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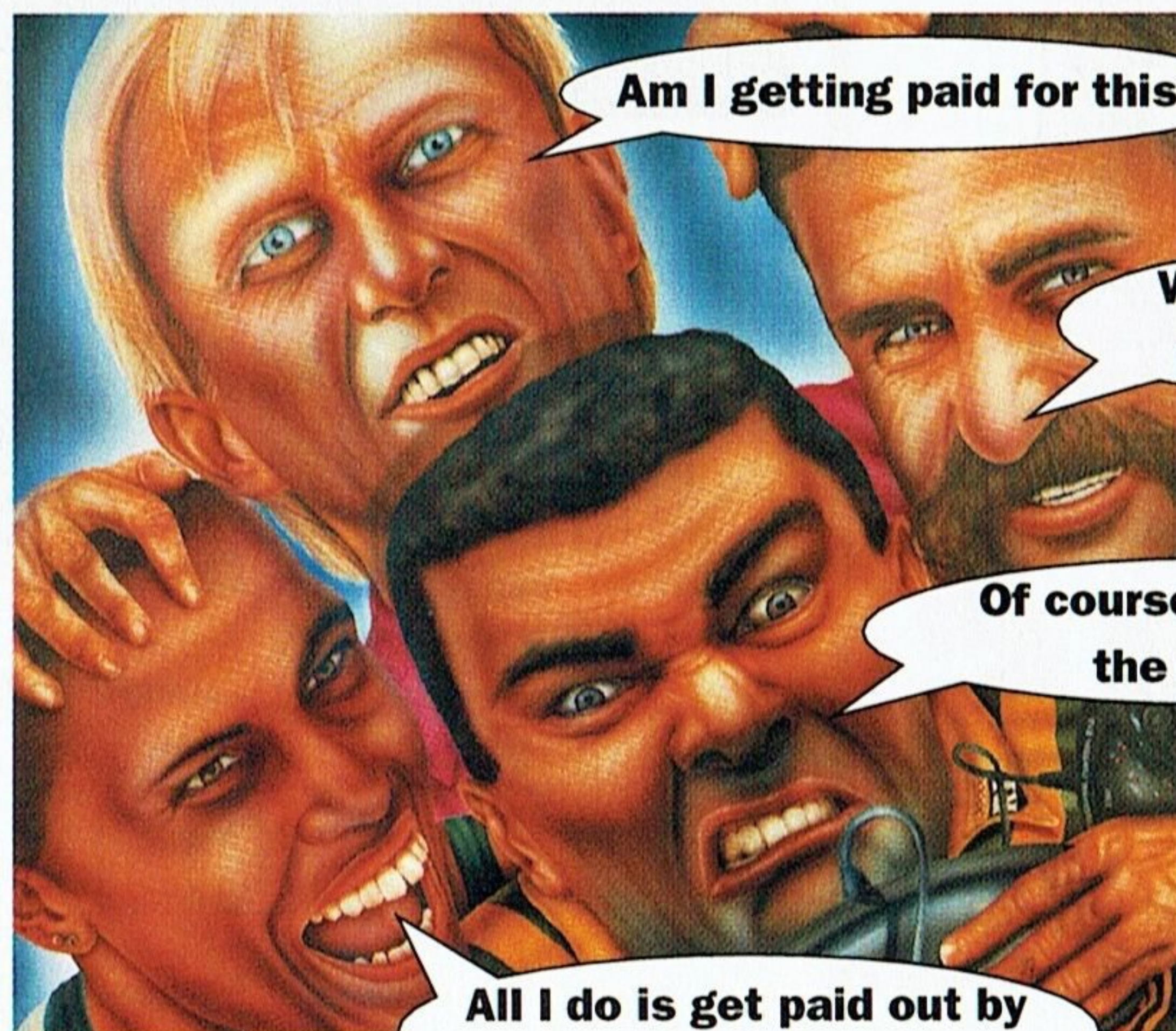
COSMIC CARNAGE

Fighting with funky effects.

And another thing!

There's not much longer to go before Sega's next-generation console, the Saturn, is officially available in Australia. To celebrate, you'll find a cover-mounted booklet previewing the machine and the first batch of games. The latest expectations are for the machine to be on the shelves in early August. If the launch date does not slide any further (the company was originally predicting a rather enthusiastic June launch) then Sega will gain a valuable advantage over its main rivals, Sony and Nintendo, who undeniably have some very powerful hardware waiting in the wings. However, by getting in there first, with some hot titles, we're expecting big things for the Saturn.

*Don't read if you suffer from a heart condition.



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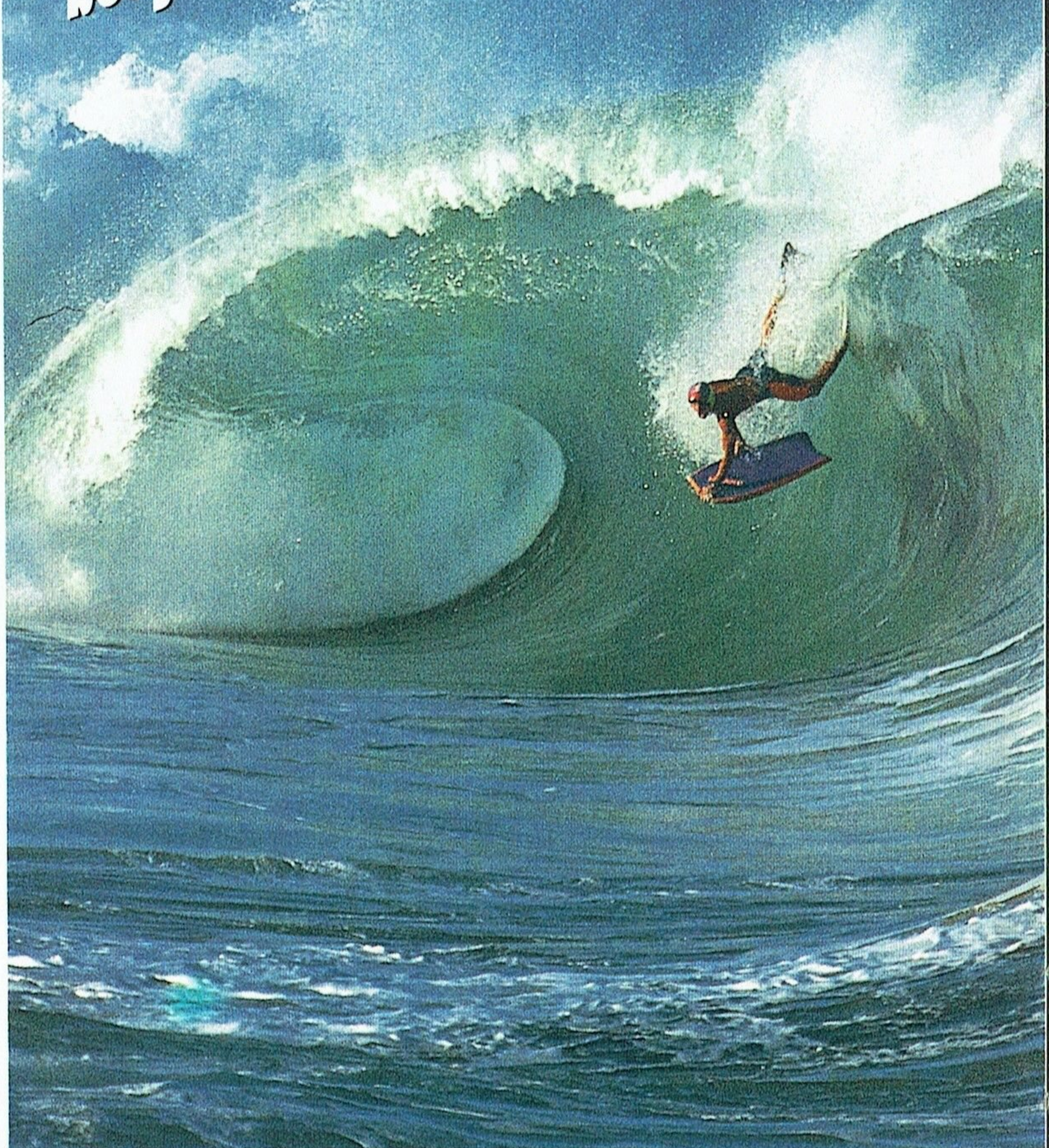
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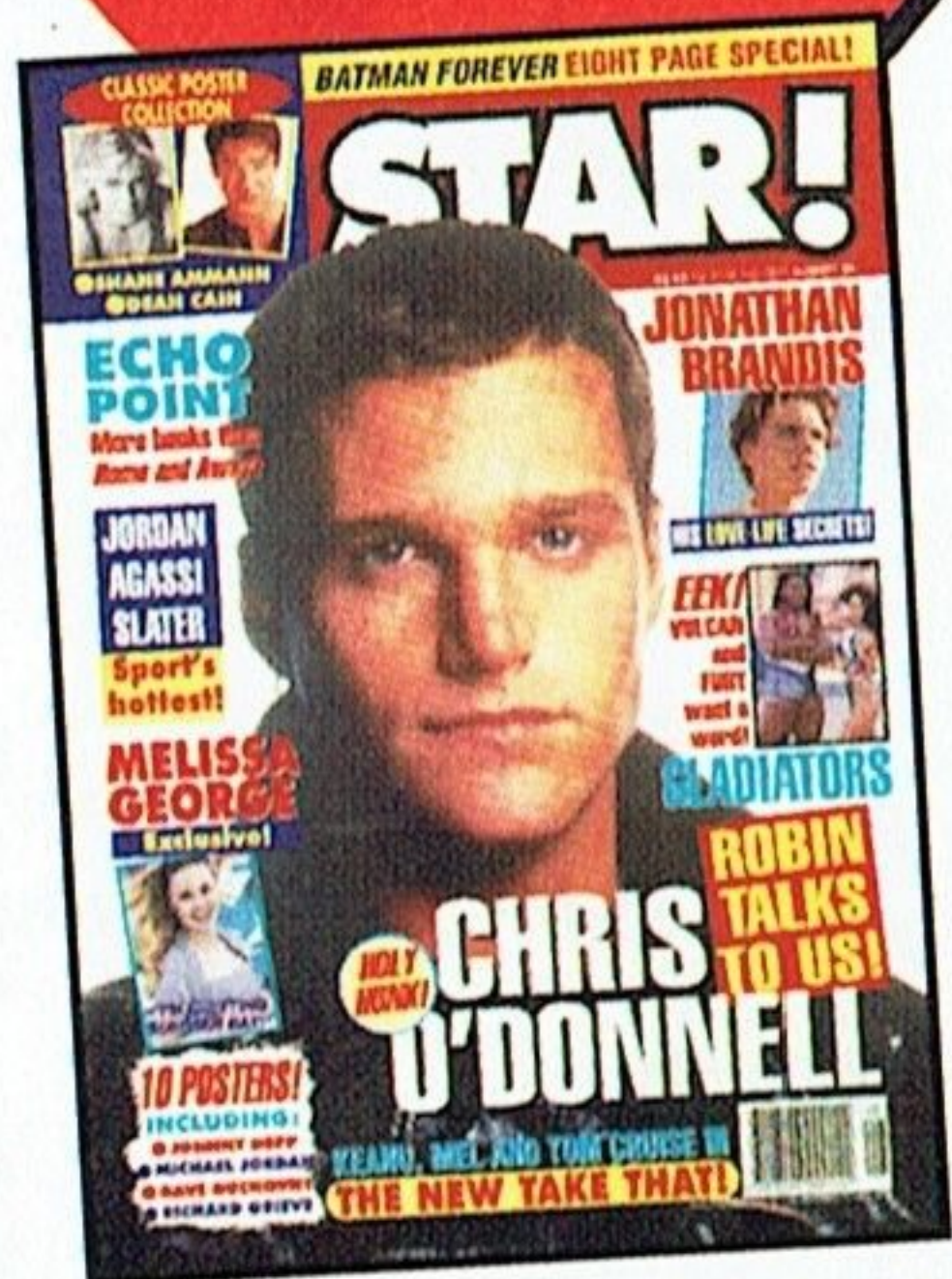
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International Video Game Tournament

From our international game tournament correspondent

So you think you're a pretty hot gamer, huh? Well, put your thumbs where your mouth is. Erm, we didn't mean it like that. What we meant to say was that Blockbuster Video is on a worldwide search for the ultimate video gamers, with the launch of the Blockbuster World Video Game Championships II.

The second annual championships will culminate with the world final in San Francisco, from August 19 to 21. Two Australasian video game champions will compete against representatives from Canada, United States, Europe, United Kingdom and Latin America.

This year's competition promises to be a sensational event, with more than 20,000 gamers expected to participate at more than 70 Blockbuster Video stores across Australia and New Zealand alone.

The winners of the Australasian finals (one on Mega Drive and one on that other system) will win a trip for two to the San Francisco world finals and great prizes from Cadbury Crunchie, EA Sports and Metro Games. There will also be heaps of prizes for all Blockbuster World Video Game Championships contenders and store champions.

According to Blockbuster Video's managing director, Mr Daryl McCormack, this year's competition has been extended to allow gamers over 17 years old to participate, due

to the overwhelming response last year. "Even though the 1994 World Video Game Championships was limited to people aged 20 or under, we got a terrific response from older games enthusiasts, proving the popularity of video games as a sport and recreational activity for people of all ages. This year all gamers will be able to take part in the event", said Mr McCormack.

Mr McCormack said that the Blockbuster World Video Game Championships were the first organised competition where video gamers could test their skills at a local, national and international level, and it is now regarded as the premier video gaming event.

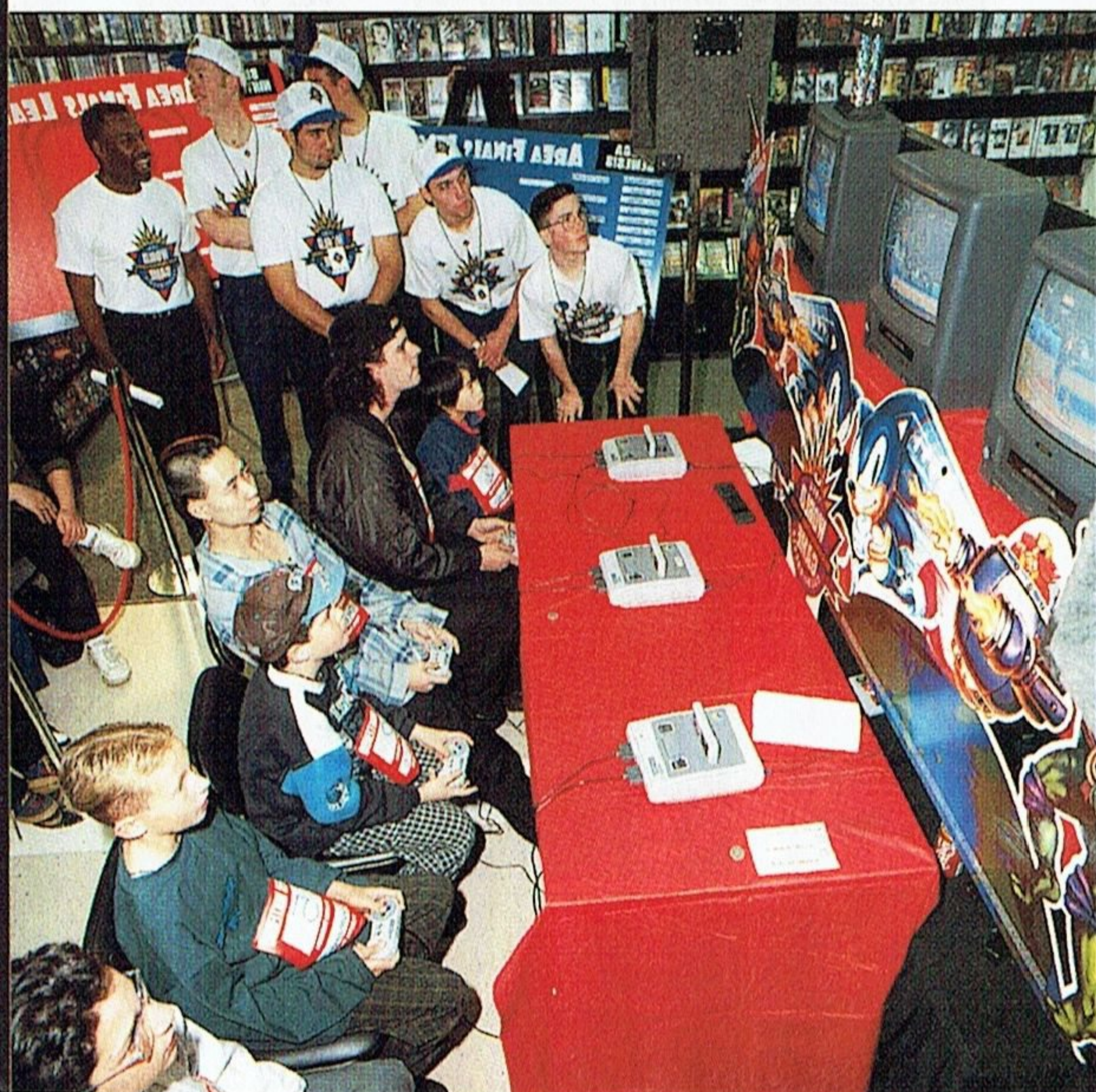
Last year more than 250,000 gamers worldwide took part in the championships, with Australia represented by Chin Jin Lim, 17, and Oliver Chua, 14.

From June 1 to June 28, gamers of all ages can register at a Blockbuster Video store for the local qualifying rounds. Over three weeks, from June 21, Mega Drive gamers will compete for the title of Store Champions on *NBA Live '95* (backward SNES types will compete on *NBA Jam Tournament Edition*).

The highest scorers each store in two age groups (12 and under; and 13 and over) will be crowned Store Champions, with the highest scorers for each age group in each state heading to Melbourne for the Australasian championship.

To register for the Blockbuster World Video Game Championships II, contact your local Blockbuster Video store. Or go straight to the top and talk to Jo Passey at the Blockbuster Video head office on (03) 639 3355. Either way, you've got to do it before June 28, so get your skates on.

◀ **Last year's Blockbuster Video Game Championship kicked butt. This year's comp should be a killer, with 20,000 Australian and New Zealand gamers expected to strut their stuff.**



NEWS BITS



HMM... SONIC JELLY

A Mega Drive software package tentatively titled the 'PowerUp Pack' will be released around July. PowerUp Packs are actually four-litre tins, which will include a quality Mega Drive cart and sugar-laden Sonic Jelly lollies, as well as special coupons and prizes.

THE ZONE BACK ON AIR

News to bring a smile to more than a few gamers – Electronic Arts has taken over the sponsorship of *The Zone* after, the previous sponsor, Sega, dumped the TV program.

Last month we reported that the show was to close, but EA's involvement is to give the show a new lease of life.

The company aims to change the format of the show fairly radically to appeal to an older age group. EA spokesman Darren McBeth said, "The focus is going to be the new-generation stuff coming up and also CD-ROM, with video games as well 'cos they've got a core market. But it will be moving eventually into other areas."

As well as games, the show is to cover other 'lifestyle' areas, such as movies and music.

RUGBY LEAGUE GAME KICKS OFF SOON

Unbelievable – Electronic Arts will soon answer the prayers of many an Aussie gamesplayer. The company is currently developing a Rugby League game and expects it to be one of Australia's biggest games ever, rivalling titles like *Sonic* and *Street Fighter*.

The game is being developed by an Australian team in the UK and will have Australian leagues and teams. However, the company would not be drawn on whether it'll be 'signing' with the ARL or Superleague...

PICO PITCHED

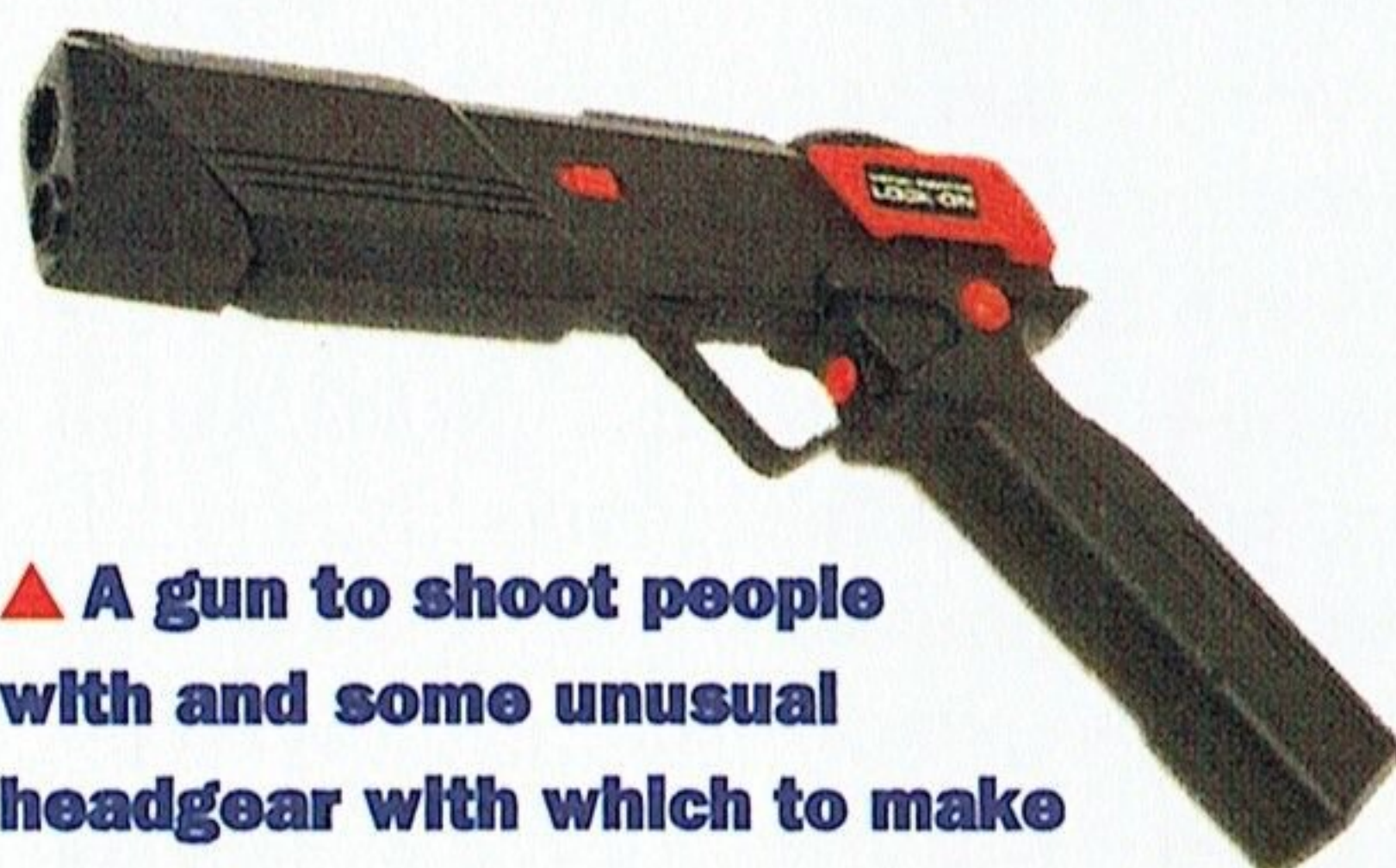
Sega has delayed the launch of the Pico kids' computer until at least the end of the year/early next year, if at all. The brightly coloured console was set to retail for \$299. The machine is aimed at the three- to six-year-old age group, and uses 'storyware' cartridges based on popular kiddies characters.

Newszone

Lock On This

By our military expert

Sega revealed Lock-On, its Christmas '95 toy, at the recent launch of the company's '95 product range. It's a shooting game, with players wearing funky infra-red-detecting headsets and shooting at each other with infra-red 'laser' guns. A set of two guns with sorta sexy headsets will be available for \$99.95. Each set will contain one orange and one green gun, so the more sets you have, the more players make up each team for all-out war.



▲ A gun to shoot people with and some unusual headgear with which to make a fashion statement.

Street Fighter pads

As heard on the street

Capcom has released a new six-button control pad. The Super CP is branded as an accessory to play the *Street Fighter* range of games. Though of course it will work with most other games, too.

The ergonomically designed pad has a pistol grip

and Capcom claims that the layout of the six buttons will make fireballs and sonic booms easier and faster than ever before.

The Super CP sells for \$49.95 and is distributed in Australia by Mega Blast software who live at Unit 28-31, 90 George Street, Hornsby, NSW 2077. They do loads of mail order stuff; phone them on (02) 477 7888 for a free catalogue.

However, Mega Blast are giving them away! Yes, five lucky readers will receive a pad, simply by answering the following question:

Which of these is one of Ken's special moves?

- a) Dragon Punch
- b) Chinese Burn
- c) Nipple Cripple

Send the answer on a postcard with your name and address, to: **I fancy Ken's moves, Megazone, PO Box 746, Darlinghurst, NSW 2010.**

Closing date is August 11, 1995. And don't cheat. It makes Ken angry.



▲ Funny-shaped but deadly. That's the Super CP Joypad.

MORTAL KOMBAT III NEVER TO BE RELEASED IN OZ SHOCK

From our gossip columnist

Okay, we lied. What is true is that there's been loads of rumours circulating the Internet about the release of *Mortal Kombat III*, and a few months ago somebody even went as far as publishing all the death moves for the game. And that was before it was even released anywhere in the world. We've managed to get a special sneak preview of the game when it was released on test play. What's it like? Well, it's like *Mortal Kombat*, and *Mortal Kombat II*! D'oh! However, there are plenty of new features to the game, including seven new characters, and the return of both Sonya and Kano (who declined to appear in *Mortal Kombat II*). The graphics have also been considerably updated and, of course, there are tons of new moves to master. An extra button has been added to the existing five, giving it a more *Street Fighter*-y feel for extra fluidity.

Anyway, what you really want to know is when you'll be able to play this on your Mega Drive. Well, the answer is "not for a bloody long time". Sony has signed an exclusive deal with Midway, the creator, preventing anyone from publishing the game on any other format other than the Playstation for four months. And that sucks big time.



▶▶ *Mortal Kombat III*. Playing very soon on a Mega Drive near you. Not.



Sounds Vivid

From our gadget guru

Vivid 3D is a new device designed to really bring music and sound effects to life. It creates a '3D soundfield' from anything with stereo speakers, whether it be a hi-fi, stereo TV/video – or Mega Drive.

The closest things to it are effects like surround sound and Q-Sound (as used in *Echo the Dolphin*), only the effect is much more dynamic.

The secret behind Vivid 3D is Sound Retrieval System technology (SRS to its close friends). How it actually works is awfully technical and complicated, but it goes a little this...

Stereo sound is two-dimensional because it comes from two sources, the speakers. In everyday life, you hear 3D sound; it's to the side of you, behind you, above you and so on. SRS 'fools' your brain into hearing 3D sound by splitting sounds into direct and indirect frequencies – indirect frequencies are what the brain uses to determine direction – and applying different levels of amplification to the frequencies to make the sound appear to come from beyond just two speakers. We told you it was complicated, but trust us, it works.

The unit comes in two models; the Vivid 3D and the Vivid 3D Plus. While the Vivid 3D is fine for video games, a Plus is recommended for using it with home music systems. The difference is, the Plus has controls for fine-tuning the source of the sound.

The standard model costs \$169 while the Plus sells for \$199. Australian distributor Company 29 are so sure of the product that they've produced a special CD (that's encoded with SRS information so it will work on a standard stereo) so you can try it for yourselves. To get hold of the sampler CD, send a cheque or money order for \$4.50 (for postage and handling) to: Company 29, 12A Kylie

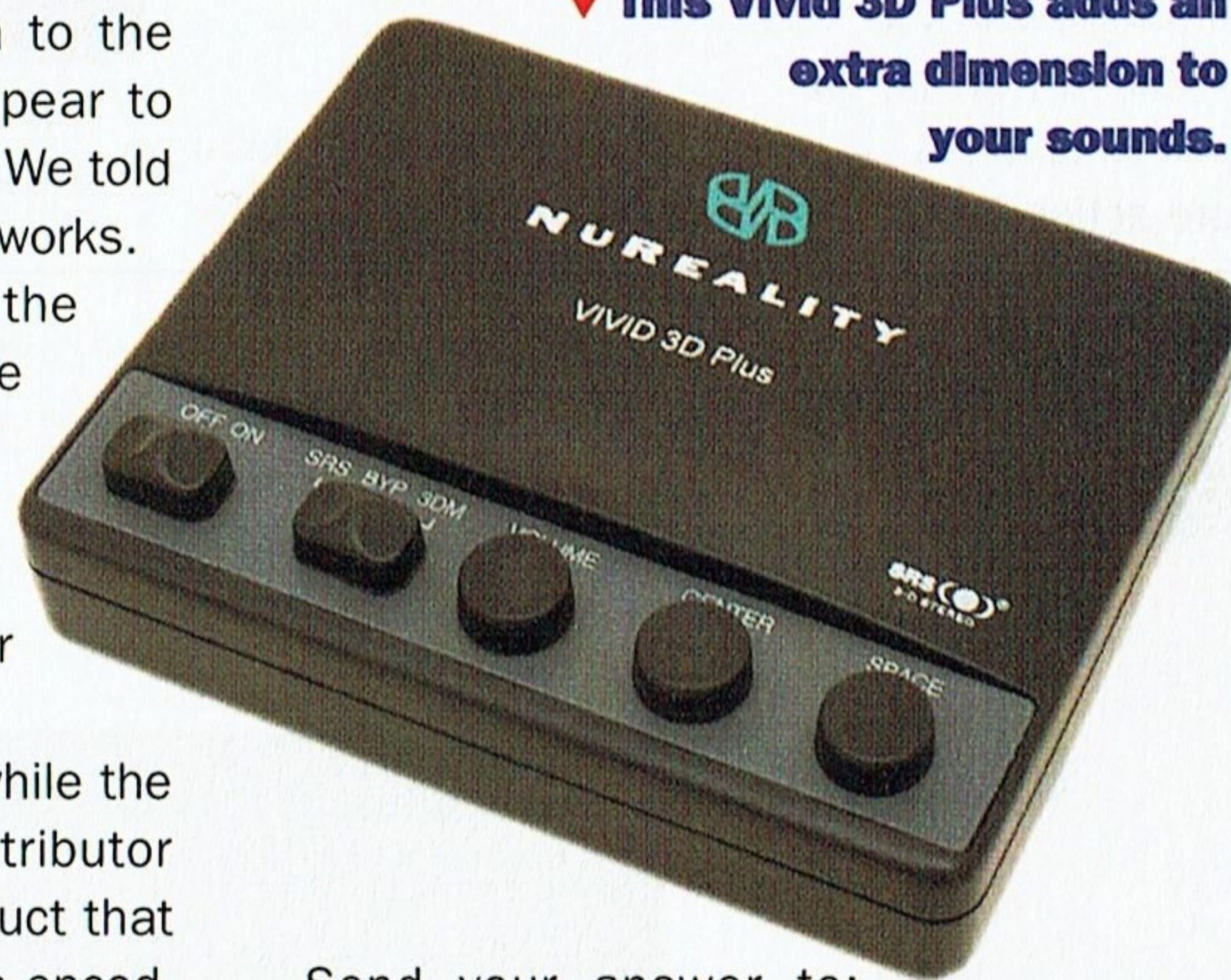
Place, Cheltenham, VIC 3192, phone (03) 532 5929. What's more, if you decide to later buy a Vivid 3D, then Company 29 will knock a further \$10 off the price. Can't say fairer than that, can you?

And two lucky readers will get their mitts on a Vivid 3D for free! Yes – Company 29 is chucking a couple your way. All you have to do to be in the winning is answer the following question:

What does the Vivid 3D do?

- Does the washing up and irons your shirts.
- Creates a sub-ether tachyon-resonance field that accelerates sub-atomic particles to near light speeds and deposits them in a large pot of marmalade.
- Creates a 3D sound envelope that totally immerses the listener.

▼ **This Vivid 3D Plus adds an extra dimension to your sounds.**



Send your answer to:
It's 'C' you idiot, Megazone, PO Box 746, Darlinghurst, NSW 2010.

Closing date is August 11, 1995. And only one entry per reader/household/extended family please.

Competition Winners

Don't lick the terminals, whatever you do

A set of six batteries plus a Lithium Lad T-shirt will soon be lighting up the life of this lot: S Szewcow, Five Dock, NSW; S Martin, Richmond, TAS; Steven Mortimer, Lake Grace, WA; Jesse Twamey, Mull Park, VIC; Sebastian Henry, Narrabundah, ACT; Shayne Wasley, Armadale, WA; B A Schwinghammer, Dareton, NSW; Graham Stonehouse, Morawa, WA; Julian Bond, South Perth, WA; Michael Hay, Wyoming, NSW; Mark Hobson, Dubbo, NSW; W, Martin, Chippendale, NSW; Luke Blackley, Lithgow, NSW; Michael Hopton, Hervey Bay, QLD; Pat Staunton, Blacktown, NSW; Greg Staunton, Blacktown, NSW; Matt Ziegeler, Lower Mitcham, SA; Ryan Ballantine, Ingle Farm, SA; Brad Candy, Claremont, WA; Ben Ross, Erina, NSW.

Lucky 13 Let's hope the following Megazone readers have access to Mac computers: Rodney Adam, Maroochydore, QLD; Stuart Keith, Traralgon, VIC; Adam Mollinger, Mackay, QLD; Glenn Shepherd, Port Pirie, SA; Peter Leedham, Boyanup, WA.

I just look at the pictures These lucky ducks will soon have the inside dope on *Mortal Kombat II*: Matthew Fairweather, Lower Hutt, NZ; Simon Martin, Richmond, TAS.

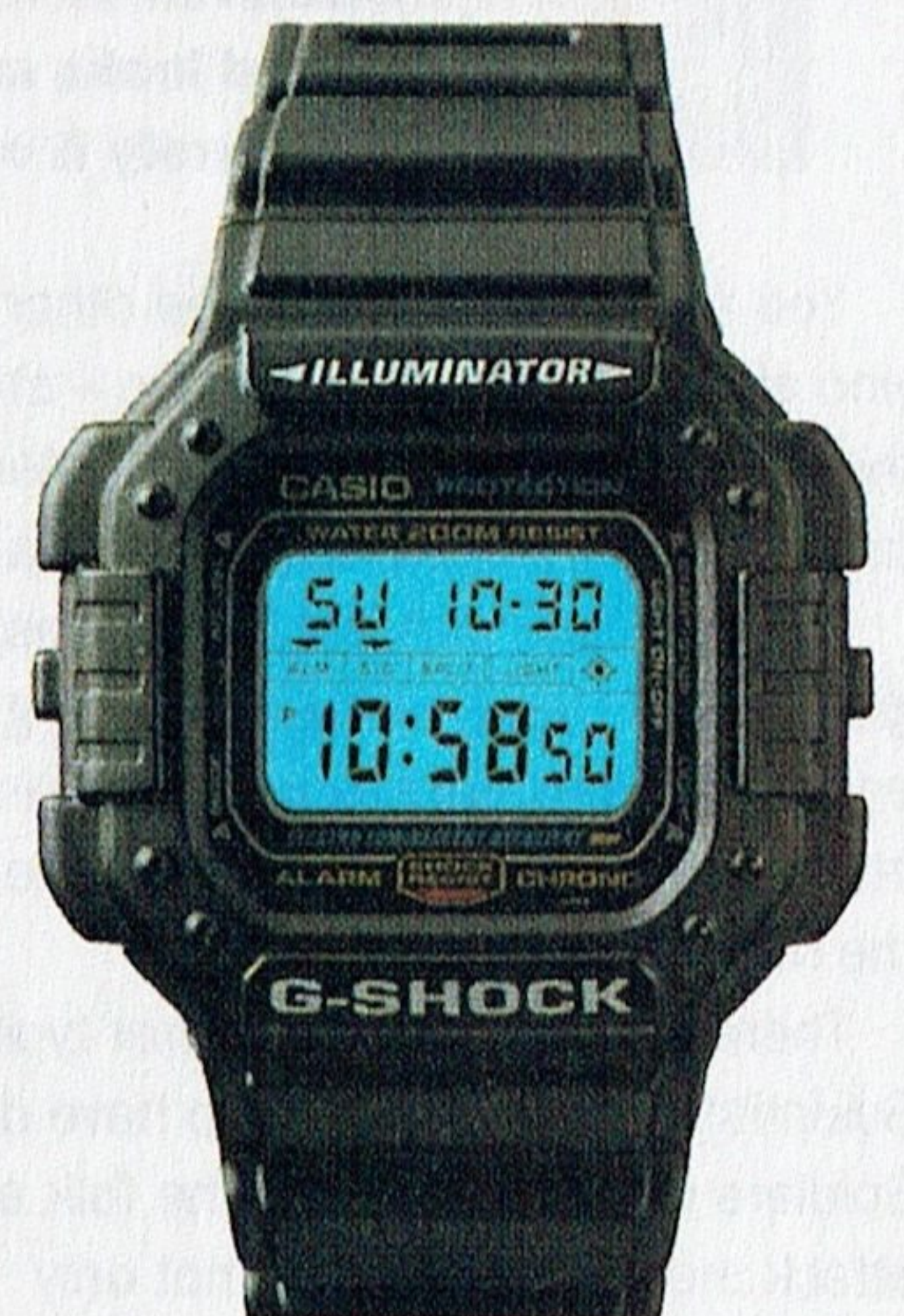
The EA Sports guides go to: Carly Seebacher, Gladstone, QLD; Miciah Anderson, Chinderah, NSW; Avon Williams, Robertson, NSW; Leigh Thomas, Launceston, TAS.

The lucky urban strikers are: Ryan Ashby, Rockhampton, QLD; C & H Clarke, Camden, NSW; Mark Gast, Herberton, QLD; Greg Kilby, Kangaroo Flat, VIC.

Quiz

G-Shock watches are possibly the toughest timepieces in the universe. They're virtually indestructible: Smash them against walls, take them surfing, boil them in oil – they'll keep on ticking. Casio have given us one to give away. So read the mag, answer the questions and may the force be with you. Closing date is August 11, 1995.

- How does Deamon unleash a Whirling Thrasher?
- Who has a stupid grin and wears a ridiculous outfit?
- What adds an extra dimension to the way your games sound?
- Who are Judge Dredd's two arch enemies?
- Who is Uncle Fester searching for?
- How many games make up the Megaman: Wily Wars compilation?
- How much faster is *Virtua Fighter 2* compared to the original?
- Who does Spirou look like?
- How many Baldy character types are there?
- Who is called to a castle to fix the resident computers?
- How many times to do you have to beat a Mahjong babe before she drops her daks?
- Who has taken over sponsorship of the TV show *The Zone*?
- What's the worst boxing game around?



▲ **You'll never be in the dark again with the Casio G-Shock's built-in electro-luminescent backlight.**

Answer the questions on the back of an envelope or post-card and send them, along with your name and address, to:

Megazone Lucky 13 (July), PO Box 746, Darlinghurst, NSW 2010.

the megazone lucky 13

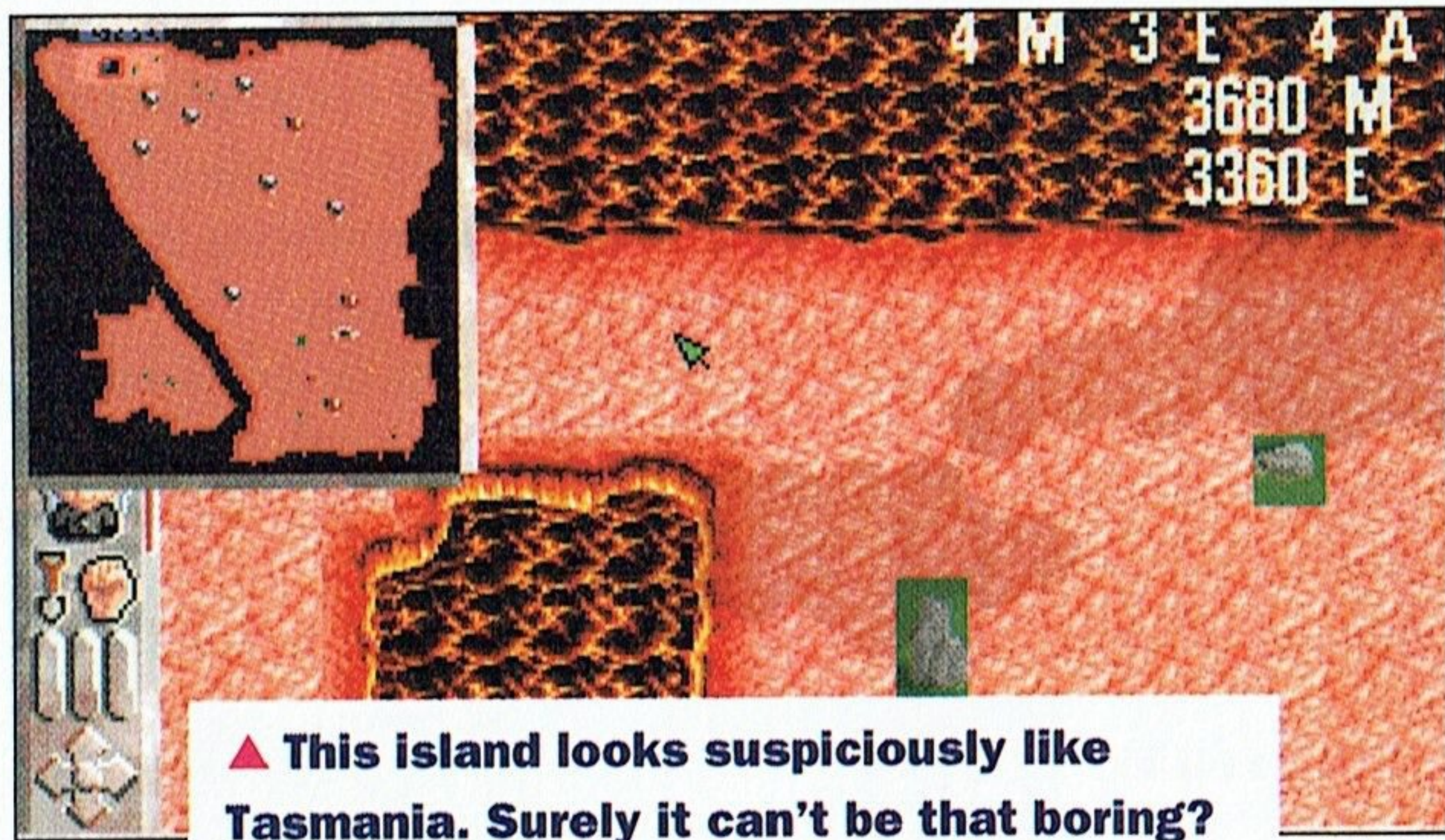
Them rules: Get your entry to us by August 11, 1995 and don't cheat by sending loads of entries. We'll know.

gameSPY

BALDY

At first glance this game looks suspiciously like *The Settlers*, *Lemmings* or even *Populous*. However, on closer inspection we came to the conclusion that this game could be one of the surprise hits of the year. From the moment we saw the impressive stop-frame clay intro by Ian Harling and his wife (of PC games *Pushover* and *Lost Patrol* fame), we sensed this may be something really special.

Baldy, which has been developed by Creative Edge, is easy to play and has a very intuitive feel. The first few of the 100 levels are quite simple, and allow you to become familiar with both the interface and the capabilities of the five individual Baldy folk. The game is a blend of strategy, action and, to a lesser degree, puzzles, with the style of the game changing as the player progresses. At the start you may simply be asked to build, say, five houses. Later on you may have to take out some of the other Baldy tribes, which obviously is more action based.



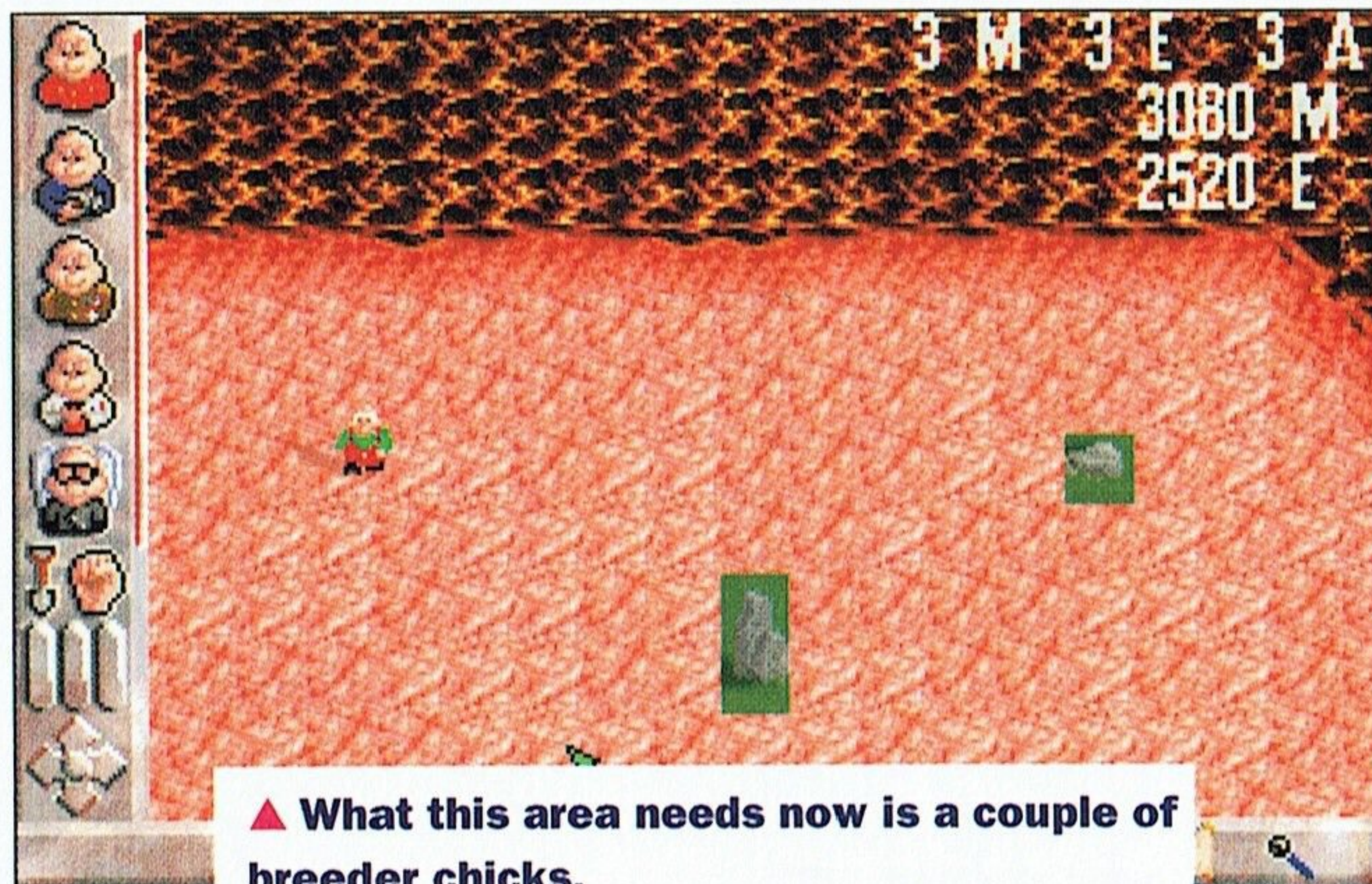
▲ This island looks suspiciously like Tasmania. Surely it can't be that boring?

You are pitted against three other computer-generated Baldy tribes who all have the same objective – stop the other players from winning the levels. Not only are the computer tribes pretty smart, but the CPU AI takes account of how well you are faring and act accordingly.

