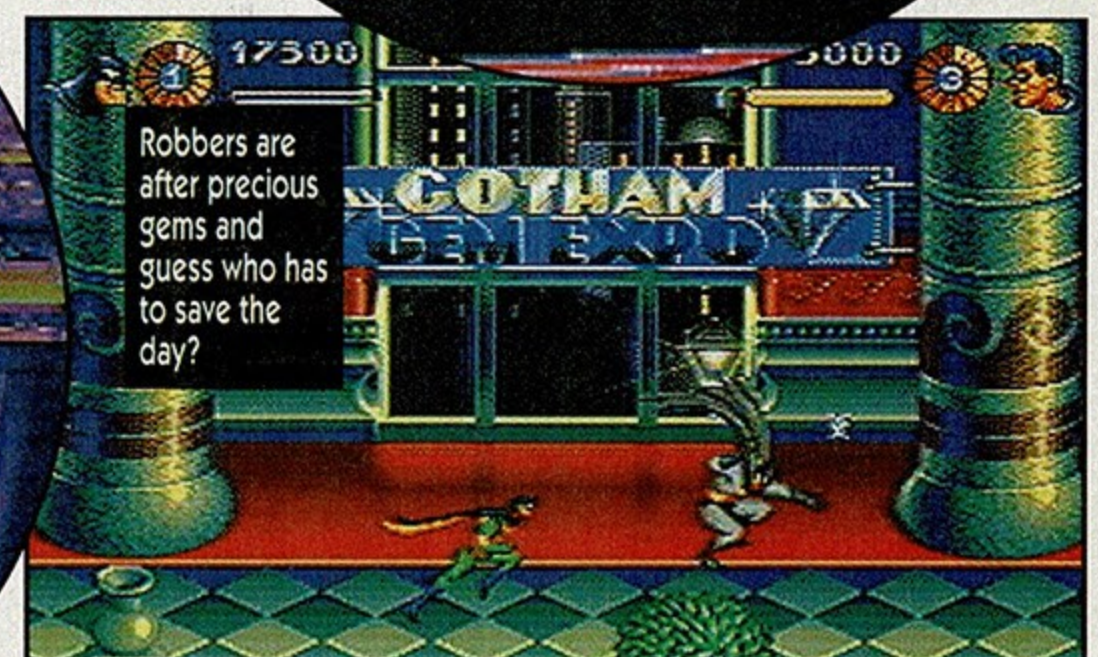
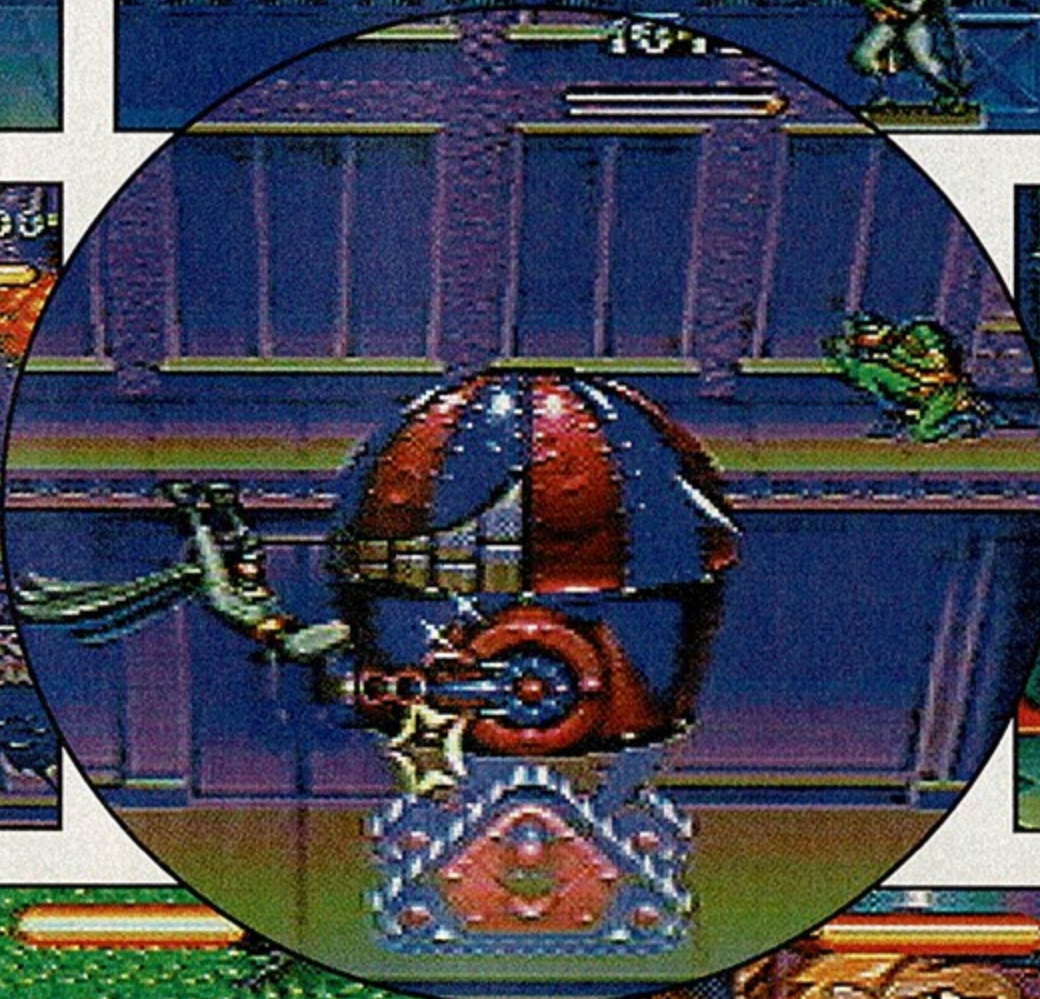
The streets are quiet at the moment, as Batman has cleansed this part of the neighbourhood



The action hots up later on as the bosses get harder and harder



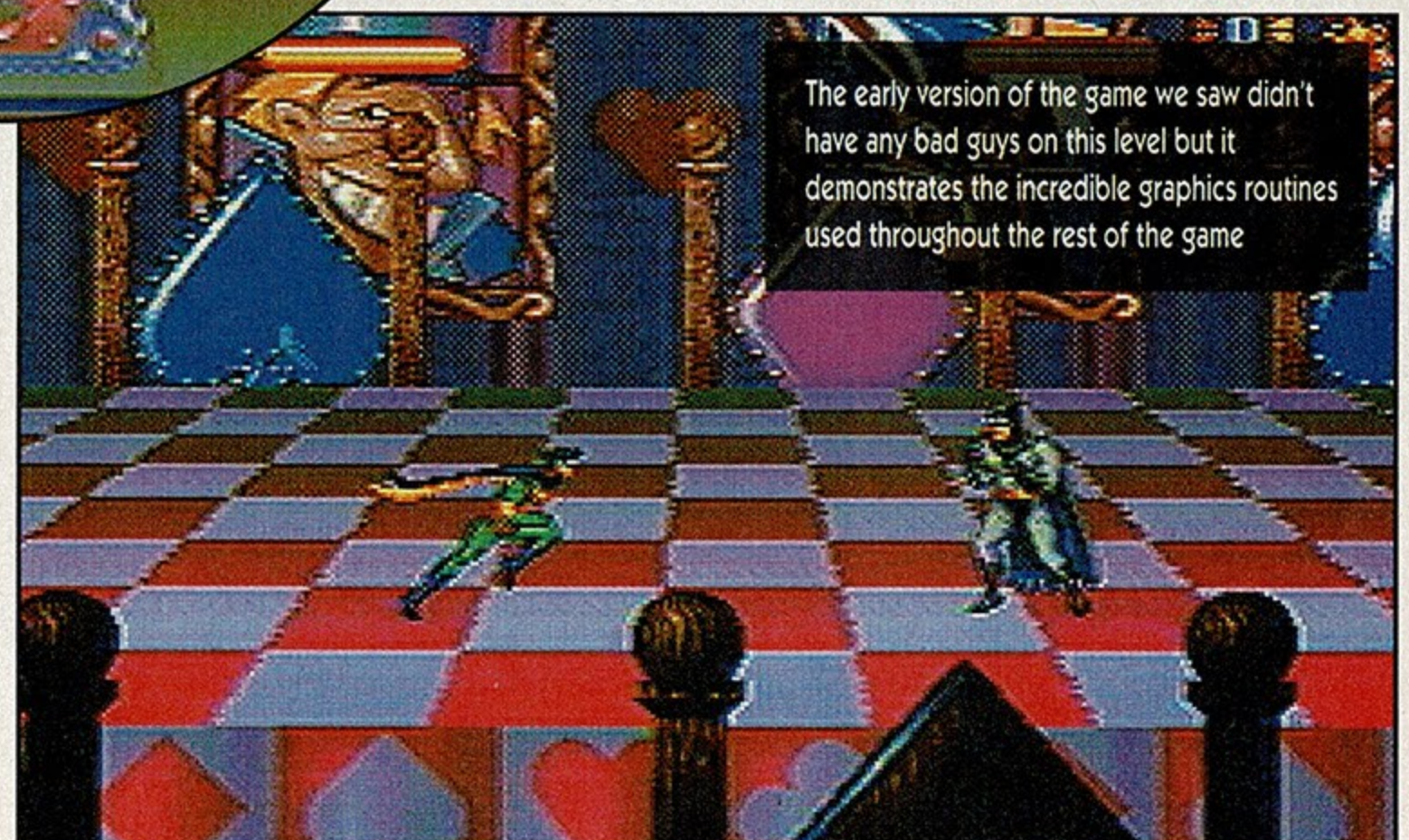
Too late! The bank has already been done over



Robbers are after precious gems and guess who has to save the day?



I get the feeling this is going to be another of those 'strange' games



The early version of the game we saw didn't have any bad guys on this level but it demonstrates the incredible graphics routines used throughout the rest of the game

THE STORY

It's preview time again, when we have to talk about a game and make it sound good even if it's a load of old bob. Thankfully this isn't hard in this case as Story of Thor looks completely gusset drippingly good already

Believe it or not, Story of Thor isn't a tale of an ancient Norse god with a giant hammer and an equally large temper. Quite what relevance the title has to the game is beyond us at the moment but to use my best descriptive English it looks dead good anyway. S.O.T. tells of the adventures of a young lad called Prince Ali. Curiously, Ali wears an armlet that

has a life of its own! This piece of golden jewellery isn't a very happy piece of jewellery and it is this that causes Ali to set off on his incredible adventures. These games just get weirder and weirder if you ask me. If you were to list some of the best currently available games on the Mega Drive you'd probably include Super Street Fighter II, Landstalker and Streets Of Rage. These three games can in no way be described as original (I'd like to remind Landstalker fans of old Spectrum games such as Alien 8 and Knight Lore before they start getting arsey) but they are all fantastic to play.

ODIN

Bearing this in mind it is strange that an original game can be developed by simply taking the best parts of these games and

one helping called Story Of Thor. It's not often that I use the term

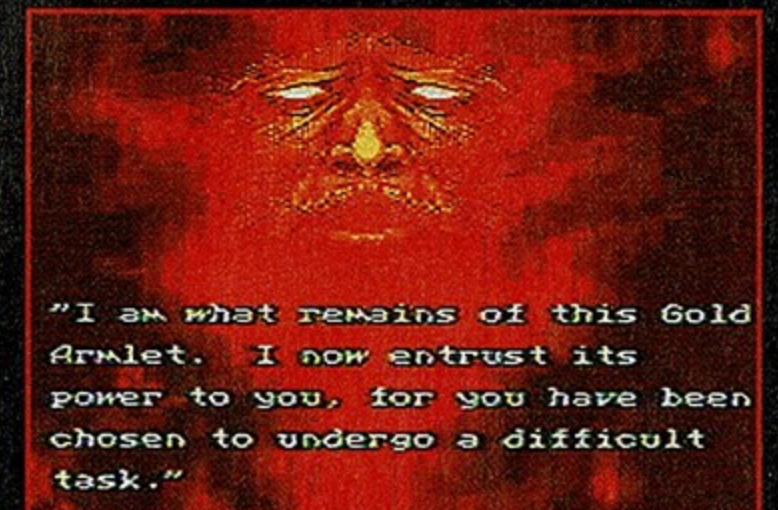
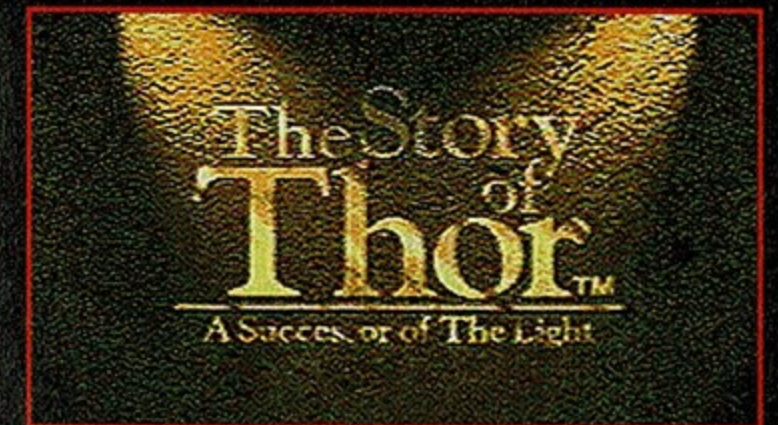


sticking them all together! Take a pinch of adventure from Landstalker, a dash of special moves from Street Fighter, stir in some general Streets Of Rage style fighting, simmer for twenty minutes and then serve in

'sprawling' but that is about the only adjective I can think of to describe how large this title is. The cartridge itself takes up an incredible 24 meg and weighs in at a hefty £54.99 but don't let this put you off as from what we've seen



This monster is sooooo hard, you simply would not believe it.



"I am what remains of this Gold Armlet. I now entrust its power to you, for you have been chosen to undergo a difficult task."



Fight back you dumb get.

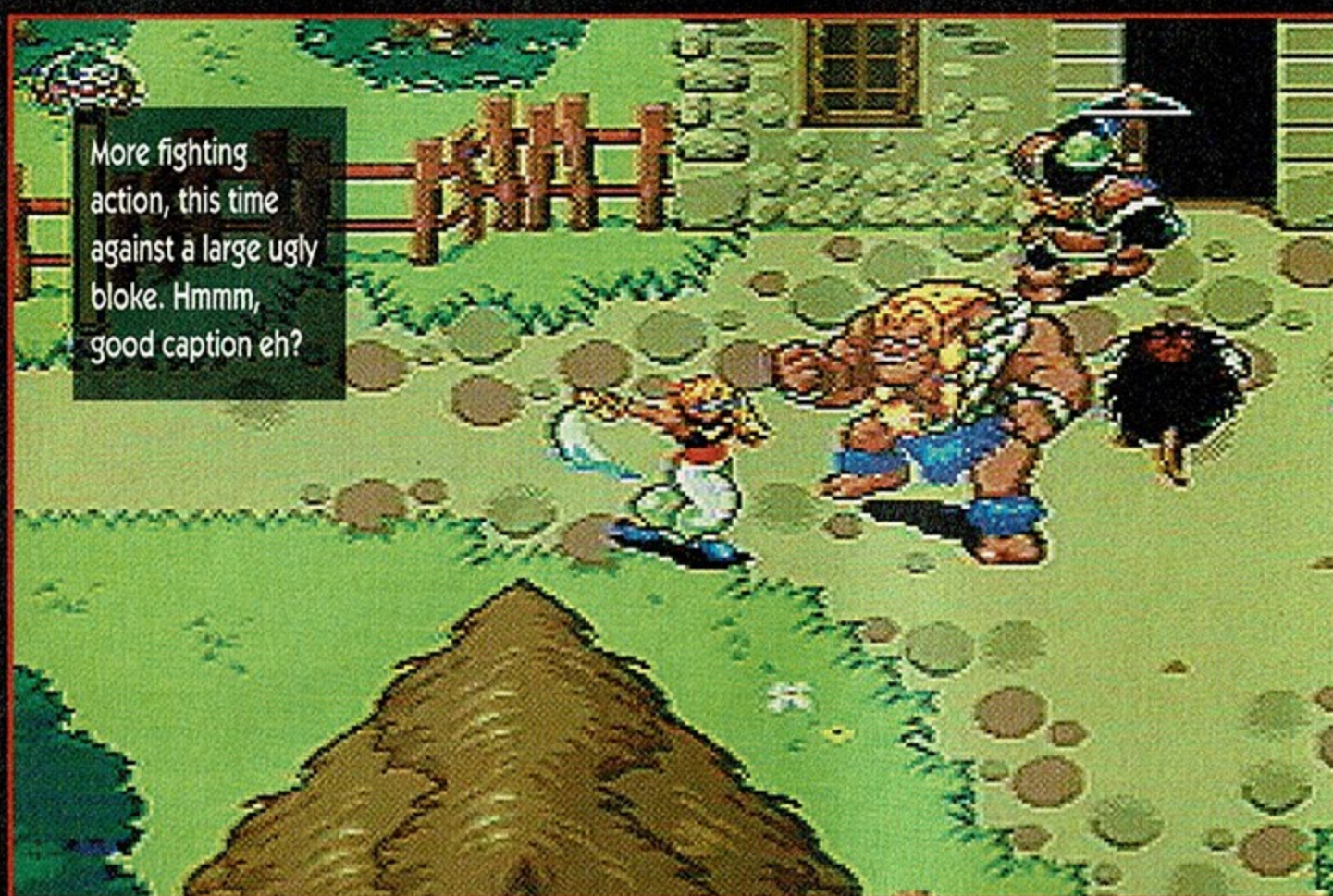


Armed with a new long-sword, Ali sets off to do some damage



Fight the jumping coloured blobs, 'cos they're scary

Y O F T H O R



More fighting action, this time against a large ugly bloke. Hmm, good caption eh?



You can learn your special moves from the books in the library.

"Spin Attack" One of the special attacks with a dagger. D-Pad Forward, Left, Back, Right + Button B held.



(Above) Consult the wise man for advice



it looks like Story Of Thor is going to be THE game of 1995.

Not since Landstalker has there been a game of this scale, as even Soleil didn't take quite as long to complete as it could have done. There is a small RPG

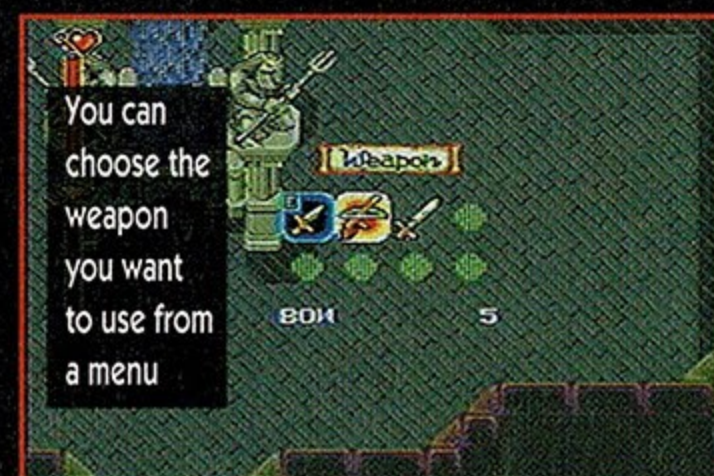
element as Ali wanders around the various terrains

interacting with the many helpful characters he finds along the way but the heaviest emphasis is on out and out action.

He starts off armed only with a pathetic little dagger but soon he will find some



"Hmmm, I've heard this story before... if this is really the Gold Apple, then it was the reason for that strange attack"



You can choose the weapon you want to use from a menu

more powerful weapons like the large broadsword or a bow and arrows. Unfortunately these weapons only have a limited lifespan and soon crumble to dust.

ZEUS

It has to be said that I like games that involve putting the boot in, especially when there are special moves to discover. Ali can do a small range of special moves depending on which weapon he is currently holding. The dagger may be a bit poor but after reading a library book Ali can learn how to do a spectacular overhead spinny move that takes out all the nearby monsters.

On the whole Thor looks like it is going

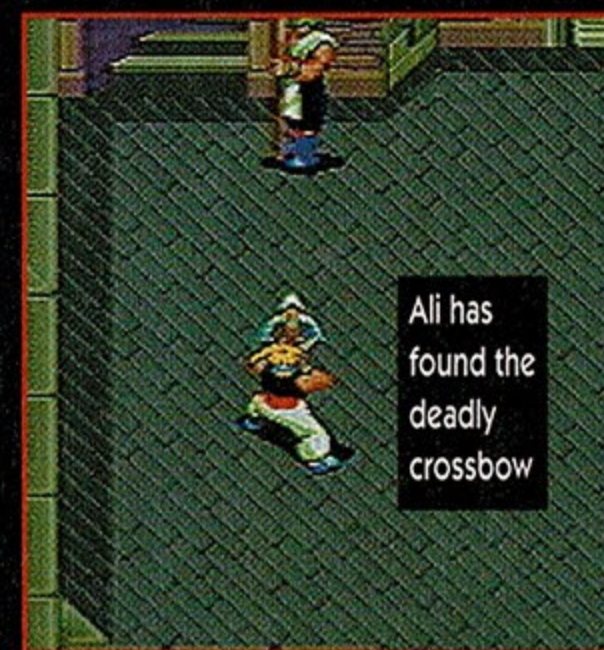
to be one of the biggest Mega Drive games yet, with superb playability and presentation to match. We played it for quite a while yet hardly managed to break the surface as regards to the main challenge involved.

People have been crying out for something other

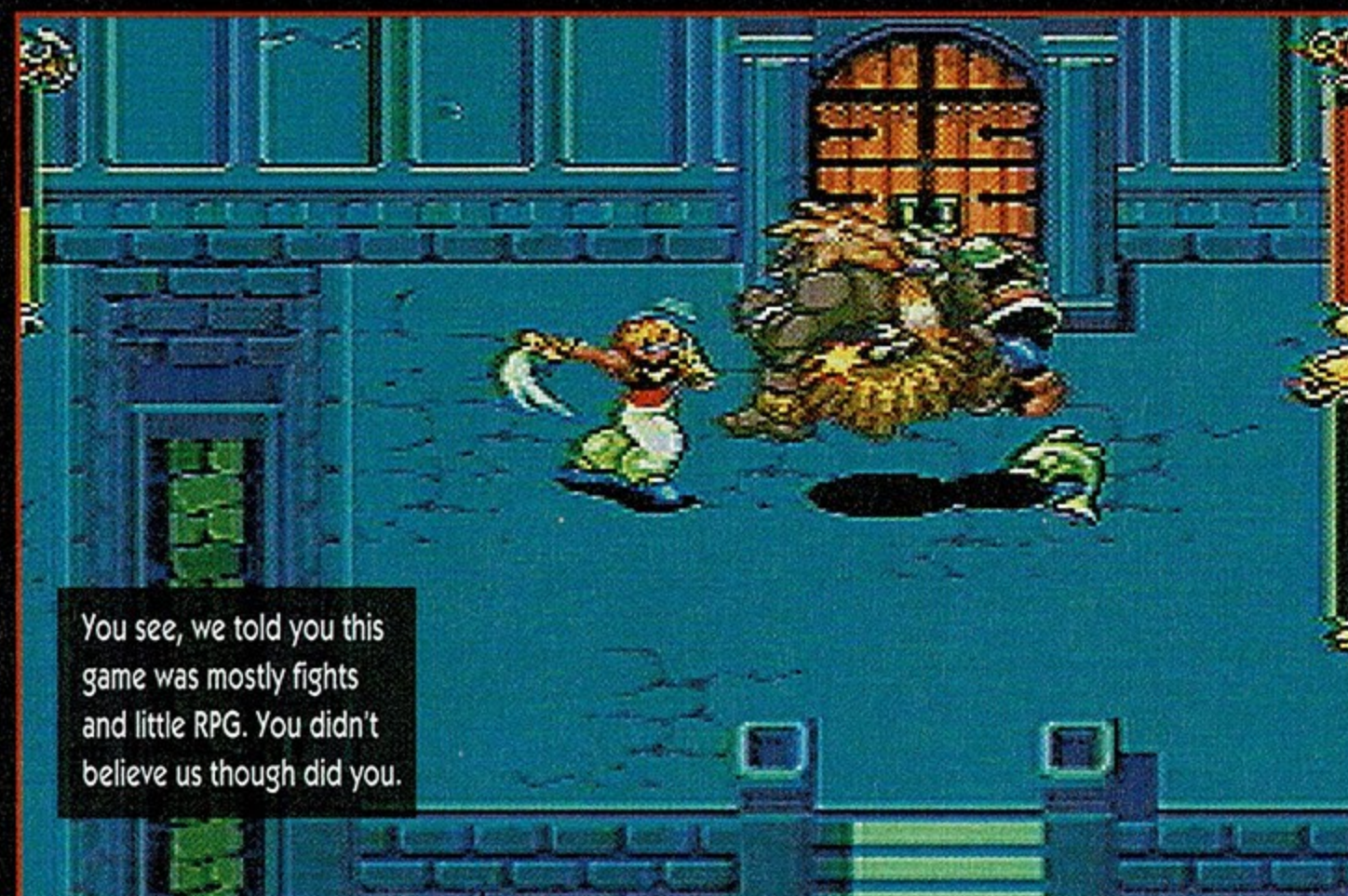
than a run of the mill platform game that will tax both their brains and their reflexes, and this is what they've been waiting for.



Don't like sword fights? You can always kick people then!



Ali has found the deadly crossbow



You see, we told you this game was mostly fights and little RPG. You didn't believe us though did you.

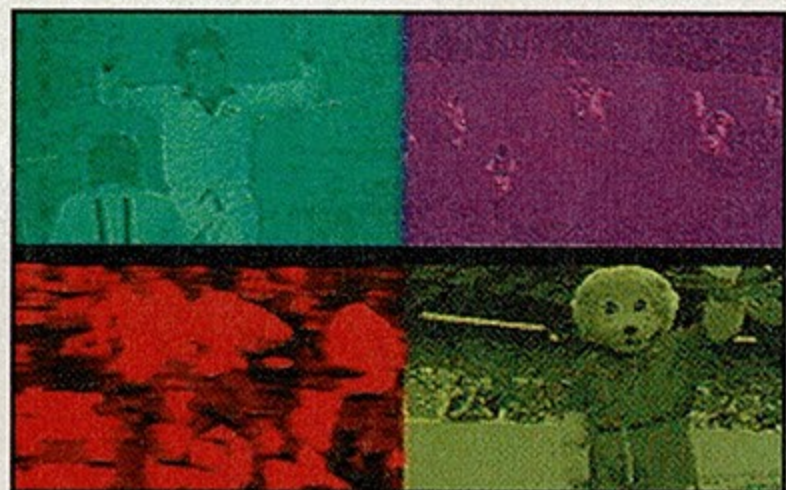
STRIKER

We're football crazy, we're football mad, I can't remember the next bit, la la la la la la

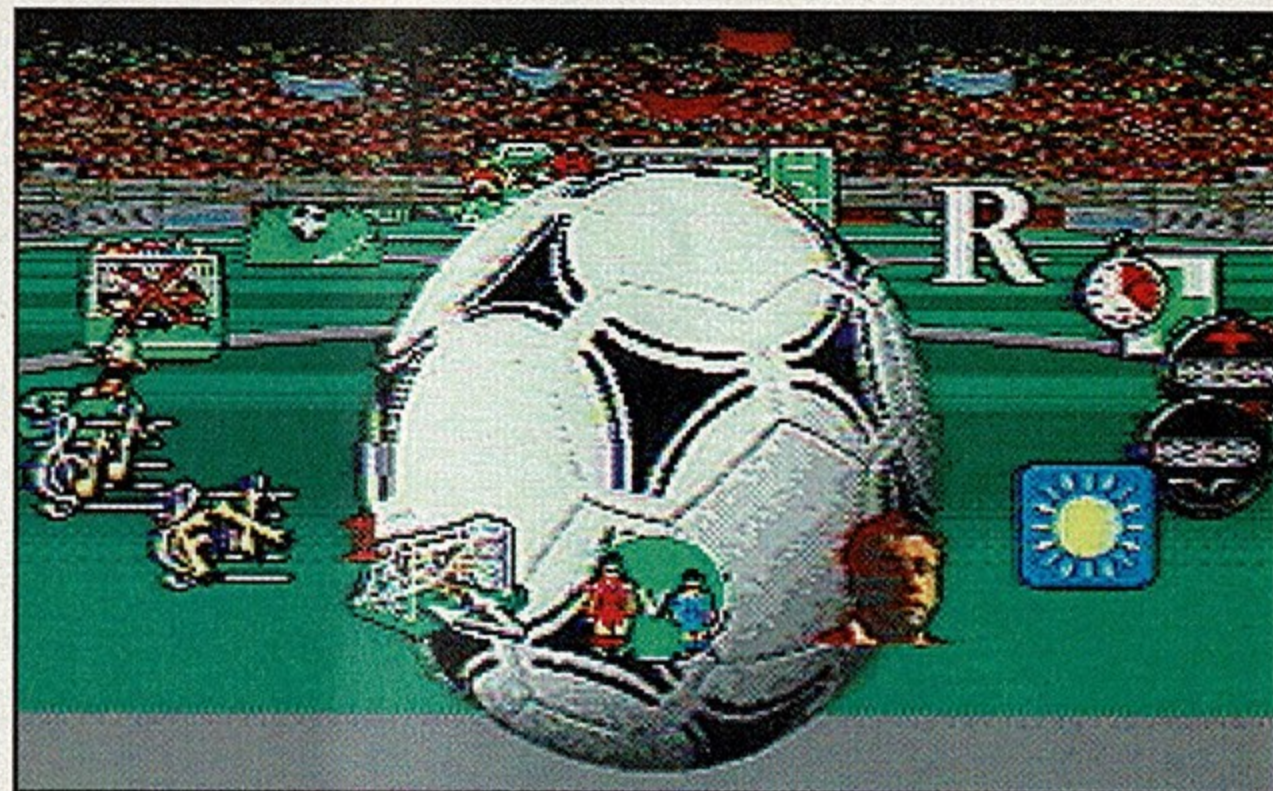
It's a funny old game, innit? A game of two halves, sick as a parrot, over the moon and all that cobblers. There is a great divide in the Mega Drive football world between FIFA and Sensi. The Sensi supporters proclaim that nothing in the known universe is as good as the playability of Sensible Soccer and FIFA fans rant on about realism and statistics. Well, just for the record, I'm a Sensi man myself and I hereby declare to all and sundry that Sensible Soccer is the best football game ever devised. If you don't agree, well, tough.

SAINT AND GREAVSIE

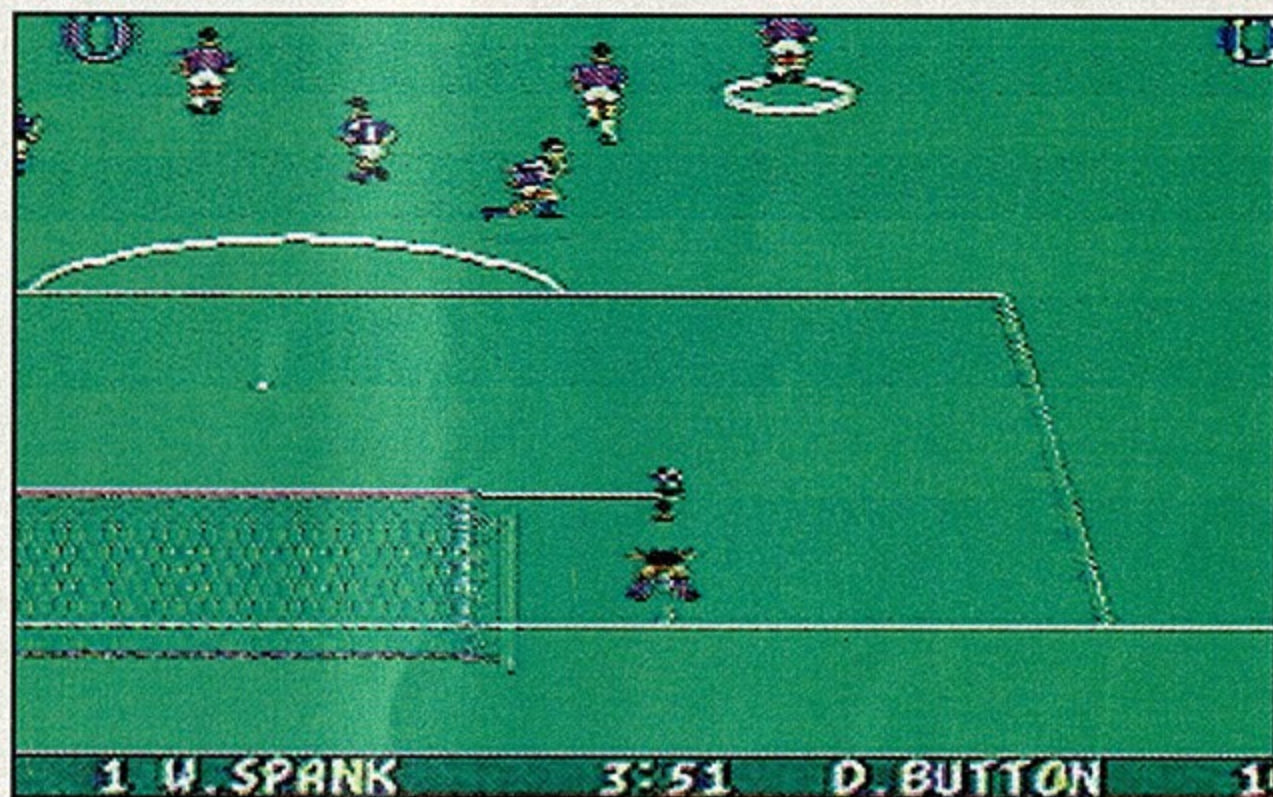
It now looks as if things are going to change as Sega are trying to split this argument three ways. About a year ago the game to be playing on the Nintendo was Striker, programmed by Rage. Even though it was fundamentally flawed due to the fact that it was possible to score every time by kicking the ball from a certain point on the pitch the sheer speed and playability of the game elevated it to classic status. Rage converted it to the Mega Drive under the name of Ultimate Soccer which turned out to be a complete disaster. It was so hopeless and did not even deserve to wipe the bottom of the original game. Having learnt from their mistakes Rage have now pulled out all the stops to bring us what they reckon is going to be the ultimate football game. After nine months of extensive development the end result is nearly ready and we were shown a sneak preview down at Sega's London office. Each match can be viewed from one of three viewpoints; from slightly behind and above the action, from the sidelines, or from above just like Sensi. The ability to change viewpoints like this will automatically eliminate any advantages that might be caused, i.e. in the SNES version it was always better to play down the pitch for some unknown reason.



(Right) It's the main menu, from where you can choose options galore. Perhaps more options than WC USA '94? We'll know next month.



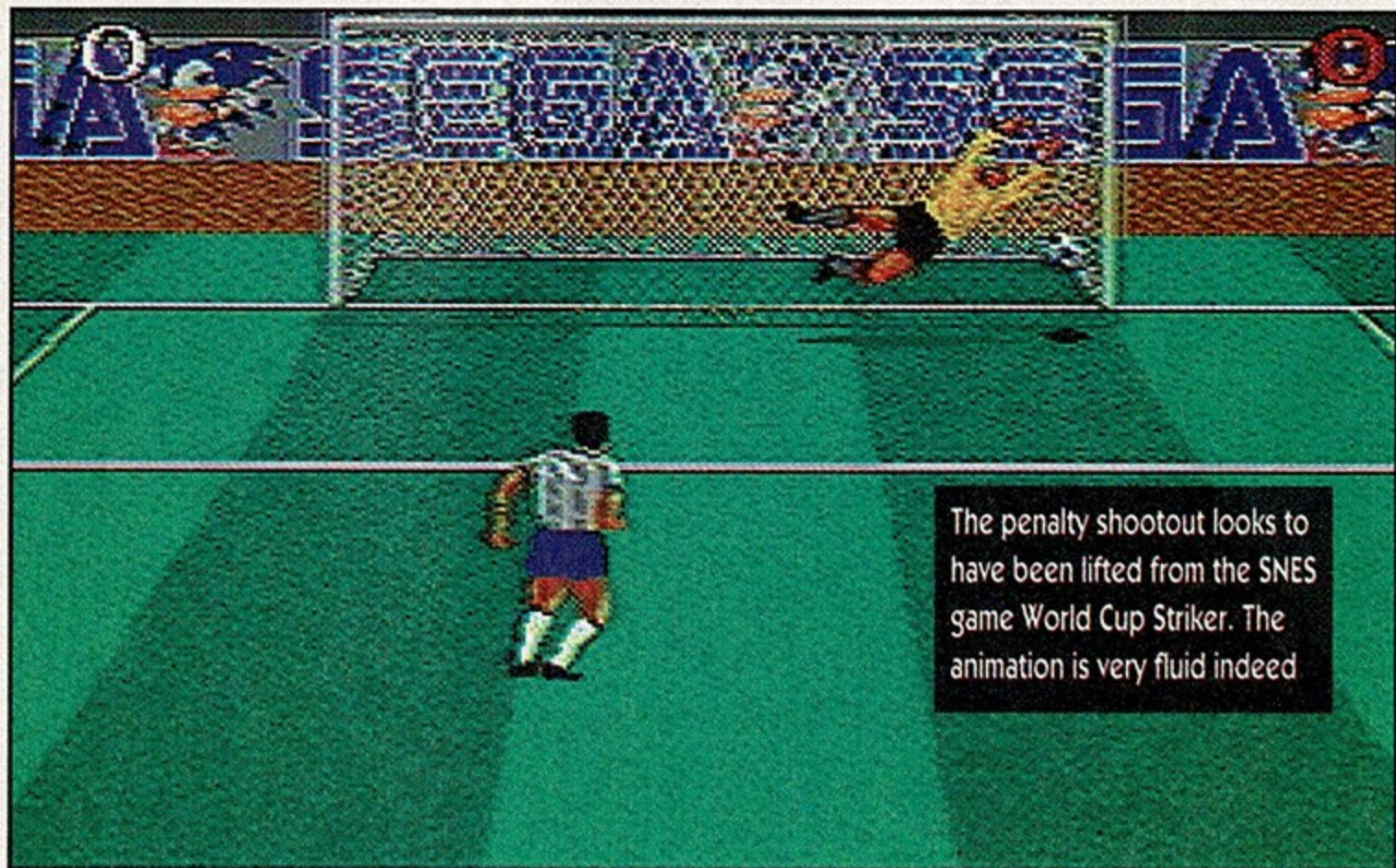
(Right) The goalie prepares to kick the ball back into play. This view is the standard one, but there are two more.



BODIE AND DOYLE

There are 341 different national and international teams to choose from but due to the fact that this game hasn't got

a licence all the names have been changed slightly. Mind you, with a battery backup feature and the ability to rename the players your favourite teams

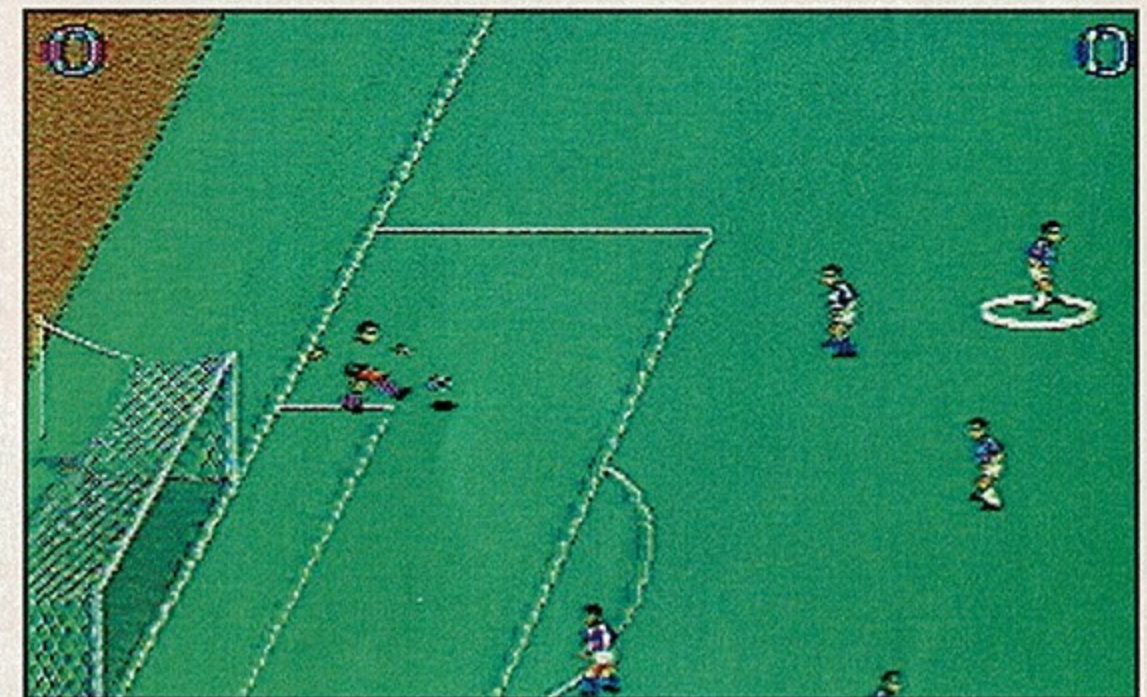




Throw-ins are directed using the helpful trail



(Above) You guessed it, the snow has fallen and left the pitch covered in ice, making playing more difficult



(Above) Again the goalie boots out the ball in a dreary screenshot? Rich, did you grab this game? I thought so!



(Above) Players can be injured, and must be replaced

(Below) In case you can't see you man in overhead view mode, the computer circles him viciously.

(Below) The World Famous, Aston Frilla team. Oh Ho, like we don't know who that's supposed to be (who is it supposed to be? - Miriam) (Hmm, Bloody women - Lee & Rich)



will soon be out in full force. All good sports games have hundreds of statistics and options to mess with, and this is going to be no exception. Everything will be customisable from the colour of the players pants to the formations they play in and the weather on the day of the big match. As well as this there are three different types of match to play, be it an exhibition, league or world cup. Also by simply selecting one option the game magically transforms into a six aside indoor footy extravaganza. As always the infamous aftertouch facility has been programmed in which will no doubt lead to some truly demonic goal scoring set pieces, and probably many in game fights in multi player mode. The main emphasis of the game



has been placed on hopefully getting the playability to be as good as, if not better than, Sensi International. Realism is also a main concern and to make it look as good as possible up to 1,000 frames of animation per player are going to be used. With 12 different soundtracks too it looks as if Striker is shaping up to be a highly commendable product. Only time will tell. The game designers set out to produce the ultimate football game knowing full well the standard of opposition that it would be up against, and next month we'll bring you full details as to how it compares to its contemporaries, namely FIFA and the almighty Sensible Soccer.



ASTERIX

Asterix was a firm favourite when I was a kid and now he's making a come back thanks to the new film that is up and coming

Try to think of some famous French people for a minute. There's Napoleon, Gerard Depardieu, that Sasha Distel bloke, Charles De Gaulle and Asterix. Let's face it, the French aren't famous for their famous people but those that aren't famous are all good at their relative jobs. Napoleon gets a lot of stick for being a short strange bloke but in his time he was good at fighting wars with people. Gerard is a bit of a strange bloke but his films are quite good and Sasha gets all the women going with

his songs. Charlie on the other hand was a top politician bloke and Asterix is famous for running around ancient Gaul beating the hell out of all the Roman centurions that got in his way. Strangely enough, they all have big noses too. Hmmm.

DU PAIN

Out of these five only one of them is about to star in a computer game and guess which one it is? No it's not Sasha Distel it's Asterix. Regular readers will know that he has already starred in a Mega Drive game before and to be honest it wasn't very good. This time the game has been programmed by Core,

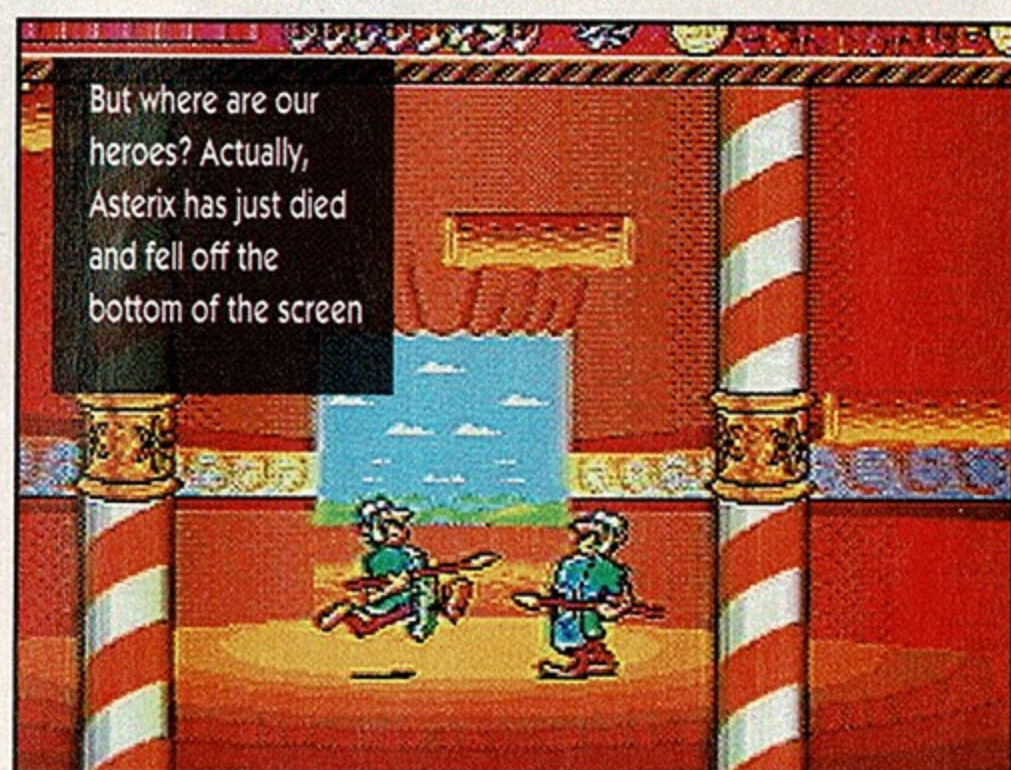
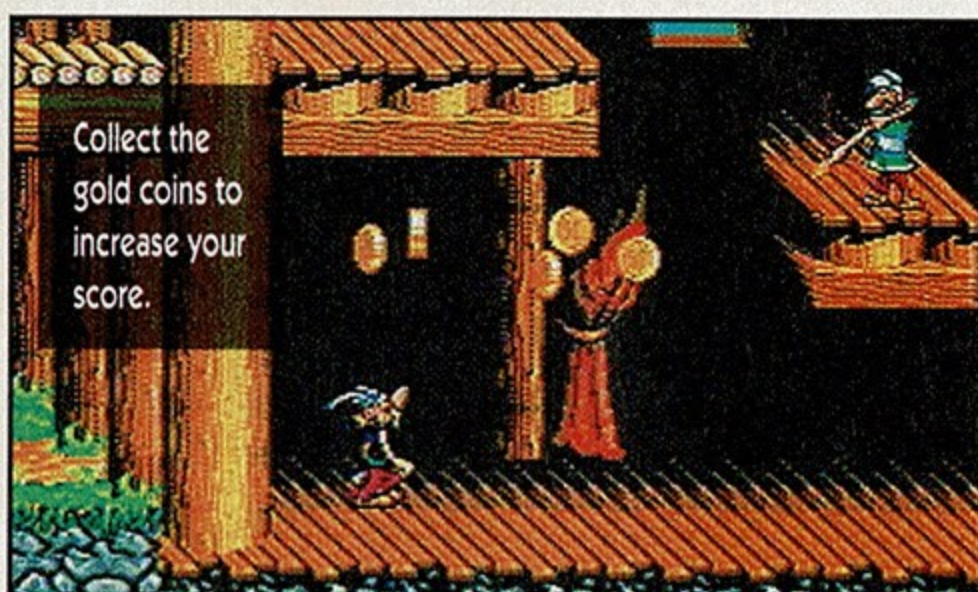
who are well known for their quality games such as Battlecorps, Soul Star and Son Of Chuck.

As you would expect, the game is set in Ancient Gaul, and the heroes are Asterix and Obelix. A quick shuffty around the local village reveals that all is not well. Chief Vitalstatistix has lost his sacred shield and is useless without it. What will he use to stand on now? A chair wouldn't be the same would it? In come the two hapless heroes to save the day once more. The village is surrounded by Roman camps and the only

way to find the shield is to investigate them. Camp Compendium is right next to the village but unfortunately only Romans are allowed to enter so Asterix, Obelix and his ever faithful companion Dogmatix must come up with a plan. In this case the answer is to make a Roman costume by finding various items of clothing from nearby towns.

DU VIN

To do this they'll need a shirt, a Roman skirt and a Centurion's shield. Each of



(Left) The chief explains his dilemma at the start of the game. Without his shield he has no pride or something, so you'd better go and find it eh?

(Right) You select your next destination from the map by walking around. As in the books, the place names are all hilarious. Honestly.



AND THE POWER OF THE GODS

these three items are hidden away in separate villages and there are many Romans and other obstacles in the way. In true Asterix style the characters both have superhuman strength thanks to Getafix's magic potions and they can

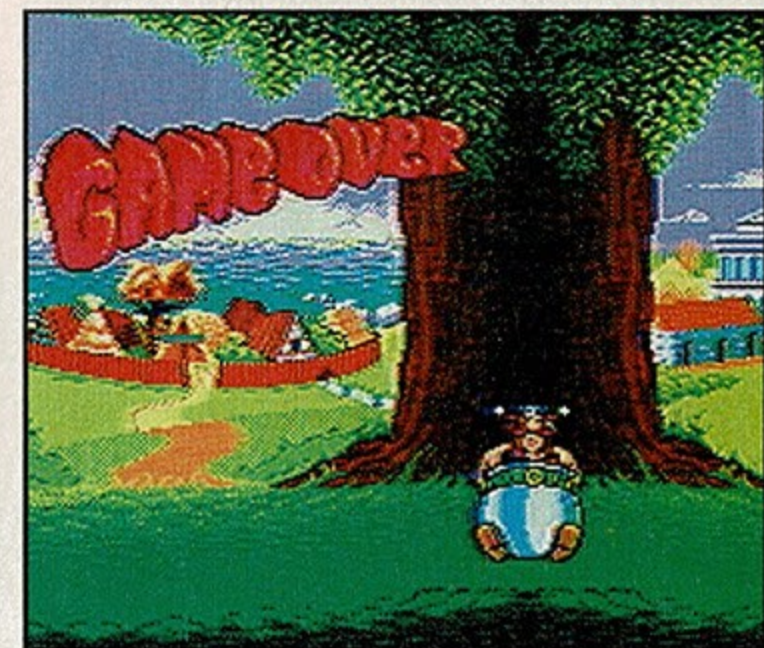
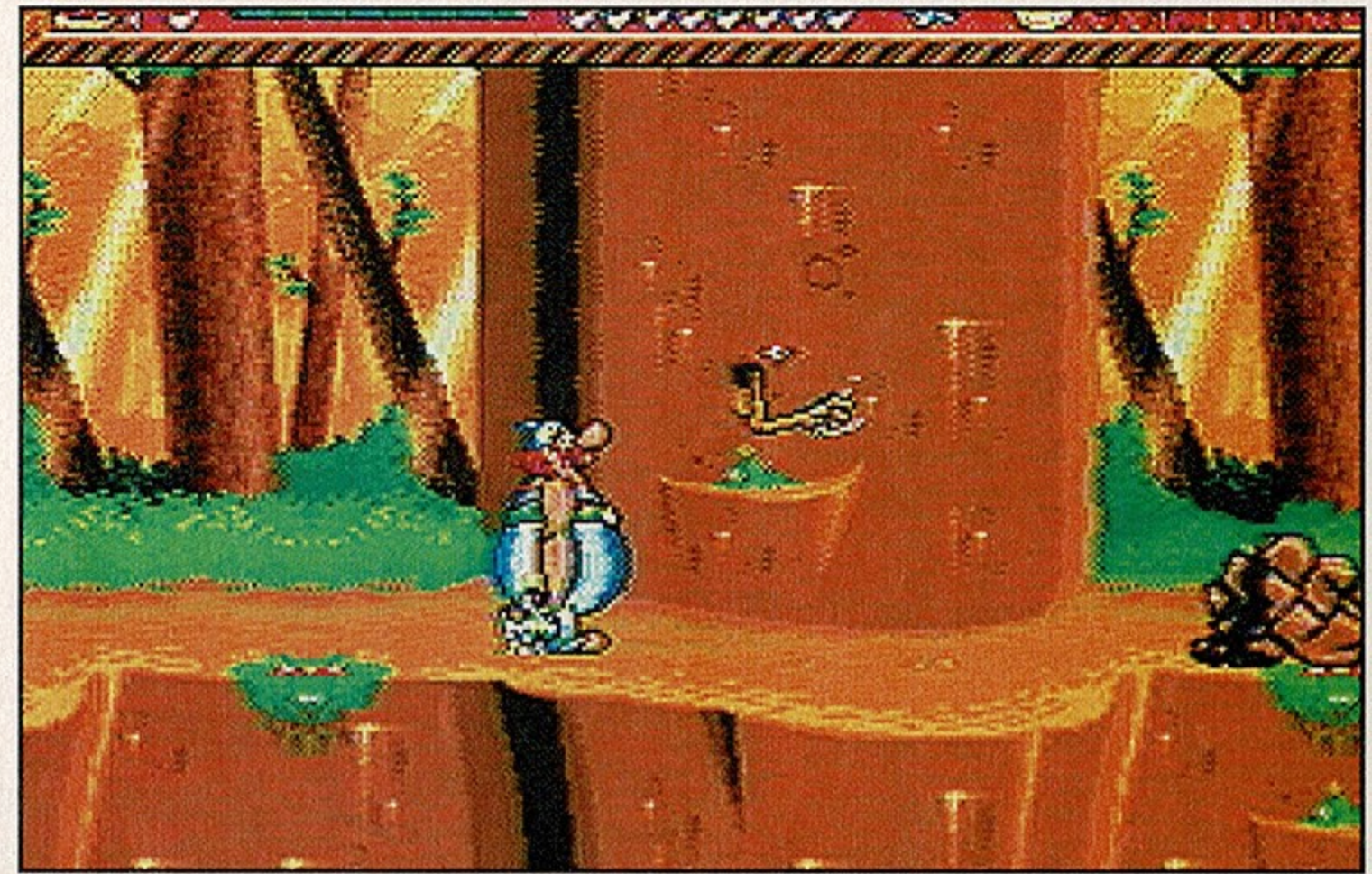
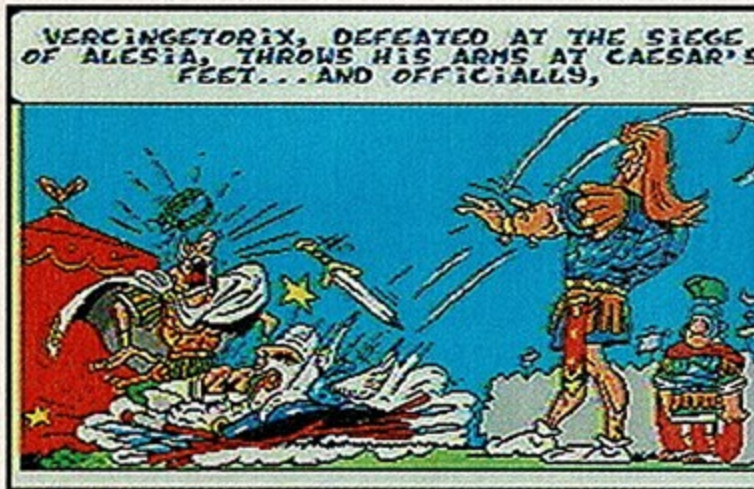
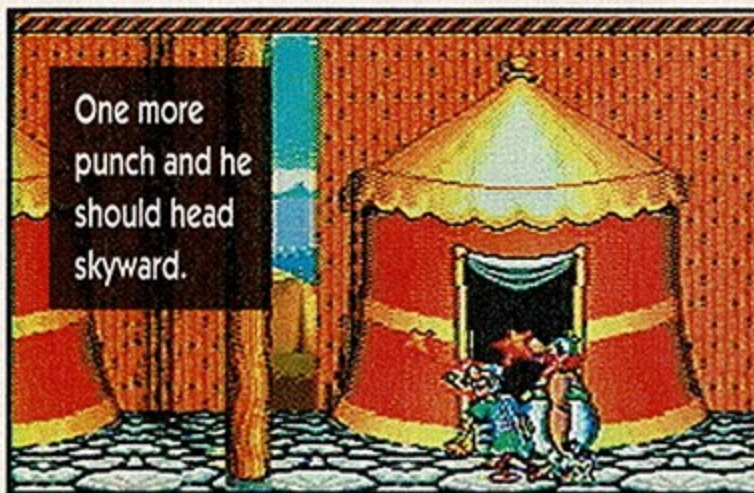
easily smack the opposition into outer space with a well placed uppercut. Even though Asterix is a platform game the emphasis is on puzzle solving rather than testing the player's platform skills. By manipulating the various objects that they find on their quest the team will slowly progress and eventually put an end to the Chief's dilemma.