The gameplay concept is very easy to understand, and once you have grasped the basic principles of the game you can dive straight in and enjoy a gripping experience. The point-and-click interface is totally intuitive, with some nifty options like being able to zoom in and out of the map.

There are five Baldy character types – Soldiers, Builders, Workers, Scientists and Breeders, who have different roles to play in your tribe. Soldiers will patrol, protect the folk and attack the enemy. Builders not only build the houses but maintain them. The Workers do the general work around the whole landscape, while Scientists make the game more complex as they invent new objects. Put a couple of Breeders in a house and they will breed more Baldy people.

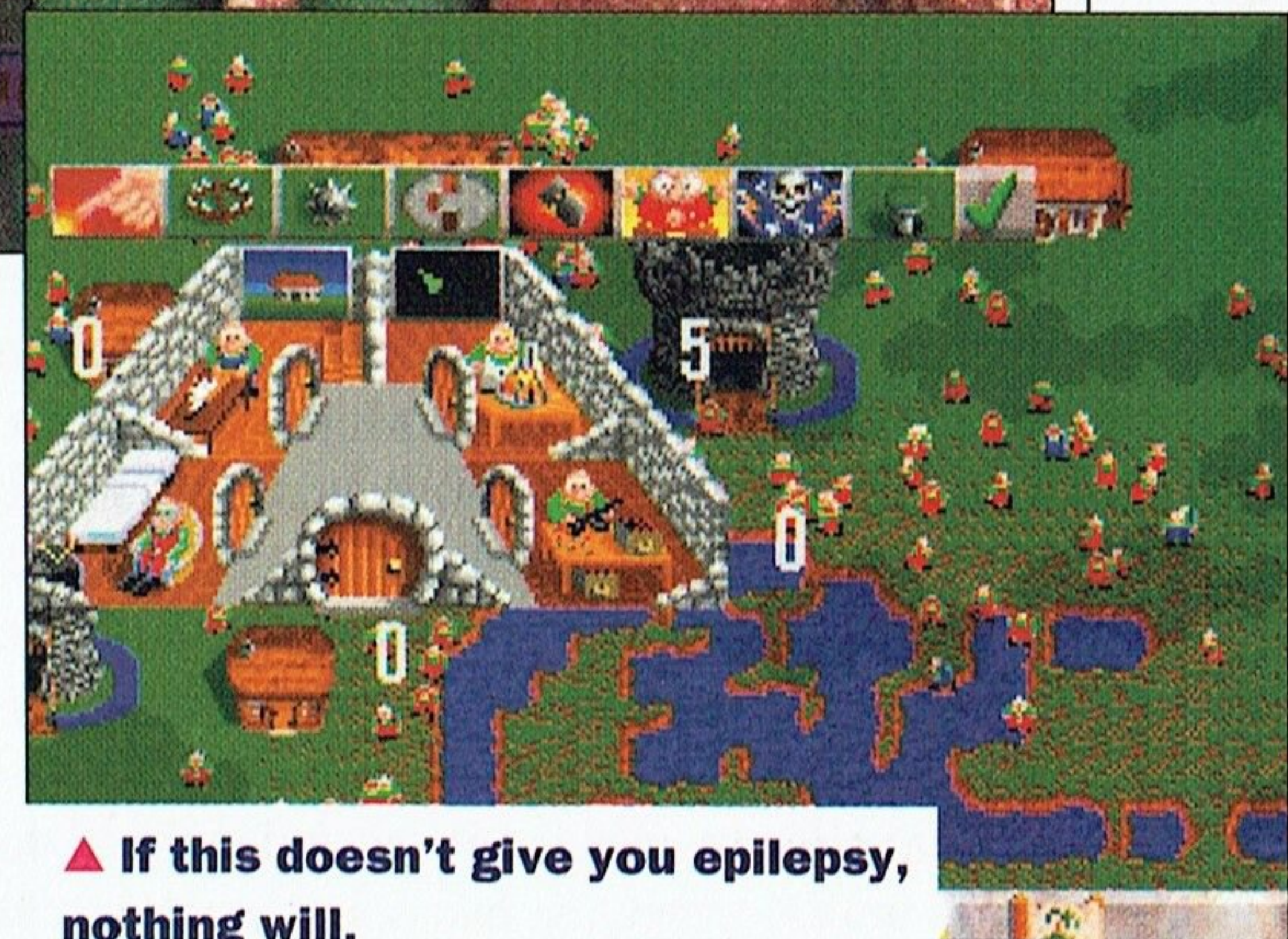
With the help of the scientist, you can manipulate weather conditions to flood the enemy's land, making it impracticable to build. There are literally endless ways to fight or be killed. You can even invent traps



▲ What this area needs now is a couple of breeder chicks.



▲ "Call me Baldy one more time and I swear I'll do you."



▲ If this doesn't give you epilepsy, nothing will.

ranging from mere metal clamps to landmines, to place them in your enemy's territory. Or you can progress to bullets and bombs, until finally you gain the experience to build nuclear weapons. You can even drop people from the air! This sounds a lot like *Cannon Fodder*, but with *Baldy* you must constantly build, breed and invent; mere fighting won't get you very far.



▲ We've seen better castles than this on the beach.

Everything in the game is finely counterbalanced – it is a question of attaining an equilibrium between channelling resources into developing your own world and ensuring neighbouring tribes don't destroy it.

Gameplay is fairly logical, for example, you cannot have a car until you have a house with a garage. Each level has its own limitations and restrictions – on a marshy level you will find it difficult to build a house.

From Hell to the North Pole to Egypt, the tasks change constantly, with loads of surprises in store. With a multiplayer link-up option and full musical score, *Baldy* is certain to be a winner.

Format: Saturn
Supplier: Gametek

ASTAL

Another Saturn title that's already in the shops over in Japan. And although it isn't particularly original, it's one of the most stunning-looking games we've come across in ages.

Continuing Sega's tradition for cutesy characters, Astal is a furry animal thingy with his own cape and boots. Unfortunately, someone's gone and stolen his girlie. Of course he has to go and collect her before the knocking-off bell rings or he'll never see her again. Cue a stunning cartoon intro and millions of lovely-looking platform levels. Straying away from the recent polygon-texture mapping trend, the graphics in the game are more akin to a Japanese cartoon, but you can be sure that you'll never have seen graphics



▼ **Must cost her a fortune in contact lens solution.**

of this quality before – in fact they make *Clockwork Knight* seem a bit dated.

You'll have to wait a while to play *Astal* officially, but in the meantime, take a look at these lovely screenshots.

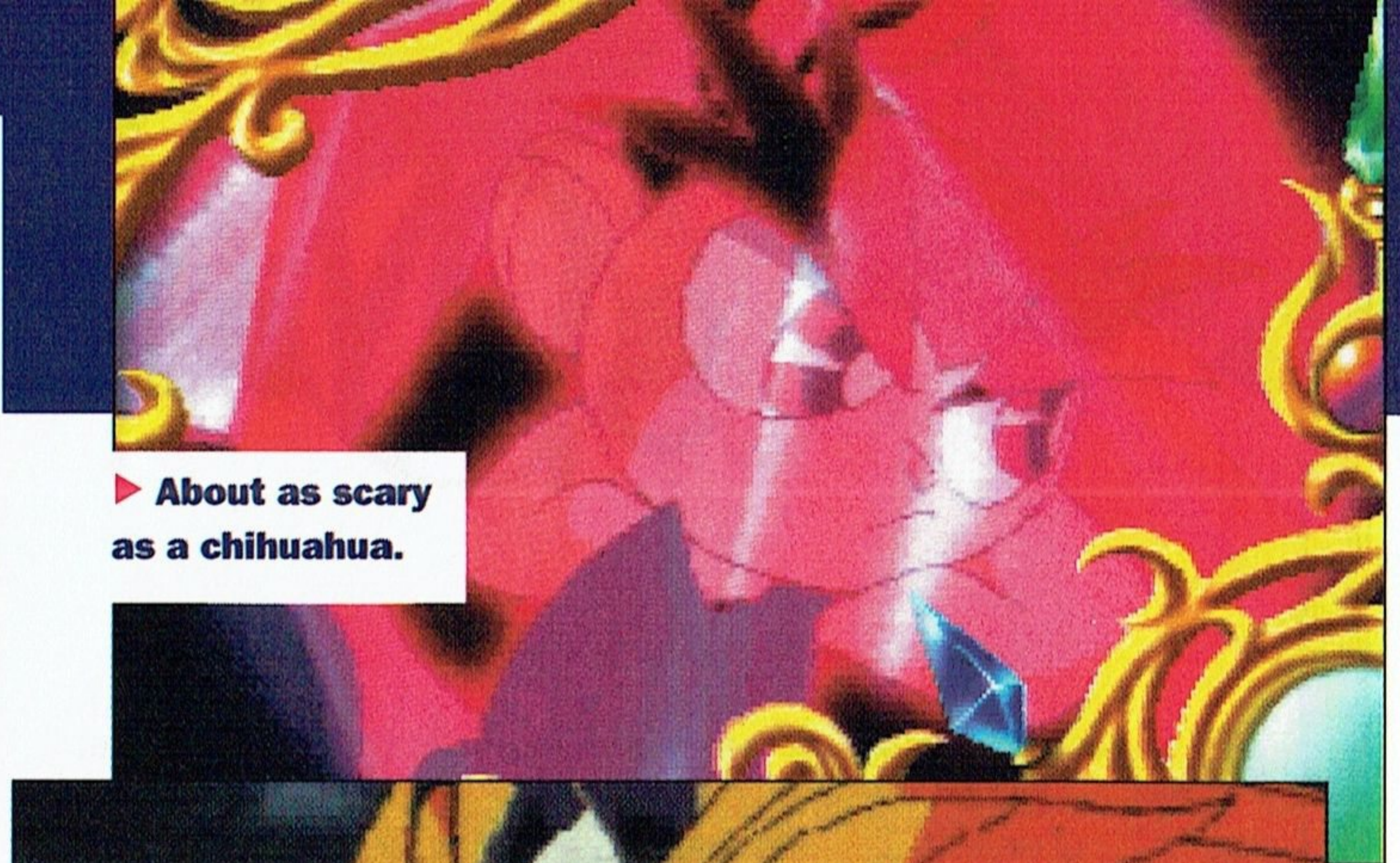
Format: Saturn
Supplier: Sega



▲ **You'll meet a tall, dark furry thing...**



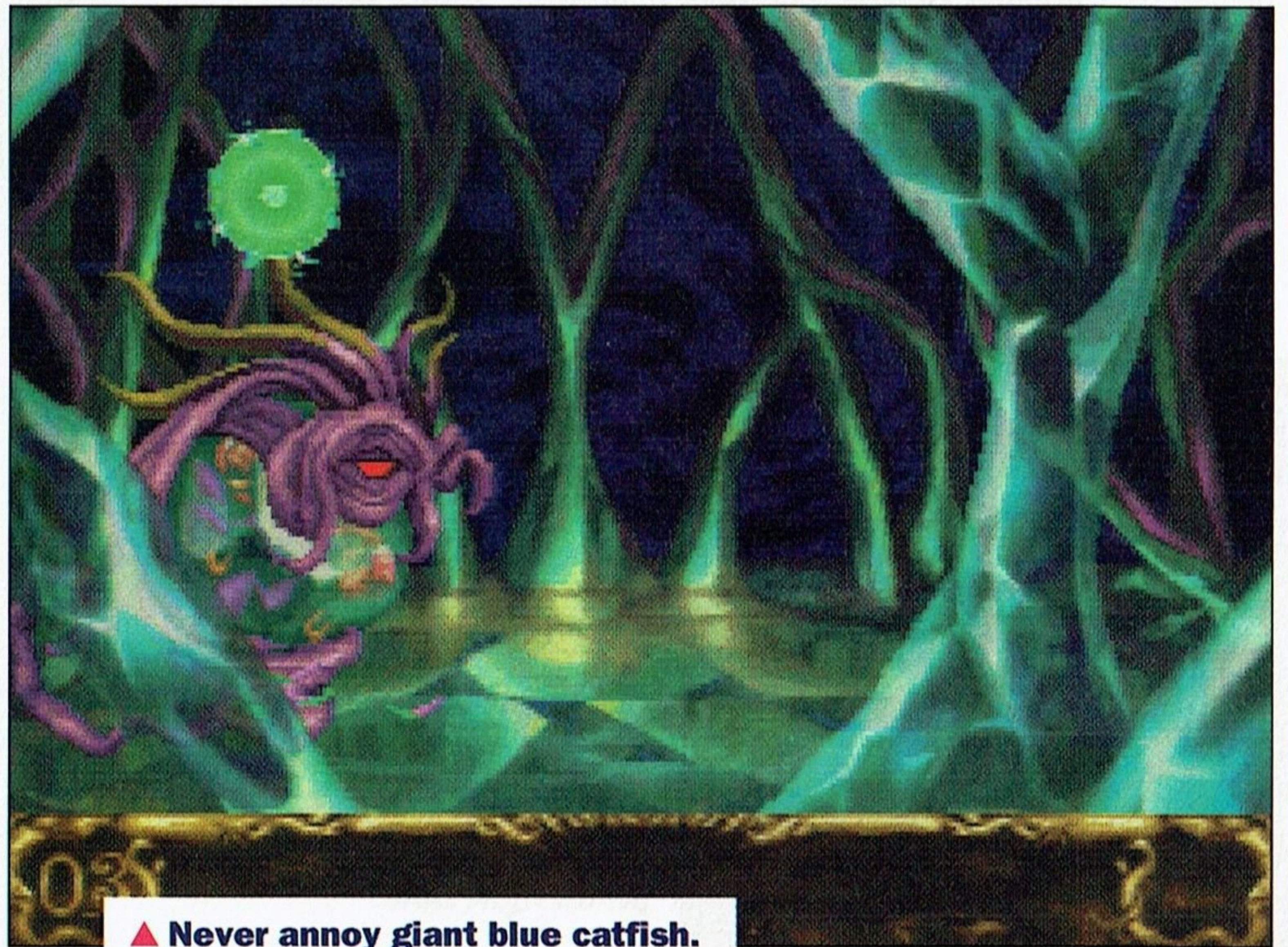
◀ **Well, the backgrounds are pretty hot, at least.**



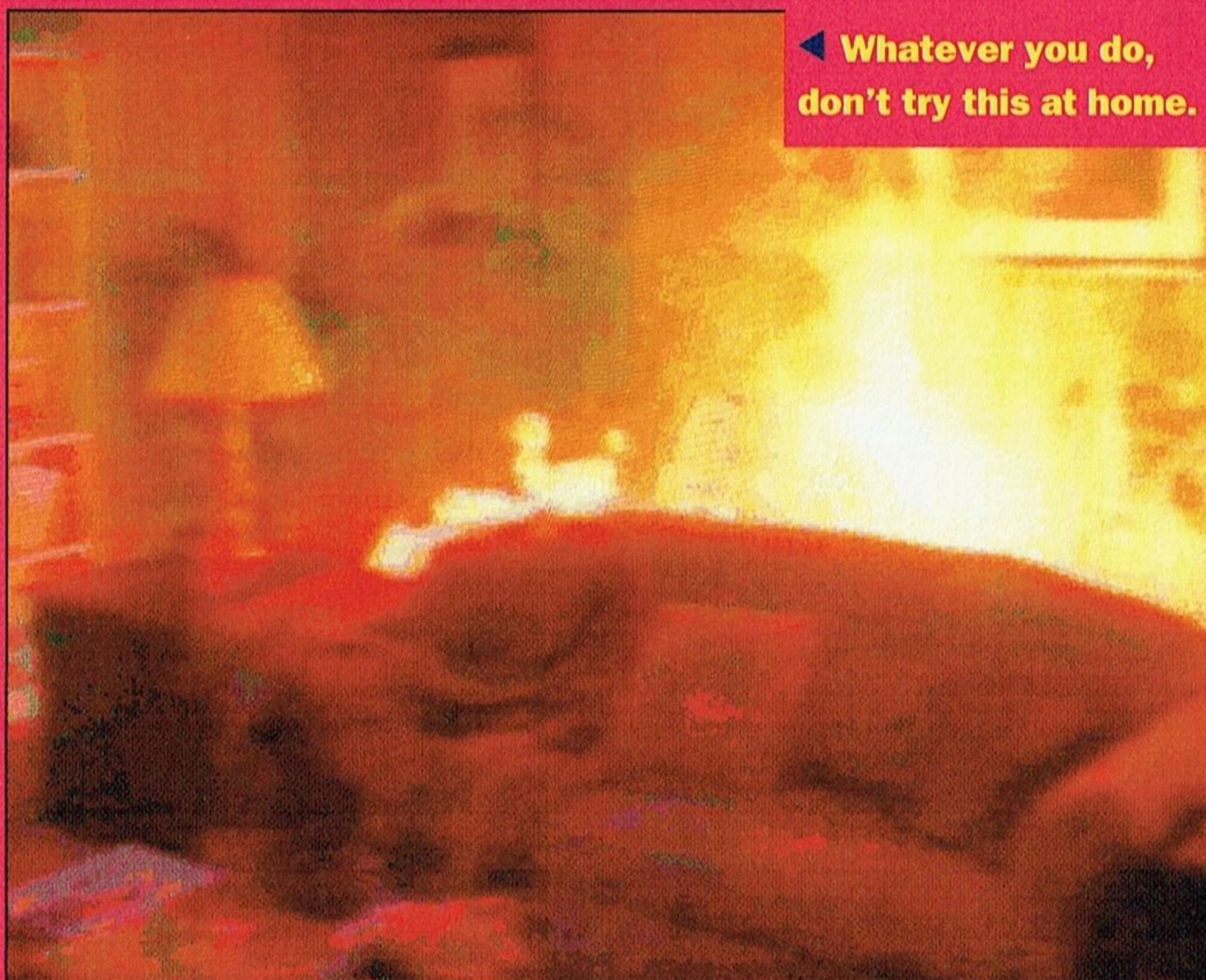
▶ **About as scary as a chihuahua.**



▲ **"Where's my other eyeball?"**



▲ **Never annoy giant blue catfish.**

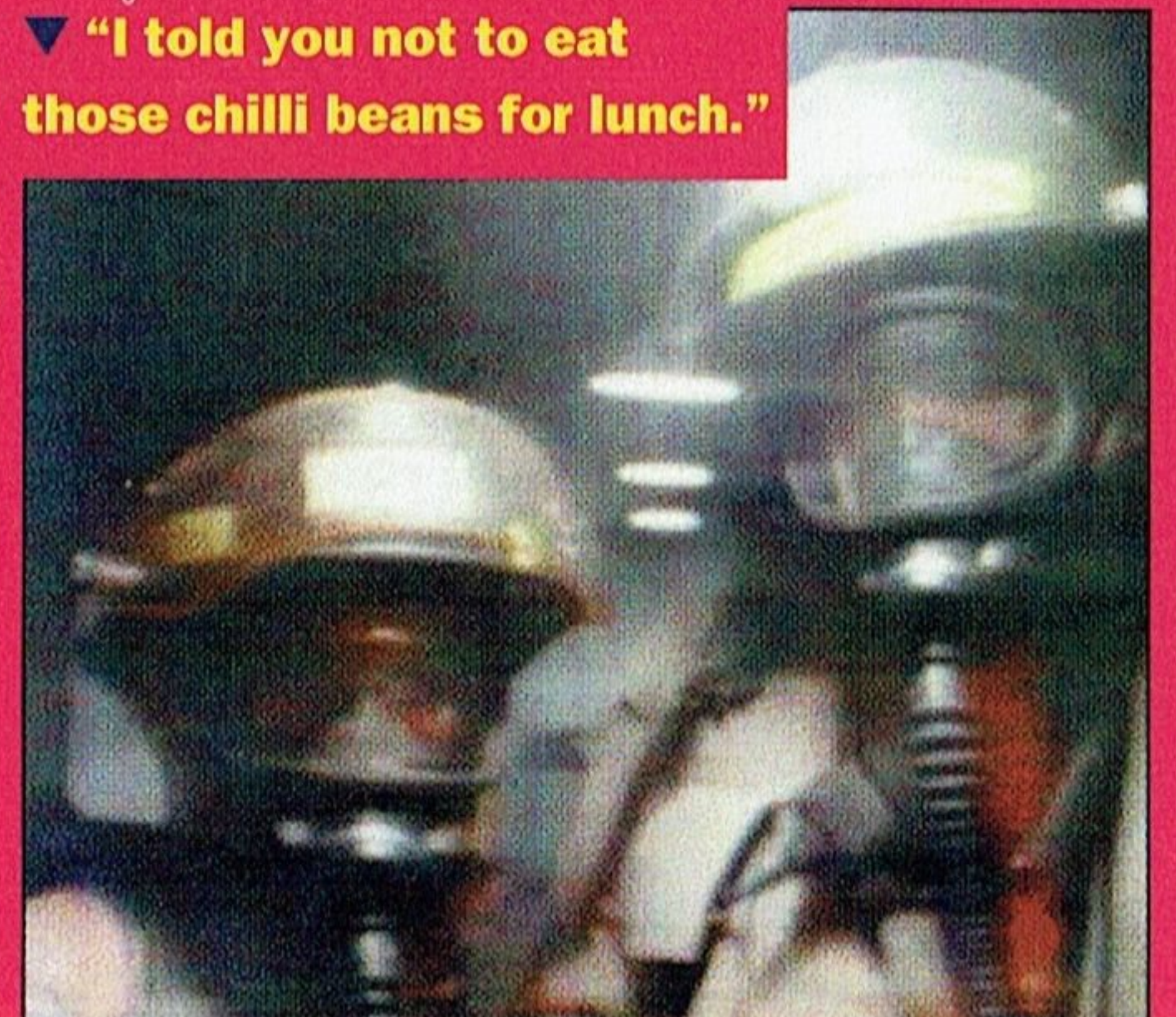


◀ **Whatever you do, don't try this at home.**

FAHRENHEIT 32X

Sega have been toying with releasing *Fahrenheit* for ages, but up to now no screenshots of the 32XCD version have been sighted. Well, we saw a couple of screenshots and we have to say we're a little disappointed. You see, they promised us video-perfect images. And what we've seen so far, although miles better than the Mega-CD version, is far from true video. Ah well, let's just hope it's all sorted out by the time it's released in Australia.

▼ **"I told you not to eat those chilli beans for lunch."**



Format: 32X
Supplier: Virgin

HEART OF DARKNESS

Although Virgin hardly seem to release anything on 16-bit anymore, they haven't neglected Sega consoles for good. Far from it – they have loads of titles lined up for release on the Saturn, and among them is *Heart of Darkness*.

This is easily the nearest thing we've seen to a true interactive movie yet. Developers have been trying to create interactive movies for years, but unfortunately, as games like *Night Trap* and *Ground Zero Texas* illustrate, they don't tend to work very well. But *Heart of Darkness* is different, as Amazing Studio's co-founder Eric Chahi explained. "We're doing something we would like to see and play on our computers. We were inspired by the speed and rhythm in the American adventure movies – *Indiana Jones*, *Back to the Future*, *Star Wars*... We don't want our images to look like hi-tech 3D computer images, but more natural backgrounds closer to a painting than a hyper-realistic rendering, and for characters, something closer to cartoons."

There's plenty of action right from the very beginning, with the story revolving around a child's fear of the dark. Plenty of big-name Hollywood people are involved in the project too – among them the creators of the *Big Blue* soundtrack and sound editors from *Nikita* and *The Professional*.

Virgin are investing loads of cashola into the project – you can bet your life that it won't be like anything you've played on a console before.

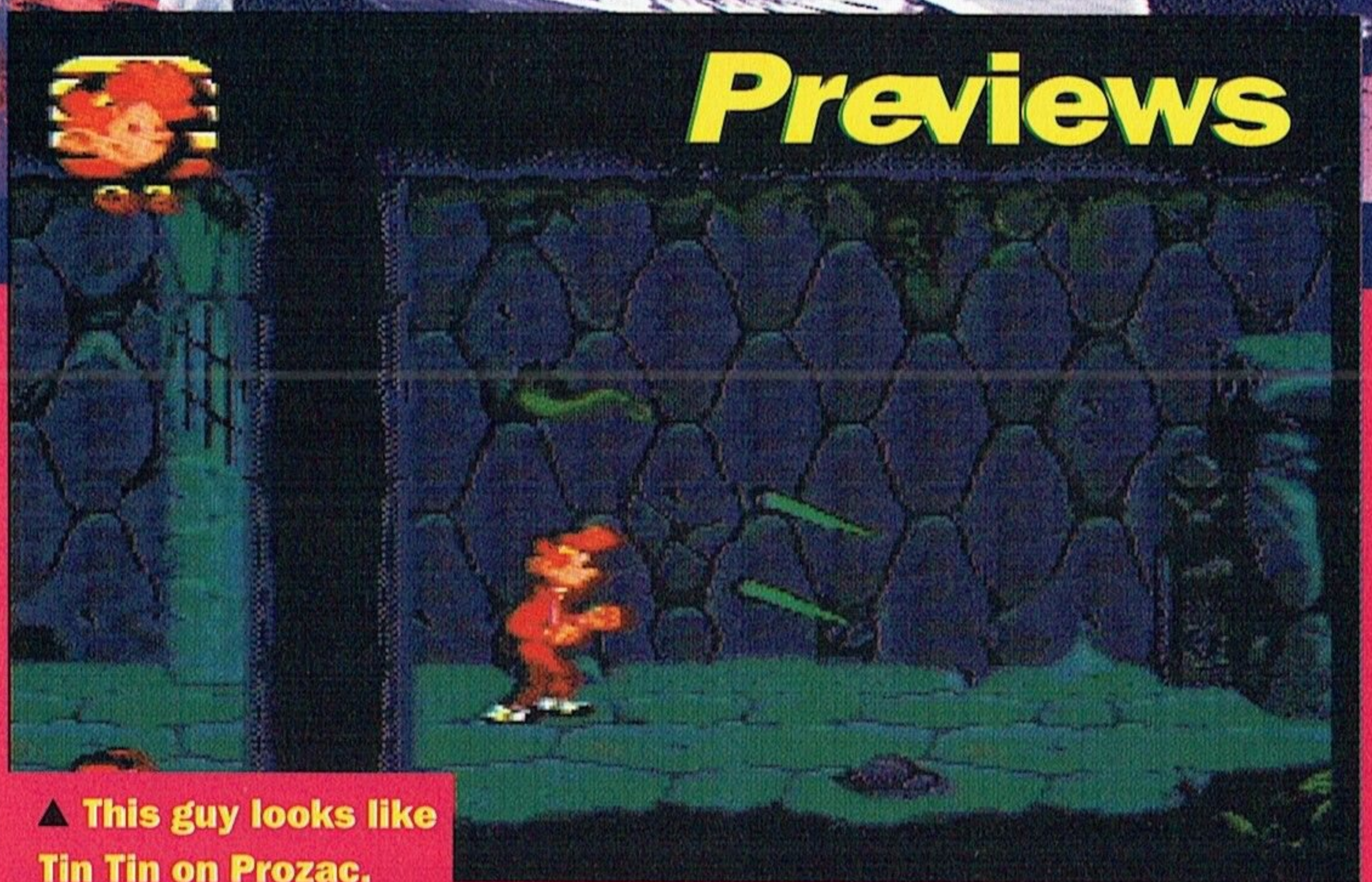
Format: Saturn
Supplier: Virgin

◀ **If this kid is scared of the dark, he must be pissing his pants right now.**

◀ **Those pants look positively sopping now.**

▲ **A gloomy passageway.**

Previews



▲ **This guy looks like Tin Tin on Prozac.**

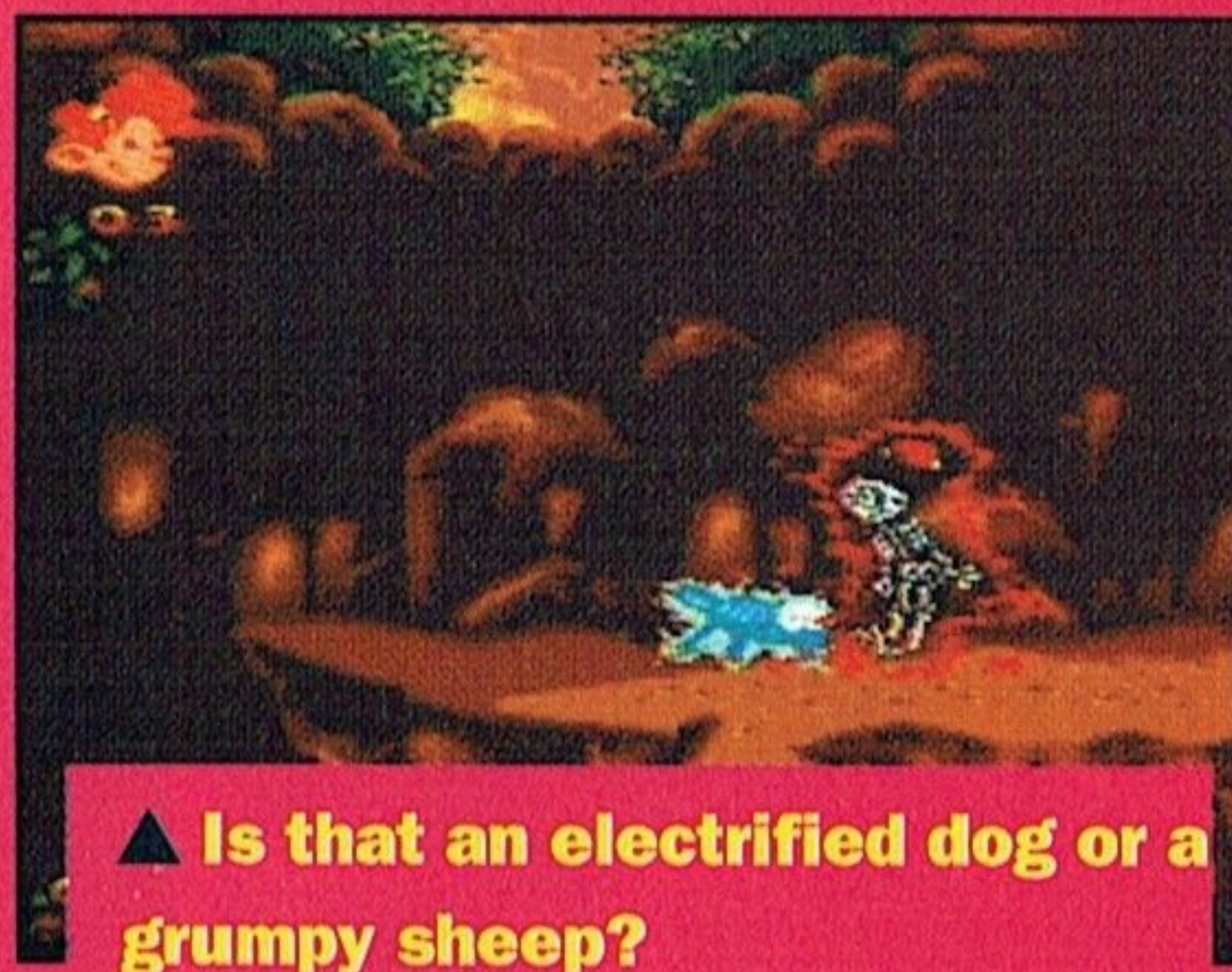
SPIROU

Who's Spirou? Well, apparently he's dead famous in France. He has his own cartoon and everyone loves him. He looks a bit like Tin Tin too. And French software house Infogrames have just signed him up for a game on the Mega Drive. Currently around 60% complete, *Spirou* is a platformer that spans loads of levels and incorporates different gameplay styles. It comes complete with a dastardly plot of epic proportions – evil robots are planning to take over the world, and only Spirou has the power to stop them. Aiieeeee!

Apart from the standard platform action, there's a high element of

puzzle gameplay and a couple of shoot 'em up levels too. In contrast to most Mega Drive platformers of late, this looks stunning, with ultra-fluid animation and plenty of variety between the levels. Certainly one to keep an eye out for.

Format: Mega Drive
Supplier: Infogrames



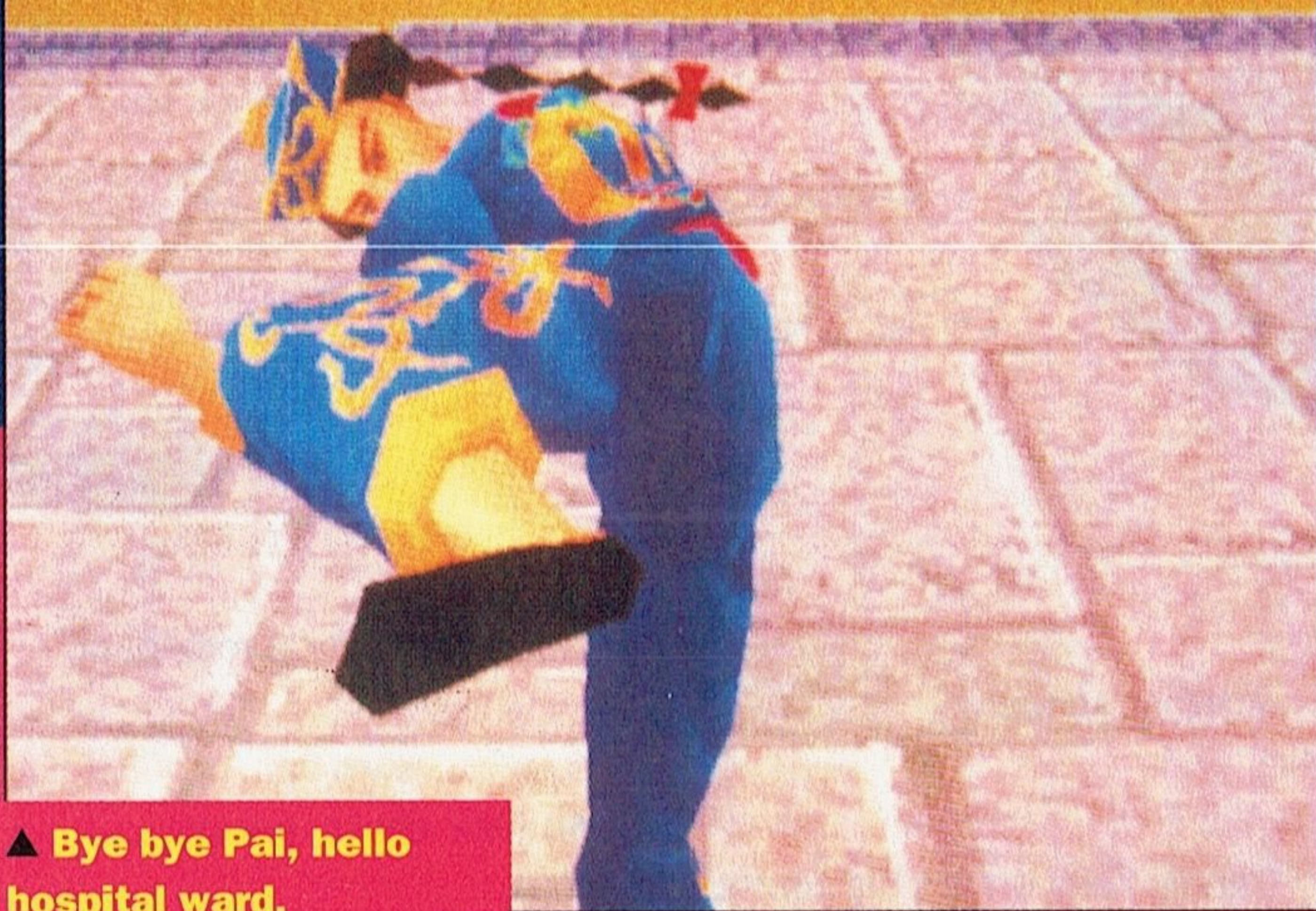
▲ **Is that an electrified dog or a grumpy sheep?**



▲ **Have a nice trip?**



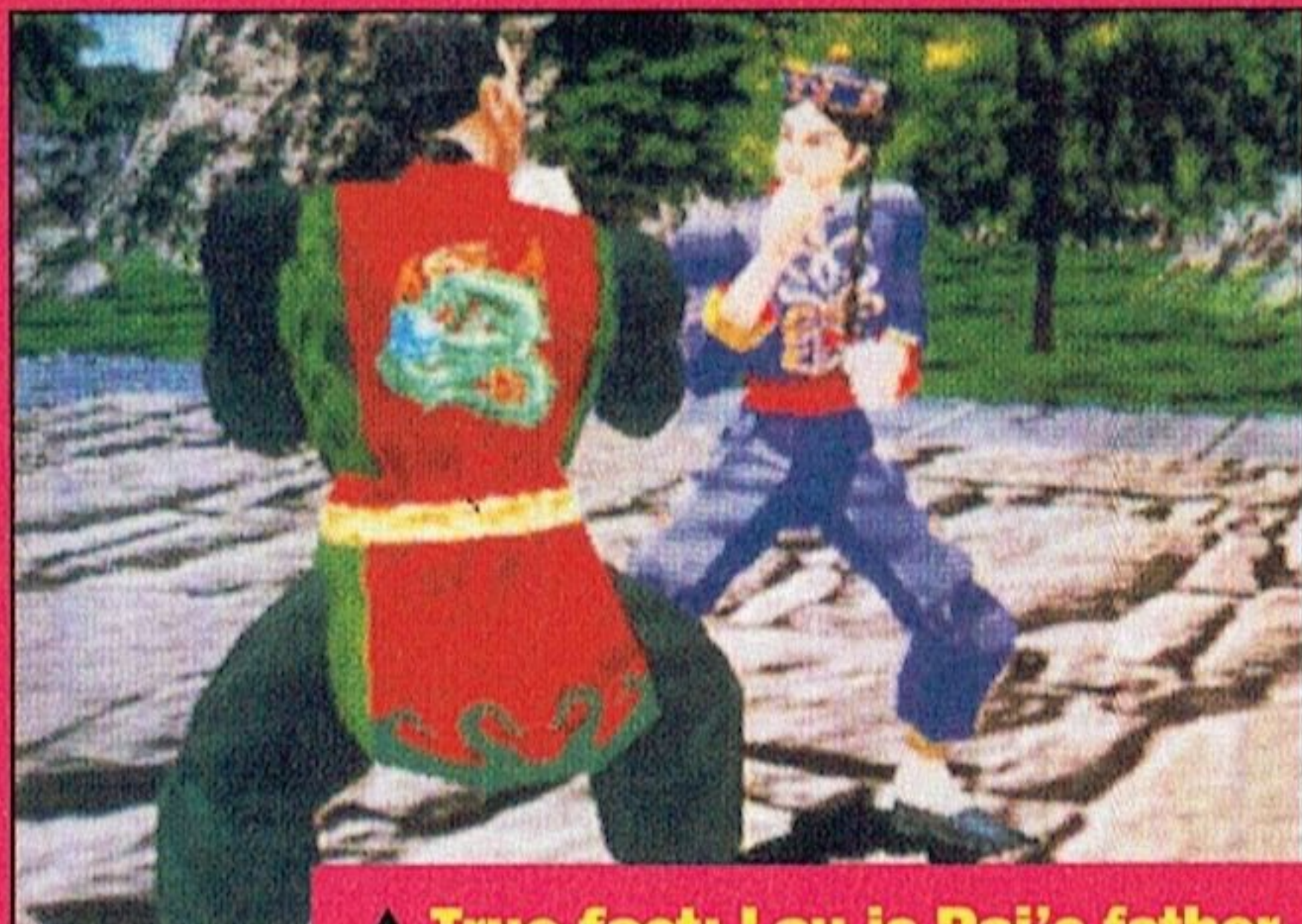
▲ **Another gloomy corridor.**



▲ Bye bye Pai, hello hospital ward.

VIRTUA FIGHTER 2

We've just heard news that *Virtua Fighter 2* is being converted to the Saturn. There's not much to see on this arcade conversion yet, but Sega of Japan have just held a massive conference for all its developers, so that they could show off its new development kit.



▲ True fact: Lau is Pai's father.

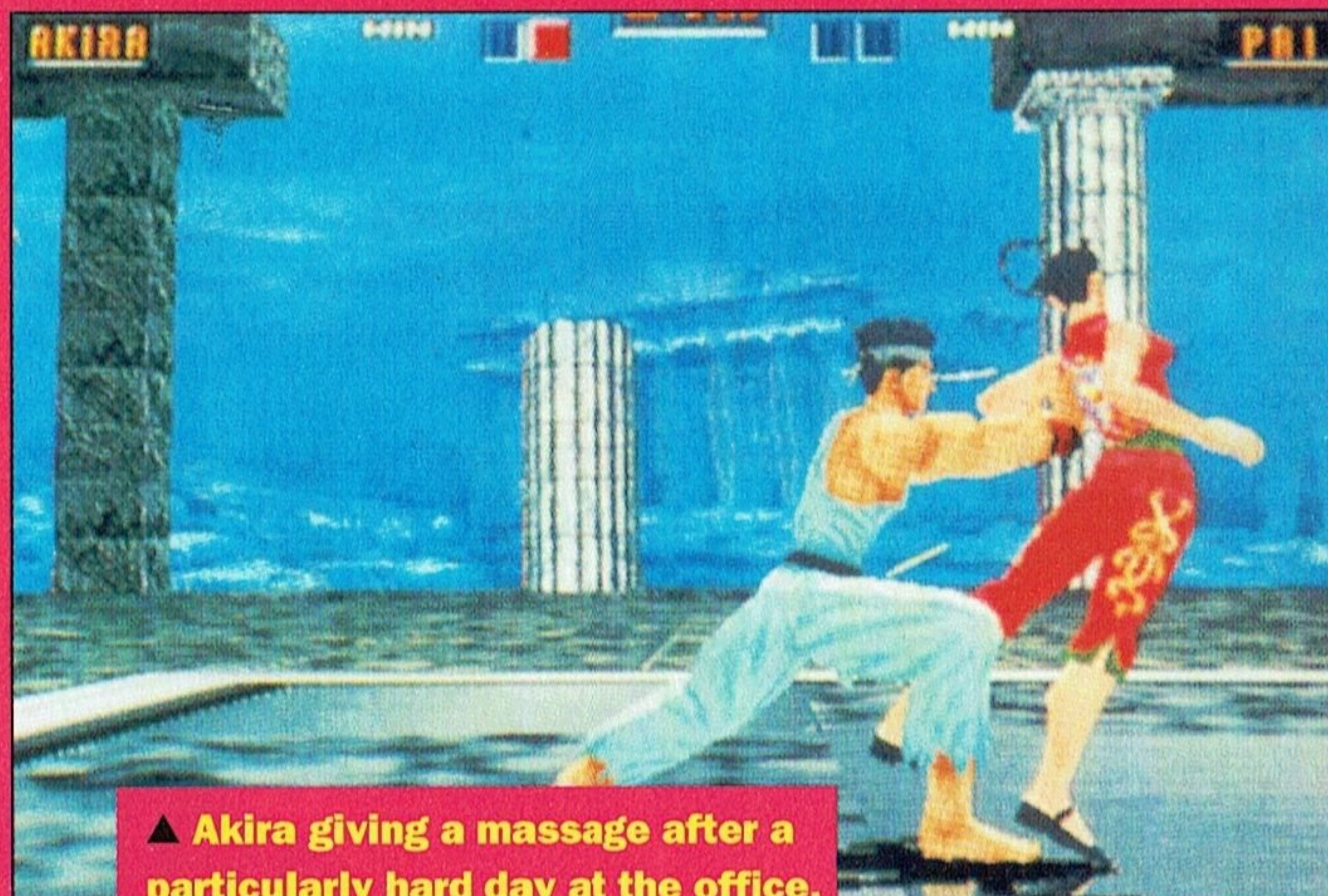
Apparently, the programmers of the original conversion ran into so many problems that Sega have had to overhaul Saturn's operating system. The resulting demo of the fighter Pai moves twice as fast as *Virtua Fighter*, making for a game that easily matches the fluidity of its coin-op counterpart.

All the programmers from AM2 (the largest arcade development department in Sega) were present at the conference, and chief programmer Keiji Okayasu commented, "If we change everything from square one, this version will feature full texturing – and that's one point in favour of working like this."

Head honcho Yu Suzuki followed up by saying, "The demo with Pai was done to check the functions of the new operating system. To put it more concretely, it was done to use the new 3D library within the new operating system and to see what it could do. When Saturn was used previously, it was necessary to perform various troublesome operations, but with the new system we can forget about these. Such programs are already in use, and if we pull them out of the library completely, it's simple to present in 3D too."

So it looks as if Sega has finally got its act together on the 3D front, which will hopefully dispel all rumours concerning its competitive worth when compared with the PlayStation. And the good news for you is that you could be soon (well, sorta soonish) playing an arcade perfect conversion of *Virtua Fighter 2* in your living room. Cool!

Format: Saturn
Supplier: Sega



▲ Akira giving a massage after a particularly hard day at the office.

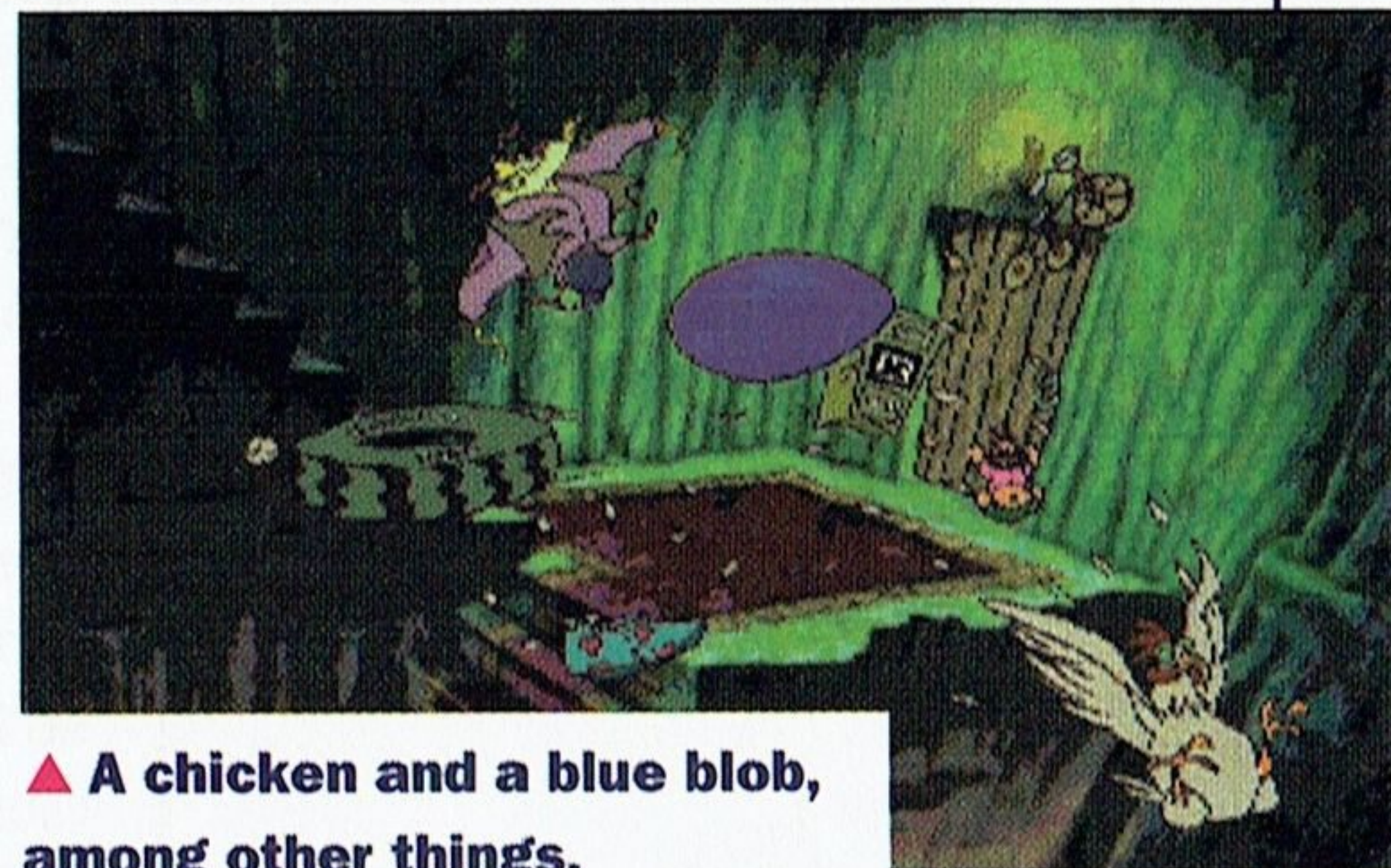
BRAIN DEAD 13

Yet another title that's making its way to Saturn via the PC is *Brain Dead 13*, being developed in the US by Readysoft. Video game veterans will know the Readysoft mob from classic arcade titles *Dragon's Lair* and *Space Ace*. But don't hold that against them. In fact, although *Brain Dead 13* takes the same gameplay stance (watch a bit of video, choose a direction, watch a bit of video...), it's far more action-packed than anything else they've ever produced.

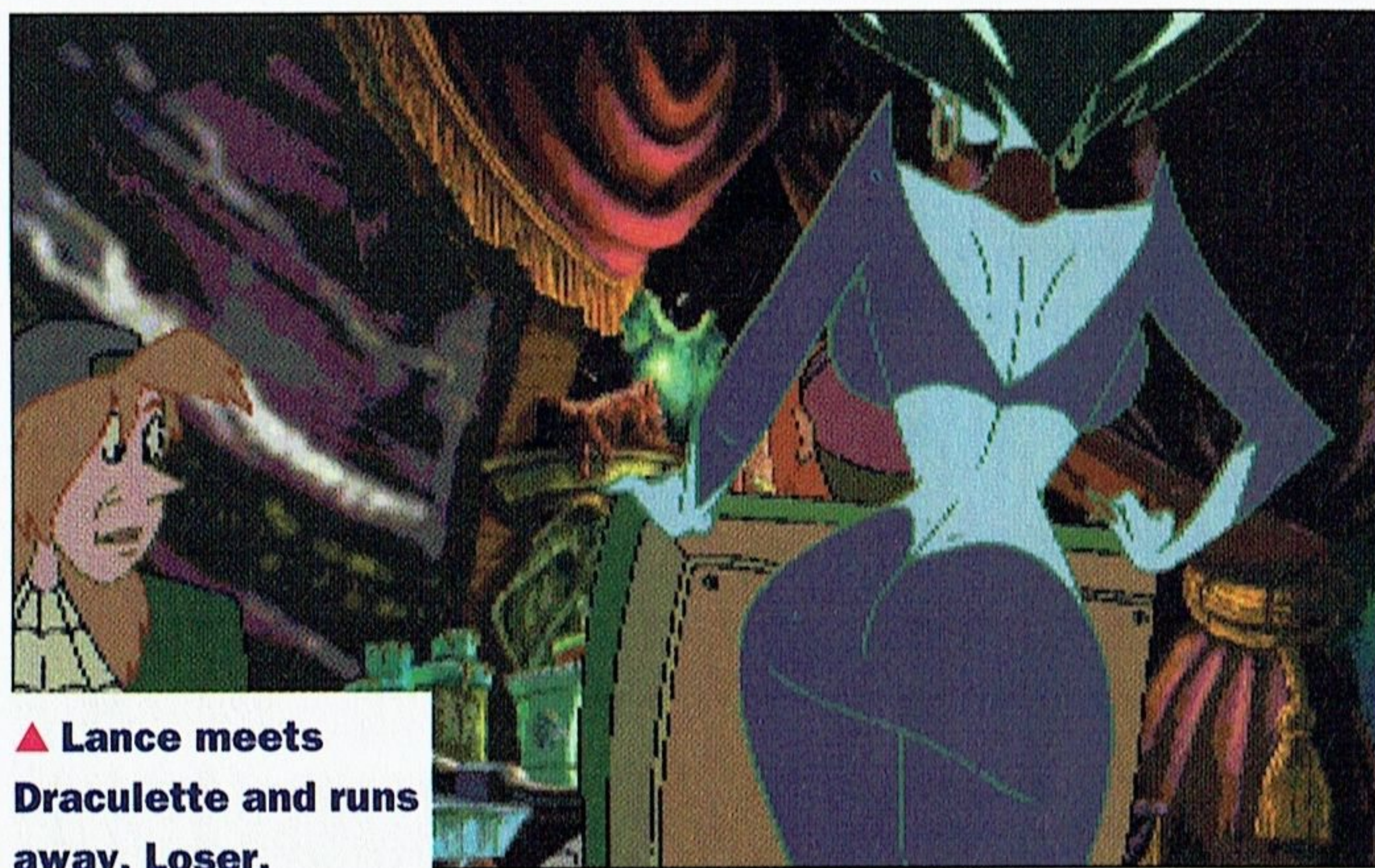
Lance, a hip computer guru, is called to a castle one evening to fix the resident computers. But when he reboots the system, he stumbles across the owner's plan for world domination. A mad chase through the castle ensues. And this is no ordinary castle either – owner Dr Neurosis has instructed his warped genetic experimentees to dispose of you. Among these creatures is a half-human/half-dog creature and a cross between Frankenstein and Dracula.

Although there's no running demo of either the Mega-CD or Saturn version yet, we've had a quick go on the PC version and can report that the animation is absolutely stunning. More news as it comes...

Format: Mega-CD, Saturn
Supplier: Empire Software



▲ A chicken and a blue blob, among other things.



▲ Lance meets Draculette and runs away. Loser.



◀ How not to fix the reception on the telly.



▶ Watch what you're doing with that hook, mister.

▶ Doesn't look very happy, does he now?



JUDGE DREDD

With *Judge Dredd* hotly tipped to be a killer movie, it's hardly surprising that Acclaim are attempting to release a game version on every console known to man.

They've just announced a forthcoming Game Gear version, due for release in July. As in the Mega Drive version, the game closely follows the movie's plot and while thin on original ideas, it's packed with plenty of atmosphere and familiar faces from the comics. If you haven't already had a look at the Mega Drive version, you'll probably be a little disappointed to hear that all the action revolves around platform antics.



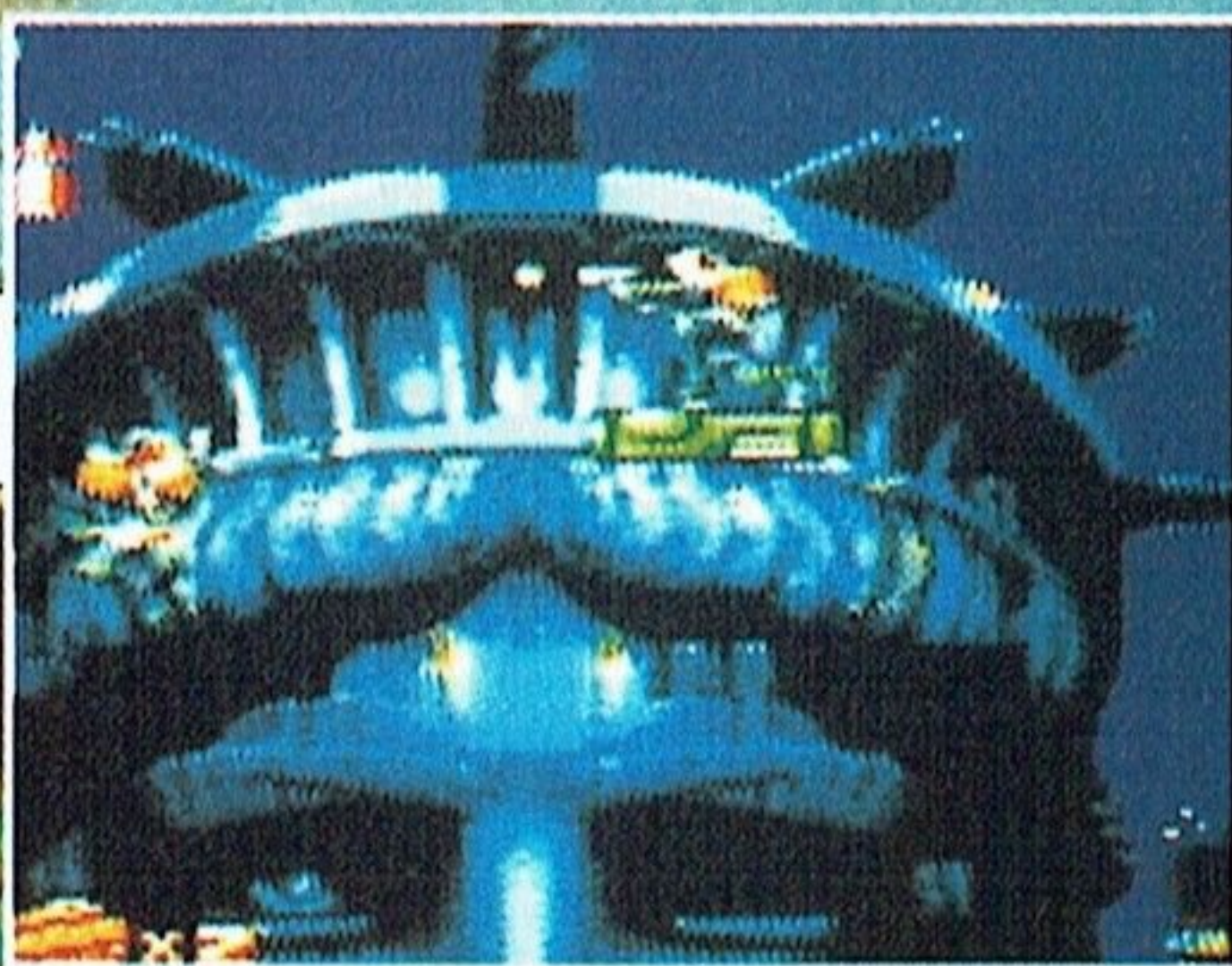
Then again, Game Gear releases have been few and far between recently, so it will no doubt sell by the bucketload.

Format: Game Gear
Supplier: Acclaim

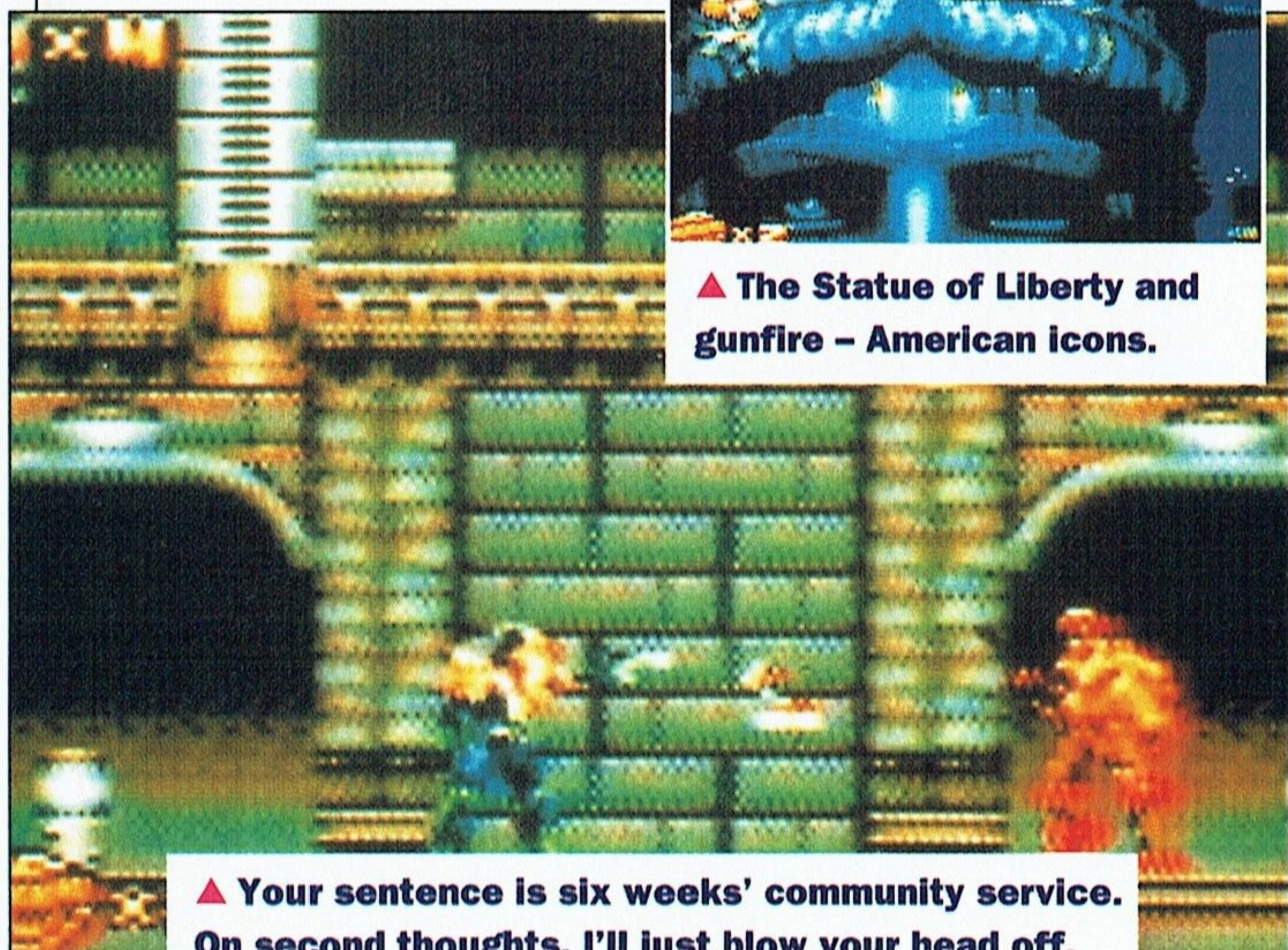
◀ Love those Game Gear graphics.



▲ Bringing a new meaning to contempt of court.



▲ The Statue of Liberty and gunfire - American icons.



▲ Your sentence is six weeks' community service. On second thoughts, I'll just blow your head off.

The 'Coming soon' bit

Another World II

MDAcclaim
Another sequel.

ATP Tennis

MDSega
Tennis jinks on the big courts.

Batman and Robin

MDSega
The dynamic duo in a game we know precious little about.

Batman Forever

MDAcclaim
Well, there's this movie...

Demolition Man

MDVirgin
Smash stuff, man.

F1 World Championship Edition

MDAcclaim
Racing cars going round in circles very fast.

Flux

MDAcclaim
Well, we have no idea.

Links

CDSega
What's with all the golf titles?

Maximum Carnage

MDAcclaim
Sounds promising.

Midnight Raiders

32X/CDSega
Don't forget your balaclava and grappling hook.

NBA Jam Tournament

32XSega
Uh, basketball.

Night Trap

32X/CDSega
Chicks and zombies get torched. Probably banned in Queensland.

Pinocchio

MDVirgin
Would we tell a lie?

Powerdrive

MDUS Gold
Summink to do with drivin'?

Power Rangers

32X/CDSega
Those Morphin guys.

Primal Rage

MDTime Warner
Good name for a rock band.

Revolutionix

32XAcclaim
An FMV shoot 'em up.

Sensible Golf

MDSensible
Isn't golf always sensible, what with Rupert the Bear trousers and Argyle jumpers?

Skeleton Krew

32XCore
But they're all dead.

Soccerama

MDDomark
Another pommie soccer sim.

Soleil

MDSega
French word for RPG.

Soulstar X

32XCore
Hopefully, it'll be good...

Super Off Road

MDSony
Well, there's this road. And you are off it. And you drive a bit.

Super Strike Trilogy

CDEA
Desert Strike, Jungle Strike and Urban Strike. On one CD!

Swagman

SaturnCore
All we know is it's coming.

Syndicate

CDDomark
One of those RPG things a bit like *Sim City*. We think.

The Scottish Open

32X/SaturnCore
Golf sim with haggis-chomping skirt-wearers.

Theme Park

CDAcclaim
I think I'm gonna chuck.

Total Football

MDAcclaim
As opposed to half a football.

Thunderhawk

32X/SaturnCore
Updated copter antics.

WWF Raw

32XAcclaim
Sounds disgusting.

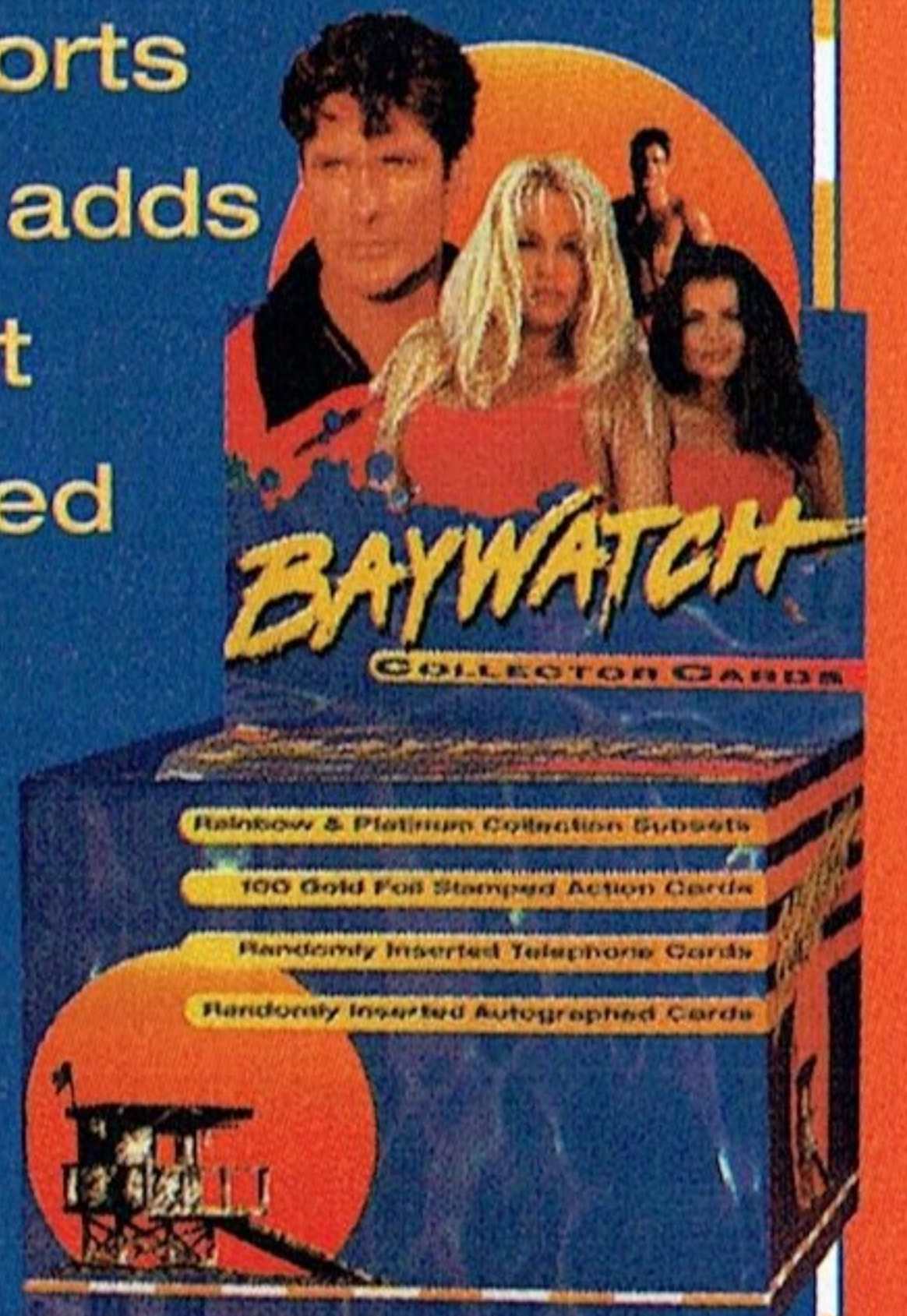


Figures Don't Lie



One billion Baywatchers can't be wrong. Pre-sales indicate that the most popular television show in the world is now the most popular entertainment card ever. Capturing California sun and fun, The Baywatch Collection features stars whose celebrity outshines the TV screen.

The foil-stamped base set is only eclipsed by the randomly inserted Rainbow and Platinum Collections. Other highlights include Autographed Cards and the all new Baywatch Phone Cards from Sports Time, Inc. It all adds up to a product that is calculated to take the industry by storm.



The Baywatch Collection - exclusively by Sports Time, Inc.

Available at leading newsagents, hobby shops and other trading card retailers.

TRADE ENQUIRIES



Aust Tel: (02) 353 9911
NZ Tel: (9) 443 0245

BAYWATCH™

MEGAZONE OUTLET LETTERS



MEGAZONE OP SHOP

'MY GIRLFRIEND MADE ME CHOOSE BETWEEN HER AND MY MEGA DRIVE, AND NOW SHE'S GONE OFF WITH ANOTHER WOMAN'
'I'M HAVING TOO MANY WET DREAMS ABOUT KITANA'
'MY EYES ARE STUFFED'
'I'VE GOT THREE WEEKS TO CATCH UP ON ALL THE SUBJECTS I IGNORED 'COS OF DOOM'

If any of the above statements apply to you perhaps you need to place an advertisement in the Megazone Op Shop. It's a bargain bin chock full of Sega assortments. Mmm. Here's how you do it.

LIST your goods and prices clearly and state whether they are 'For Sale', 'To Swap', or 'Wanted To Buy'. If you're trying to get rid of heaps of games don't list them all. Just write out the best ones 'cos it's really tiring typing millions of game titles into the Megazone computer.

WRITE your name, address, and telephone number (including your area code) on the same piece of paper. We only print your phone number but need all the details for our stringent verification procedure. Plus, we sell your names to companies that want to sell you useless crap at inflated prices, for a tidy sum, and then we get rich quick. No, we don't do any of that, really. But ads that don't include these details will get nuked. No questions asked.

INCLUDE a one-dollar coin securely strapped to your piece of paper and put it in an envelope. No fundage – no ad in print. This is for us to spend on drink and pizza every now and then. So, it's really important though pretty simple, don't you agree?

MAIL all this to:

MEGAZONE OP SHOP, PO BOX 746, DARLINGHURST, NSW 2010.

The small print. We reserve the right to edit your ad how we like. Megazone takes no responsibility for what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent in your ad – suck eggs. We ripped you off. No, it'll probably be in the next one.

FOR SALE

32X: Sega 32X Doom. Certified mail delivered for \$78.

TEL: (067) 71 2208 or (076) 35 7546.

Mega Drive with two three-button pads, six-button pads, Street Fighter Special Champion Ed., Aladdin, Cool Spot, Sonic 1 and 2, Menacer gun with six-game cart, Columns for \$250.

TEL: (044) 21 0888

Mega Drive II \$120, Alien 3 \$40, Alex Kidd \$15, Sonic 2 \$25, Jurassic Park

Jealousy will get you nowhere

Dear Megazone,

To tell you the truth, your magazine sucks. The people who put this shitty magazine together must be a mob of bludgers. Because all they do each day is sit on their fat asses and play pussy Sega games. We are sick of you telling your subscribers to get stuffed and making smart-assed comments.

Is this magazine about Sega? Or an educational guide on how to translate pussy Malaysian words – as in issue 50.

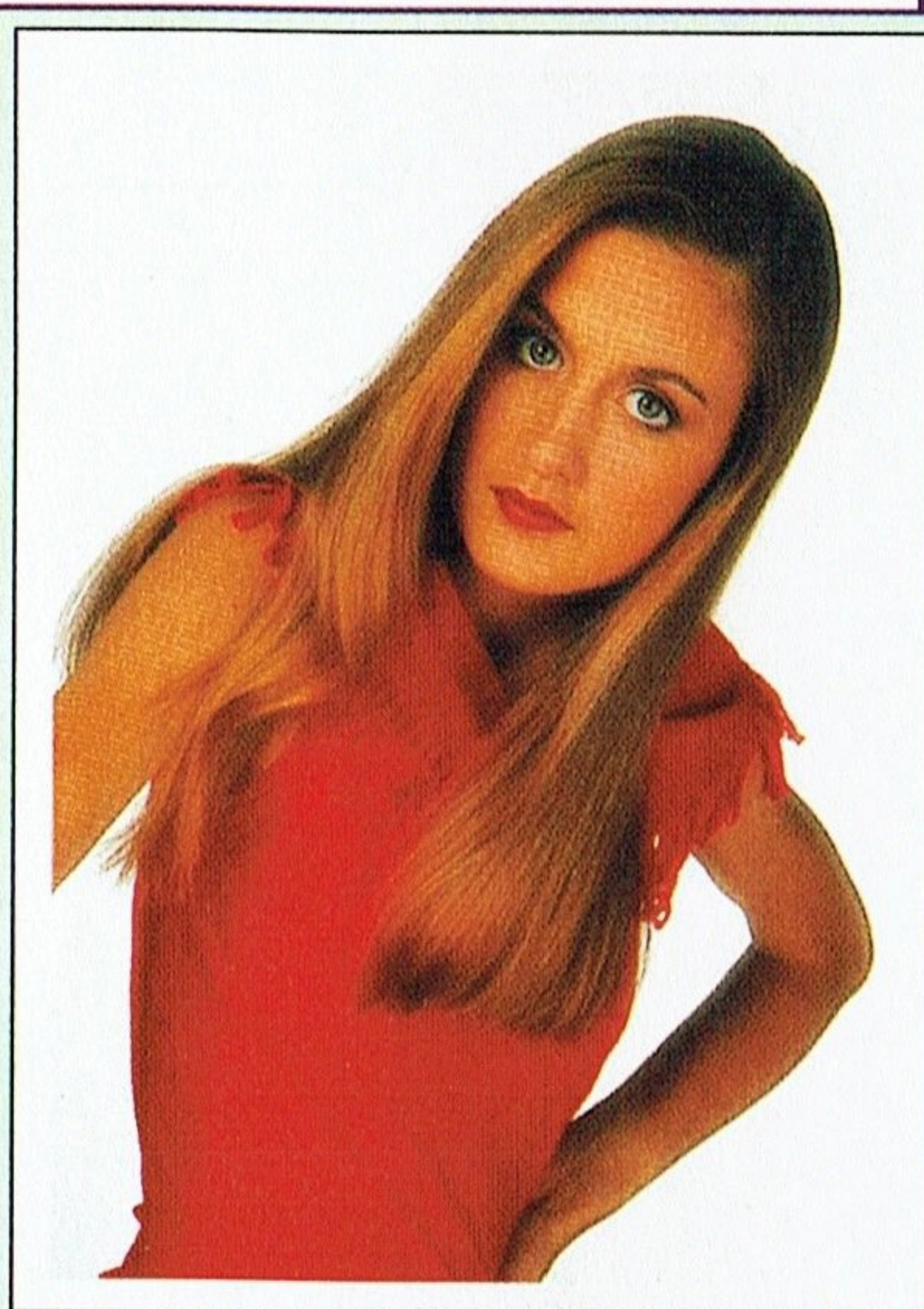
What a mob of bludgers you all are, do you pull yourselves and dream about mega babes all day long? By the way, Agatha is no mega babe. She is an ugly mole and looks like my dog's ass with its nuts hanging through. Get a life, boys.

P.S. Here is my translation of words:

Megazone	toilet paper
Adam	
Duane	fat-assed bludgers
Matthew	
Agatha	
Mega Drive	shitty excuse for entertainment

Scott, Django, Clint Cairns, QLD

It's nice to be appreciated. And no, we don't pull ourselves and dream about mega babes all day long. Only when we're awake.



▲ **Tempany 'My mum couldn't spell Tiffany' Deckert**

Use it properly or don't use it at all

Dear Megazone,

I'm writing to say thanks for sending me the Glo Caps I won in your Lucky 13 competition. Even though they don't have any use to me, they look cool stuck to my ceiling at night.

P.S. Tempany Deckert should win best babe.

Niloc

Somewhere in Australia

Erm, you're welcome. By the way, get a life. And an address.

Duane would like to say a big "hello" to Sandy of Tasmania. He's intrigued by the eight-ball table, but sorry, he's happily married.

TO THE POINT

Remember: if you don't ask too many questions, we won't tell too many lies. So keep it to the point, and you're in with a chance.

Aussie Rules okay?

The only Aussie rules game on the market is years old and total crap, what's more it's on the sub-console Nintendo. Will there ever be a quality AFL game on Sega?

**Tide
VIC**

Very unlikely, considering it's only seriously played in Australia. Wouldn't mind seeing a Mega Drive Rugby League game - that would piss on an Aussie Rules cart any day. And would you believe it, Electronic Arts have one in the offing - check out News Zone for more info.

Blood-sucking bimbofest part 2

I heard there is a *Night Trap 2* coming out. Is this true, because I'm a *Night Trap* nut.

**Gloria
Broken Hill, NSW**

*Sort of. There's no sequel in the works, but *Night Trap* will be released on the 32X as a CD. It won't be much different to the Mega-CD, but then again the original was never officially released in this country.*

Patience is a virtua

Will the arcade games *Tekken*, *Virtua Fighter 2* and *Virtua Cop* be coming out on Saturn?

**Bri
Parramatta, NSW**

Virtua Fighter 2 and Virtua Cop for the Saturn are in development, so should reach us sometime in the distant future. As for Tekken, while Namco converted this coin-op for the Sony Playstation, there are no plans for a Saturn version.

December Doom

I have bought five issues of Megazone now and I have not seen a review of *Doom 32X*. Have you done one or are you going to?

**Trewern
Broken Hill, NSW**

Yep, did it in the December '94 issue. Got a rockin' 94 percent, too.

Pissed

I am really pissed because I don't know where to buy 32XCD games.

**Amanda
NSW**

Try specialist video games shops rather than more general stores like K Mart. If you are still having trouble finding 32XCDs, try the mail order houses advertised in this very mag.

MEGAZONE SHOP LETTERS

Tahi anjing

Dear Megazone,

1. Is *Michael Jordan Adventures* available on Mega Drive?
2. Are there any cricket games on Mega Drive. If there are, what are they like?
3. Are there any Australian Rules games available on the Mega Drive?
4. What is the best sports game ever on the Mega Drive?

In issue #50, you had a letter from a Malaysian reader which had some rude Malay words. Got any more?

**Michael
West Melton, VIC**

No more Malaysian words, unfortunately. As for your questions:

1. *The last we saw of it was a preview version way back in September last year. It's never actually made it to the shelves, though.*
2. *Yep - Brian Lara Cricket has just been released. It was reviewed in Megazone #53, and it rocks.*
3. *Nope.*
4. *Ecco the Dolphin.*



Reader's Art Corner

▲ **Matt Makin of Lansdowne, NSW, earns himself a year's subscription with this pic of Penelope Pump. Woo-hoo!**

► **This collection of babes from Super SF II and MK II comes from Phillip Butler of Reservoir, VIC.**

\$40, Columns \$15 or the lot for \$245.
TEL: (052) 27 1068

Mega Drive US version never played, brand new *Phantasy Star 4* \$120, *Master Drive Operation Wolf* w/o instructions \$15, *Game Gear Fantasy Zone VGC* \$35-40

TEL: (089) 53 1608

Mega Drive in great condition, also plays all Japanese cartridges, control pad and Sega Propad, Sega Joystick, *Streets of Rage II*, *FIFA International Soccer*, *Sonic 2*, *Lemmings*, plenty of Sega mags and cheats. The lot \$400.

TEL: (02) 484 3541

Mega Drive, 18 Sega mags, three-button pad, three-button turbo, six-button controllers \$199, *SF II* \$49, *Aladdin* \$39, *Cool Spot* \$29, *Space Harrier 2* \$14, *Altered Beast* \$9, *Columns* \$17, *Sonic 3* \$49, *Sonic & Knuckles* \$69, *Micro Machines 2* \$69, *Bubsy* \$39, *Virtua Racing* \$89, *Quackshot* \$24. Worth \$1150, sell all for \$599 o.n.o.

Excellent condition
TEL: (02) 389 2517

Aura Interactor, plugs into Sega, Nintendo, TVs etc, brand spanking new, normal price \$250, my price \$150

TEL: (07) 272 2059

Game Boy, 11 games (includes *Prince of Persia* and *Mario Land I, II*), AC/DC adaptor, magnifier, carry case for all, earphones and two-player adaptor

TEL: (09) 445 2723

TO SWAP

Lemmings 2 FOR *NBA Jam Tournament Edition*

TEL: (03) 399 1591

WANTED TO BUY

Mega Drive: Alex Kidd or other games suitable for young (four- and five-year-old) Sega Masters!

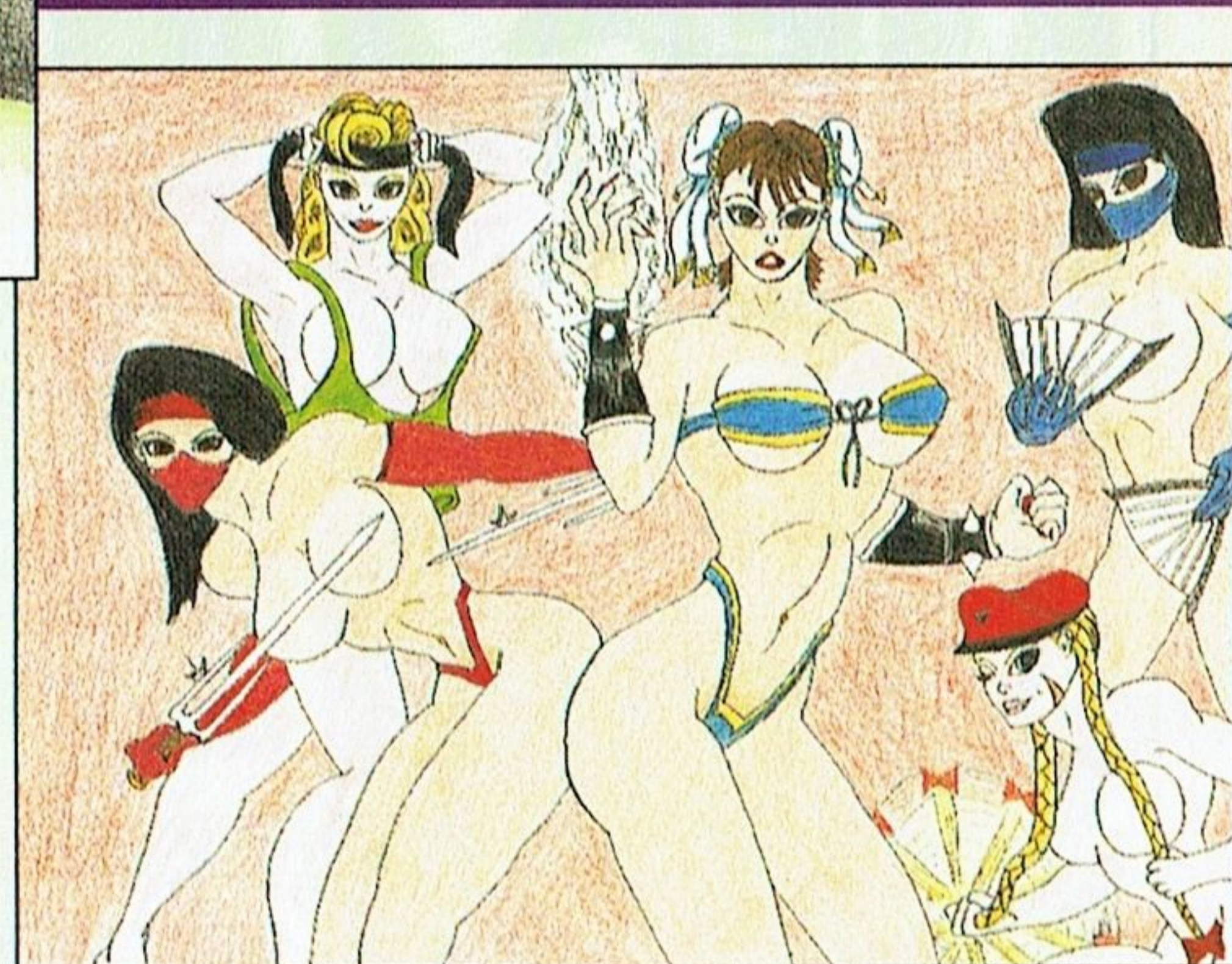
TEL: (002) 78 2256

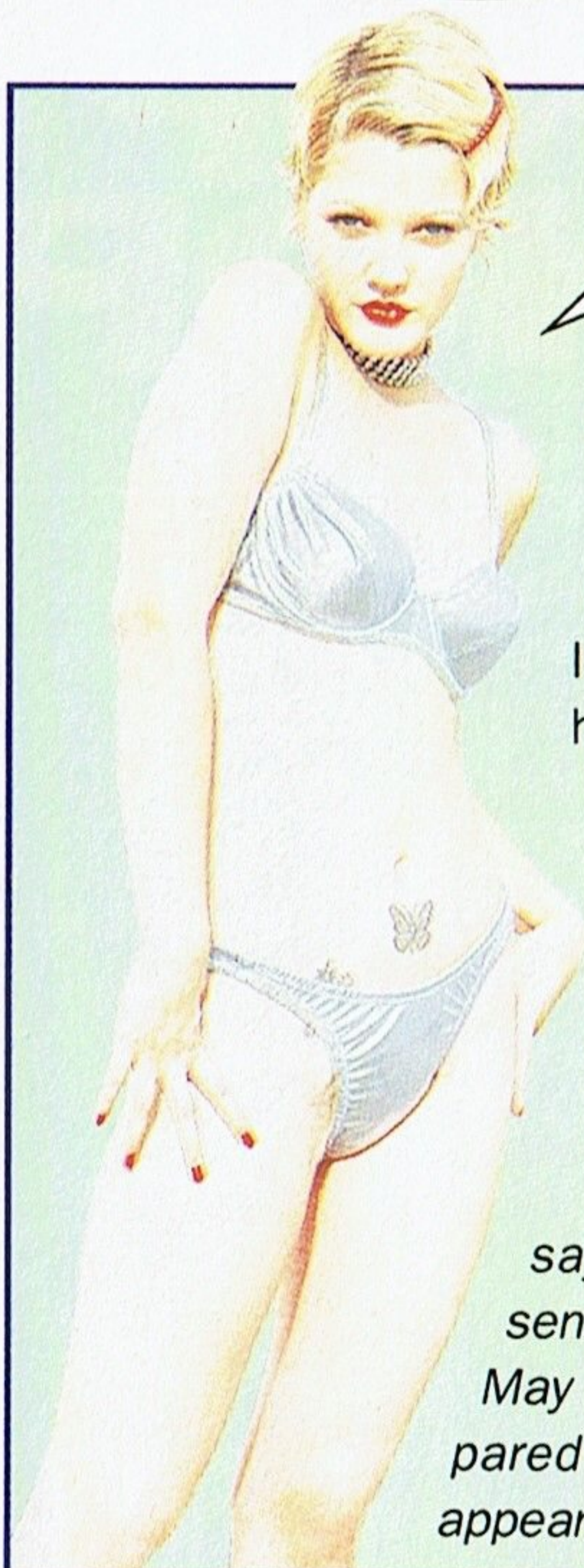
Phantasy Star 4 will pay new price

TEL: (08) 882 5642

Sonic 3 or *Sonic Spinball* posters. Will pay \$10 if in good condition.

TEL: (074) 45 1528





"Hi! Drew Barrymore here. This month's stupid question comes from Chris of Moora, WA, whose friends must be laughing themselves silly at this very moment."

Stupid Question Corner

Dear Megazone,

I have recently heard from a friend that a Mario game has been put on Sega. We went around asking people if that's true but they all said "no". My friend also said that it was in a previous Megazone. Is this true? Also I don't believe a crappy word he says!

**Chris
Moora, WA**

Drew says: "If you don't believe a word your friend says, why do you ask if it's true? Doesn't make much sense, does it? Anyway, your friend may have misread the May '95 Megazone review of Street Racer, which we compared to Mario Kart. But, no, Mario will never, ever, ever appear in a Sega game."

Size isn't everything

Dear Megazone,

Everybody knows that Sega is releasing the 32-bit Saturn and the 32X, and that Nintendo is releasing their 64-bit console. Since Sega and Nintendo have always been close competitors, Sega is bound to release a 64-bit console. And since the 64-bit machine will be in the ring, the Saturn and 32X will be ignored and will end up like the Mega-CD – lots of high-tech features, but a lack of software. So if Sega is planning for the Saturn to be a big seller, they should make an add-on for the Saturn to make it 64-bit, just like they did with the Mega Drive and the Mega-CD.

**A.C.
QLD**

While Sega may eventually release a 64-bit machine (no guarantees, though), it would be years before we'd ever see it. Rest assured that Sega views the Saturn as the platform for the foreseeable future. And don't be fooled by the 64-bit/32-bit stuff, all the next generation consoles are going to be like nothing you've seen before, and really, it all boils down to decent software.

Cammy and Mileena suck!

Dear Megazone,

I love your mag but I am so pissed off at the people who send in so much crap about Cammy and Mileena when Kitana and Chunners are the best! I mean Cammy's just a wedged little pom with a flat chest and Mileena, well, she's the ugliest bitch I've ever seen.

**Lachie
Glenelg North, SA**

Not much to do in your neck of the woods, eh?

Just try it, buddy

Dear Megazone,

I like playing two-player games. The problem is that I only have one control pad and I'm getting really mad because whichever Sega shop I go into I can only find the six-button control pad. Please tell me where I can get the three-button pad for a cheap price and I'm serious. If you don't tell me I'll come in with an axe and murder you.

**Domagoj,
NSW**

The answer's simple: Subscribe to Megazone for a year (for the ludicrously low sum of \$59.40) and get a three-button joystick for free!

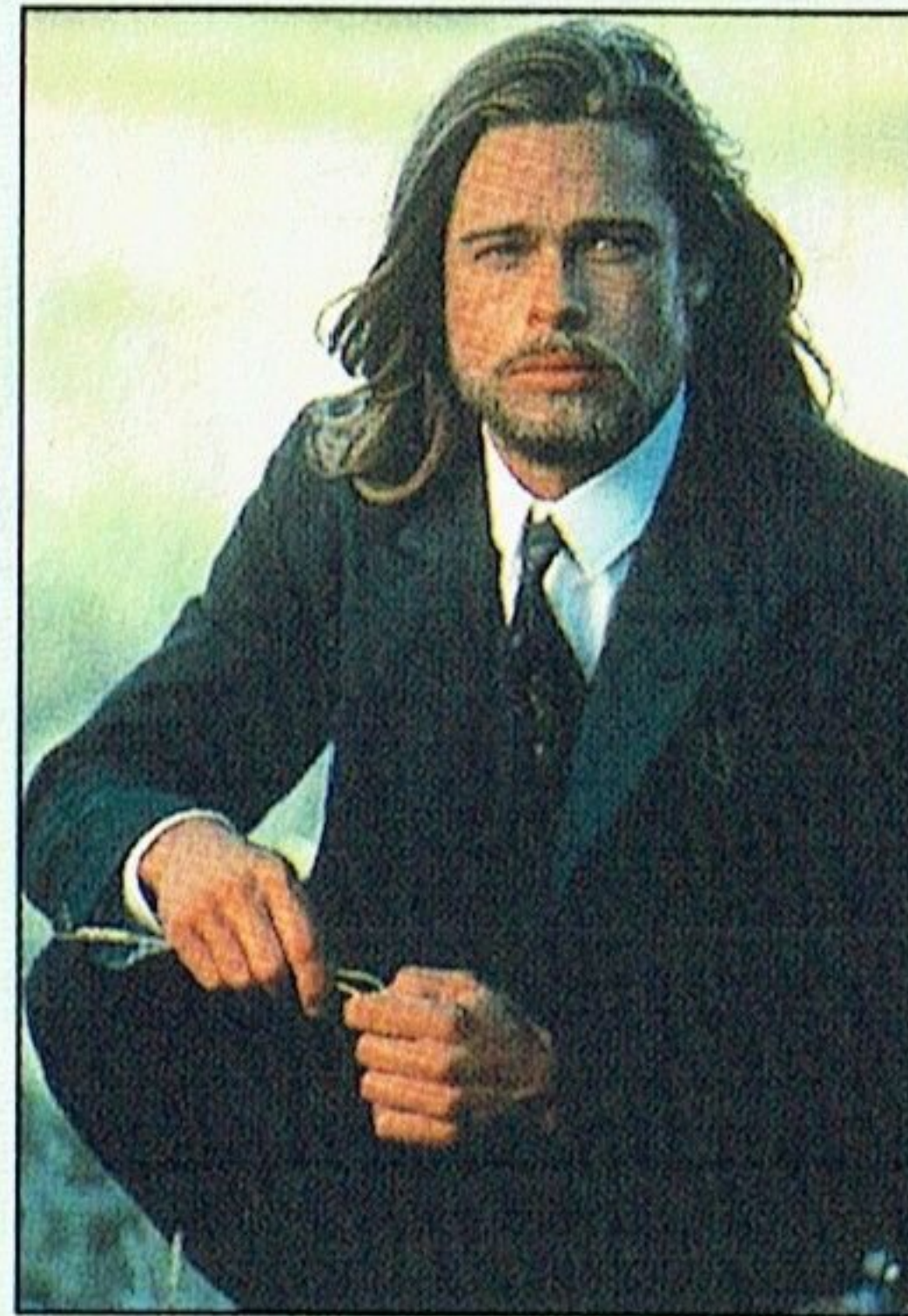
Megazone not sexist shock

Yo, Megazone,

I bought two other mags (*Hyper* and *Sega Mean Machines*) and they were crap. They weren't humorous or amusing like your mag. I'm not gonna suck up to you and say that Sega rules etc. I do like Nintendo although I tend to favour Sega for its variety of games. I also wanna ask why do you put so many naked women in here? I'm a girl so why can't you put a couple of guys in here? I'm not saying you're sexist, because you are not. I can tell you're not because Penelope Pump is your star comic character, so thanks.