DU PONT TEFLON

Graphically Asterix looks just like one of the cartoons with the characters being faithfully represented. Having said this I must also draw your attention to the in game music. There are about twenty classical pieces to be found here and they have all been superbly recreated using the humble Mega Drive sound chip. Even complete ignoramuses (or is that ignoramii?) such as myself will know at least a couple of the pieces. The game itself looks as if it is shaping up very nicely indeed and should be out in a couple of months, just in time to tie in with the new

film with good old Craig Charles doing the voice of Asterix. Can't imagine him with a French accent myself, but then again I'm no Bobby Davro either. Thankfully.

(Below) Watch out for the things that live inside trees, they have a nasty habit of hitting you off cliff paths into the sea to your doom.





POWER R

These guys get everywhere. Bubble bath, bed spreads, toilet brushes and now onto the Mega CD. Let's Morph!

Have you ever noticed how kid's fads seem to get more violent? The Simpsons was OK but Bart was a bit of a brat. Then came the Teenage Mutant Hero Turtles who packed a bit of punch and attitude. Suddenly, as if by magic, WWF became increasingly more popular with kids re-enacting moves in the playground much to the horror of their parents and teachers. Now the action has turned to the Mighty Morphin' Power Rangers, five teenage kids who go to school, dance a bit, and then morph and kick the living hell out of invading aliens! I know it's sad but I have to admit to liking Power Rangers on the telly. Forget the sad Beverly Hills 90210 bits at the start, the best bit is when the fighting begins.

MORPHIN'

Here's a typical Power Rangers plot. The kids are having an average day at school when suddenly Empress Rita decides to try to destroy the Power Rangers once more using creatures made from mud. Oh no! What will they do? Hordes of invading aliens steam in and start attacking the five kids. Then, in the nick of time they manage to activate their belt buckles and morph into the Power Rangers. Hooray! Then there is some serious fighting and the Rangers win the day. Just as they defeat the head of the invading force, Rita gets

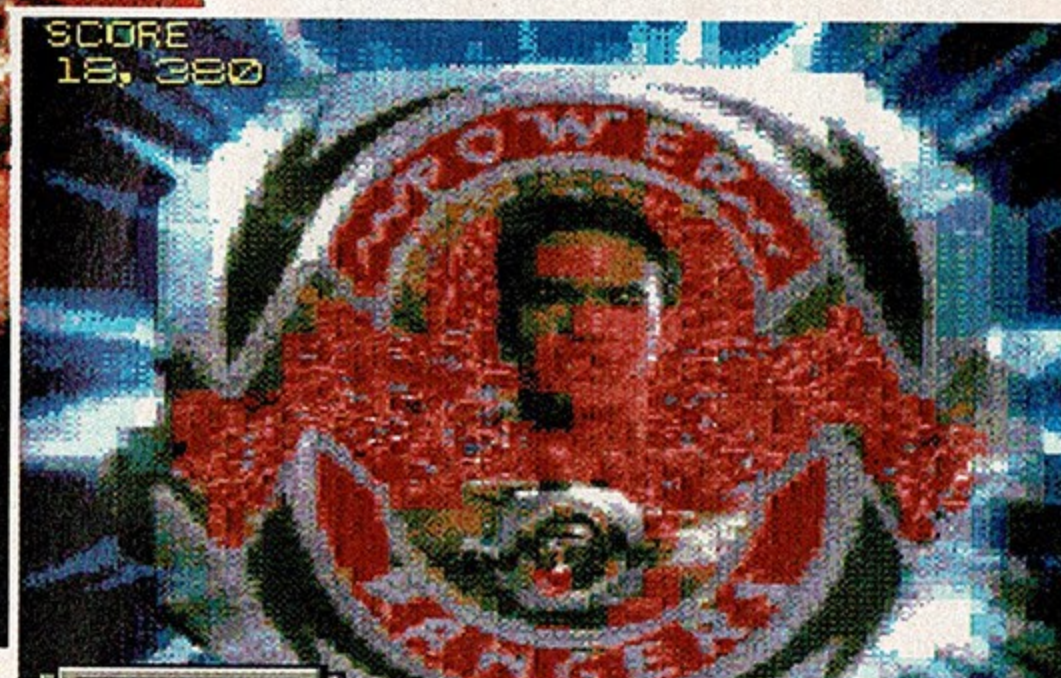
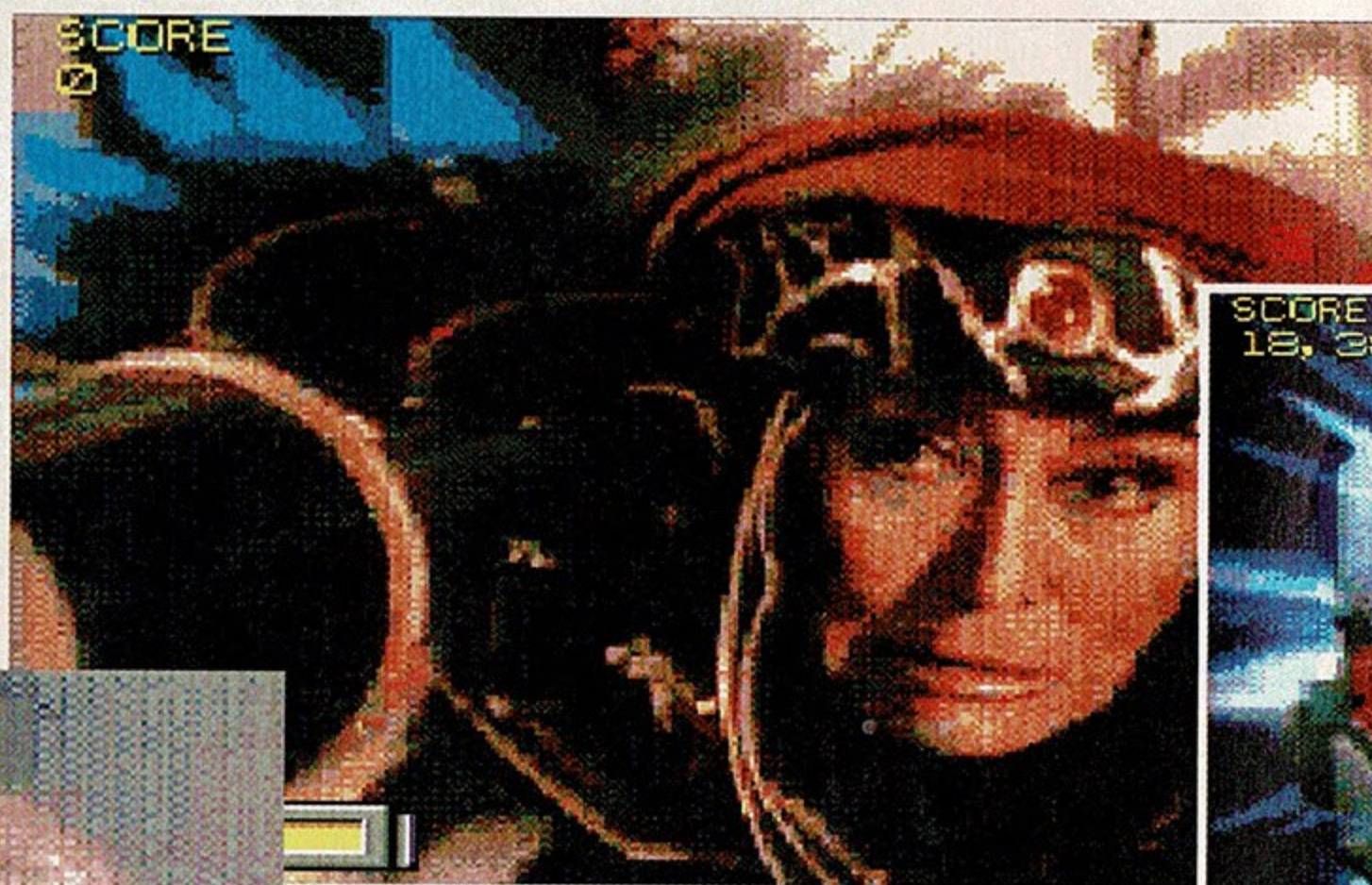
mad and throws her magic staff across the galaxy and into the ground. Suddenly the alien leader is revived and he grows to a humungous size. Are the Power Rangers scared? No they're not because they have dinosaur power! By raising their hands five mechanical dinosaurs rise from the ground and they each jump in their respective vehicle. Separately they are always completely hopeless so they then join the vehicles into the Megazord, a towering robot that doesn't look anything like a bloke in a cheap suit with a couple of boxes taped to his arms and legs. Honest, it doesn't. Then they find that they still can't win so they summon the power sword, have a mighty scrap, win, and then go back to school at the end of the day. Great stuff. Fans of the series will be pleased to know that playing the Mega CD version is just like watching a few episodes of the series. Actually, it is exactly like

watching a few episodes as they have been digitised and are replayed using FMV. Scenes have been taken from eight of the episodes and the result is the most curious Dragon's Lair clone ever. During the fight scenes the player is prompted to press a joystick direction or a specific button. Get it wrong and the rangers lose some energy. Get it right and you don't lose any energy. When the Rangers have no energy the game is over and Rita has won.

All of your favourite Ranger bad guys have been included and all the best fight scenes have been incorporated into the game to make it as fast and furious as possible. The Green Ranger even puts in an appearance, starting off as a normal kid who gets captured and mutated. This guy causes all manner of problems until he is finally defeated, when he sees the light and decides to play on the good guys team instead.

DINO POWER NOW!

I had great fun when playing an early version of this (Yes, but you're sad - Lee) as it is a great idea tying in tried and tested gameplay with the latest craze. Let's just hope the final product overcomes any doubts about its stability. We shall find out next month when I'll get another chance to run around the office pretending I'm the Megazord again.



(Left) The bloke from the Smash advert makes an appearance as the robotic pal of your mentor.

(Right) We're dead hard, and we'll now fly into the air and collect our dinosaur plastic models. Hmm, still some caption space left, so a little idle banter, and it's full. Easy.



ANGERS CD

(Right) The green rangers makes an appearance early in the game. He's a bad guy you know, but by winning him over he will join your team.



(Left) After showing the Green Ranger the error of his ways, he decides to join the team, and help fight against Rita



(Left) Hey look, the power rangers are joining their different dinosaurs together to make the Megazord. It's not like they do that every bloody week though is it?

(Right) Hit A now to save Zack (the black ranger) from losing any energy

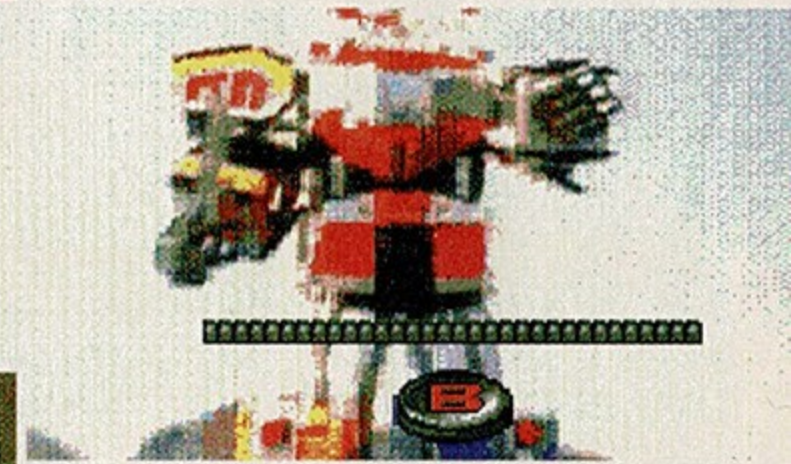


(Left) Oh no! Rita has been freed, and will now attempt to conquer the Earth with her mighty staff!

(Right) Jason, the Red Ranger, has been stripped of his belt buckle so can't morph, and must fight these two blokes without his Ranger powers.



(Right) Hit all the buttons quickly to charge up your meter and prevent damage from the coming blow.



(Left) Even though Tommy kicks all the Aliens' asses, the witch Rita still manages to capture him and turn him into the green ranger.



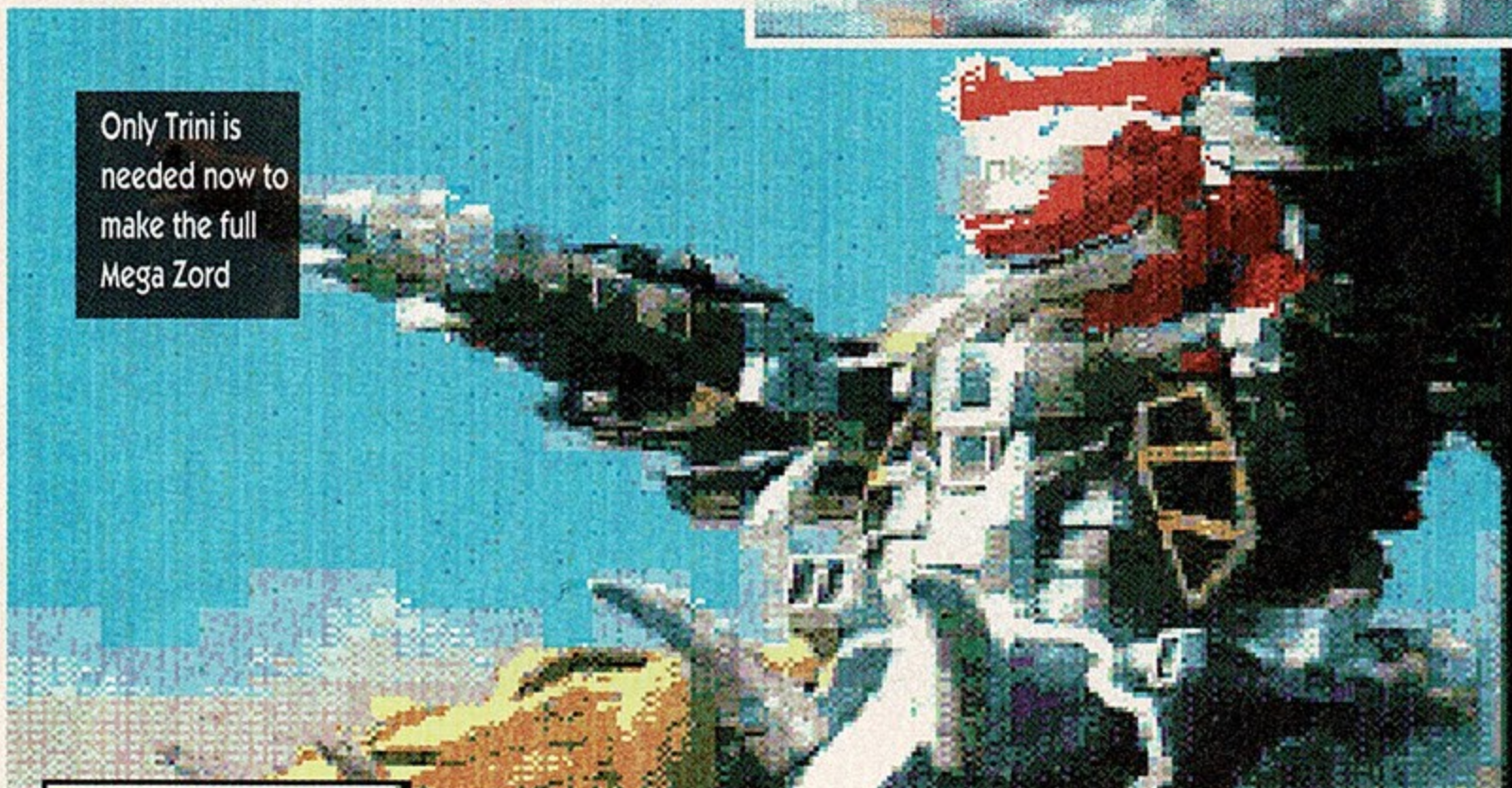
(Left) Quite why you have to fight as Tommy is beyond me, because he still becomes the Green Evil Ranger anyway!

(Right) The kids have jumped into their dinosaurs, and will probably be joining up into the MegaZord again real soon.



Evil alien blokes yesterday. Probably. Or something.

Only Trini is needed now to make the full Mega Zord



Who is the fastest creature in the known Universe? Lee when they call last orders? No. Rich when he's being attacked by the cleaner? No. This could go on forever. It's Road Runner OK? Like it or lump it.

Forget Tom and Jerry, Sylvester and Tweety, and all the others, the best cartoon where an incompetent assailant always gets outwitted by the intended victim is definitely Road Runner. Poor old Wile E. Coyote always tries his hardest to get that darned bird but he always fails miserably and everyone feels sorry for him as he plummets miles down to the ground yet again. He has some truly ingenious ideas and builds amazingly devious contraptions to catch the stupid bird but he always fails. Even in his previous incarnation as Ralph the wolf where he had to steal sheep from

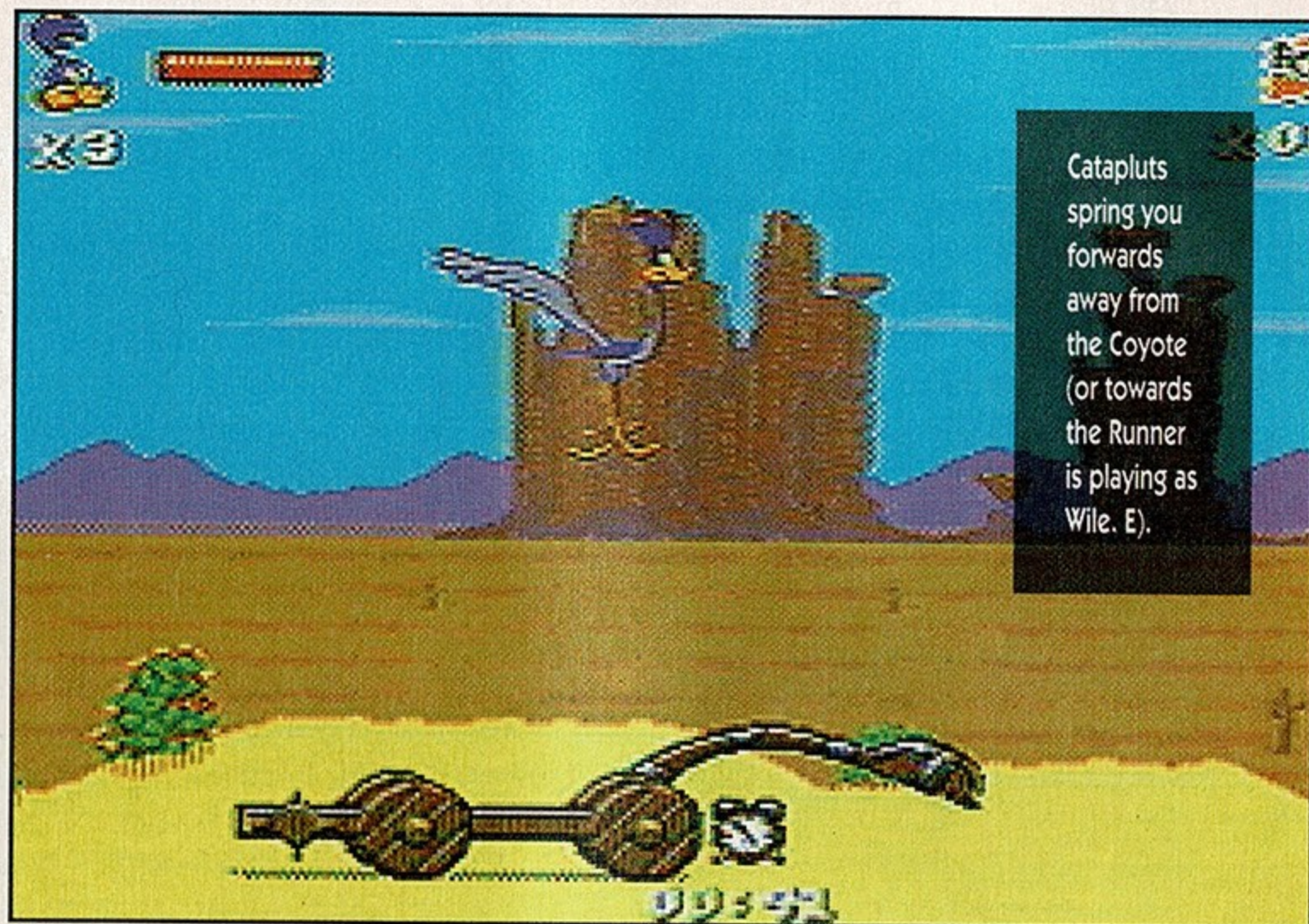
underneath the watchful eye of his flatmate Sam he was totally unsuccessful in every way and always went home empty handed and sore headed.

CANIS RAVENOUS

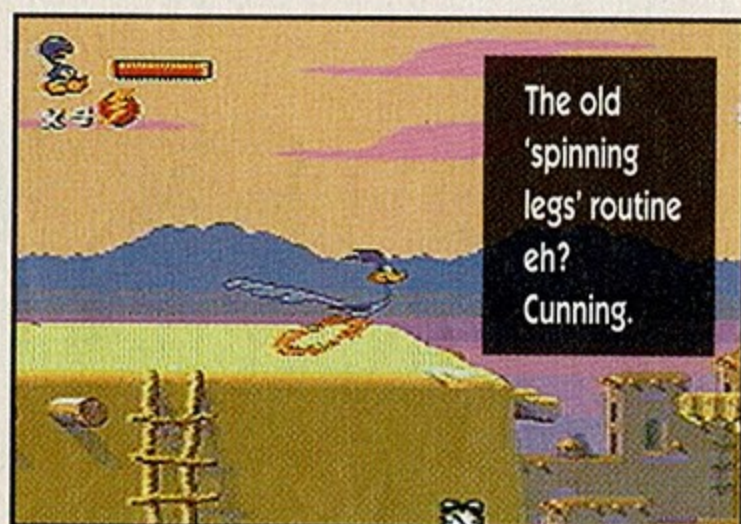
Now it is time for Wile E. fans to join together and rise up against the tyranny of his oppressors as we now finally get a chance to help our eternally suffering hero finally catch the Road Runner! It never happened in the original cartoons but in the game it can be done and that speedy blue bird finally gets his comeuppance.

The game can be played as either the Road Runner or Wile E. and the objective is different depending on which character you choose. As Road Runner you must simply run as fast as possible to the exit. Along the way there are hundreds of Acme stamps which can be collected for bonus points as well as some vital bird seed and Acme boxes. Run past these boxes and Wile E. will spring out using one of his infamous contraptions. If he touches R.R. at any point then he has finally caught his bird and you'll lose a life. Alternatively the game can be played as Wile E. Coyote himself and the objective is to catch that blasted speedy menace once and for all, and then to reach the level's exit. He can run, though obviously not as fast as Road Runner, and he can pounce but he

ROAD



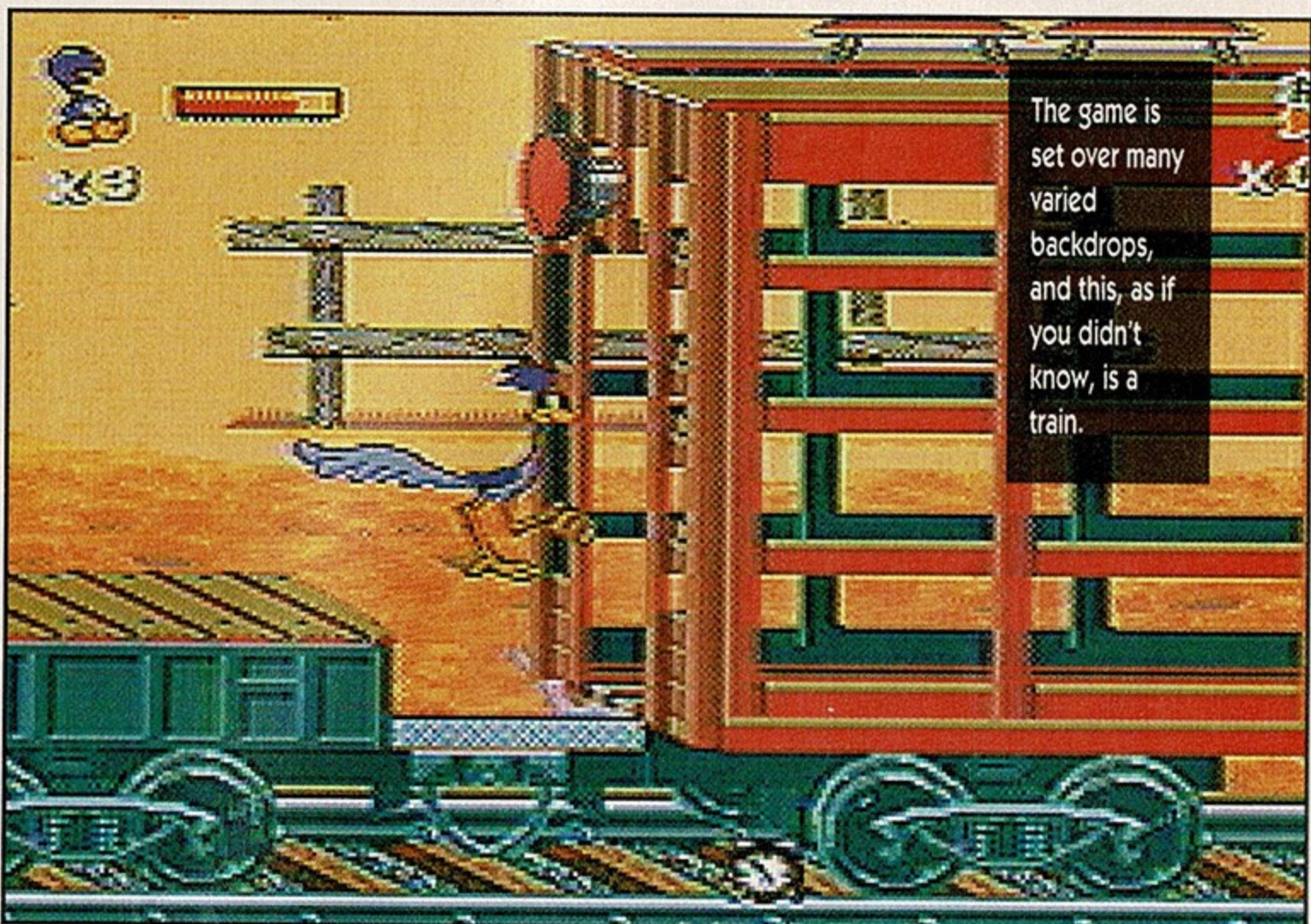
Catapults spring you forwards away from the Coyote (or towards the Runner is playing as Wile E.).



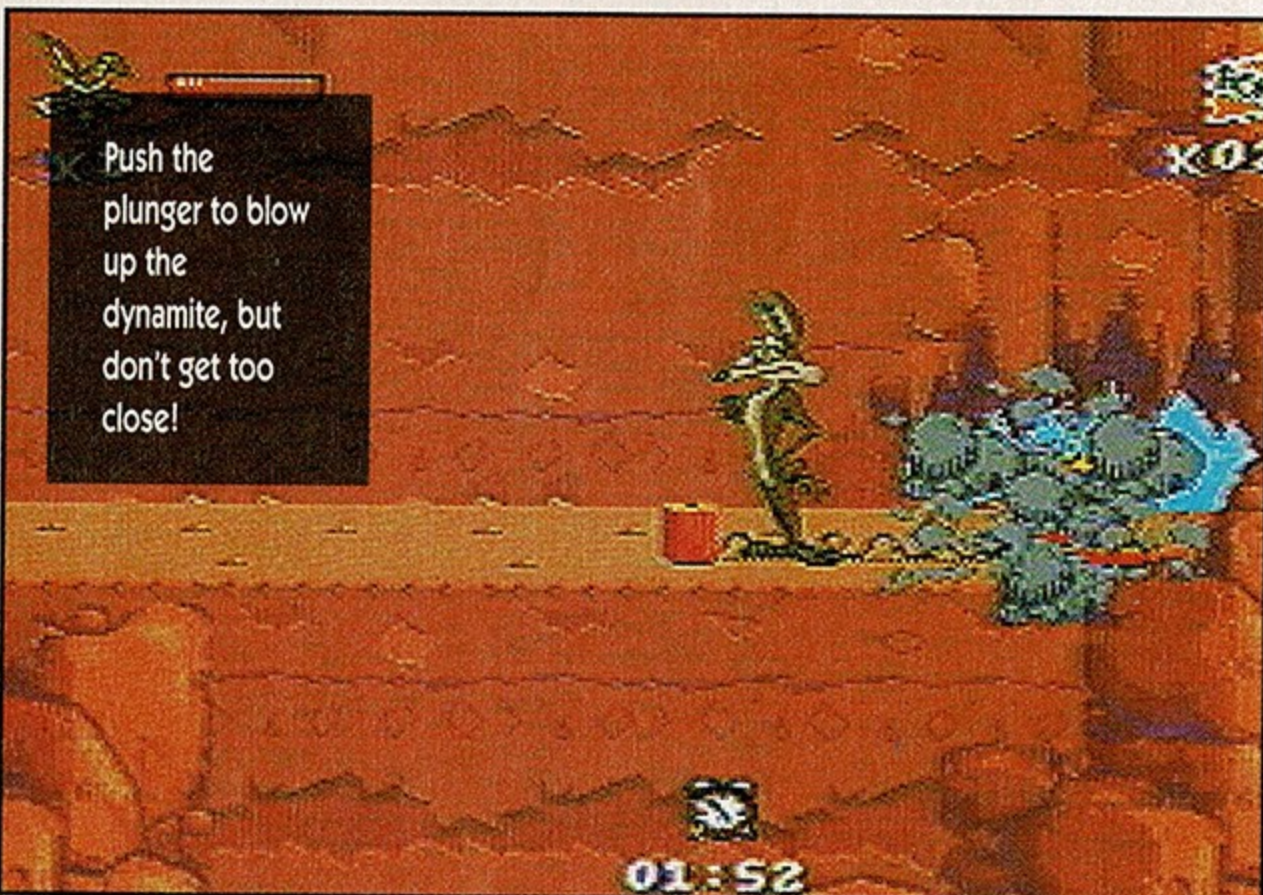
The old 'spinning legs' routine eh? Cunning.



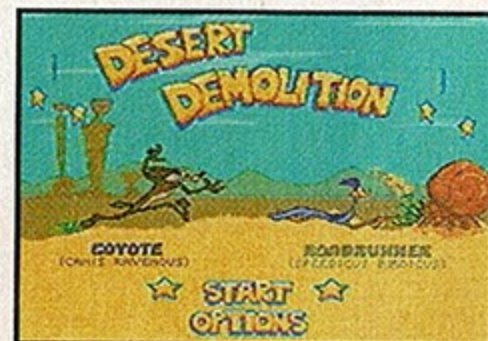
Wile E. bites the dust. Big Time.



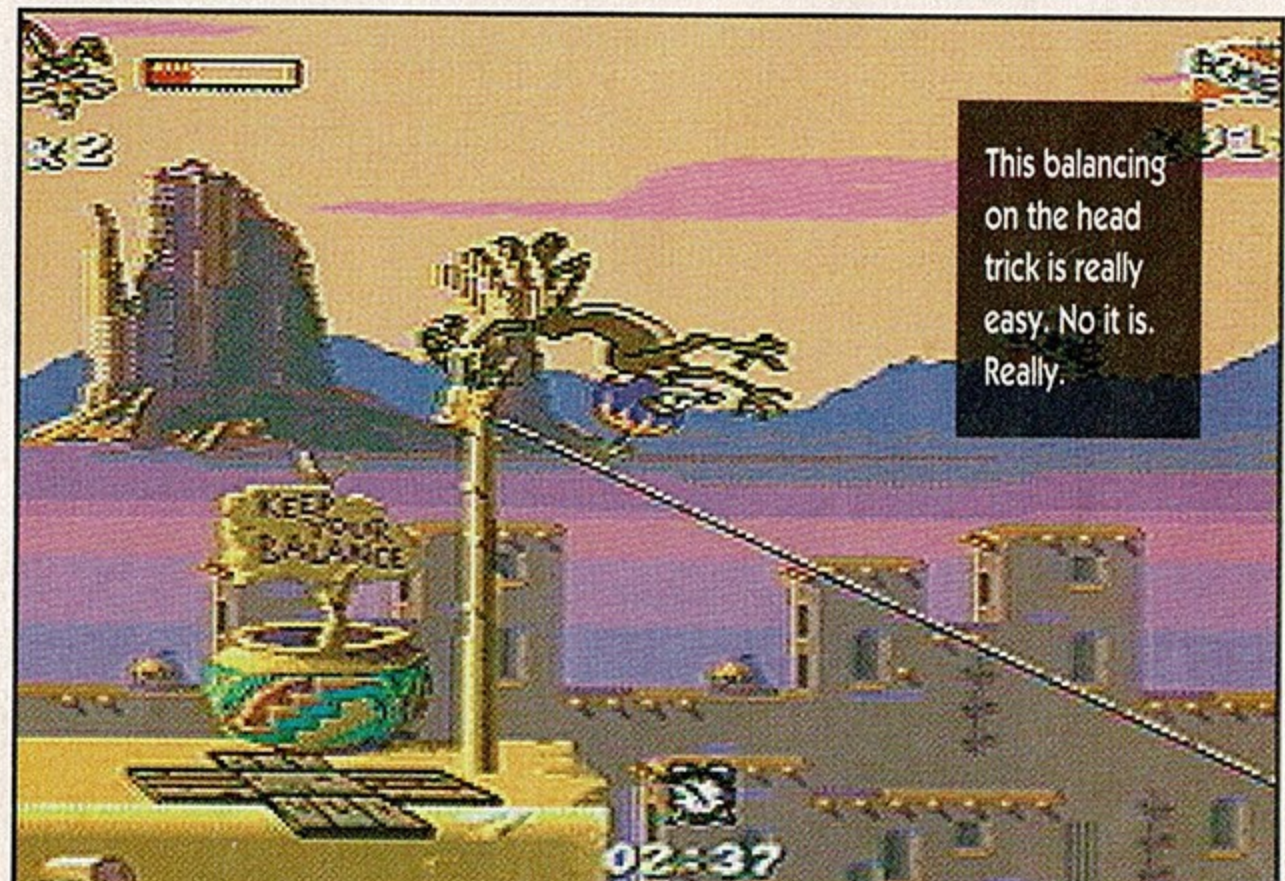
The game is set over many varied backdrops, and this, as if you didn't know, is a train.



Push the plunger to blow up the dynamite, but don't get too close!

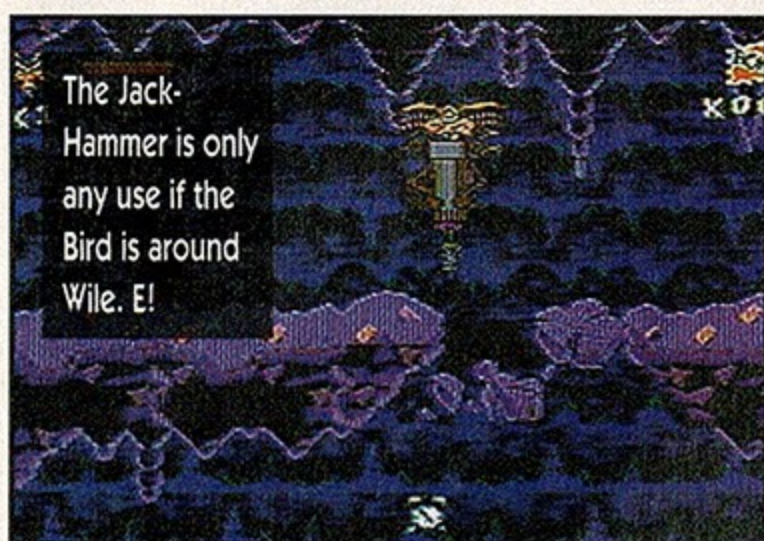


(Below) The Runner faces a huge chasm, wrong turn methinks!

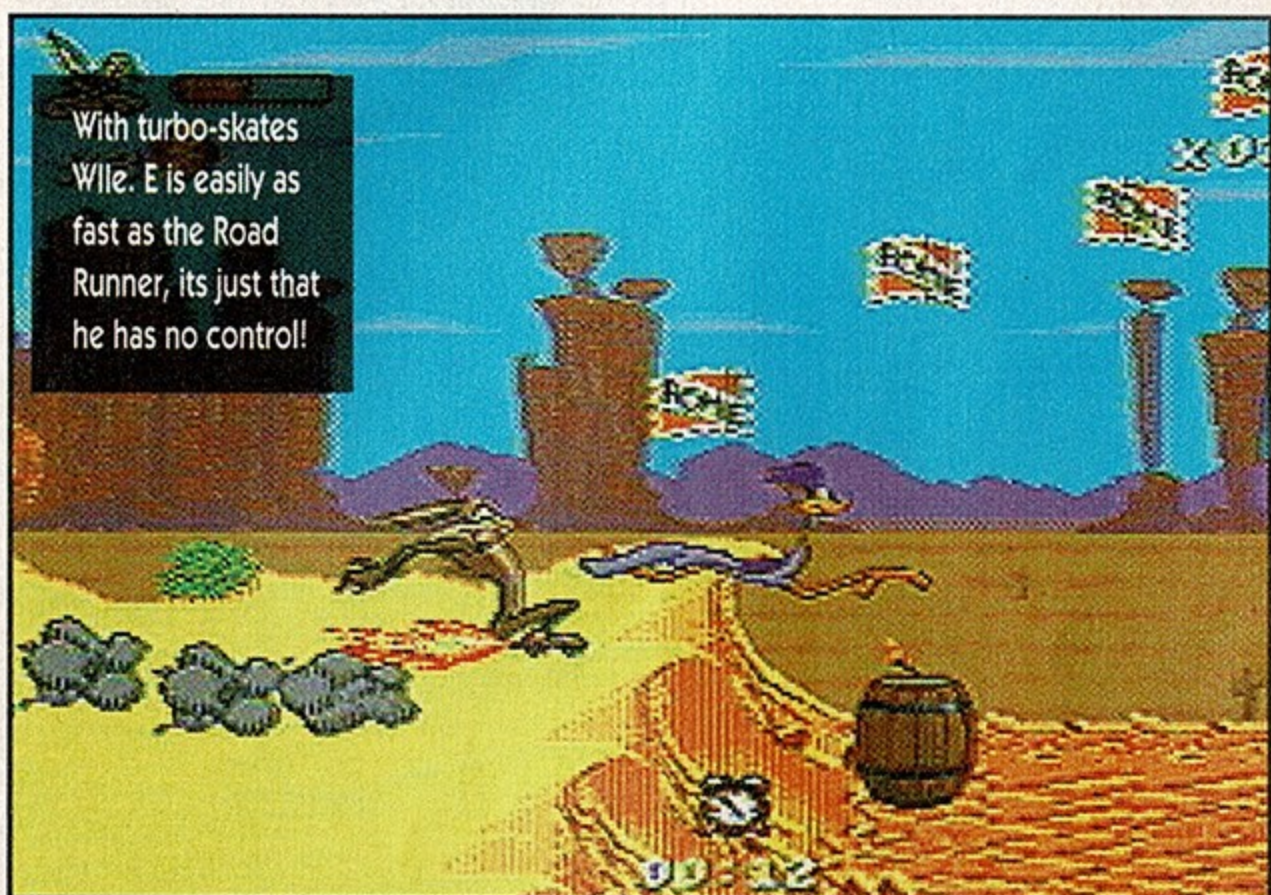


This balancing on the head trick is really easy. No it is. Really.

RUNNER



nearly always misses and falls flat on his face. Again there are many boxes dotted around the levels and by jumping into them Wile E. can crack them open and put the contents to good use. Most of these items are straight from the cartoons such as the rocket boots and the green dinosaur costume, and they are all completely hilarious and insane!



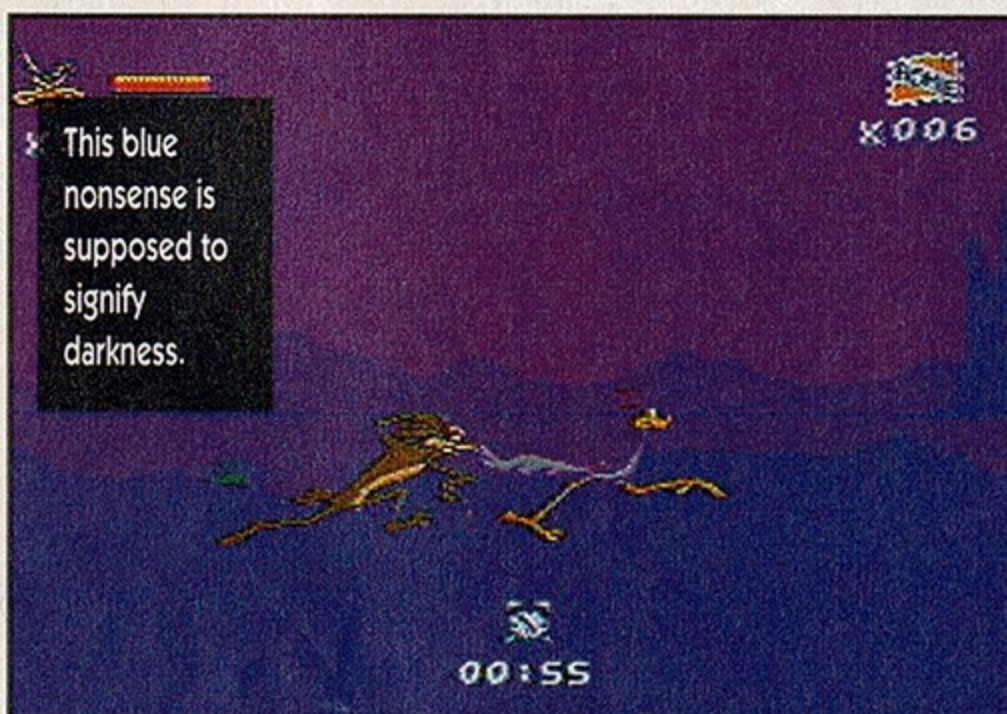
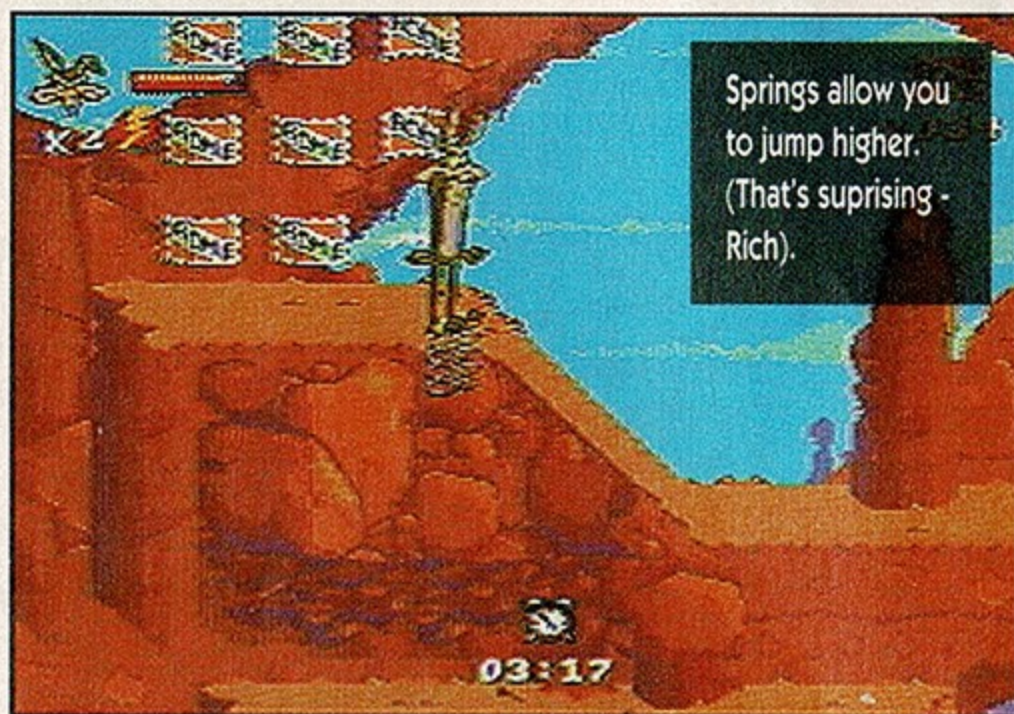
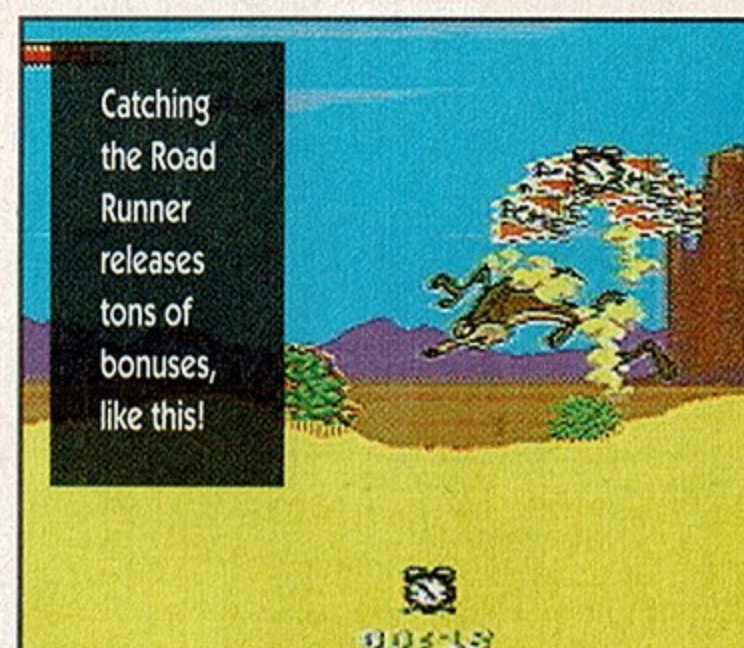
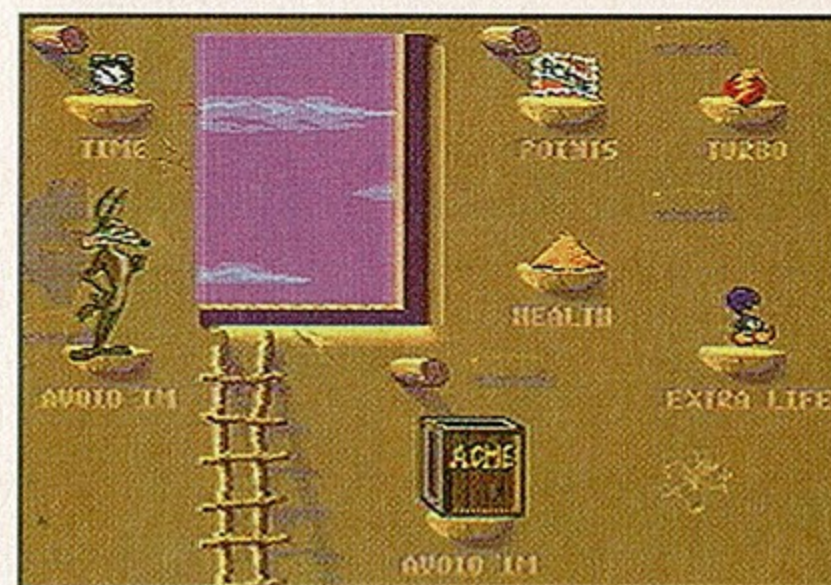
Put the boots on and he'll zoom off at ludicrous speed, probably missing Road Runner altogether. The spring boots make him look supremely stupid and

help him jump to outrageous heights.

SPEEDICUS BIRDICUS

Other items include a helmet with a wheel on top. At first it seems that this is completely useless until you reach a tight rope. Here Wile E. must jump on the rope upside down and waggle his legs around in a desperate bid to keep balancing on his head as he travels down the wire.

Without a doubt it looks as if Road Runner is going to be the most accurate cartoon conversion yet. It may seem impossible to capture the madcap antics of the two stars but from what we've seen it looks as if the programmers of this title have done it. If you like the cartoons and don't mind playing a game that is completely mental then this is well worth keeping an eye out for. Watch out for a full review in next month's issue of Mega for the complete lowdown.



(Left) Springs help you make the end of the level faster by pushing you on your way.

(Right) You'd never have guessed would you. It's the map of all the levels!



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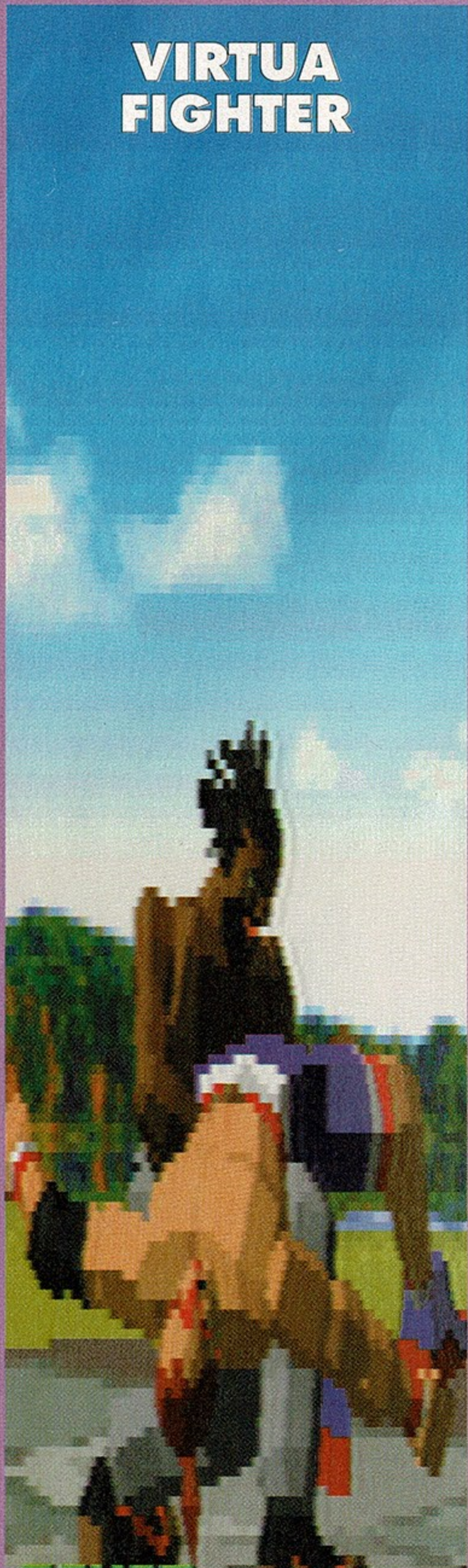
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WOT A SATURN STUNNNA!

REVIEWS

VIRTUA FIGHTER



LEE

Virtua Fighting fever has hit the office with the arrival of the brand new Saturn. Already Lee has demonstrated time after time that he is annoyingly good with Wolf, much to Rich's dismay. Rich's supreme excellence and grace as Pai is sadly put to shame as Lee repeatedly barges him to the ground and jumps on him. (Look Rich, stop writing this stuff as if to make out you're good and get on with it - Lee) What else has Lee got up to since we all last met? Absolutely nothing as all he does is sit in the corner on a little mushroom all day long wearing a big red

METAL HEAD



RICH

Rich has had many adventures over the last few weeks but they're all top secret so if we told you we'd have to come and kill you afterwards and we can't have that now can we? No, so let's talk about something else quickly. Can you believe that last month some girl came up to him and asked him if he was famous. In order to get rid of her he said that he was in Status Quo and she believed him! Talk about sad. Time for him to get that hair cut I reckon. Either that or have a face lift

ROAD RASH III



MIRIAM

Once again Miriam's exploits have shocked all that know her. At the office Christmas party she ended up a little bit the worse for wear and her condition wasn't helped when a member of staff who shall remain nameless accidentally knocked her out cold! Needless to say, at least one person had quite a bad headache the next morning. She's also just got back from the states having been all around Graceland and now the whole office is filled with various items of Elvis memorabilia.

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MANSELL'S INDY CAR	48
MEGA SWIV	50
METAL HEAD	30
ROAD RASH 3	45
VIRTUA FIGHTER	38

From: SEGA
Release: Feb/Mar
Price: £59.99
Levels: 15 Missions
Players: 1

METAL HEAD

By all accounts the future is going to be a dark and violent place. Have you ever played a futuristic game where everyone is nice and happy? I don't think so

The future is always painted as a bleak place, and this is no exception. Corruption is rife in the high ranks of the government and some nasty low life scum has gone and allowed international terrorists to get their hands on hundreds of fully functional mechs, all armed to the teeth. The terrorists have now taken over an entire city, and as chief of the Metal Head force it is your sole responsibility to take control of the latest mech unit and take to the streets in order to stop the wrongdoers dead in their tracks. At first glance Metal Head looks like a futuristic version of Doom. All the buildings and walls are texture mapped and the fundamental gameplay simply involves running around with all guns blazing. The difference is that in Doom the sole objective was to get out of each level in one piece. Metal Head on the

other hand is split into a number of stages, each of which is divided up into about 3 missions. **A TOTAL METAL HEAD** The first mission simply involves destroying all terrorist mechs in the area. The scanner at the top left of the screen automatically changes range so it is always possible to tell the location of at least one mech, making this mission incredibly easy. Gradually things get more complicated as the boss sends you on reconnaissance missions, demands that specific targets are destroyed or asks you to seek and eliminate enemy leaders. The Metal Head has two arms, both of which can carry weapons and it can

also carry another external weapon such as a flying mine. Some of these weapons have limited usage but the bog standard chain gun has an infinite supply of ammo which is very handy indeed. Between stages the shop appears where there are many different weapons available to buy, and power ups are available too. When a bad guy is finally nailed it doesn't just disappear, instead it explodes into many tiny pieces which fly



No matter how good the intentions of scientists their results are always put to destructive effect by the military. Would they have split the atom if they realised the terrible effects their actions could cause? Probably not. Similarly, according to the people who wrote this game, when scientists developed mechanised robots (mechs for short) along came the army, bolted on some weapons and made walking killing machines.



off in all directions and blow up as they land on the ground. Some of these explosions are truly spectacular, especially the Jeep where the passengers come flying out.

All the graphics are generated using polygons rather like Virtua racing, and there are many different viewpoints to play with. The simplest is the in cockpit view as it has the most comprehensive head up display but when on search and destroy missions the overhead view can come in handy as it enables you to see much further than normal.

The overall effect of the various views and the texture mapping is quite phenomenal and certainly shows that the Mega 32X is capable of producing some visually stunning products. As if this wasn't enough the sheer volume of in game speech is quite overwhelming.