**Rebecca
Bundy, QLD**

► **We can't decide whether Brad Pitt looks more like Robert Redford or a gorilla. Hmm...**



Megazone sexist scandal

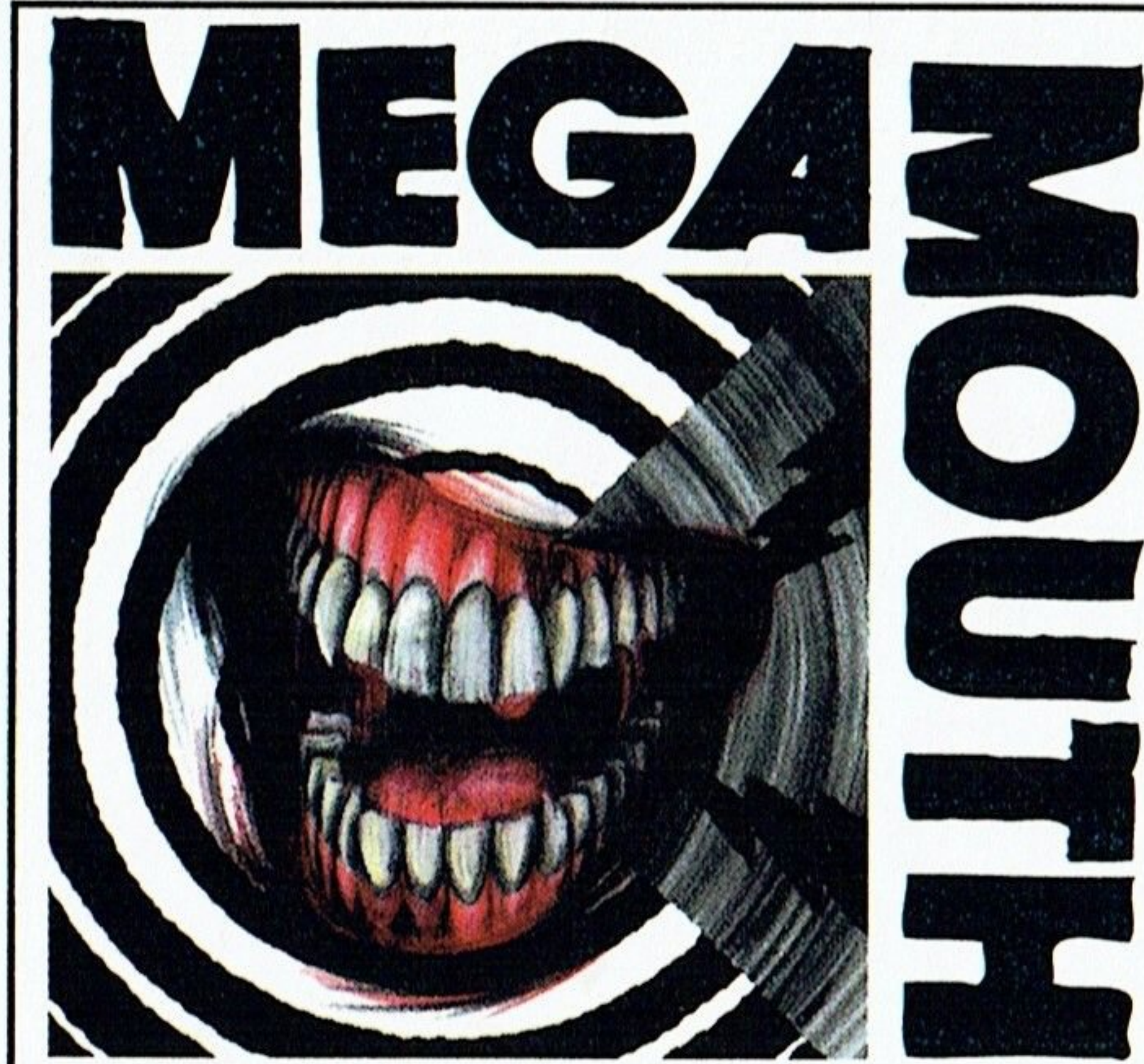
To the guys at Megazone,

What is this constant showing of females (in a very dirty manner)? I mean, isn't this supposed to be a Sega magazine? If I want to see nude females, or for that matter nude males and private parts, I'll buy *Playboy*. But right at the moment I'm interested in Sega and if I buy a Sega magazine I expect news on Sega, not bums and nude females. And if you're not capable of writing Sega magazines go play with your trollie pals (for you idiots seem to be the only ones who believe in them) and write a magazine called 'Megababes'.

P.S. If you're having trouble getting a girlfriend, go to the insane ward. I hear they even go out with scumballs like you.

**Katie
Tin Can Bay, QLD**

As that guy in the movie Spinal Tap said when asked whether he was sexist, "Sexy? What's wrong with being sexy?" Or something like that. Okay, Rebecca and Katie, you want photos of guys? Here's Aunt Agatha's choice stud-bucket.



Good news for 90% of Megazone readers

Apparently people born on the 8th, 17th or 26th days of the month are stuck with the karmic horror number 8 as their birth number. Condemned to a lifetime of hard luck, no-one with this birth number will ever get their letters published here. For the rest of you lot, anything you wanna get off your chests, here's the place to do it. Be warned, though, if you ask a stupid question, you'll end up you-know-where...

Give that stamp a good lick and mail your missive to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst, NSW 2010

Win

Judge Dredd original artwork! And games! And watches!

Judge Dredd is legend. Or will be. He's the future of the legal system: cop, judge and jury all in one. And what's more, the comic hero's gloomy, doomy world is soon to appear on the silver screen – with Sylvester Stallone as the Judge.

We were so impressed with the game-of-the-film that we put it on the cover. And not only that, Hitech World commissioned Ashley Wood, the actual artist for *Judge Dredd Magazine*, to do a special original painting of the Judge as the major prize for a competition. The original artwork is valued at \$1,500, but could be hanging on your wall for free!

But that's not all. Sega Ozisoft is donating seven copies of the *Judge Dredd* game, plus 50 Sega Sports watches. And in addition to the artwork, Hitech World, suppliers of the hottest games in Australia, are handing out 50 discount cards to save a further 10% on any software you buy from them, *forever and ever*.

- The winner gets the artwork, a game, a watch and discount card.
- Six second place winners each receive a game, watch and card.
- And 44 third place winners go home with a Sonic watch and card.

That's heaps of prizes! To be in the running, all you have to do is answer these three questions.

1. What's one of Judge Dredd's catchphrases?

- a) "I am the law"
- b) "I need a toilet"
- c) "Where am I?"

2. Where does Judge Dredd deal out his particular brand of justice?

- a) Mega-City One
- b) Wollongong
- c) New York

3. How does the Judge 'sentence' perpetrators?

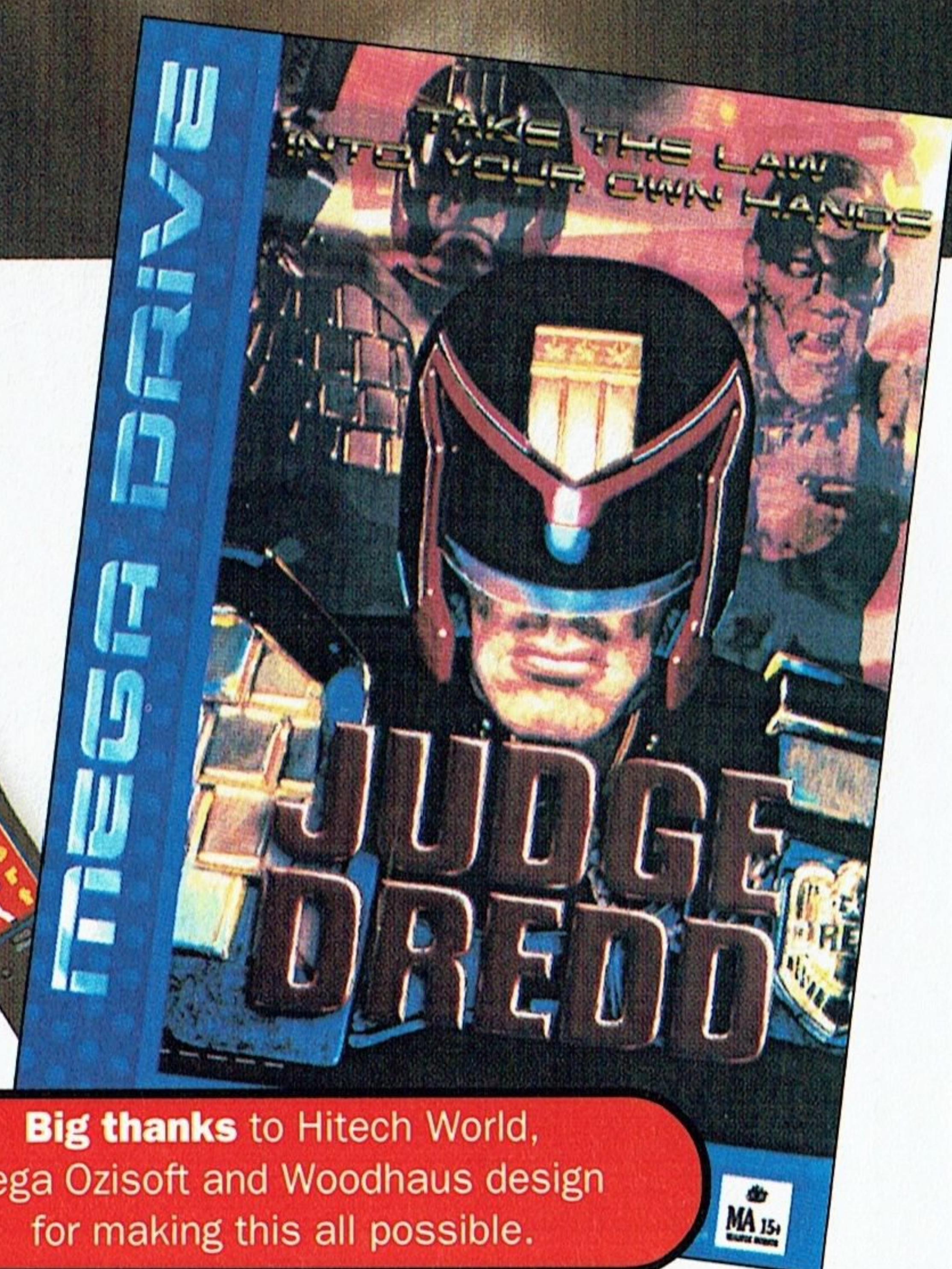
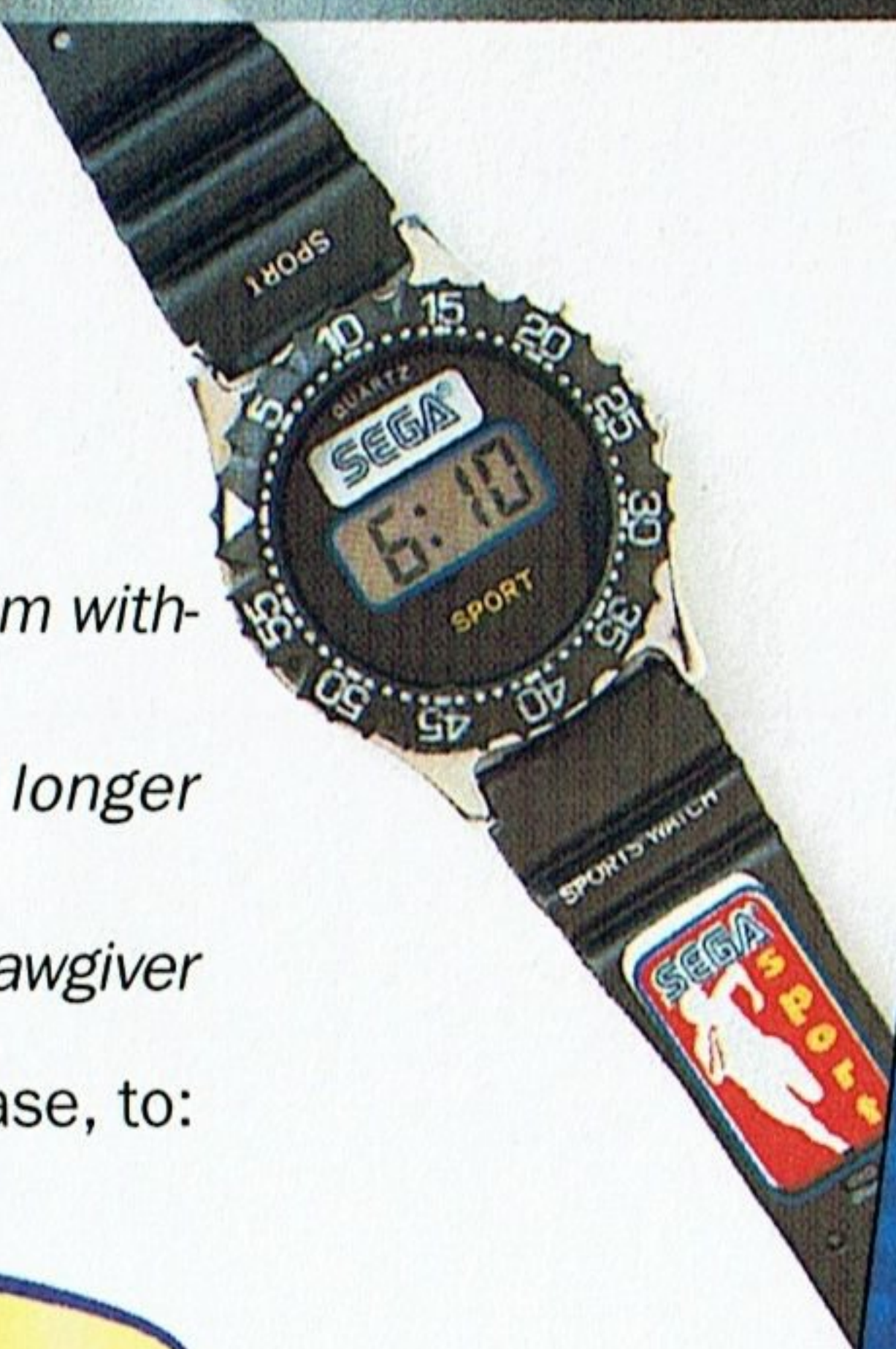
- a) Gives them a smacked bottom and sends them to their room without any supper
- b) Orders them to write 100 lines saying, "I will no longer kill/steal/park on double-yellow lines"
- c) Blasts their brains out from point-blank range with his gun, Lawgiver

Answers, on a postcard or on the back of a sealed envelope please, to:

'The Judge's decision is final'
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

This is the law: One entry per reader to arrive by August 11, 1995. Perps will be sentenced.

Win this! And this! And this! Yes, you could be the winner of this fantastic piece of original Judge Dredd artwork from the hand of Ashley Wood. Plus a stack of other, assorted goodies.



Big thanks to Hitech World, Sega Ozisoft and Woodhaus design for making this all possible.

Judge Dredd

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up
SUPPLIER: Acclaim
PRICE: \$99.95
SIZE: 16 megabits
PLAYERS: One

"Outstanding", says Mark Sariban. "Finally a game that does justice to the licensed character."

Judge Dredd has taken time out from his comic hero duties to patrol some platforms. Without giving too much of the storyline away, Judge Dredd is up against two main bad guys, Rico and Judge Death. The plot for the first half of the game involves thwarting Rico's plans, which include a complicated framing of Judge Dredd for murder. The second section centres on a confrontation with the dark judge, with Judge Dredd following Judge Death to a wasteland Earth. There are 13 levels, further divided into three sub-levels. Each level is constructed as a mission, with a primary objective, like stopping a riot or securing an area. There's usually a secondary objective, which in most cases is to arrest or sentence all perps. (By 'sentence' they mean shoot the perpetrators dead.) In some missions Judge Dredd doesn't feel at all charitable, and will simply sentence anything in sight.

Gameplay is surprisingly fluid, considering there's a great deal of climbing up and down ladders and rungs. There's still the same old walk-up-and-shoot-the-obligingly-absent-mind-

ed-enemy feel, but the speed and sheer firepower available to the righteous Judge makes it worthwhile. The designers have allowed for plenty of freedom in movement, so looking around in odd places is worth the effort.

Graphically, *Judge Dredd* is impeccable. The Judge himself looks impressive, and has a wonderfully menacing walking motion. When

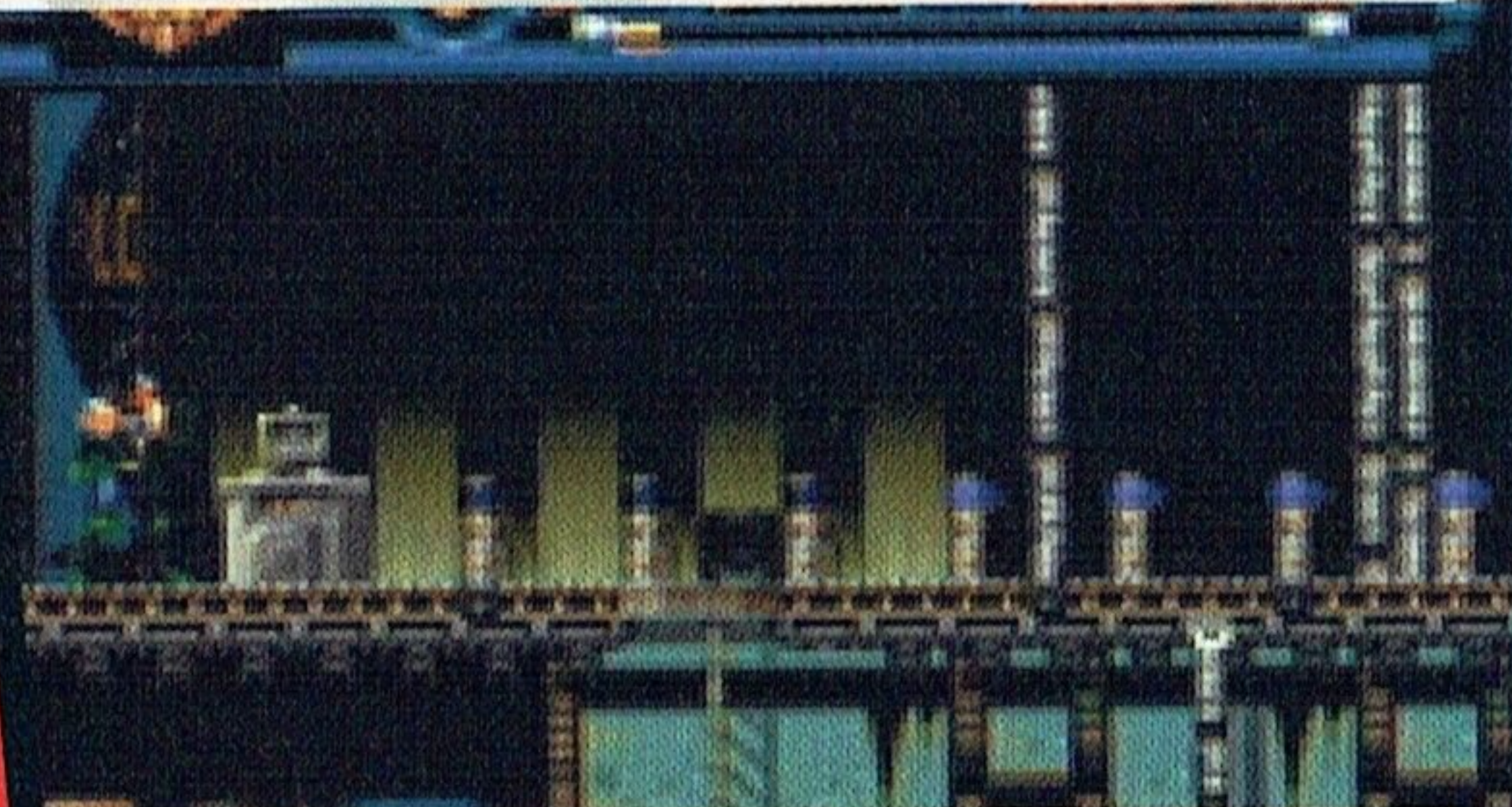
he shoots someone, blood splatters from the wound. The enemy characters are equally well rendered. The soundtrack works hard to set the mood – you can even hear the Judge's footsteps as he moves about looking for something to damage.

There's not much revolutionary stuff here, but the sheer fun of the cart cannot be denied. With a strong storyline and excellent gameplay, *Judge Dredd* can be safely pronounced a winner. **M**

second opinion

On the face of it, *Judge Dredd* is another platformer/shooter. But, once you get into it a little, it becomes apparent that it's different from the average superhero-cum-movie licence rip-off. Graphics are gloomy, in an atmospheric kind of way, and the gameplay has more depth than average. That said, it is still follows the basic platform/shooting game formula. Enjoyable, but not essential. **ADAM**

79%



▲ Go to the PC terminals and log in for an update on mission status, ammunition status and Judge Dredd status. In some missions you'll need to log in to activate security doors. By checking mission status, you'll be able to see how far you've come to achieving your primary and secondary objectives.

WHAT'S UP, JUDGE?

OBJECTIVE STATUS

Flashes a message when the primary or secondary objective has been completed.

REMAINING LIVES

The Judge starts off with three badges. Of course there more of them lying around the place.

AMMUNITION COUNTER

General shells are in unlimited supply, which is handy because you'll use a bundle trying to knock off even the puniest of opponents. There are nine other kinds of

ammo to be picked up – this display can be toggled to show remaining stocks of the harder stuff.

SCORE

Earn points by arresting or killing everybody else. After completing a mission, bonus points are awarded for accuracy, arrest ratio and achieving the primary and secondary objectives.

HEALTH METER

No prizes for guessing how fast this meter drops when you're on your last life.

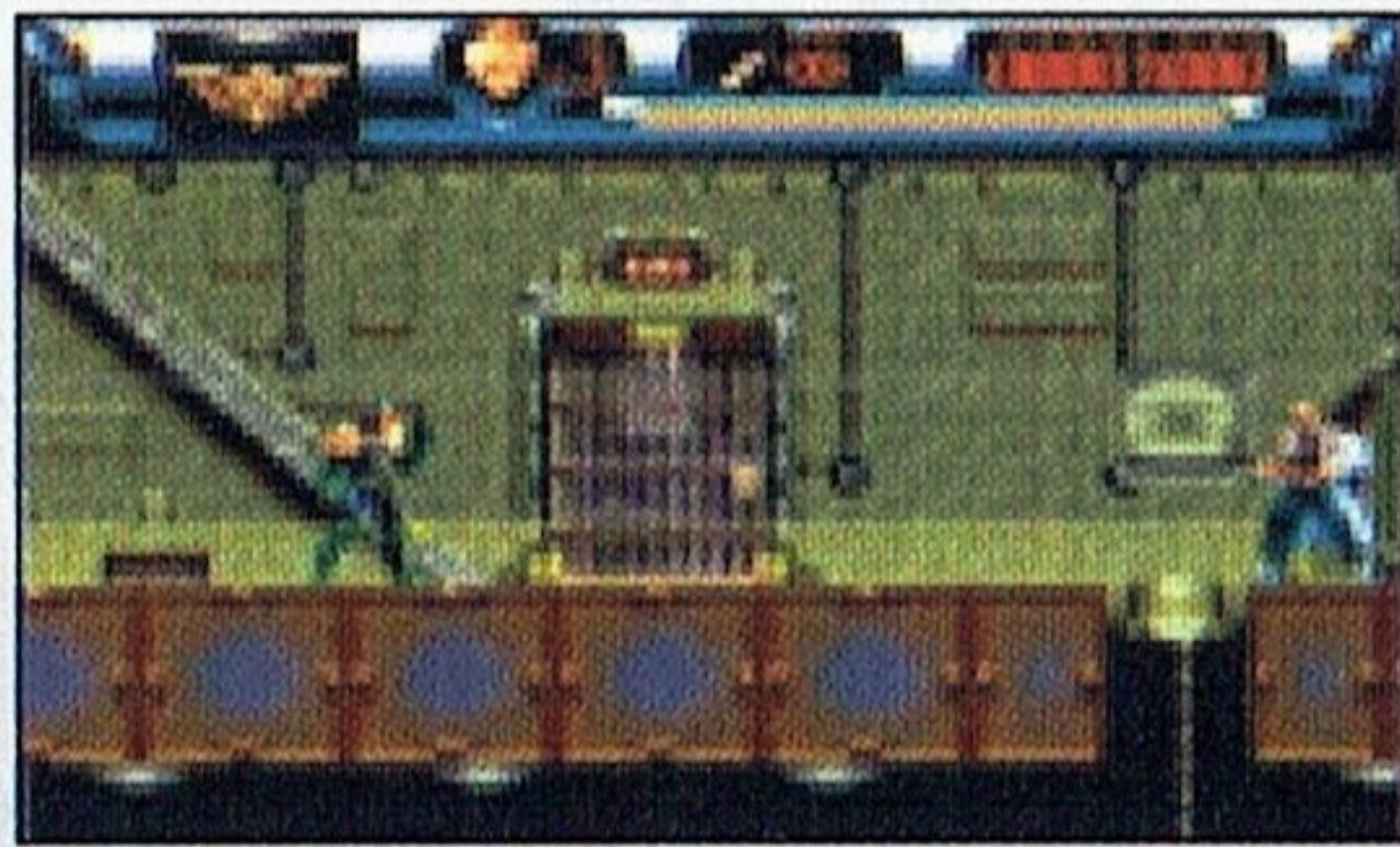


IT'S A DREDDFUL WORLD WE LIVE IN

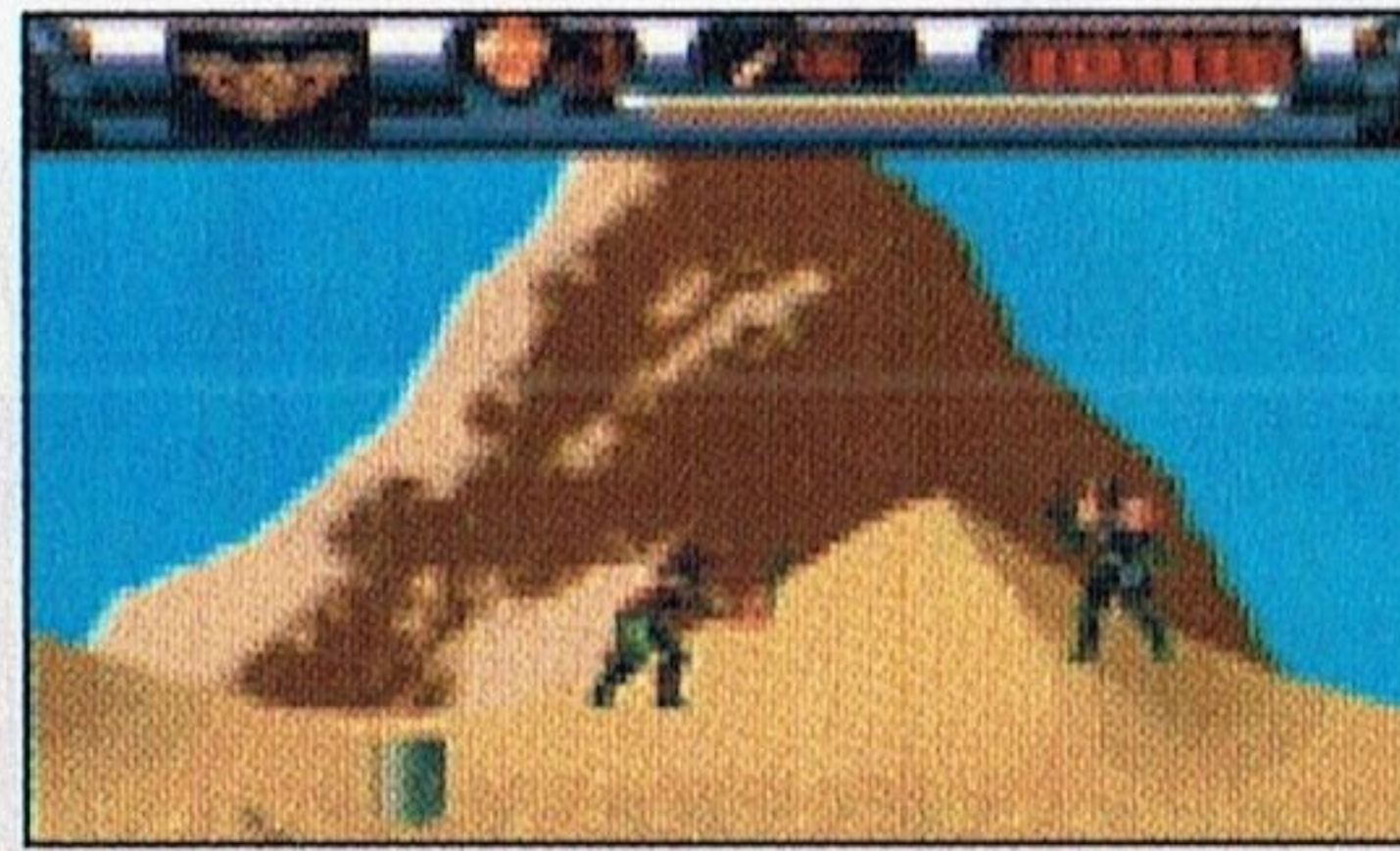
From Heavenly Haven to the Deadworld, Judge Dredd has got a lot of walking (and killing) to do. (We're not showing you the last level – that's up to you to reach on your own!)



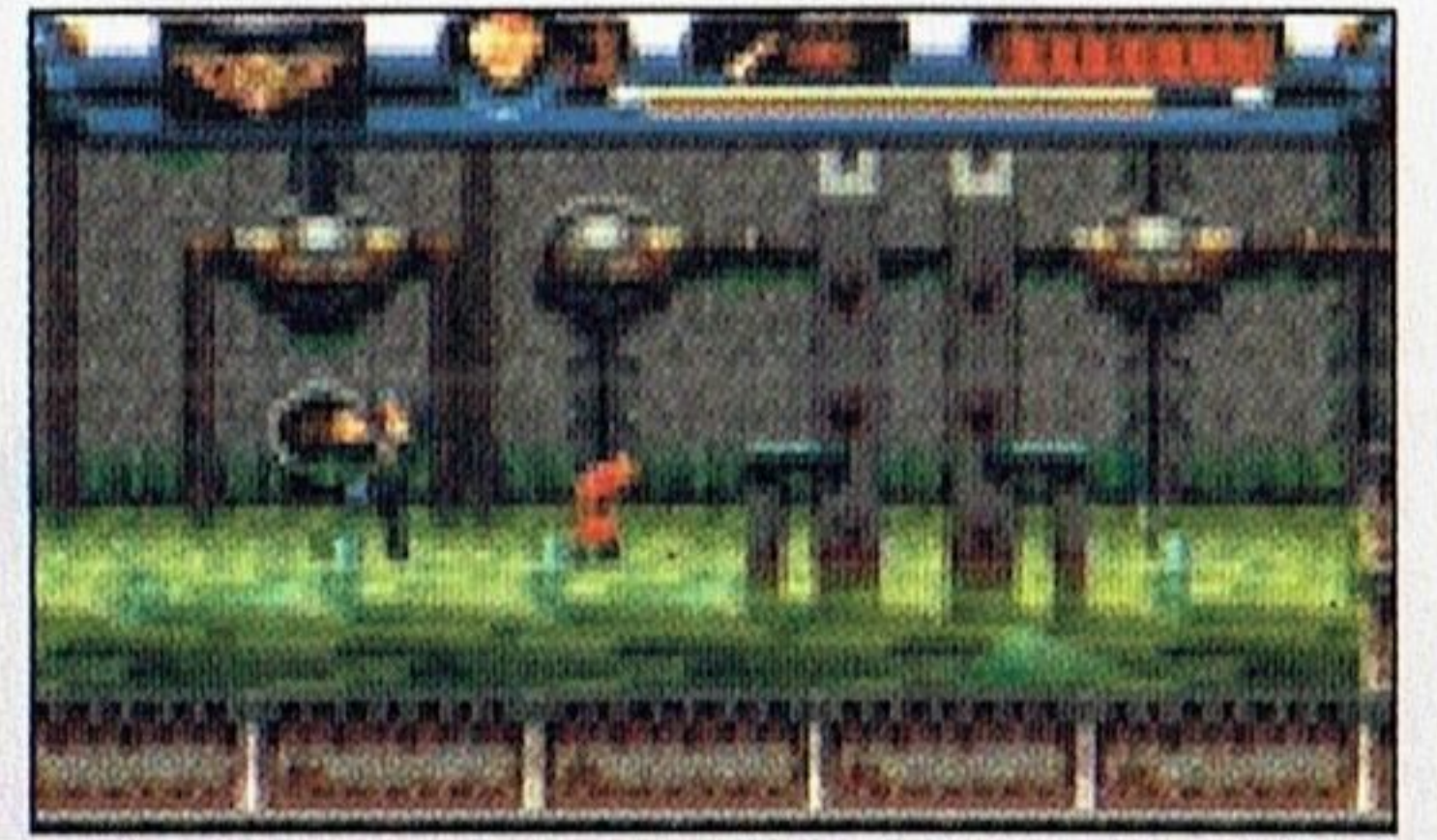
▲ Heavenly Haven



▲ Aspen Penal Colony



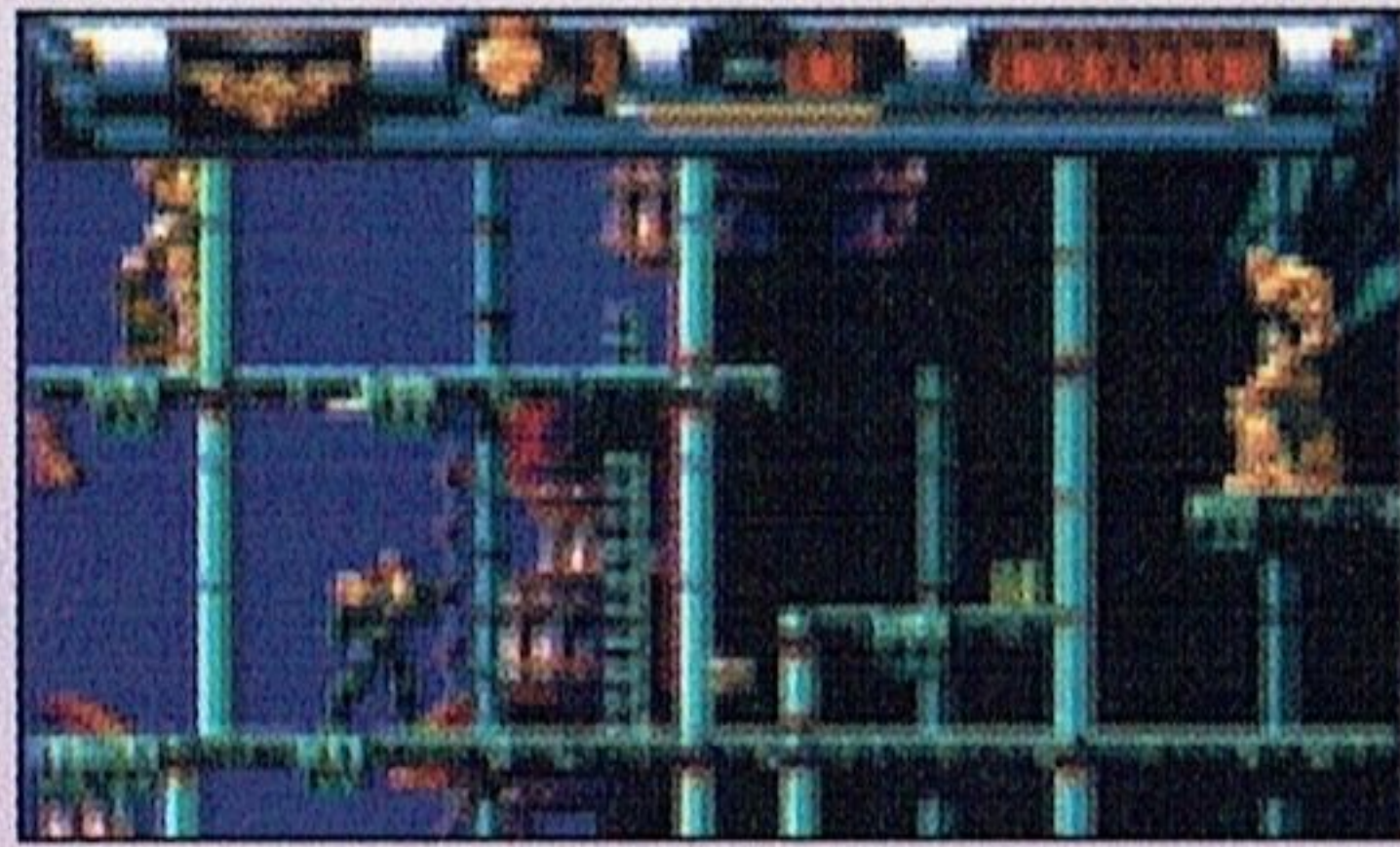
▲ Cursed Earth



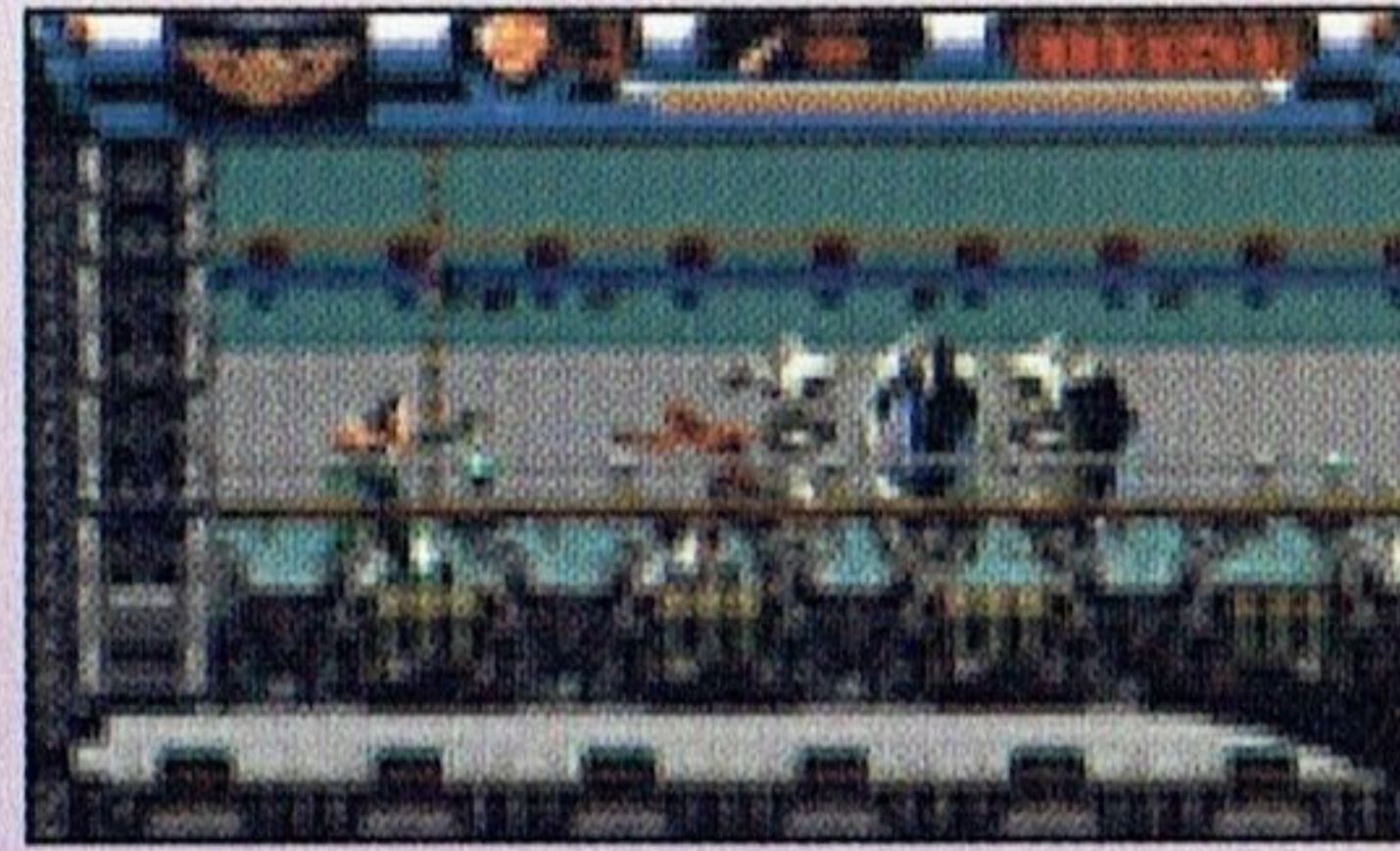
▲ Mega City One (1)



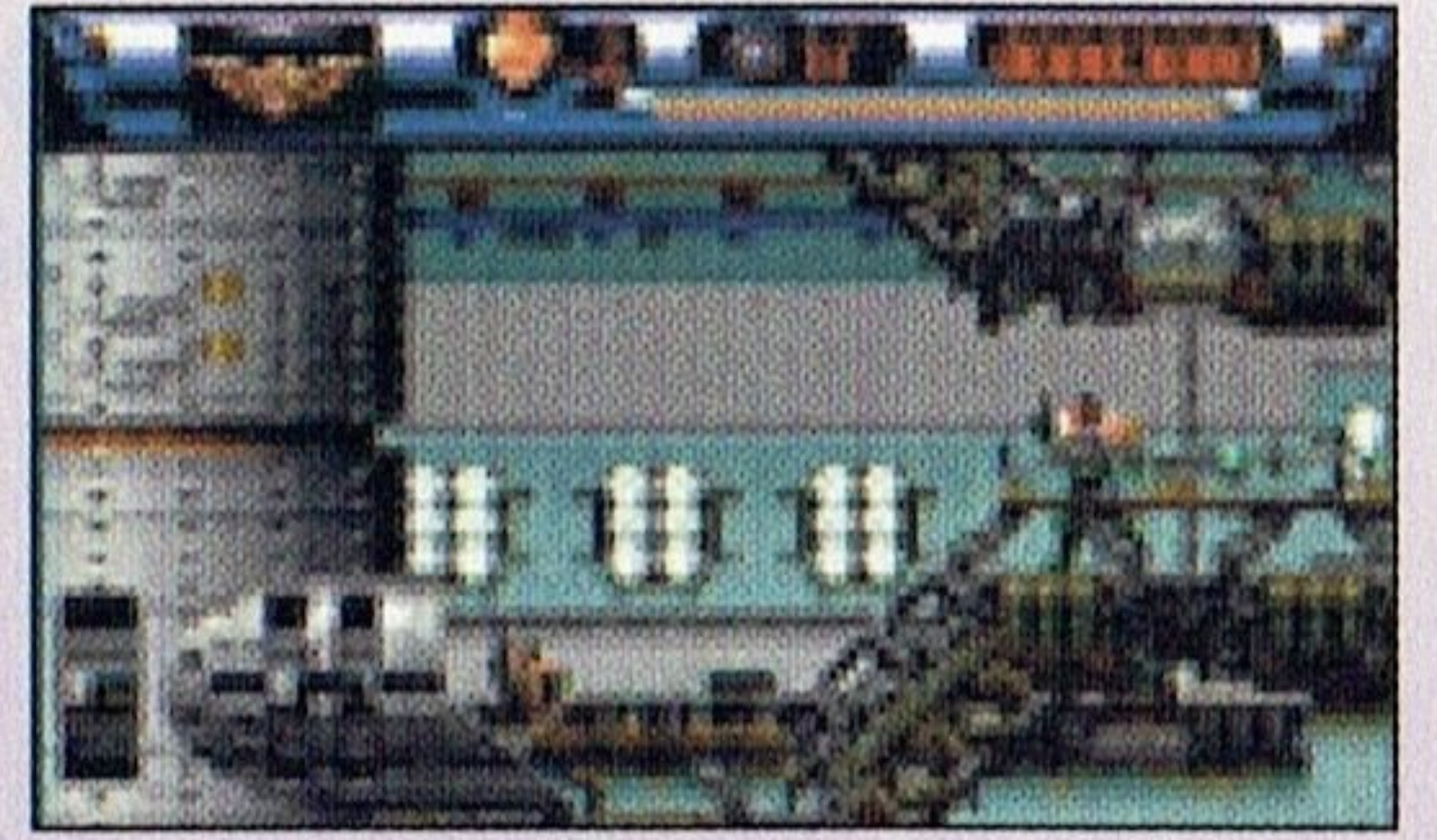
▲ Council Chambers



▲ Janus Lab, outer lab area



▲ Janus Lab II, inner lab area/Statue of Liberty



▲ Mega City One (2)



▲ RC4 Processing Plant



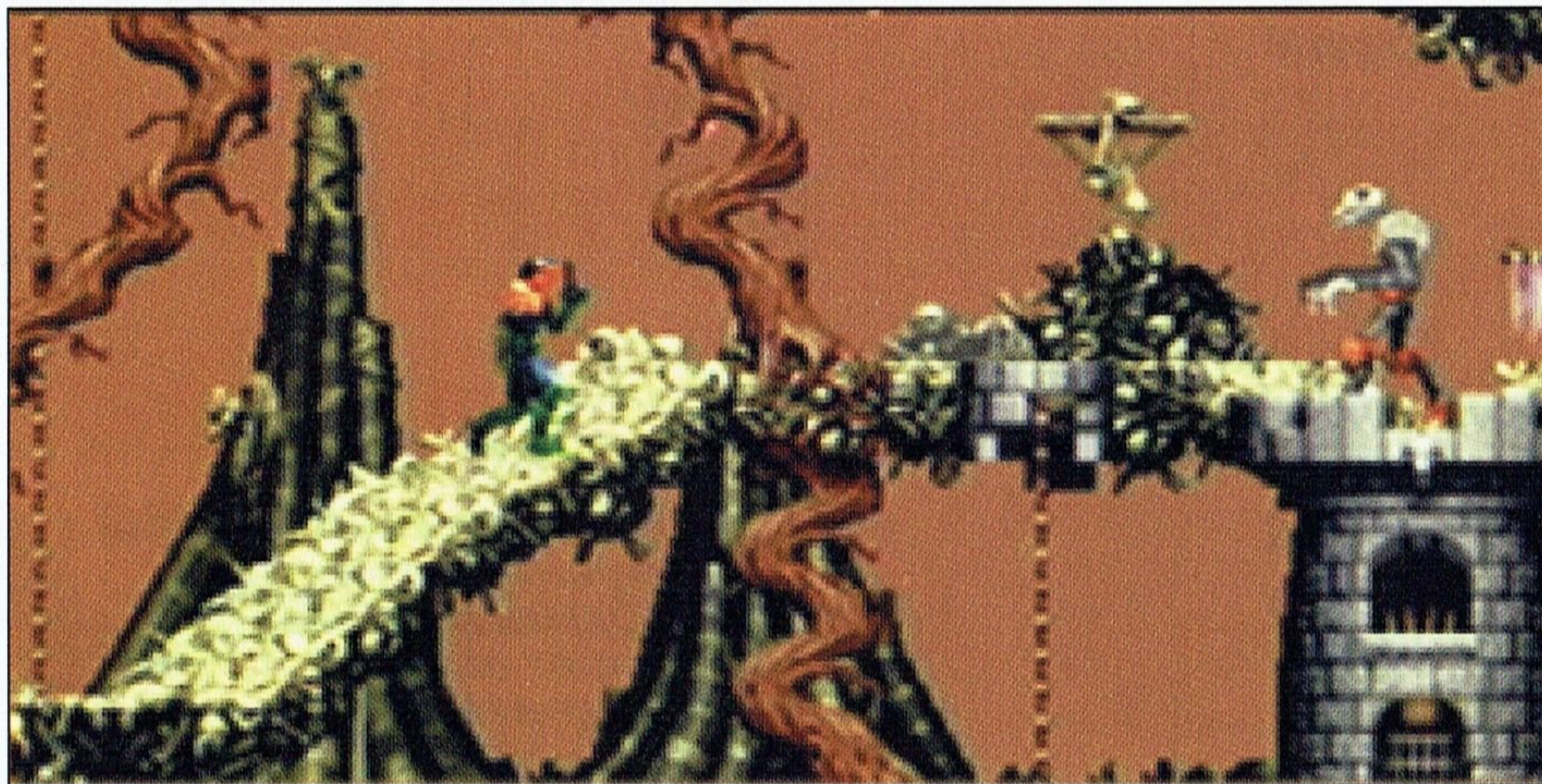
▲ City Towers



▲ Justice One spaceship



▲ Deadworld



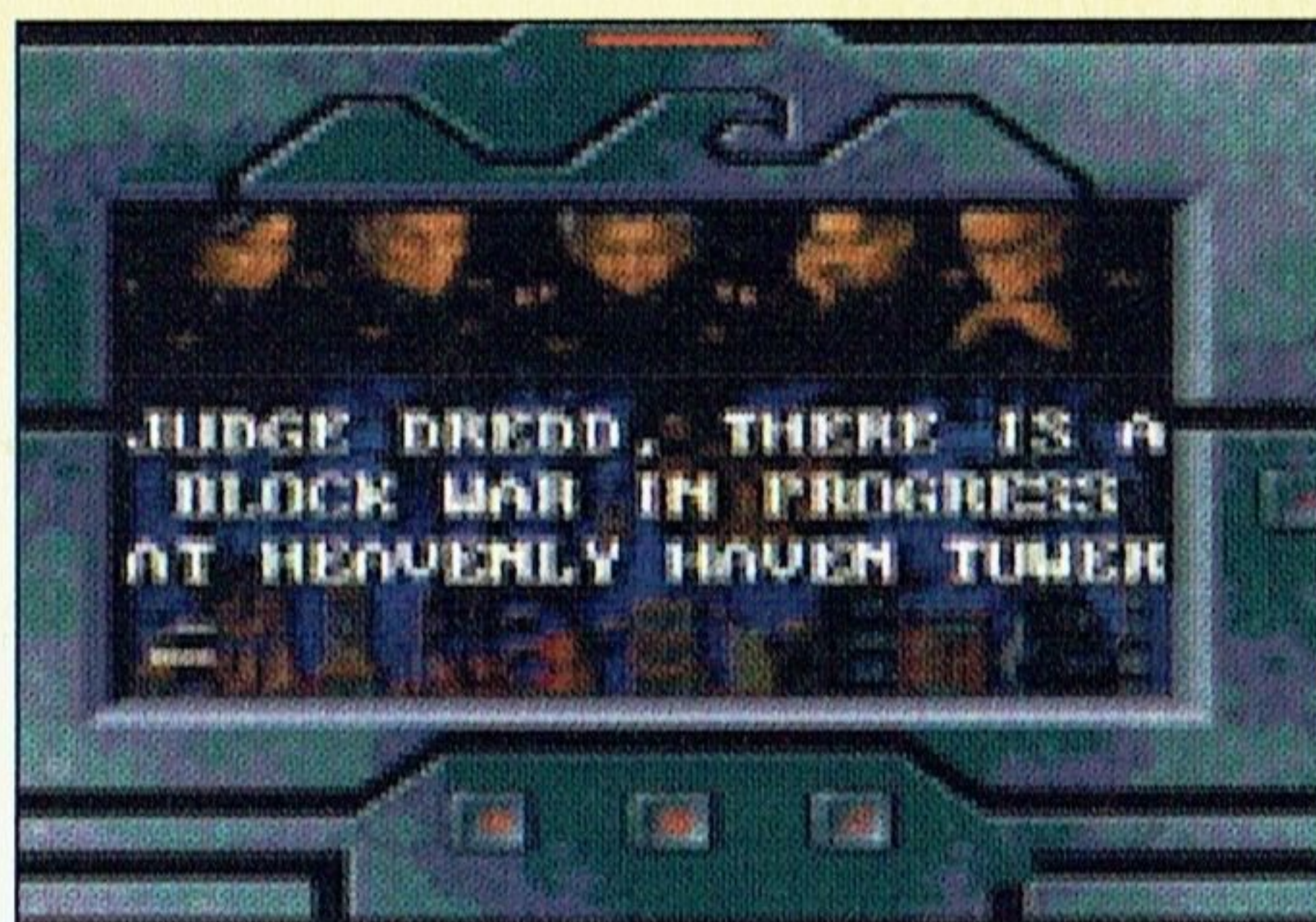
▲ FIRE WALK WITH ME

Judge Dredd travels to the Deadworld, which as the name suggests is full of things that are already dead. Mind you, this doesn't stop the Judge from killing them again.