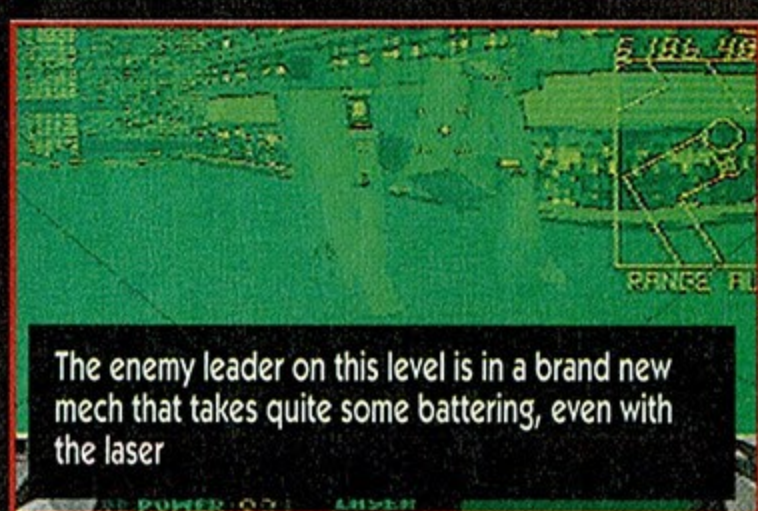
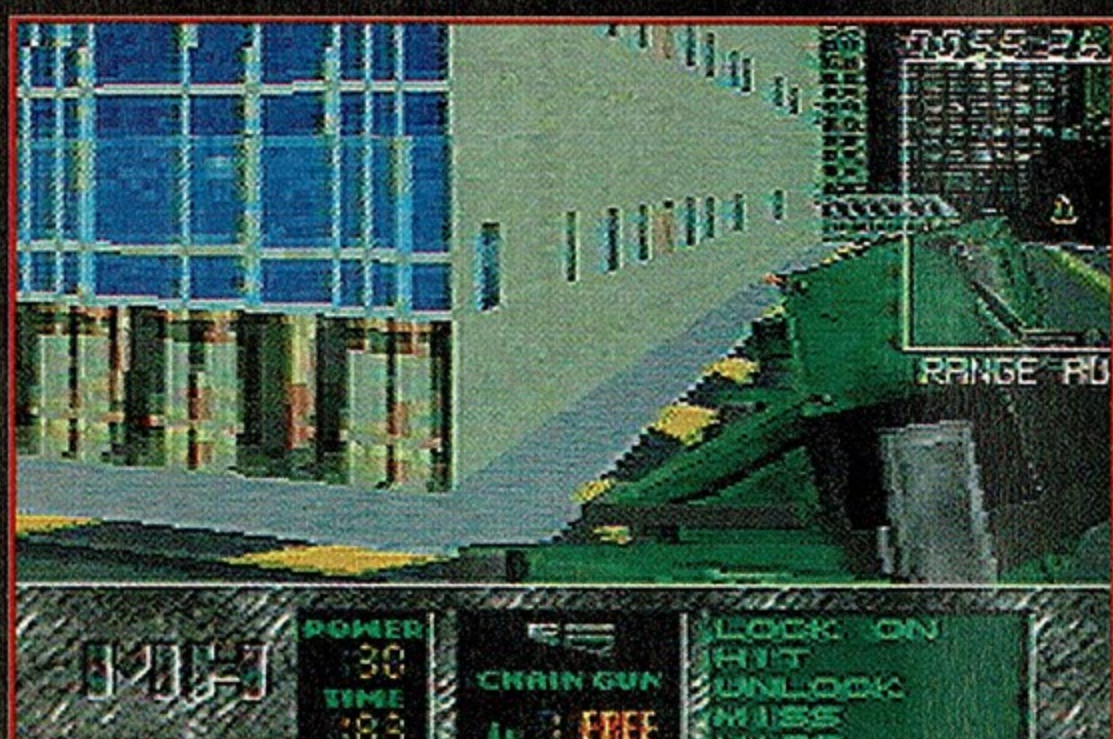
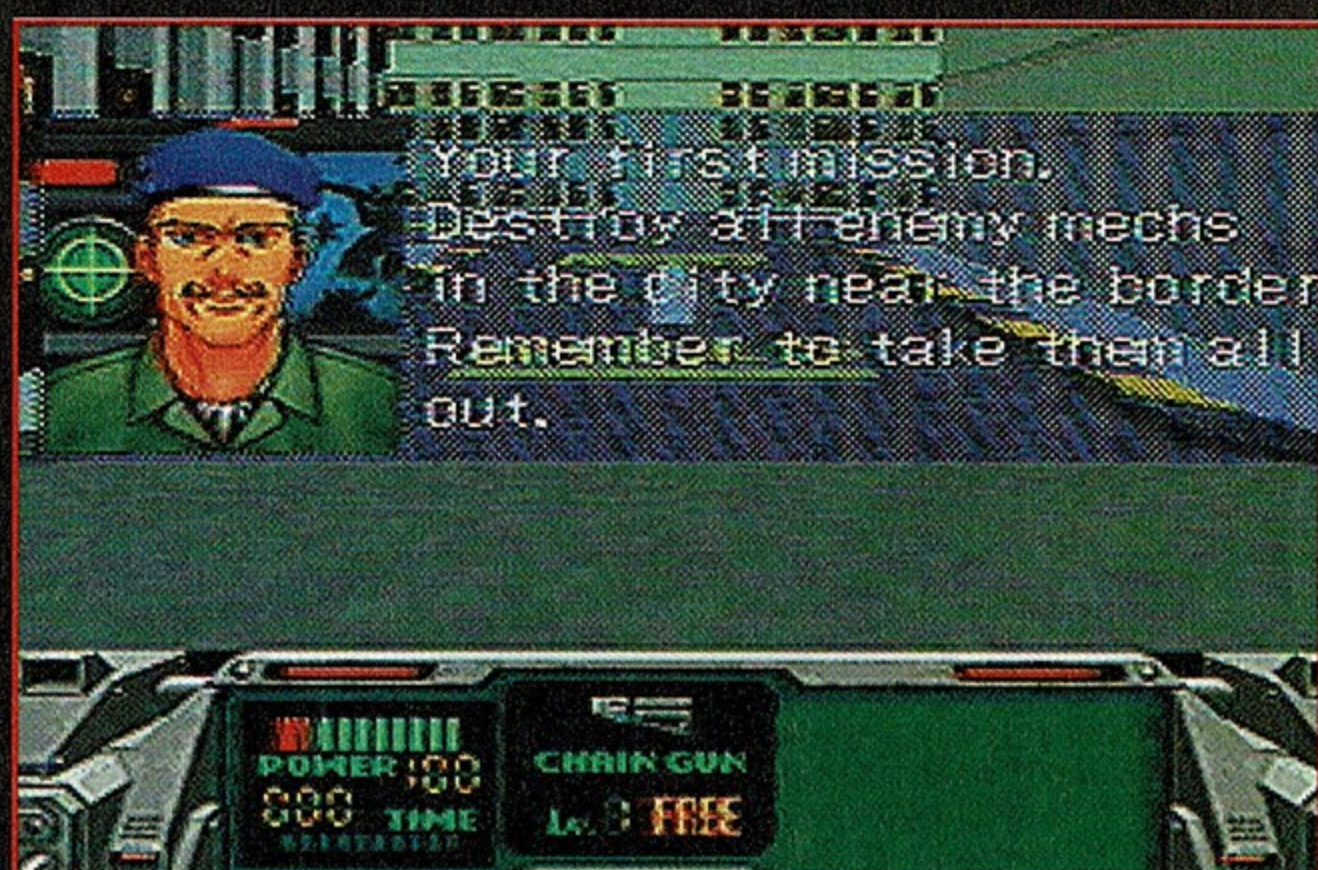
It's just a shame the sample quality isn't as high as it could have been. Can't have everything I suppose.

PARTY ON

The graphics, speech and excellent sound effects all combine to produce a foreboding atmosphere which greatly enhances the gameplay. At one point after destroying some mechs the commander pops up on the radio saying that bombers will assist by strafing the area. Lo and behold, as if from nowhere, these two bombers swoop down out of the sky and fill the whole area with raging fires. Later on one of the missions involves finding an enemy base and then guiding an assault helicopter to it in order to blast the door down. This adds a great deal of variation to the gameplay but even so

its longevity is quite dubious. To be honest once someone has completed it it's very doubtful that they will ever come back to it and at sixty pounds I can't help thinking that it is just too expensive for most players. Metal Head isn't exactly what you would call a

(Right) A simple enough task to carry out if you ask me



(Left) And here we have another equally useless camera angle. Did Oliver Stone help design this game?

(Below) There she blows!

(Right) You must guide the chopper to a bunker entrance so it can blast the doors open

(Below) A secret entrance has been located and the only way to open it is to destroy a giant fuel tanker in front of the entrance





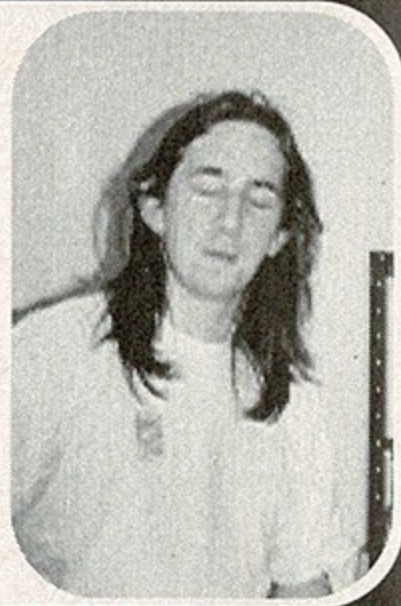
classic title but it does put the 32X through its paces and the overall effect is quite involving. This could be described as the thinking man's Doom, but unfortunately Doom is better on both the gameplay and presentation sides. If you have a copy of Doom then it would be worth your while to check this highly polished title out. If you have a 32X and don't already own Doom then a) Why not? and b) Buy that instead.



87 PERCENT

"A competent game that uses the 32X facilities well"

Paul Thurmond

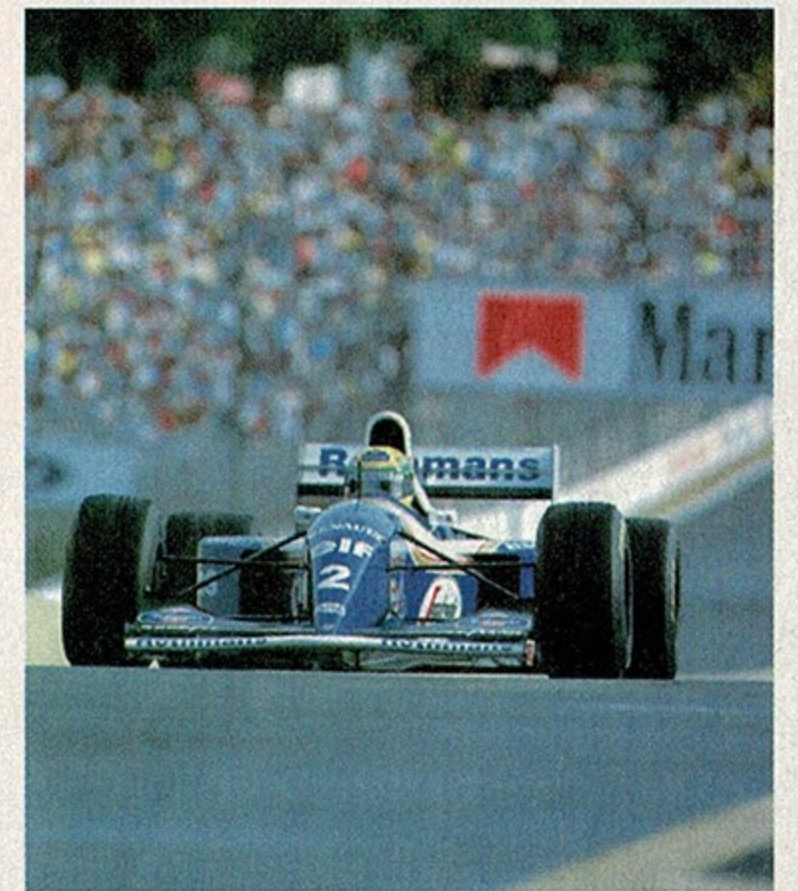
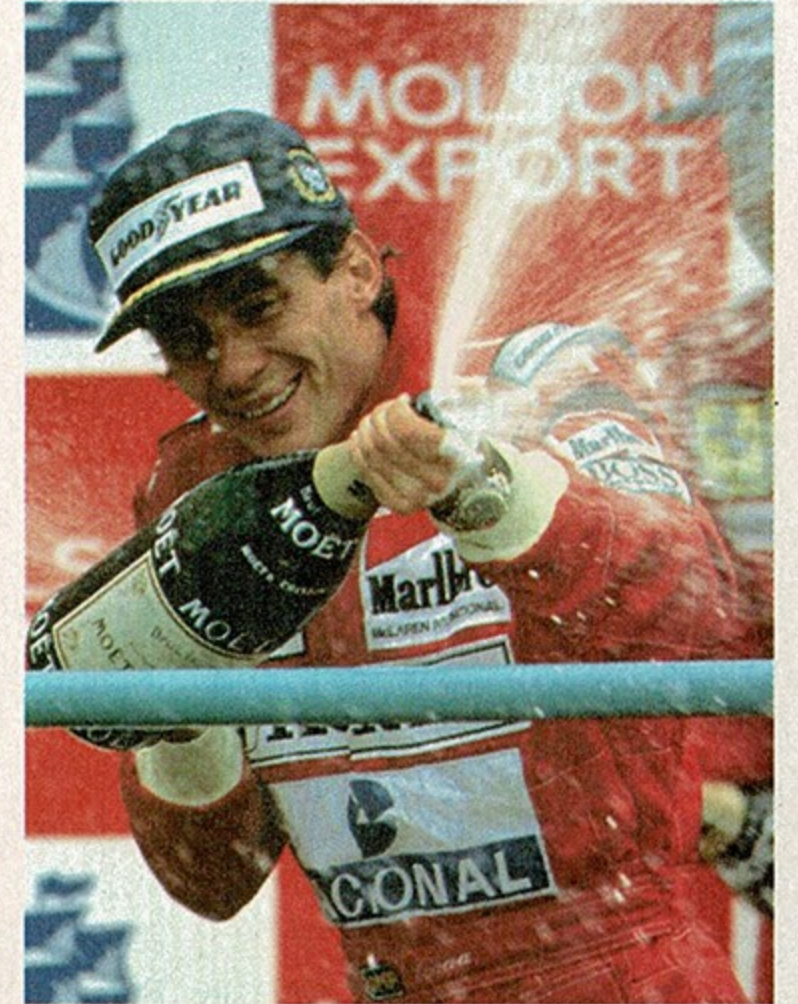


GRAPHICS	8
SOUND	8

GAMEPLAY	7
GAME SIZE	7

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Levels: 36 Holes

Players: 4

FRED COUPLER

There's no denying that golf simulations can be fun but can the Mega 32X improve on the age old formula

All hail Lee the mighty psychic. Think of a number between one and ten. Now add twelve. Multiply by three. Now think of a golf game. Are you thinking about PGA Golf? No? Doh! Maybe I'm not so psychic after all. Without a doubt the most popular golf games on the Mega Drive have been the PGA series, the best of which in my opinion the recently released PGA III which I reviewed last month. EA have managed to get their golf games down to a tee (groan - pun lovers everywhere) and to be honest it is nigh on impossible to improve on them in terms of gameplay.

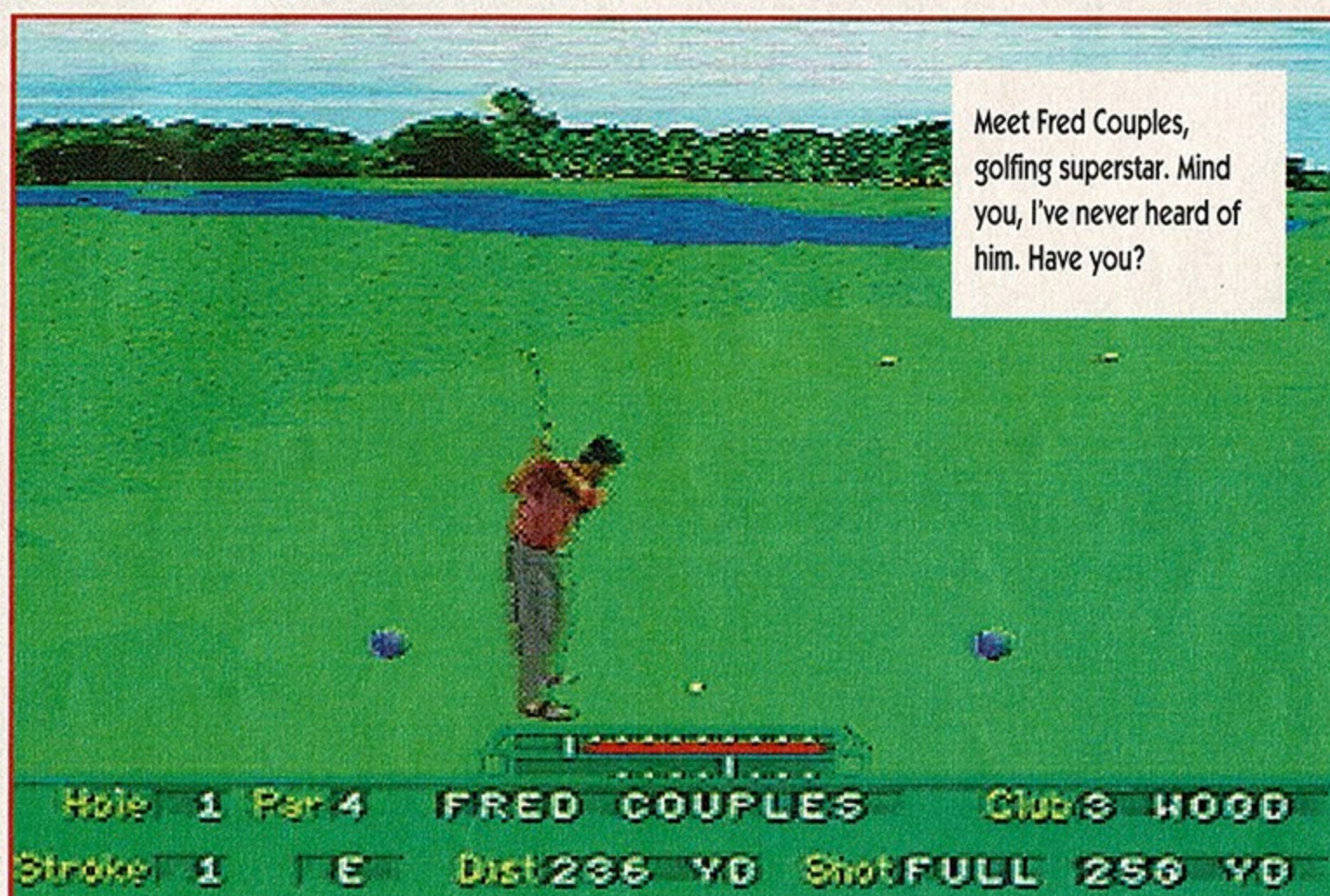
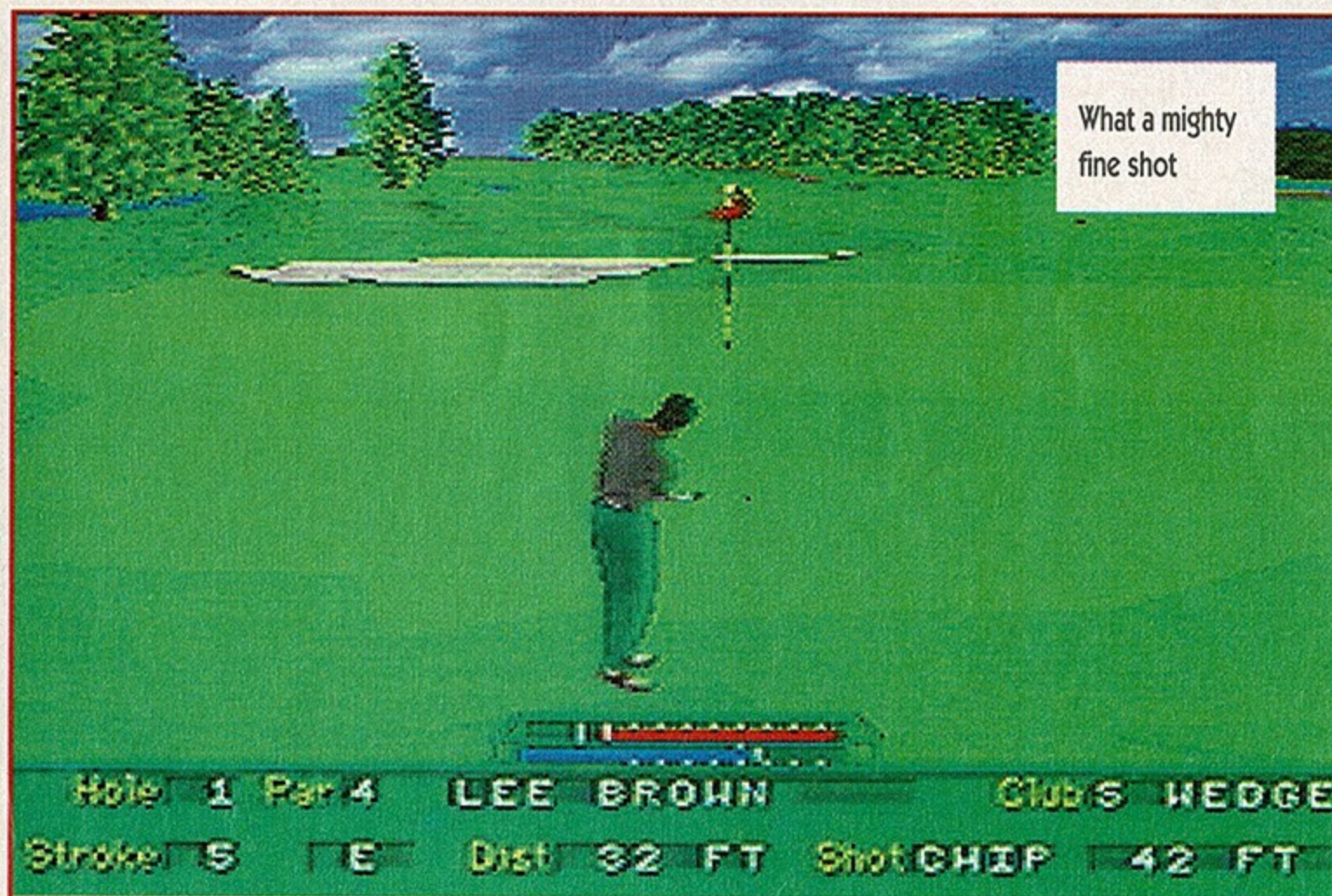
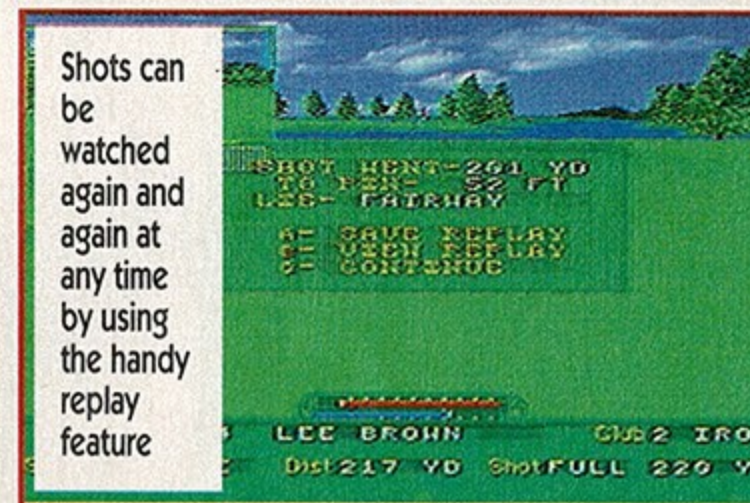
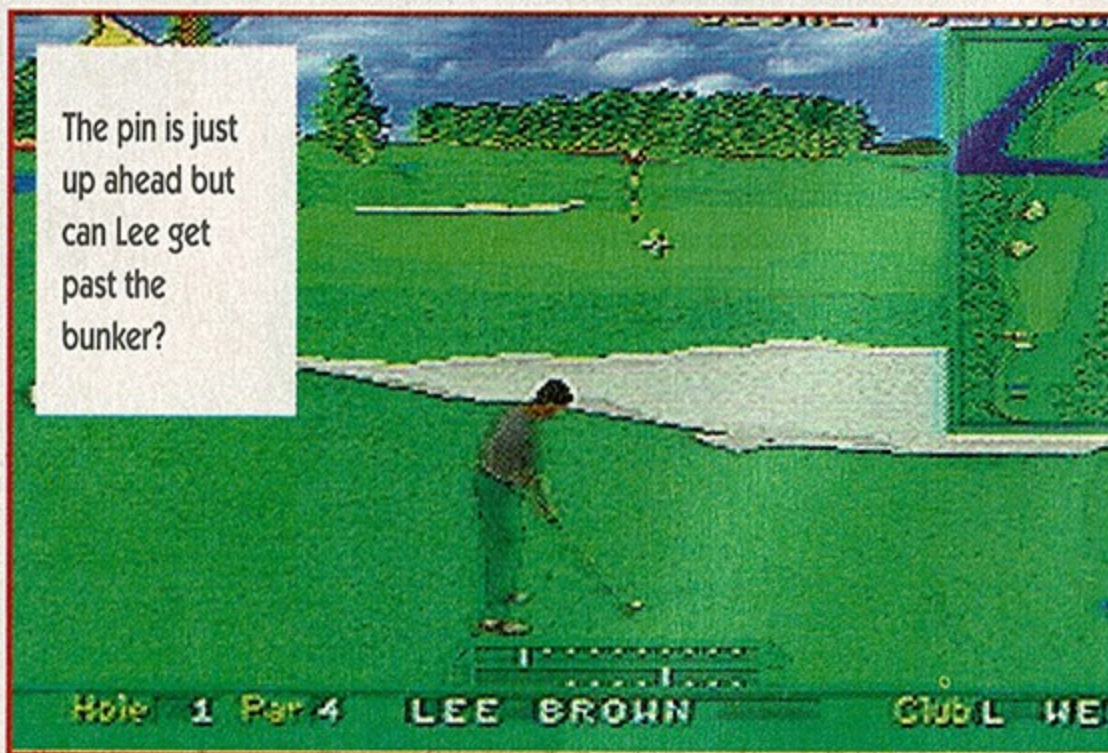
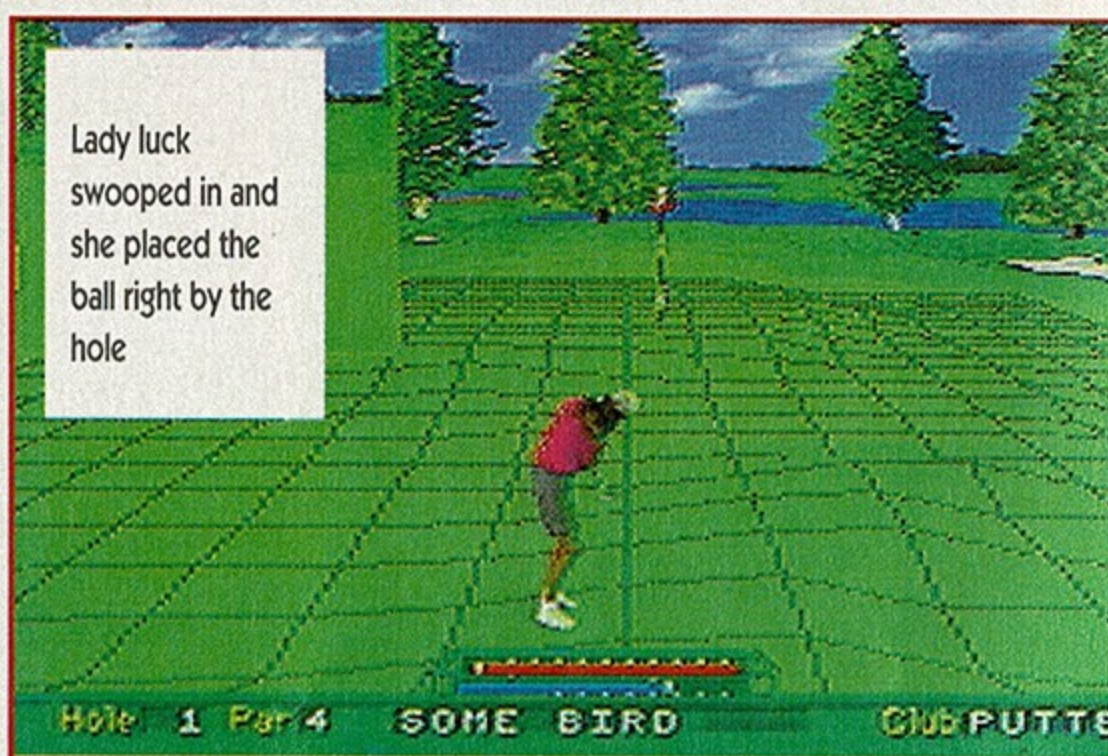
DRIVING ME CRAZY

Bearing this in mind it comes as quite a surprise that a golf game would be one of the first 32X games to appear. Graphically the improved 32bit processing power of the 32X can work wonders but can it do anything for the playability of this genre? The programmers of this game

obviously realise that PGA is the best at the resemblance between that and this is quite uncanny. In fact anyone that has ever played a PGA game will instantly be familiar with the controls, power bars and the hook/slice system employed. This is no bad thing though as both games are just as playable. The major difference is with the presentation. The graphics used here are gorgeous. There is a wide variety of players to choose from, all

of which are real people who have been digitised going through the golfing motions. The course is generated using

polygons, texture mapping and light sourcing producing some wonderful results as you can see from our



COUPLES GOLF

screenshots.

At the incredibly long winded title of the game suggests Golf magazine got a famous golfer called Fred Couples to choose his 36 favourite holes from around the world. These have all been faithfully recreated here as accurately as possible.

As far as game options go then this has them all. You can practice to your hearts content, play 18 randomly chosen holes, enter skins tournaments, play in international competitions and so on. With a battery back up any player statistics are stored for later reference too.

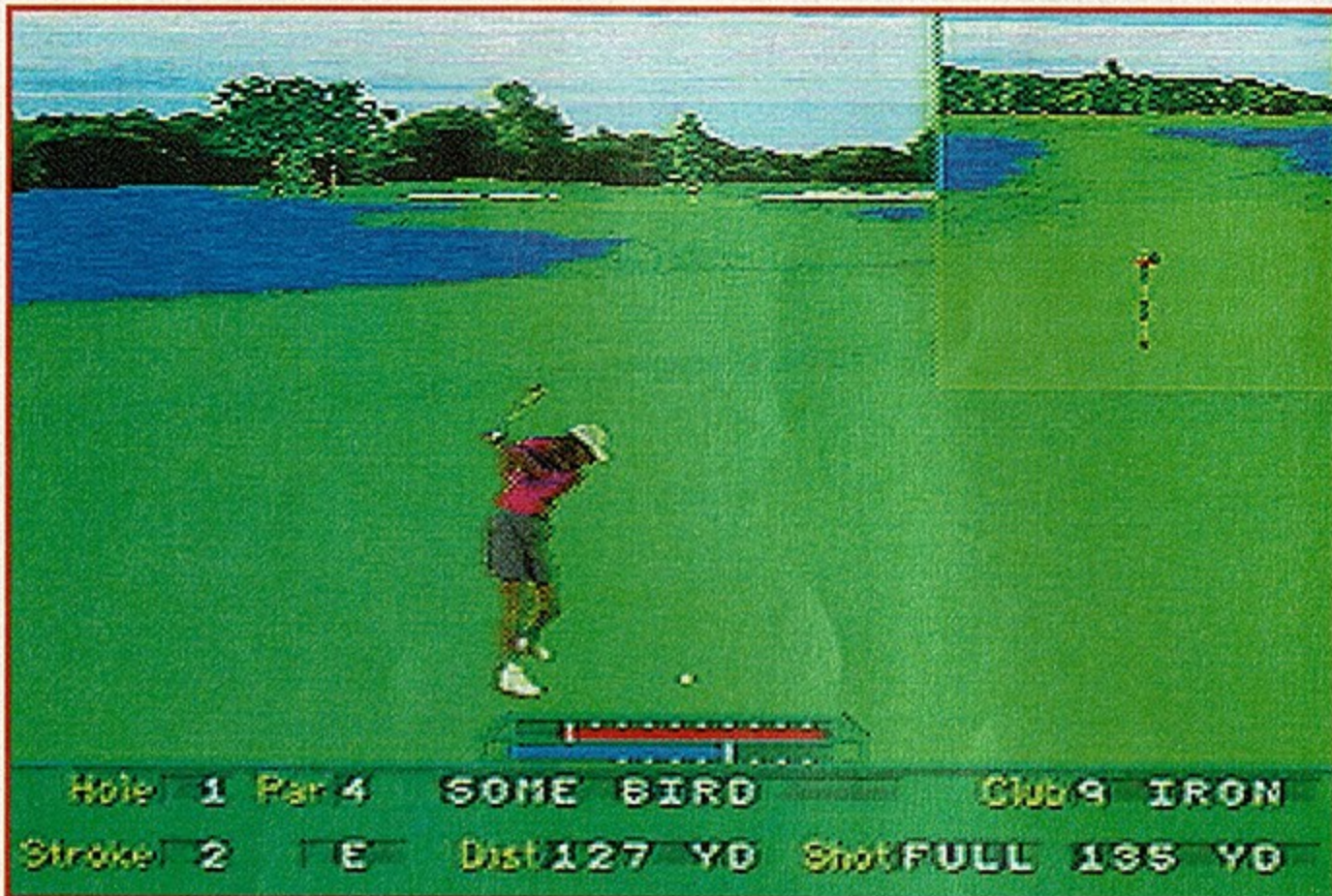
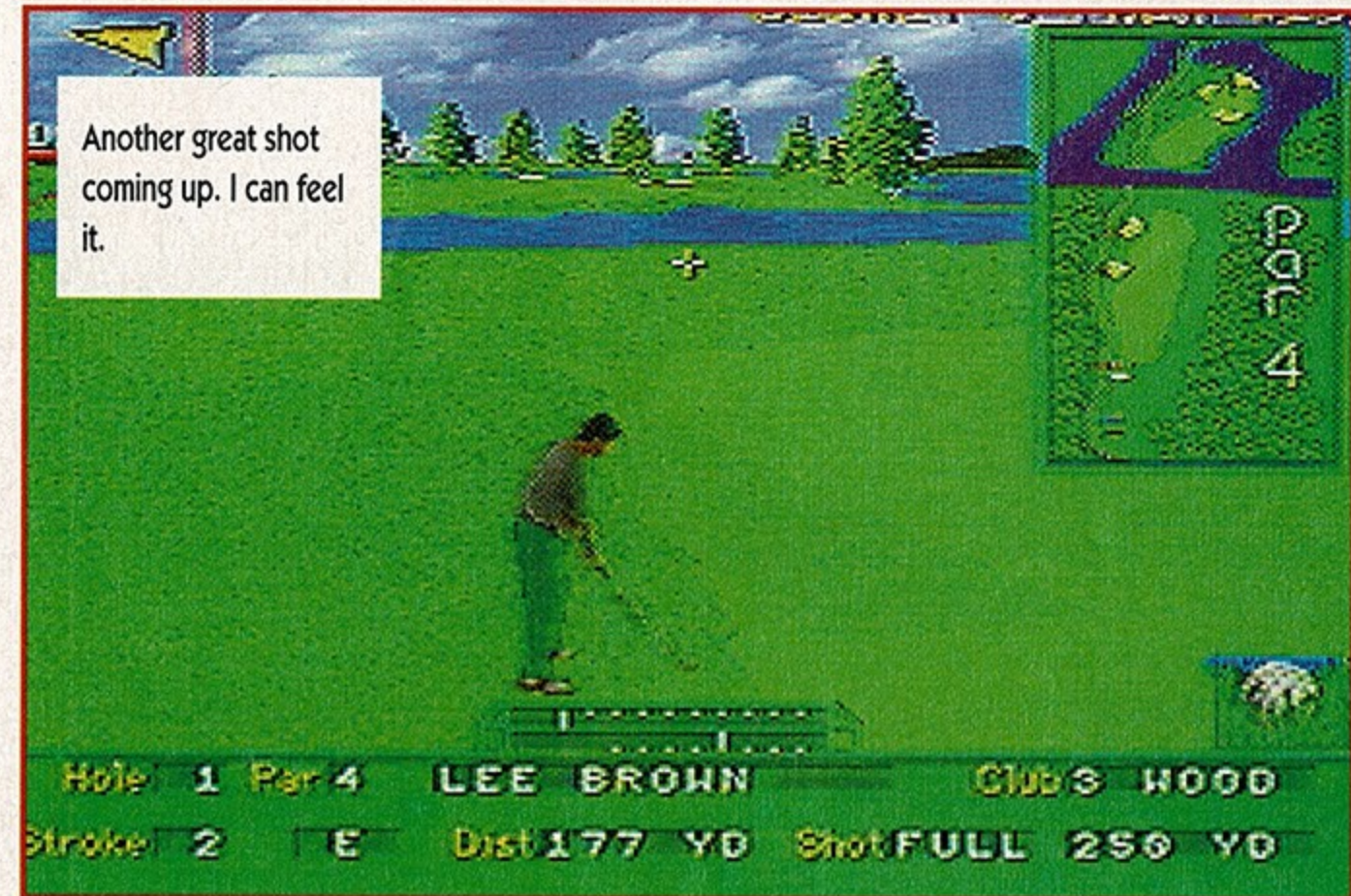
DRIVING MISS DAISY?

Golf is golf no matter what machine it's on and the rules are always the same. The objective is to drive the ball down the fairway onto the green and into the

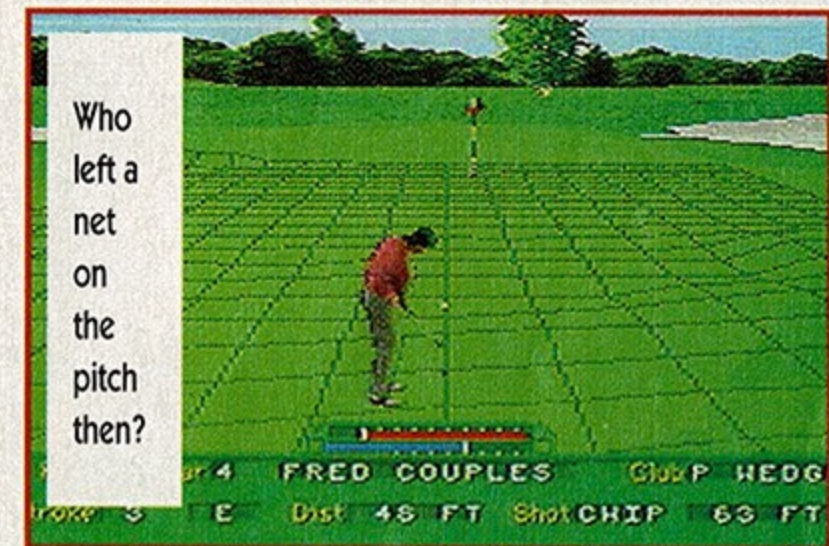
hole using as few shots as possible. To do this the power of the shot and the amount of hook or slice put on it must be skilfully decided. Choose the right club (the computer always offers its suggestion as to which to use) and use your own judgement to compensate for the wind. Obviously this is easier said than done and just like the real game it takes quite a lot of time for a novice to work out the basic strategies involved which is why they always end up in bunkers or in the water.

There is no doubting that G.M.P.36G.H.S.F.C. is a brilliant golf simulation as it is remarkably similar in every respect to PGA III. 32X golf fans will have a major dilemma on their hands though. Do they get 36 Greatest Holes with its state of the art presentation or do they go for PGA II which has around four times as many

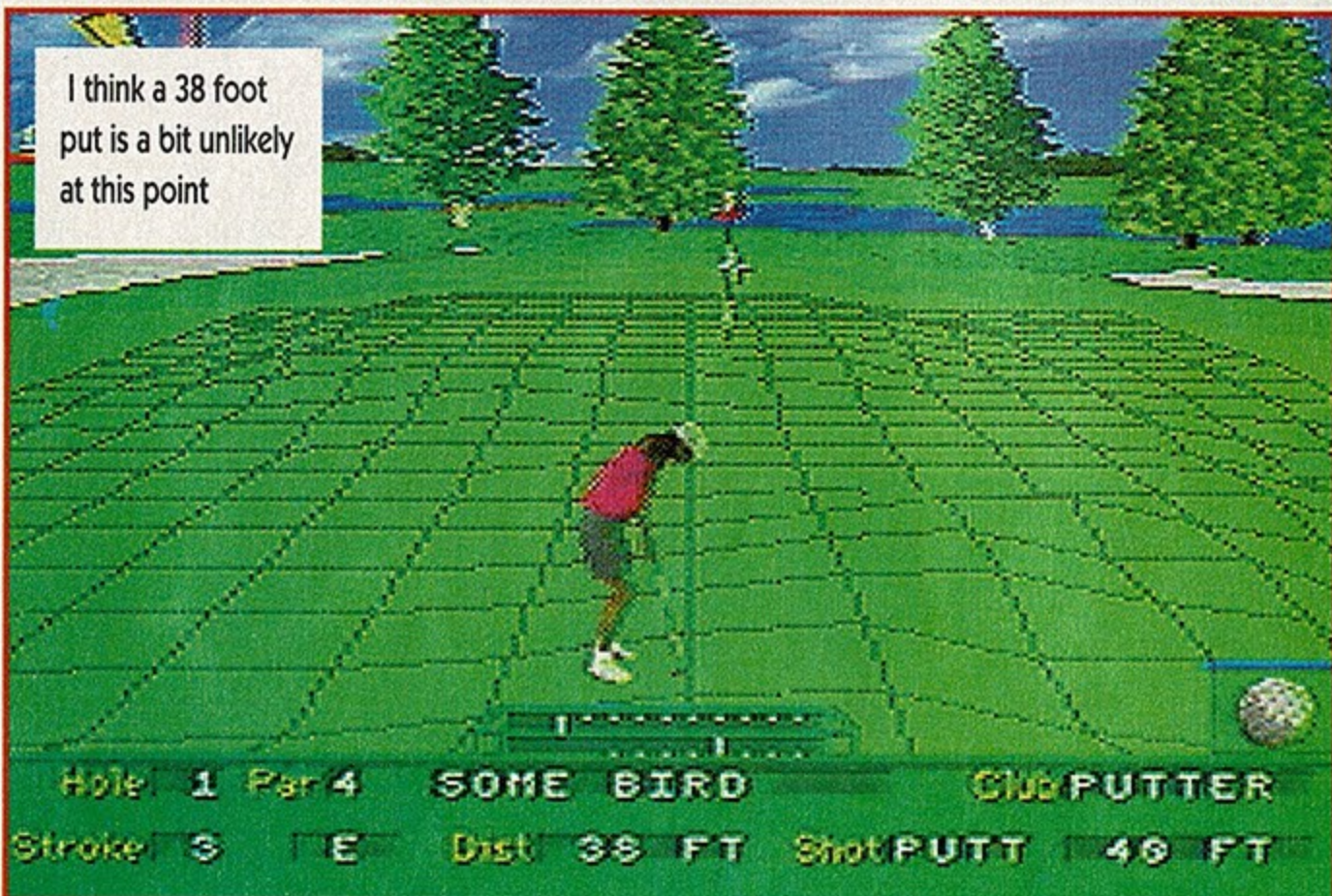
holes but doesn't look as good? Both games play similarly but PGA is twenty quid cheaper.



(Left) Miriam also plays a demon game of golf. Using the red bar for power and the blue bar for curve it looks like this shot will be dead on



RANK	NAME	STANDING	HOLE
1	DAVID JENETT	1000000000	1
2	HISATAKA HOBASHI	1000000000	1
3	BRIAN PITTMAN	1000000000	1
4	KESISHA JOHNSON	1000000000	1
5	YVESCHER	1000000000	1
6	PAUL OZANNE	1000000000	1
7	BRIAN BENNETT	1000000000	1
8	GARY CARVER	1000000000	1
9	JEFF ALLEN	1000000000	1
10	FRED COUPLES	1000000000	1
11	JOHN FISHER	1000000000	1
12	ORNE CARLSON	1000000000	1
13	DEBBIE GOLDBERG	1000000000	1
14	MONITOR PAROINI	1000000000	1



83 PERCENT

"A very playable golf game but it's a bit pricey"

Lee A Brown



GRAPHICS	8	GAMEPLAY	7
SOUND	6	GAME SIZE	5

From: Interplay
 Release: Out Now
 Price: £39.99
 Levels: 20+
 Players: 1

He's dirty, smelly and needs a bath, and that's just Lee Brown (Oh Ho, like that wasn't predictable - Rich) (What do you mean, I just came in, you wrote it - Lee) (Doh! - Rich)

BOOGERMAN

Occasionally we are late with a review. Hey we're only human. Sometimes it's because the magazine was so fit to bust with games that we simply couldn't fit it in, and sometimes it's because the company concerned didn't send us a review copy. When we don't get promised copies of games from companies we start to think, 'I wonder if they're trying to hide something from us?'. We have yet to receive a review

copy of Rise of the Robots from Acclaim, a game universally panned by the specialist press (3% from Sega Power!), and we don't really expect to get a copy any more.

So when we didn't get Boogerman from Interplay we thought, 'Ah, must be crap then, eh?'. And when the game finally landed on my desk three days ago I was wary to plug it in. Fortunately in this case, the late arrival of the game had more to do with extremely busy PR people and the CES than with the game being crap, because it really isn't that bad.

FART

In any case, let's get on with it, eh? In case the name didn't give it away,

Booger-man is about a bloke with revolting habits. He farts, he burps, he picks his nose and flicks it, he spits at people, and even lights his bottom gases. Luckily though, all these horrible things can actually be used to attack the enemy. Which enemy is that exactly? The dastardly Booger Meister and his band of mucky cronies.

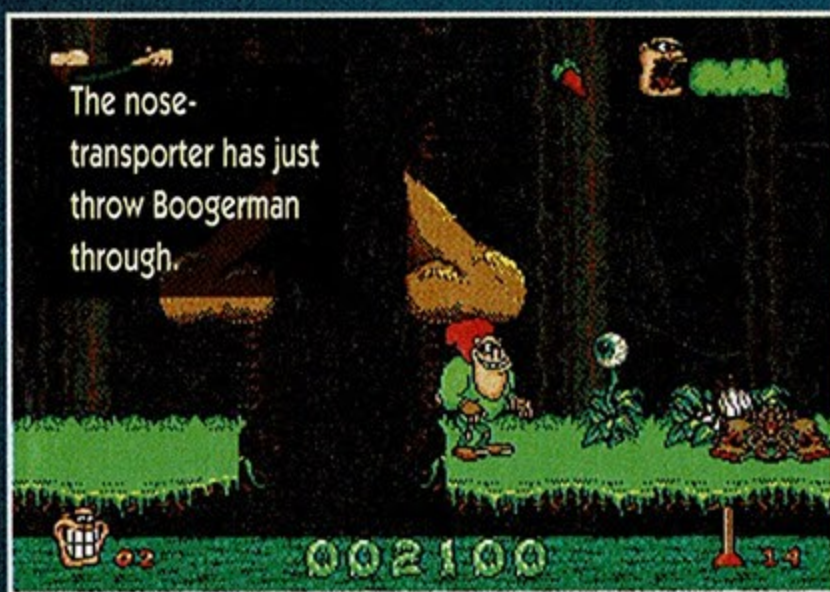
Yep, someone has decided to take over the Earth again. This time they're going to try and ruin the world with garbage. Fortunately for us a freak accident created Boogerman who can fight the evil menace. You start with only basic attacks though, including a fart and burp (which can be powered up by holding down the relevant button), but things you collect along

the way will grant you extra powers. Milk allows you to 'hock a loogie', and chilli enables you to light your farts and fly around the screen.

SPIT

You might not be surprised to learn that the game is a platformer. That said though, the animation on the central character is superb, and well up to standards yet seen in most games. The game itself is the standard walk along and kill things, and the attack methods used are certainly different to the usual 'bounce on the head' routine (although you can do that too). The graphics throughout are generally very cartoony, and Boogerman is very exaggerated in the way in moves.

The enemy sprites and backgrounds

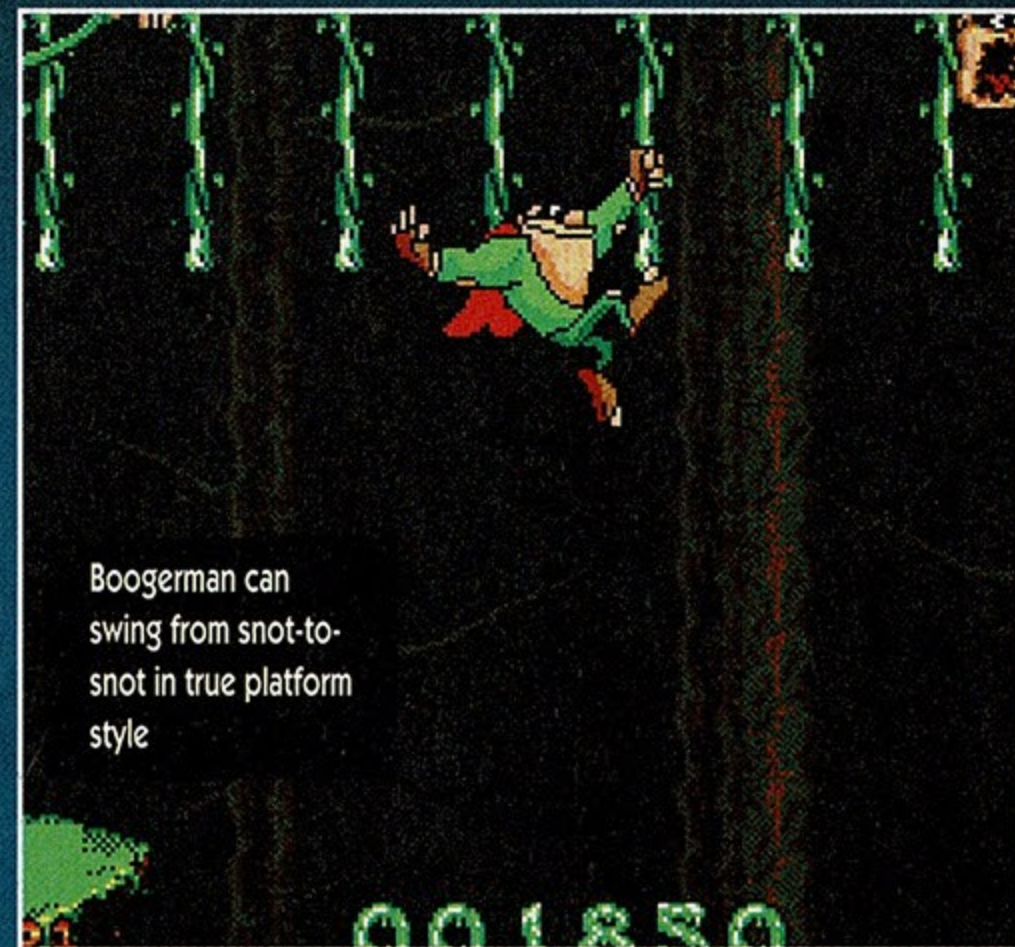
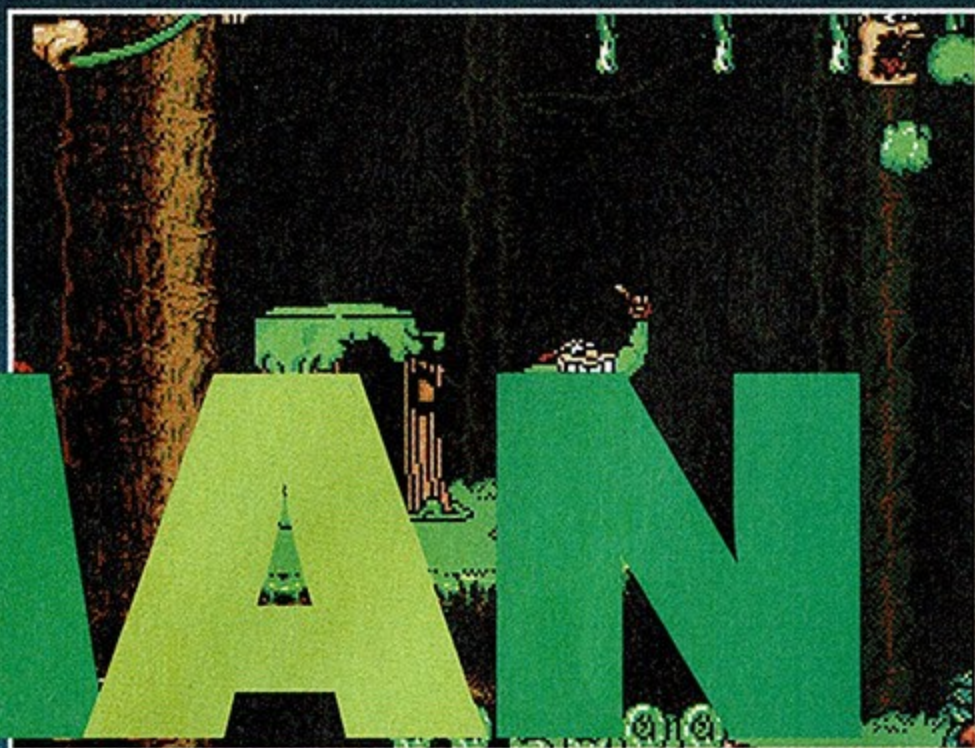


Yes, he does have the most cheesy grin on a man I've ever seen too.

This is the laboratory in which The Booger Meister launched his evil plot, and where Boogerman was formed

You'd never guess what Boogerman was doing would you? Hope he doesn't draw mud.

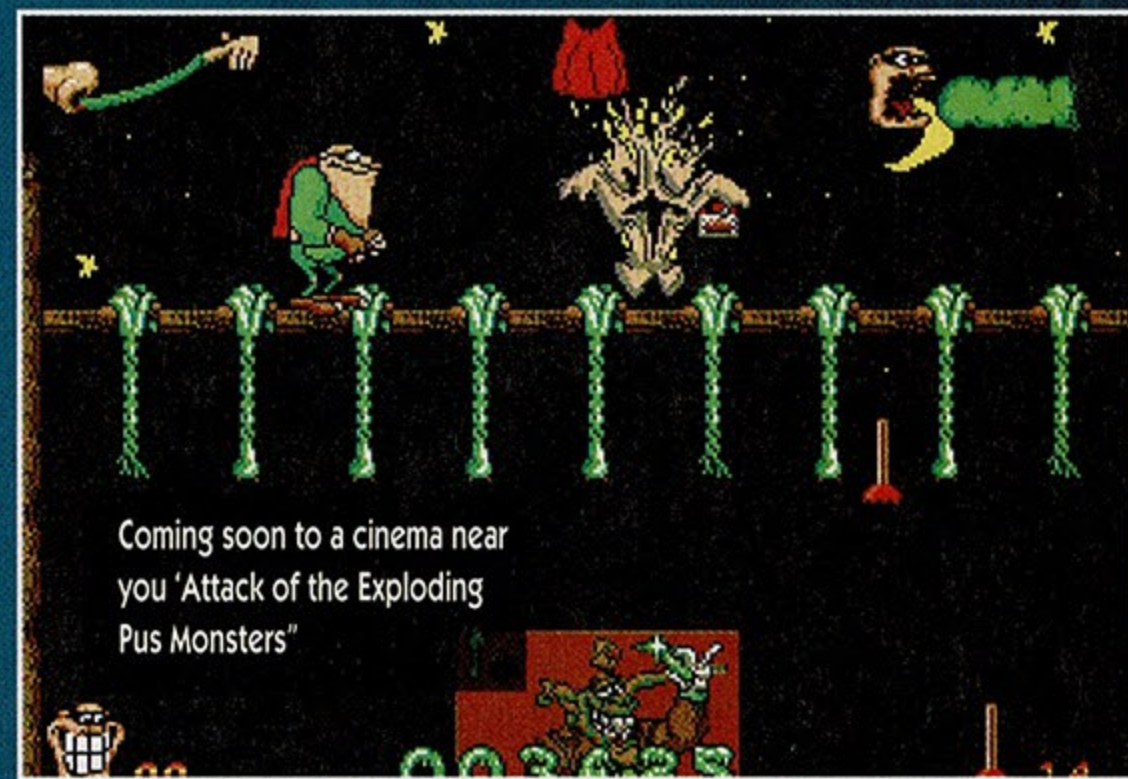
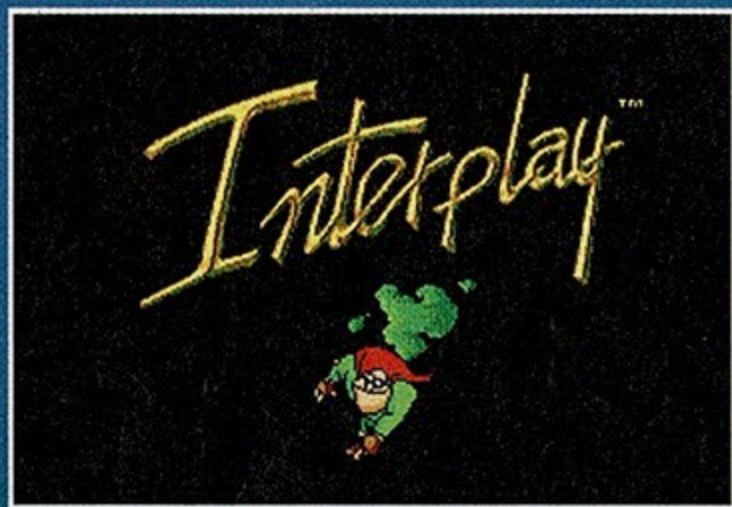
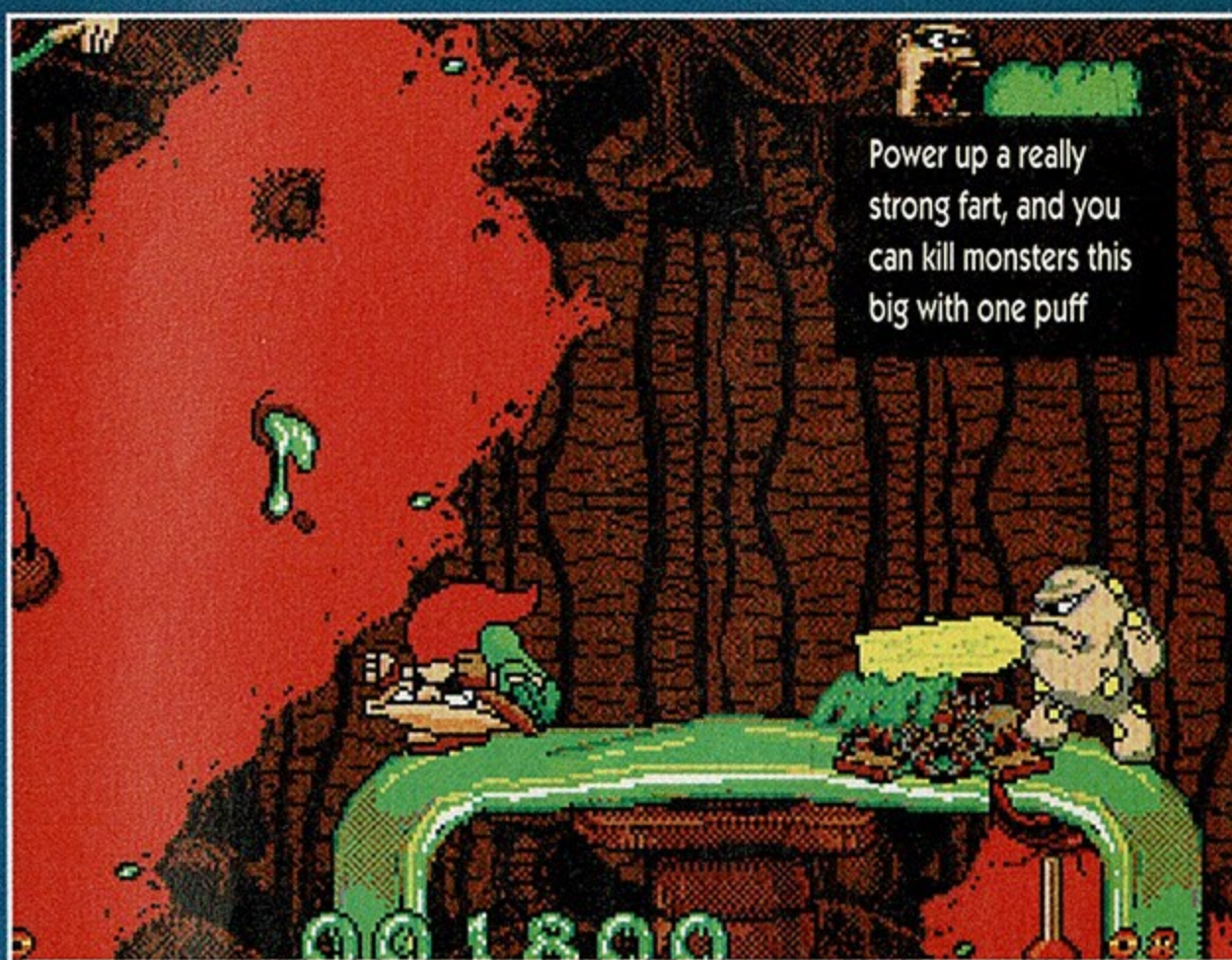
MAN



are also up to a high standard, as is the sound throughout the whole thing, with some great music and effects. All the rude things that the Boogerman can do have their correspondingly rude noises. I guess the appeal of the game lies in whether you find this kind of toilet humour funny or not. I personally don't but can appreciate the effort that has been put into making the game both look and sound good.

ARSE (PREDICTABLE!)

The problem lies in the gameplay though. The game is dull as a dull thing. Like many platformers the appeal lies in the graphics and not in the gameplay, and with the gimmick taken away Boogerman is nothing more than a sub-standard platformer. It is certainly not as crap as I was expecting after it's late arrival, but it is certainly no Earthworm Jim, and I think you'd better look at that first before you consider checking this out.



73 PERCENT

"Strip away the gimmick, and you're left with an average platformer"

Lee A Brown

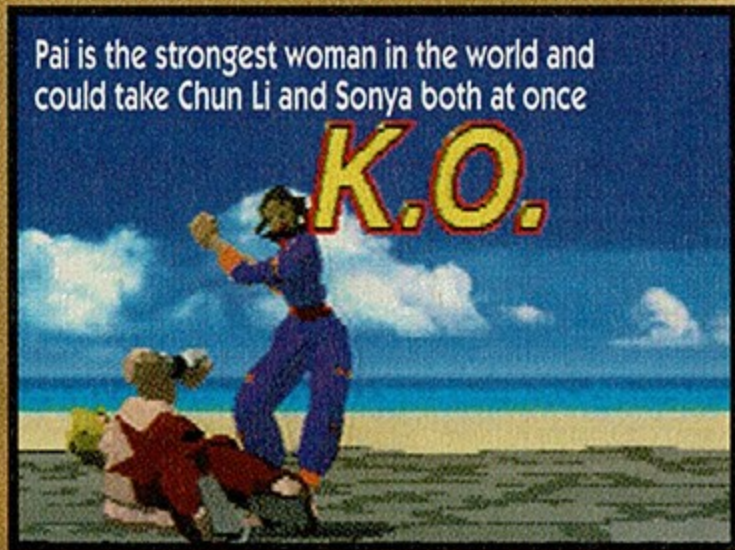


GRAPHICS	8	GAMEPLAY	6
SOUND	8	GAME SIZE	8

From: SEGA
 Release: OUT NOW
 Price: IMPORT
 Levels: 9 FIGHTERS
 Players : 2

VIRTUA

There have been rumblings throughout the streets of the world of video games, and this is the reason why....

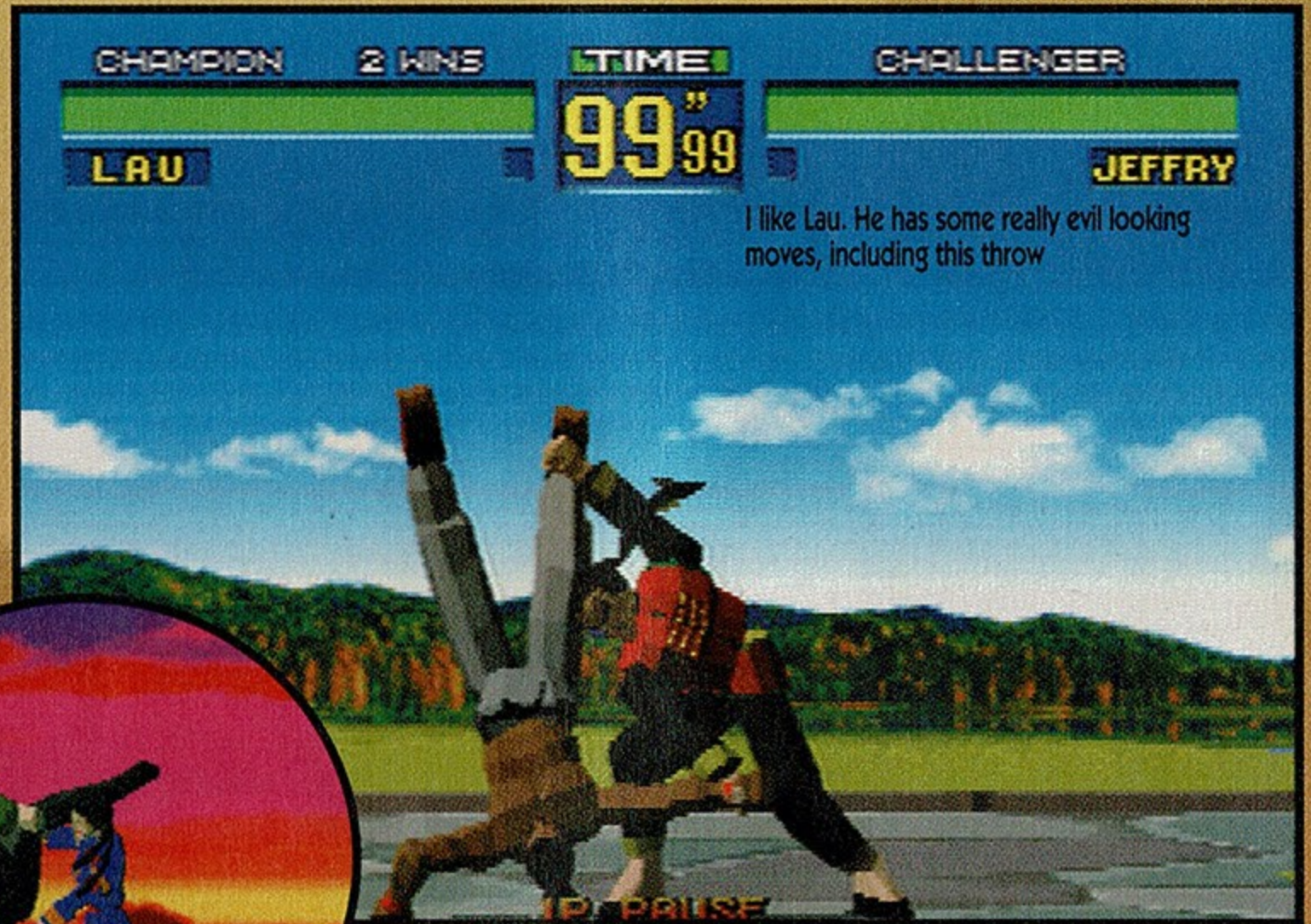


Pai is the strongest woman in the world and could take Chun Li and Sonya both at once

K.O.



Let the battle of the fat blokes begin!



I like Lau. He has some really evil looking moves, including this throw

I must admit that I am a converted man. I have seen the light and its name is Virtua Fighter. Up until a few weeks ago if anyone had talked about fighting games in either the arcade or on a computer system I'd have shouted Street Fighter II until I was blue in the face and done in anyone who dared to even mention Mortal Kombat. Now things are different. The best fighting game in the arcades at the moment is undoubtedly Virtua Fighters II, but on a home system then the title goes to this baby.

KUNG FU

In case you haven't guessed, I like this game. Sega Japan made a very wise decision when they made this the first title on the new Saturn machine.

Unfortunately the Saturn won't be out in this country for at least a couple of months but when it is released the English gamesplaying public are in for a big surprise.

If you haven't seen this in the arcade then you've missed out big time matey.

Designed by AM2, the people who brought us Virtua Racing and

create three dimensional polygon fighters. After doing a bit of research into the world of all arts martial they managed to make the fighters perform realistic fighting techniques both quickly and fluidly. The end result was the most realistic and enjoyable arcade beat'em-up ever seen.

The Saturn version is almost identical to its arcade counterpart with only a few minor differences. Firstly the amount of polygons used to generate the fighters has been reduced slightly making them look a lot more blocky than they did.

JU JITSU

Secondly the instant replay mode that comes up after every round tends to glitch in places. Finally, being a CD based game there are pauses every now and then as data is loaded from disk.

Daytona, the arcade machine used the same board as V.R. to

These are the only criticisms I can make about Fighters, and none of them detract from the overall feel of the game in any way.

TAI KWONDO

Usually when a new machine is



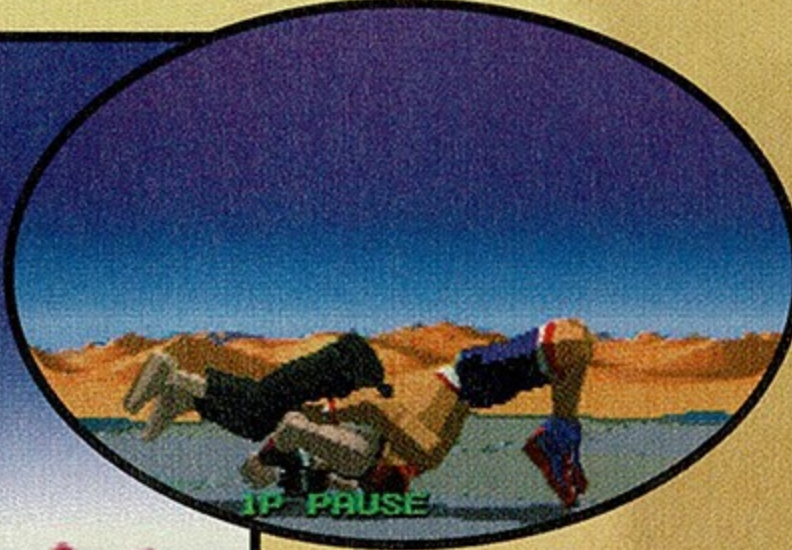
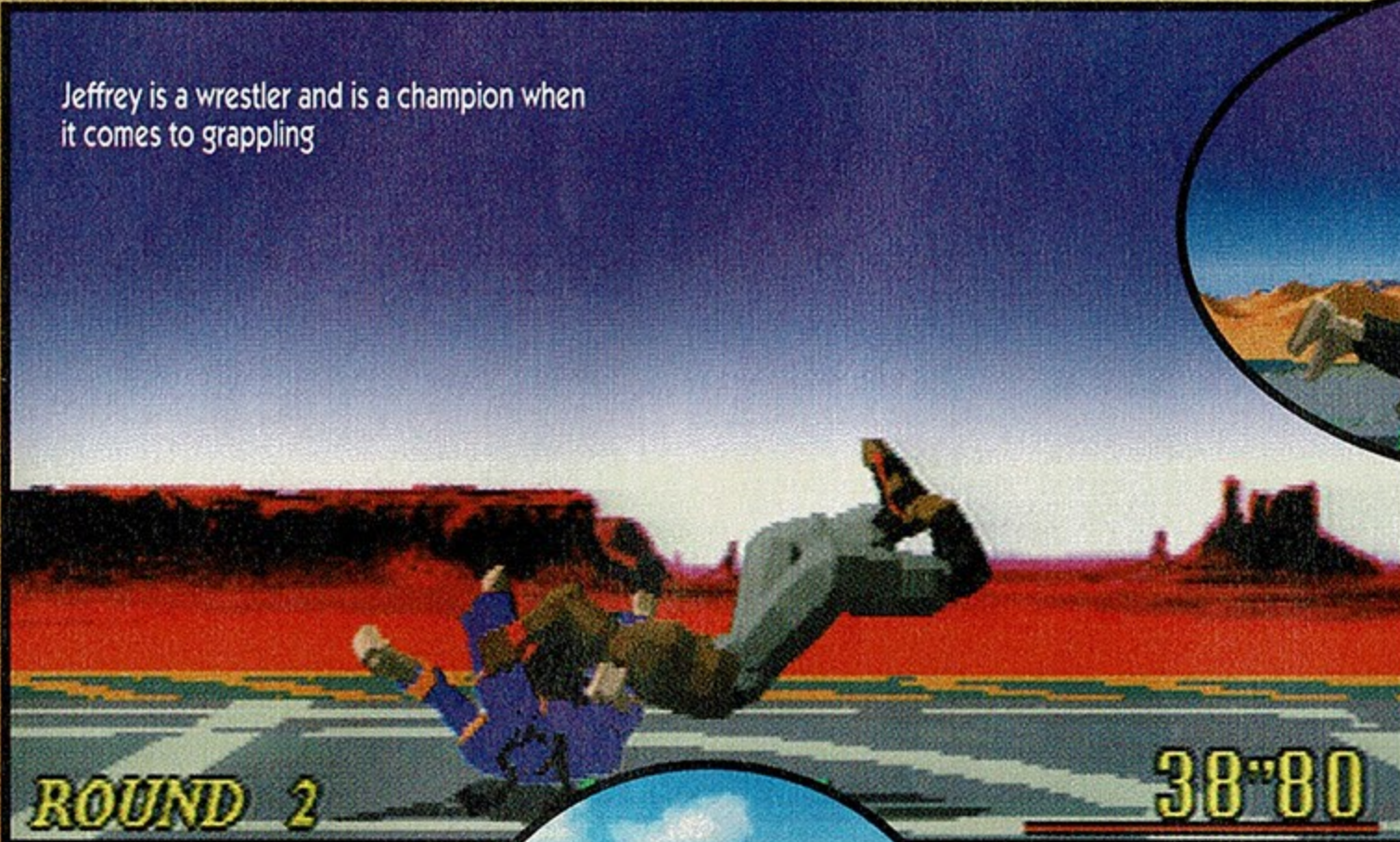
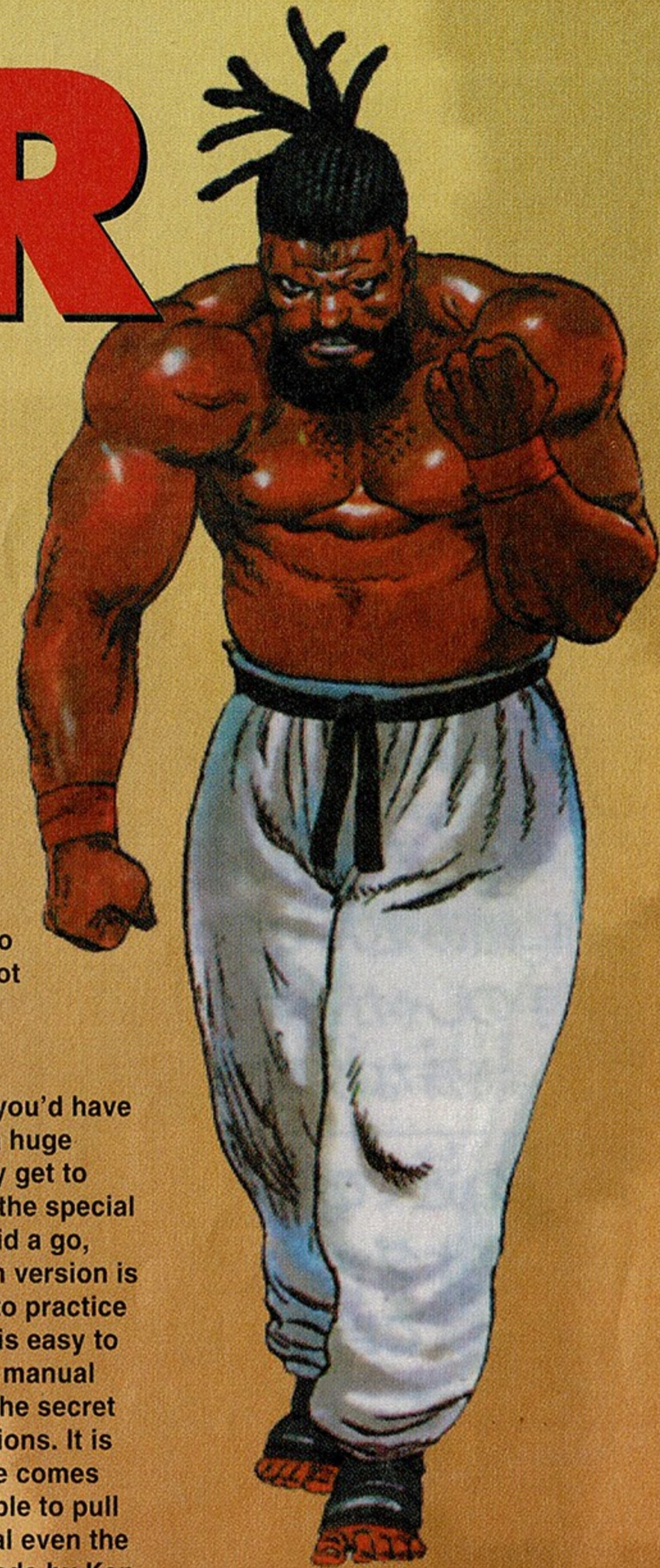
Somersault kicks can be quite effective when used at the right moment



Sometimes the simplest moves are the most effective



FIGHTER



gameplay that counts. One of the main criticisms aimed at the arcade was that it didn't have any depth to the gameplay and was generally all mouth and no trousers but this is just not true.

JUDO

Admittedly in the arcade you'd have to be prepared to spend a huge amount of money to really get to grips with it and learn all the special moves, especially at a quid a go, and this is why the Saturn version is so good. With the ability to practice to your heart's content it is easy to learn all the moves in the manual and to discover some of the secret techniques and combinations. It is at this point that the game comes into its own as it is possible to pull off combos that would rival even the most impressive move made by Ken or Ryu.

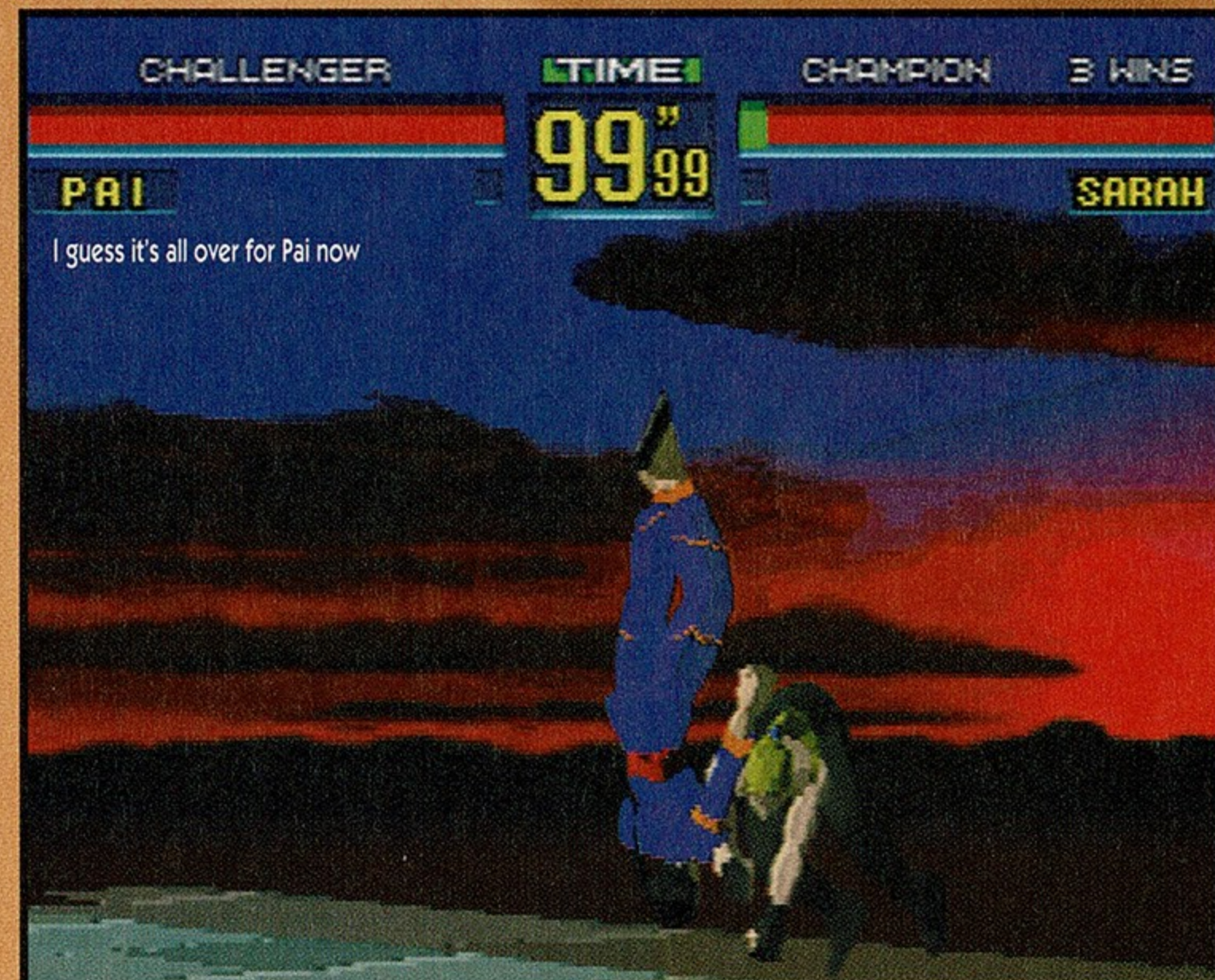
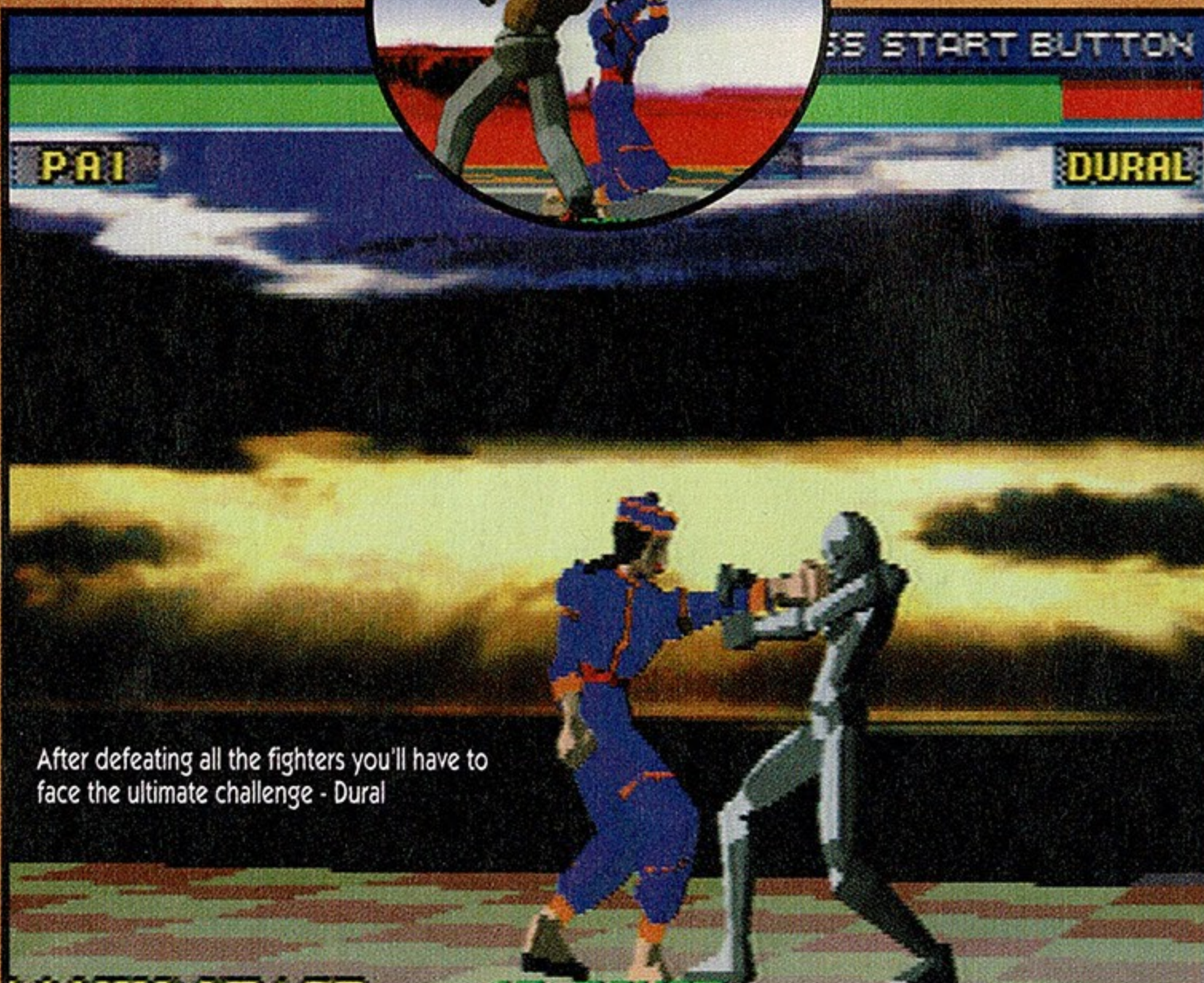
launched the first batch of games are average and gradually get better as the programmers learn the ins and outs of their new work toys. If this is true with the Saturn then this means that in about a years time we will be blessed with some truly orgasmic titles as Virtua Fighters is the best game I have played in ages.

Anyway, I think you've probably already guessed that I like this game a fair bit, so I think its time to tell you why it is so good. Cynics



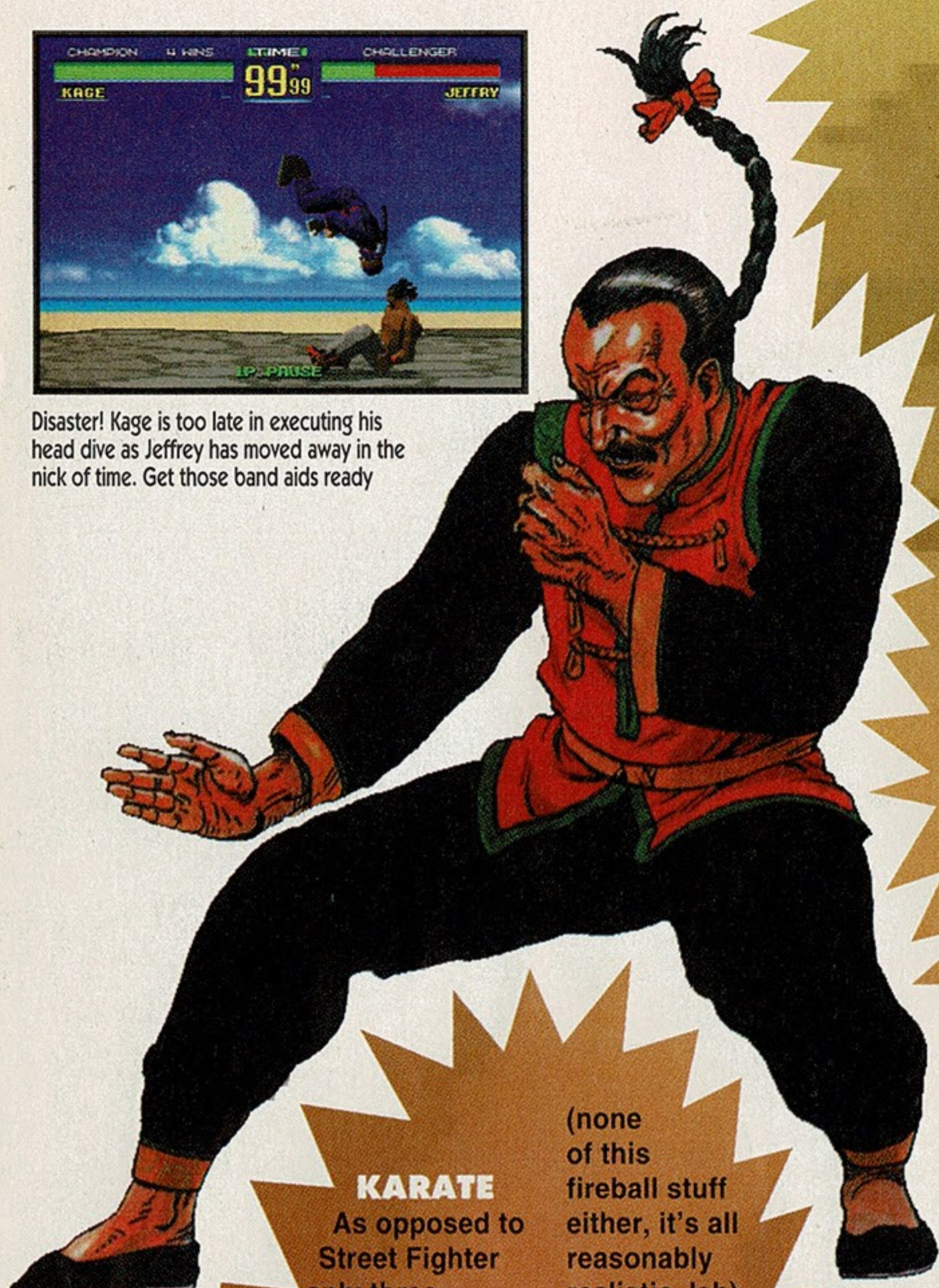
When someone is on the ground simply jump in and punish them further

amongst you will accuse me of going against my own principles and scream that graphics and sound do not a good game make as it is





Disaster! Kage is too late in executing his head dive as Jeffrey has moved away in the nick of time. Get those band aids ready



KARATE

As opposed to Street Fighter only three buttons are used; one for defence, a

punch and a kick. Different combinations of these buttons and movement of the D Pad soon yield some of the most devastating special moves

(none of this fireball stuff either, it's all reasonably realistic. Ish). Instead of constantly

attacking the opponent a lot of emphasis has been placed on blocking techniques, throws and counter moves. For example if someone performs a high



Wolf has the best throw in the game by far



If there was a king of the gits competition then Wolf would win thanks to his annoying shoulder barge move

kick a skilful player in control of Pai can react quick enough to make her block the kick, grab the leg and push the assailant to the ground. When someone has been knocked down like this then by pressing up and punch your character will then viciously beat them whilst still out

cold! Lau simply jumps in the air and stamps up and down on their chest whereas other characters like Wolf or Jeffrey simply fling their colossal weight on top of them. This may sound stupid but it is at this point when you develop empathy towards the various characters. The sound effects are simply amazing and when combined with the superb graphics some of the moves look incredibly painful. Jeffrey's back breaker move is particularly noteworthy as it looks so realistic it'll make you squirm in your seat.

Beating the living hell out of the opposition is one of the two ways to win each bout. The other is to knock them clean out of the ring. This is quite hard to do intentionally but characters like Kage, Akira and Wolf



What a star this guy is

PLAYER SELECT 12

PROFILE

Name Jacky Bryant
 Country America
 Age 22
 Sex Male
 Job Indy car racer
 Blood Type A
 Hobby Training

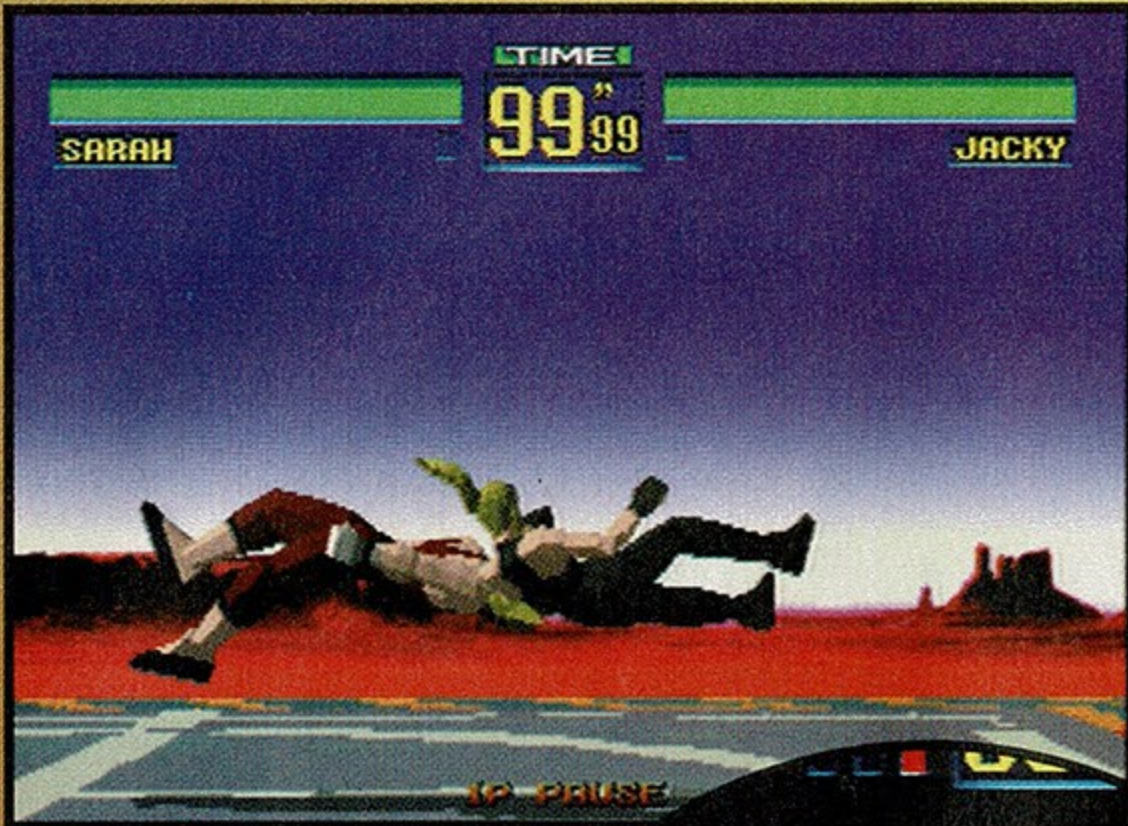


JACKY



PRESS START BUTTON

All the characters have past histories like this one



Both Sarah and Jacky have this classic clothes line throw

have some incredible moves that when they connect properly knock the other person flying.

VEG SAMOSA

If you thought Street Fighter II was playable then just wait 'til you get a load of this. If you thought Mortal Kombat II was playable then go and look 'playable' up in the dictionary. Virtua Fighter is without a doubt the best one on one fighting game to ever appear on any home system.



Throws and counter moves play a major part in Virtua Fighter

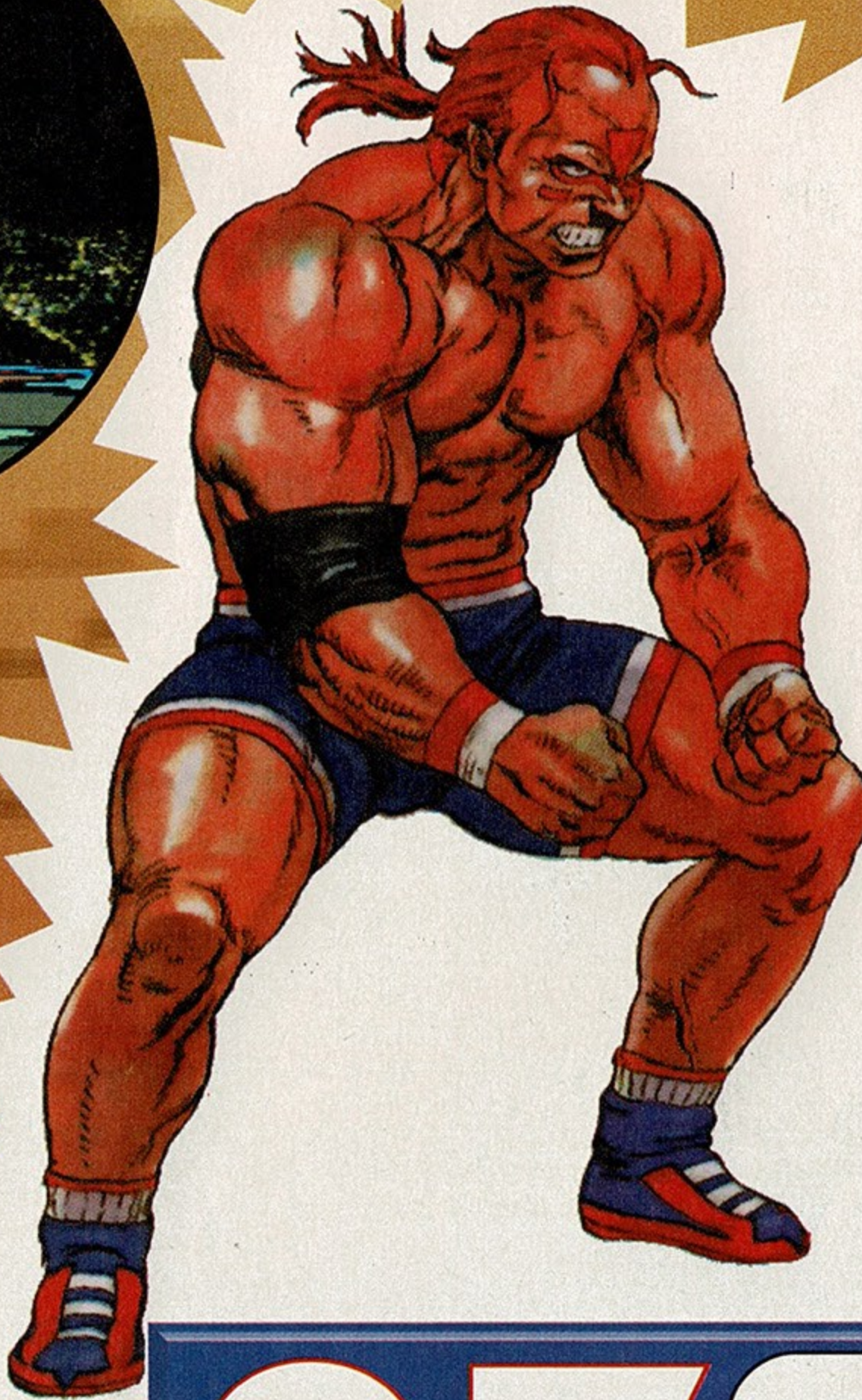


Poor Jeffrey isn't having a good time

WINNING AVERAGE

PAI	10	20
VS AKIRA	1/50.0%	1/100.0%
VS PAI	0/0.0%	0/0.0%
VS LAU	1/20.0%	1/33.3%
VS WOLF	2/66.7%	2/66.7%
VS JEFFRY	3/100.0%	3/100.0%
VS SARAH	0/0.0%	1/100.0%
VS JACKY	2/100.0%	1/100.0%
TOTAL	15/37.5%	6/50.0%

Using the Saturn's battery back up system records of all the fights can be permanently stored



Dural has all the moves of every character in the game



If you are skillful enough it is possible to get Kage to throw his opponent in the air and kick them with a somersault kick on the way down!



OK so maybe he's not so good after all

97 PERCENT

"The expression 'one of the best games in the universe' springs to mind"

Paul O'Connell



GRAPHICS 9



SOUND 10



GAMEPLAY 8



GAME SIZE 9



From: EA

Release: OUT NOW

Price: £44.99

Levels: 5

Players: 2

ROAD RASH

Road users beware, as EA have unleashed yet more biking fury onto the streets

It was obvious right from the start that Electronic Arts were onto a winner when they released the original Road Rash all those years ago. At the time the racing games were all the rage but Road Rash added something extra, namely violence. The only half decent motorcycle game around at that time was Super Hang On, and this was quite enjoyable, but then Road Rash came along and took top slot as king of the racing games. Both games were pretty similar in appearance but in Road Rash not only did you overtake other riders but you could knock them off their bikes and run them over as well!

Winning races resulted in the old cash balance rising considerably which meant it was possible to buy a faster bike. Only the meanest, keenest riders ever succeeded, and the challenging gameplay made the game an instant classic.

Two years ago a sequel was released, imaginatively titled Road Rash II. Basically this was exactly the same as the original apart from it had one major improvement, the ability for two players to play simultaneously using a split screen method. Again, this innovative system took the games playing world by

He may be a copper, but wallop him anyway!



Winner! Winner! (And other such jubilant phrases)

Some of the weapons available only have limited usage, like the can of chemical mace and the cattle prod



Fed up using fists and weapons? Put the boot in then



(Left) Think once, think twice, think bike. (Much like that hilarious 'Not the Nine O'clock News sketch'.

RASH 3

BEEN AROUND THE WORLD AND I, I, I...

storm and this too became an instant smash success.

Even though it first appeared on the Mega Drive Road Rash has also driven into the realms of other consoles including the Game Boy, but the most impressive version by far was on the 3DO. This was the cause of many dropped jaws as it boasted incredibly realistic graphics.

AM

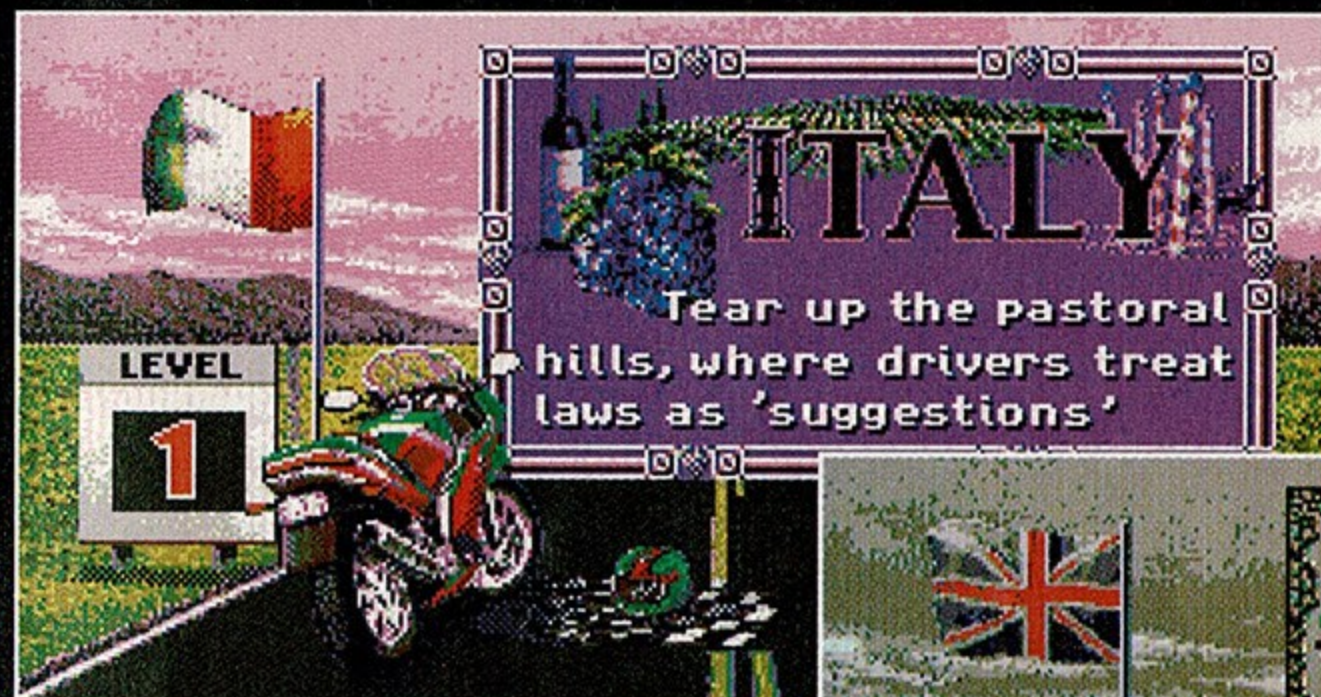
Now the third instalment has landed on my desk and to be honest it isn't exactly what I would call a significant improvement on its predecessor. Again the game is split up into five levels, each of which is in turn split into five different stages. By finishing a stage in third place or above you will qualify on that stage. Qualify on all five stages and you progress to the next level. Simple really when you think about it.

The game starts you off riding a 125cc hairdryer with wheels called a Rat Bike. These are cheap and cheerful bikes that someone has knocked together in their back shed and although they are unreliable they can go quite fast. Each time a race is won your bank balance goes up and you can either customise your current bike to increase its performance or you can part exchange it for a better model. There are five of these Rat Bikes to choose from, but if your cash flow allows you might even be able to buy one of the five sports bikes or, eventually, one of the legendary Super bikes.

DEAD

Mind you, as you win races and progress through the levels the difficulty rating of the opponents also get much higher. You might think "Way hay, I've got the Diablo so let's kick some butt" but the opposition will have equally powerful bikes anyway and you'll only just be able to keep up with them. Whereas in the previous games the races have been set across different towns Rash II has changed scale and the races now take place across different countries. The UK tracks are on the Isle of Man (i.e. The T.T) and the road is slippery and there are quite a lot of Range Rovers about. In Japan the races are set beneath the city lights and

Road Rash II is set all over the world. Check out these screenshots and you'll see what we mean



The Italian course is peppered with Italians. Why would anyone want to go anywhere near there then? Ho Ho, just joking our greasy chums. I meant geesy. Yes, that's right (phew, I think I got away with it)

Funnily enough, even though the TT has so many casualties every year, they still won't make it safer. Could it be the injuries attract crowds and cash? No!!



Yes, that well know saying, "Like a decapitated anaconda". Heard that one just last night in the pub. Honest



Any stereotypical German joke I could make has already been done far better by John Cleese in Fawlty Towers.



Ah Kenya, where the Elephant has been hunted almost to extinction. Civilisation at its very best. Oh yes.





There's something not quite right here....



One new addition is the ability to soup up your bike

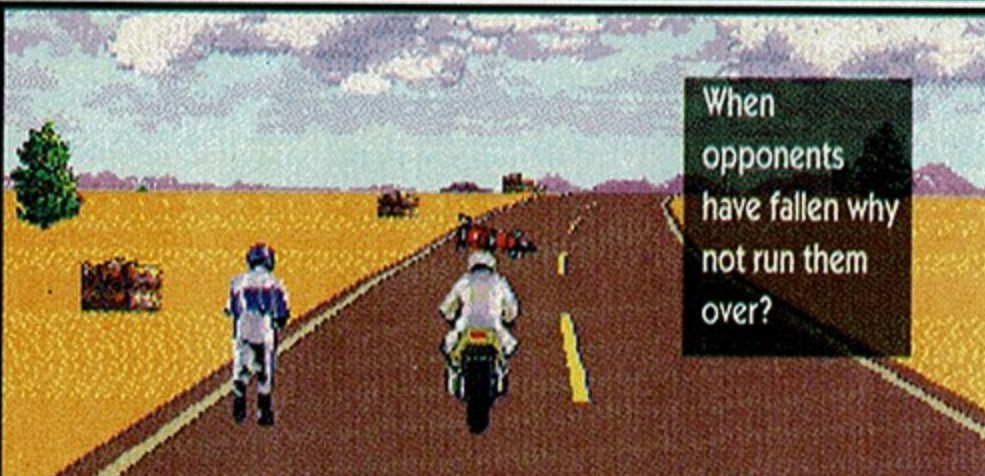
PLAYER A: \$1000
YOU WILL FEEL INVINCIBLE. \$1000



Action John Woo would be proud of



Brown trousers time again



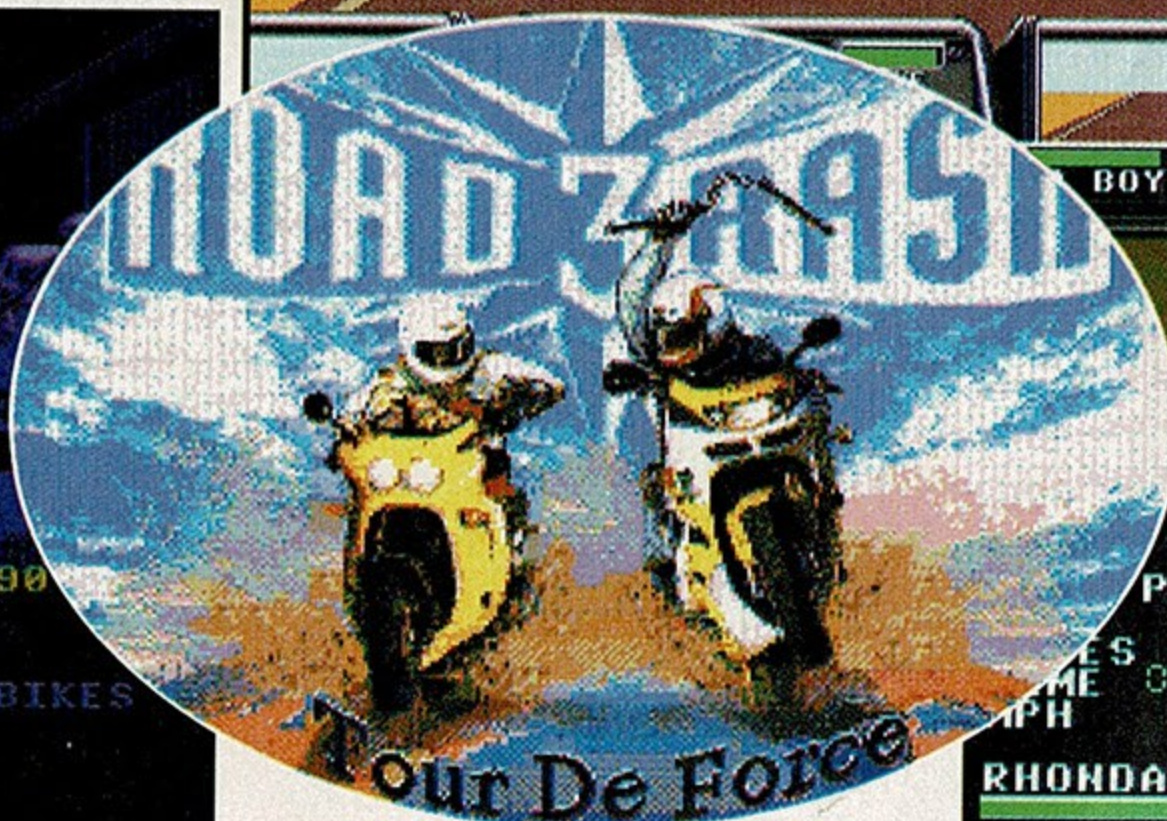
When opponents have fallen why not run them over?



Choose from three different bike categories

BIKE SHOP

PLAYER A CASH+TRADE \$2490
RAT BIKES SPORT BIKES SUPER BIKES
UPGRADES EXIT



the African deserts provide a sandy backdrop for more stages. Admittedly this doesn't affect the gameplay one bit but it does make a refreshing change to seeing the same old graphics time after time after time.