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...



▲ Mission briefings are delivered from Council Chambers to Judge Dredd via the Justice Central Vid-Com Link.

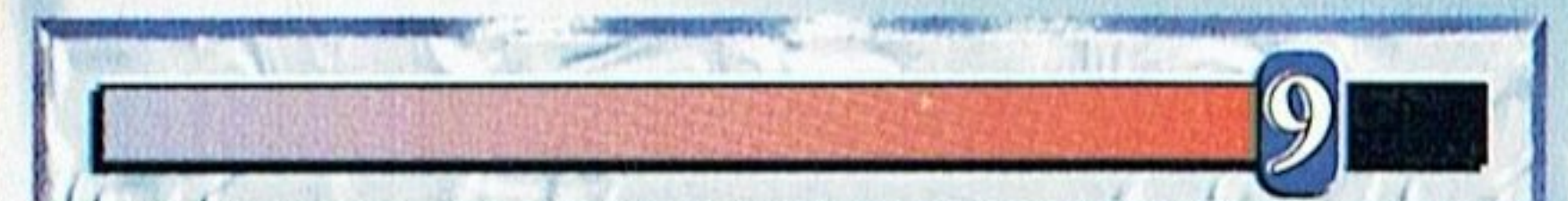


▲ Pay attention to the mission briefing, otherwise you'll wander aimlessly through the level, wasting time and energy.

Deadworld

GRAPHICS

Sharp sprites and some great backgrounds.



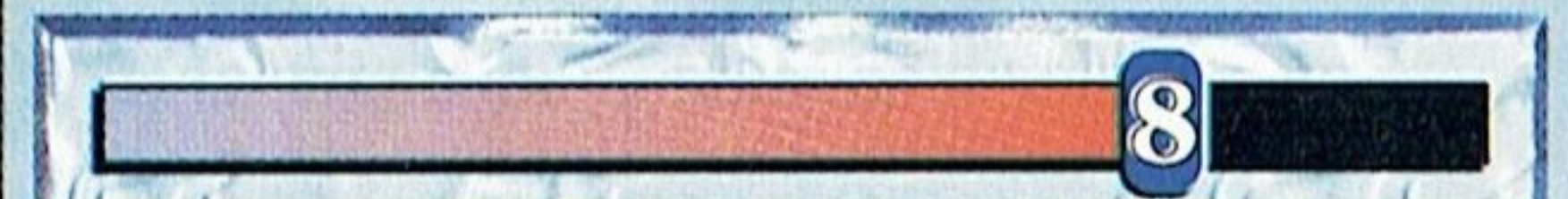
SONICS

Good character effects and effective music.



PLAYABILITY

The only quibble here is that it's easy to lose your way in the dense levels.



STAYING POWER

There's a password option – you'll definitely need it.



OVERALL

Self-righteousness and heavy weaponry – an addictive combination.

86
PER CENT

A Cheat's Guide

Real Price

\$2.95 (at newsagents and supermarkets throughout this land we know and love!)

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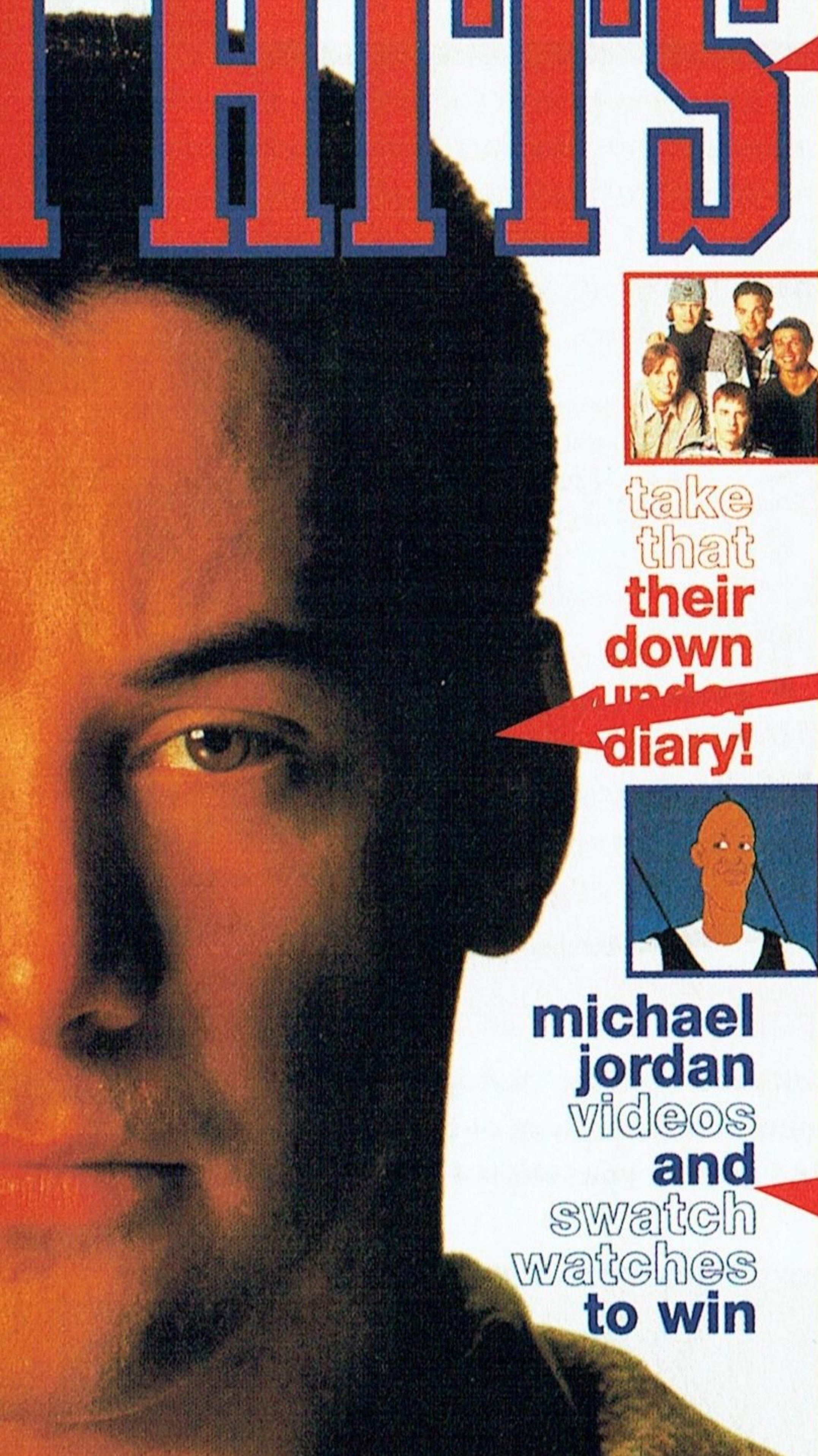
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SCOOP PREVIEW

eanu

HE'S HOLLYWOOD'S
HOT NEW
MEGASTAR!



SHUE EDDIE FURLONG MARIAH CAREY

57 VOL 14 OF 26
PRINT POST APPROVED PP250037L

Title

A handy aid for shoppers! This familiar robust typeface ensures one does not unintentionally purchase an inferior brand (e.g. *Rolf Harris's Didgeridoo Monthly* or even *Improve Your Jackhammer Skills Weekly*) from your local newsvendor or "super" market!

Famous personalities

In this instance, a rather popular thespian-type blokey with grunge tendencies who's remarkably non-ugly indeed. Probably every famous star that's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Prizes

Win lots of exclusive things you can't buy in the shops! And more besides! Every issue is a winner!

Barcode

Great news for little kids in Japan. A complete mystery to everyone else.

Posters

They're fast making wallpaper a thing of the past!

very fortnight

TRUE LIES

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer/Shoot 'em up
SUPPLIER: Acclaim
PRICE: TBA
SIZE: TBA
PLAYERS: One

IT'S BIG, IT'S LONG, AND IT'S A HELL OF A LOT OF FUN TO PLAY WITH! WE TOLD PETER BURNIE THAT TELLING LIES MAKES THE BABY JESUS CRY.

Oh no, it's another movie cash-in from a box office smash. But before you close the final curtain and slam this as a flop, a quick preview will soon have you crying out for the director's cut. *True Lies* is a rough, tough, grit-your-teeth-and-party shoot 'em up/platformer with enough action to quench the most bloodthirsty of appetites!

You play the part of Harry Tasker (better known as our man Arnie), the top-secret agent assigned to stop a madman threatening to blow up North America. If you've seen the flick then this will get you all hot and sweaty with familiarisation.

You begin the game with a simple hair-trigger pistol and can upgrade by finding other weapons, from flame throwers to grenades. Thankfully, unlike Arnie blasteramas, you have

a limited supply of ammunition, making the search just as fun as the kill and defeating end-of-level bosses that little more rewarding. The standard pick-ups (extra lives and energy boosts) are also present but, when you get down to it, this is basically just a killfest, and what a blasting good time it is!

There is a large variety of classy backgrounds to explore and cool digitised stills between levels explaining the story. Pick-ups are crystal clear and you know exactly what you're going to get (especially useful when energy is low and you see that large red cross). The sprites are chunky, stumpy-looking fellows with short legs and long bodies. However, they move smoothly and kick the bucket in an explosion of red liquid. Beautiful!

Just being Arnie is cool enough, but with an arsenal of six weapons, literally hundreds of henchmen to blast into bloodied corpses, and maze-like shopping centres, mansions and parks to explore, you'll be flexing those finger biceps for hours. **M**

second opinion

The movie was great. Fortunately, the game's not bad either. The top-down, *Chaos Engine*-style viewpoint works well and there's plenty to do, see and kill. It's

83%

as tough as Arnie, and probably a little brighter, too.

□ ADAM

EAT LEAD (IN FOUR FLAVOURS)

Being a highly trained killing machine, you get to use a variety of weapons which can be switched between during gameplay. They are hidden around the playing area and, to add realism, also have a limited supply of ammunition. Searching out those elusive pellets is very important as a gun without bullets is about as useful as a toilet without a flush! And getting your skilled little hands on them sometimes leads to energy being shot to pieces.



▲ SHOTGUN

A powerful weapon which sprays bullets out in a triangular formation. You can take out baddies with one shot if you're close enough and hit them as they stand behind corners. Slow to load, though.



▲ UZI

This hand-held machine gun burns through bullets like there's no tomorrow. It takes out baddies rapidly and by holding B and toggling the joypad backwards and forwards you can spray bullets in all directions. The best weapon.



▲ FLAME THROWER

A close range, instant-death weapon. One touch from the fire burns baddies into oblivion in the blink of an eye. Great for getting the enemy before they shoot; but for long distances it's inadequate.



▲ GRENADES

Best used in the park stage (thrown over hedges), these bombs count down from nine and explode in a blaze of fire. However, baddies must be almost on top of them to have any effect.

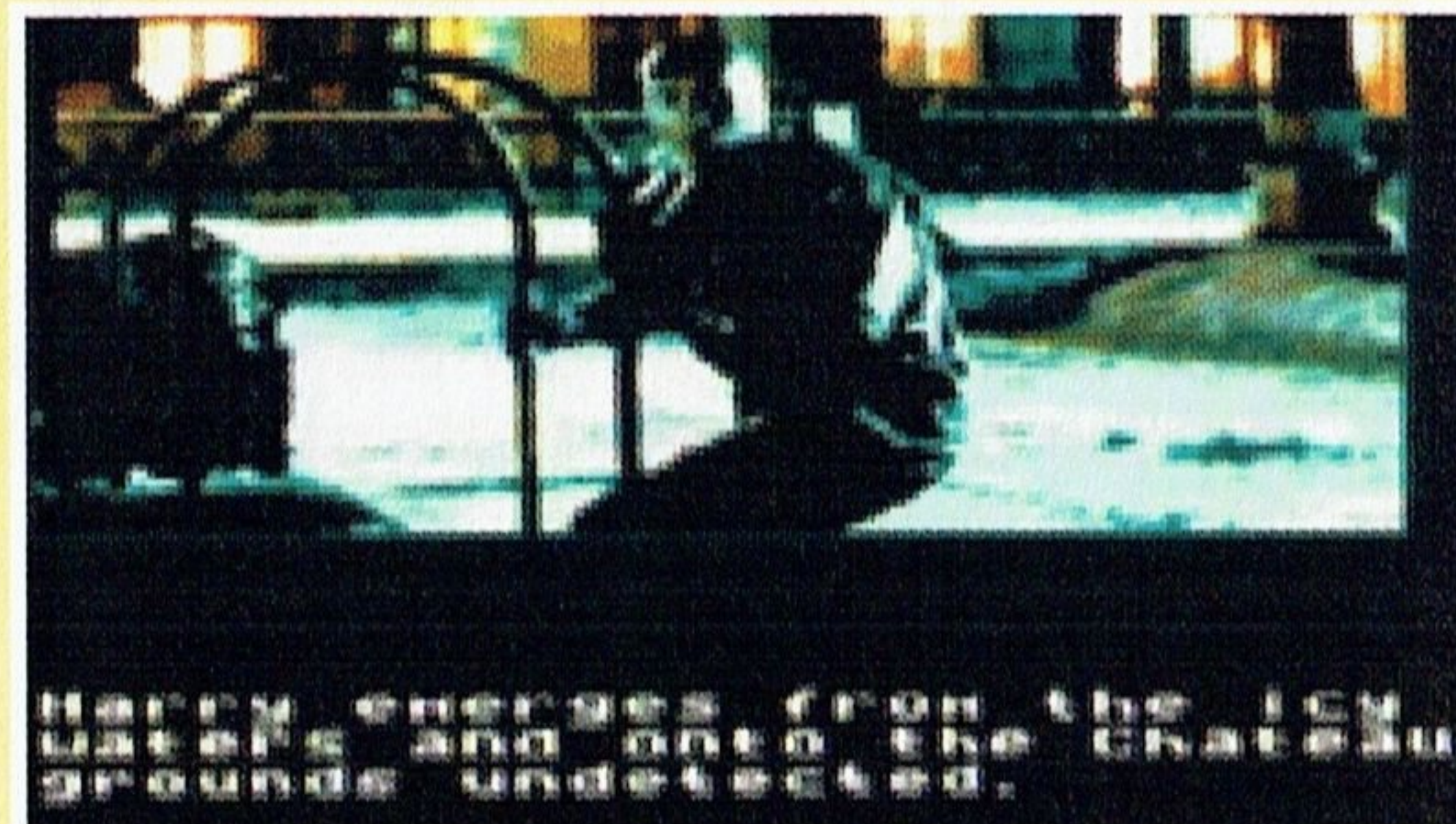


▲ Customary to most platformers are the end-of-level baddies; the tougher-than-tough fast-moving killers. In *True Lies* they're not the usual gigantic monsters you're probably used to, but they move quickly and are hard to hit (and take a ton of firepower to defeat).

Megazone Tip: Level two is finished in the public rest rooms. You must blast the three toilet doors and the long-haired dude to move up in the world.

▼ In between levels are these cool digitised screen shots straight from the movie. They give you the run-down on the storyline for those who really want some meaning behind their gaming. You also get those helpful passwords. However, unlike other games the passwords don't mean you get a whole new set of lives; what you ended the last level with is with what you start the new one. So you can forget about thoughtless violence and get into the strategic gameplay (with thoughtless violence!).

Passwords
Level 2:
QMMKNMD
Level 3:
BRMKNRD



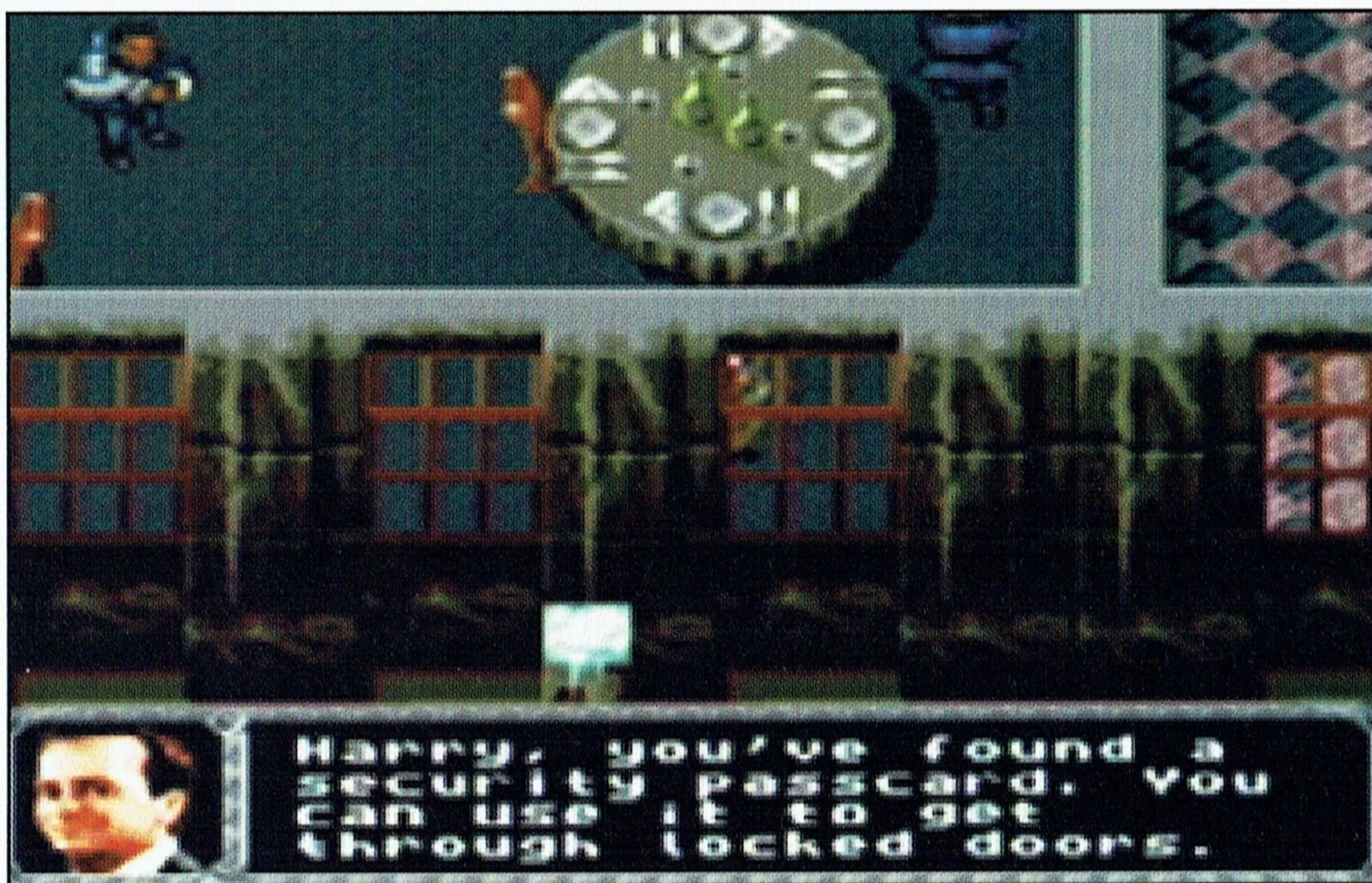
◀ To give the game a bit a strategy, innocent bystanders litter the playing area and seem to have the uncanny ability of getting in the line of fire. Shoot three of them and those ever-frustrating words appear... **GAME OVER!** Besides being real pains in the holster, they also display funny antics to give senseless violence that comedy feel, with old men taking your photo, waiters offering you a drink, a karate class training in the park and one chicken s#%t who dives for the ground covering his head with a newspaper!

Megazone Rumour: When entering the public dunnies you'll catch two baddies off guard as they take a leak. Disgustingly cool!



◀ IS THIS THE WAY?

We've found a hidden door in level one through which you'll find a stack of ammunition and the flame thrower. At the top of the first set of stairs you'll see this bookcase. Simply walk behind it to be transported outside the house for lots of goodies (watch out for baddies, though).

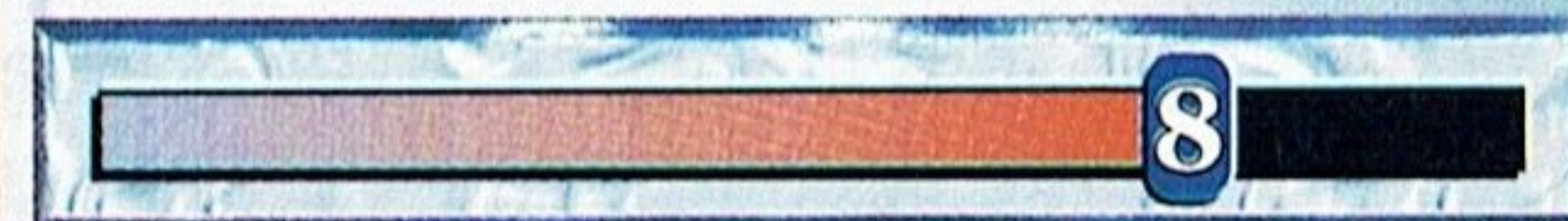


▲ Besides slaughtering, you must also keep a lookout for keys to get through locked doors or gates. Covering lots of terrain is the only way to find them – head for the easiest route and you'll find yourself stuck and have to head back anyway. Thankfully, once baddies are killed they stay killed!

Word

GRAPHICS

Cool scenery with lots of variety, nice digitised stills and spattering blood effects. The characters look stumpy, though.



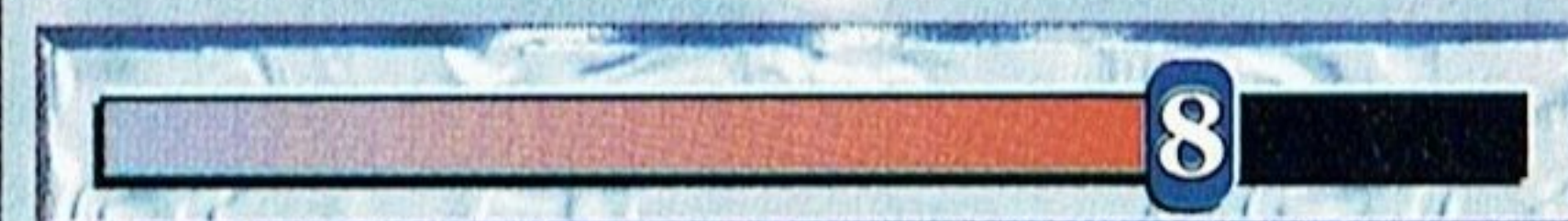
SONICS

Music is irritating and sound effects limited. The groans of dying baddies gets the blood pumping, though.



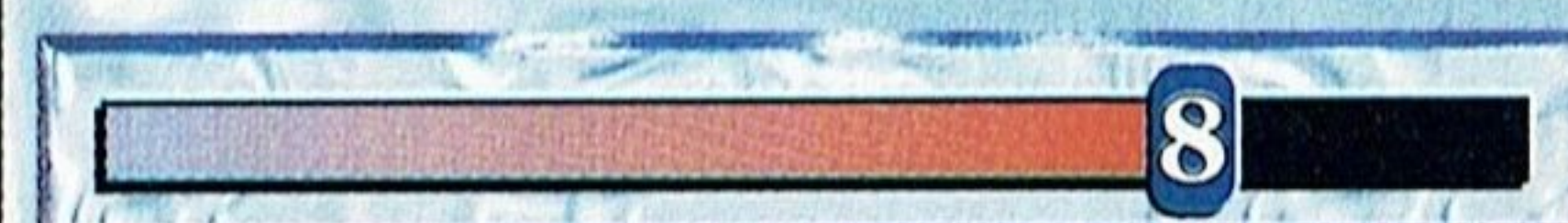
PLAYABILITY

Simple but strangely addictive – a bit like a Schwarzenegger movie, really.



STAYING POWER

I'll be back... and so will you, over and over again!



OVERALL

The Jamie Lee Curtis striptease is easily the best level! What? What do you mean they cut it! Oh well, it's still body-bagging fun!

85
PER CENT

Mr Nutz 2

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Ocean

PRICE: \$79.95

SIZE: 8 megabits

PLAYERS: One

Chickens have taken over the world but Peter Burney doesn't mind. He's done a deal with Colonel Sanders!

He's been here before and you may think he's nuts to return (we did)! But Mr Nutz has undergone a transformation as the squirrel switches into overdrive and comes back in a-corny (*get it... acorn?! Oh, never mind*), cross-country, critter-crunching, collage of colour!

The storyline behind this cart is clucking weird to say the least, but even more strange is that it actually seems to work! You see, an encounter of the fowlest kind has meant all little animals in this make-believe land have been penned in as an evil flock of chooks have taken over and made life hard for our non-feathered friends.

The object of the game is to scurry Mr Nutz through five worlds in this *Sonic* clone (with just a touch of *Mario Bros*) and wipe out all the creatures who fester there. Each world has five levels to conquer and unlike most platformers the levels do not automatically follow on; you must find them. Simply, the game is divided into two distinct gameplay arenas. The first is a searching scenario where you must travel along maze-like paths looking out for red flags. Once encountered you are transported into the second phase in which the squirrel speeds up and down (but not around,

loops) through the platformy world we have all seen before.

Gameplay is quite rewarding with meaningful pick-ups and ever toughening levels and searching for the flags is tricky, adding to the long-term appeal.

Visually, the colours are brighter than a six-year-old university graduate, the multi-scrolling backgrounds are brilliant and even more impressive is the variety to match the Sizzler salad bar. One draw-back, however, is with all that vibrant colour the pick-ups are often camouflaged. We could be scratching for faults but it's something to think about.

Mr Nutz 2 is a fresh approach to platformers with character interaction and two-toned gameplay (even if it does remind us of the spiky one; which is not really a bad thing). Besides that, it's long, visually stimulating, and most importantly fun to play. You'd be nuts not to pluck this one from your local video store and stuff it into your Mega Drive. **M**

▼ A major part of the gameplay is collecting gems. These are scattered about both the platform and RPG sections and are all-important to completing the journey. As you rocket around the levels, gems are often concealed inside certain objects native to particular areas, eg flowers in Native World, sunken vases in Underwater World, and statues in Inca World.

Megazone Tip: To open these treasure troves simply run past them fairly quickly so as all parts spin and the goodies will be yours.



▲ As you progress through the worlds, Mr Nutz learns how to glide. To do this you must have at least one green energy point. However, it's trickier than it looks and you usually end up spinning out of control falling from the sky somewhere you didn't want to fall.

Megazone Tip: Practise the swoop in which you can fly up to reach higher areas and usually lots of goodies.



▲ You begin the game with six energy points ie you can get hit six times before you bite the bullet. However, unlike other platformers the energy point bounces around the screen like a Mexican jumping bean for you to pick up again. Pretty cool, eh?! But don't think it's easy pickings, the little blighters rocket all over the place and chasing them can sometimes mean losing more! Energy can also be acquired through picking up hearts, 25 gems or stray energy points.

Megazone Tip: When fighting end-of-level bosses be sure to collect up energy points as they are hit out of you.



▲ Just like Sonic, Mr Nutz can be shielded from danger when he finds the safety bubble. There are two types in the game. The spiral shield lasts until you touch a baddie and then - poof - you're on your own again. Whereas the chequered shield has a time limit and makes you invincible to all enemies and obstacles.

Megazone Tip: Shields are plentiful and are usually hidden off the beaten track.

IS THIS AN RPG?

A major part of the gameplay is travelling around this mini-world of paths, bridges and ladders. As you venture into the unknown you'll meet a variety of friendly and downright nasty characters who'll have a few words in your ear. Most of the information they give you is pretty useless but on occasions you'll be given choices to make when answering them or they'll give a Mr Nutz Tip on the area you are playing. This whole RPG thing is pretty basic and you can't be killed in this area. However the tricky bit comes when you have to find the flags and being lost can be quite annoying when it happens 30 times a game. Hey, didn't we pass that chook 15 minutes ago?



▲ FLAGS

Flags come in two basic colours: red and blue. There are five red flags in each world and each red flag transports you to the platformy bit in which you must reach the exit. Successful squirrels get their flag changed to green and once all flags are green you fight the boss and move to the next world. Blue flags represent platformy areas for gathering much-needed bombs to break through barriers along the pathway.



▲ CHESTS

Scattered along the road are these chests which contain lots of goodies to help with your journey. All chests should be opened as they hold such treasures as bombs, bags of gems, power-ups, advice and even extra lives. Not all chests can be opened straight away, but don't fret as there are plenty to go around. Once a chest has been opened, its contents are removed and it cannot be opened again.



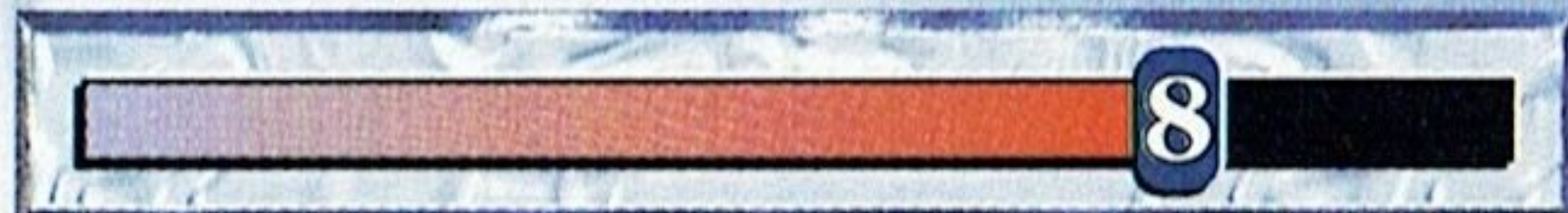
▲ TRANSPORTERS

To make the search for flags even more confusing, transporters have been placed around the world. These appear as grey gateways and by standing under them and pushing B you are sent to another transporter somewhere else in the world. And to make things even more confusing, if you use the transporter you arrived at it will send you somewhere else (not back to the original one). D'oh!

Word

GRAPHICS

Has everything that makes a game look eggs-ellent.



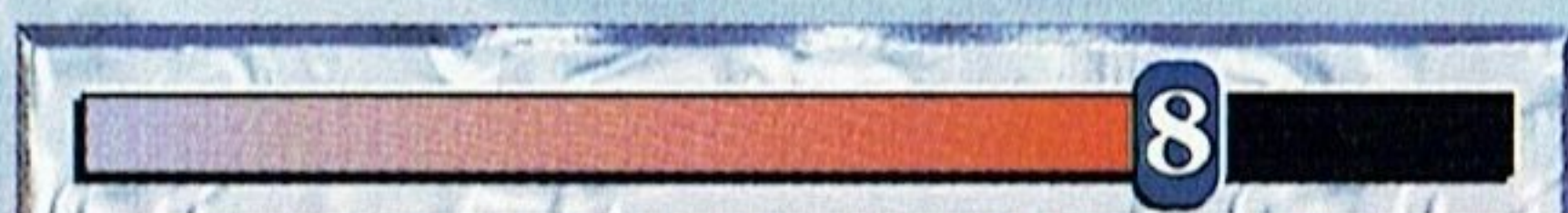
SONICS

Sound fx are fairly bland but the tunes will have you bird-dancing for hours.



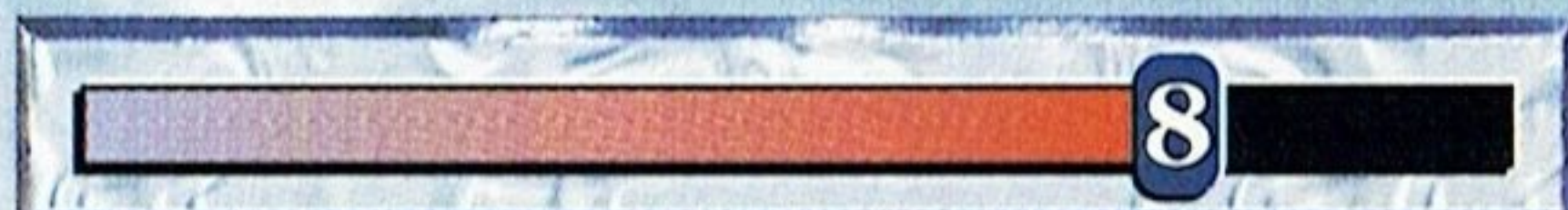
PLAYABILITY

A good blend of RPG and platformer types. Just like the vet ordered.



STAYING POWER

Stuffed with lots of bonus rounds and goodies and the free range gameplay will keep this at the top of the pecking order for a while.



OVERALL

A cluckin' stupid storyline but enjoyable gameplay boiled, fried or baked. And you won't carve through it in one sitting either.

81
PER CENT



▲ This fat, fire-spitting fish is actually a bonus in disguise. Each time you jump onto its back it spits out a gem. After repeating this for about seven times the fish will explode and you'll be rewarded with a little bonus like a shield or, if you're really lucky, an extra life.

Megazone Tip: World Passwords:

Underground: IMJAAFZ

Water: QMFAAGI

Inca: YUFIAH3

second opinion

The original Mr Nutz was utter crud and so we didn't hold out much hope for the sequel. Luckily, things have improved. The RPG-like maze bit is pretty useless but the 'proper' game is fast, colourful and fun. It's easy to hate Mr Nutz's guts, what with his stupid grin and ridiculous baseball-hat-and-sneakers outfit, but the game's not bad. □ ADAM

78%

UP, UP, AND AWAY!

Hidden in the game are two bonus rounds (that we found, anyway). These are a journey into the heavens where you can collect gems and extra lives. To reach these stages you must find a friendly ghost who will sell you a ticket for a mere one star. However, you can die in these areas too.



▲ One of these rounds sees you gliding through the air shooting down chickens. You'll be able to collect heaps of gems and energy points. Every time you shoot 20 chickens an exit will appear allowing you to return to the world.

Megazone Tip: Don't leave the bonus round until you have 99 gems. Be careful, though, as the further you go the more hits each chicken takes to die.

EYE OF THE BEHOLDER

VITAL STATISTICS

FORMAT: Mega-CD
TYPE: RPG
SUPPLIER: Sega
PRICE: \$99.95
SIZE: CD
PLAYERS: One

"BEHOLD THIS," GRUNTS MARK SARIBAN AS HE WIPES OUT AN ATTACKING TROLL. PLAYING TOO MANY RPGs, WE RECKON.

You'd expect a game carrying the official Advanced Dungeons & Dragons imprint to be of high quality, and that's exactly what you get with *Eye of the Beholder*. The rules of Dungeons & Dragons are faithfully observed, which means a slow and painful road to experience and decent attributes.

The game is set in sewers and catacombs underneath the city of Waterdeep. Without going in to too much detail, it appears that some form of evil is lurking in the sewers. Your mission, should you choose to role play it, is to form a party of four, enter the sewers and seek out the source of mayhem that is threatening the city.

Unlike most RPGs to grace Mega world, *Eye of the Beholder* has adopted the first person perspective. Sure, it's a throwback, but the viewpoint draws you quickly in to your chosen character. It's so much more realistic,

making your way down a dank corridor, activating the door and watching it slide up to reveal a group of grumpy leeches... The downside to this is that you never see your companions directly, only their faces and stats in character displays.

The game plays smoothly enough, considering the amount of work involved in keeping each member of your party alive. The action moves along fairly quickly, although getting involved in combat dramatically slows down the pace. As for the graphics, there are some great enemy sprites to go along with some inventive backgrounds. Add an ambient soundtrack and you have the makings of a classic game.

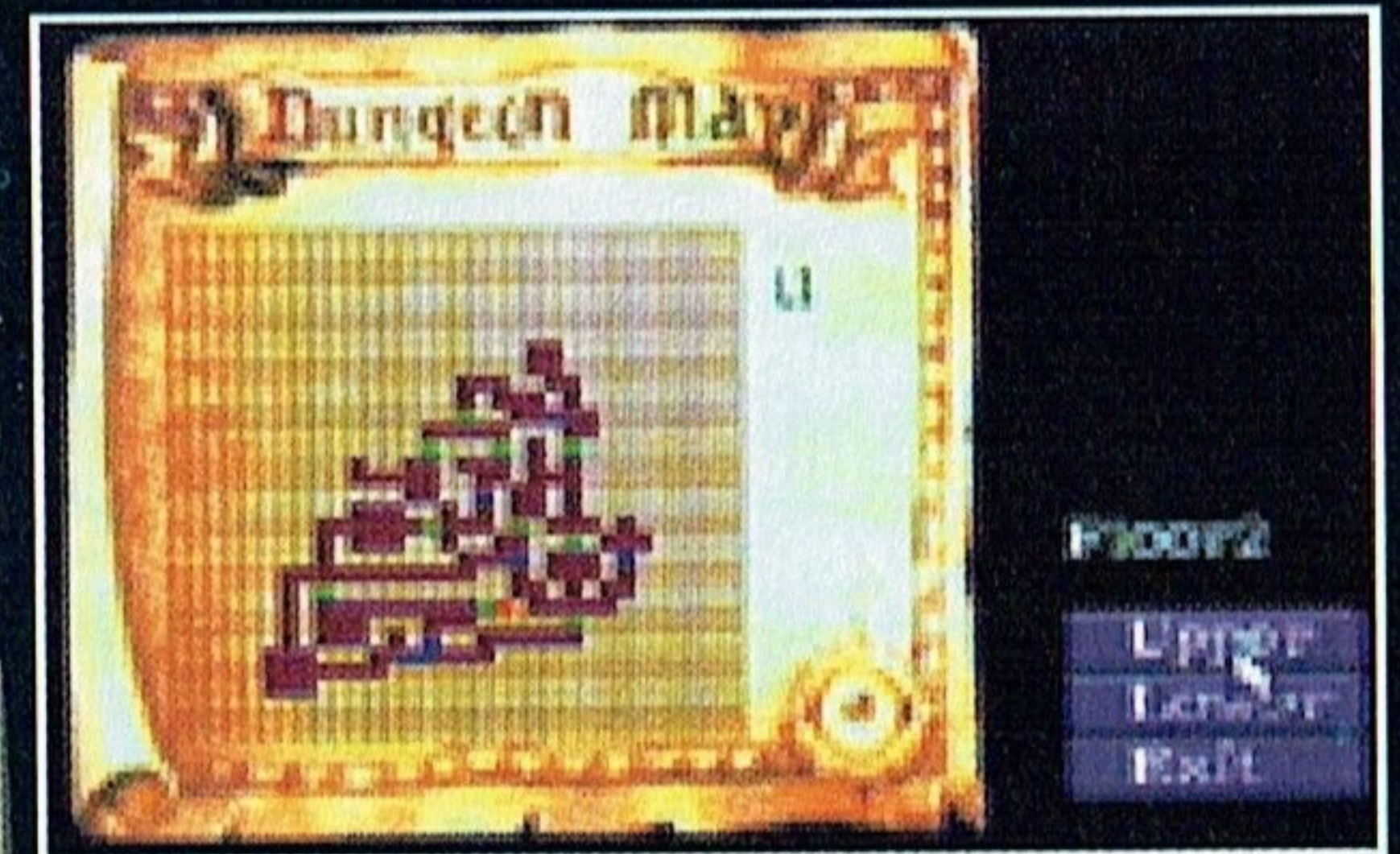
You don't have to be a D&D freak to get into *Eye of the Beholder* - you'll just have to consult the massive instruction manual more often. Worth trying if you have a few weeks to spare. **M**

second opinion

It looks like a throwback to earlier RPGs, but there are enough extras to compensate. Captures the D&D experience perfectly. **ADAM**

75%

ADAM



WHERE THE HELL ARE WE?

▲ All those corridors look the same, so make good use of the maps. If you can find them, that is. We'll be kind and give you a look at the layout for the first level.

IT'S MY PARTY AND I'LL DIE IF I WANT TO

► As always, the golden rule is to save the current game as often as possible. And take lots of rest breaks to recover from any unhealed wounds. You do this by selecting the Camp menu. Getting caught out with low vital signs can be disastrous, as we soon found out...



▲ No real-time fighting sequences here, we're afraid. Fighting is very D&D-like - select a weapon or spell scroll, drag it over to the enemy character and drop it on its head.

▲ Then pick up the weapon and drop on your opponent again. And again. Or let another member of your party have a go. Against a decent enemy, getting a result can take some time.



◀ Trial and error is the name of the game. Here you walk into a room to be confronted by a pair of zombies. You'll cop damage taking them out, then come up empty-handed when searching the room.



It can get very confusing down in the catacombs, especially when you come across Orc runes of passage. Step up to the stone bearing one of these runes and you'll be transported to the other side of the wall. They make keeping track of where you are going almost impossible.

MAKING SENSE OF THOSE STATISTICS



▲ This is the display you would normally use for vital information, like health, what weapons the characters have in their two hands, and whether any member of the party is under the effect of a spell.

▶ Clicking on the face of any character brings up a detailed equipment screen, which shows what items the character possesses, in addition to a food meter.



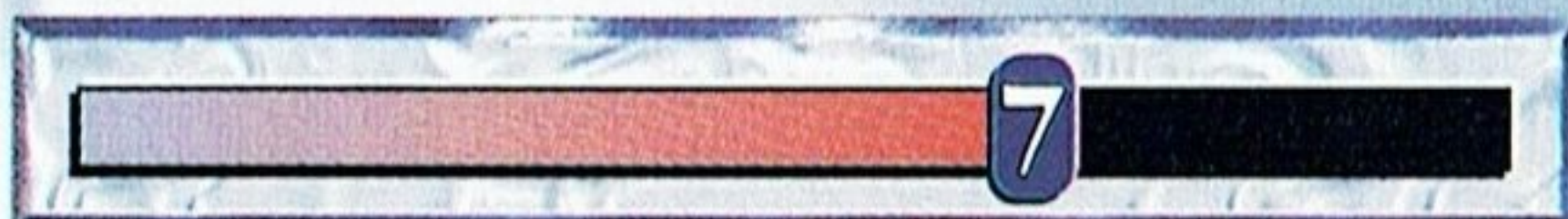
◀ From the equipment screen, you can access the character screen, which lists the current ratings for that character.



The Word

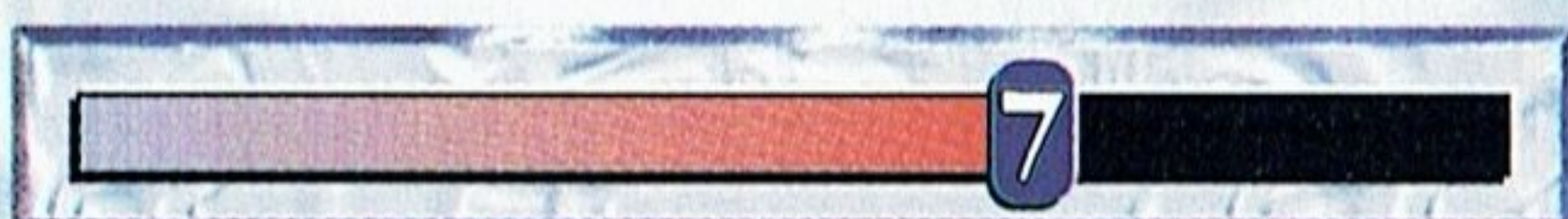
GRAPHICS

It's very gloomy in them there sewers, but bright sprites make up for that.



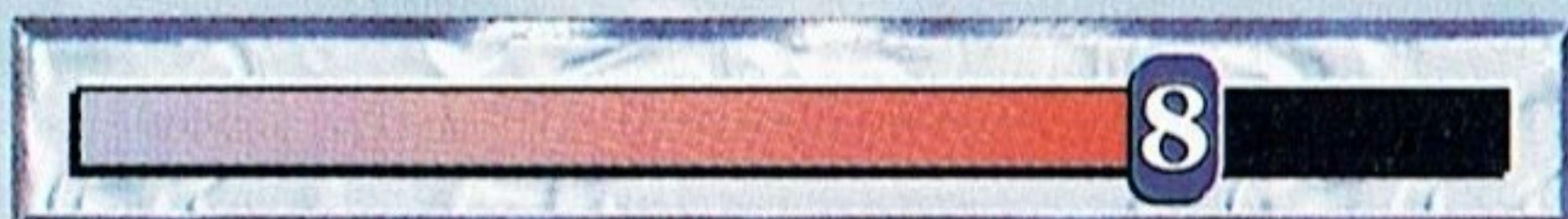
SONICS

Trippy ambient music clashes with metallic fighting effects.



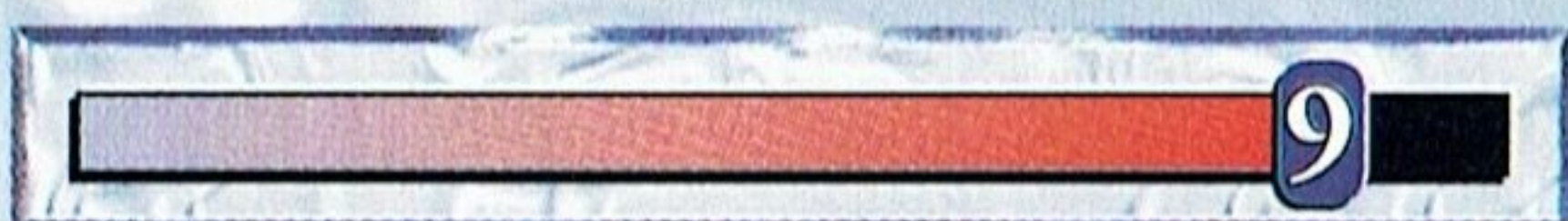
PLAYABILITY

Fiddly as expected, but worth the learning curve.