HARD

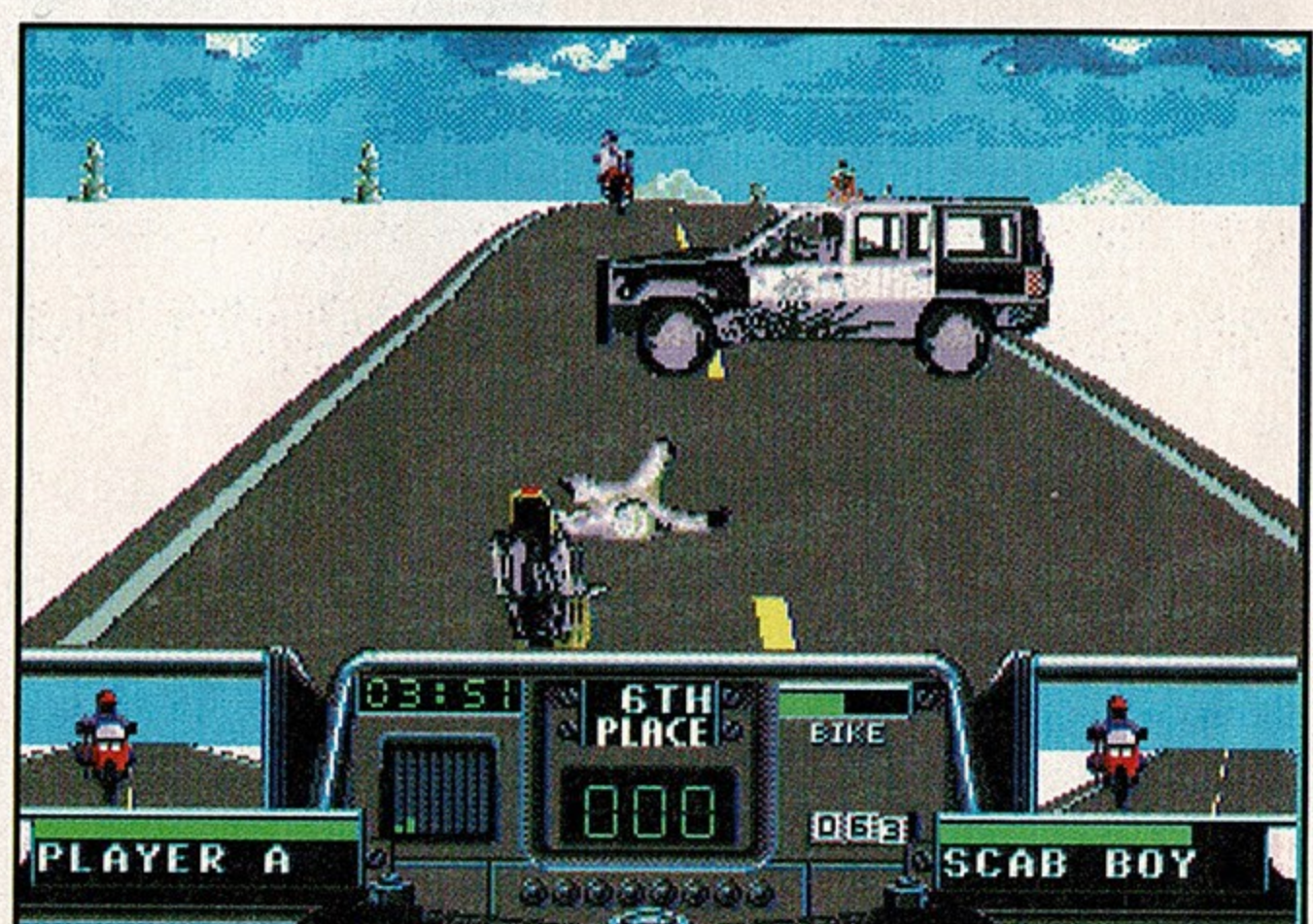
The major difference between Road Rash II and the first was that it had a two player mode that added a whole new element to the game. Here though we are just presented with more of the same. There is no individual feature that will make Rash II owners immediately want to buy it. Having said this I must point out that the gameplay is still as challenging as ever, if not more so, so anyone who doesn't already own one of the first two will be in for a treat. Graphically some very strange things have happened. The road looks exactly the same as it always did, but this isn't a bad thing as it always looked good and undulated realistically anyway. The main noticeable change is with the mains sprites. These are incredibly well defined and look out of place when compared to the rest of the game. This is not helped by the fact that for some strange reason it seems like the bike is actually floating just above the road's surface. This is just a minor complaint though and is soon overlooked when the action starts hotting up. Starting off at the back of the pack you must use all your skill and cunning to knock the other riders senseless and get into the lead. Bearing in mind that the riders are now tougher and more intelligent, this is not an



RICH
TIME
Two player fun is just as riotous as ever
PLACE
MPH 139
SERGIO



(Left) Knock the riders off and sometimes their bikes keep going!



(Right) Now that's what I call a roadblock

easy task. They fight back and deliberately get in your way or try to push you into oncoming vehicles. It may not be very nice behaviour so it is a good job that you can pull alongside them, steal their weapons and give them a good thrashing.

ME

The weapons include a chain, a baseball bat, a crowbar that makes a sickening thud when someone gets hit, oil which makes racers behind slip up, chemical mace and some nunchakus.

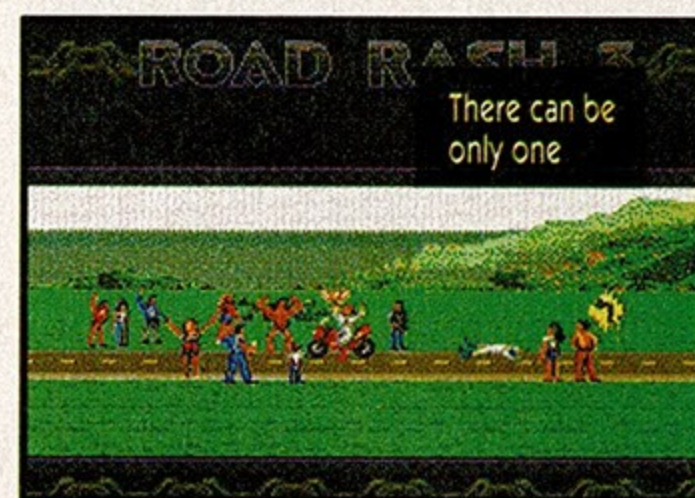
Just the sort of things you expect to find in the average family game.

On the whole Road Rash II is an above average racing game that is helped no end by the violent elements and most people will like it, but anyone that already owns Road Rash II will be

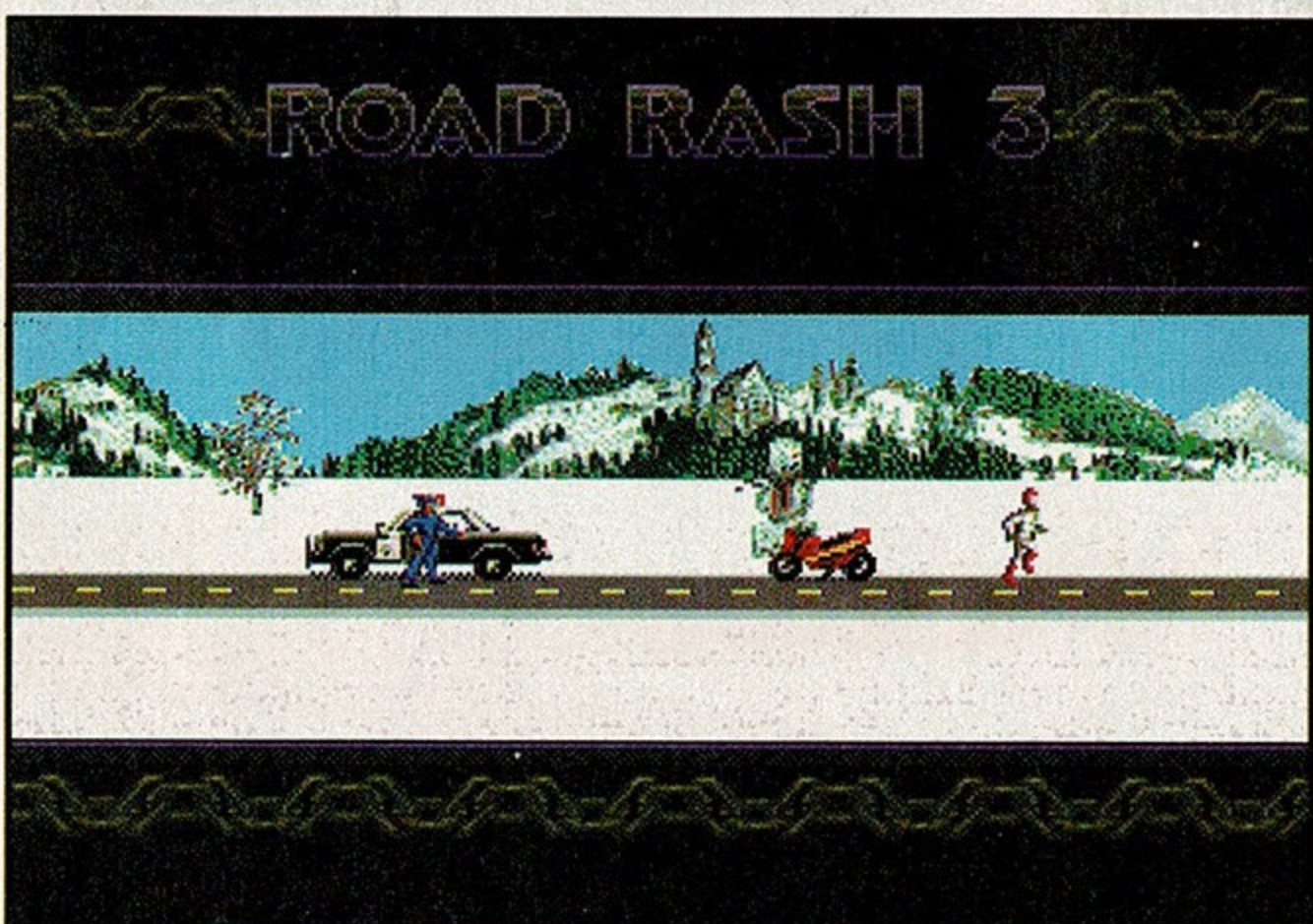
disappointed that there weren't more significant changes made to the gameplay. Mind you, I must end by pointing out that public opinion has been listened to and recognised as it is now possible to clobber the motorcycle Policemen! Maybe there is justice in this world after all.



The thing that knocked me off was a Deer, but at least it took out the copper as well!



At least I have my good points



Time to do a cream bunner

86

PERCENT

GRAPHICS

●●●●●●●●●●

SOUND

●●●●●●●●●●

8

8

GAMEPLAY

●●●●●●●●●●

GAME SIZE

●●●●●●●●●●

7

8

"A great game, but only if you don't own the other two in the series"

Paul Ulland

From: SONY

Release: OUT NOW

Price: £39.99

Levels: N/A

Players: 2

Ready for another addition to the CD range that could easily be on cartridge but for some FMV? Well, you're in luck.

In America Baseball is an institution that Dad's use to teach their sons about fair play. Basically what they see is that there are two teams competing against each other in a fantastic stadium. The field is diamond shaped and the teams spread themselves out across it. The man in the centre of the pitch then throws a hard ball very fast at the head of a member of the opposing team. A game like this could get a bit one sided, so to make things fairer this guy is armed with a very big bat with which to defend himself, and maybe overcome other players. After hitting the ball, sparing himself from certain death, the throwing team then try to get it back and hit the batter with it again so he runs for his life. To aid his running he has special spiked shoes which help him grip the ground

and maybe accidentally lacerate player's legs as he slides into base. Where else could you learn about sportsmanship and first aid simultaneously?

WEE JOCK

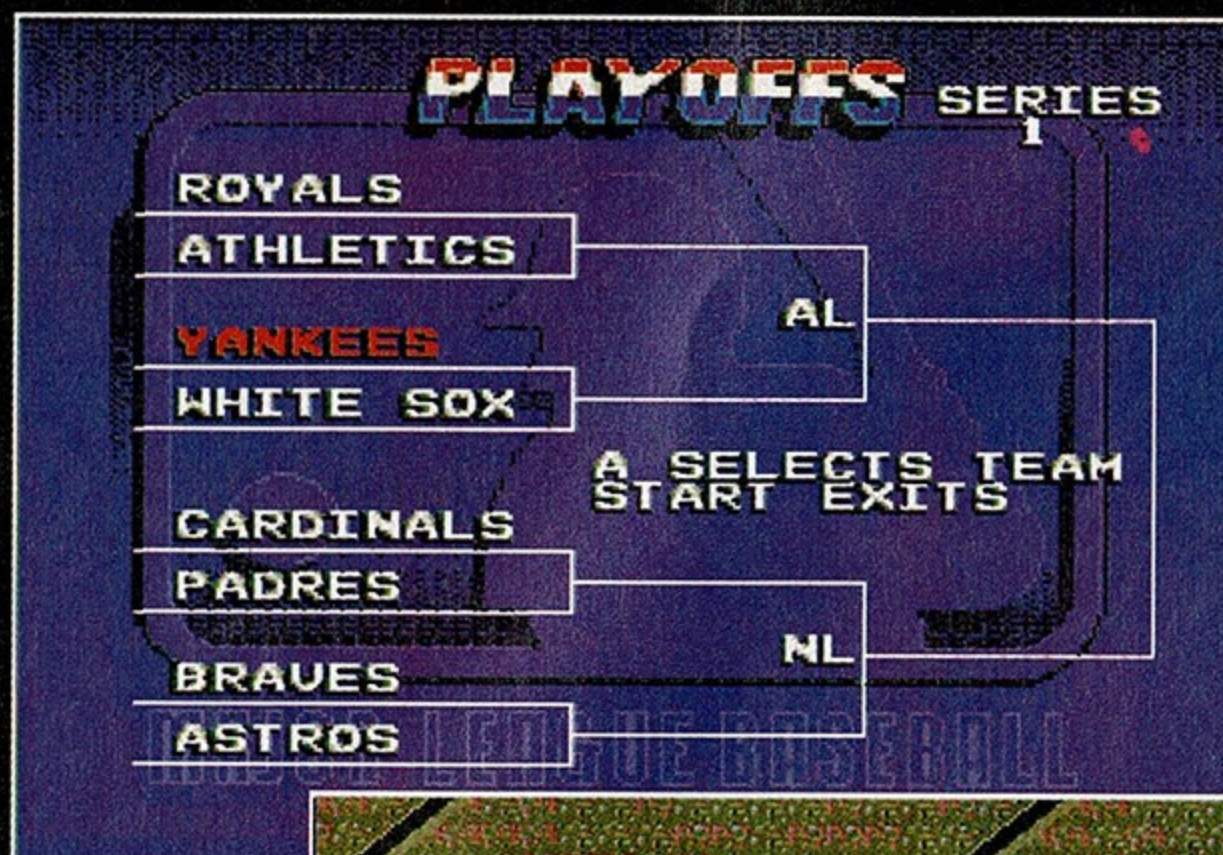
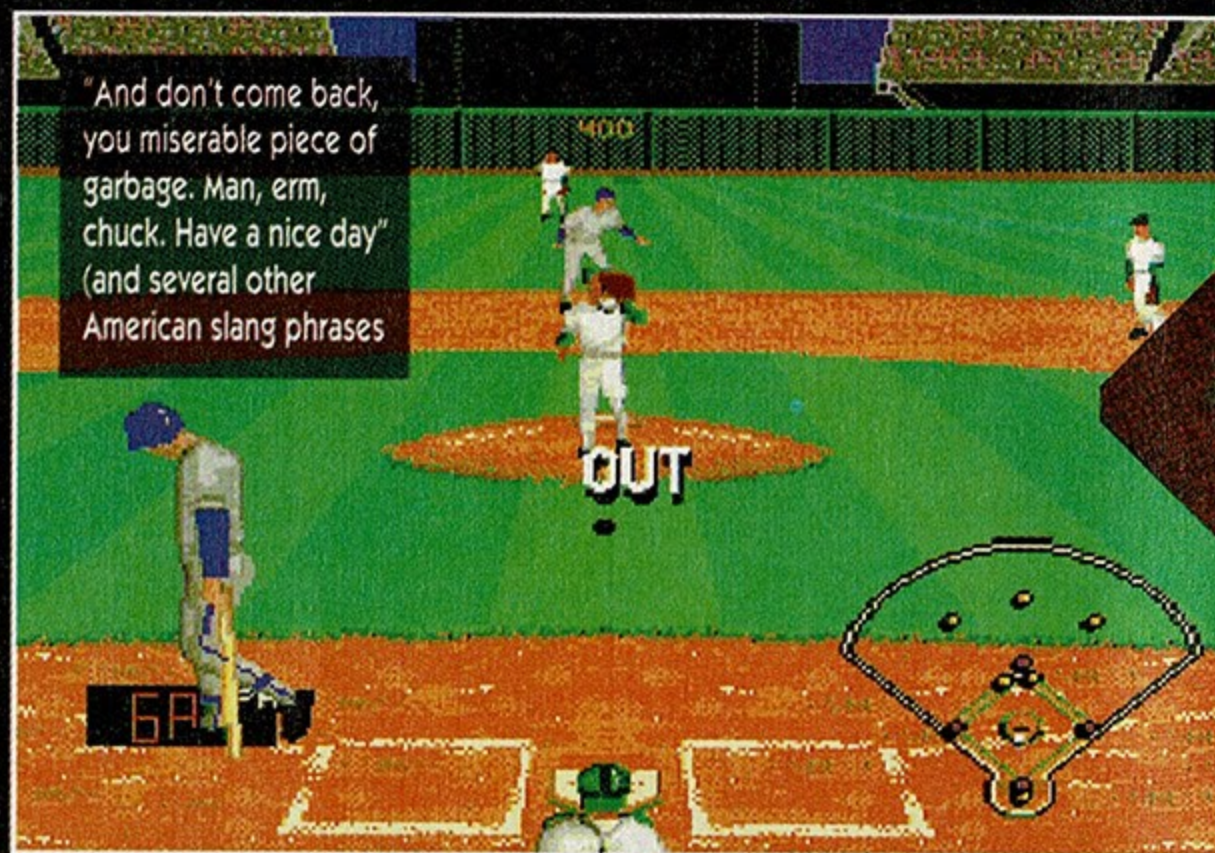
Well, thanks for that introduction Rich (he stole my big comfy chair and started writing before I could stop him). Anyway, with Lee back at the helm it's on with the review. Now, quite why I decided to review a baseball game is beyond me, because every baseball game I have ever played on the Mega Drive has been a complete load of twaddle. I don't like baseball. I'm sorry but it's dull.

Perhaps if you are sitting in the crowd at a game then it would be more fun, but it is not a good armchair sport. I just think it's one of those sports that doesn't convert well. It's like doing a cricket game (which I know some (sad) people would love) on console. Undeterred though, Sony throws us this effort, and it's lame.

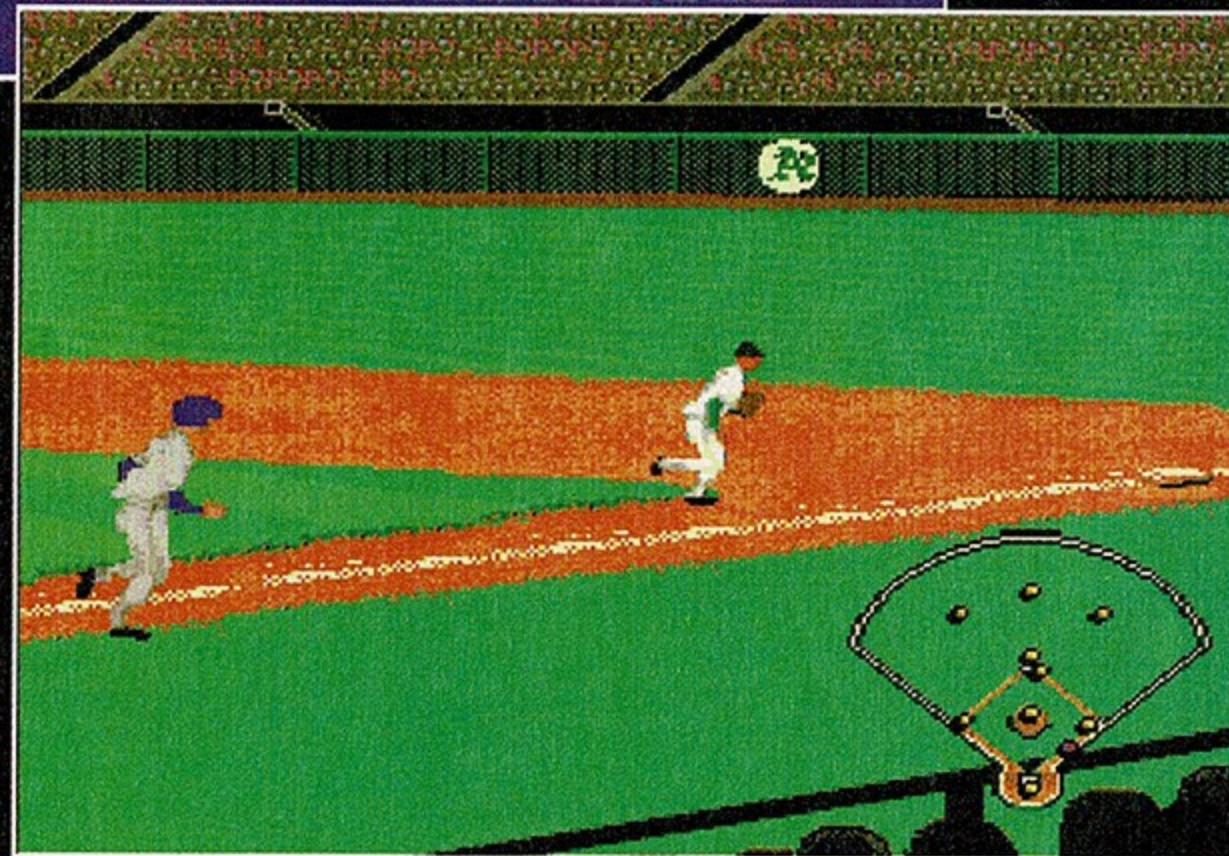
POO PONG

For starters there's the added CD 'bonuses'. An FMV introduction? Just how long does it take to digitise the ESPN baseball tonight TV show

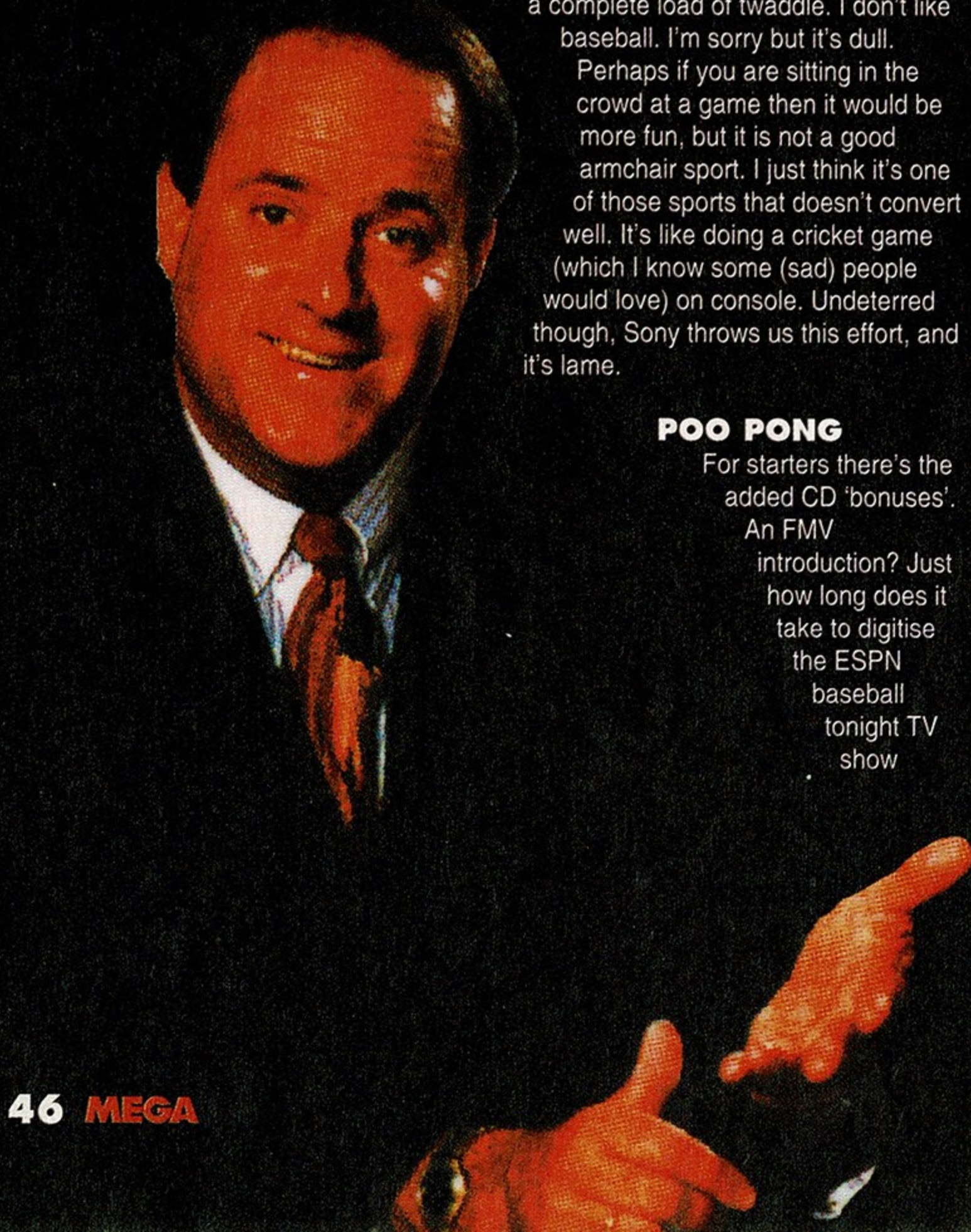
front-end? Now how long does it take to do it as badly as it's done here? Huge patches of colour rolling around the screen looking crap. I'm sorry, but if people are going to add FMV to CD



(Left) Oh super, it's one of those playoff tree thingys. Much like the one I featured in when I won the Virtua Racing Deluxe challenge at Sega last month.



(Right) The words "Looks you he's gonna be out matey" would spring to mind at this point, but with the speed of your defense you never can tell.



games they'd better make it look good, or just leave it out. Great player animation? Yeah, but then RBI 4 had great player

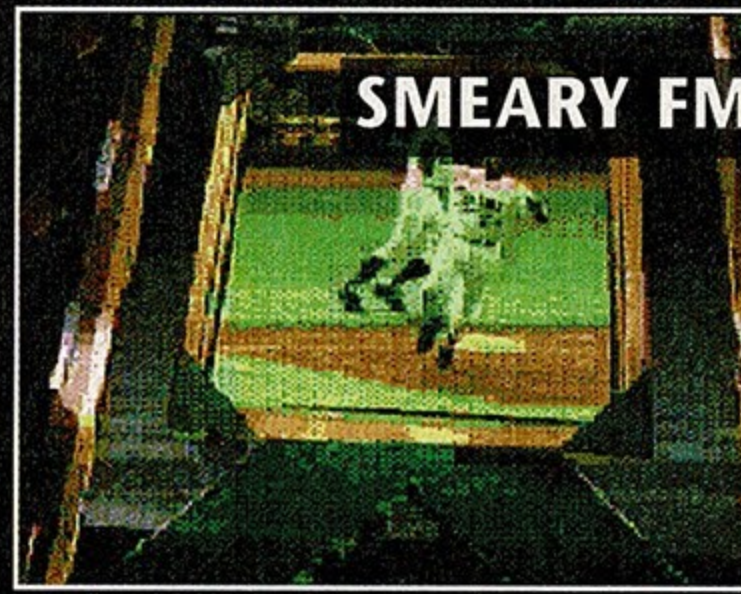


BALL TONIGHT

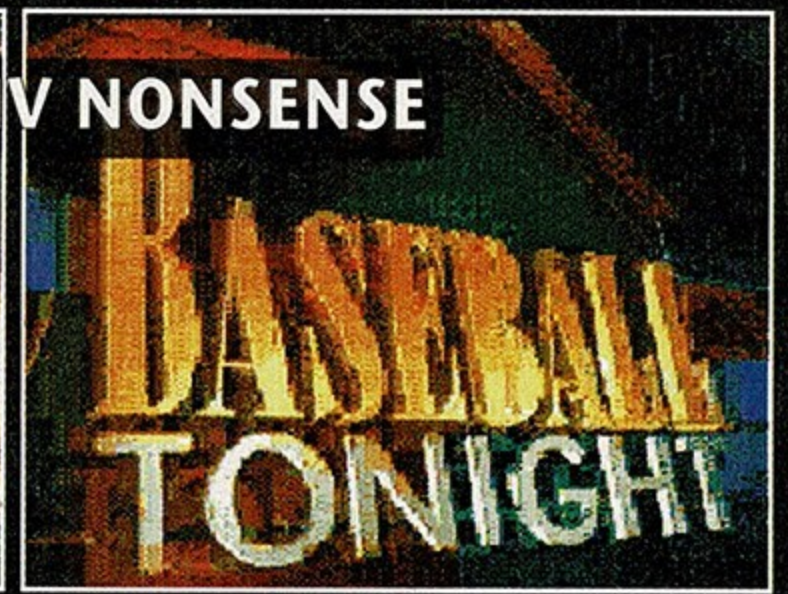
animation, and you didn't have to wait for it to load in. Better sound, and perhaps speech? Yes, the usual CD music plays along and very impressive it is too, and some nice speech is used to introduce the teams and call out the score during play. So what? It's on a bloody CD, it should have good sound.

MC PLOP

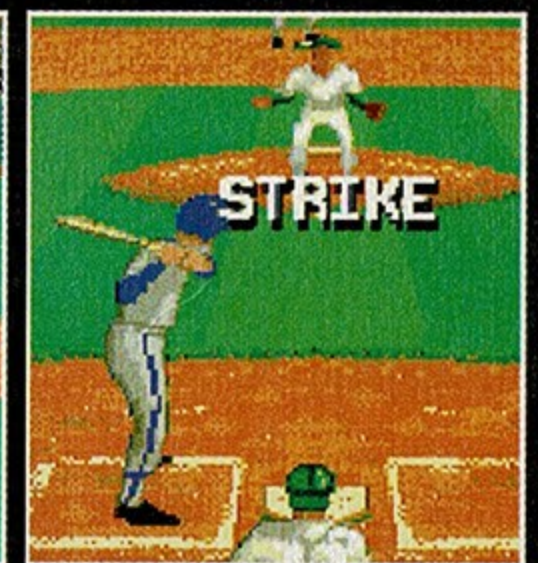
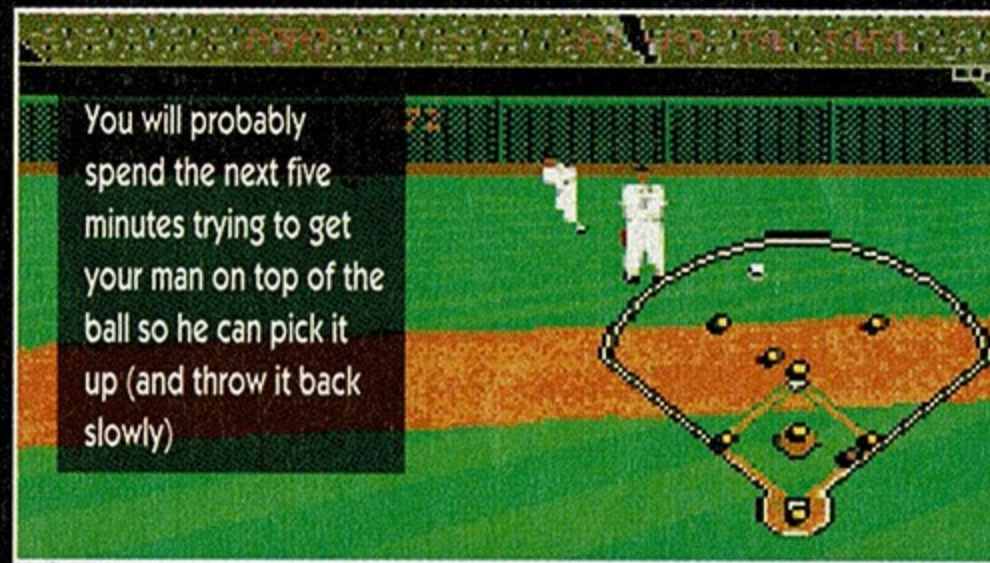
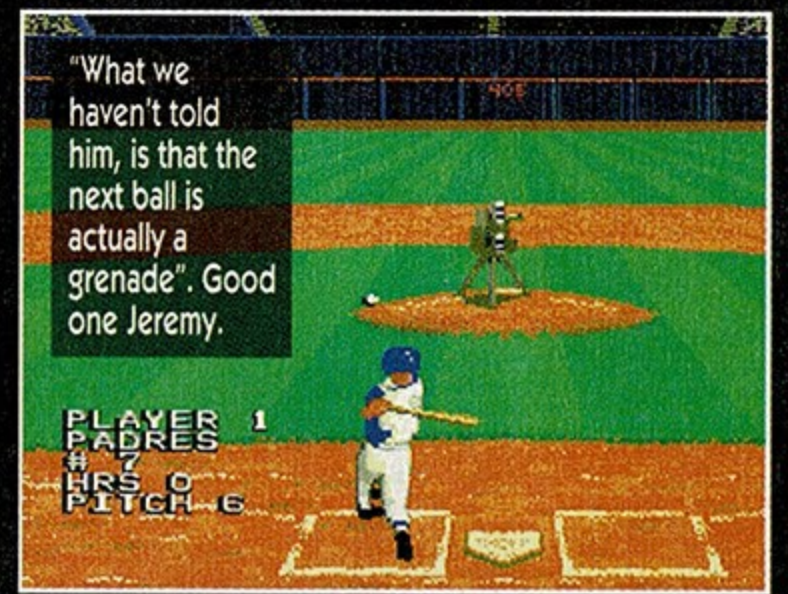
But what of the gameplay? Too slow. I'm sorry but the ball moves far too slowly. Your players move far too slowly. The whole thing moves far too slowly. This isn't CD-access slowly though. If a ball is hit into the outfield and you run to fetch it, you have to use the player that the computer selects for you to use. So run him towards the ball, and when he picks it up try and get it back to the next base the runner is heading for. It won't make it. In fact by the time it's got to the base the runner will be on his way to the next base, and you generally lose at least two bases if the ball is hit at all. This adds up to an absurdly difficult game.



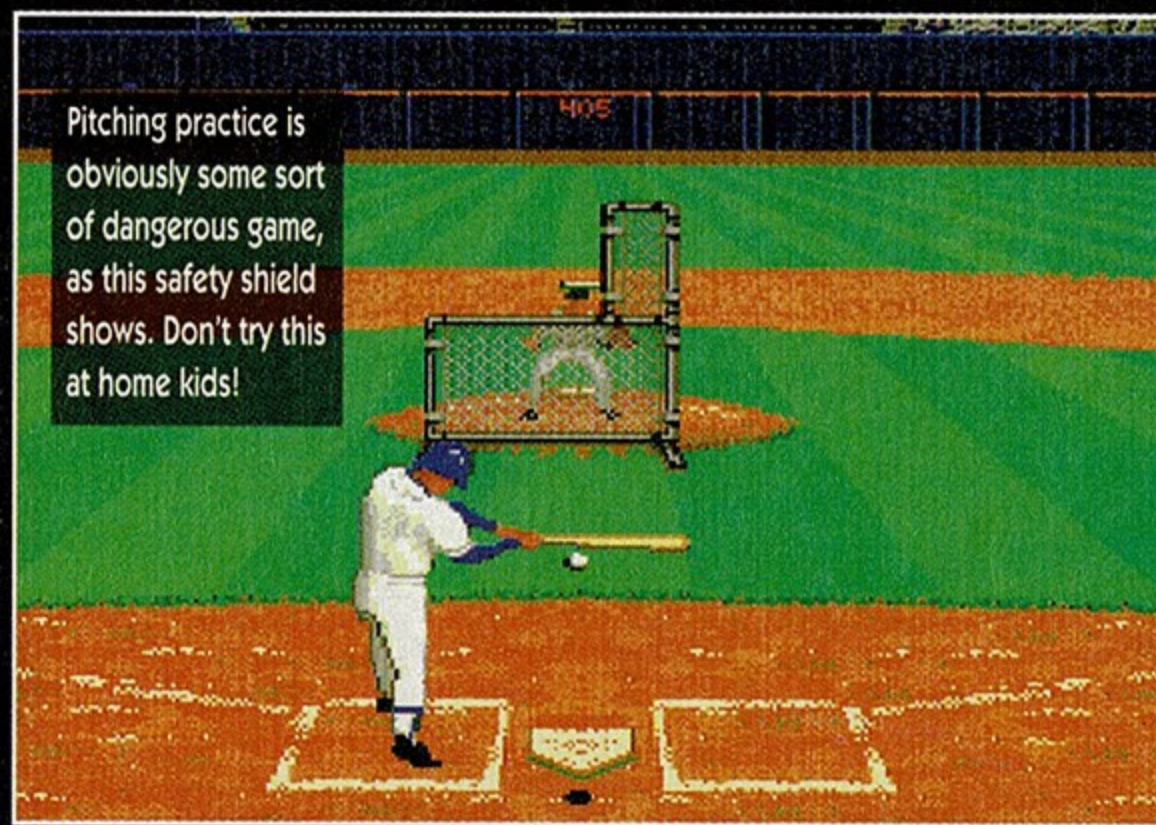
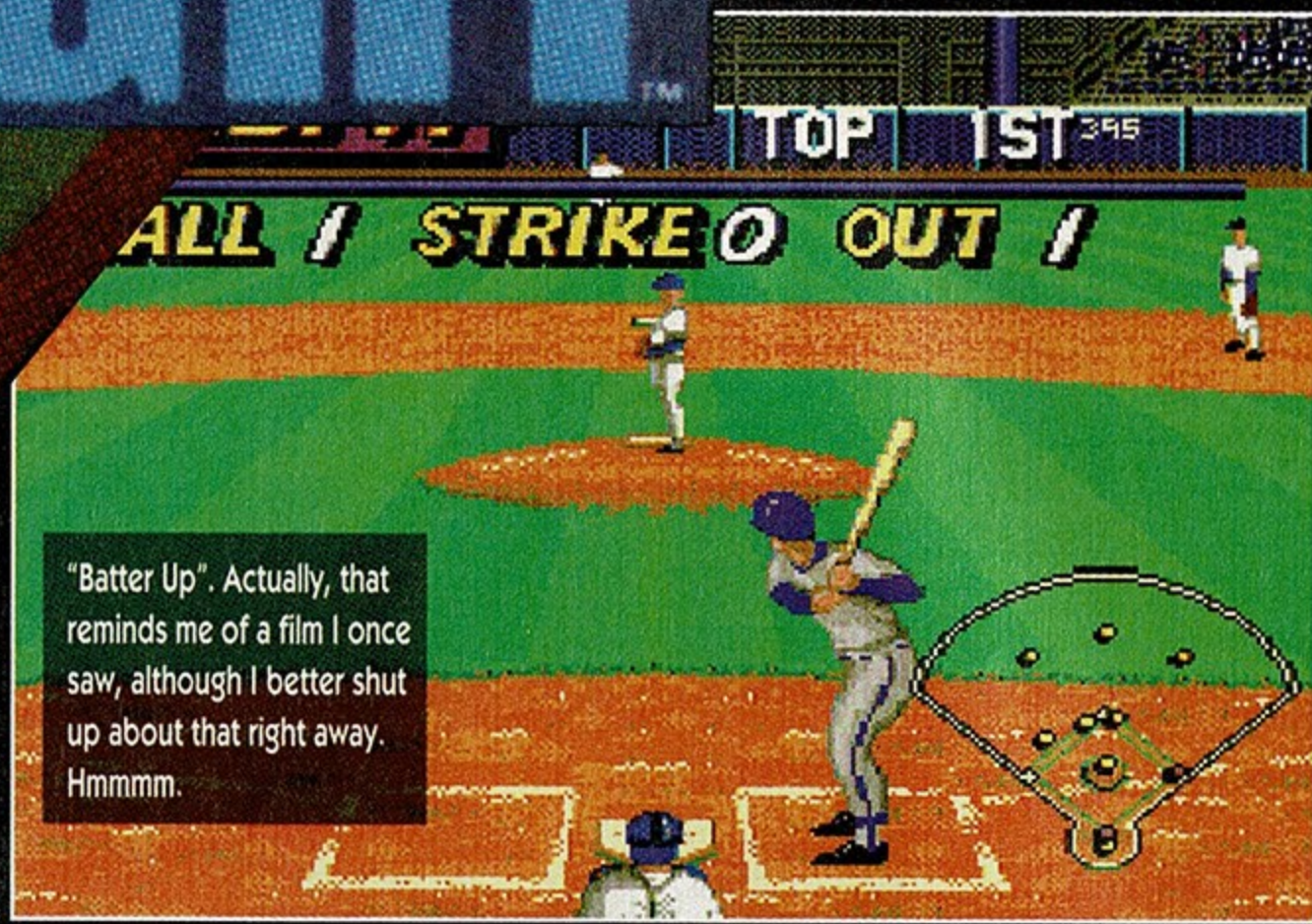
SMEARY FMV NONSENSE



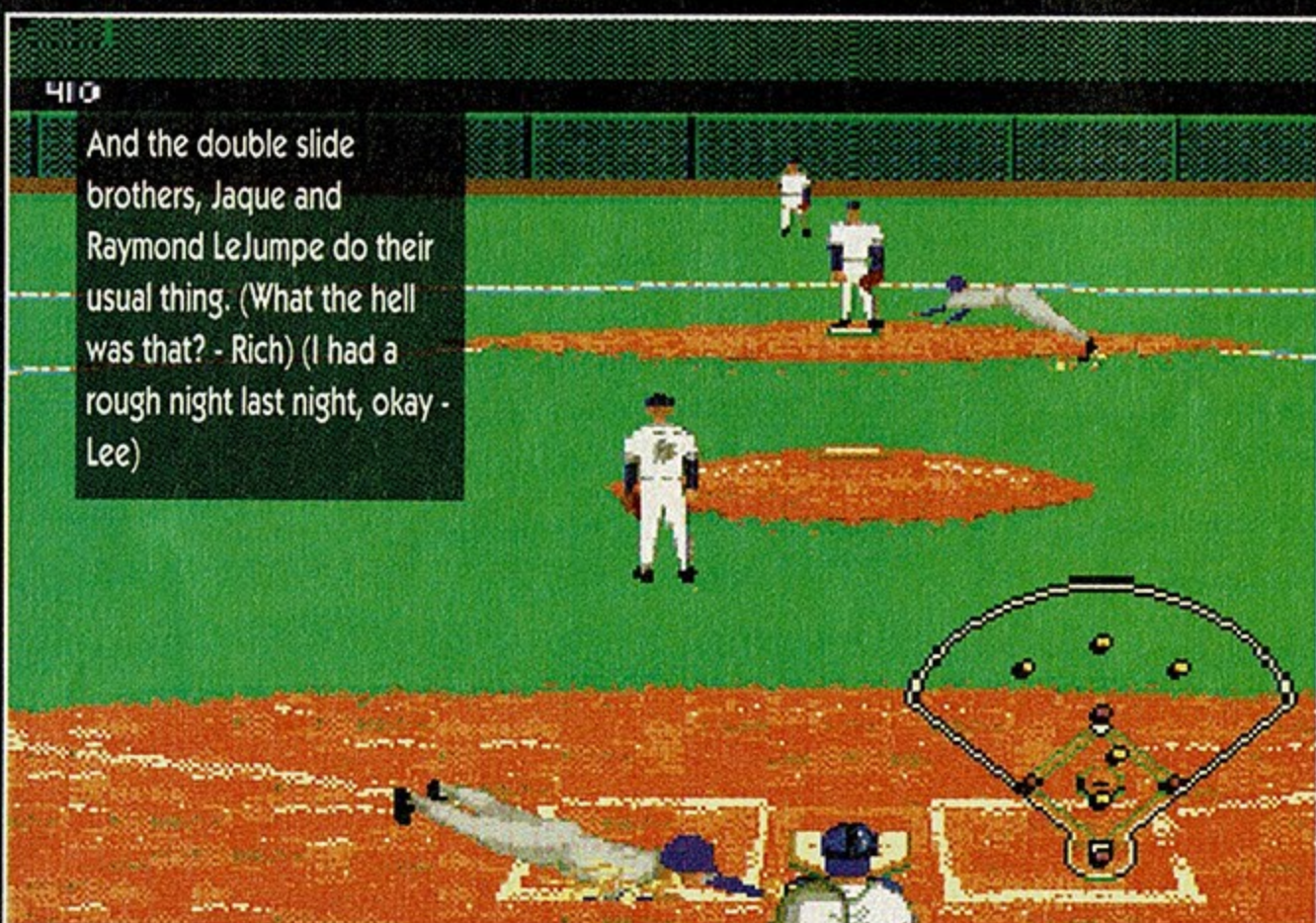
Of course the usual practice options are available to help you hone your offensive play, but there is no denying that the defensive game is weak in the extreme. It's all crap, the whole thing. I'm sorry, but I simply can't recommend this game to anyone. Fans of the sport desperate for a CD game are better looking at cartridges, and anyone who isn't already a fan, is not going to become one after playing this.



(Above) A strike perhaps?



(Below) And the diving twins are back, but they've been on holiday to California



65 PERCENT

"A CD game easily bettered by cartridge games over a year old. Forget it."

Lee A Brown



GRAPHICS	8	GAMEPLAY	4
SOUND	8	GAME SIZE	6

From: ACCLAIM
Release: OUT NOW
Price: £44.99
Tracks : 15
Players: 2



FEATURING NIGEL MANSSELL

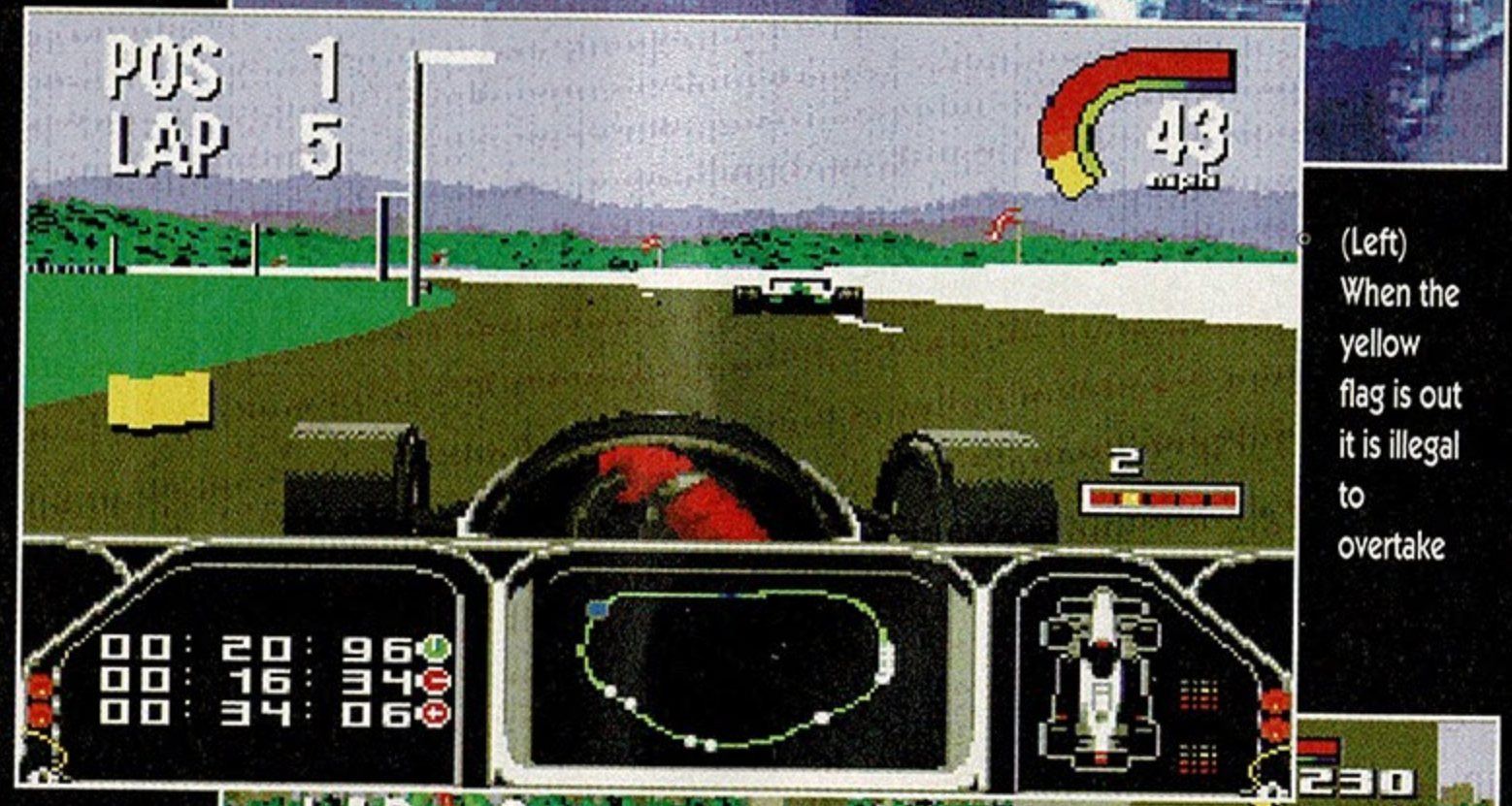
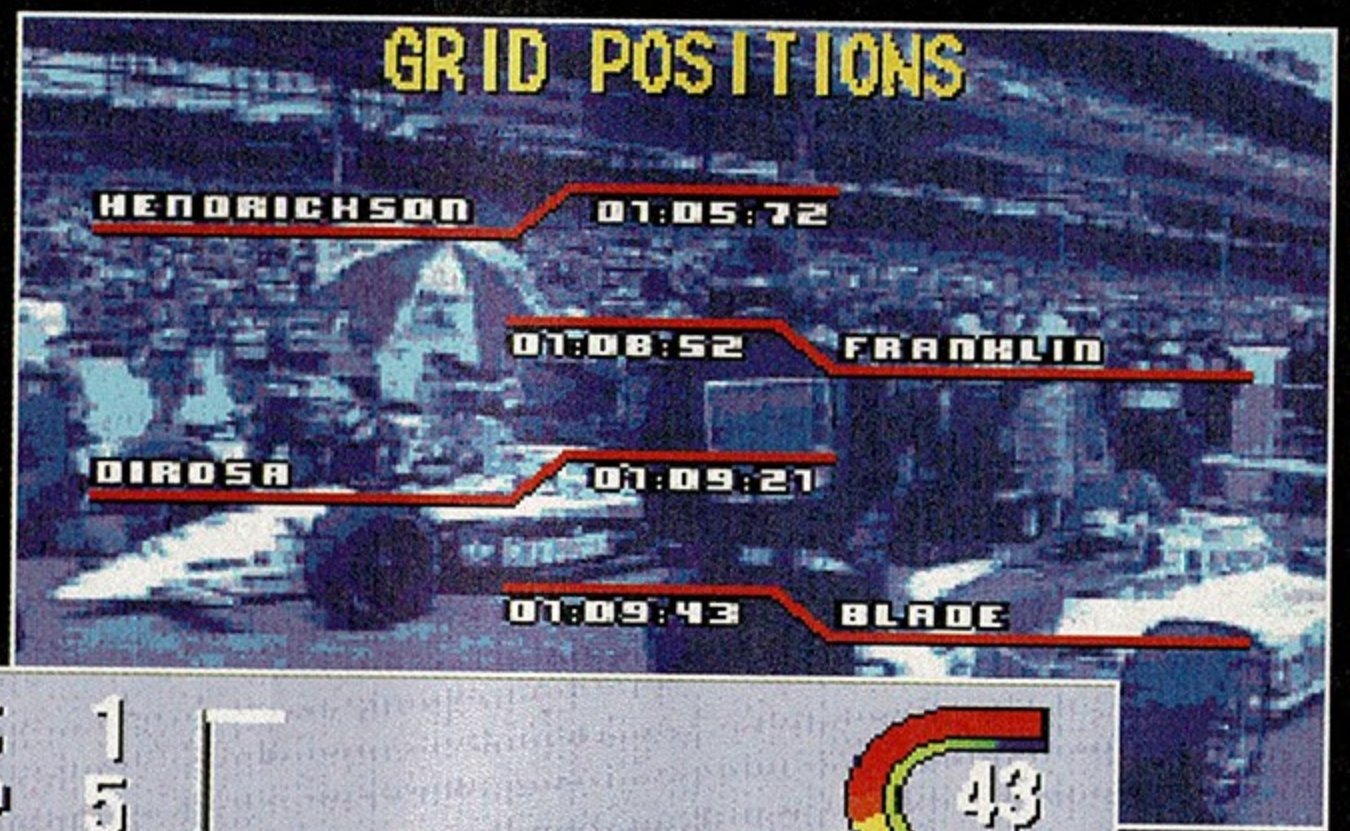
Motor Racing's most interesting character has now got his own game, and it is just as exciting. Who.

is just not up to the standard that we expect of today's racing games. The game is set over fifteen different Indy Car courses which are located throughout America and even in Australia. Taking the role of Mansell, or Mario Andretti in two player mode, the objective is to recreate Mansell's sterling debut performance by winning the tournament and putting all the other drivers to shame. The courses are fairly accurate when compared to their real life counterparts so what more could a racing driver want? Well, actually they will be left wanting quite a lot after playing this as it is extremely disappointing. We played it alongside Domark's ageing F1 and F1 came out on top.