STAYING POWER

You'll behold eyestrain by the time you finish this.

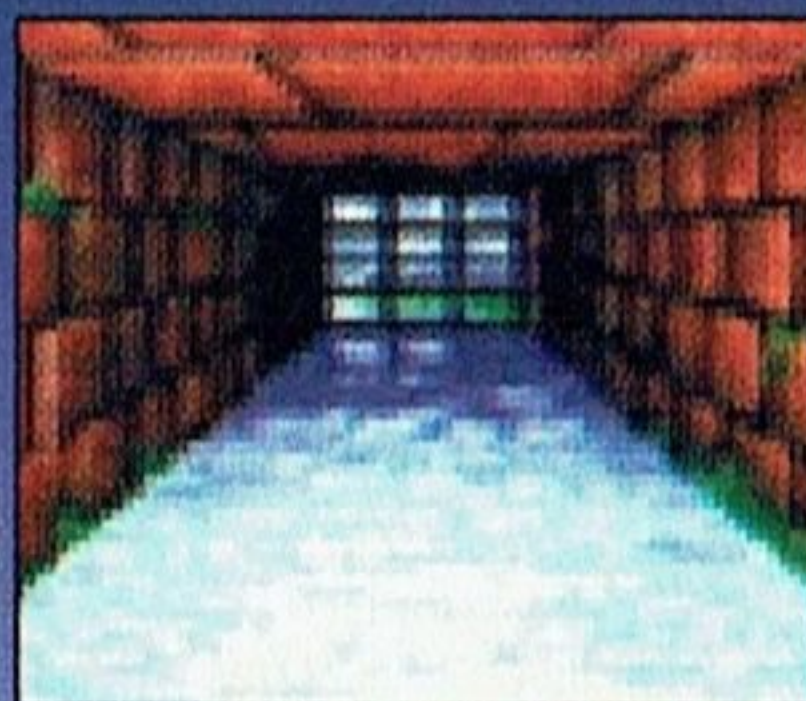


OVERALL

Manages to avoid the contrived feeling of certain RPGs.

79 PER CENT

LET'S HOPE NOBODY'S CLAUSTROPHOBIC



◀ After you have selected four characters (or chosen the default party), you enter the sewers. As soon as your party is inside, the entrance mysteriously caves in, blocking the only known way out.

THE ADVENTURES OF

BATMAN AND ROBIN

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Sega
PRICE: \$79.95
SIZE: 16 megabits
PLAYERS: Two

TIGHTS... CHECK, BOOTS... CHECK, MASK... CHECK, AND FINALLY, UNDIES ON THE OUTSIDE... CHECK. PETER BURNEY IS READY FOR ACTION!

Once again Batman opens the pages of an all-new adventure on the Mega Drive, but this time it's bigger, better and co-stars his rather wimpy ward, Robin.

Batman's previous outings have been, well, a tad on the dull side, but Sega has flown from the tunnelled world of the Bat-cave to join forces with the creators of The Dark Knight to produce some of the most amazing graphics we've seen in a long time.

This side-scrolling beat 'em up-cum-shoot 'em up, simultaneous two-player extravaganza flaps you through four levels and an impressive 18 stages battling the evil forces of the night. Sure, we've seen this dispose-of-all-the-baddies genre before, but the man in the silk mask has grown some variety in the '90s. In addition to the regular walk-along-and-kill-'em format, there's flying, 3D

and 18 end-of-stage baddies!

It's long, it's tough and it's more majestic than Wayne Manor, but unfortunately it's a little on the repetitive side. Nevertheless, Alfred would still be a proud old butler if he got a glimpse of this (of course, he wouldn't tell anyone in fear of exposing Mr Bruce and Master Dick)! **M**

second opinion

Batman and Robin has an interesting mix of game styles, but the bottom line is they're pretty basic and you'll soon tire of them. **ADAM**

67%



▲ As well as cool graphics during gameplay, the intro has that real cartoon touch about it. It looks great... shame about the sound, though.

The Adventures of Batman and Robin soars through four gaming genres: running/punching, side-scrolling shooter, aerial shooter, and the 3D end-of-level bosses. Pick-ups, such as weapon upgrades, energy boosts, and extra lives, are located in garbage bins and other containers.



BEAT 'EM UP!

◀ Most of the game is played in the side-scrolling run-and-kill-things mode. Weapons are used for distance attacks – you automatically kick or punch if a baddy gets too close.

Megazone Tip: Hanging from the rails and kicking is a good way of avoiding being shot and wiping out baddies at the same time.

BLAST 'EM!

▶ Taking to the skies strapped into the jet pack means the dynamic duo must rely on their arsenal of weapons. Luckily you can't get hurt at the top or bottom of the screen.



ENDING IT ALL!

◀ End-of-level bosses are tougher than Gotham Fried Bat Wings and very impressive graphical masterpieces.

Megazone Tip: If you've got a friend close by, get them to join in when battling these mechanical monstrosities.



BLAST 'EM AGAIN!

◀ Batman glides high above the city streets, taking out planes, choppers and missiles, all after your Bat-blood.

Word

GRAPHICS
Cool intro and beautifully developed scrolling scenery but sadly the sprites are piddly.

SONICS
Not a hell of a lot going on here. Maybe the Commissioner has some answers?

PLAYABILITY
Lots of variety in gameplay and the easy-to-master controls will keep the cat in the bag for a while.

STAYING POWER
The sheer repetitiveness and the extremely high difficulty setting will probably send you batty.

OVERALL
There's still some life in the old bat yet. To the Bat-pole, Robin!

78 PER CENT

Addams Family Values

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: RPG
SUPPLIER: Ocean
PRICE: \$79.95
SIZE: 16 megabits
PLAYERS: One

They're creepy and they're kooky, mysterious and spooky. They're altogether ooky... the Megazone Family. Peter Burney was boiled and eaten shortly after writing this.

Addams Family Values screamed into the cinema over a year ago, but that didn't stop the creatures at Ocean from concocting another movie tie-in which has gone somewhat to the grave.

This RPG has you slipping into the robes of Uncle Fester and searching for the lost Baby Pubert. Resembling a poor man's *Landstalker*, you must venture through the Addams' huge swampy acreage collecting keys, learning magic spells and upgrading weapons in the most basic RPG fashion.


The gameplay is slow and tedious with no real clue of where you should go, and wandering aimlessly only to be killed by a vicious plant becomes a regular occurrence.

The graphics are ancient, with stumpy sprites and uninteresting backgrounds (although there is a substantial amount of

variety). The sound is a simple attempt at sombre sonics and the effects are downright B-grade.

A step into the insane world of the Addamses had us brewing up potent mixtures... of long, black, strong coffee (with three tablespoons of sugar, thanks!) **M**



second opinion 

Although Addams Family Values is reasonably polished - the graphics and sound fx aren't that bad - it's sluggish and irritating to play. You can't help but get annoyed. **61%** ADAM

▲ Talking is the only way to get any idea of what items you need (although you're given no indication of where to actually find them). However, you also have to listen to a lot of gabble. You can't skip it so it slows down the gameplay to a crawl. Tedious!

Megazone Tip: Speak to Granny and she'll give you cookies to restore energy.



◀ You'll find Gomez near the beginning of level one, to the right of the starting point. He'll give you this map which is useful to guide you around the area. It is also very confusing as it shows only a small section of the entire surface.

▶ Initially Uncle Fester is equipped with this lightning bolt to shock his enemies. As you lose energy through being hit, the bolt loses power and shortens considerably, making attacking baddies much more perilous.



WHERE DOES THIS GO?

As you travel around the Addamses' backyard you'll come across staircases leading into the ground. Below is a maze of rooms with lots of baddies, puzzles and teleporters. The teleporters appear as green and orange discs on the floor and by walking on the green disc you'll be transported to a different room via an orange disc. These tunnels play a major part in the gameplay and it's in these that you'll find most of the essential items needed to get anywhere (such as keys).

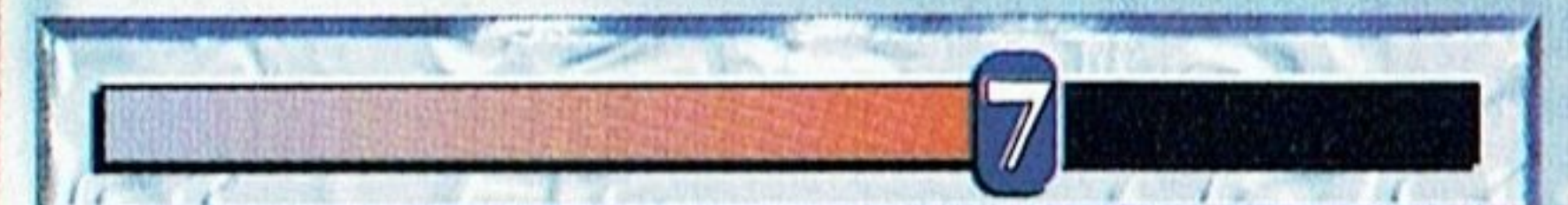
Megazone Tip: To open the main gate, enter the tunnels to the right of the starting point and kill the monster. Then hit the button on the wall that the monster was guarding.



Word

GRAPHICS

Stumpy little drawings...



SONICS

Average and annoying...



PLAYABILITY

It's all rather boring...



STAYING POWER

You could end up snoring...



OVERALL

A game from a movie (nuff said)!

69
PER CENT

Megaman: Wily Wars

Not wanting to get sand kicked in his face, Virode Imtarnasan is careful with what he says about this so-called 'tough guy'.

Megaman: Wily Wars is a compilation pack of one of the most successful series in gaming history. It includes the classic *Mega Man 1*, *Mega Man 2*, *Mega Man 3* and a special bonus game never before released. These games were a smash hit on the original 8-bit Nintendo system over six years ago and now they are out to dominate the Sonic generation.

The good news is that *Megaman: Wily Wars* still oozes the playability that made it a hit all those years ago. The game is simple to play and highly addictive. Each of the three games offers a great challenge and the game design is faultless. Sadly, however, the game falls way below standard in its graphic and sonic department. It looks

exactly the same as its original and feels way too dated.

Megaman: Wily Wars is a brave release for Capcom. Although good for its time, these games really suffer when compared with the current crop of platformers. It would have been a far better move if Capcom could have enhanced the graphics and sonics of this game. Still, it contains the same playability that has made this series such a cult hit for such a long time and will surely appeal to all platform lovers out there. **M**

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Capcom
PRICE: \$89.95
SIZE: 16 megabits
PLAYERS: One



▲ Choose what game you wish to play. This game has a battery back-up system for up to three spots so you can continue your adventures at any time.



▲ Megaman can choose what level he wishes to start on. This feature adds greatly to the game strategy as Megaman must choose which bosses to attack first. This is because certain weapons inherited from the bosses are required to defeat other bosses. This element adds greatly to the strategy of the game and gives the gameplay greater depth and scope.

second opinion

At first look, this game is unbelievable. The graphics look like something from an early Master System release. And though it turns out to actually be quite fun, it is well below the standard that today's gamers expect.

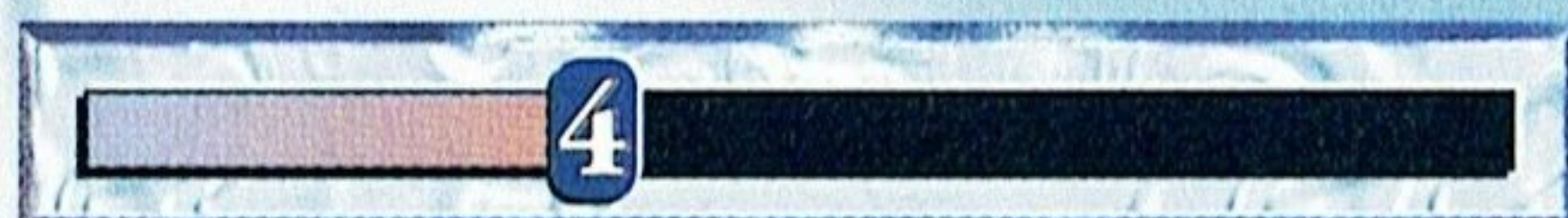
60%

ADAM

Word

GRAPHICS

Simple and very dated. This game looks 8-bit.



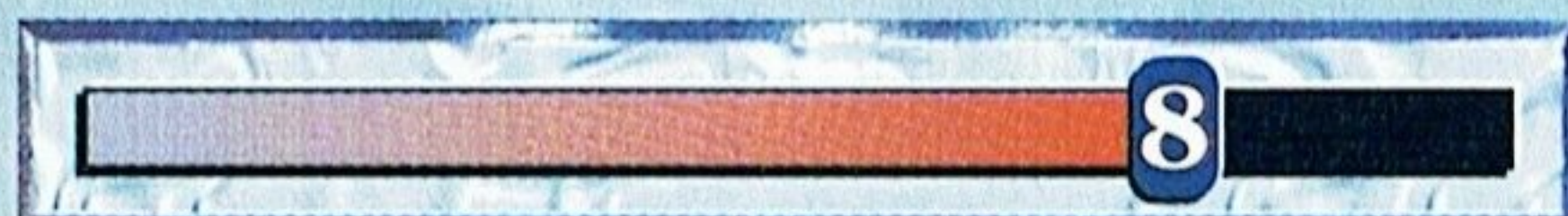
SONICS

Dreary sound effects and awfully lame music adds very little to this game.



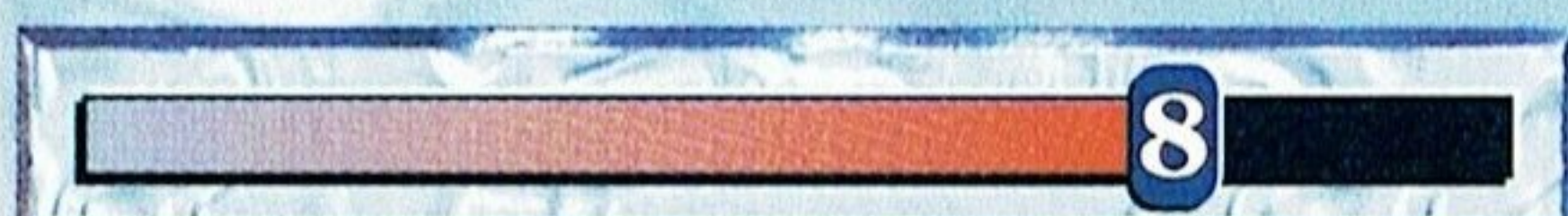
PLAYABILITY

Simple mechanics and an easy learning curve makes this game easy to enjoy.



STAYING POWER

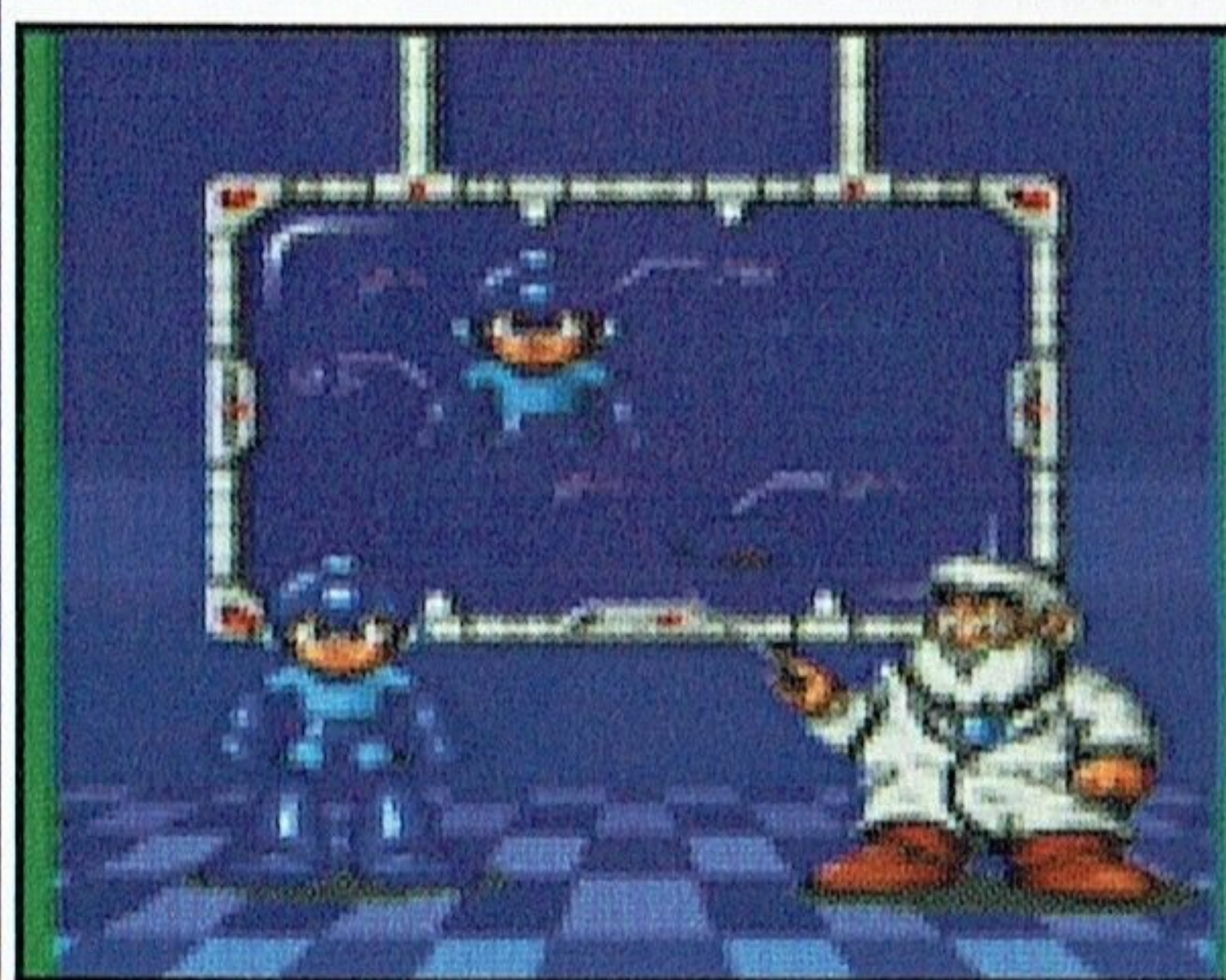
With three games in one, *Megaman* is truly great value.



OVERALL

Graphically and sonically this game feels very dated. But good playability is a breath of fresh air.

69
PER CENT



◀ Megaman, along with Mario, was one of the first platformers available for the original Nintendo system. Known as Rockman in Japan, this little robotic character has become a cult sensation spawning 13 video games, countless amounts of merchandising and even a hit Saturday morning cartoon show in both the US and Japan. Megaman even helped establish Capcom as one of the leading software houses in the world. That's right, all you economists out there, Megaman equals Megabucks.

Weapons Galore



▲ One of the best aspects about the *Megaman* series is its ingenious weapons system. Armed firstly with only a small blaster, Megaman has the ability to earn new powers and weapons by inheriting them from each of the end-of-level bosses he defeats. If Megaman defeats Ice Man, he earns the power to shoot an ice blast and if he defeats Electro Man, he earns the power to throw electric bolts.

Stellar Assault

ASSAULTING STARS? VIRODE IMTARNASAN WAS INTRIGUED. BUT NOT FOR LONG...

The 32X is in need of a really big title to establish its place in the ultra-competitive video games market. With the imminent release of the Saturn, it's time for the 32X to really make an impact with a couple of big titles. Whatever else happens, don't rely on *Stellar Assault* to change the course of gaming history.

The first things you notice about *Stellar Assault* are its sparse graphics and farty sound effects. From the intro screens to your cockpit view, this game just looks boring. The enemy spaceships look poorly constructed and simply lack the detail of the ships found in *Stellar Assault's* main rival, *Star Wars*. The sounds are garbage and make the game simply unbearable. Whining pop tart effects and the lack of any atmospheric music make this game a lacklustre affair. Passing spaceships sound like a mosquito buzzing – this must rank as one of the most annoying sounds in existence. The joys of poorly programmed software...

Overall, *Stellar Assault* is a game that

could have easily been done on a Mega Drive. It looks crude and plays like a sick dog. Lacking any imagination or new concepts, this game is simply a poor man's *Star Wars*. It's boring, unattractive and simply a waste of time. The 32X is already on life support and titles like *Stellar Assault* merely act as a lethal injection. If you are looking to buy a shooter for the 32X, get the more impressive *Star Wars*. It's more stylish and doesn't make mosquito noises. **M**

VITAL STATISTICS

FORMAT: 32X

TYPE: Shooter

SUPPLIER: Sega

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Two



▲ Like *Star Wars*, two players can play *Stellar Assault* simultaneously. One player acts as a pilot while the other acts as a gunner. This means that two players can experience at the same time the utter boredom and pain of playing this awful game. What a bonus.

second opinion

This cart has to be seen and heard to be believed. Blocky spaceships making high-pitched noises are not my idea of fun. From the dreary intro screens to the

60% meat of the game, there's little of interest here. **MARK**

Word

GRAPHICS

Sparse vector graphics do very little to impress. Never knew that outer space was so boring.



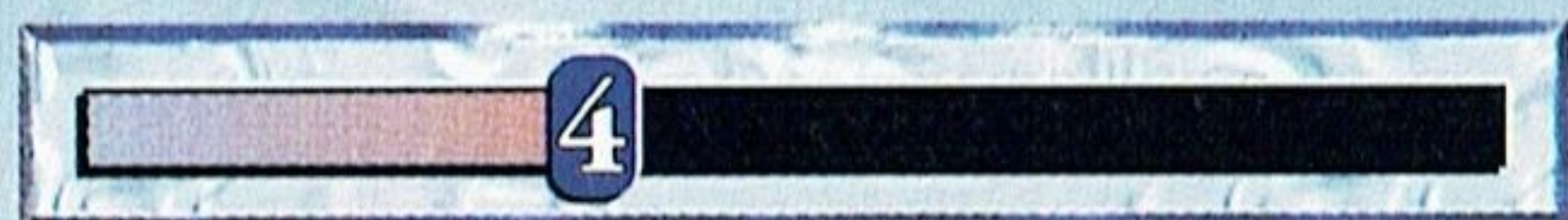
SONICS

Weak effects and samples really hampers the overall image of this game. Major dud.



PLAYABILITY

Easy to play and even easier to turn off.



STAYING POWER

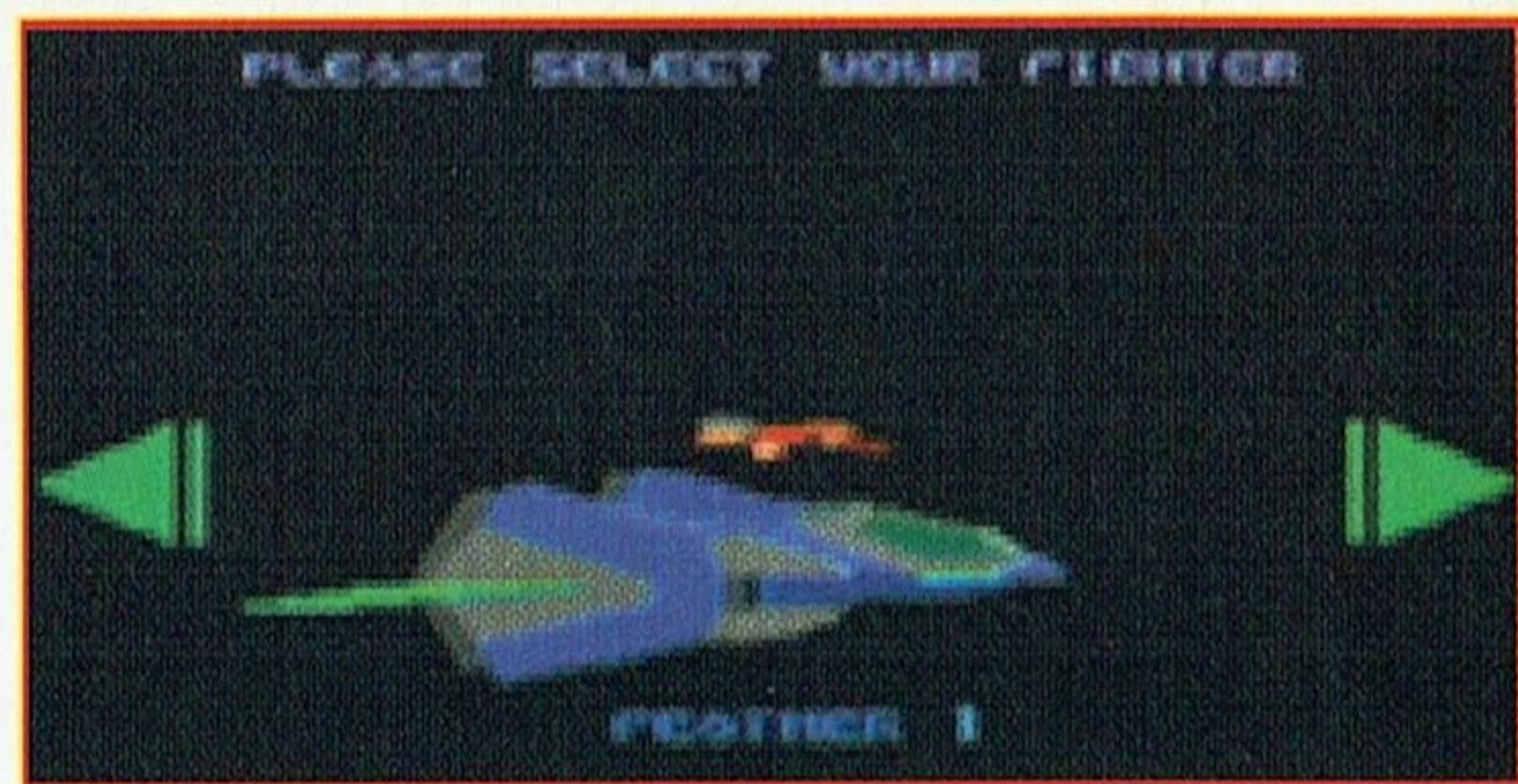
With plenty of options and a multitude of missions, this game offers a great challenge. Pity it gets a bit boring.



OVERALL

A dreary-looking game that suffers from dull and tiring gameplay. Another 32X letdown.

62
PER CENT



▲ You can choose from two different styles of gameplay: 'normal' and 'auto-pilot'. The first option allows you to fly in any direction and to fully explore your surroundings. The second option makes the game play on rails, taking your spaceship on a predetermined flight path. The player only acts as a gunner, merely controlling the gun sights.



▲ The game is filled with vector-style graphics that move around the screen at an impressive speed. Unfortunately, the game looks way too sparse, and this is reflected in the game's dull action. Missions mostly involve destroying a few enemy spaceships that are usually situated too close to each other anyway. As a result, the play area is very small and limited.

COSMIC CARNAGE

VITAL STATISTICS

FORMAT: 32X
TYPE: Beat 'em up
SUPPLIER: Sega
PRICE: \$99.95
SIZE: 24 megabits
PLAYERS: Two

AFTER HAVING HIS ARMS TORN FROM THEIR SOCKETS, PETER BURNEY REMEMBERED THE SAYING IN SPACE, NO-ONE CAN HEAR YOU SCREAM... HELP!

So you've got a 32X and have been chafing at the bit for another beat 'em up. Well, chafe no more! It's time to punch the cosmic crap out of seven alien vermin in this blood-splattering, vein-bursting, tomato-sauce explosion of violence – and that's VIOLENCE with a capital V.

The red pixels are on overload as fighters are ripped in half, have their arms torn off or their heads sprayed into a fountain of raspberry jelly. And that's what we want to see, isn't it, lads: blood, gore... Niki Taylor butt-naked. Yes, this is a one-on-one fighting game with real guts.

But, amazingly enough, there is some method behind this senseless violence. You see, a shipload of escaped prisoners have rammed a military star cruiser, killing all but four occupants from each vessel. Unfortunately for the survivors, the ships are doomed to explode. With only a one-seater escape pod left, it's a battle to the death to get on board.

Played in the same way as other fighting games, you first have to choose a fighter. Then it's off to the battle arena for the best of three rounds of punching, kicking and the mandatory special moves. The controls are user-friendly, with both the special moves and gory finishing moves easily pulled off (pardon the pun!)

The main graphical difference you notice is the use of the 32X's panning capabilities. Instead of the screen scrolling left and right as the fighters move, it pans in and out. The closer together the sprites are, the bigger they appear. The effect is similar to watching a movie where the camera zooms in for a close-up, catching an R-rated view of that head being ripped from its shoulders. The sprites are well detailed and become almost full-screen height at times (although they do lose a bit of detail in close proximity).

Cosmic Carnage is a fun-to-play beat 'em up for all walks of life (as long as you like extreme violence, bloody effects, are over 15 and have a 32X!). **M**

second opinion 

It's carnage all right – there's more blood than you can poke a stick at. The game does look great, and it plays smoothly as well. Just don't expect any innovations on the one-on-one fighter genre. **80%** MARK

PARTY TIME!

Like other fighting games, each of the *Cosmic Carnage* cast has from three to six special moves, as well as a large variety of standard kick and punching techniques. Special moves are tricky pad and button combinations which, if done correctly, take a lot of energy off your opponent in one hit. Some characters also have what are called 'Contact Moves', such as clawing, squeezing or throwing opponents. These moves are executed by moving in close, until you are touching your opponent and hitting the kick or punch button (depending on your fighter). Here is one special move for each of the fighters – with a little practice you'll be slamming baddies left, right and out of sight.



▲ **TALMAC**
Gale Arrow: Away for two seconds, Forward and Punch.



▲ **TYR**
Dash Hurdler: Away for two seconds, Towards and Kick.



▲ **NAJA**
Winder Rush: Down, Down/Back, Back and Punch.



▲ **NARUTO**
Spinning Kick: Down, Down/Towards, Towards and Kick.



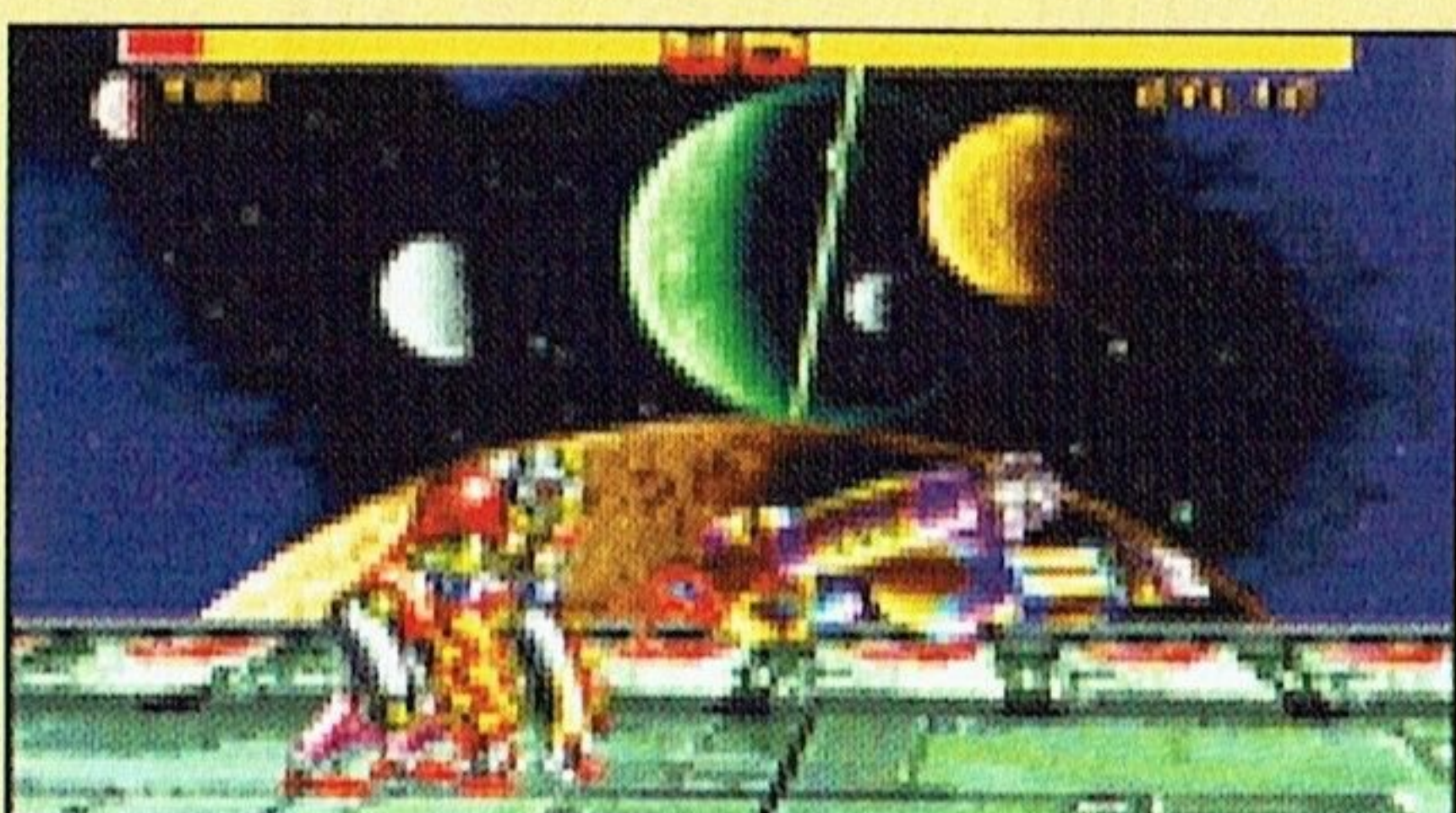
▲ **YUG**
Rolling Gangbuster: Away, Towards and Punch.



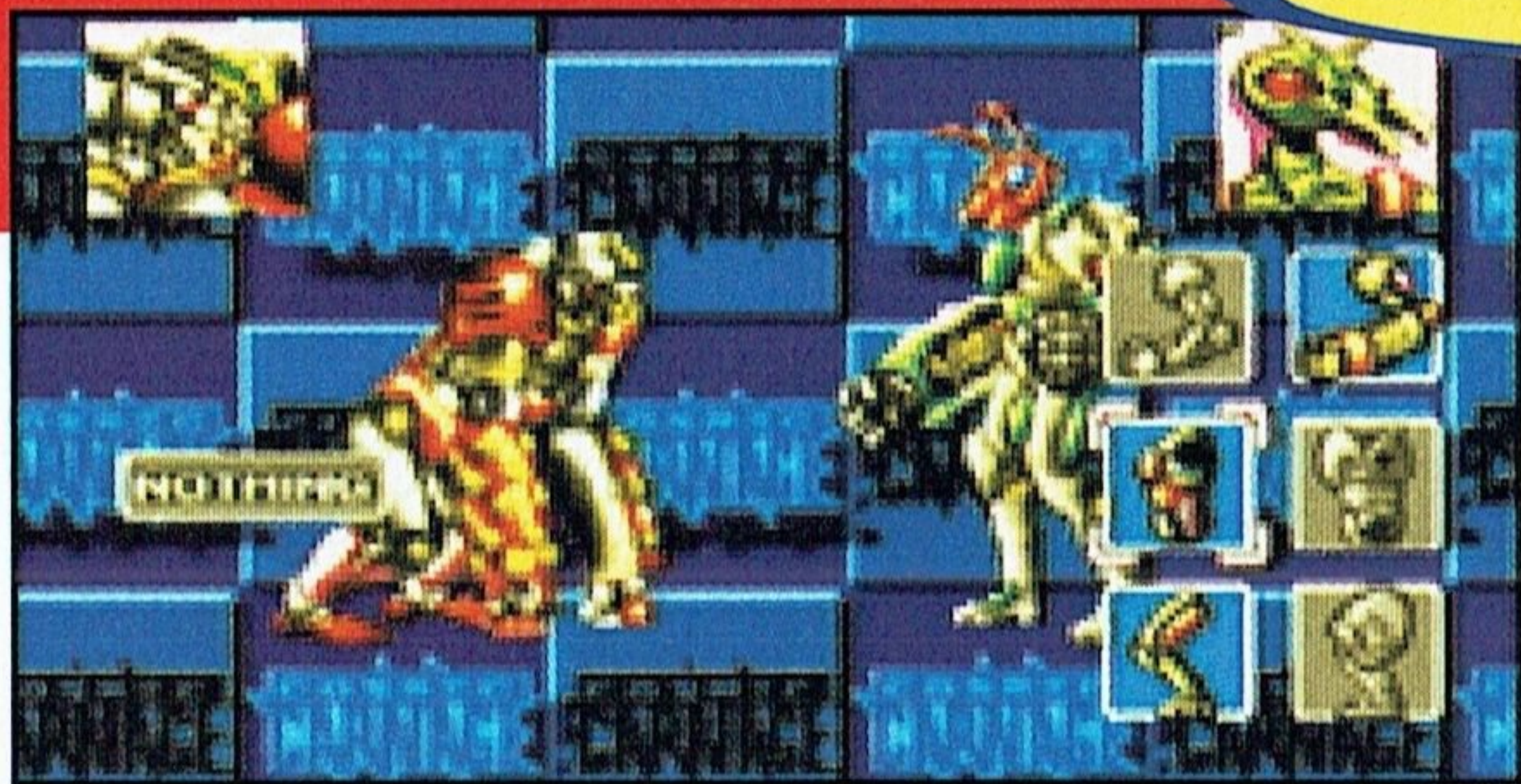
▲ **ZENA-LAN**
Lightning Ring: Press the Punch button repeatedly.



▲ **DEAMON**
Whirling Thrasher: Forward, Forward, Punch then Kick.



▲ **CYLIC**
Grenade Attack: Away for two seconds, Forward and C.



▲ In all there are eight fighters to choose from: four are prisoners and have no armour, four are guards who do have armour (not that it makes them any stronger). They vary in size and shape and, like all beat 'em ups, it's a matter of personal preference who you choose. **Megazone Tip:** We found the best character to be Naja, due to her long-range attack and easily-executed finishing moves.



▲ If you happen to choose one of the four guards, the next decision is which armour to wear. Each kind of armour has a different effect on how your character kicks and punches. It also determines the special moves you can perform.

FINISH HIM!

Yes, folks, *Cosmic Carnage* has finishing moves! And, unlike the competition, they are easy to perform. It's simply a matter of ending the winning round of the fight with a special move. Where that technique strikes your opponent is the part of their body that will be shredded. So ripping off arms or exploding heads is easier than ever before. Happy dismembering!



32X STYLE

Yes, the 32X certainly scales and rotates far better than the Mega Drive - this game shows what the hardware can do. When in battle, the screen pans in and out depending on the position of the fighters (grabbing your opponent will ensure the ultimate close-up!). The character's techniques have an almost 3D look to them - throwing kicks and punches, the foot or hand enlarges as it swings around to its victim.



▲ When the fighters are at opposite sides of the arena, they appear quite small while the screen widens.

► Now look how big the blighters have grown, and how the closeness of the fighters causes the screen to narrow.



Edward

GRAPHICS

Bloody effects and interesting use of scaling but definition is lost through close-ups. Backgrounds are dull.



SONICS

Simple tunes and the standard sound effects for games of this type.



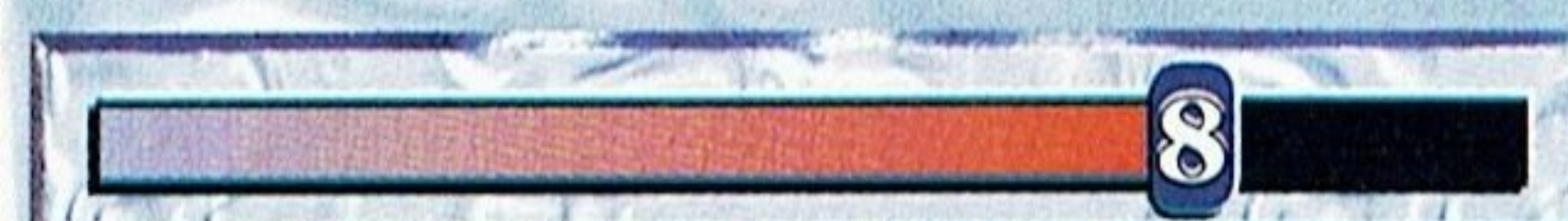
PLAYABILITY

Controls are easy to master - simply fun to play.



STAYING POWER

Five skill settings, lots of techniques and a craving for blood will glue you to this for ages.



OVERALL

An alien-busting bloodfest of extreme violence and horrific deaths... you'll love it!

85
PER CENT



MARC

PI



ILLUSTRATION Marc McBride

the

Great BIG Guide

TO GAMES

Americans call their domestic baseball finals the World Series. Everyone else on Earth calls the global soccer finals the World Cup. "Welcome to the real 'world'," says Darren Porter.

Part Six: World Sports

Last issue we looked at American sports such as baseball, basketball and gridiron. To conclude our guide to sports games, we look at every other sport that has been translated into a Sega video game. We'll cover the pile of titles featuring the world's favourite game, soccer, some as naff as an Eric Cantona flying kick, others as cool as a Pele overhead goal. Tennis and golf are another two sports that seem to have produced an inordinate amount of video games, all usually named after the player of the moment. We've also got boxing, rugby and Olympic events. So if sport's your thing – and let's face it, who isn't into sport – read on. Megazone will sort the garbage from the stuff that, erm, isn't garbage.

report card

★★★★ Hole In One

★★★★ Agassi Ace

★★ Hospital Pass

★★ Agassi Hair Style

★ Own Goal

tennis

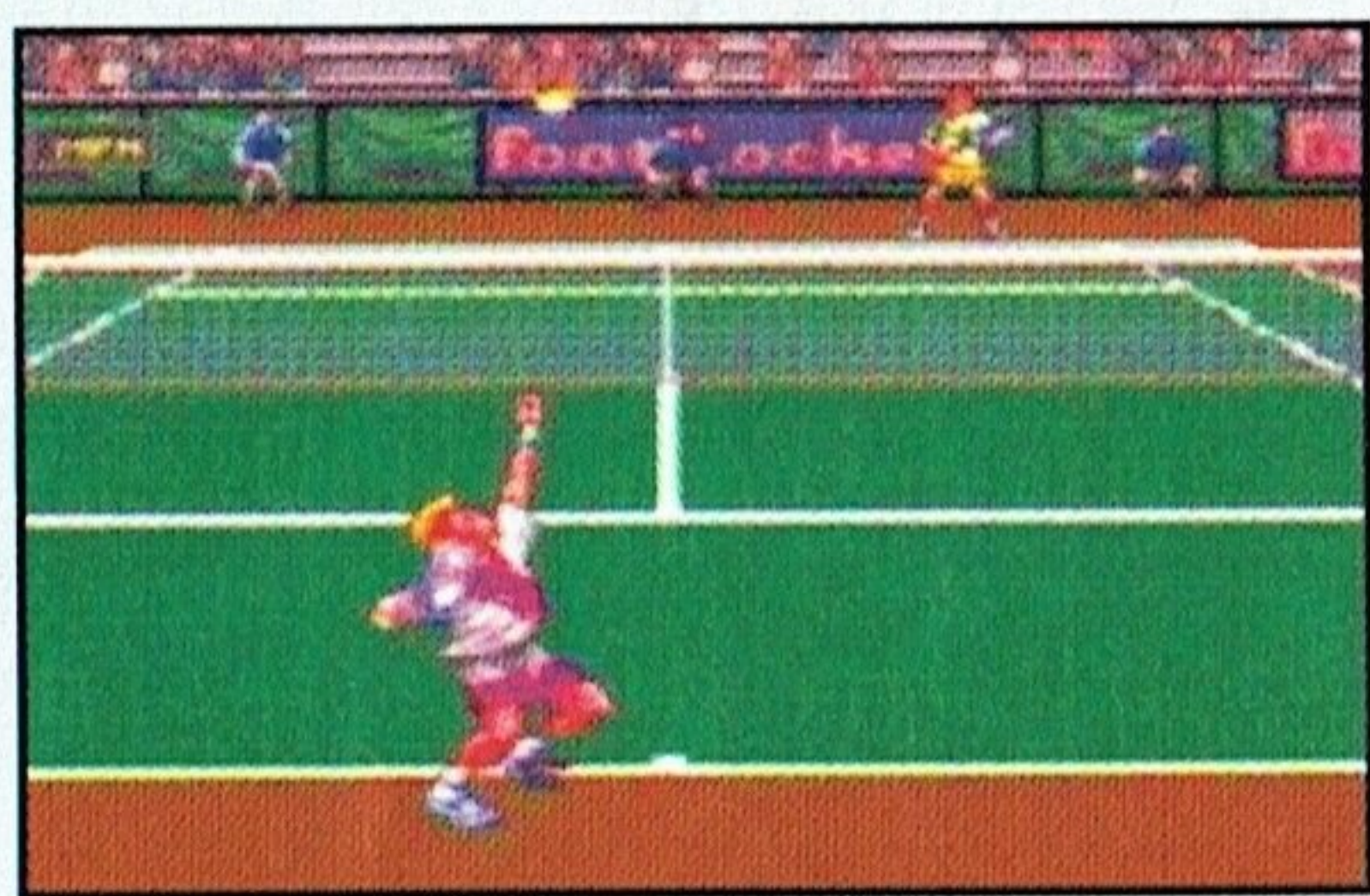
The problem with tennis games is that they're all very similar. One gamer's great graphite bash may be crap to the next punter, so we recommend that you try before you buy.



▲ How did they get the lawn mower over the net? Unless it's a hard court painted two tones of green.

PETE SAMPRAS TENNIS

Takes a while to master the stroke timing, but comes across as a well-presented and thoughtfully designed tennis sim. Nice graphics and sound, and even comes complete with Codemasters' unique in-built 4-player adaptor. One of the better tennis games. ★★★★★



▲ Did you see the way he threw that ball in the air... Amazing!

DAVID CRANE'S AMAZING TENNIS

Why it's amazing is beyond us. Still, it's got all the traditional features, like a ball and two racquets, down pat. Clear graphics and spot-on depth perspective allows good ball control and clear, if not sparse sound. One of the more realistic tennis sims. ★★★

ANDRE AGASSI TENNIS

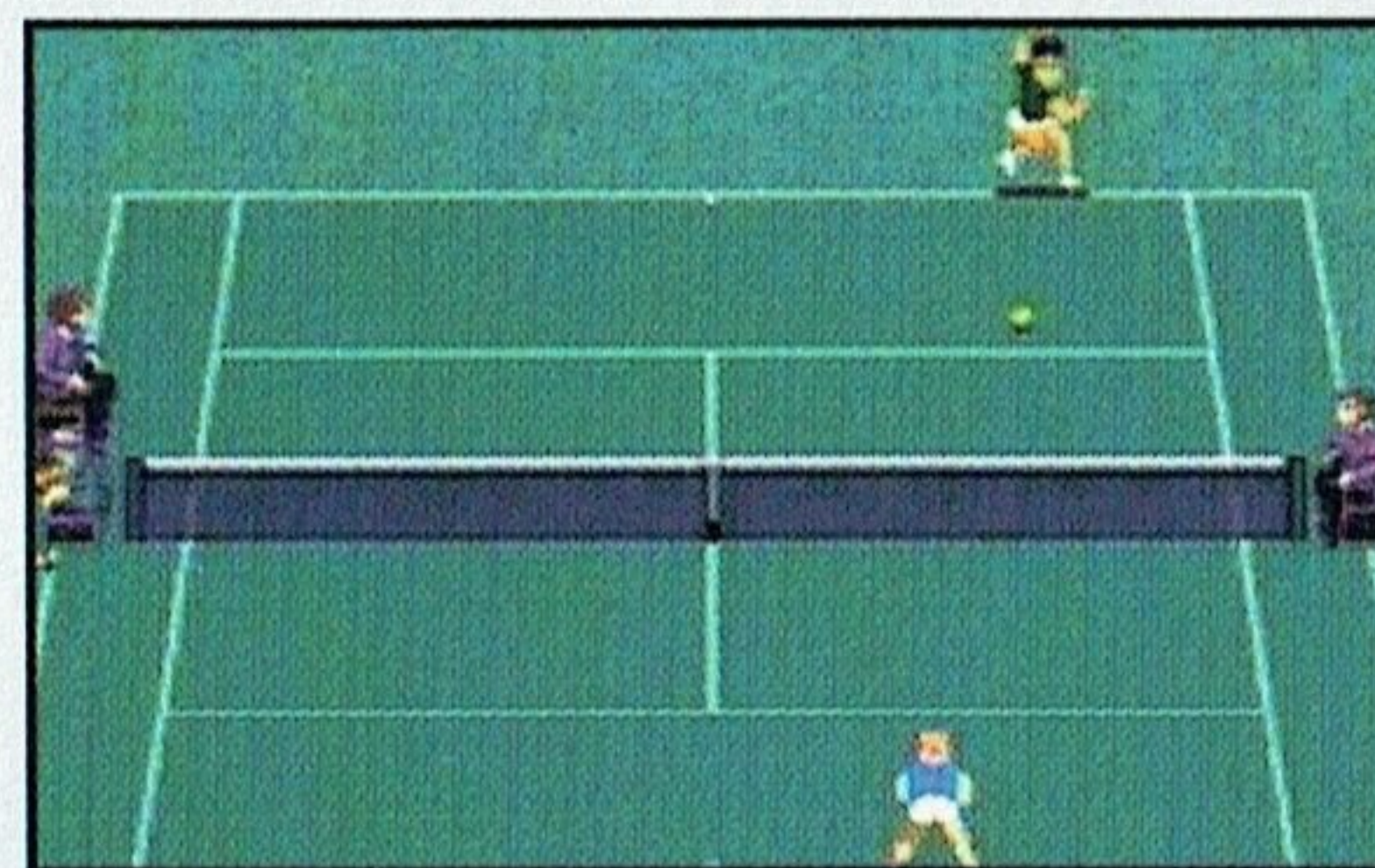
Notice how Agassi has got some form back after dumping Streisand? Anyway, this title doesn't live up to the promise of the license and is, in a word, dull. There are no really bad points, it's just that almost every other tennis game is more enjoyable. ★★



▲ A bit more power and the linesman is dead meat.

DAVIS CUP WORLD TOUR

Ruined by the tiny court. It's very hard to judge depth, resulting in many frustrating missed hits. Accurate and clear sound effects, as well as a four-player option with Sega's own Multi Tap, doesn't quite save the game. ★★



▲ 'The ball was good. OK, it might have been out by a yard but it was still a great ball. I mean, just look at that texture.'

GRANDSLAM (JENNIFER CAPRIATI TENNIS)

The title change may have occurred at around the time of Ms Capriati's arrest for shoplifting and subsequent stay in a rehab clinic. *Grandslam*, as it's now known, is probably the easiest and most fun tennis game out. Shots are easy to pull off, and the very high perspective makes it fair for both players. Unfortunately, it lacks the long-term depth that other titles have. Good fun for beginners. ★★★

IMG INTERNATIONAL TOUR

Electronic Arts' foray into tennis is as usual a well presented and highly professional piece of work. The wealth of options and long-term challenge of a complete tour make this one of the more sound investments. The game of choice for hardcore tennis fans. ★★★★★

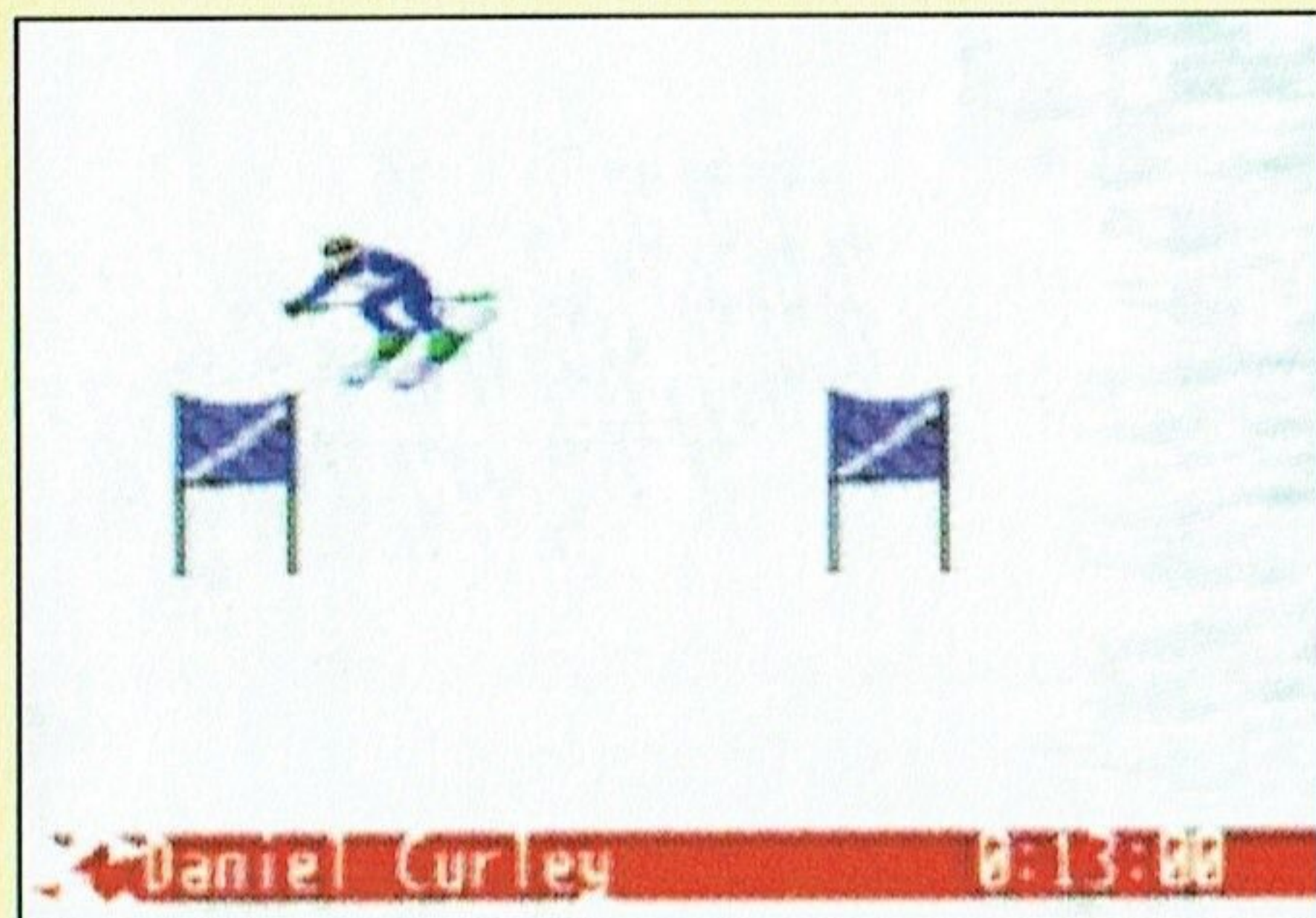
Also available on Master System:

- Agassi Tennis ★★
- Wimbledon ★★★
- Wimbledon II ★★★

simply the rest

WINTER OLYMPICS

Multi-event sports game based on the Winter Olympiad. Events include tobogganing, slalom and ski-jump. Up to eight players can join in the icy merriment. ★★★



▲ Mr Curley is going to miss those gates by a country mile.

WINTER CHALLENGE

More polished version of the *Winter Olympics* cart. Basically the same events as in *Winter Olympics*, but with a bit more pizzazz.

Good fun with a group, limited appeal for one player. ★★★

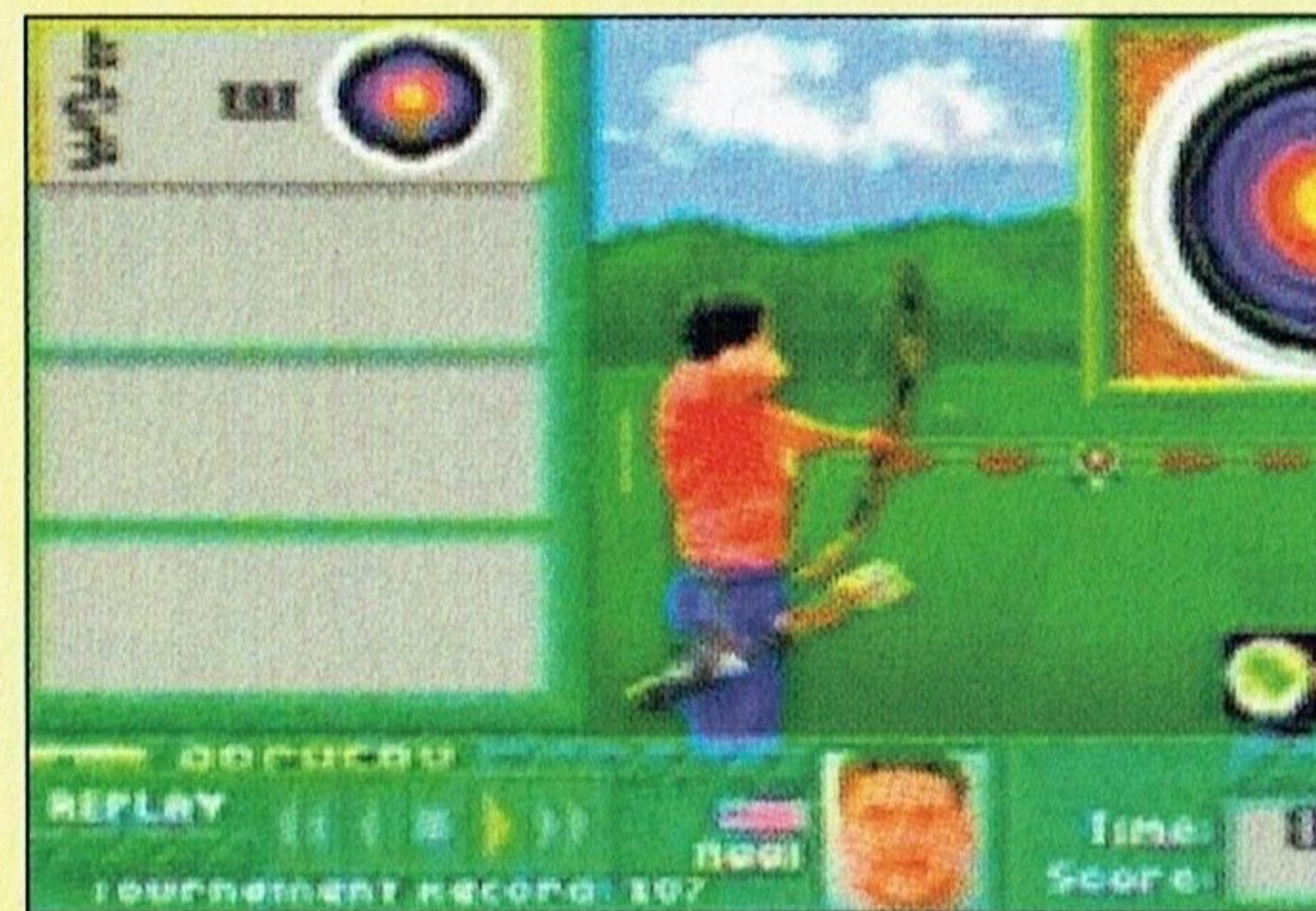


▲ Games set in the lovely alpine areas are naturally cool. Though this is no indication of their quality.

SUMMER CHALLENGE

From the first event, it is evident that the programmers have put a lot of thought into the interface for each event. The kayaking, cycling and horse-riding events are even shown in the first-person perspectives. It's a

shame the controls let the game down. ★★



▲ We've got some Hood fellow up next and he's meant to be pretty darn hot.

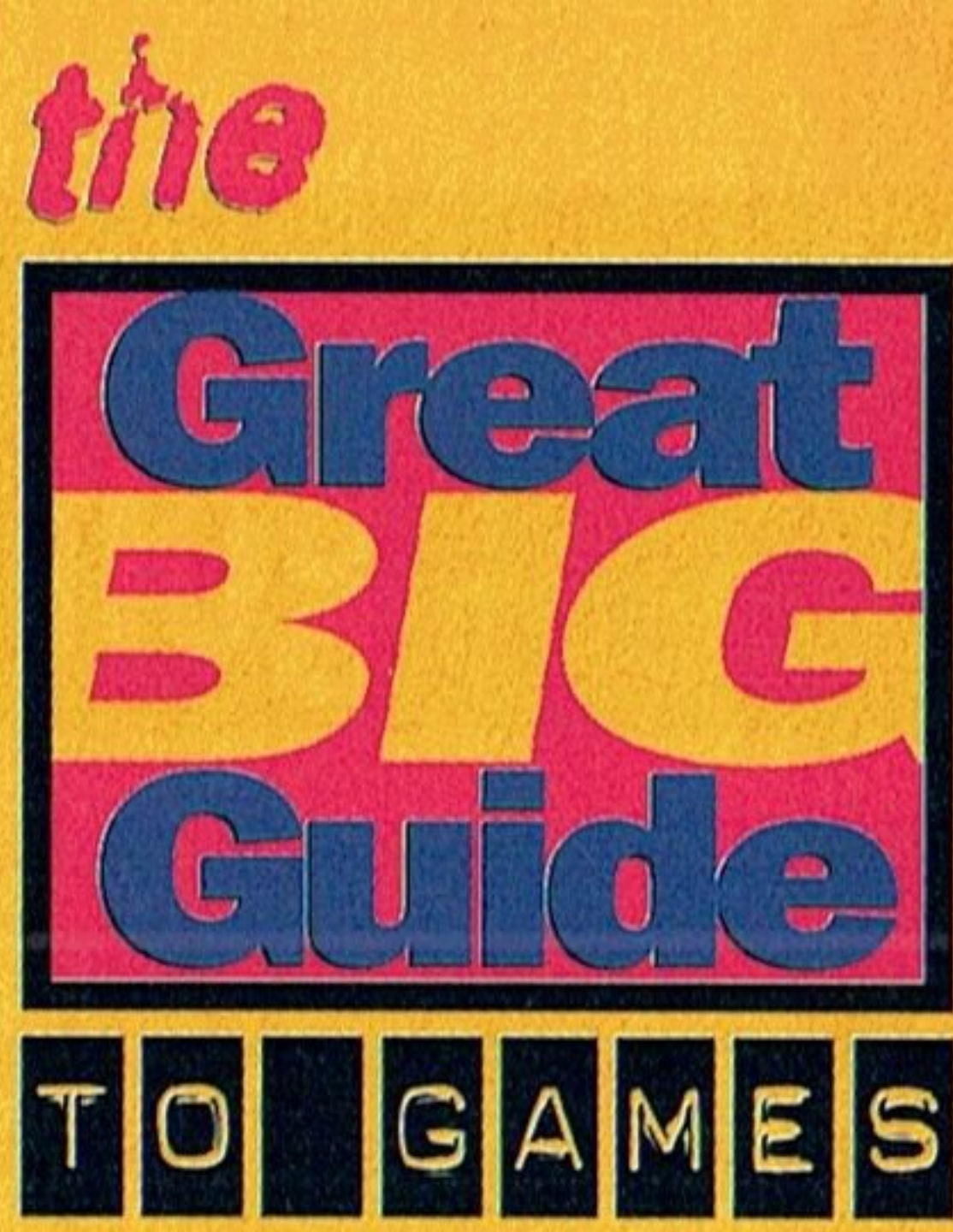
OLYMPIC GOLD

An early Mega Drive game based the Summer Olympics. Highlights are archery and diving, while other events degenerate into an exercise of rapid button pressing. ★★

INTERNATIONAL RUGBY

The much-maligned Rugby Union sim still

SOCCER



Soccer as a video game really comes down to a choice of two carts – *FIFA International Soccer* or *Sensible Soccer*. You could get into month-long arguments about which one is better, but you'd be better off just playing the one you like and enjoying it. Anyway, *Sensible Soccer* kicks FIFA's arse...



▲ In this game, the object is to win something called the 'World Trophy'. Obviously they couldn't afford the rights to the World Cup.

WORLD TROPHY SOCCER/EUROPEAN CLUB SOCCER

Identical games except for the teams available. One includes national teams, the other has European club teams. The game is in fact a direct translation of the *Manchester United Champions* game on the Amiga. Very nice to look at, with some good crowd noises, but doesn't allow for tactical build-ups or realistic plays. The ball usually ends up being booted back and forth down the length of the pitch forever. ★★★

PRO MOVES SOCCER

Using an overhead view, this game initially shows promise. Further play reveals the control limitations – it's like trying to steer a road train with your teeth. Tackling is mostly useless and at best foul-inducing. Scoring seems to be impossible for humans – the CPU manages it with relative ease. Avoid. ★★



▲ Aargh! Watch out – a giant Mega Drive pad is falling from the sky.

FIFA INTERNATIONAL SOCCER '94, '95

The original '94 version was heralded as a soccer masterpiece, but required a lot of effort to produce any rewards. The isometric viewpoint proved to be very popular, as were nice touches like an animated scoreboard and after-goal dances. The '95 version adds little in terms of gameplay, although it has been tweaked to feel slightly faster. There are heaps more teams, a ton of options and you can punch the opposing team's players! But if you've bought the original it's not worth forking out the extra cash. Also available on Mega-CD. ★★★★★

SENSIBLE SOCCER

The best-selling Amiga title made a brilliant conversion to the Mega Drive. Apart from the crummy player names (Ryan Giggs became Ryan Goggs), this is actually better than the original. Pinpoint passing and fantastic gameplay certainly make up for the lack of graphical flair. The soccer game for soccer players... and everyone else. Also available on Mega-CD. ★★★★★

WORLD CUP USA '94

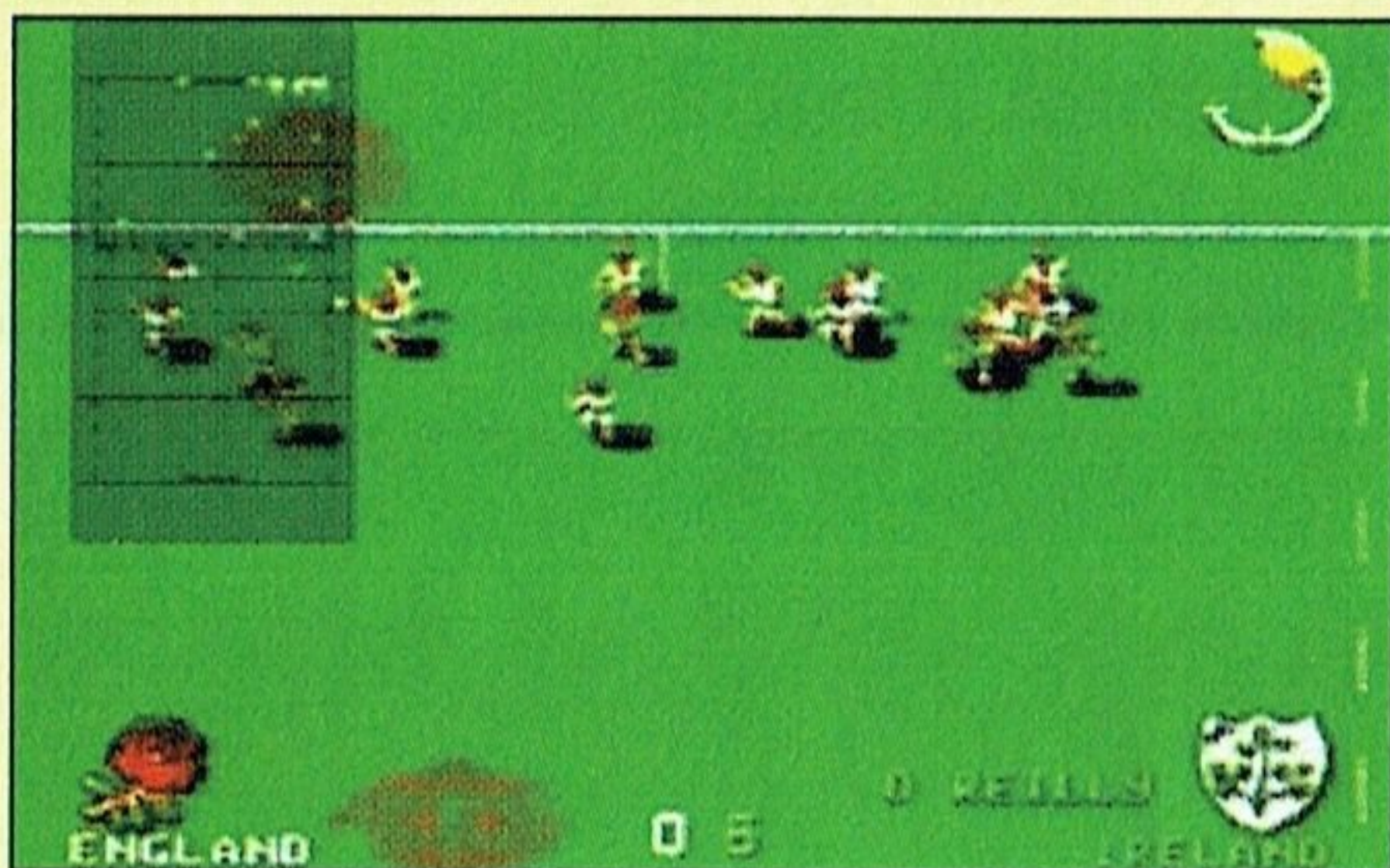
This World Cup tie-in game is beautifully presented, with loads of options. The best soccer game after *FIFA* and *Sensible Soccer*. ★★★

CHAMPIONS WORLD CLASS SOCCER

The key to a good soccer game is control. The players must be responsive, and the ball must be able to be passed around with relative ease and accuracy. Given these criteria, we recommend that this game not be played. Frustration, anger and a smashed joystick may result. ★

Also available on Master System:
Tecmo World Cup '93 ★★
World Cup USA '94 ★★★

has a lot to offer in terms of playability. Unfortunately, the need for continuous button pressing during scrums and throw-ins is a major drawback. ★★★



▲ Head-high tackles are back in vogue. So are black suede and stilettos. Rugby players seem to like both anyway.

RUGBY WORLD CUP '95

If you're into rugby, this is the game for you. Mastering the initially complex control system allows you to enjoy the true rough-and-ready feel to the game. Electronic Arts seems to have perfected the isometric gaming view-

point – it makes a world of difference to *World Cup '95*. ★★★★★



▲ "The proposed addition of brass knuckles, night sticks and fluorescent uniforms should give rugby the extra credibility it needs," Mr Murdoch said today.

SPEEDBALL 2

This Bitmap Brothers game is a futuristic *tour de force*. Taking the best elements from both sci-fi films and every ball sport imaginable, with a liberal sprinkling of extreme violence and tactical gameplay, *Speedball 2* is

extremely playable. You'll keep coming back to this, even after you've defeated the incredibly hard Super Nashwan team. ★★★★★

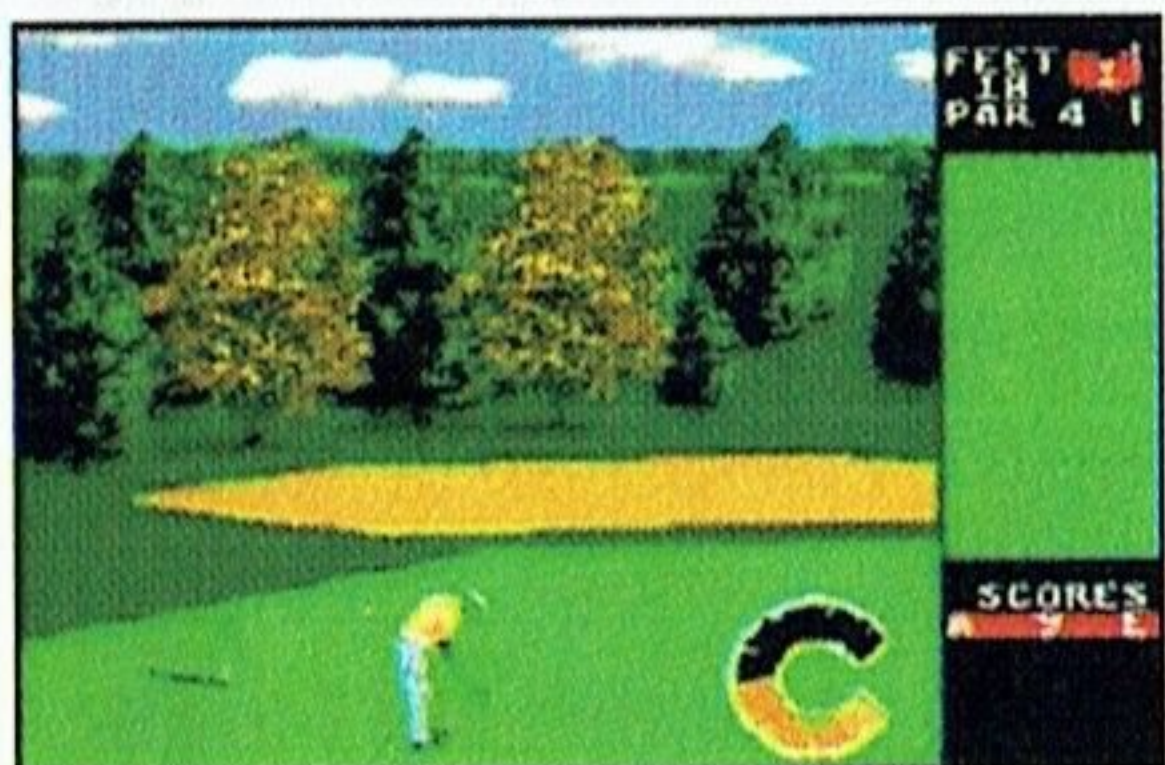


▲ Speedball mixes soccer and senseless violence. One day, all games will be played this way...

Also available on Master System:
California Games ★★
California Games 2 ★★
World Games ★★
Olympic Gold ★★
Winter Olympics ★★

golf

The key to every golf game ever made is a couple of well-timed button presses. The first usually accounts for the power of the swing and the second for the accuracy of the hit. The only difference between the following games is presentation. We recommend trying them out before buying, and choosing the one that feels best.



◀ Golf isn't a sport. You have to break into a sweat before it can be called 'sport'.

WORLD CLASS LEADERBOARD

One of the first-ever golf games remains very playable. No technical stuff like stance and wind speeds to worry about – just whack the skin off the ball. Fast redraw with nice woodland-ish graphics. ★★★

PEBBLE BEACH GOLF

Although this title only contains a single course, it has a wealth of options that make it stand out from the other golf games. The one to buy if you're a golf freak and already have any of the PGA series. ★★★

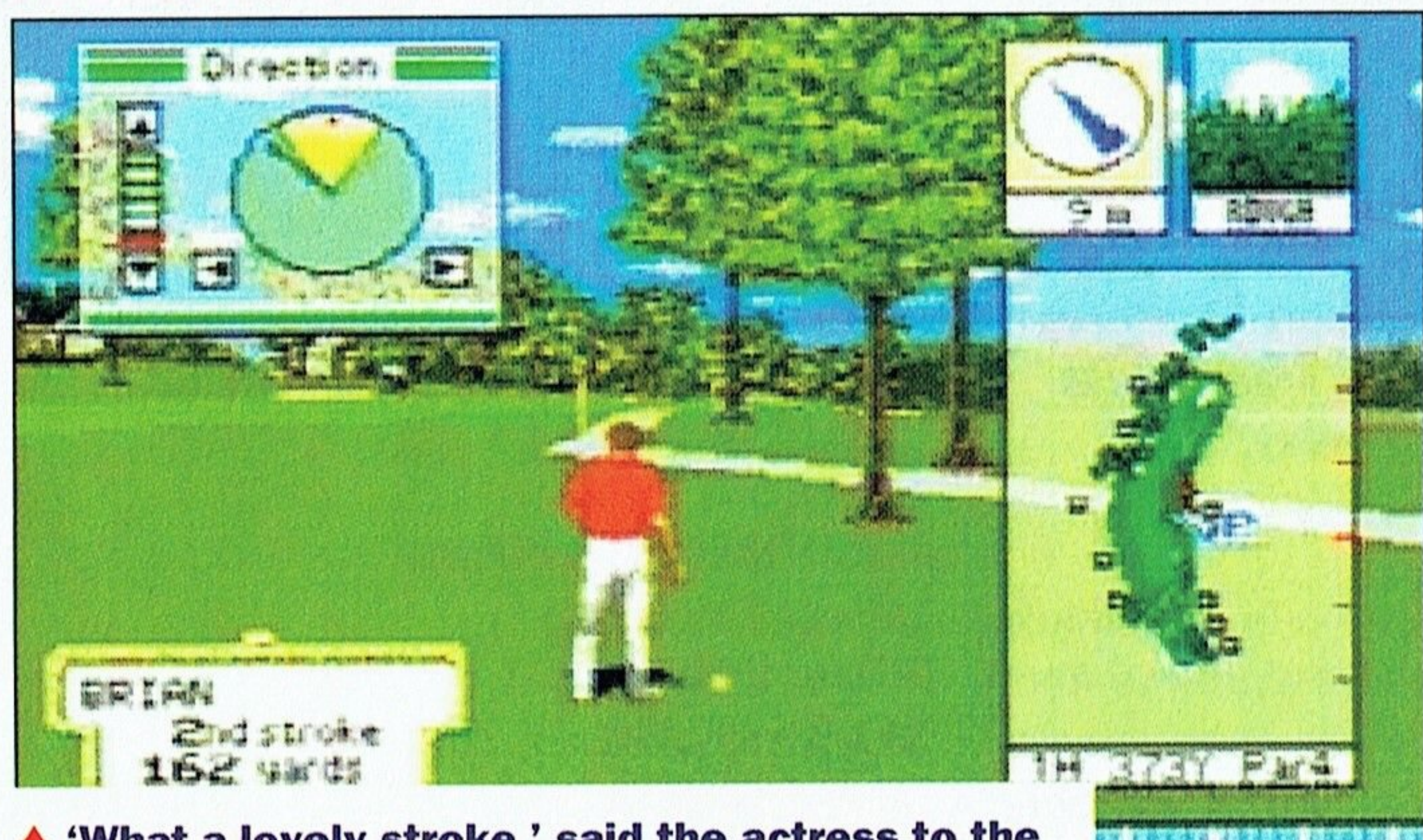
ARNOLD PALMER TOURNAMENT GOLF

Looking a bit dated now, with its average graphics and below par sound, surprisingly offers a decent challenge. ★★

PGA TOUR GOLF, II, III & EUROPEAN

The premiere golf game series doesn't really offer anything that can't be found in the other golf games. What it does have is an overall presentation second to none. *European* and *III* are the pick of the series, with *III* taking the honours for its sexy graphics. ★★★★★

Also available on Master System:
PGA Tour Golf ★★
World Class Leaderboard ★★



▲ 'What a lovely stroke,' said the actress to the bishop.

boxing

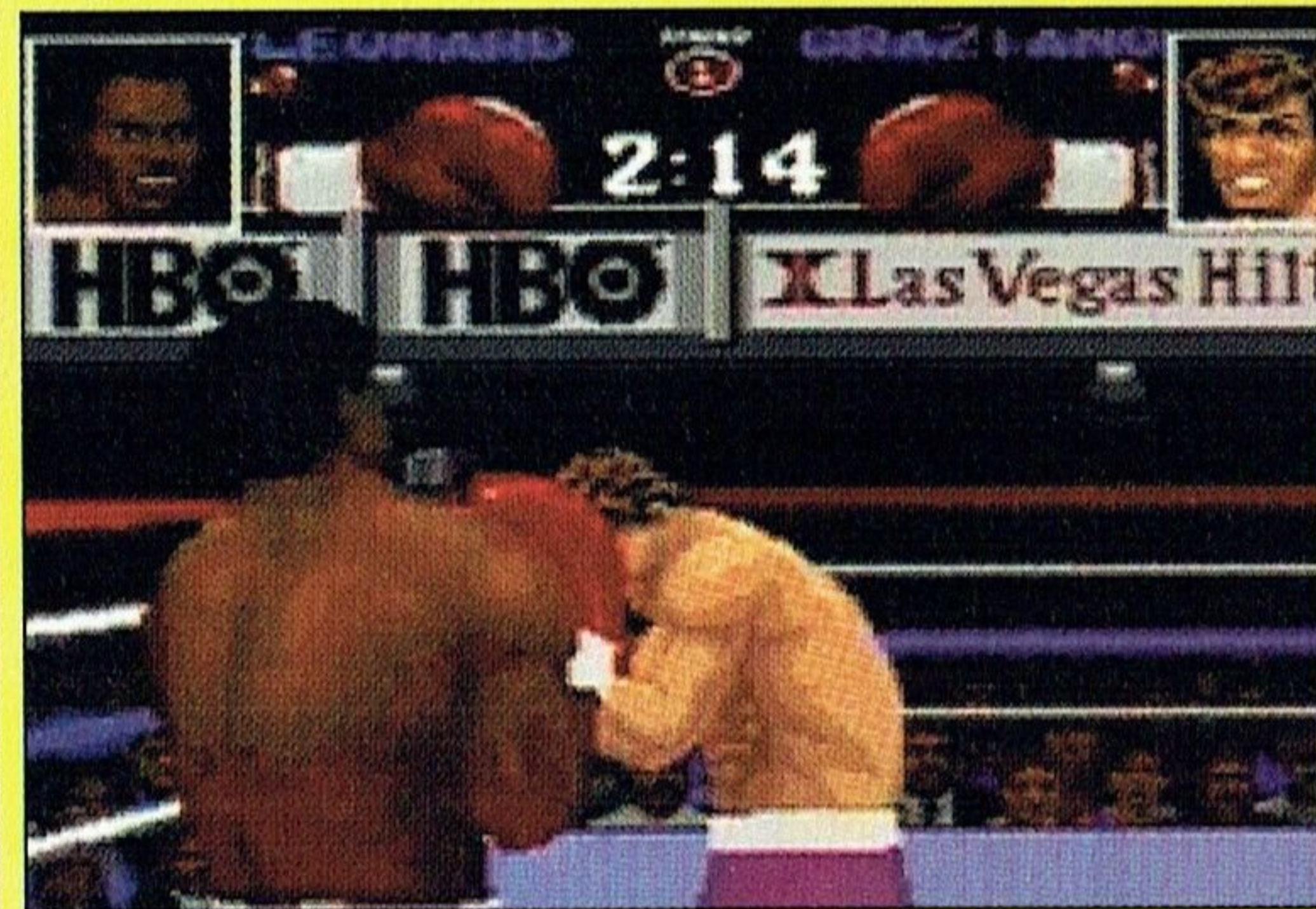


▲ How dare you hit me, you bitch. Just for that, here's a whack on the shoulders.

Boxing games are the forerunners of popular fighting games such as *Street Fighter* and *Mortal Kombat*. As such they now seem primitive and boring, but that doesn't stop publishers from releasing a couple every year.

EVANDER HOLYFIELD'S REAL DEAL BOXING

Standard side-on pugilistic fare. Nice career mode options, but is let down by over-simplified fighting. Good for people who want a pick-up-and-play boxing game. ★★



▲ Stop that dancing ya wallys, and start hitting each other.

GREATEST HEAVYWEIGHTS

Graphically identical to *Evander Holyfield* but with more options. Has been tweaked a bit since the original's release, but still not up to scratch. ★★

BOXING LEGENDS OF THE RING

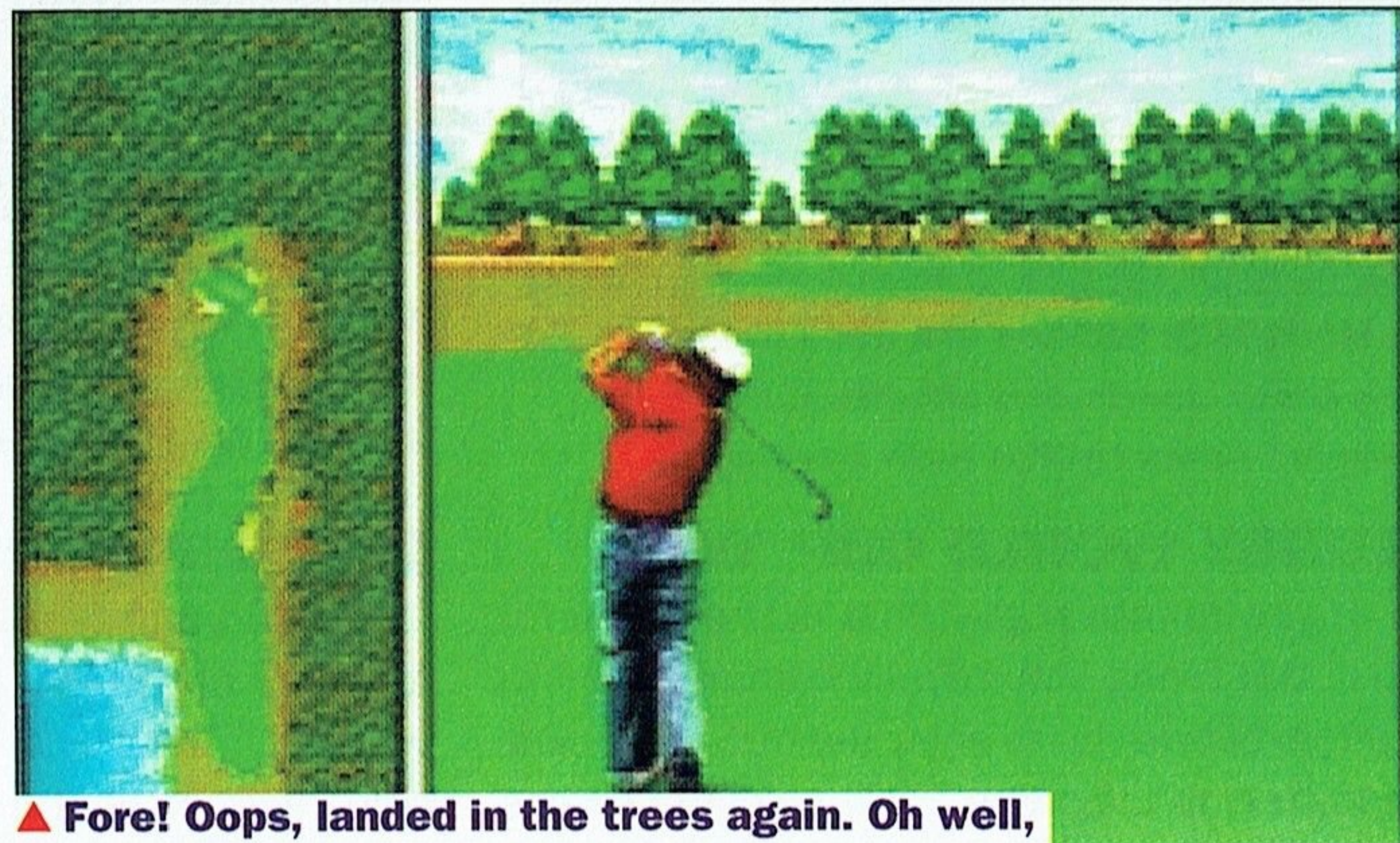
This is graphically the best of the boxing games, with some pretty tough gameplay too. Choose from some of the greatest boxers of all time and fight out some of those 'what if' bouts that old farts in pubs probably have arguments about. ★★★

MUHAMMAD ALI HEAVYWEIGHT BOXING

Rotating ring and full body animations offer a unique perspective, but it's still more left jab, right jab, block, uppercut... ★★★

PRIZE FIGHTER (MEGA-CD)

This boxing game is unique. Using digitised footage, the player is limited to certain responses, but the black and



▲ Fore! Oops, landed in the trees again. Oh well, time to reset the Mega Drive once again.

Great
BIG
Guide

TO GAME

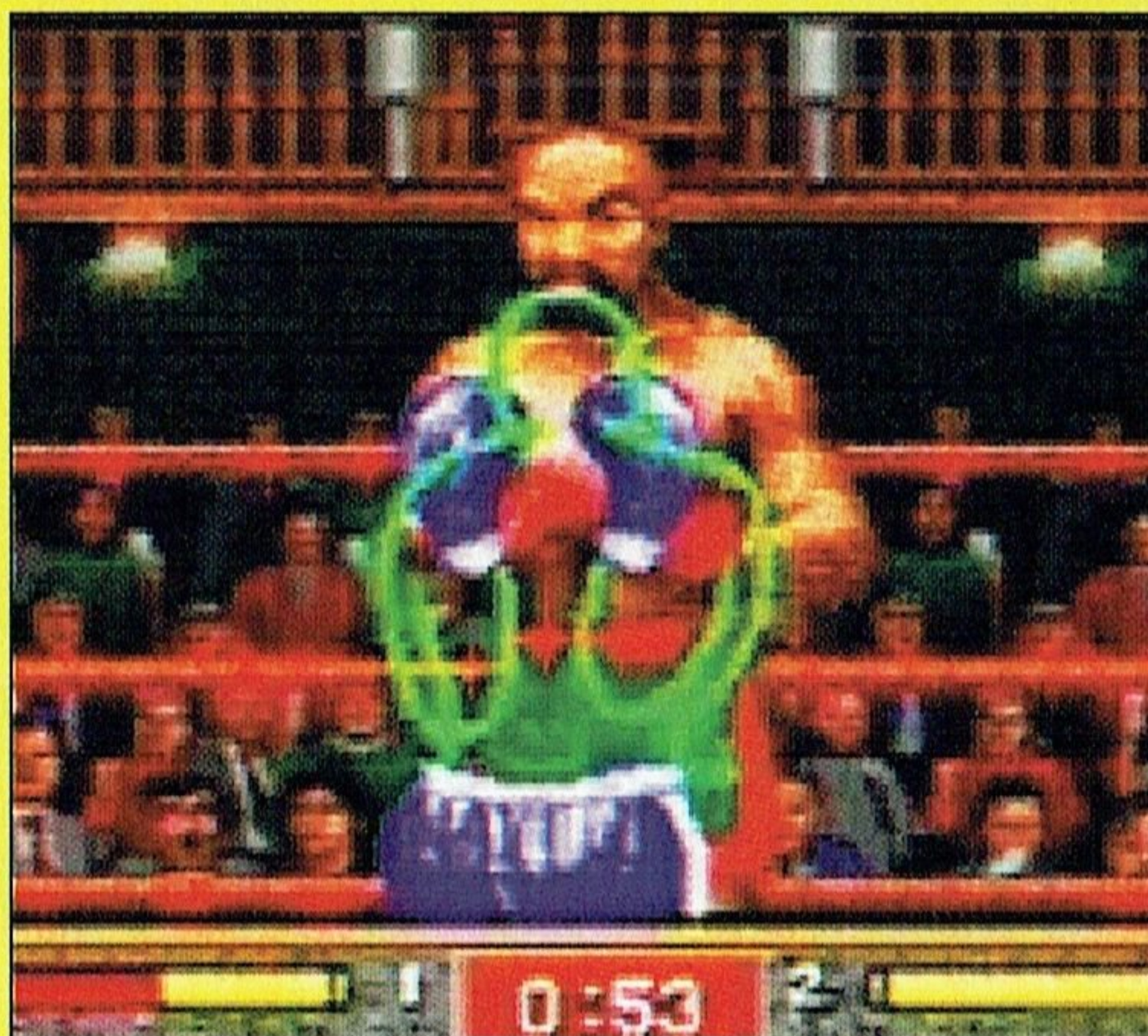
Trash



white *Raging Bull* feel makes up for a lot. Only a few fighters to beat but they're pretty tough. ☆☆☆

TOUGHMAN CONTEST

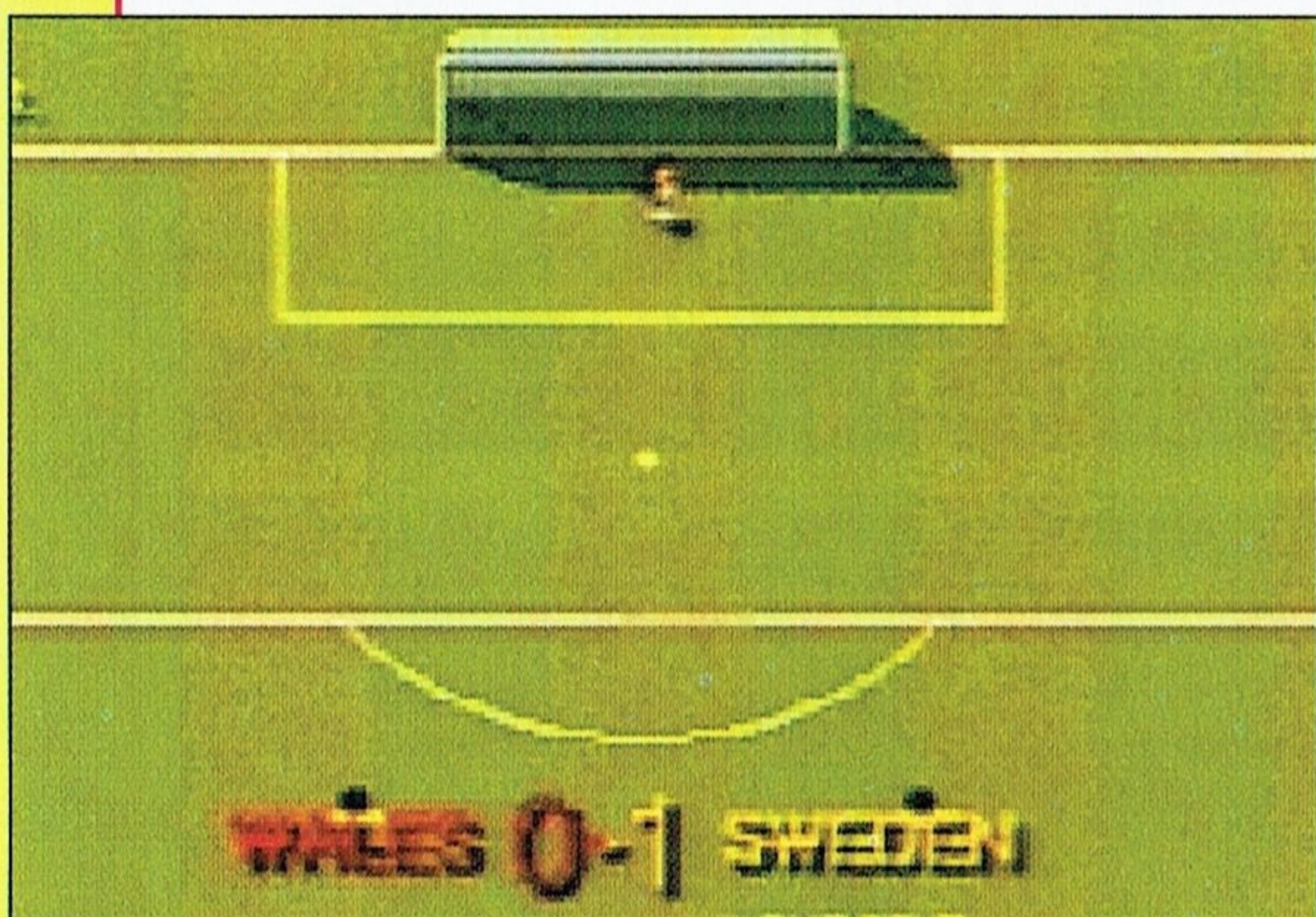
Electronic Arts' first attempt at a boxing game is commendable but lacks oomph. The graphics of the fighters are very well animated and it's got some novelty appeal in that the Marquis of Queensberry's (that's the guy who made it a gentlemen's affair) rules are thrown out the window. Don't expect too much. ☆☆☆



▲ Wow - that guy has been hammered so hard there's almost nothing left of him.