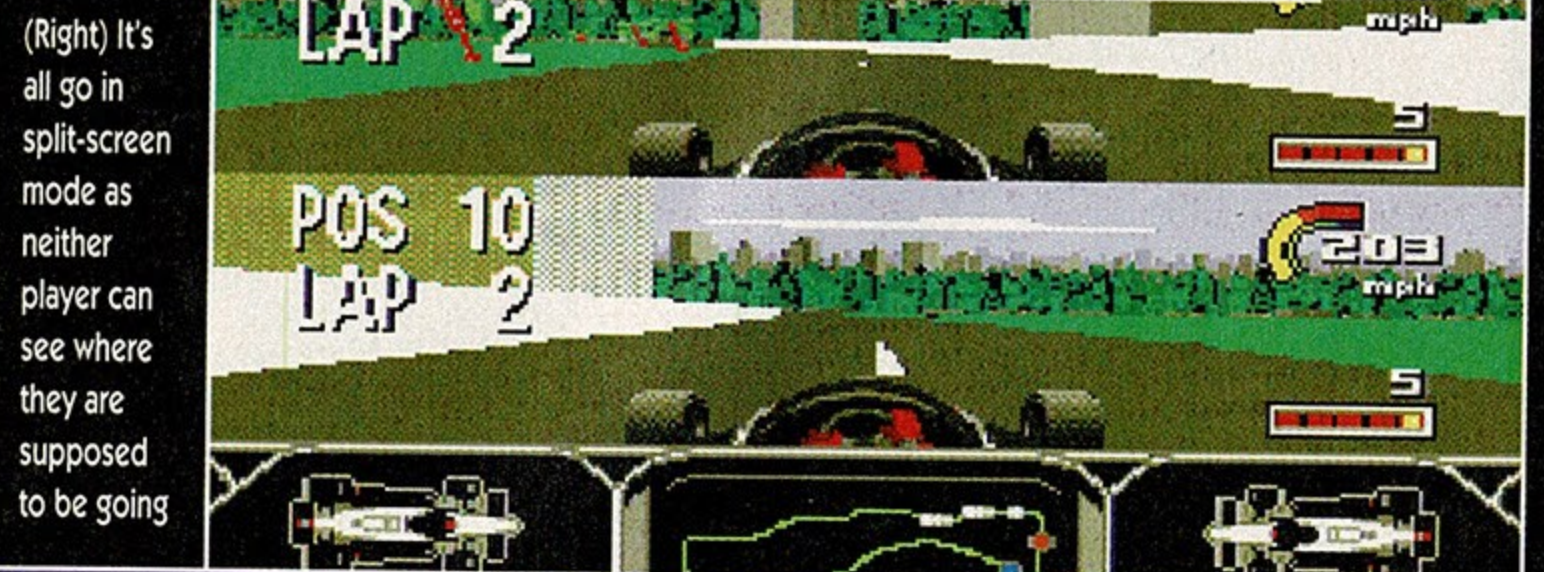
There are two schools of thought when it comes to racing games. Some are only interested in jumping behind the wheel of a car and putting their foot down, and others prefer more accurate simulations where realism is the key. For all those boy racers the best title is obviously Virtua Racing Deluxe, but there is no real contender for the most realistic title. In fact the only ones that spring to mind are F1 and Super Monaco GP, which are both as old as the hills themselves. Now Acclaim have signed up Nigel Mansell, star of formula one and Indy car racing, and got him to endorse their latest title. Nigel fans will no doubt be aware that Nigel took a brief excursion into the world of Indy Car Racing courtesy of the Newman Haas team, and lets just say that he did pretty well. He has now returned back to the world of formula racing, and so it seems that this game has arrived a bit too late. In fact it has arrived two years too late as it

THE HUSTLER
Both games are licenses and try to be simulations and F1 is more realistic. Both titles have simultaneous two player modes using smaller graphics but in Mansell we found it hard to see the road ahead which led to many off-putting crashes. One thing that both games have in common is that all the tracks are surrounded by indestructible scenery. Crash into it and your car stops dead in its tracks and gets slightly damaged. In real racing (and this is supposed to be realistic, or so I thought) the car would either just plough straight through the offending object but it is more than likely that it would cause considerable damage to the car and/or the driver. Having established that crashing head first into a wall at top speed only caused minor delays it came as quite a surprise to see a yellow flag being waved, meaning that some incident had

(Right) Here's the lineup, and Mansell is nowhere to be seen



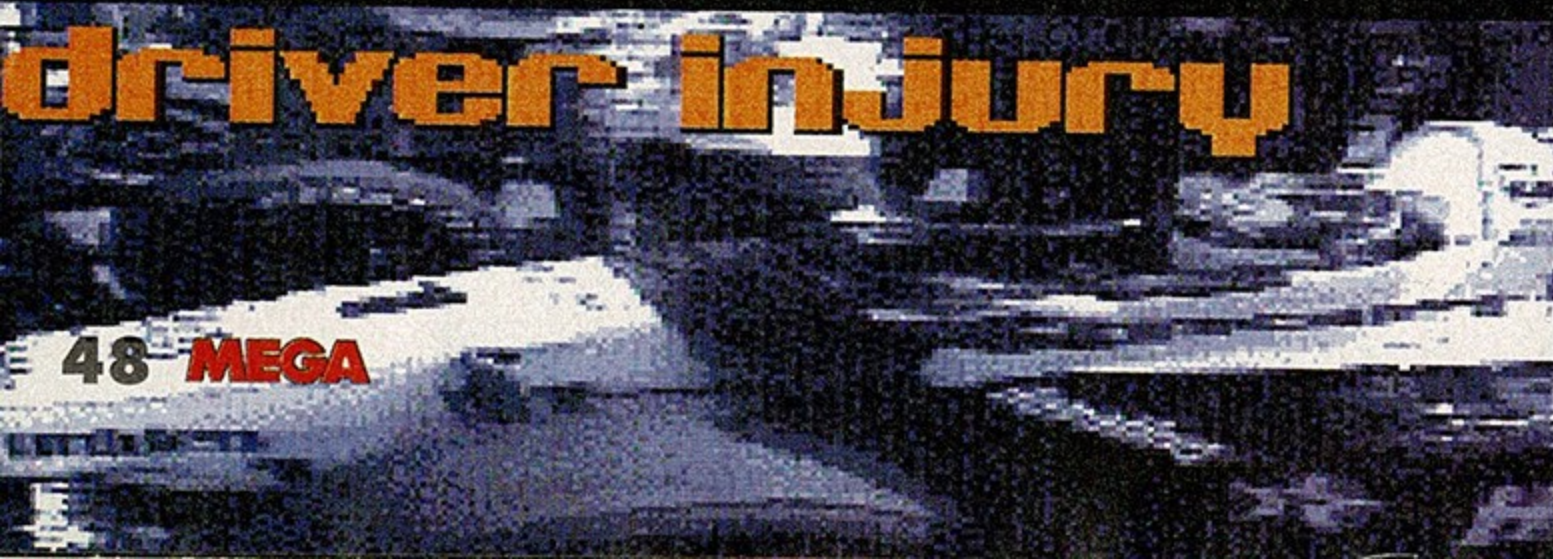
(Left) When the yellow flag is out it is illegal to overtake

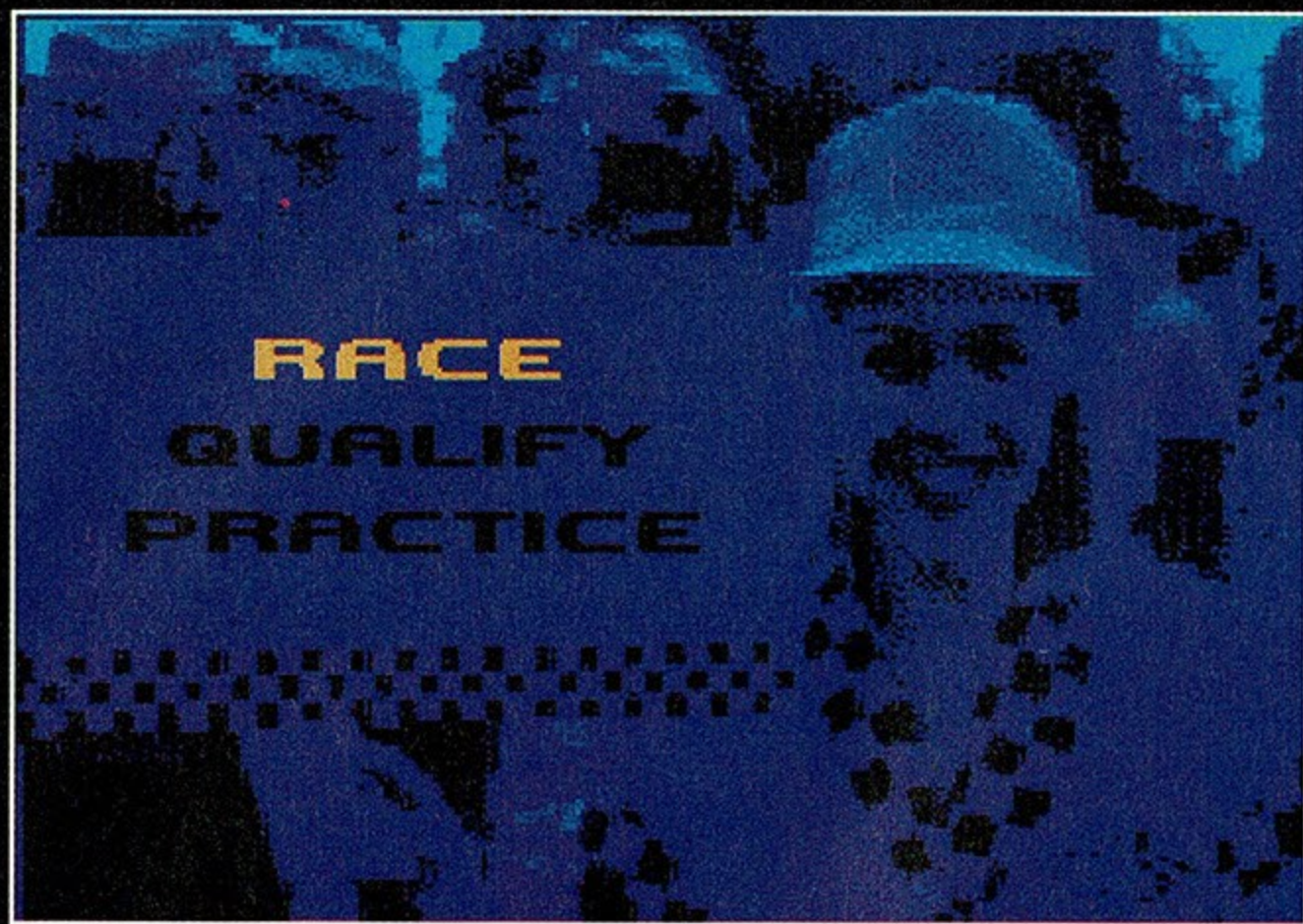


(Right) It's all go in split-screen mode as neither player can see where they are supposed to be going

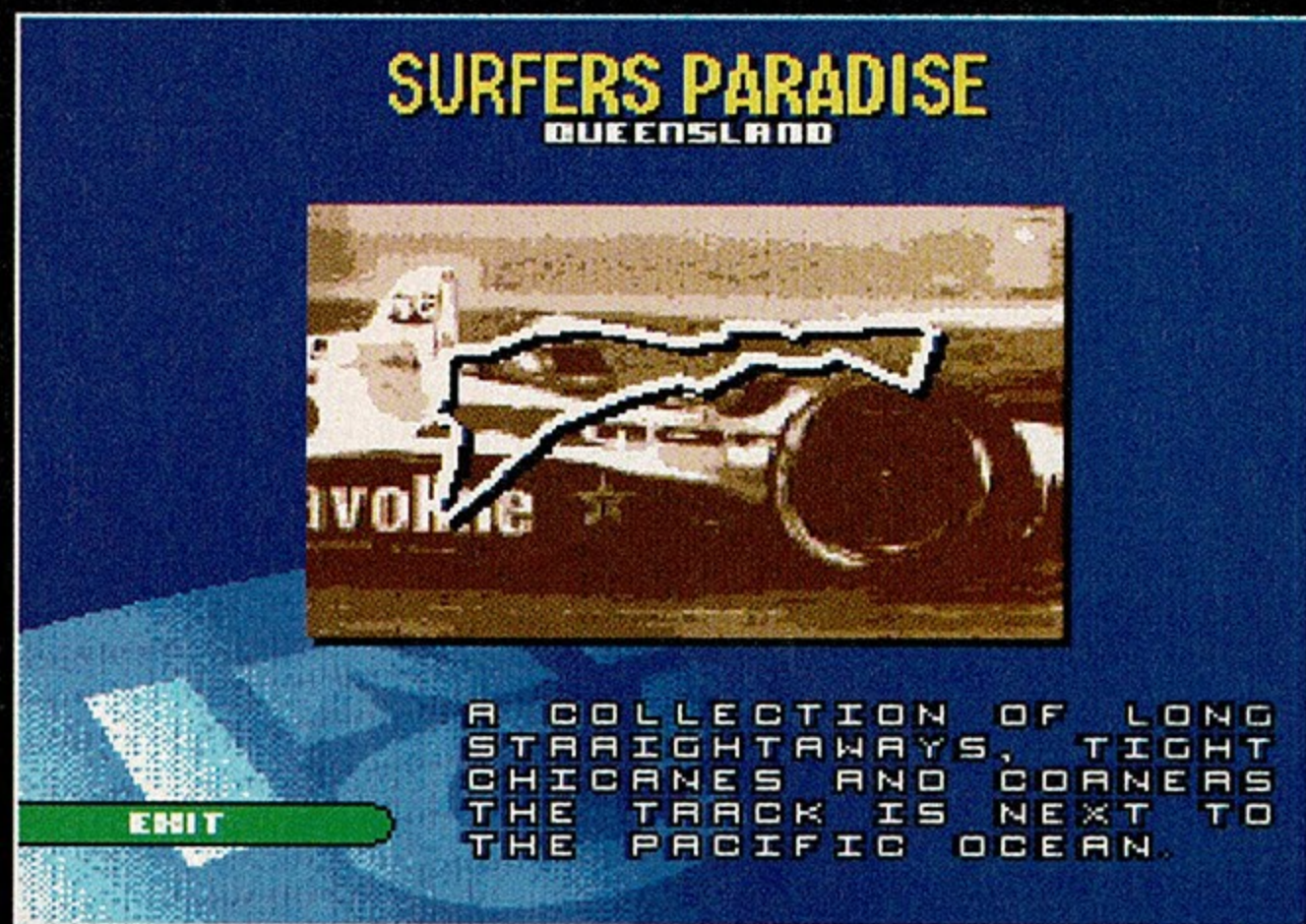


(Left) Everything you always wanted to know about racing but were too afraid to ask





(Left) Tottie! It may look a bit blue but it's tottie nonetheless



(Right) Strange but true, Surfer's Paradise is a course found way over in Australia (and I've been there - Lee)

A COLLECTION OF LONG STRAIGHTAWAYS, TIGHT CHICANES AND CORNERS THE TRACK IS NEXT TO THE PACIFIC OCEAN.

occurred which could endanger other drivers. After a few laps of not being allowed to overtake anyone I still hadn't noticed any sign of an accident when the green flag was dropped and the race continued.

THE COLOUR OF MONEY

As a console game this has to be one of the worst I have played this year but being open minded here at Mega we decided to give it one last chance before casting a final verdict. You are probably not aware that here at Maverick we also publish a racing magazine so it was a simple matter to have this game tested

by Indy Car enthusiasts. After a few races we all came to the same verdict - crap. If you want an exciting racing game then Virtua Racing delivers all the necessary thrills and spills, even though it only has three tracks. More stringent enthusiasts who like their driving to require a bit more intelligence should go for F1. It's old so it shouldn't be hard to find a copy of it in a bargain basement at a very reasonable price.



(Above) The winner! Nigel stands proud in his red clothes, next to his identical twin

(Right) Isn't it strange how you can get injured while the car stays intact?



The position, speed, gear and lap number can all be shown on the dash by using the various options but it makes no difference to the game whatsoever

49 PERCENT

"What is the word I'm looking for? Oh yes, that's it - pants. What a load of pants this game is"

Paul 2 Level



GRAPHICS	6	GAMEPLAY	6
SOUND	5	GAME SIZE	7

From: Time Warner

Release: Feb/Mar

Price: £39.99

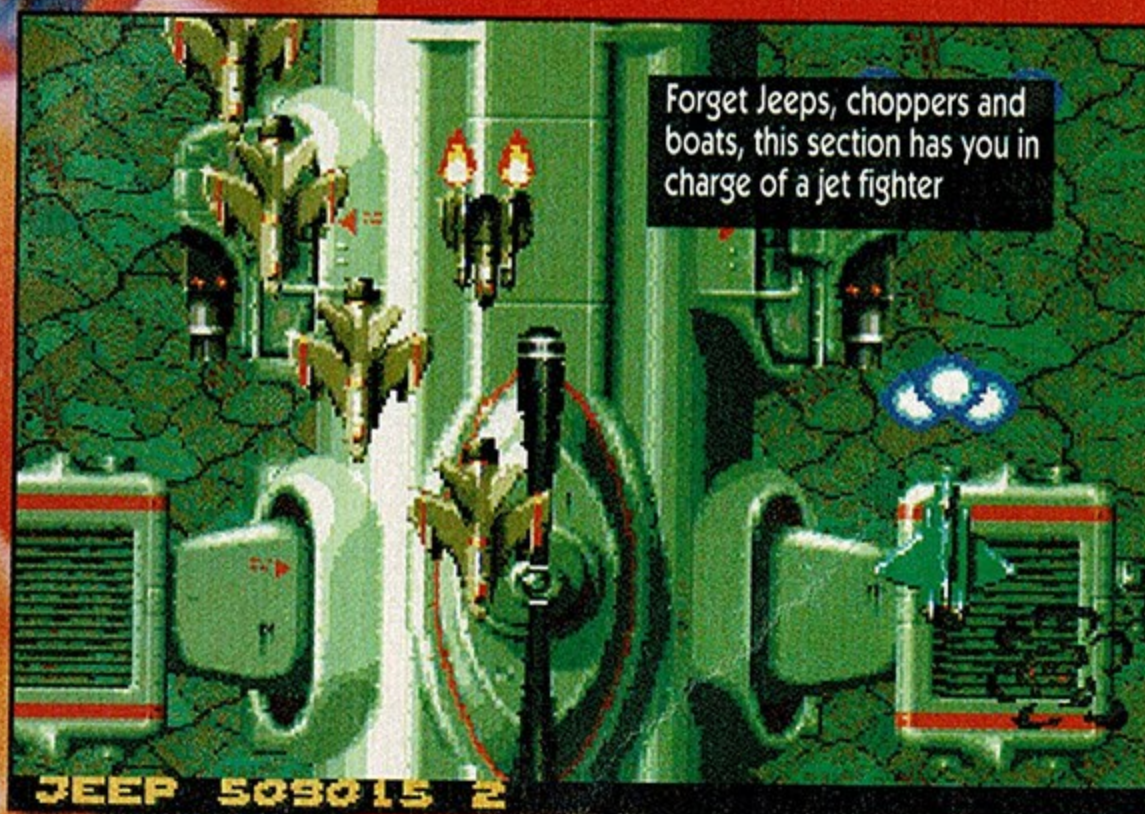
Levels: 8

Players: 2

MEGA SW

Fancy visuals and revolutionary sound may be nice but nothing is better than a good dose of rock hard action every now and then, and MegaSWIV is just what the doctor ordered

If there's one thing that a lot of games designers seem to have forgotten recently it is that a really good enjoyable game should be both playable and exciting. Sod state of the art rendered graphics that can be found in just about every recent platform game, I much prefer a fast, furious, mindless blast any day of the week. Even now I still occasionally dig out my old copy of Thunder Force IV and let my brain atrophy even more whilst trying to single handedly save the universe as we know it yet again. Now Time Warner Interactive have come to rot my poor grey cells even more with their new blaster, MegaSWIV. The SWIV series started off many years ago as a horizontally scrolling two player shoot'em-up in the arcade called Silk Worm. One player controlled a jeep and the other controlled a helicopter and the sole



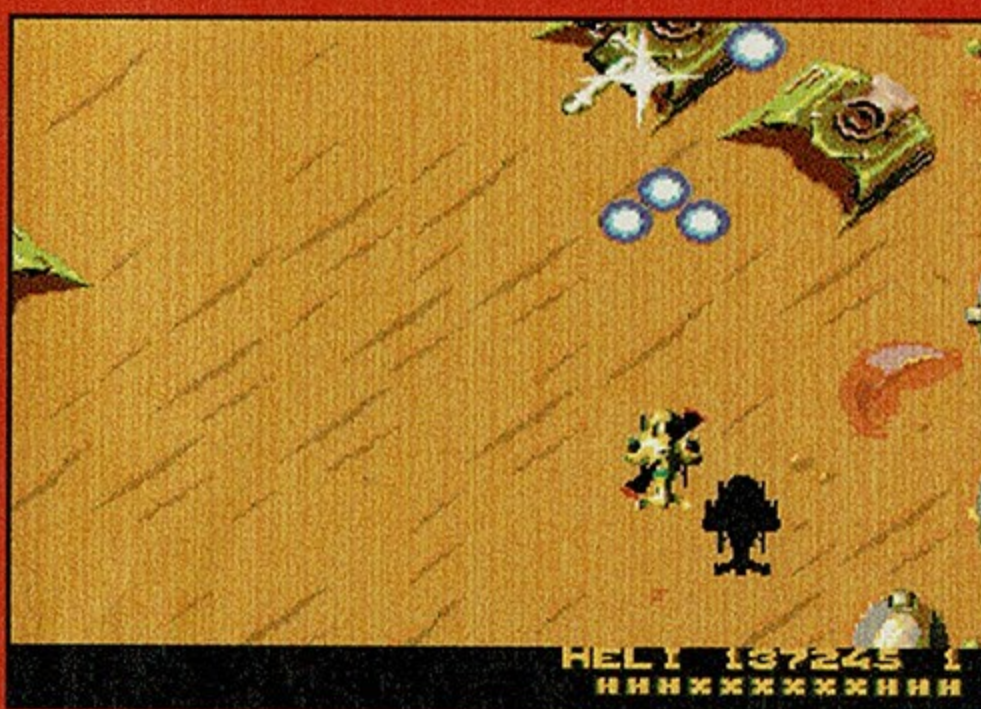
WVW



objective was to blast the enemy hordes to hell and back again. The Sales Curve, programmers extraordinaire, have since released a number of sequels, the most recent and innovative of which was SuperSWIV on the SNES. It was challenging, very slick and got the adrenaline pumping right from the off. MegaSWIV is virtually identical to SuperSWIV in every way, and even though it may seem slightly dated it is still great fun to play. As we all know by now, the story behind games like this are always completely unfeasible and unnecessary too. Who needs a good storyline when you just want a quick shot of excitement? Not me, that's for sure. Anyway, apparently those darn

MegaSWIV is enjoyable and supremely challenging

terrorist guys have come out of retirement once more and have got their hands on some rather smart pieces of kit with which they can hold the world hostage. Having built up a devastatingly powerful army of giant tanks, planes and battlecruisers it looks like the world is done for. But wait! We forgot about the blokes in the Jeep and the helicopter didn't we. Everyone can rest easy in their beds once more because two heroes have just stepped forwards to face insurmountable odds whilst giving the enemy forces the bird good and proper. So the storyline is pretty feeble but that is the worst part of this game and as such isn't really important. What is important is that MegaSWIV is enjoyable and



(Above) Have some of that (Nice inspired caption Rich - Lee).(Oh buggler off - Rich)



(Above) Talk about James Bond. The Jeep can metamorphosise into a boat simply by touching water. Lets hope it doesn't rain on the way home tonight



(Below) Collect the icons to boost your weapons



SWIV actually stands for Special Weapons Interdiction Vehicle and not Silk Worm IV as is commonly believed

TWIN OVERHEAD FUEL INJECTED AND SUPERCHARGED EMISSION PODS. TWO DOUBLE-IONISED TURBO PROPULSION SYSTEMS. TWICE VENTED HYPERSTIM ATRUM CONTROLS WITH UNDULATING SYNCHRO-BACKSPRING TECHNIQ.

HELIX:	SWIV-2
SPEED	1.6
RANGE	0.7
WEIGHT	3
CAPACITY	
WEAPONRY	
COMPUTER	
TECH-MECH	
COST	

SPECIAL WEAPONS INTERDICTION VEHICLE - SWIV 2

The plasma weapon is by far the best in the whole game. Here it is only half powered but is still devastating

It may look easy, but it's not. This boss takes ages before it gives up the ghost

JEEP 161165 3

So much for all that top security stuff then

INTELLIGENCE AGENCIES ALL OVER THE WORLD REPORT MILITARY EQUIPMENT VANISHING

Special weapons ahoy!

JEEP 360380 5
555HHXXXXX55

It may look like the chopper has just bought the big one, but he is safe as he has a shield. The Jeep on the other hand has three boulders headed his way

JEEP 23175 3
HHHHH

What naughty fellows

AN UNDERGROUND RACE IS BUILDING AN UNSTOPPABLE ARMY BASED ON THE STOLEN PROTOTYPE

The laser is one hell of a powerful weapon

40 0
HELI 224260 3
5X5X5555HHHH

Who is the man at the controls of the helicopter? Where does he come from? Why does he keep his identity a secret? Do we care? No we don't

JEEP 133740 0
GAME OVER

HELI 287760 2
55HHHHXXXXXX

It may look like a ponced up Dalek but it is still dead hard

JEEP:	
SPEED	1.6
RANGE	0.7
WEIGHT	3
CAPACITY	
WEAPONRY	10" CANNON
COMPUTER	R&I 19X2
TECH-MECH	CHARLIE
COST	2,800 KCRET

TRIPLE ENX ARMOURD COMBAT TYPE Y-RIGGED TUMP SUSPENSION SYSTEM WITH FOUR GAS-FILLED TLC SHOCKS ROUGH RYDER NOBBLY TYRES IN TWO TONE PASTEL COLOURS-AUTOREVERSE HOLOSOUND SYSTEM STUWARD. END

WEAPONS INTERDICTION VEHICLE - SWIV 2

The ability to fire in any direction means the Jeep can stay well away from trouble

JEEP 326755 5
HHXXXXX5555X



(Above) This invincibility stuff is quite a good idea

(Below) This does not look good



(Below) Here the Jeep must worry about the tank whilst the helicopter's main worry is the endless stream of planes that are approaching



supremely challenging.

At the start of the game the player(s) get to choose to control either the helicopter or the Jeep. At first it may not seem like there is any difference between the two but soon it becomes apparent that the gameplay is completely different depending on which vehicle is in use.

MEGA DIV

For instance. The Jeep stays on the grounds at all times, except for the time where it has to jump a ditch, and as such it has to be steered around buildings and other obstacles. It can move under approaching planes but it must avoid collisions with tanks at all costs. More importantly, it has a moveable gun turret which means that it can fire in any direction at all. The advantage of this is that it is much easier to attack enemies from the side rather than face on. This makes the game much easier for the player in control of the Jeep. The person with the helicopter on the other hand has a much tougher time ahead of them. They can fly over any obstacles or tanks but avoiding the planes is a complete nightmare, especially as it can only fire forwards. So, for those of you who aren't too hot at this sort of game then the Jeep is ideal as it handles well and is easy to get to grips with, but those of you who want more of a challenge then the helicopter is the one to go for.

Even though the Jeep can fire in any direction both crafts have the same weapons available to them. At first there are three to switch between, namely the standard gun, a flame thrower or the plasma gun. Later on in the game other weapons can be collected too, like the powerful laser beam. Every now and then a yellow pod will pop up. Shoot this and up to six icons will appear. These can either improve the power of the standard guns or award you with a special weapon that can only be used once. Powering up the weapons is quite easy at first but each time a life is lost the power of all the guns is decreased. Reaching a particularly tough bit and dying a

few times will completely strip you of all your weapons which isn't a particularly nice situation to be in.

SILK WORM - CHEESY

Just when it becomes a bit boring being in the same vehicle for level after level a giant pool of water appears. For the rest of the level the action takes place in boats and many bad guys swim in the safety of the deep water before popping their heads up and getting their faces blown off. This is where the game starts getting tougher than ever, and the boss at the end will deplete your life stock quite considerably. After this comes an aerial section where both players jump into planes and take on the might of a massive Laputaesque airship.

All things considered MegaSWIV is one of those games that is by no means a classic, but you'll keep coming back to it time after time anyway. It is immensely challenging but two player games are a bit one sided as the person in charge of the helicopter invariably dies first, and as there are no continues it seems to be a tad unfair.

GORGONZOLA

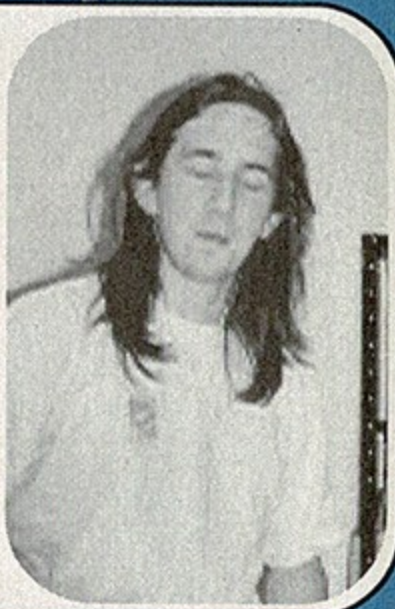
There is no doubt that a lot of attention has been paid to detail to make this game as playable as possible. The developers obviously realised that people will only play it in quick bursts which is why it is instantly playable right from the off. One very good feature is the ability to start playing the game the instant it is booted up instead of having to sit through screen after screen of introductory pictures and copyright notices which are extremely tedious (I think I should mention this to Probe).

If you're not bothered about originality or lack of mental stimulation then this is for you. It may not look as good as some of the newer platform games around but in a few months time this is the one that you'll be coming back too. Great stuff.

87 PERCENT

"Disengage brain and get ready for some exciting gameplay"

Robin Ullrich



GRAPHICS

8



SOUND

7



GAMEPLAY

7



GAME SIZE

7

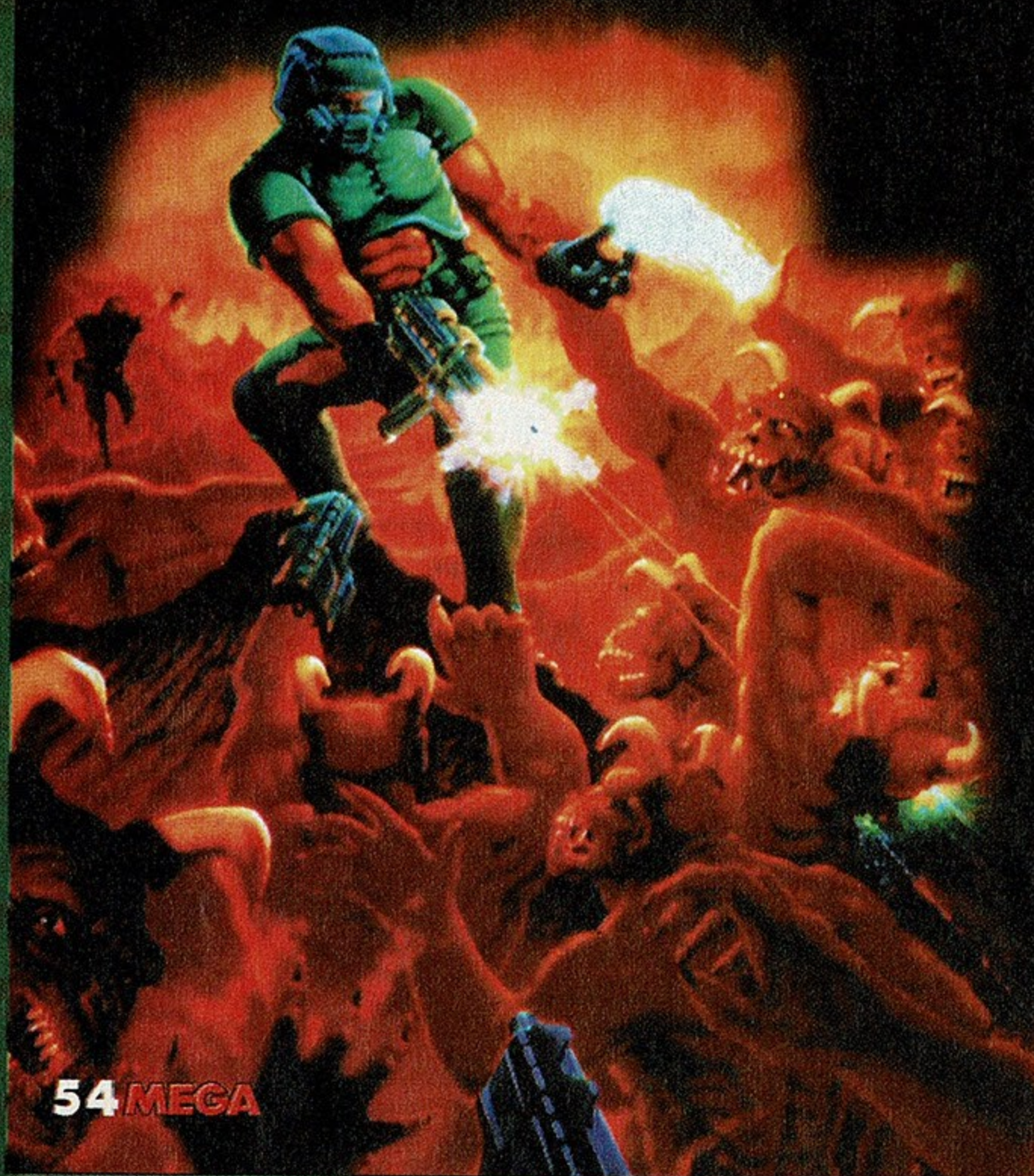


DOOM

The game of the moment is without a doubt Doom on the 32X. Never before have I seen a game that turns even the most timid person into a raging psycho shouting things like 'have some of this' as they chainsaw their way through the various blood encrusted levels. The concept is simple, i.e. shoot everything that moves point blank in the face, but mastering it is extremely difficult, which is where I come in. To help you get the most from your game we have painstakingly mapped out every single level, showing the location of every single secret location, and all the weapons.

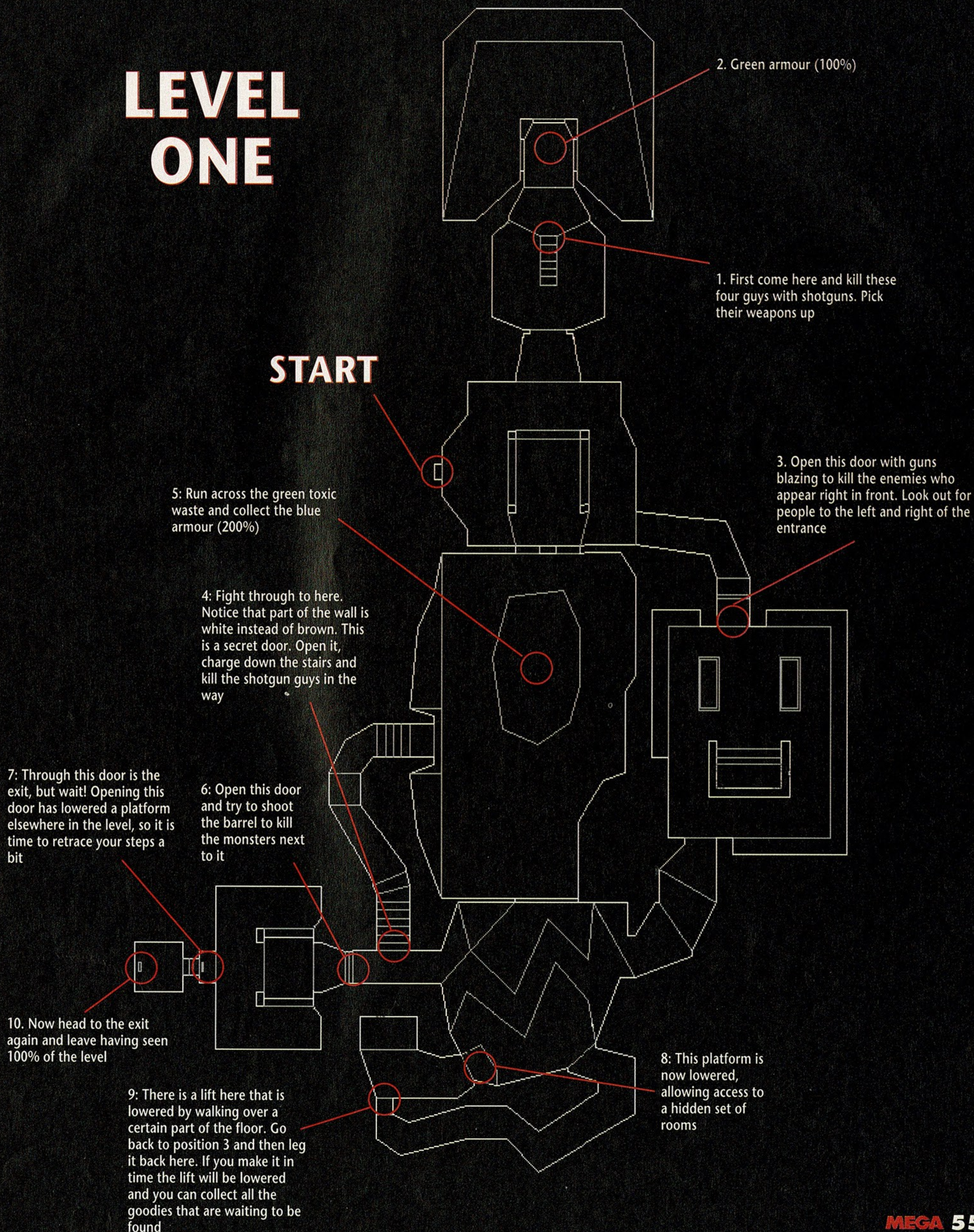
GENERAL ADVICE

- 1) Don't waste ammo. The chain gun may be fun to fool around with but it uses ammo like there's no tomorrow
- 2) Listen for the grunts the monsters make when they see you
- 3) Instead of just casually strolling around corners position yourself so that you can walk sideways, so that your gun is automatically pointed at any lurking bad guys
- 4) If a monster is near a barrel then shoot the barrel instead. It will hurt them more than the average bullet will, and it makes a really gross noise too
- 5) Don't collect radiation suits unless absolutely necessary
- 6) Keep an ear open for any doors opening - you may have triggered a secret door without even realising it
- 7) Always collect the ammo dropped by dead enemies
- 8) The best way to avoid being hit by fireballs is to hold the C button down and walk sideways out of the way
- 9) It doesn't say it in the instructions but on a 6 button pad you can select any weapon from your arsenal instantly by using the Mode button. E.g. Press Mode and Start for the chainsaw/fists. Press Mode and B for the shotgun etc.



LEVEL ONE

START



2. Green armour (100%)

1. First come here and kill these four guys with shotguns. Pick their weapons up

3. Open this door with guns blazing to kill the enemies who appear right in front. Look out for people to the left and right of the entrance

5: Run across the green toxic waste and collect the blue armour (200%)

4: Fight through to here. Notice that part of the wall is white instead of brown. This is a secret door. Open it, charge down the stairs and kill the shotgun guys in the way

7: Through this door is the exit, but wait! Opening this door has lowered a platform elsewhere in the level, so it is time to retrace your steps a bit

6: Open this door and try to shoot the barrel to kill the monsters next to it

10. Now head to the exit again and leave having seen 100% of the level

9: There is a lift here that is lowered by walking over a certain part of the floor. Go back to position 3 and then leg it back here. If you make it in time the lift will be lowered and you can collect all the goodies that are waiting to be found

8: This platform is now lowered, allowing access to a hidden set of rooms

11: Shoot this section of wall to open it up

12: Don't miss out on these helmets

13: It's chainsaw time!

14: A hidden door here lets you creep into the next room on a high ledge and sneakily kill everyone instead of just charging in like you're supposed to

15: The exit

9: Now walk all the way back here and activate this switch

8: Green armour

2: At the top of this lift is an imp and some shotgun shells

3: The brown piece of wall is a secret door. Go in, get the goodies and flick the switch

1: Here is the start. Just walk around the nearby area taking out all the bad guys

10: A secret wall here conceals a back pack

7: It's the chain gun and lots of ammo too

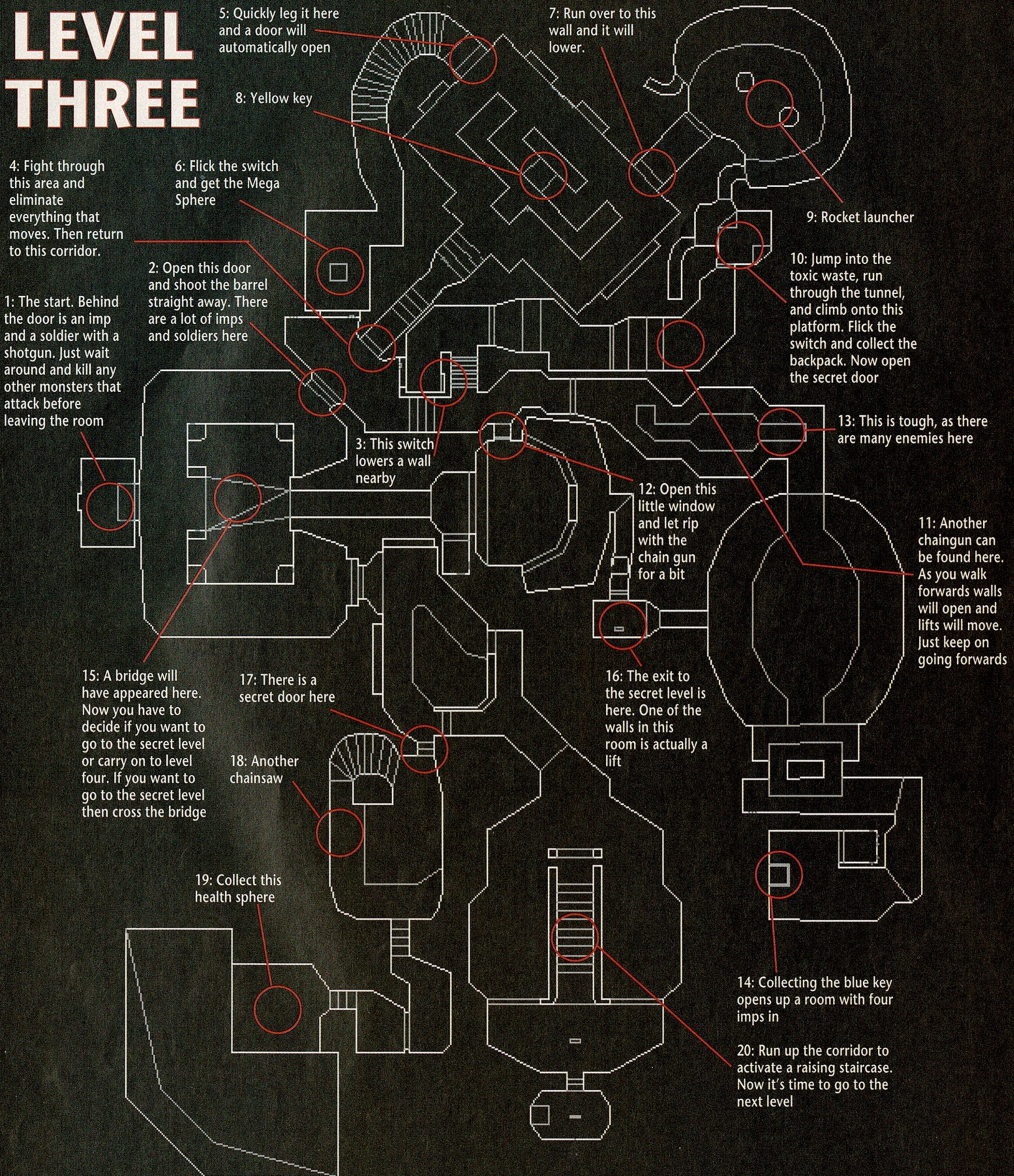
4: Fight up the stairs to get to this point. There is a red key and some health here

6: Health orb

5: The switch activated earlier will open this wall up, allowing you to get outside

LEVEL TWO

LEVEL THREE



1: The start. Behind the door is an imp and a soldier with a shotgun. Just wait around and kill any other monsters that attack before leaving the room

2: Open this door and shoot the barrel straight away. There are a lot of imps and soldiers here

3: This switch lowers a wall nearby

4: Fight through this area and eliminate everything that moves. Then return to this corridor.

6: Flick the switch and get the Mega Sphere

5: Quickly leg it here and a door will automatically open

8: Yellow key

7: Run over to this wall and it will lower.

9: Rocket launcher

10: Jump into the toxic waste, run through the tunnel, and climb onto this platform. Flick the switch and collect the backpack. Now open the secret door

13: This is tough, as there are many enemies here

12: Open this little window and let rip with the chain gun for a bit

11: Another chaingun can be found here. As you walk forwards walls will open and lifts will move. Just keep on going forwards

15: A bridge will have appeared here. Now you have to decide if you want to go to the secret level or carry on to level four. If you want to go to the secret level then cross the bridge

17: There is a secret door here

16: The exit to the secret level is here. One of the walls in this room is actually a lift

18: Another chainsaw

19: Collect this health sphere

14: Collecting the blue key opens up a room with four imps in

20: Run up the corridor to activate a raising staircase. Now it's time to go to the next level

LEVEL FOUR

9: Open this door with the blue key and enter. Be careful as there are many imps hidden in these narrow corridors

5: Slowly creep down these stairs and you will see some imps and barrels in the distance. Shoot the barrels for maximum carnage

8: Rocket shells are hidden here

6: Shoot the imps then jump in the toxic river

7: Kill the soldier and collect wonderful items such as a rocket launcher, health, armour, ammo and another blue mega sphere

3: Storm around this whole area killing everything

1: You start here. Note the secret room immediately on the left that contains ammo and health

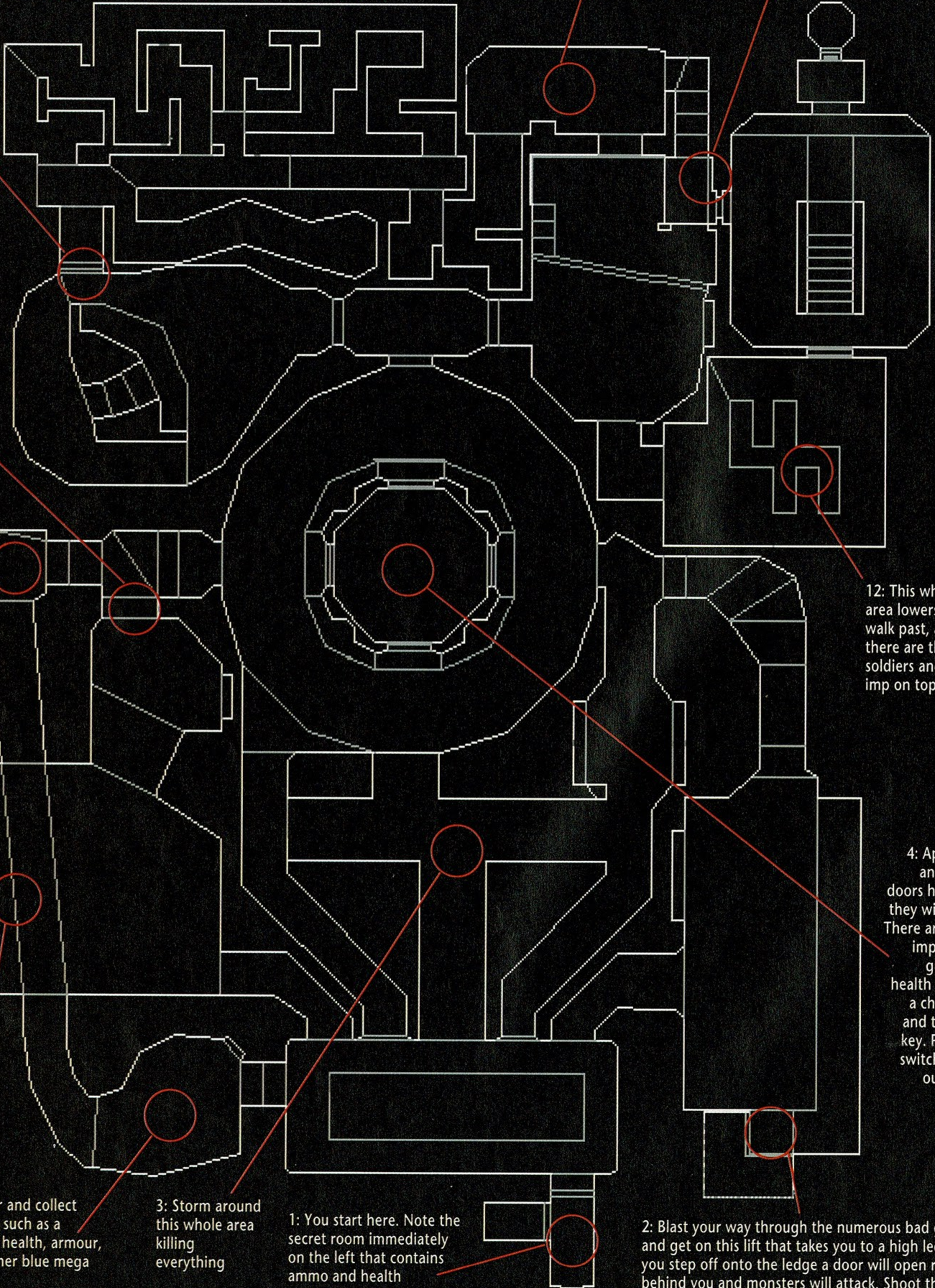
10: The yellow key and some green armour can be found here

11: This switch must be flicked to raise a bridge in front of the exit

12: This whole area lowers as you walk past, and there are three soldiers and an imp on top of it

4: Approach any of the doors here and they will open. There are many imps inside guarding health bottles, a chain gun and the blue key. Flick the switch to get out again

2: Blast your way through the numerous bad guys and get on this lift that takes you to a high ledge. As you step off onto the ledge a door will open right behind you and monsters will attack. Shoot the barrel quickly to take them all out. Get the health and armour



8: There is a secret door here that leads to a radiation suit. Go in and there will be another secret wall on the left. Open this to find a chainsaw. Walk forwards through yet another secret doorway to get a mega sphere

7: Walk past a certain point and these walls raise, releasing hundreds of demons!

6: Use the yellow key to open the door and prepare for a bloodbath. Jump on the lift and blast everyone to kingdom come

9: Activate this switch

10: As you step into the slime two pillars will descend. Kill the people on them and climb on top. They will rise and you can then jump off and get armour and ammunition

11: Climb on this lift to find yet another secret bit that is actually quite uninteresting

15: This is a handy shortcut back to get any health points you may have skipped

16: Three pink beasts guard the exit

1: Start

3: Behind the barrel is a secret room with shotgun shells in

2: Walking here raises a platform elsewhere in the room

5: Jump in the slime and go through the secret door. Here you'll find a lot of armour and a rocket launcher

4: Yellow key

14: Quite why you can open this bit up we don't know, but you can, so there

LEVEL FIVE

12: Golly, another secret room. This one contains the ever handy auto map and a chain gun

13: Get the blue key and flick the switch

6: Another fantastic blue sphere

4: Blue key

5: Jump in the slime and get this radiation suit

3: Shoot one of the barrels from a long distance to kill everyone in this room. Then go in and get the health and ammo

12: Be careful as you walk down this alleyway to the switch as the entrance will close and secret rooms will open containing lots of monsters

13: The exit

1: Start. Shoot enemies through the windows

2: Red key

8: Fight through to here and get the yellow key. Now quickly jump out of the window into the alcove on the left. Collect the radiation suit

9: Charge across the toxic waste into this little cranny, taking care of all the imps as you go

11: Run straight up here to activate this switch

10: There are many soldiers here that are easily taken care of. Kill them all and then head towards the pillar with the blue sphere on top. It will lower. Climb on and go through the door at the top

7: Keep on going, killing every monster you see, until you end up at this switch

LEVEL SIX

GUNS ARE FUN

This game would be a bit boring if there weren't any guns in it, so it's a good job there are lots of them. Feast your mincers on these babies.

FAIR PLAY IS FOR PANSIES

You may think we're wonderfully respectable fellows here, but in fact we're dirty low life scum-sucking cheats. Yes we are (Speak for yourself - Lee). Little is it known that you can get all of the weapons and 500 rounds of ammo for each gun instantly! Many people have written in telling us about this cheat and there are quite a few different versions. Curiously we could only get one such cheat to work, so it is quite possible that there are different versions of the game in circulation. Anyway, the first one goes like this:- Hold X and then press C. Let go of the buttons and then hold X and press C again. Or, if that doesn't work try pressing X, Y, Z, and C together during play. Can't get that working either? No, neither could we, but this next one definitely works as we've done it. Pause the game and then press Up, A, C, and Mode together. Voila, the game will automatically restart with full guns and keys. As if that isn't good enough, try this out for size. Pause the game and press X, Z, Mode and Up simultaneously to activate the God mode where your eyes turn white and you become invincible! Hooray for dirty low down cheats!

NEXT MONTH

You might have noticed that our guide takes up an awfully long eight pages this month, and that only includes the first six maps! In order to guide the whole damn thing we've had to split it over three issues! There are even more maps and tips to come in the March and April issues, so why not subscribe and make sure you don't miss out?



FISTS

If you run out of ammo you'll have to use your dukes. Lets face it, if you're down to fists you're gonna die!



PISTOL

Not very good at all really



CHAINSAW

Way hay! This is more like it! The chainsaw is the most effective way of dealing with the pink monsters and the cacodemons



SHOTGUN

The most satisfying gun of the game, and it's quite powerful too. Can be used to kill two monsters standing side by side. The only disadvantage is its slow firing rate.



ROCKET LAUNCHER

The rockets are pretty powerful but don't use them at close range or else you'll get caught in the explosion

CHAIN GUN

This is most effective when facing a multitude of enemies. Just spray it about and watch them fall. Keep an eye on the ever decreasing ammo



B.F.G. 2000

The ultimate gun. I first finished the game without even finding this baby, but it is there and it kicks ass. Just fire it anywhere and watch everyone explode in a bright green flame



PLASMA RIFLE

This is quite powerful with an alarming firing rate but it just isn't the same somehow, and has less psycho appeal

FEEL THE MEGA

And now for the funniest part of the magazine. Your letters. To be perfectly truthful, some of your stuff slays me, it really does. Perhaps you should write the magazine. (Calm down Rich - Lee)

Dear Mega
What is going on? I've got £60 burning a hole in my pocket and I can't find a shopkeeper to take it off my hands. I've visited every shop in my area and phoned every advertiser in your magazine, all of whom claim to have hundreds of games in stock and can they come up with a copy of the best gam on the Mega Drive?

I'll tell you no they can't. All I ask for my shillings is a copy of Landstalker but apparently it's the rarest rare thing of all time!

Why did they make two copies of this great game and fill the shops with twenty million copies of crap like Pele football? Don't they want us to buy any game?

I've got my granny all boxed up and ready to be posted to anyone who can provide me with a copy. you gave a copy to someone last month out of the goodness of your heart. If you have got another one I would be happy to start the bidding at £60. I am not after a freebie, I just want to buy the bloody game. Is this too much to ask? I hope you can help

N.Benton, Coventry.

P.S. I've recently read about 2 RPG's called Ragnasentry and Soleil. Are these both the same game? Are they any good? When are they out?

Mega Says:

Landstalker eh? What a top game. Topper than something top that's on top of something. It is without a doubt the best RPG/adventure game ever to appear on the Mega Drive and it is completely beyond me as to why there weren't enough copies of it ordered for this country. Pop into Future Zone and you'll probably get crushed to death by the vast amount of copies of Pele for sale at £2.50 but alas, as you point out, Landstalker is nigh on impossible to find. Unfortunately we don't have any more copies of it left in the office, and I even gave away my own personal copy 'cause I'm nice like that.

The only thing I can suggest is for you to directly contact those cuddly chaps and chappettes at Sega who should be able to sort you out with a copy. If not, check out those classified ads. It may be hard to get hold of but I can assure you it will be well worth your while. Maybe then you will join the large group of people

who still ring me up every day asking where the bloody Snow Boots are (They're in the section with all the giant hands, just in case you were wondering).

As for Ragnasentry/Soleil, they are indeed both the same game. It is a very gripping title which should be out soon but sadly it isn't as challenging and is nowhere near as big as Landstalker.

Dear Mega

I have been a subscriber to your Mega magazine since day one (i.e. October 1992 Issue 1) when it was then £1.95. Your summer special in 1993 of game reviews and cheats was marvellous (unfortunately never to be updated in 1994). I am now up to issue 25 October '94. And on page 72 it tells me that issue 26 will be on sale Thursday 27th October (This is for November). I have yet to see any issue for November! Can you therefore tell me why October's issue's are still on sale but none for November? IS THIS INDEED THE END OF "MEGA"?

I have no problem getting "Sega Power" which you are always recommending, but!! that is not 100% 16bit Sega. Mega. I wish to continue to purchase your "Mega" on a weekly basis only. What! has gone wrong?
I remain yours faithfully,
R.M.Slatcher, Nottingham

Mega Says:

If you want to buy Mega every week then that's fine by us but most people only buy it once a month as they don't like to have four copies of the same mag. As you can see Mega is still going

strong, bringing you the latest news, exclusive reviews, in depth articles and clichéd letter replies. As for recommending Sega Power, well let's just say that you won't have read such a comment in this mag over the last five months!

Dear Mega

Firstly I think your magazine is the best around but I would like to give you some suggestions of what I think would make your mag even better. Firstly you never give free gifts away, I don't think giving a free poster away every 2-3 months would do much harm to your cash flow. Secondly why don't you do an artists column, when I read Sega Power before Mega came out way back in October 1992 I enjoyed looking at good and bad drawings.

Thirdly I think you should do competitions to win carts. Now if you add them 3 things to your mag I'm sure you will sell even more copies. So now I've made your mag even better how about a free copy of the Jungle Book?
Andrew Hatfield, York

Mega Says:

Firstly, contrary to popular opinion we don't have vast stocks of all the top games to distribute to all and sundry and I would just like to take this opportunity to say that if I get another letter from someone sending in the codes for Urban Strike demanding a copy of Mortal Kombat then I will go round to the senders house with a very large flame thrower and fricassee them and their neighbours. And I'll enjoy it too. A lot.

As for the freebie



Hey look! It's that Urban Strike game? We don't get many letters on that do we?

And look here. Landstalker. I haven't seen a Landstalker letter in ages. Honestly.



What about this Mortal Kombat II game? I never seen letters on that. (Oh just bugger off and stop being sarcastic Rich - Lee)

MEGA STAR

Dear Mega,
After reading your last issue's letters page I saw that you wanted to know what we thought about you lot covering the Saturn. Personally I think it is a

great idea as long as you still keep on covering all the top Mega Drive and Mega CD games as well. Let's face it, there is a good chance that a lot of Saturn games will be chopped and changed a bit and released on the 32X so what harm could it do to know about possible future 32X games? I think you should do it, as long as you don't spend all your time playing Virtua Fighter all day, you spawny gits. Right, that's my two pennyworth,

time to sign off. Ciao.
Barnaby Todd, Clapham

Mega Says:
Too right. Public demand says that we should cover Saturn games and so it is more than likely that the occasional Saturn review will grace these pages. Don't worry though, as it will only be every now and then so you'll hardly notice the difference. By the way, I don't mean to sound big headed or anything but when I

played Virtua Fighters 2 the other day for the first time I was blessed with the luck of the Gods and kicked my way right up to the end of the game with that drunken chappie. Just thought you might be interested. No? Oh



suggestion, we are currently looking into it but have no definite plans as yet. You'll just have to wait and see! The art column always seems to be a good idea but when we did it previously most of the pictures we received were appalling and we couldn't print them. The temptation to take the mickey out of other's efforts is extremely great but it isn't very nice to see someone laugh at your best efforts which is why we don't do it. Having said this, if we receive any particularly good efforts then they will find their way onto this page in the future, so get drawing. Your idea to win cartridges is such a good idea that we actually sent it down the time stream and implemented it months ago. Where have you been?

Dear Mega,
Games companies are taking advantage

of us. When a game like Mortal Kombat is released it is given gameplay good enough for its time but the company obviously allows room for improvement. So then the company can begin making a sequel soon after the release improving on what they know needs it. Another obvious example of cashing in on sequels is Street Racer. They have announced that as soon as they finish making their latest version for the Mega Drive they will start on a new version to improve the sub games. This shows that they know it needs improving but would rather cash in on two version. However much we enjoy these games, originals and sequels, some companies are cheating us.

Thomas Harris, London

P.S. If I win the star letter prize please send me a copy of Super Off Road Racer

P.P.S. I did not write in just to win a prize

Mega Says:
We're feeling a bit cynical today aren't we? I hardly think that games designers will design a title and then say "No, we won't put that bit in as we can leave it for the sequel" will they? They'll write the game to the best of their abilities and if they have any ideas which for some reason can't be implemented then they'll try and use it the next time around if there is one. Other companies like EA who release updated versions of some of their titles do not try to sell these games to people who have the originals - they are intended only for people who don't already own previous versions, thus giving them better value for money.

MEGA STAR

BLAGGED!



Dear Mega
I am a traveller through time and space but I am now in desperate need of your help. My co-pilot Xargonbillaxoz, Bill for short, has consumed too

much of the Earth beverage which is curiously called XXXX and eaten excessive quantities of the rare delicacy you call 'Kebab'. Subsequently his blood has stopped circulating and he needs a new biological blood pumping unit urgently. In order to help can you please immediately send me Heart Of The Alien? Ibble Dibble, Pibble.

Mega Says:
I'm sorry but that must surely be the worst joke ever in the whole

history of the Universe. It's even worse than the quip one of my mates made the other day when he said "I've never been down that street" and I said "You must 'a' done" to which he replied "No I haven't and don't call me a woolly mammoth" (mastodon? Geddit?). Now that was a poor joke, but not as bad as yours matey. Now I'm quite an amiable chap but right now I'm sorely tempted to leave my desk, drive to your house and beat you soundly with a wet salmon. As if beer and greasy kebabs can cause coronaries anyway. They never did me any harm. Apart from the fact that I'm a fat lardy git of course.

STRAIGHT TO THE POINT

Dear Mega,

How is it that such inane letters get printed in thee 'Straight to the point' part of your letters page?
A.P.Starsky, Birmingham

Mega Says:

Funnily enough, it's because we get such inane letters that we print them, yours being a fine example.

Dear Mega,

Are any of the 'Straight to the point' letters real? Some of them have nothing to do with computer games!
John Holmes, Llandudno

Mega Says:

Of course they are real. Yours is for one. As to their computer game content, don't you find those letter become a tad boring after a while?

Dear Mega,

I suppose you think you're funny don't you? For two months now you have ridiculed my name and town, and I just want to let you know I am considering legal action.
B. Orange, Billinge

Mega Says:

Do your worst. We have a feeling that you're the kind of guy to make a threat, and then wimp out. Anyway, who are you going to get to take us to court. O'Reily of the Bailey perhaps?

Dear Mega,

I live in constant fear that the chaps will find out the truth about my 'Dark Horse' past. Some girls I have dated have caused me great embarrassment, but the 'Ninja' is my great secret, how do I make sure no-one finds out?
S. Brown, Subley

Mega Says:

*Hey, all S.Brown's friends! He took the 'Ninja' out! He did, now take the p**s for ever. He probably deserves it!*

Dear Mega,

Any chance of a quick plug for my bird, who I love? I love Anne everyone! I do
S. H. , Hightown,

Mega Says : No chance



Whoopee Doo, the codes pages. Look, I'm all for dropping this because it's tedious, any readers interested?

ACTION REPLAY CODES

ALIEN STORM

- FFCE0C0080 - Infinite Energy Player One
- FFCE8C0080 - Infinite Energy Player Two
- FFCE0B0080 - Infinite Lives Player One
- FFCE8B0080 - Infinite Lives Player Two

ART OF FIGHTING

- 0073D24E71 - Allow Japanese version use
- FF01F50000 - Removes status bars from play
- FF02B30009 - Stops the time
- FF11B2000X - Player 1 victories
- FF11B3000X - Player 2 victories

ASTERIX

- 0005BC00X - Number of lives
- 01B644A78 - Unlimited energy

BARKLEY: SHUT UP AND JAM

FFC8E900XX - XX is no. of points to start with. Turn off switch to allow scoring

BART'S NIGHTMARE

- FFC6730001 - Infinite energy
- FFC8020005 - Unlimited bubblegum
- FFC8070005 - Infinite melon seeds

BART VS THE SPACE MUTANTS

- FF01A 40001 - Infinite spray cans

BATMAN - REVENGE OF THE JOKER

- FF3FF 60008 - Infinite lives
- FF978 60008 - Infinite Energy
- FF5D0 1000X - Level select

BATTLETOADS

- FFE04 60005 - Infinite lives (player one)
- FFE00 70017 - Infinite energy (player one)

BEAUTY AND THE BEAST

- FF28950004 - Infinite lives
- FF28A10004 - Unlimited roars
- FF289700FF - Unlimited energy

BOXING LEGENDS OF THE RING

- FFCBB E0040 - Unlimited time

BUSBY THE BOBCAT

- FF023 B0009 - Infinite lives
- FF024 900XX - Level select, XX = level (0 - 13)

- FF00E 90059 - Unlimited time
- FF009 20003 - Busby is invincible

BUSBY THE BOBCAT 2

- FF040 10009 - Infinite Lives

CAPTAIN AMERICA

- FF9E8 10007 - Unlimited player one continues

- FF9F5 70007 - Unlimited player two continue

THE CHAOS ENGINE

- FF004D0003 - Infinite lives for player one
- FF004F0003 - Infinite lives for player two
- FF41140006 - Unlimited special for P 1
- FF418A0006 - Unlimited special for P 2
- FF410F0010 - Start Max FirePower P1

- FF41850010 - Start Max FirePower P2

- FF094500FF - Infinite money for P1 & P2

- FF096300XX - Replace XX for start level

COMBAT CARS

- FF000500XX - Level Select XX

COOL SPOT

- FFF51 20000 - Jump higher
- FF777 000CD - Slow timer
- FFF5E 00007 - Invincibility

DUNGEONS AND DRAGONS

- FF10C 500FF - Gives you £280,000
- FF915 A0001 - Cure light wounds scroll
- FF915 A0019 - Resist cold scrolls
- FF915 A005C - Axes
- FF915 A005F - Spears

DYNAMITE HEADDY

- FFE8ED0003 - Infinite Lives
- FFEE0B00E0 - Infinite Invisible Headdy

ETERNAL CHAMPIONS

- 0001F04A00 - Allows you to play the UK version on Jap machines
- 0001F05500 - Play UK version on US machines

- FFABE F0068 - Infinite energy (player one)

- FFAAB B0068 - Infinite energy (player two)

FATAL FURY

- FFD81 60058 - Infinite energy
- FF00B F0049 - Infinite time

FIFA INTERNATIONAL SOCCER

- FFEC3 D0000 - Always win toss
- FFFFC 20001 - Throws in from the centre spot

FLASHBACK

- FFD3D 70005 - Infinite shields
- FFF49 C000X - Level select, X = 0 to 6

GENERAL CHAOS

- FF031 90005 - Infinite medics (player one)
- FF031 B0005 - Infinite medics (player two)

GHOULS 'N' GHOSTS

- FFB04 90030 - Infinite lives

JOHN MADDEN '94

- FFE8C F0003 - Two-minute game
- FFB01 D00FF - Nothing on pitch

JUNGLE BOOK

- FFF4B B0007 - Infinite energy
- FFFAD40033 - Infinite Lives
- FFF9BE0035 - Infinite Time

JUNGLE STRIKE

- FFF89 50000 - Infinite armour
- FF10B 3000X - Level select
- FFBE3 100EA - Rotor blades fly separately from the chopper

JURASSIC PARK

- FF005 4000A - Invulnerability

KLAX

- FF0FD D0014 - Infinite lives

KRUSTY'S SUPER FUN HOUSE

- FF0FF 30003 - Infinite lives

LANDSTALKER

- FF104 0000A - Infinite Eke Eke
- FF234 90004 - Infinite Lives

LEMMINGS

- FFF48 E0013 - Infinite builders
- FFF48 B0013 - Infinite floaters
- FFF48 A0013 - Infinite climbers
- FFF48 C0013 - Infinite bombers
- FFF48 D0013 - Infinite blockers
- FFF48 F0013 - Infinite miners
- FFF48 00013 - Infinite diggers

LION KING

- FFCCEFF0003 - Infinite Lives
- FFCCF70004 - Infinite Energy

MEGA-LO-MANIA

- FF156 F0063 - Infinite men

MICRO MACHINES

- FFFFC D0000 - Changes sprites

MICKY MANIA

- FF04670004 - Infinite Lives

- FF046F0004 - Invincibility

MORTAL KOMBAT

- FFAB3 10001 - Fight before "Fight!"
- FFCB0 20001 - You can "be" Reptile if you select Sub-Zero or Scorpion
- FFCC0 20001 - Same as the above for player two

MORTAL KOMBAT II

This is a deadcode that only works on the Action Replay II and must be entered exactly as printed, in the same order, or else it won't work at all.



DEADC0DE00

- 0064CA0500
- 41F900A100
- 03421031FC
- 0001F02A10
- 1008000005
- 66F010BC00
- 40E2080200
- 00081210E6
- 4902010007
- 804111C0EF
- D74EF864D0

Play a round and then the game will stop. Then hold down one of the following joystick combinations and press the start button. This will cause your character to change and you can even select some of the extra characters although the game is prone to crash when this happens

- A+B+CKUNG LAO
- A+C+RLIU KANG
- A+CJOHNNY CAGE
- A+B+RBARAKA
- A+BKITANA
- A+RMILEENA
- ASHANG TSUNG
- B+C+RRAIDEN
- B+CSUB ZERO
- C+RREPTILE
- CSCORPION
- B+RJAX
- BKINTARO
- RSHA KAHN
- NONESMOKE

Owners of the first Action Replay may be feeling a bit left out, so here's some more codes for all the family

- FFB6230078 - Infinite energy for player one
- FFB7130078 - Infinite energy for player two
- FFF4570015 - Infinite credits

- FFAB960099 - Infinite time

- FFAAC1000X - Background select

- FFAABF000X - Stage select

- 00606E60FE - Pauses the game

- FFEEA40099 - Player one has 99 wins

- FFEEA60099 - And so does player two.

- FFF0250011 - Fatality message every time

- 00661A5555 - Unlimited time to do fatality

- 00219C4E71 - Enter test mode fromoptions

NBA JAM

- FF003 31D31 - All players are invisible

- FF3C4 90003 - Infinite fire for left player

- FF3D6 90003 - Infinite fire for right player

NHLPA HOCKEY '93

- FFC69 50000 - Computer goals don't count

OUTRUNNERS

- FF81C C0040 - Infinite time

PETE SAMPRAS TENNIS

FF02190003 - Player 1 starts with 40 Love

FF021B000X - Player 1 starts with 0-5 games

FF02290000 - The computer can't score

MEGA CODES

HOW THE DEVICES WORK...

The Action Replay and Game Genie are cheat devices that slot neatly between any cartridge and your Mega Drive. By entering codes like those printed on this page, you can alter all sorts of game attributes, giving you such useful effects as infinite lives or health and less than useful, but sometimes fun, ones like colour inversions and the like. The Action Replay can be purchased from Datel Electronics (0782 744707) for less than £50 (a penny less to be precise) while the Game Genie, produced by Hornby Hobbies, should be available in most specialised retail outlets. If you have any problems, Hornby can be reached on 0843 235555.

PGA TOUR GOLF

FFD0F 70000 - Hole in one
PGA TOUR GOLF 2
 FF484 1000X - X = number of strokes played

PROBOTECTOR

FFFA0C0003 - Infinite Lives

PUGGSY

FF06D 8005E - Use with code below
 FF06D 90088 - Shoes

FF071 10002 - Use with code below

FF075 70001 - Power jump

REVENGE OF SHINOBI

FFE14 50001 - Infinite magic
 FFE14 10003 - Infinite lives

FFE13 B0008 - Infinite energy

FFE13 FD032 - Infinite shirikins

RISKY WOODS

FF11A 5002B - Infinite energy

ROBOCOP VERSUS TERMINATOR

FF009 C0005 - Infinite lives

FFF08 C0040 - Infinite health

FF003 C0104 - See for yourself!

SHADOWRUN

0001F04500 - Allows you to play any version on a UK machine

SONIC & KNUCKLES

FFFFE 00001 - Level select

FFFFE 90001 - Debug mode

FFFFE 12009 - Infinite lives

FFFFE 80099 - Infinite continues

FFFFE 4000F - Infinite time

FFFFE 10063 - Infinite rings

FFFFB 1000X - X=Number of Emeralds

STREET FIGHTER II

0004E C4E75 - No music

00058 84E75 - No fireballs or sonic booms

FF808 10000 - Player one can't be dizzy

FF82F 10000 - Player two can't be dizzy

FF804 30000 - Player one dies on one hit

FF82C 30000 - Player two dies on one hit

FF80B C000A - Player one fireballs faster

FF833 C000A - Player two fireballs faster

STRIDER

FFFC0 00003 - Infinite lives

FFA01 E0000 - Invincibility

FFA04 A0059 - Super speed

SUBTERRANIA

FF0123000A - Infinite Missiles

FF03B000XX - Replace XX for start level

0001F04500 - Allows you to play the US version on PAL machines

FF00350002 - Unlimited lives

FF5ED50025 - Unlimited fuel

SUNSET RIDERS

FFCA42001D - Maximum power ups for player one

FFCAC2001D - Just so player 2 doesn't feel left out, the same for them too

SUPER SHINOBI 2

FF37E 0000A - Infinite lives

FF37E 9000F - Unlimited energy

FF37E 30032 - Unlimited daggers

FF37E 60006 - Unlimited ninjitsu power

FF37A 6000X - Level select, X = level

SUPER STREET FIGHTER II

003BE6602E - Use this code before using any other Action Replay Codes

0001F05500 - Allows you to play the Jap version on US machines

0001F04500 - Allows you to play the Jap version on UK machines

FF80C10000 - Special moves in mid-air for player one

FF858B000X - Fight the same opponent throughout the game (player one) 0-F

FF803D0090 - Unlimited energy for player one

FF80C20001 - Player one bursts into flames when hit

FF828A0002 - Player one needs to only win one battle

FF80750001 - Extra turbo speed for player one

FF82850005 - Stops the countdown timer on the Death Screen for player one

FF80B40000 - Every special move has fireballs for player one

FF801B0000 - Player one's character is speeded up

FF80620012 - No combos, every hit knocks down player one

FF81890000 - Removes dizzy starts for player one

FF803E0011 - Weird special moves for player one

FF80400011 - Low jumps and special moves for player one

FF83C10000 - Special moves in mid-air for player two

FF828B000X - Fight the same opponent throughout the game (player two) 0-F

FF833D0090 - Unlimited energy for player two

FF83C20001 - Player two turns into flames when hit

FF858A0002 - Player two only needs to win one battle

FF83750001 - Extra turbo speed for player two

FF85850005 - Stops the countdown on the death screen for player two

FF83B40000 - Every special move has fireballs for player two

FF831B0000 - Player two's character is speeded up

FF84890000 - Removes dizzy starts for player two

FF833E0011 - Weird special moves for player two

FF83400011 - Low jumps and special moves for player two

FF97EB0000 - Start fighting before you are told

SYLVESTER & TWEETY

FF95640000 - Infinite energy

TAZ-MANIA

FFD45 B0003 - Infinite lives

FFD4B C000C - Infinite energy

FFD03 70002 - Infinite chilli peppers

FFD4C B0002 - Invulnerability

TINY TOON ADVENTURES

FFFB0 B0003 - Infinite energy

FFFB0 90002 - Infinite lives

FFFB0 F0032 - Gives one special helper each time you pick up a carrot. Switch the Action Replay off at end of level and back on at start of next one

FFFB1 10009 - Pick up one helper to pick up infinite helpers

URBAN STRIKE

FF10D F0003 - Infinite lives

FF10C 3000X - Level select

FF10D70064 - Infinite Fuel

ZOMBIES ATE MY NEIGHBOURS

FFFAA F000A - Infinite energy

FFFA8 F00FF - Unlimited keys player one

GAME GENIE CODES

AFTERBURNER II

AKYT AAHT - Start on last stage (23)

NTNA AABW - Start with 100 missiles

AT2A AA6C - Infinite continues

YTNA AABW/ATOT AA4T/

BJ6A AA26 - Enter the code, change the trigger controls and start the game. You can now change the colour of the game, have

infinite rockets and planes.

ALADDIN

RGJB Y604 - Infinite lives

ATCB 0A30 - Invincibility

ATBV 0A6G - Infinite apples

32CB 0230 - Get hit and gems go up and invincibility

ALIEN 3

SDXA D9XN - Ripley blows up when she jumps

SDXA D9XX - Ripley falls on her face when she jumps

AJAW AA75 - Game runs in slow motion

KJNA EA3R - Aliens come out of your rifle

TJNA EA3R - Strange things happen when you use your rifle

NANA EA3R - No bullets but aliens still die

BDXA DD3N - High jump through everything, including platforms

ARNOLD PALMER GOLF

BCRT BE4A - Opponents always par

ACRT BE4A - Opponents always birdie

BATMAN RETURNS

BLYT AA4R - Invincibility

NTFA AABL - Start with 99 lives

C5GA CAD6 - Start on level 17

CMGA CAD6 - Start on secret level two

BUBSY THE BOBCAT

RERT 86V4 - Infinite lives

ADTA 6AAC - Infinite time

XF3B CAHC - Each yarn crate holds 99

CASTLE OF ILLUSION

A5EA AAGE - Intense gravity

CHUCK ROCK

BEAT EABW - Start with ten lives

B5RA AA3Y - Infinite health

AYAT EABA - Start on level one zone five

DESERT STRIKE

RH9T 860E - Master code

D3ZA AA7E - Infinite lives

WBST WCGL - Hellfire inflicts 400 damage

7E1A AADC - 233 Lives

7VET ABGT - 4076 armour

6PST W6GJ - 3811 hellfire

8BST X7EN - 40688 chain gun

FATAL FURY

AXAT AA9N - Infinite credits

ACTT AAGL - Infinite time to fight

EDJT DA40 - All hits are very strong

A1JT DA40 - All hits are very weak

AGGT AAF8 - One globe required to win

GLGT AAGC - 50 globes required by opponent to win

FIFA INTERNATIONAL SOCCER

A4ST AAEC - When goalie rolls the ball it bounces straight up

JOHN MADDEN '92

CBEA C6CA - Each quarter lasts 60 minutes

BC7T BE5J - Extra point is worth eight

BC6T AAFR - Seven plays per first down

JUNGLE STRIKE

R13B 861A - Master code

D5DT GA7A - Infinite lives

AXDA GA3N - Infinite fuel

AKFT JA9C - Infinite ammo

BGGA GABT - Start with nine lives

JURASSIC PARK

AVDA AA24 - Infinite energy

BVDA AA5G - Infinite lives

KRUSTY'S SUPER FUN HOUSE

RJ5A AA7I - Start anywhere with infinite lives

CT5T AAGW - Start with 20 lives

SE9A BYZT - Complete bonus room = five lives

MICRO MACHINES

REHAA60N - Infinite lives in four man race

REETA6Y6 - Infinite lives in head to head

ATFATAH4 - Always qualify

RYXTA61R - Infinite time in Ruff Trax race

AKHTAAH0 - Each race lasts one lap

MORTAL KOMBAT

AXDA AA5L - Turbo combat

BWXA ACEE - Sub Zero slide = instant fatality

4WXA AC32 - Sub Zero slide = Morph character

PGA TOUR GOLF 2

REZA 86YY - Master code

PZYT BNVE - Three penalty strokes for a water hazard

PZYT BLVE - Two penalty strokes for a water hazard

CGPA AADL - 16 clubs plus putter in set

FF48F 70000 - Increased difficulty

QUACKSHOT

AAANT AA26 - Jump and Donald's head flies across the screen

ROAD RASH 2

RH6A 86YJ - Master code

ZAST AC58 - Start with \$250,000

AEST AAE0 - Qualify on Hawaii

A2ST AAFB - Start on last race

A44T AA5T - No bends in road

AC4T AA5T - Road always bends to left

BD3T AA8C - Invincibility

ROLO TO THE RESCUE

R19T R60L - Master code

NPVT AACT - Start with 100 lives

AB6T AA9N - Mega jump



SHADOW OF THE BEAST 2

RH9T 860T - Master code

LAYT AAH4 - Start with 50 coins

A27T PY36 - Warrior jumps higher

AKPT NA3E - Hatchet time never runs out

SHINOBI 3

CJSA EA7G - Infinite energy

AX6T AA2E - Infinite credits

AT3A EA72 - Infinite shirikins

AT1T EA4E - Infinite ninjitsu items

CBTT AG48 - Start with 99 lives

CBTT AAC8 - Start with one life

SONIC

DDLT AAGL - Super jump

BDLT AAGL - Mega jump

BDLT ABGL - If you jump, you die

BDLT BCGL - Cannot jump

SONIC 2

2LTA CA9A - No spin attack

ALTA CA8J - Sonic is invisible and invincible at start of game

SONIC SPINBALL

AW7T4ABL - Unlimited lives

AE8A5N58 - Level two

AJ8A5N58 - Level three

AN8A5N58 - Level four

STREETS OF RAGE 2

AW7T AA7J - Infinite lives for both of the players

AL7T AA70 - Infinite continues

AERT BALA - Enemies are easier to kill

VERT BALA - Enemies are much easier to kill

PKFA BNOJ - 1up worth three lives

STREET FIGHTER II

4GGT AAV4 - Press START when playing, for slow mo with a normal pad

AAFA AAFA - There's no collision detection



MEGA
PLAY

Well, it's that tips time of the month again, so here are some more cheats for all you people who can't be bothered to try hard. Why not try first then cheat later? Bloody kids, eh?

PROBOTECTOR

POWER UP

Fancy tons of weapons in this superb blasting game? Well you could always just collect them. But, in case you're not very good, try this cheat. Pause the game and press U, U, D, D, A, U, U, D, D, B, U, U, D, D, C.



STRANGE!!!!

And how's about this for a strange happening? Remember the bit where the Virtual Reality star-sign bloke attacks you? Well just before that, instead of going through the tunnel to him, jump onto the wall and climb up where you'll meet a man who invites you to fight in a tournament. Win and you become ruler of the world! Strange or what!

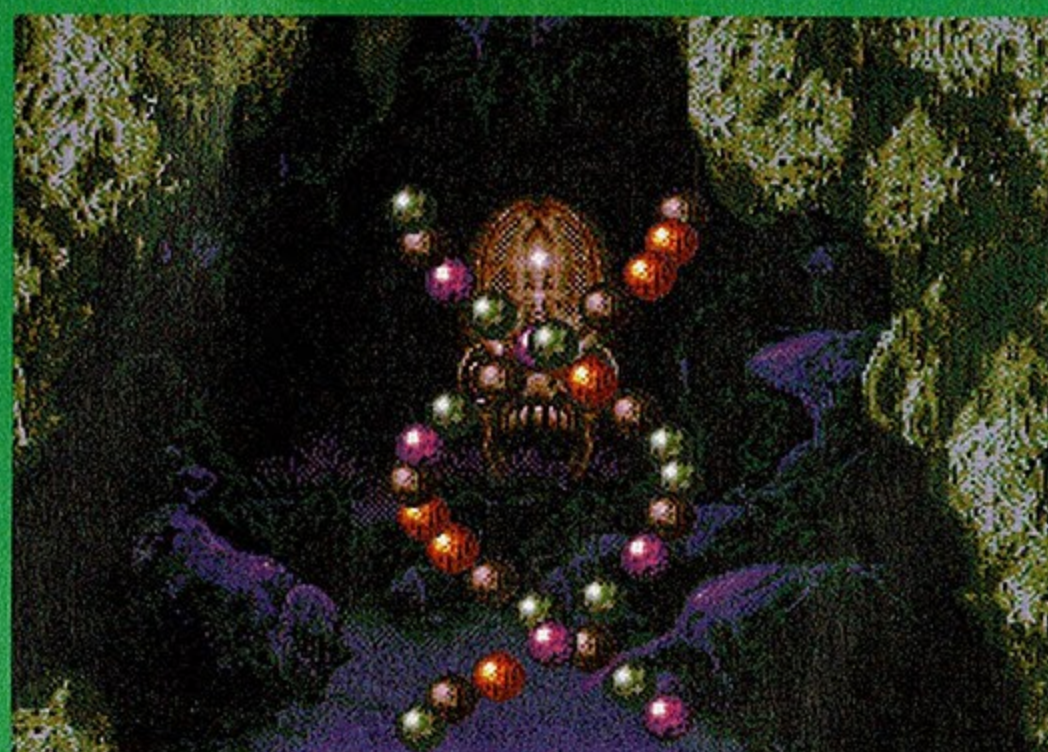


ECCO 2 : THE TIDES OF TIME

How do you fancy cheating on this excellent 'swimming in water' game? Try pausing the game while Ecco is facing you (Oh and this cheat isn't like the one for Ecco 1) and push A, B, C, B, C, A, C, A, B, A. A cheats screen should appear, including a level select.

However, for those of you who don't like cheating too much, and are just stuck on a particular level, why not use one of these level codes?

- | | |
|-----------------|------------|
| Asterite Cave | ECIRUMAB |
| Four Islands | ORKEHPCB |
| Sea of Darkness | YYDQ PXA |
| Vents of Medusa | MCIJ PYYA |
| The Eye | MCQM ZPTE |
| Big Water | KNBN KSIA |
| The Hungry Ones | WNIM PTME |
| Lunar Bay | OLDH DESE |
| Gravitorbox | GFKH GFVE |
| Globe Holder | SZFC YMUE |
| Dark Sea | IJWG MD OA |
| Vortex Queen | ULAEREOA |



OUTRUNNERS

VR CAR

On the title screen press L, R, L, R, B, C, A. Push start and begin an arcade game. You should now be able to choose the car from Virtua Racing!



BRUTAL CD EXTRA CHARACTERS

To allow you to play as the boss character Karate Croc do this keypress combination on the title screen. U, D, A, B, C, C, B, A, D, U. How about that Llama chappie? Try C, A, B, A, L, A instead.



MEGA TIPS LIST

AFTER BURNER 2

- On the intro screen hold down A, B, C and START. When the carrier appears, select your start level with LEFT and RIGHT.
- When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.
- For 100 missiles press LEFT and B on stage 3, right and B on stage 5, B on stage 9 and right and B on stage 11.
- For 100 missiles press LEFT and B on stage 13, right and B on stage 16, B on stage 19 and right and B on stage 21.

ALADDIN

- Pause, press A, B, B, A, A, B, B, A, and you can skip any level.
- On the title screen press A, C, A, C, A, C, A, C, B, B then B and Dave Perry's digitised face will appear. Then an options screen will appear.

ALIEN 3

- Using pad one, enter the options screen. On pad two, press C, UP, right, A, LEFT, A, right and A. Listen for the sound, then start the game as normal and pause. On pad one press START to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS

- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.

- To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press LEFT and C together, and Bart will skid off. Touch only button C, but keep LEFT pressed until you pass the door. Stop, press right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)

- On the options screen highlight Game Type. Move it to Driving and hold the pad LEFT and press the B button. Move the pad down to Difficulty, hold LEFT and press the B button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER

- Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BIO-HAZARD BATTLE

- Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joystick: UP, E, right, E, A, E, LEFT, E and UP. Then press START.

BLACK HOLE ASSAULT

- For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.
- To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press START on the second pad and your opponent will fall over.
- For invincibility, do the same as above but your name is MUTEKI.

BULLS VS LAKERS

- Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

- Opposition:
Eastern: B - Bucks, C - Bulls, D - Celtics, F - Pistons, P - 76ers, R - Hawks, 9 - Pacers, M - Seattle
Western: V - Golden State, W - Blazers, X - Lakers, Y - Spurs, I - Houston, 3 - Phoenix, 9 - Utah Jazz
YOUR TEAM:
Eastern: D - Bucks, X - Bulls, N - Celtics, S - Pistons, 8 - 76ers, 4 - Hawks, J - Knicks, 0 - Pacers
Western: 6 - Golden State, B - Blazers, L - Lakers, G - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, Q - Seattle

CASTLE OF ILLUSION

- When you have finished a level, press START while your score's being added, for extra lives.
- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CASTLEVANIA

- Use the usual UP, UP, A, A, LEFT, right, B and A on the title screen to gain access to a level select, while at the same time gaining 30 lives and switching the collision detection off. chakan
- Select practice mode and start the game. Above the air portal you'll see a platform, and

to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK

- While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press UP while holding A to advance a level.

CHUCK ROCK 2: SON OF CHUCK

- Pause the game, and press B, A, right, A, C, UP, A then A and unpause the game. Now pause it again, and press A and right to go up a level, or press A and UP to skip the entire zone.

CHUCK ROCK CD

- Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNXFX, Level 5: TSFNVP

COBRA COMMAND

- Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press UP, LEFT, right, right and UP. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press LEFT or right to move through the numbers. Press START while playing a level and you complete it.

COOL SPOT

- Go to the options screen and press A, A, B, B, C, C, C, B, B, A, A, A, B, B, C then C. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives etc.

CORPORATION

- The most important weapon is the bomb, but don't use it until you're in prison.
- If thrown in prison, check your pockets...
- Don't buy a lock-pick, simply find one.
- Go to the music demo bit and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the level screen comes up, hold B and press UP to choose your level.

CYBORG JUSTICE

- For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode. deadly moves
- Here are some character codes:
Warren - XXI E4T2 OZY, Vagnad - WBY MFDI HOZ, Li Yong - WBY E42Q UZI, Baraki - HB1 Y9JK D4W, Bu-oh - HB8 MFO6 NNN, Gaoluan - HY6 Z9J3 W47.

DECAP ATTACK

- Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE

- Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.
- For ten lives instead of three enter code: BQQQAEZ.

DRAGON'S FURY

- Enter UUBV998QRE for 73 balls and 505,705,300 points. Enter ALCLAE8ECK for 21 balls and the end-of-game sequence.
- This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

ECCO

- Here are the codes for the levels:
The Undercaves - WEFIDNMP, The Vents - PUDPXJKD, The Lagoon - TCXSDT, Ridge Water - QZOMOQLE, Open Ocean - KEQKALGF, Ice Zone - FJTZCLGZ, Hard Water - TRAWCLGZ, Cold Water - IBRWXREO, Island Zone - WTCAVREH, Deep Water - UHPHVREN, Marble Sea - ELNLXREF, The Library - TSGPXREX, Deep City - TOVHXREB, City of Forever - GACTXRET, Jurassic Beach - QDZAVNLK, Pterandon Pond - BQVVAPEA, Origin Beach - GRPZAPEE, Trilobite Circle - UCJDBPEC, Dark Water - ZDCHBPEF, Deep Water - YBDBPEEG, City of Forever - YUPIGPLV, The Tube - MIBFKMLH, Welcome to the Machine - VUFBKMLC, The Last Fight - KTPMLMLM
- Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.
- For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press right, B, C, B, C, DOWN, C then UP.

ECCO CD

- Pause the game half-way through a turn - when Ecco is facing you - then press RIGHT, B, C, B, C, DOWN, C and UP. A hidden menu screen will now pop up.

EURO CLUB SOCCER

- Take your pick of the following English teams to play as in the final:
Norwich City - 373UAA4IGC (vs Rangers), Liverpool - SAHEAA6ICA (vs Celtic), Aston Villa - BEDUAA7ICA (vs Real Sociedad), Spurs - J6CUAA8IHA (vs Celtic), Arsenal - ZWNEAA9IAE (vs Bordeaux).
- Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick very hard.
- Enter your password as QUITTER and when you quit a match you won't forfeit the game - the score will remain the same.

- Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing START. Shannon will say "too easy" and a cheat screen will appear.

FT CIRCUS

- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

- Start the British Grand Prix in a McClaron's car: NABCTPHSNKGTIXBDDE GMHUJOKLMTFJ HOILKL LONVORQX LQMWW

F-22 INTERCEPTOR

- Teleport to the final HQ message in the final two levels: Russian challenge - KSQGVIV, Aces - MH01K1, Korean - BIOF8P, Iraqi - GTGE8V, American - 6PGE02

FATAL FURY

- To increase your continues, press and hold UP on the continue screen and then press A, B and C together.
- On the game-selection screen, press and hold LEFT. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.

- On the options screen select the Time option. Press and hold A and press LEFT. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press LEFT while holding button B until the point goes to 0. You now need to win 99,999 matches.

FLICKY

- On the explanation screen hold A, C and UP. Press START and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

FLINTSTONES

- Choose five lives and then press buttons A, B, C and START together. Rotate the pad clockwise. On the title screen press START and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and START. Now press LEFT and RIGHT until the title screen appears. Then press START and when you run out of lives, nine more will appear.

- For a level select get to the options screen and hold down button C. Now press LEFT, RIGHT, DOWN, LEFT, RIGHT, UP, UP, DOWN, LEFT, RIGHT and DOWN. Release button C and press START.

GADGET TWINS

- For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, RIGHT and LEFT. Repeat this and the colours of the two planes should swap. Now choose your level.

GAIRIES

- At the start of each level, pause the game and hold down A and C then press LEFT. Unpause, and you'll be invincible.
- Start the game and pause. Hold UP on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play.

GAUNTLET IV

- Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:
YLOG: J4E97 X-TE8
68XOP W09+W3+CXI
If you want to take out the towers, try:
Y6TDR 7G0RL 94TE9
47CD5 44X6R 3+CLP
Or, if you want a powerful elf, try:
9FYWR MP7:9 90JU-
XP+SX +KDP- -C3RH

GHOULS 'N' GHOSTS

- On the title screen press button A four times, then UP, DOWN, LEFT, RIGHT. When it chimes, press B and START for invincibility.
- On the title screen press A 16 times, then UP, DOWN, LEFT then RIGHT. Wait for the chime, then press: UP, A and START to start during level two; DOWN, A and START to start on level three; E, A and START to start on the final boss level; RIGHT, A and START to start on level five; LEFT, A and START to start during level four.

- Select number 26 on the music test, then 56 on the sound test, hold E with A, B and C, then press START to play in Japanese.

global gladiators

- When Sega logo appears, press C, B, A and START in four times before it fades away. Now choose starting level, number of lives, and whether you want the photo freeze on.
- Start the game and as soon as you appear on the level, pause it. Now press B, C, B, A, B, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Unpause and you're on the next level.
- Pause and press A three times, B three times, C four times, B and A. You'll hear the word "cheater", a growl and you'll get an extra life.

MICKEY MANIA LEVEL SELECT

How about cheating on another game? Yes. You know the youth of today are always looking for the easy way out. Anyway, if you'd like a level select for Mickey Mania do this.

Go to the options menu and set up the sound test to read: Music as Continue, FX as appear and Speech as Think. Move the cursor to the exit option and hold left until you hear a noise.

When you start the game a level select should appear instead of the usual game, and you can choose where to start.

CD LEVEL SELECT

For the CD version use the options Music : Continue, FX : Appear, and Speech : Take That in the same way as above for a level select



BUBSY 2

Further to the cheats sent to us by some supposed hackers into Accolade's mainframe, we have recieved word of some more! Try using these to give yourself an unfair advantage.

On the title screen push:

U, A, A, A, D
C, A, B, C, U, D
U, C, C, C, D
B, U, B, B, A
B, A, B, C

All levels completed
Invincible
Half gravity
50 Lives
Rubber Walls



KEIO FLYING SQUADRON HIDDEN GAME

To play a hidden game within Keio go to the options screen and press L, L, R, R, U, D, U, D, U, R, D, L, U, and Start. You'll now be able to play a special secret game.



MEGA TIPS LIST

GOLDEN AXE 2

- Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.
- Press A, B, C and START on the title screen, select options, keep holding A, hit B and C again, move to the exit, keep holding A and hit B and C until you get to character select. Hold A and UP and hit B and C. Now you can choose your level.
- GOLDEN AXE 3**
- When choosing a character, move the cursor to the character you want to play, and quickly press A four times, START once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.
- GREENDOG**
- Here's a level skip. Pause the game, then press C, A, B, A, LEFT and LEFT again.
- HELLFIRE**
- Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.
- Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.
- HOOK**
- On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.
- HUMANS**
- Here are some level-select codes:
Level 20 - WDFGNXGRRMPN
Level 40 - NSFLKXCBDJWDF
Level 60 - YNTBXYJYNWLK
Level 80 - XPMNWJKFNQZC
- IMMORTAL (THE)**
- On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.
- In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.
- Wait until the level name appears then hold A until the game appears. The game is paused. Release A for invincibility.

INDIANA JONES

- When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.
- JAGUAR XJ220**
- Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.
- JAMES POND 2: ROBOCOD**
- Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.
- To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A, B. Unpause and you've completed the level.
- On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.
- On the title screen hold the BOTTOM-LEFT DIAGONAL and A and C, then press START for a level select.
- At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.
- JAMES POND 3**
- At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull LEFT, hold down B and press START at the same time, and a new group of options appears underneath the usual set.
- JOE MONTANA 3**
- Enter the code by the side of the team you wish to play as, then add YNTSKBC.
DLB - Bears CDB - Bills
HCB - Cowboys SDB - Dolphins
ZLB - Eagles 4LB - 49ers
XTB - Giants QDB - Raiders
RLB - Rams 6LB - Redskins
VLB - Saints TLB - Vikings

JOHN MADDEN FOOTBALL

- Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.
- Play in the snow: 5504500
- JOHN MADDEN FOOTBALL '92**
- At the end of the final, when the display of the pitch is shown, press UP, C, DOWN, C, LEFT, C, RIGHT, C, UP, B, DOWN, B, LEFT, B, RIGHT, B, UP, C, DOWN, C, LEFT, C, RIGHT, C. The screen will display the fireworks.
- Choose the team you'd like to play as in the finals by using the following codes:
Buffalo (vs SF) - BXMMC6M1
Chicago (vs Denver) - CG8JYLC1
Dallas (vs Miami) - BDNT6NX7
LA (vs Miami) - CNYGOYHL
Miami (vs SF) - B6KKGYO1
New Orleans (vs Kansas City) - B2709V41
Oakland (vs Washington) - CDL87LIM
SF (vs Denver) - B3DFNOSK
Washington (vs Oakland) - CZSK2TMR
- KID CHAMELEON**
- At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press E while holding jump and special to warp to the last boss.
- KLAX**
- Press UP and LEFT, A, B, C and START on the title screen to make it tougher.
- On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.
- lhx attack chopper**
- Here are the codes for VERY HARD.
Majestic Twelve - CBAAEC, Anterior Nova - CBCEAE, Reindeer Flotilla - CBCEZGE, Phoenix - CBCAYGC, Rainbow Veil - CBCEAVE, Chess - CBCEAVE, Lobster Quadrille - CBCEAVE, Hen House - CBCEAVE, Desert Two - CBCEAVE, Flaming Arrow - CBCEAVE, Plain Aria - CBCEAVE, Lobster Quadrille - CBCEAVE, Reindeer Flotilla - CBCEAVE, Flaming Arrow - CBCEAVE, Hen House - CBCEAVE, Lava Lamp - CBCEAVE, Anterior Nova - CBCEAVE, Gemini - CBCEAVE, Chess - CBCEAVE, Binary Rainstorm - CBCEAVE, Freedom Train - CBCEAVE, Arc Lite - CBCEAVE, Anterior Nova - CBCEAVE, Reindeer Flotilla - CBCEAVE, Hop Toad - CBCEAVE, Olympic Torch - CBCEAVE, Lobster Quadrille - CBCEAVE, Grand Theft Hokum - CBCEAVE, Flaming Arrow - CBCEAVE.

LOST VIKINGS

- Here are some level codes:
2 - GR8T, 3 - TLPT, 4 - GRND, 5 - LLM0, 6 - FLOT, 7 - TRSS, 8 - PRHS, 9 - CVRN, 10 - BBL5, 11 - TR33, 12 - VLCN, 13 - QCK5, 14 - PHR0, 15 - C1R0, 16 - SPK5, 17 - JMNN, 18 - SNDS, 19 - TMPL, 20 - TTRS.
- LOTUS TURBO CHALLENGE**
- Enter MANSELI on the password screen and you'll qualify every time.
- Enter SLUGPACE for infinite turbos.
- MAZIN WARS**
- To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.
- MEGA-LO-MANIA**
- Here are the codes for some epochs:
2nd - YABDQCYXXSL, 4th - UKBDFXXSH, 6th - QUBDQYFJTAV, 8th - MECDDMAMYXSQ, 9th - EKFDCEBSBYS.
- Final level code: JJDDVBVJONH
- Enter the word JOOLS on the password screen for a hidden game of Asteroids.
- MICRO MACHINES**
- For infinite lives press B, DOWN, C, DOWN, UP, DOWN, LEFT and DOWN.
- To increase your vehicle's grip press A, UP, B, DOWN, C, LEFT, START and RIGHT.
- To increase the impact of the collisions press C, UP, LEFT, RIGHT, A, B, A then C.
- For more speed press UP, DOWN, A, B, LEFT, RIGHT, C and START.
- For a harder game press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.
- For an even harder game press LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.
- MORTAL KOMBAT**
- Press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.
- For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press UP, DOWN, LEFT, RIGHT on pad one, and C, B, A, C, B, A, etc. on pad two.
- NBA JAM**
- To change one of the players into President Clinton, go to the bit of the game where you enter your initials then enter AR and simply highlight K but don't enter it. Press and hold START then press A.
- Strong Defence: On the Tonight's Matchup screen tap C five times and on the fifth press keep it held.
- Juice Mode: On the Tonight's Matchup screen tap C14 times then press B and X (you'll need a six-button pad).
- NHLPA HOCKEY**
- Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Change your players and go back to the game. When the sin bin time is over, the

- player(s) will come back. You can now have up to seven players on the ice at one time.
- Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD - Housley, RW - Yzerman, C - Reonick, LW - Fedrov, LD - Chelios. Now you should always win.
- Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press START, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now you can change the line-up.
- PGA TOUR GOLF 2**
- To play from the amateur tees in a tournament or skins challenge, do this: Select Tournament Play or Skins Challenge. Save your game on the first tee. Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will start on the amateur tees.
- PHANTASY STAR 2**
- Continually turn the status screen on and off during action to avoid being attacked.
- Phantasy star 2**
- Megoid is gained at level 35 by Rof. Nasar is gained at level 30, by the Doctor.
- Once you have all the Nei items, go to Lutz for the Neisword.
- POPULOUS**
- Here are some level-select codes:
100 - CALEOLD, 200 - EOAMPMET, 300 - BILQAZOUT, 400 - BADMEILL.
- POPULOUS 2**
- Here are some codes:
HUMANOID: Tons more Mana
WIBBLE: All FX in current game
EXPERIMENT: Maximum experience
NOT HALF: Next game is 999
- PUGGSY**
- Here are the codes for the worlds:
The Cove - 377 501 370 673 776 111 750 561
240. Red Woods - 377 501 570 673 777 131
700 521 244. Star Lake Fall - 377 503 570 653
775 135 700 101 244. Splinter Town - 337 503
570 656 724 531 750 041 244.
Badger Mill - 117 403 570 656 725 531 700
001 344. Pyramids - 117 413 540 654 627 531
700 001 304. Dark Blade Forest - 112 413 500
650 635 535 700 001 304. Diamond Mines -
152 453 500 650 635 535 740 105 314. Dark
Skull Castle - 340 453 500 650 635 535 763
105 314. Fire Heart - 242 453 500 650 634 535
760 005 114. Aztec Temple - 200 453 500 650
636 575 763 115 114. Racrock Forge - 200 453
500 254 716 571 633 115 154. Raclantis Docks
- 240 653 100 254 314 561 223 117 114.
- QUACKSHOT**
- In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat to maximise out your lives.

RAINBOW ISLANDS

- Press UP, B, DOWN, LEFT, C, A, A, B and C on the title screen for full power-ups.
- On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.
- RANGER X**
- Go to the options screen and press A, B, C three times quickly. You should hear a tone. This allows you to select "Easy".
- Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT then LEFT. When the background music starts up, press B to skip to the next level.
- Here's a level-skip cheat. Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT on pad one. The music should start up again; press B and the screen will fade and start on the next level.
- RBI4 BASEBALL**
- On the password screen enter RBI BASEBALL 4. Do this and you'll get a special pascode.
revenge of shinobi
- Select 00 shurikins at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikins.
- RISKY WOODS**
- Play the game and get killed. Enter your initials on the high-score table as EOA and you'll get a level select.
roadblaster fx
- Press START on the title screen and press UP on the joystick to move to Options Mode. Press START to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button A six times, START, and then RIGHT; to enter the demo mode, press A five times and then button B once.
- ROAD RASH 2**
- Here are some passcodes. 0FUJ 34TR: Shurikin TT250, \$20,410, Level 3. OFIA 39TA: Banzai 7.11, \$19,410, Level 3. OPII 4SKO: Diablo 1000, \$30, 810, Level 4. OCTQ 4JAG: Diablo 1000N, £17,730, Level 4. 0H4R 550H: Diablo 1000, \$20,930, Level 5.
- Go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want. Exit, go to Game Options, then Set Player Mode. Take turns and you can now start the race with your chosen bike.
- To get hold of the Wild Thing bike press and hold down UP, A and C on the title screen. Press START to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.
- ROBOCOP VS TERMINATOR**
- For a weapon-select cheat, pause then press B, A, C, C, C, A, B, A, C, C, C, A and B.

STREETS OF RAGE 3 LEVEL SELECT

For a level select in the best scrolling beat 'em up on the Mega Drive look elsewhere. For Streets of Rage 3 though (ho ho), go to the selection menu, hold down B and push Up. With both held select option with a second pad and press start on pad one.



MICRO MACHINES 2 TURBO START

At the start of the race hold down the accelerator after the second beep. This should give you a faster start than the rest of the pack.



TIPS PLEASE

The new prize for the tip of the month is a copy of the highest rating game of the month from the current issue.

Try writing to.....

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MEGA TIPS LIST

Here's a level select. Press UP, DOWN, DOWN, LEFT, RIGHT and B on the title screen. You'll hear a chime, and the level-select screen will appear. Also, you can press DOWN, DOWN, DOWN, LEFT, RIGHT then A on the title screen, and you'll be given a soundtest screen.

If you enter the numbers FM40, PCM12 and DA11 on this screen and press START, a new hidden screen featuring a once-famous character will appear. When you then press START and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B button.

In edit mode, you can move around the level completely at will, change your shape by pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with A and C together.

SPEEDBALL 2

Enter LCL1 CWAF 06XE ya3q 2bst -is1 gGVC to enter division one. Save your cash for the first few games, then you can buy some better players. Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. You (Deluxe) and the Renegades will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDERMAN

Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit. On Nightmare mode at the warehouse, climb onto the first pile of crates, swing on to the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling. At the Sandman, go right to the edge of the screen to collect a full-life power-up. If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.

Plug in two controllers. On pad one enter the options menu. On pad two, hold down START. On pad one hold down A, B and C. Press UP on the D-pad and you will see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press START to bring up the normal in-game menu. Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and C to skip the level.

SPIDERMAN CD

- Here are some passwords:
2. ELECTRO 6. HELPINHAND
3. WALLABY 7. PUBLIC 45
4. GALLON66 8. KIDNEY2
5. FALCON499 9. PENCIL6

STREET FIGHTER 2

After the Street Fighter 2 logo has come up, press DOWN, Z, UP, X, A, Y, B, C on pad one and you should hear Ken shout. Press START, highlight Champion mode and press RIGHT to select up to five start of speed. To pick the same character twice, when you are asked to choose between Match Play and Elimination, press DOWN, Z, UP, X, A, Y, B, C on pad two. Press DOWN, Z, UP, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.

STREETS OF RAGE

Press LEFT, LEFT, B, B, B, C, C, C, START when Game Over appears for continues. Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending". Move to options. On pad two press and hold RIGHT then hold A, B, then C. Press START on pad one and select your lives/level.

STREETS OF RAGE 2

Here's the level select. Press START as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons A and B on pad two, then press START on pad one. Now choose your level, and play the game. On the title screen hold down RIGHT and button B on pad one. On pad two hold down LEFT and button A. Now hit button C on pad two to move to the select screen. Release and start a

two-player game. Now you can both choose the same character.

SUNSET RIDERS

Set the sound-select option to 0E, then press START and select your player by pressing A. When the fellow smiles at you, press A, B, C until the game starts; you'll be rewarded with 100 continues.

SUPER MONACO GP

Here is a level-select code:

Race 16 - Monaco:

- 1QJ1 42A3 90S0 0000
000K 0023 4H67 59CA
B8DE FG9H 0010 0001
0000 0000 F200 6SDA

Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish on the wet circuit and you'll hold up your head instead of a trophy.

SUPER MONACO GP2

Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold DOWN and A until you get to the "Transmission Select" screen. You'll now be driving the Super Hang On Bike.

SUPER SHINOBI 2

Pause the game then press A, B, C followed by UP and DOWN for a level select. On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins. On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA AND GETUFU in that order. You'll now be invincible.

TAZ-MANIA

Plug in two pads, press A, B, C and START on both of them simultaneously on the title screen. Pause the game, press B and then unpause the game for invincibility or C then unpause to select a level.

On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

Plug in two controllers, and when the title screen appears, simultaneously press A, B, C and START on both. Begin a game, and when you're ready to skip a level, pause the game and press A, B and C together again.

To become invincible, pause the game and press B. The town the invincibility off again, pause and press A.

TERMINATOR 2

When the words "PRESS START" appear on the title screen, press UP, DOWN, LEFT and RIGHT twice. Arnie should say "excellent". Start the game, and, during play, pause. Press B and C together and you'll be taken to the end-of-level screen, where you will get a performance analysis. THUNDERFORCE 4

Select zero stock ship on the options menu, move to the exit and hold A, B and C. Press START until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have 99 lives.

Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.

The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.

Turtles: The hyperstone heist

TWIN COBRA

Hit start to get to the green title screen, then press UP, DOWN, RIGHT, LEFT, A, B, C and START to see the end credits.

For maximum weaponry, pause the game and press UP, DOWN, LEFT, RIGHT and hold A while pressing START to resume the game.

WORLD OF ILLUSION

On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll can collect again.

X-MEN

Switch the game on and hold DOWN, A and C. On the title screen press START and unplug the pad. Plug it into port two and hit START. Plug another pad into port one and hit START again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.

Switch on with A, C and DOWN held on pad one. Press and hold START until Magneto's face appears. Now unplug pad one and put it into port two. Then press START. Select your difficulty level and begin. Pause and unpause, your power bar will go back to max.

OBOCOP VS TERMINATOR

For an incredible 54 lives, pause the game and press the following: C, C, A, A, B, B, C, C, A, A, B, B.

ROCKET KNIGHT ADVENTURES

Go to the intro screen press UP, DOWN, LEFT, RIGHT and then A and START for a level select. Press UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and press START. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.

SONIC

On the intro screen press UP, DOWN, LEFT, RIGHT and then A and START for a level select. Press UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and press START. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.

SONIC 2

When you collect a Chaos Emerald, reset the game. Now enter the options menu and press START. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.

Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.

Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press START to go back to the title screen then hold down button A and START to enter a level select.

Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.

When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. C will make Sonic jump and A will reset.

To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press START to play.

To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press START. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SONIC 3

Here's the level select. When the SEGA logo disappears and the screen turns blank quickly press UP, UP, DOWN, DOWN, UP, UP, UP, UP. If you've done it correctly, you should hear a chime. When you reach the title screen press DOWN and you'll see the Sound Test option and away you go.

SONIC CD

Turn Sonic into Super-Sonic by getting the first emerald, then resetting the game and grabbing it again and again.

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BLOODY V

It seems that to be successful nowadays games must be pumped full of blood and violence. Just how many games through the years have let the red stuff run free, and did it make them better for it? Join Lee Brown in a voyage to the bowels of the back catalogue.

Violence eh? The very word sends a shiver down the spine (no it doesn't - Rich) (Well I say it does - Lee). Ah hmm, yes and blood. Scary and red, and sort of watery in a thicker sort of way. If you get my drift (Which they don't - Rich) (One more word and you'll Retro dire platformers next month - Lee) (Yes, watery and thick, just like the man said - Rich). What is the strange attraction, and why do some games rely on some games rely?

This whole thing about blood in games came about because of one game in particular. You know it, and I know it. We're talking about Mortal Kombat of course. Violence has been around much longer than that though. Since the bat hit the ball back to other bat in Pong games have been about attacking. They hide it well though. A nice platformer like Castle of Illusion might disguise its violence by letting Mickey bounce on the heads of people so they disappear. We all know they are consigned to burn in the fires of console hell though!

So which are the best violent games



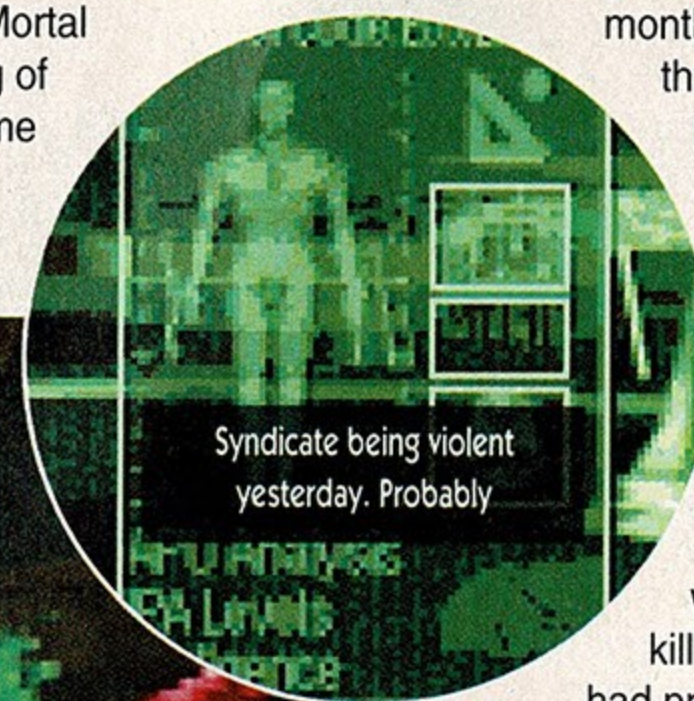
Virtua Fighter. Quite simply the most stunning (and violent) game we've seen in ages. If the official PAL Saturn runs the game as well as the import one, all we can say is 'Roll on Autumn!'

then? There are the classics like Golden Axe, and Streets of Rage. Of course you add to them the one-on-one's like Street Fighter and Mortal Kombat. And talking of MK is where we come to our second point. Blood. Developers

realised that blood added a great deal to a simple violent game, and set about adding more of it. In the last three months we have seen some of the most violent and bloodthirsty games yet.

Mortal Kombat II came first, with tons of blood, fatalities and ridiculous weapons. Next came Cannon Fodder and Syndicate, both of which seemed to deal with simple wandering around and killing people. This month we had probably the most violent game we've yet seen, but it has no blood. The realism packed into Virtua Fighter means that blood is unnecessary, and you feel the blows as if you'd been hit yourself.

So where does this leave us then? As current office favourite and all round top game Virtua Fighter must walk away with the spoils. For all round top quality violence the game is a must, but currently at over £650 a shot it is well out of reach to most gamers. So where next then? Well for you 32X owners the



Syndicate being violent yesterday. Probably



Doom is the most violent fun you can have with your 32X. Why not buy it right now?

MEGA RETRO

VIOLENT GAMES

Sonic the Hedgehog. Violence at it's worst.



Cartoon ultra-violence brought to life in StreetFighterII. Shame about the lack of blood though.



Completely over the top gore in the CD game Snatcher. There is little action in the game, but the graphics are superb



choice is obvious. Doom is quite simply the bloodthirsty game around, but you don't feel it quite as much as in Fighter. To be honest I think Syndicate has the edge over the rest of the Mega Drive opposition, because it is more involved and you can gun down civilians 'just for fun'. Cannon fodder runs it a close fourth though. Mortal Kombat II takes the final place due to its massive amounts of red stuff flying about.



Cannon Fodder. Violent and Bloody. What more could a small child want in a game?

CHRONOLOGICALLY SPEAKING

When did all this carnage begin then. At the dawn of time actually, don't you remember the bloodthirsty *Pac-Man* and his unquenchable appetite for Ghosts?

GAME	RELEASE DATE	MEGA RATING
The dep Ed extraordinaire	1970	100% MAD
Sonic the Hedgehog (Erm? - Rich)	December '91	Pre - MEGA
Golden Axe	June '92	Pre - MEGA
Streets Of Rage 2	February '93	Not Scored
Mortal Kombat	September '93	85%
Super Street Fighter II	September '94	94%
Zero Tolerance	October '94	88%
Mortal Kombat II	October '94	88%
Probotector	December '94	88%
Doom 32X	December '94	95%
Cannon Fodder	January '95	91%
Snatcher CD	January '95	84%
Cosmic Carnage	February '95	77%
Syndicate	January '95	93%
Virtua Fighter	Now import	97%

The MEGA dep Ed is a fearsome beast. Armed with a plastic Justifier he held Lee to ransom for about 10 seconds.



The Mega Drive's best copy of Doom has some top weapons and excellent 'kill everyone' potential. Zero Tolerance? Infinite violence more like.



Blood-letting and great graphics abound in Cosmic Carnage. A pity the gameplay is a bit naff really.



TOP FIVE VIOLENT GAMES

1. Virtua Fighter Saturn (Sega AM2)
2. Doom 32X (Sega & ID)
3. Syndicate (EA & Bullfrog)
4. Cannon Fodder (Virgin)
5. Mortal Kombat II (Acclaim)

What can I tell you? Virtua Fighter is quite possibly the finest game ever made on any home console. A perfect conversion. Doom is bloodletting violence at its best, and Syndicate allows Mega Drivers to maim and kill too! Take your choice (with your wallet in mind).



Virtua Fighter and Doom are both incredible launch games. They are really violent too, but in different ways. The realistic graphics in Fighter make the bone-crunching moves seem even more violent, while Doom uses a mixture a superb texture mapping and gory death sequences to give a more blood-stained atmosphere. Both games deserve the highest accolade, but Fighter gets our vote.

TOP 50

DRIVE MEGA DRIVE MEGA

MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. It's an invaluable buyer's guide for those who take their games seriously, and over the next six pages we'll tell you how to buy most of them for as little as half price

1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um, rather good and lastly we at MEGA love Sensible Soccer because, er, we love it. OK,

they may not be five of the best reasons but they're all true. Words can't do justice to a game

like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it and then you can join the rest of us when we simply sit there smiling, in the

knowledge that this truly is something special indeed.

SENSIBLE SOCCER
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become unbeatable as one character, let alone the master of all 12. The gameplay is faultless, when you hit an opponent you can almost feel it. When you get hit, there's no doubting that it was your own stupid fault, there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed in issue 23)

The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine. Mortal Kombat came and went, a whole series of clones have tried it on and failed and through it all SSF2 has remained the undisputed champion of the beat'em-ups. Why? It's simple, really. There are no gimmicky digitised fighters, just straight-forward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to

STREET FIGHTER II

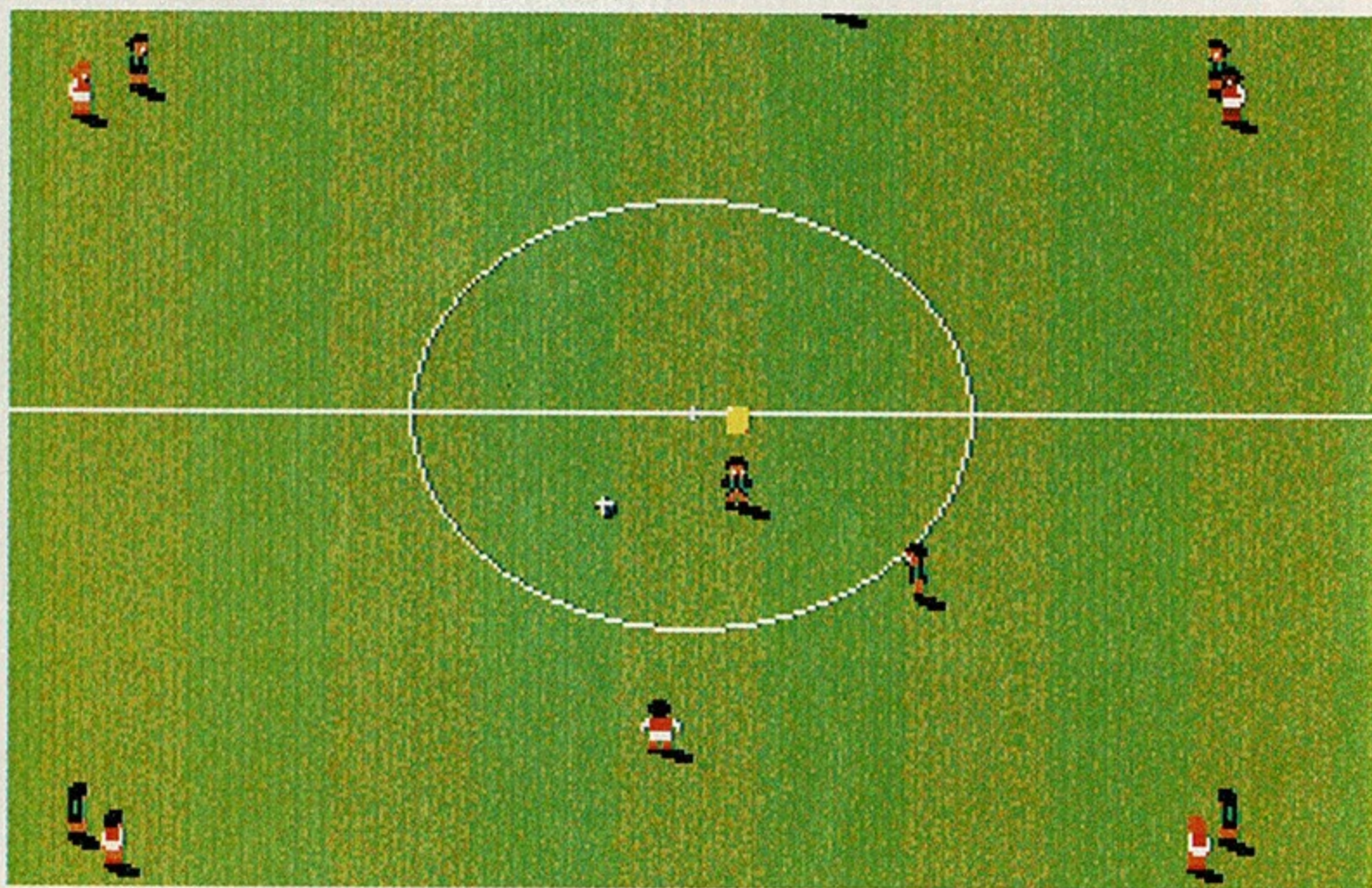
£20 - 081 841 2492

£20 - 0501 743950

£25/Swap NBA Showdown or

Winter Olympics - 0878 700298

Swap for Virtua - 061 427 6706



TOP 10

MEGA CD MEGA CD MEGA CD MEGA CD

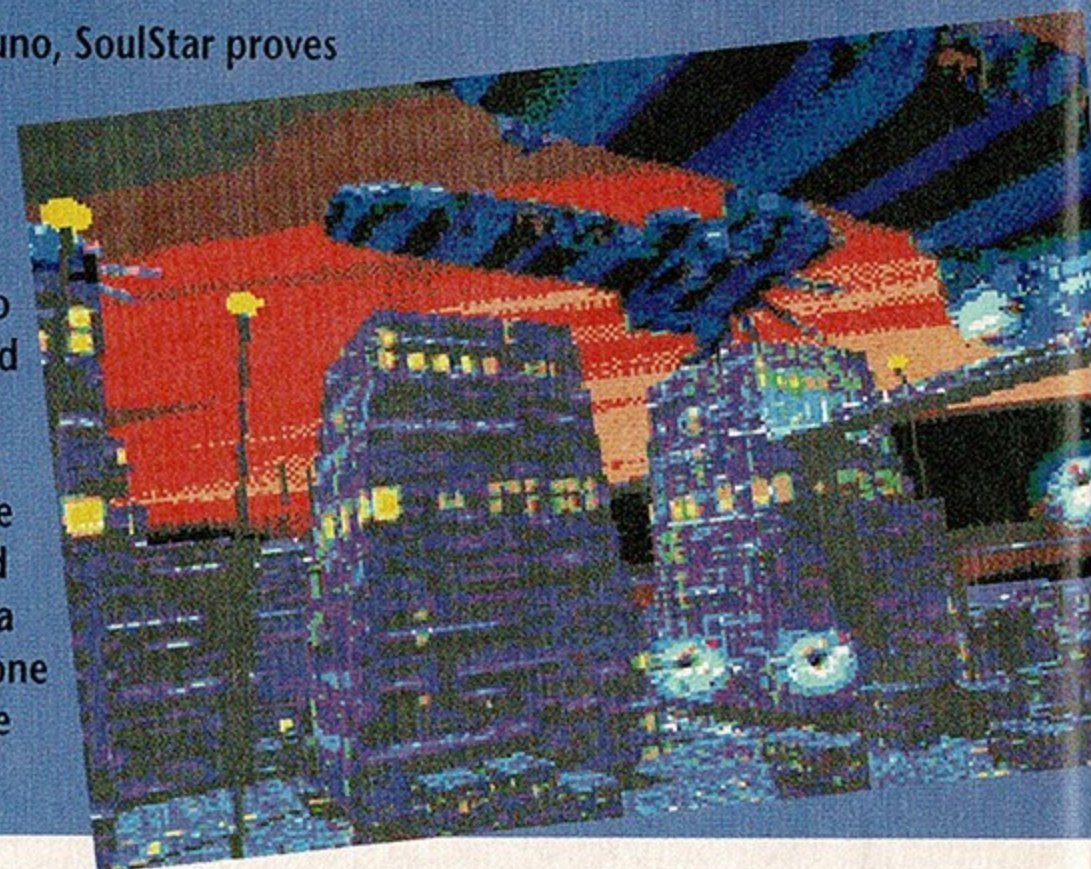
There are 10 games worth having if you own a Mega CD player. And here they are, in full controversial order...

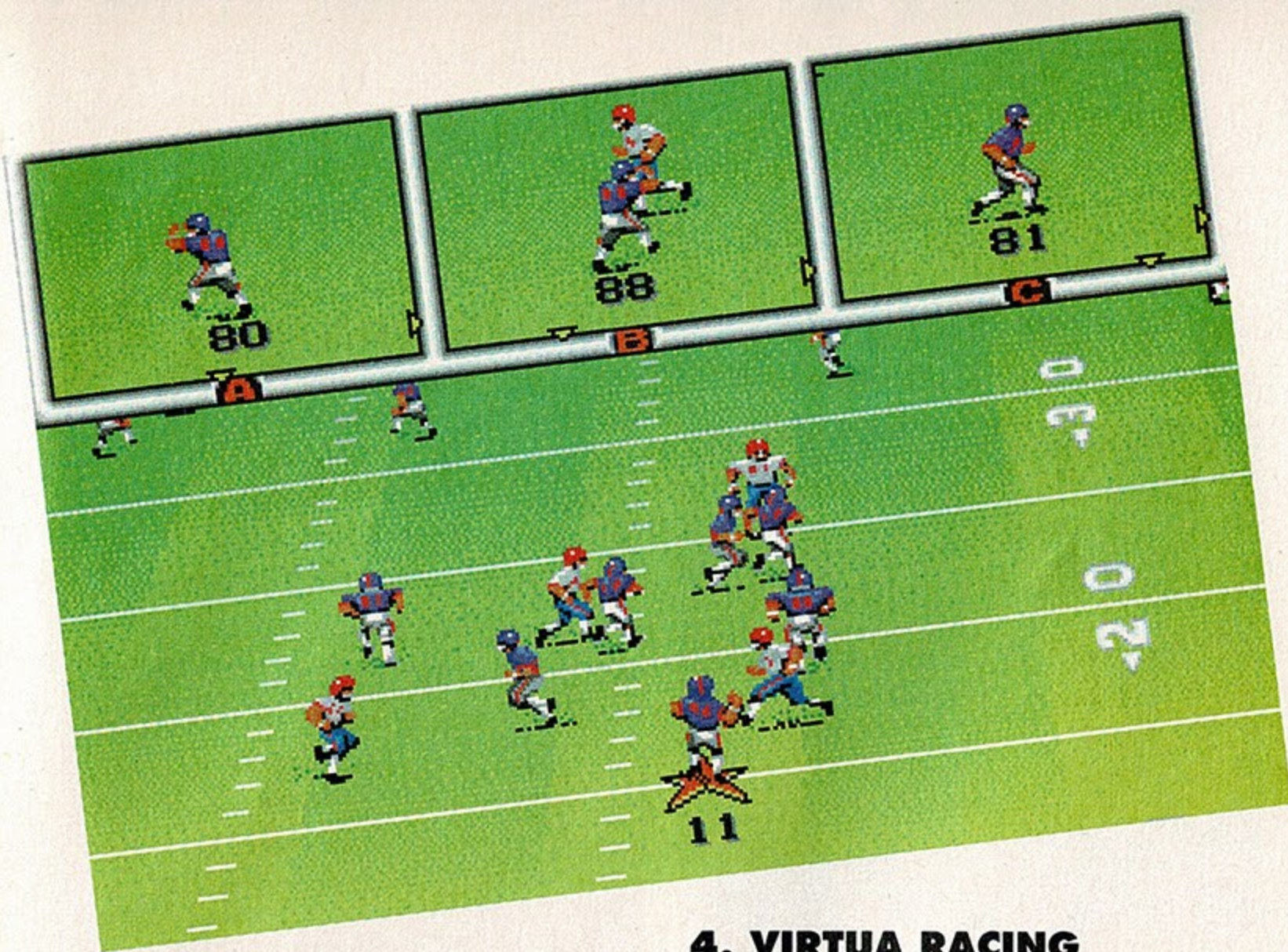
1. SOULSTAR

Core - £49.99

Reviewed in issue 25

Entering the CD chart at numero uno, SoulStar proves that the Mega-CD is capable of much more than simple FMV titles. Like Thunderhawk and Battlecorps, SoulStar uses the scaling facilities of the Mega-CD to the full. Huge space ships fly in and out of the screen, and you will be amazed by the smoothness of the whole thing. As well as all that, the game has a huge number of varied levels, different ships to pilot and a reasonable difficulty level. This is one game your Mega-CD should not be without.





3. JOHN MADDEN SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of Madden '92 or '93. Regardless, this is top two-player action.

John Madden '92

£15 - 0753 855888

John Madden '93

£11 - 071 834 4644

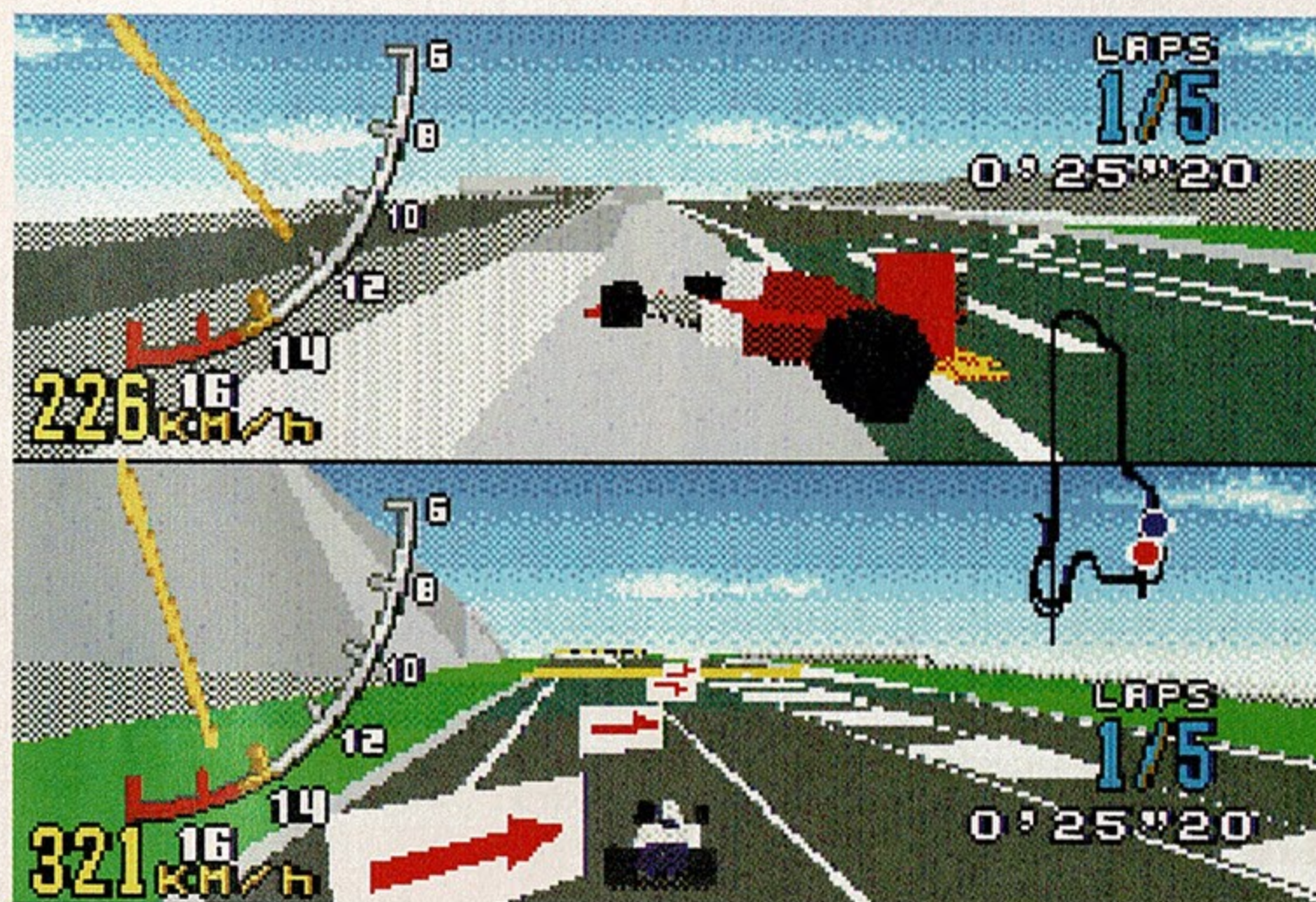
John Madden '94

£25/Swap - 081 287 1523

4. VIRTUA RACING

Sega - £69.99 (Reviewed in issue 19)

God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated



THE TOP 50



perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest that you save up the

money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

VIRTUA RACING
£30 - 0506 856108

5. SONIC & KNUCKLES

Sega - £49.99 (Reviewed in issue 26)

Although no better than Sonic 3 in terms of graphics or sound, and indeed missing a two-player option of any kind, it is still better. Why? Mainly because you can plug any of your old Sonic games into the top and come out with a completely new game! Play Sonic 2 as Knuckles, the new 'Sonic 3 & Knuckles', or simply play the all new 'Sonic & Knuckles' game. The choice (as the bloke who does the voice over on 'blind date' would say) is yours. As long as you have the other games of course.

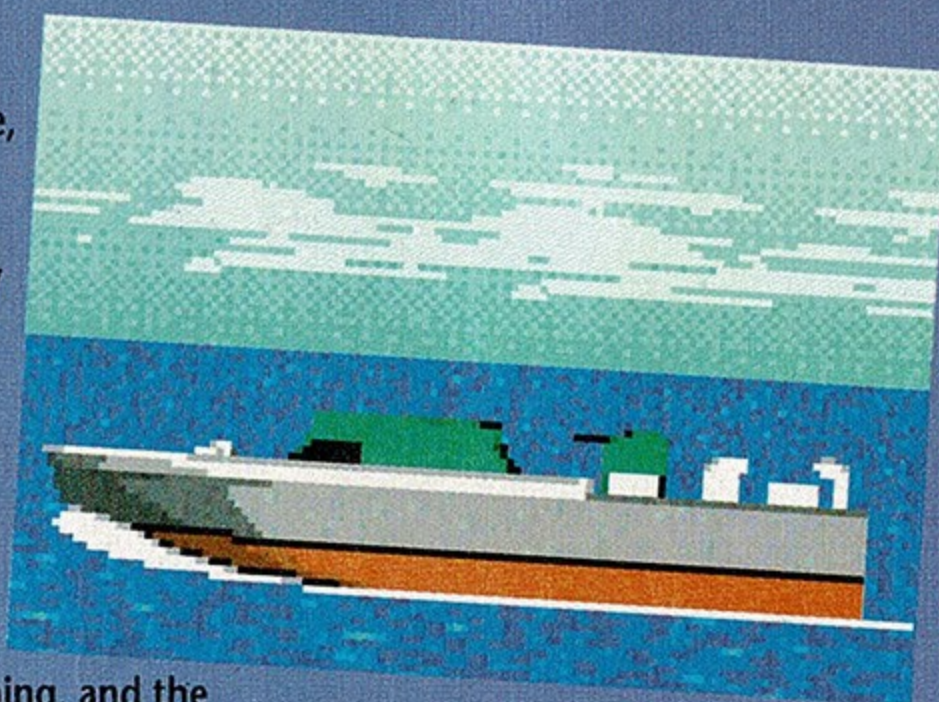
SONIC 1
£5 - 0753 855888

2. THUNDERHAWK

Core - £49.99

Reviewed in issue 13

Ousted from the premier position by its own stablemate, Thunderhawk had been superno for too long. Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.

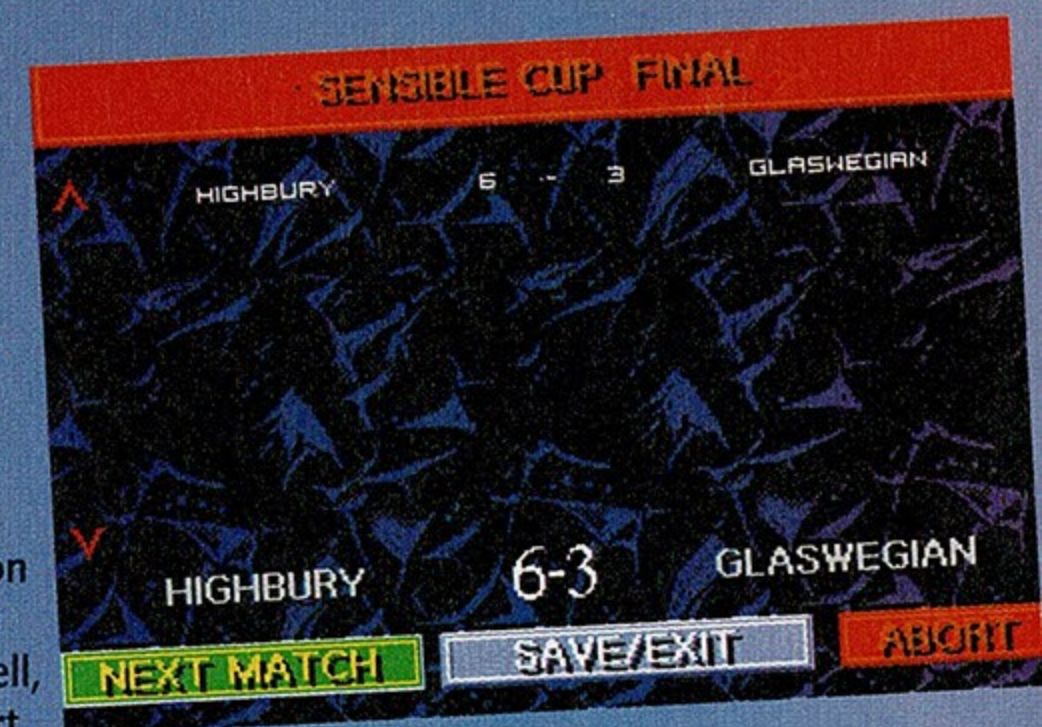


3. SENSIBLE SOCCER CD

Sony - £34.99

Reviewed in issue 21

Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of *Sensible Soccer* has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.



6. MORTAL KOMBAT II

Acclaim - £49.99 (Reviewed in issue 25)



Probe try to get the conversion better the second time around and score a home run! A better arcade conversion than NBA Jam, with all the features of the coin-op retained. Loads of characters, blood, fatalities and playability! If you own Street Fighter II and want something a bit different, then MKII is your only choice.

MORTAL KOMBAT I
 £20 - 0235 848786
 £25 - 0239 79205

7. SONIC 3

Sega - £59.99 (Reviewed in issue 18)

We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway. Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you do finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.



8. LANDSTALKER

Sega - £59.99 (Reviewed in issue 14)



This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.

LANDSTALKER
 £35 - 0494 463768

9. NBA JAM

Acclaim - £49.99 (Reviewed in issue 18)

The gameplay speaks for itself in Acclaim's brilliant four-player conversion of the coin-op classic. NBA Jam doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to - you'll soon be screeching with delight.



10. FLASHBACK

U.S. Gold - £44.99 (Reviewed in issue 9)



There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.

FLASHBACK
 £20 - 0235 848786

11. MEAN BEAN MACHINE

Sega - £39.99 (Reviewed in issue 16)

Another variation on the Tetris theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it, it's amazingly addictive and fun.

12. EARTHWORM JIM

Virgin - £44.99 (Reviewed in issue 26)

What happens when you take Dave Perry away from Virgin to form his own company (Shiny) in California? He produces one of the finest platform games to grace any console ever. The humour throughout the game places it way above many other efforts, and all his previous work. We think Dave should go away more often.



13. MICRO MACHINES 1 & 2

CodeMasters - £34.99 (Reviewed in issue 5 & 26)

CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The sequel brought fantastic 4-player J-cart action to the game, as well as even more cars to control, and mini-micros to boot. Essential!

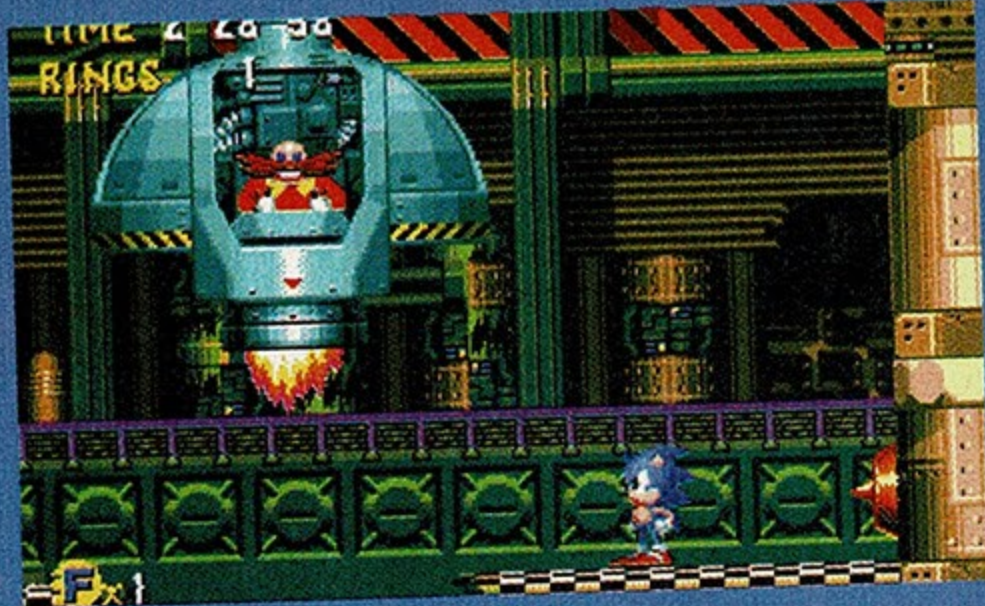


MICRO MACHINES 1
 £15 - 0235 848786
 £15 - 0753 855888

4. SONIC CD

Sega - £49.99
 Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with Sonic 3 really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly.

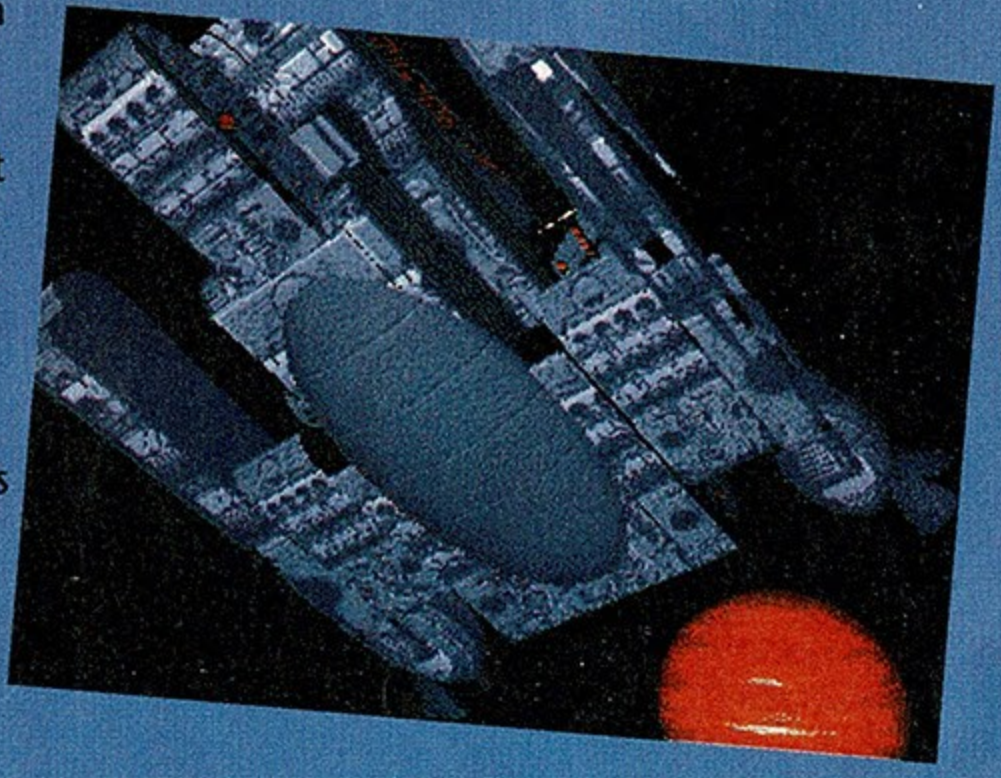


The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.

5. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

Core blesses the Mega-CD with yet another superb game, following up the superlative Thunderhawk with a game which looks just as promising, namely Battlecorps. Again this is a smart first-perspective shoot'em-up but rather than piloting the modern-day equivalent of Blue Thunder you now strap yourself into a gigantic steel robot known as a Bipedal Attack Machine. Mind you, in essence the game remains the same with loads of action, levels and violence. Excellent fun.



14. FIFA SOCCER

Electronic Arts – £44.99 (Reviewed in issue 15)

Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).

FIFA SOCCER
 £25 - 0533 593418 (after 4.30pm)
 £25 - 0239 79205
 £25/Swap NBA Showdown/Winter Olympics - 0878 700298

15. ALADDIN

Sega/Virgin – £44.99 (Reviewed in issue 14)

This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.



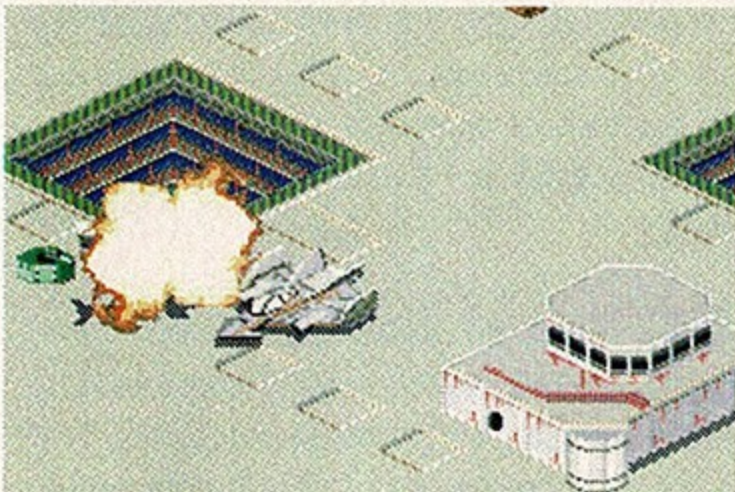
16. MEGA BOMBERMAN

Sega - £39.99 (Reviewed in issue 26)
 Easily the best four-player experience on the Mega Drive. Frantic 'bomb your mates' action with no real life long-term physical damage. Buy it now!



17. THE STRIKE SERIES

Electronic Arts – £44.99 (Latest reviewed in issue 26)



Urban, Jungle and Desert strike are all cracking games in their own right, but too similar for different categories. By all accounts Jungle is the best due to Urban's ease of completion, but you should try them all to decide which one you want.

DESERT STRIKE
 Swap - 0704 546843
 £20 - 0533 593418 (after 4.30pm)
JUNGLE STRIKE
 £20 - 0753 855888

18. TOEJAM & EARL 2

Sega – £49.99 (Reviewed in issue 16)
 Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.



TOEJAM AND EARL 2
 £22 - 021 588 4385

19. MICKEY MANIA

Sony - £44.99 (Reviewed in issue 26)
 Some of the most impressive sprites ever seen in a console game, and probably the best of the Mickey games available. Addiction levels sky rocket as you take Mickey on a journey through his past.



20. CHAOS ENGINE

Microprose – £44.99 (Reviewed in issue 19)
 Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.

21. SUB TERRANIA

Sega – £44.99 (Reviewed in issue 20)
 If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside though, this still contains enough classically good gameplay to pull you in time after time.



22. F1

Domark – £49.99 (Reviewed in issue 11)
 Considering this lacks any of the custom chippage of Virtua Racing, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to Virtua Racing. You won't be disappointed.

23. PGA TOUR SERIES

Electronic Arts – £44.99
 (Latest version reviewed in issue 18)
 Technically, these games are looking a tad dated now, but as far as getting in a damn good round of golf goes, they're the business.

PGA EUROPEAN TOUR GOLF
 £25 - 0501 743950
 £25 - 0250 875108

24. ROAD RASH 2 (INC. ROAD RASH 1)

E.A. – £39.99 (Reviewed in issue 4)
 Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner.

25. PROBOTECTOR

Konami - £44.99 (reviewed in issue 26)
 Had enough of games that are too easy? This game should be just you cup of 'char' then. Grab a friend and play the best scrolling shoot 'em up this side of the arcades. Brilliant!

26. NHL HOCKEY SERIES

Electronic Arts – £44.99
 (Latest version reviewed in issue 12)
 Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again, EA's expertise in producing sport sims has given us an exciting simulation of the real thing.

NHLPA '93
 £25 - 051 648 5355
 £15 - 0753 855 888
 £20 - 0533 593 418 (after 4.30pm)
NHLPA '94
 £25/Swap - 081 287 1523
 £25 - 0239 79205

6. SILPHEED

Sega – £44.99
 Reviewed in issue 13
 This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot-'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.



7. LETHAL ENFORCERS CD

Konami – £54.99
 Reviewed in issue 15
 We've already covered this in the Mega Drive Top 50, but basically, this excellent reproduction of the coin-op works just as well on CD. This version comes with the same practical, functional light gun, plays just as frantically, sounds even better than the cart version, and can be bought for £10 less. It's a winner all round really. It's not mentally taxing in any way whatsoever but it is an horrendous laugh to play. It brings out the crap American gun-toting cop in everyone, which, let's face it, is no bad thing.



27. ZERO TOLERANCE

Accolade - £44.99 (Reviewed in issue 25)
Got enough money to go and buy a top end 486 PC? In that case the closest you're going to get to Doom is this fantastic shooter. The best news yet is the link-up allowing two-player interactive games, as long as you have the necessary equipment (and two copies).

28. DYNAMITE HEADDY

Sega - £39.99 (Reviewed in issue 25)
Treasure provide us with some more superb platform action. If only the game had been a little more difficult it would have been much higher up the table. As it stands it is still a superb example of what can be achieved on the Mega Drive, while it lasts.



29. JUNGLE BOOK

Virgin - £44.99 (Reviewed in issue 20)
"If it ain't broke, don't fix it," as they say. The Jungle Book is basically Aladdin 2 if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.

30. LOST VIKINGS

Virgin - £44.99 (Reviewed in issue 16)
As lost vikings go, these guys are pretty bloody lost, and a good job too, because it provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled.

31. LEMMINGS 1 & 2

Sega - £39.99 (Reviewed in issues 2 & 26)
Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. The new game allows you to 'save' over sixty different kinds of lemmings!

LEMMINGS
£15 - 0753 855888

32. ECCO 1 & 2

Sega - £39.99 (Reviewed in issues 6 & 26)
Opinions are divided about the two games, but on the whole everyone loves them. The sequel isn't that much better than the original, though it does have a nice 3D bit to impress your friends with.

ECCO 1
Swap for F1 Racing - 0614276706
Swap - 0704 546843

33. STREETS OF RAGE SERIES

Sega - £49.99
(Latest version reviewed in issue 20)
The SOR series won't go down in history as great games, but if you're after good solid scrolling beat-'em-ups, they represent the best there is.



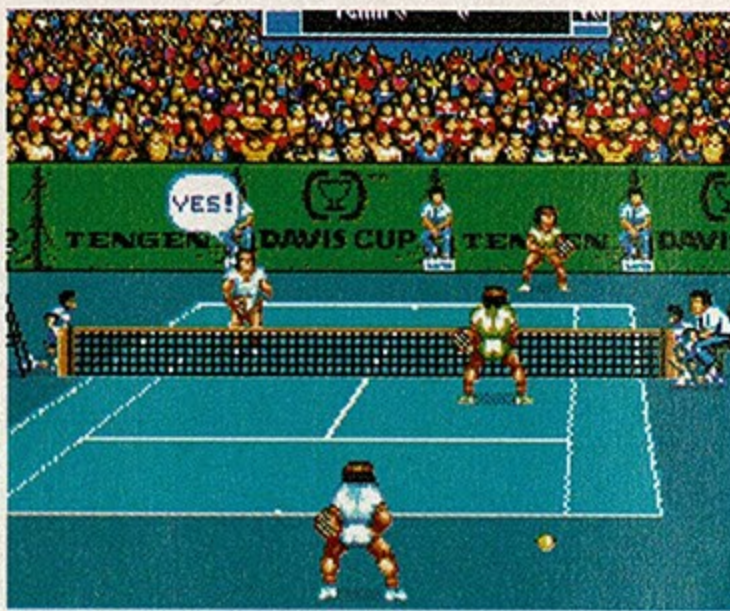
STREETS OF RAGE 2
£20 - 0753 855888

34. QUACKSHOT

Sega - £39.99
Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!

35. DAVIS CUP TENNIS

Domark - £39.99 (Reviewed in issue 12)
As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat.



36. COOL SPOT

Virgin - £39.99 (Reviewed in issue 9)
Yep, it's Dave Perry again. Still, there's no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.

COOL SPOT
£10/Swap Lemmings 0878 700298
£20 - 0937 584110

37. HELLFIRE

Sega - £39.99
Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot-'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful Sub Terrania has. Still flipping superb though.

38. ROLO TO THE RESCUE

Electronic Arts - £39.99 (Reviewed in issue 5)
And as if James Pond 3 wasn't good enough, Rolo To The Rescue is another bloody fab non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

39. TINY TOONS

Konami - £44.99 (Reviewed in issue 8)
Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc".

TINY TOONS
£25 - 0494 463 768
£20 - 0937 584110

40. SHINING FORCE 1 & 2

Sega - £49.99 (Reviewed in issues 10 & 25)
If you're the sort of saddo who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then these will be right up your alley, unless there is already something up your alley, of course.



41. MEGA-LO-MANIA

Virgin - £44.99 (Reviewed in issue 6)
Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.

8. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99 (Reviewed in issue 23)
FIFA International gets the CD treatment in this, an updated (but still not as good as Sensi) version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed, with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.



9. VAY

Working Designs - £44.99
Reviewed in issue 24
This is the sort of game that really does the Mega CD justice - huge sprawling RPGs. There are many hours of enjoyable gameplay here but it can get tough at times. With lots of spells and items to play with this will take the average mortal man weeks to finish. There are quite a few FMV scenes as well, it's just a shame that the intro isn't much cop. If you have plenty of time to kill and have more than a few brain cells to rub together then check this out.



42. LETHAL ENFORCERS

Konami - £64.99 (Reviewed in issue 15)
So it's £65 but you get a top arcade conversion and a light gun that's a whole heap more useable than that Menacer thing. And you get to shout rock hard things at the screen like, "Eat lead" and "Let's see you knit that Aran sweater Grandma".

43. RAINBOW ISLANDS

Taito - Import
Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.

44. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)
The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one.



45. ROYAL RUMBLE

Acclaim - £44.99 (Reviewed in issue 14)
Acclaim's WWF games wildly vary in quality, but fortunately, this particular Mega Drive cart manages to use the subject matter to quite entertaining effect. It's not by any means a technically accomplished beat'em-up but all the varied moves are nicely implemented and above all, it's very amusing to play indeed.

46. GOLDEN AXE 2

Sega - £19.99
Golden Axe is over the hill, Golden Axe 3 is appalling, but fortunately, Golden Axe 2 was, and still is, quite smart.

47. ZOMBIES ATE MY NEIGHBOURS

Konami - £44.99 (Reviewed in issue 14)
Zombies is a strange game, full of bizarre adversaries (such as giant killer babies) but it's this quirkiness that lifts it above being simply another standard Gauntlet variant.

48. SONIC SPINBALL

Sega - £44.99 (Reviewed in issue 15)
A Sonic game with a challenge and with a pinball theme - a heavenly fusion as far as the MEGA team are concerned. Pinball purists will be slightly put off because a rolling Sonic can't really take the place of a silvery ball, but frankly, this game shows that innovation and ingenuity are still alive and well.

49. DRAGON

Virgin - £44.99 (Reviewed in issue 22)
Well, who'd have thought it? A beat'em-up that actually diverted our attention from SF2 for a while. The developers steered right away from the Street Fighter formula and managed to use techniques other than fireballs and special moves galore to make this a challenging and long-lasting experience.



50. BUBBA 'N' STIX

Core - £44.99 (Reviewed in issue 19)
This game will probably be forgotten before long, which is a shame, because this is Core's best platformer to date. Cartoony, platformey, puzzley, challenging, and original.

OTHER CARTS FOR SALE

If you're after a game which does not appear in our Top 50, you may well find it on offer in this listing. If it's not here, your best bet may be to take out a "wanted" ad in the next issue of MEGA. Simply fill in the form at the bottom of this page to get your free reader ad

688 ATTACK SUB £17/Swap - 0252 782077	Swap - 0206 561276	KID CHAMELEON £17 - 0202 490276	£20 - 0898 642003
AERO BLASTERS £25 - 0202 490276	FATAL FURY £15 - 081 877 9317	KING OF THE MONSTERS £15 - 0734 696954 (ask for John)	ROBOCOP Vs TERM £18 - 0937 584110
AGASSI TENNIS £17/Swap - 0252 782077	FATAL LABYRINTH £10 - 0737 352627	KRUSTY'S SUPER FUN HOUSE £17 - 0202 490276	ROCKET KNIGHT £20 0494 463 768
AFTERBURNER £12 - 0720 23137	FATAL REWIND £10 - 0737 352627	LETHAL ENFORCERS CD £25 - 0235 848 786	SKITCHIN' £20 - 0720 23137
ALTERED BEAST £10 - 0394 271629	FORGOTTEN WORLDS Swap for Bonanza Bros/Chuck Rock - 031 229 1969	LOTUS TURBO CHALLENGE £15 - 0937 584110	Swap - 0406 371377
ARIEL - MERMAID £11 - 071 834 4644	GEMFIRE £10 - 071 834 4644	MARBLE MADNESS £13 - 0202 490276	SPACE HARRIER 2 £9 - 0202 490276
Swap - 0704 546843	GENERAL CHAOS Wanted: £30 - 0900 817786	MARVEL LAND £13 - 0202 490276	SPIDER-MAN £9 (ono) - 051 648 5355
BART VS SPACE MUTANTS £13 - 0202 490276	GHOSTBUSTERS £13 - 0202 490276	MAZIN WARS £15 - 0734 691487	STRIDER £10 - 0720 23137
BATMAN £10 - 081 877 9317	GHOULS 'N' GHOSTS £10 - 071 834 4644	MERCES Swap for Taz-Mania - 0206 561276	SUNSET RIDERS £20/Swap - 071 635 0367
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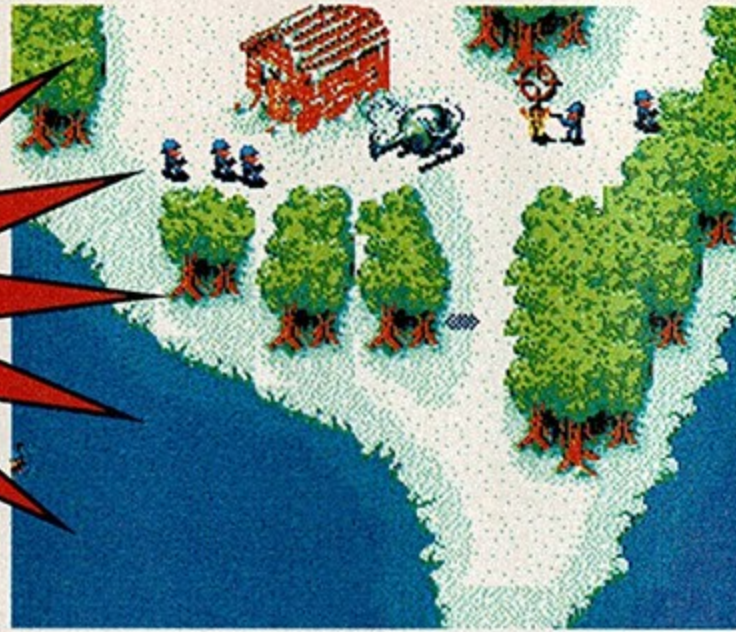
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Although it has taken a fair while for the game to arrive on the Sega format, that wait has been worth it! For all those people who 'upgraded' from an ST or Amiga only to find the Mega Drive was host only to platform games, this is a godsend. Fantastically involving, with superb graphics and CD soundtracks, and a challenge that will last for weeks. Do yourself a favour and pick up a copy on import now!



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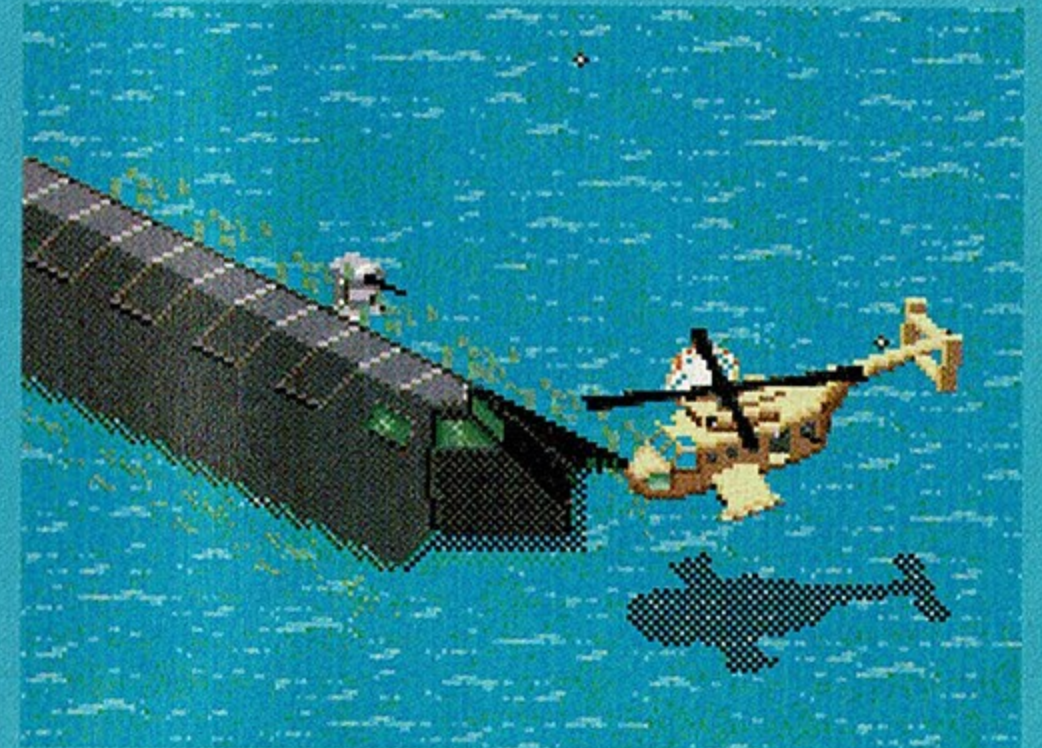
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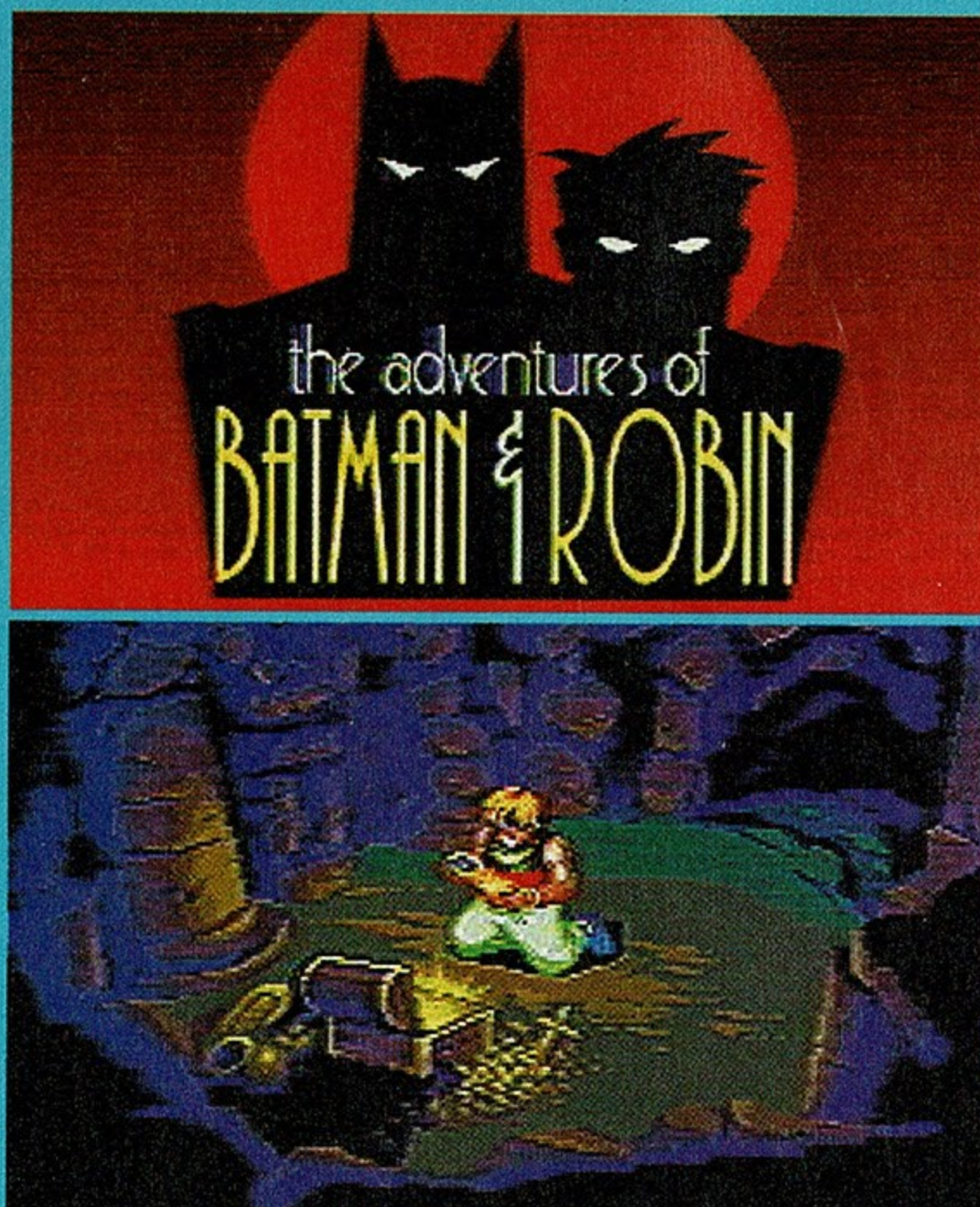
NEXT TIME

Welcome to the final page of this month's magazine. We hope you enjoyed it but at this very moment we are working hard sorting out the next issue already. What wonders do we have lined up? Well, fans of EA's Strike series will be delighted to know that Super Strike is about to be released. What is this exactly? Well, I'd like to tell you but I'm afraid I can't. Oh, all right then, imagine having all three Strike games on one CD with another brand new game as well.

If you've read the previews it should be all too apparent that Sega have some blockbusters up their sleeves, namely Story Of Thor, Batman and Robin, and Alien Soldier.



We know we've been promising it for ages but (fingers crossed) Theme Park should have finally arrived in time for the next issue. We'll have all this and more ready for you in just under four weeks time.



CAROLYN'S FIVE (SHE'S JUST HAD A BABY)

BEST

Epidurals, gas and air

Having a beautiful daughter - 'Holly'

Breastfeeding (Great excuse to eat chocolate fudge cake and cream)

Royal Marines (They make great dads - Hi Joel!)

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WORST

16 hours of labour

Not exactly having a flat tummy

Breastfeeding (Leaking boobs & not being able to wear sexy low cut tops for apes)

Royal Marines commando training centre

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And now it is time to bid you all a fond farewell. Tattie bye readers, see you next month

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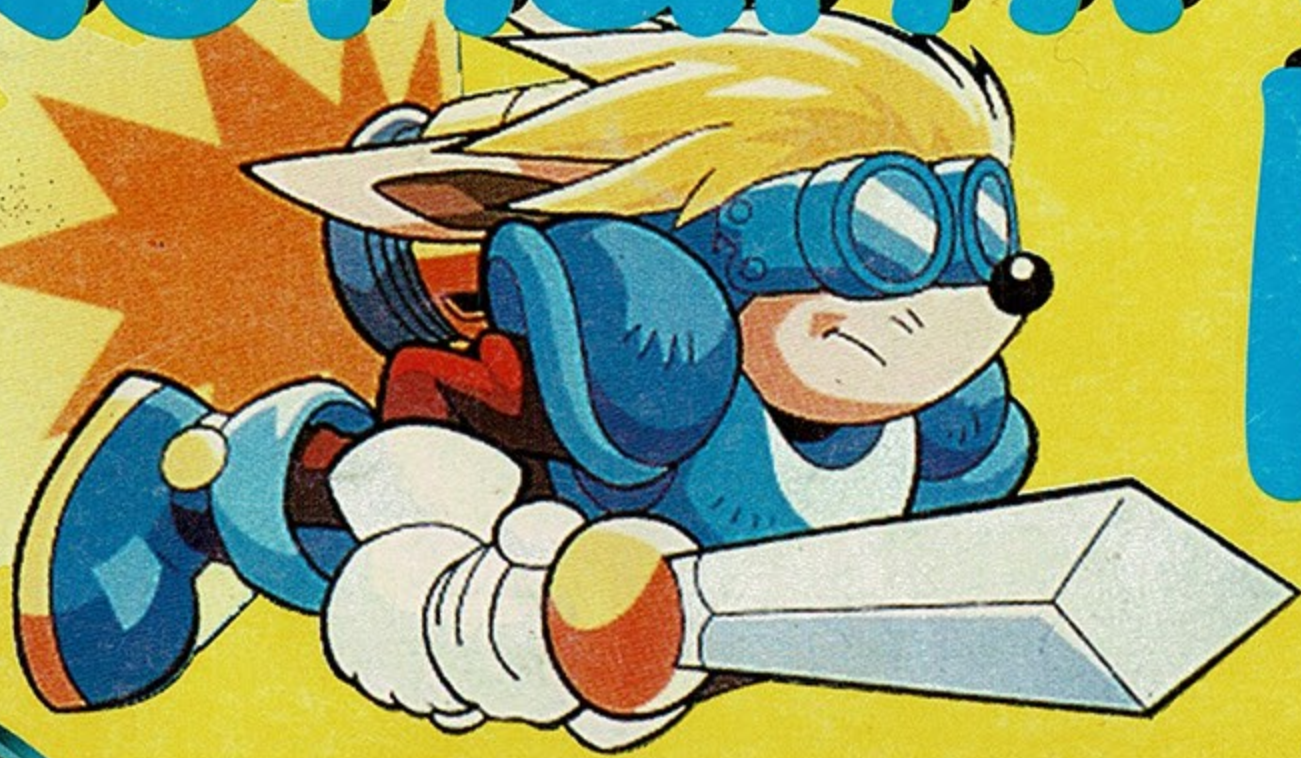
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