Also available on Master System:
George Foreman KO Boxing ☆☆

the top five sports games



2. The computer provides an excellent learning curve with its range of teams, but you'll soon feel the need to beat the pulp out of your best friend. This game does that to people.

3. FIFA International Soccer '95
A completely different game from *Sensible Soccer*, but just as enjoyable. This game adds the theatrics and flashiness of the EA interface and controls to the world game, without sacrificing any of the tactical play. Highly recommended.

4. PGA Tour Golf III
The golf game to end all golf games... until PGA IV comes out, anyway. Great golfy style in a checked pants sort of way. The only thing missing is the nineteenth hole.

5. Rugby World Cup '95
Rugby hasn't received too much attention video gamewise, but this atmospheric offering does a lot to fix that. All the world teams are on offer, as are a host of options. All we need now is a version that offers the choice of league or union.

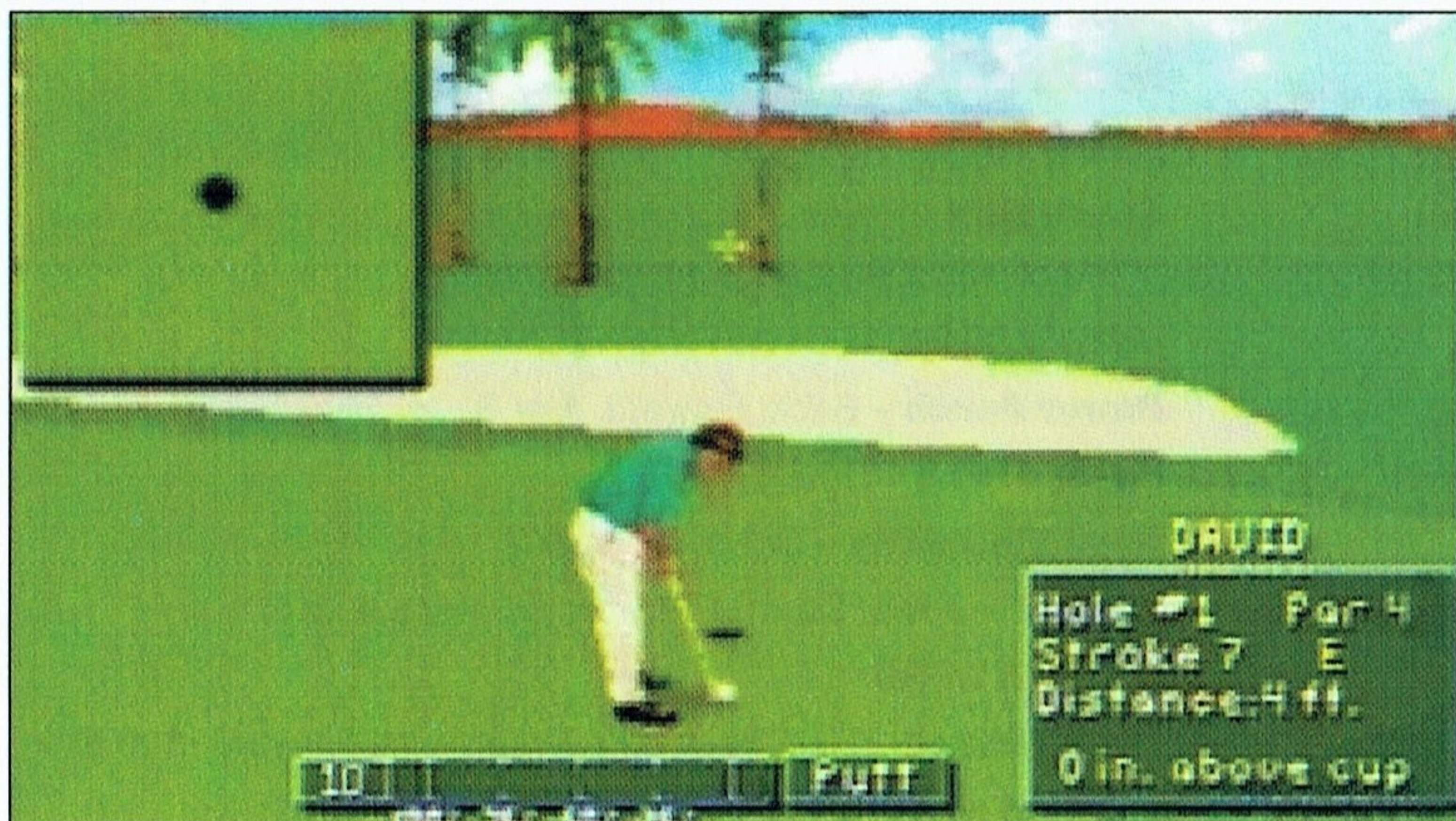
▲ It's amazing how well the Swedes can play considering how much they drank last night.

1. Sensible Soccer

This game is not only the best sports sim ever made, it's the best game overall. "Them there's fighting words," we hear you say. Play it for a few hours and you'll see we're right. This game isn't just for soccer fanatics.

2. Speedball 2

With a human player of equal skill, there is no more challenging game than *Speedball*



▲ Seen one golf ball, seen them all.

the trash can

We were wondering how a group of people who sit around and spend six months designing a game can't then spend an extra two hours to actually play it and realise it's crap. Obviously they're just human and *must* know the difference between playable games and steaming piles of crud like these...

1. Champions of Europe (Master System)

Imagine a top-down view of the field that is set a few metres above the players' heads. You can't see where any of the other players are. You end up booting it forward with no control and hope for the best. It's simply unplayable.



▲ This is likely to be the best bit you'll see in this dire game.

2. George Foreman KO Boxing (Mega Drive and Master System)

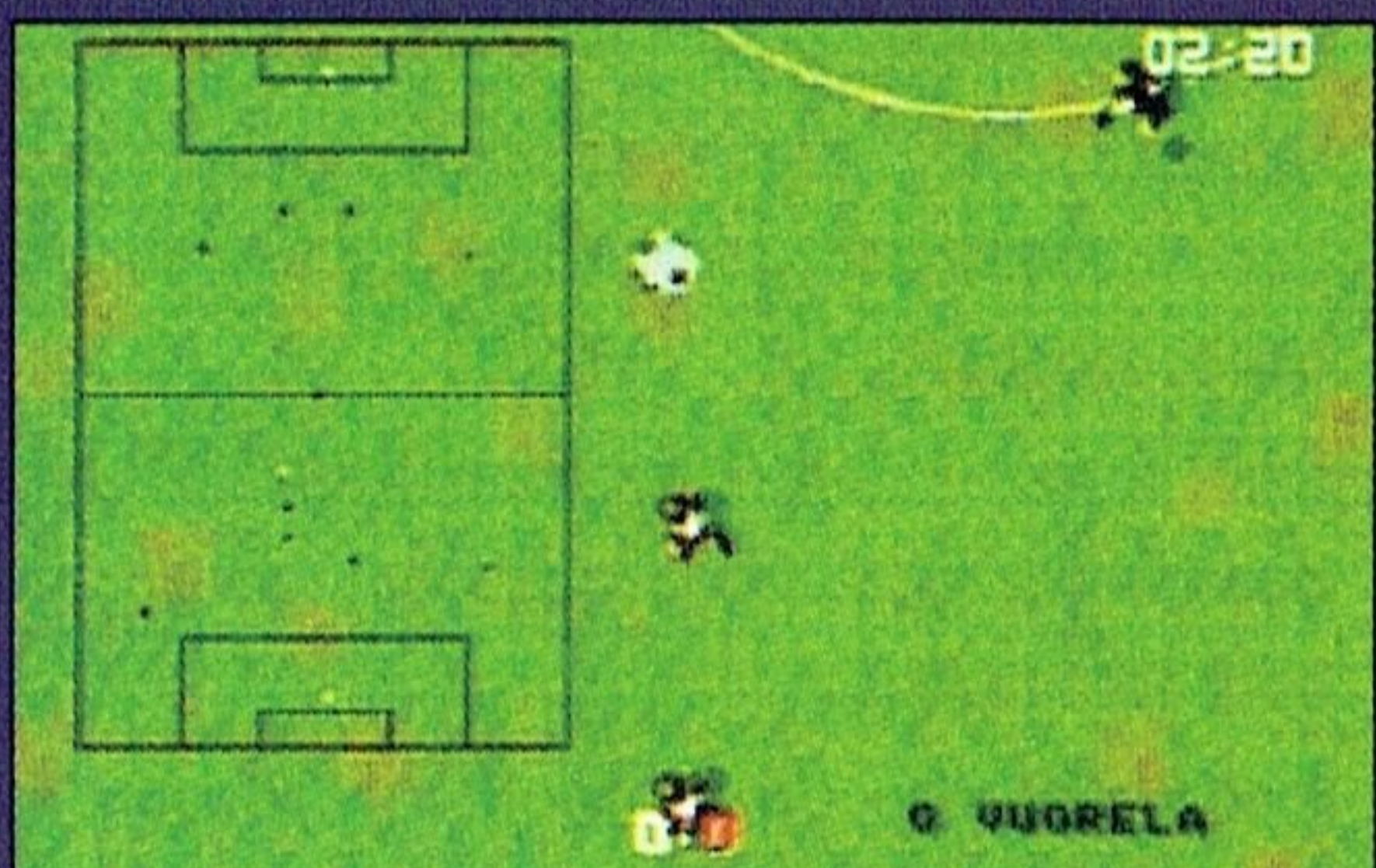
Sega cunningly released this immediately to the Classics range at a mightily overpriced \$29.95. The controls are sluggish and the whole presentation is just a joke. Stay well clear of this turkey.

3. World Cup Italia '90

The first-ever soccer game for Mega Drive is most definitely showing its age. Do not, repeat, do not be tempted to buy it, even on special.

4. Super Kick Off

Something went horribly wrong when Anco converted their Amiga smash hit to the Mega Drive. The grass looks good though. Freshly mowed.



▲ That's either a really tiny ball close up or a massive one at ground level.

HINTS & TIPS

CHEAT OF THE MONTH

CANNON FODDER

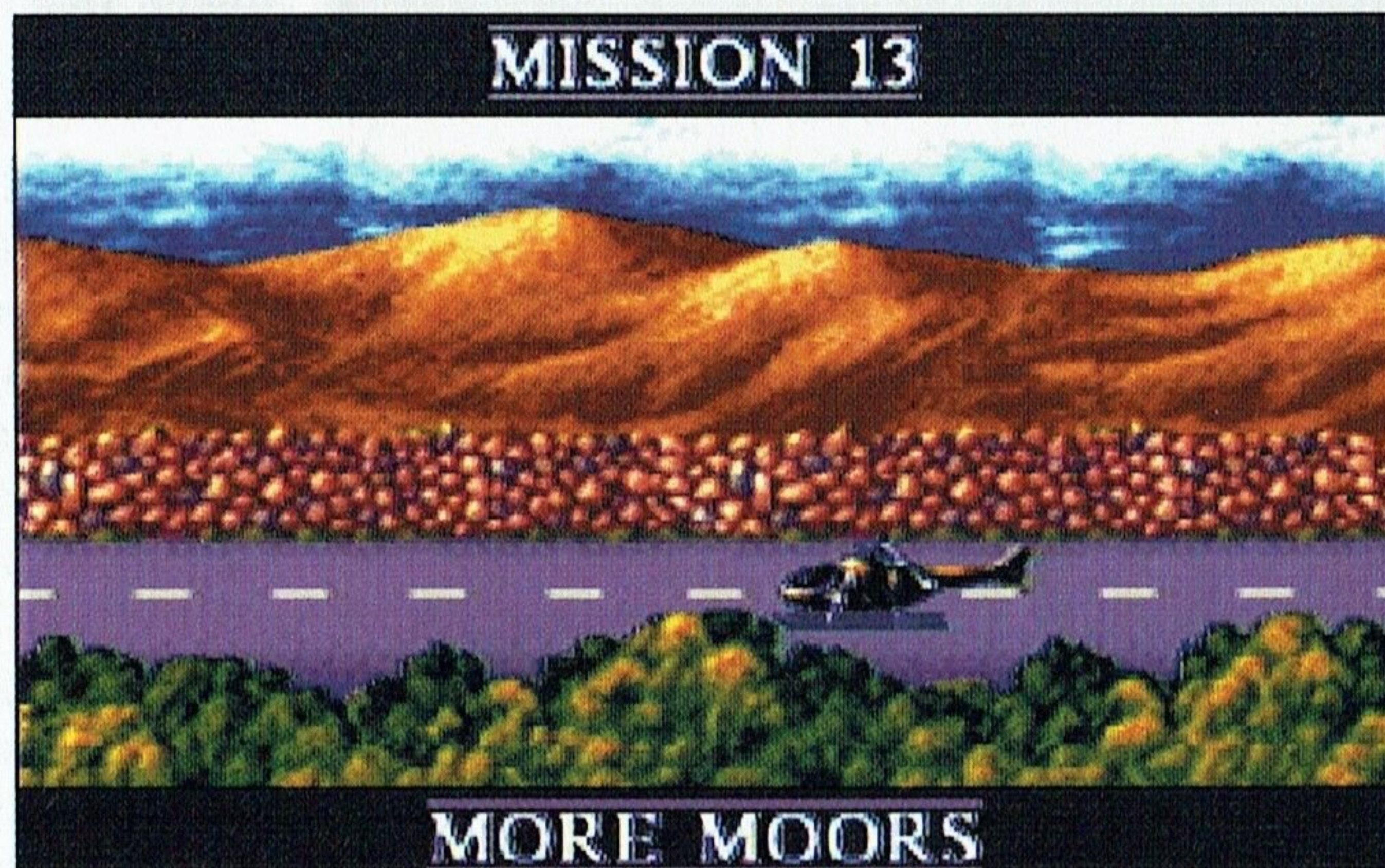
MEGA DRIVE

Applause to **Will of West Wallsend, NSW**, who won a year's subscription for all these great passwords for this cool game.

Note that this game only has passwords up to Mission 23. You have to play the last 11 phases of the two levels to finish the game.

Mission No.	Mission Name	Password
Mission 1	The Sensible Initiation	—
Mission 2	Onward, Virgin Soldiers	UZHNC
Mission 3	Antarctic Adventure	JHHJI
Mission 4	Super Smashing Namtastic	OFLJA
Mission 5	The Vicious Vikings	DNKFG
Mission 6	Westward Ho	ENOFB
Mission 7	Greenland Redblood	LKGMA
Mission 8	Guerrilla Warfare	IWZMI
Mission 9	Great Scot Good Shot	LNHGG
Mission 10	One Gigantic Dust Bowl	IJOYC
Mission 11	Jungle More Jungle	ZVAKG
Mission 12	Chiller Thriller Killer	ECHFF
Mission 13	More Moors	TPNYC
Mission 14	Bomb Alley	UBQUA
Mission 15	Get Off Moi Laand	DMXPA

Mission 16	Going Underground	QUQTA
Mission 17	The Moor The Merrier	HRORH
Mission 18	Underpants Electric	ANKXA
Mission 19	Diablo Downstairs	FDGBC
Mission 20	Moors The Pity	ASQME
Mission 21	Explore My Hole	XBRME
Mission 22	Desert Disaster	CEPMD
Mission 23	Moors At Mortem	NBWFH
Mission 24	Bomb The Base	—



POWER RANGERS

MEGA DRIVE

These cool moves were sent in by **Evan Palpratt** of **Kingaroy, QLD**. He really deserves a medal just for playing this game. So here they are.

COMMON MOVES FOR RANGERS AND ZORDS

Rebound Missile Attacks – Forward, A or B

Back Slip – Back twice

COMMON MOVES FOR ALL RANGERS

Ranger Gun – Down, Forward + Down, Forward, A or B

Charging Uppercut – Forward, Forward, B

BLUE RANGER

Lance Strike – Hold Back for two seconds, Forward, A or B

Lance Uppercut – Hold Down for two seconds, Up, A or B

PINK RANGER

Dino Arrow – Hold Back for two seconds, Forward, A or B

Double Flying Kick – Hold Down for two seconds, Up, A or B

RED RANGER

Power Sword – Hold Down for two seconds, Up, A or B

Cartwheel Kick – Forward, Down + Forward, Down, Down + Back,

Back, A or B

YELLOW RANGER

Flying Dagger Roll – Forward, Back, Forward, A or B

Dagger Dive – Up, Down, A or B

BLACK RANGER

Axe Twirl – Press button A repeatedly

Shoulder Charge – Down, Down + Back, Back, A or B

GREEN RANGER

Flying Knee – Hold Back for two seconds, Forward, A or B

Sword Bolt – Press button A repeatedly. It's better if you do it in the air, the bolt will fire as soon as you land.

MEGA ZORD

Power Punch – Back, Forward, A or B

Upper Strike – Down, A or B

Head Electricity – Down, Up, A or B

Fireball – Down, Down + Forward, Forward, A or B

DRAGON ZORD

Head Fireball – Hold Back for two seconds, Forward, A or B

Tail Drill – Hold Down for two seconds, Up, A or B

MICRO MACHINES 2

MEGA DRIVE

These helpful hints were sent in by **Linsay Swindells** of **Rockhampton, QLD**. To collect power-ups in the Challenge Race between 12 and 20, go to the following locations:

Race 12 Roller Coaster

1UP between two white tubes

Race 13 Bury My Body

1 LAP in top-left corner

Race 14 Piano Panic

1UP bottom-left corner

Race 16 Banked Oval

1 LAP bottom-left corner

Race 17 Four by Fours

1 LAP around the middle



Race 18 Vice Squad

1UP in the middle

Race 19 Musical Hits

1 LAP found beside the keyboard at start

Race 20 Toasted

Level Warp found in the middle-far-right.

If you miss the soap ferry on Ferry Fiasco, slowly make your way to the bottom of the sink. Then take off along the rim to victory, but be careful – hide this hint from your mates!



ZOOL

MEGA DRIVE

This level skip was sent in by **S Cox** of **Heyfield, VIC**. Pause the game, then press C, Right, A, B, B, A, Left, A, Right and Down. Unpause the game and press Right to skip a stage or Up to skip a level.

MORTAL KOMBAT II

MEGA DRIVE

This ultra-gory cheat that makes your enemy slide off the spikes was sent in by **Wade Johanson** of **Curtin, ACT**. You'll need a six-button control pad to perform this cheat. At the Tomb stage, uppercut your opponent onto the spikes (see issue #46 for details on the pit fatalities) and then immediately hold Down on your control pad. Your opponent should now slowly slide down the spikes and land on the ground with a thump! Cool!



SHAQ FU

MEGA DRIVE

Cameron Allen of **Grange, SA**, sends in a Blood Code for Shaq Fu. When you see the Shaq Fu logo, press A, B, C, C, B and A. The logo will flash. There will be blood on the screen, but it will be a little blurry if you've done it correctly.

ALEX KIDD IN MIRACLE WORLD

MASTER SYSTEM

A nice lady **Jan** of **Broken Hill, NSW**, sent in this cheat for **Raymond Miller** of **Morningside, QLD**. To continue the game, you have to have over 400 gold pieces. On the GAME OVER screen, hold the directional pad up and press button two eight times.

JOE MONTANA 2: SPORTS TALK FOOTBALL

MEGA DRIVE

Here is a cheat sent in by **Michael** of **Ingle Farm, SA**, that allows you to play the Rams or Oilers in the Superbowl. Go to the password screen and enter: NGHT555HKE.

ROLO TO THE RESCUE

MEGA DRIVE

Courtesy of **Matthew Newman** of **Cranbourne, VIC**, you can now have invincibility, a full map to go to the area you want to go to and infinite lives. Hold A + C + diagonal Up and Left. Reset the Mega Drive with all these buttons held down. After five seconds, release all the buttons and press B. An Options screen should appear.

SONIC SPINBALL

MEGA DRIVE

A great cheat sent in by **Justin Cartwright** of **Bendigo, VIC**. To access the level select for *Sonic Spinball*, go to the Options menu and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up. Then go back to the title screen and press:

A + Start to level 2

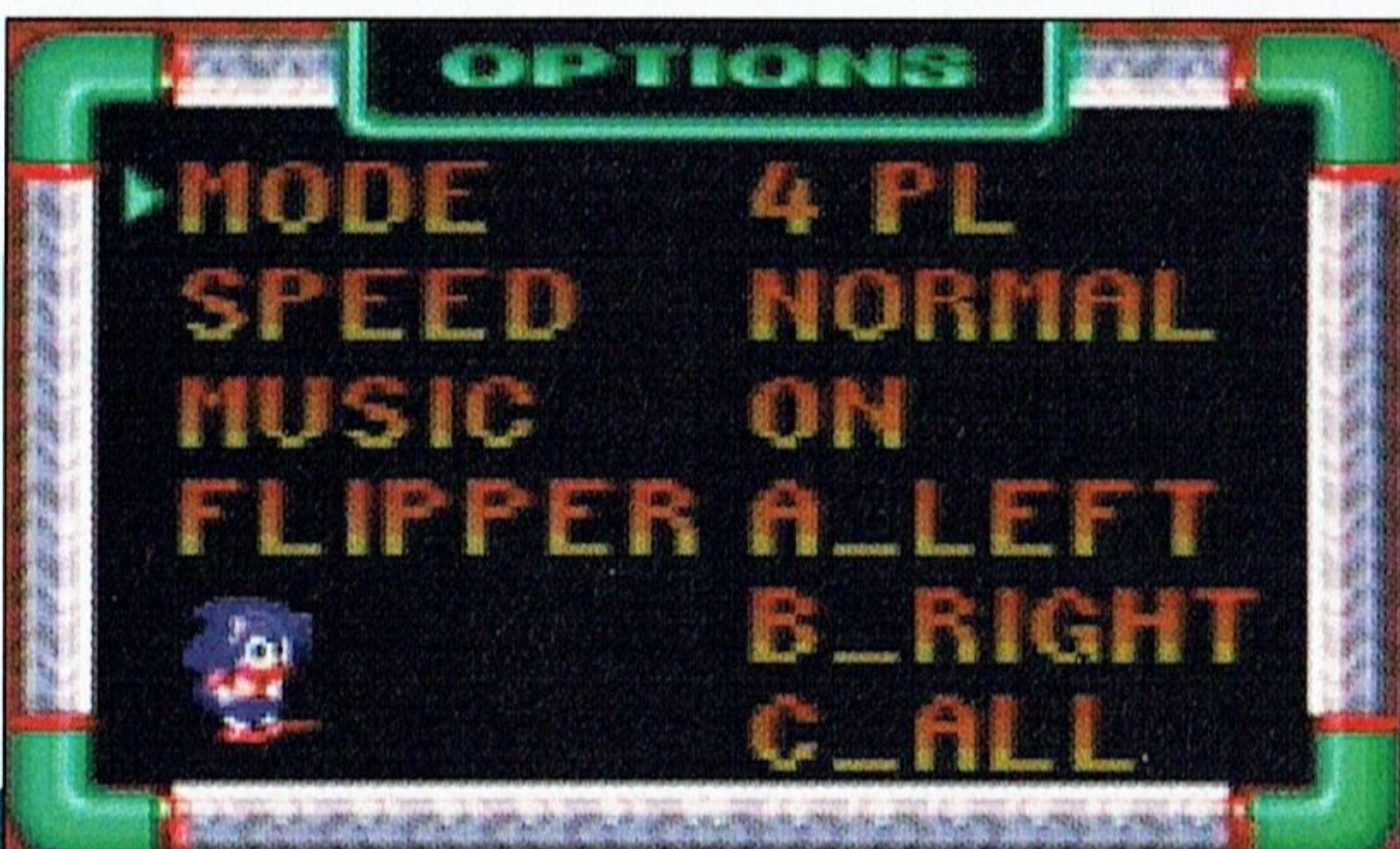
B + Start to level 3

C + Start to level 4

DAFFY DUCK IN HOLLYWOOD

MASTER SYSTEM

In DUCXORCIST, level two, you need to make Daffy run. Hold down the jump button and move Daffy to either the left or right direction and he will now be able to run. Compliments of **Jackie M** of **Nunamara, TAS**.





WONDERBOY IN MONSTER WORLD

MEGA DRIVE/MASTER SYSTEM

A very nice boy by the name of **Dan E** of **Campbelltown, NSW**, sent in this guide.

Treasure chest under the bridge – At the beginning of the game, you arrive at a bridge with a treasure chest underneath it. You can't get to this until later in the game.

Locations of weapon and armour –

ALSEDO

Chain mail	70 gold
Small spear	80 gold
Wood shield	50 gold

PURAPIL

Knight sword	250 gold
Hard armour	220 gold
Ladder boots	50 gold

LILYPAD (the Dwarf village)

Marine boots	300 gold
Steel armour	800 gold
Shell armour	200 gold

DRAGON VILLAGE

Flame shield	8000 gold
Flame armour	10,000 gold

ICE VILLAGE

Ceramic boots	4000 gold
Knight shield	3500 gold
Knight armour	5000 gold
Battle spear	10,000 gold

To swim underwater – You can't swim underwater until you get the Trident. You obtain the Trident after defeating Cragg and Clagg.

The Desert – To cross the desert, you need the Oasis Boots. You can only get these after you talk to Poseiden in the hidden underwater shrine.

The treasure chest that's really high on the ledge – You need the Ceramic Boots which you can buy at the Ice Village for 4000 gold.

To enter the Ice Village – You need the Fire Bracelet. You can get this from the dragon at the Dragon Village that's just after the desert section.

The Charmstone – If you can save up enough money, buy as many charmstones as you can. You can trade these at a secret shop in the village of Purapil, for more magic or one heart. Enter the village and go right after the two trees. You'll find a wall covered with vines and three windows. Somewhere in between window one and three you'll find an invisible door to the secret shop. It is better to trade for more magic, as you should be able to find all the hearts.

Maximum hearts – There are 14 hearts altogether and you can find all of them. If you can't find all of them then you can trade each charmstone for one heart.



MORTAL KOMBAT II

MEGA DRIVE

Andrew Monk of **Springwood, NSW**, sends in a cheat to do a Fergality (which only Rayden can perform). Firstly leave the arrow on 'Done' then press Left, Down, Left, Right, Down, Right, Left, Left, Right and Right. Then set the background to 6 (this is the armoury stage) and switch the words 'Oooh, Nasty' on. You've got to win the last round with only kicks – that is, no punches or blocks. When it says 'FINISH HIM' or 'FINISH HER', press Back, Back, Back and Block from far away and Rayden will do the Fergality, which will show a midget with a big head.



JUNGLE STRIKE

MEGA DRIVE

To choose your co-pilot, enter the password BNSH3N6MHJK. This will start you at level one, with four lives and the choice of co-pilot. To design your own passwords and start on any level with the same option, take any password and change the first letter. Not every letter works, but you can go into six other levels from one password. For example, if you change the first letter of this password, you can go to another level. Cool!

SWORD OF VERMILION

MEGA DRIVE

Here are some general tips for this game sent in from **A Davis** of **SA**. When you enter a village, talk to everyone. When your situation changes talk to them again, because they may have something new to say. Always make sure you have the best equipment before you leave town. If your inventory is full, sell the old weapons or armour that you don't need.

Also make sure you have a map of the area

KEY	Where to use it
Dungeon	Malaga Cave
Secret	Death Cave
White	Ivory Cave
Red	Ruby Cave
Blue	Sapphire Cave
Thule	Diamond Cave
Bronze	Cave of Thule
Silver	Cave of Thule
Gold	Cave of Thule



and a light, just in case you are going into a cave.

A treasure chest is more likely to appear if you have fought a few battles without being hit or using magic. After every battle wait and see if a treasure chest will appear.

If you want to change the colour or the sound, press A + B + C + Start on the title screen to go into the test screen.

TIME GAL

MEGA-CD

To access the level select, go to the menu screen and press Up, Up, Up, Down, Down, Down, Left, Left, Right, Right and Up. If the cheat has worked, you will hear a jingle. Go into the game and you will be able to start on any level. During game-play, pause the game and press C to take you to the end of the level.



PRINCE OF PERSIA

MASTER SYSTEM

These passwords were sent in by **A Turnip**:

Level 2	GLFIFT
Level 3	GKEHEP
Level 4	JMCJGA
Level 5	GICFCH
Level 6	LMGJGC
Level 7	NNHKHI
Level 8	POILIO
Level 9	OMGJGF
Level 10	RNRLIY
Level 11	SNRLIZ
Level 12	RLNJGO
Level 13	PIKGDA
Level 14	QIGGDY

SUPER KICK OFF

MASTER SYSTEM/GAME GEAR

- On a straight run at the goal, when you're about one centimetre away from the penalty area, press button two to chip the ball forward. Run after it – the goalie will come out but mess it up. All you need to do is kick the ball in.

- When you're on a diagonal run at the goal, press button one to hit the ball, then immediately hit right or left. If you have selected the touch-after option, scoring is certain.

- At penalties, take the kick as quickly as you can and as near to the corner as possible.

- If the opposing goalie saves your shot, hold down button one and push the directional pad towards the goal as your players run out of the area. The goalie will kick the ball out directly at you – sometimes the ball will ricochet off you into the net.

- To save a penalty, press the direction pad the way you think the kick will go and hold down button one. If you've guessed correctly, you should be able to save it.

- If you don't have the stamina or time to play the qualifying rounds of the League or International cups, then select 'Done' on all the matches until the final. When you get to the final, choose the team you want to play. These hints were sent in by **D Chennell** of **Tassie**.

tips

SUPER STREET FIGHTER

MEGA DRIVE

Here is an easy way to skip to M Bison. With two control pads plugged in, select the character you want to play. When the game begins, press Start on control pad two to use the second player. Kill off the character you were about to fight. When the map and character selection screen comes up, that opponent should now be greyed out. Simply repeat this procedure until you reach M Bison, but beware, this cheat does not work on him!

HEY
slug breath,
KISS this!

Show us your tips! Or hints, cheats, passwords etc. We'll make it worth your while – send us the coolest hint or tip to win a year's worth of freebie Megazones. And don't even try sending us stuff you've found in other mags, 'cos we read the lot.

And now for a reality check.

1. Write in English. In sentences of less than a page in length. Use a couple of commas and full stops for effect.

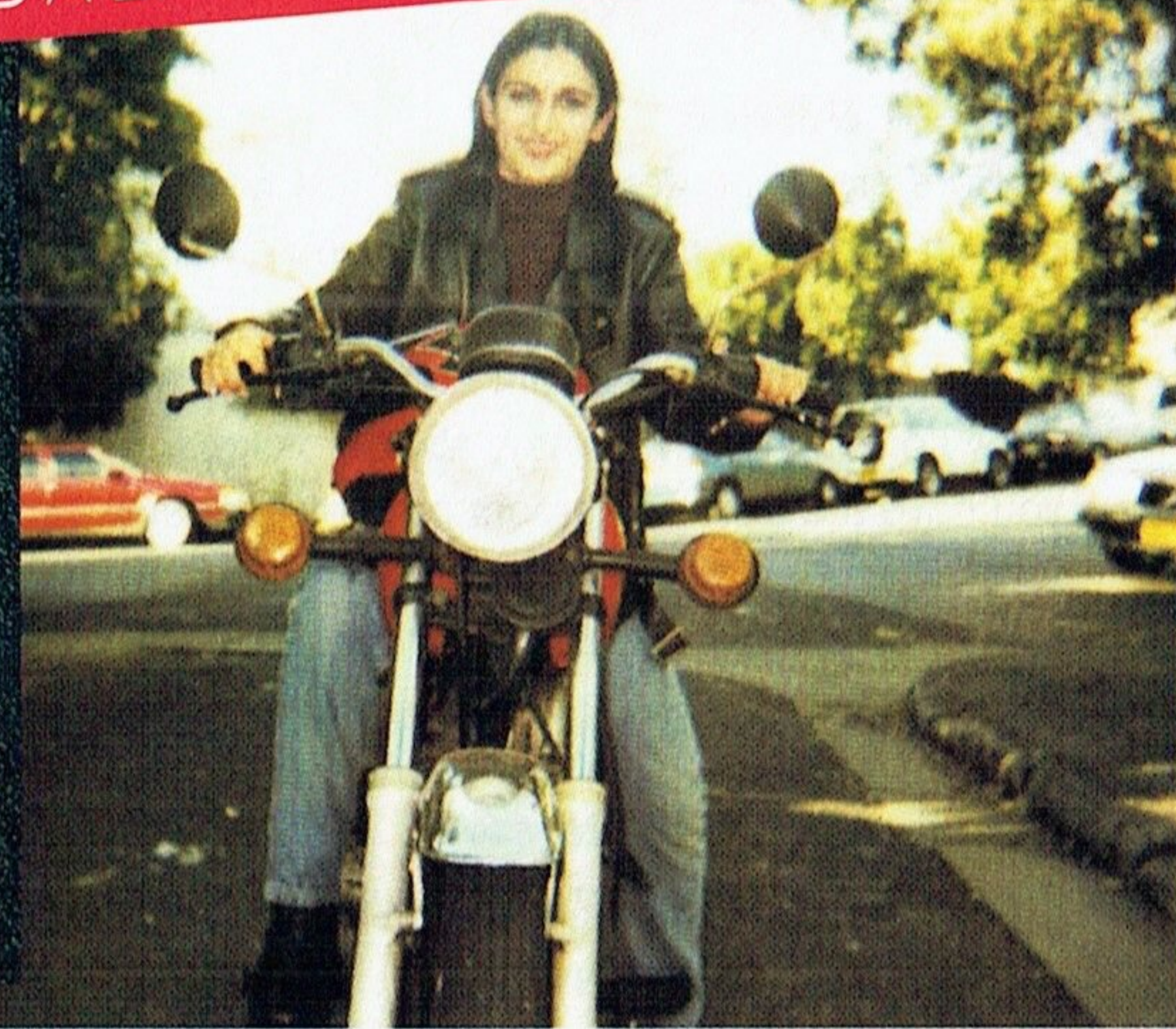
2. We've ruined our eyes playing with our, erm, Mega Drive games so use very neat handwriting. Or even better, type it out.

3. Test it on someone very thick. If they can understand it, send it to:

HINTS AND TIPS,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

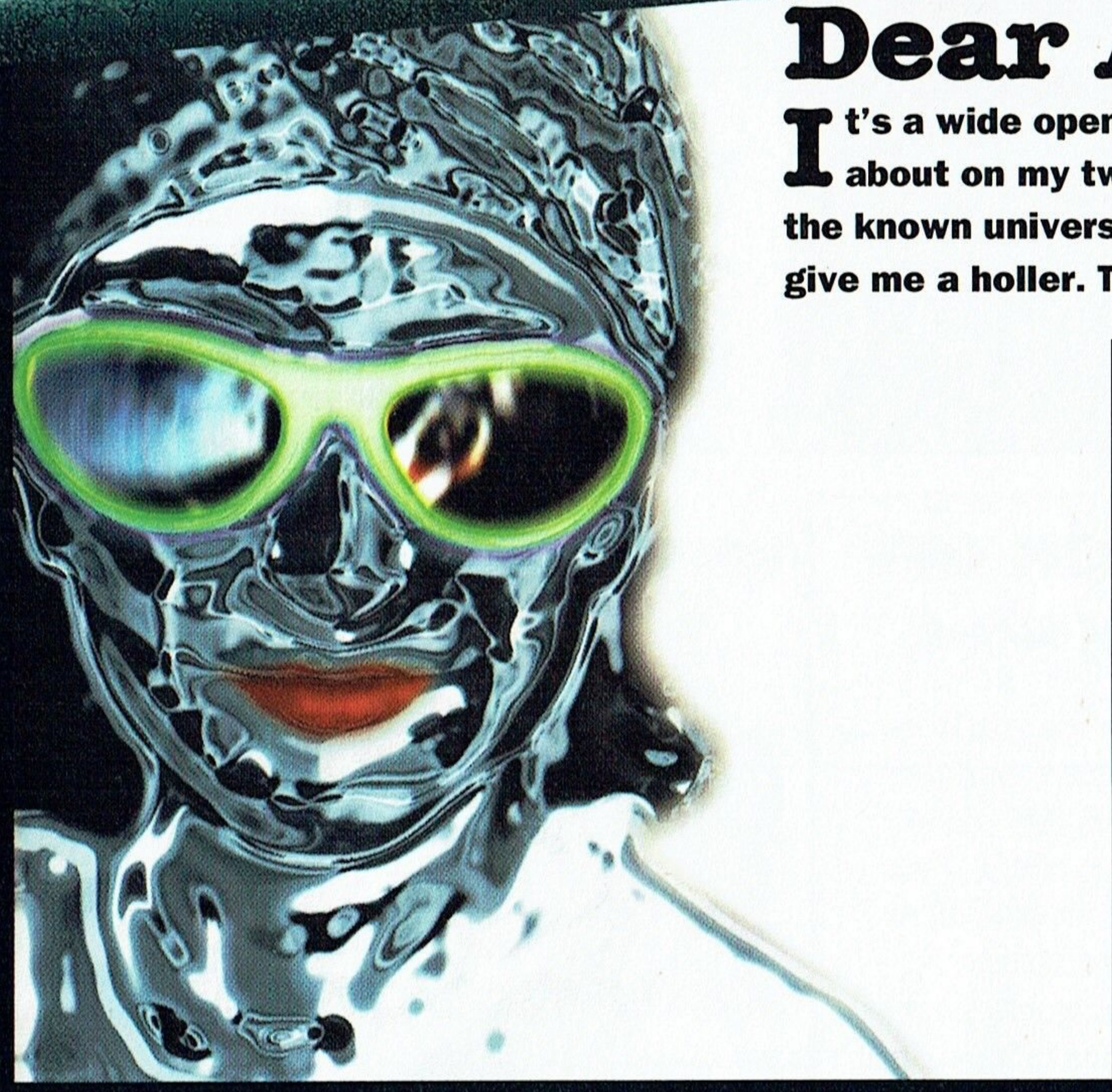
Please note: Stuff incorrectly addressed gets put straight into the bin. So get it right.

ASK agatha



Dear Agatha...

It's a wide open road out there, let me tell you. But when I'm not hooning about on my two-wheeled throb-mobile, I'm mastering every Sega game in the known universe. So if you having trouble getting past the opening screens, give me a holler. That's what I'm here for. To help.



HIDDEN TREASURE

Dear Agatha,
I'm having trouble with the game *Tiny Toon Adventures: Buster's Hidden Treasure*. I think there's some hidden bonus rounds, but I can't seem to get to them, what do I have to do?

David, QLD

To find the three hidden bonus rounds, you must find the three circular rainbow symbols.

In Stage One, play the area in the lower-right corner of the map, directly below red 'boss' area. When you find Gogo Dodo at the far right side of the area, drop to the ground and go right past the rats to find the first rainbow symbol.

In Stage Two, play the area that has the word 'Tiny' spelled out with carrots. Go past Tiny and walk right to the edge of the cliff (with the can in the ground). Drop off the cliff and steer left to land on a hidden tunnel. Walk left and grab the 1-Up and Bell, then walk left again and drop onto the rainbow symbol.

In Stage Three, play the area with the waterfall that splits and flows to the left and right. Play through the area, until you walk onto a ledge that starts moving upward. Jump off the ledge before you're smashed into the ceiling. Follow the tunnel to the left until you reach the grey platforms. Drop down the platforms to a half-pipe with a rolling boulder. Walk left and jump into the wall on the left side of the half-pipe to enter a hidden tunnel. The rainbow symbol is at the end of the tunnel.

KILL THE BITCH

Dear Agatha,

In *Ecco the Dolphin* on the Mega Drive, how in the name of marine biology can I defeat the Vortex Queen? This final boss is really getting on my nerves, I'm starting to go nuts, my brain and trigger-finger hurt real bad! Please help me Agatha-wan-kenobi, you're my only hope!

Laya, ACT

Fear not, young Sega freak, for skill, guts and faith in the everlasting power of your Mega Drive unit will see you through (not to mention wads of useful advice from me).

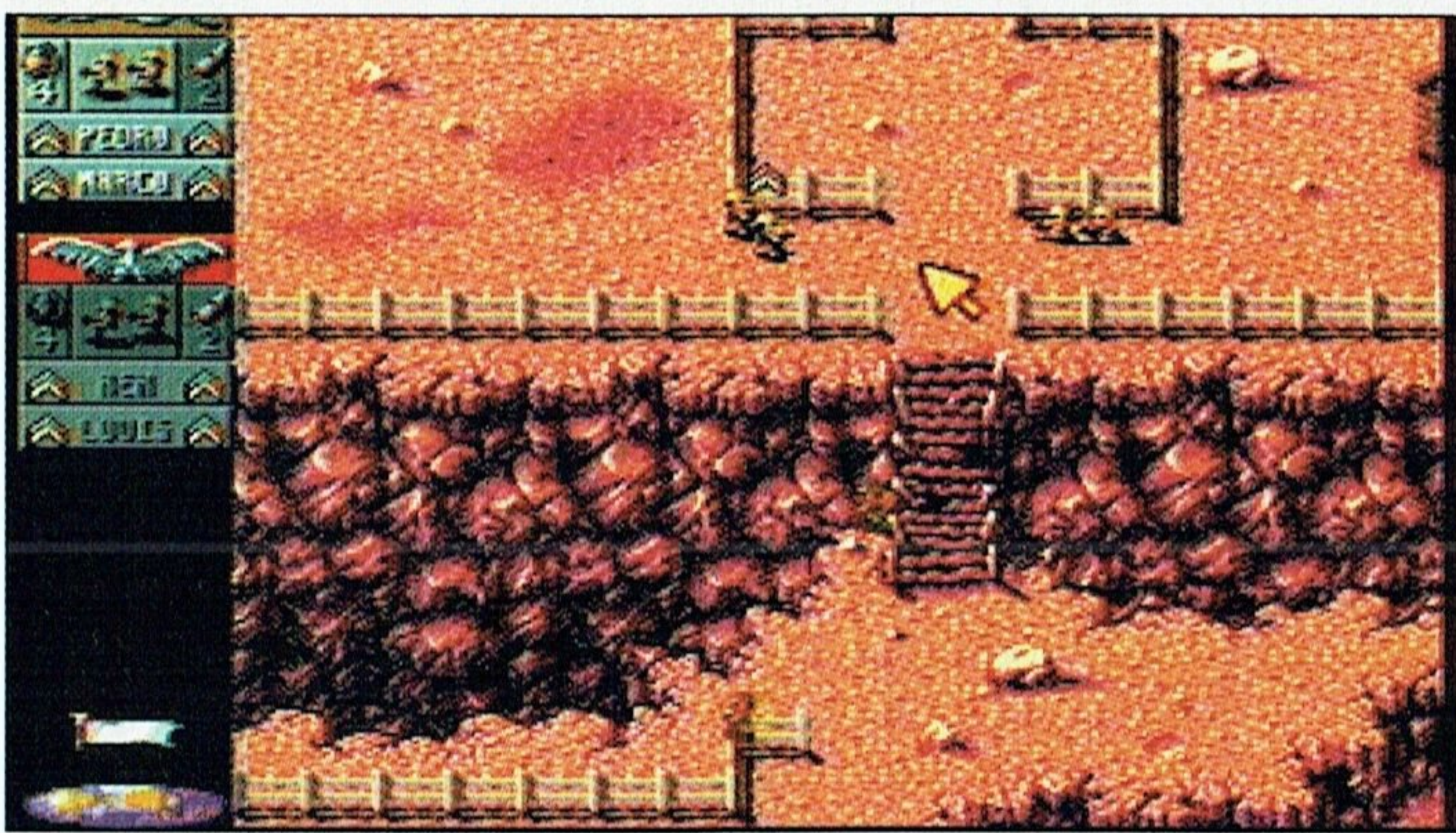
To defeat the bitch queen of the aquatic world, all you need do is follow my advice (and have bagsful of talent)...

Firstly, ignore her mouth. Going anywhere near the mouth is a great way to get dead, but a lousy way to victory. Concentrate on the eyes instead, attacking them with your song (Toni Pearen is especially good at this bit).

When both eyes are gone it's time to attack the mouth, using a combination of dash attacks and dexterity, but be careful not to attack unless she has just eaten some jellyfish (the jellyfish makes her mouth go numb, you see).

After about three direct hits, the jaw will fall off, float around a little, and then join back again. Don't let this hold you back, though, as a few more hits will eventually banish that annoying jaw to wherever it is that jaws go when they die. Once the jaw is gone, it's a simple matter to dash attack the Queen's unprotected jaw and score victory for all forms of marine mammals.





DESPERATE

Dear Agatha,
I'm stuck on *Cannon Fodder*, I need your help. This game is impossible, it drives me mad and my girlfriend is leaving me, but I can't stop playing it. Please stop the agony and give me all the passwords, I can't stand this any more. Please.

Phillip, NSW

You really are a pathetic git, Phillip, if I was your girlfriend (which I'm not) then I would leave you too. But only after stealing all your money, ruining your AC/DC record collection and drinking all your beer. However, in my position as supreme Sega agony aunt of the universe, I am compelled to help you out. I'm still going to make it a challenge for you. I will print all the codes, but I'm going to list them backwards. No reason, I just feel like being mean right now...

LEVEL 23:	ENCTZ
LEVEL 22:	GVGCC
LEVEL 21:	GVGCB
LEVEL 20:	EMQSA
LEVEL 19:	GRNDJ
LEVEL 18:	EIXTI
LEVEL 17:	EIXTH
LEVEL 16:	GRNDG
LEVEL 15:	EFEUP
LEVEL 14:	GNUEO
LEVEL 13:	IUNHD
LEVEL 12:	DBJOE
LEVEL 11:	EGELN
LEVEL 10:	DYQHE
LEVEL 9:	AMFGZ
LEVEL 8:	ECLMU
LEVEL 7:	AQAMP
LEVEL 6:	CRAOS
LEVEL 5:	DXSWZ
LEVEL 4:	HGKOQ
LEVEL 3:	IJHHJ
LEVEL 2:	CNHZU

TWEETY MUST DIE

Dear Agatha,
Hi Aggie!! I just got this really, really good game called *Sylvester and Tweety - Cagey Capers*. I like it a lot. Can you give me all the cheats for it, because I want them. Thanks!!!

Wade, WA

Sure thing, Wade! Here are some ultra-cool-super-doooper-extra-mundo cheats that'll help you catch that horribly cute bird. Just pause the game before you do them.

Free Continue:	Left, A, A, B, Up, C, A, B, B, C
Win House Level:	B, B, C, B, B, A, A, Left, Right, Up
Win Back Yard Level:	Left, A, C, C, C, Down, Up, Left, B, B
Win Train Level:	C, B, C, A, B, C, A, B, C, Down
Win Alley Level:	C, Down, Up, Up, B, C, C, C, A, A
Win Lab Level:	Up, B, C, A, A, B, B, Right, B, Right



KNUCKLE SANDWICH

Dear Agatha,
After a long, painful and torturous month of solid afternoon game-playing, I have finally completed *Sonic and Knuckles*, at least I think so. The problem is that I keep hearing rumours about Sonic being able to become "Hyper" Sonic. Is this true? Please help me my dear Agatha, because I really hate not knowing about hidden things with such potential coolness.

Kathy, Lane Cove, NSW

Don't fret Kathy, let Agatha solve all your gaming woes. You are right about Hyper Sonic and Hyper Knuckles, not only are they possible, but they are also immensely cool and wonderful. Here's how it's done...

Plug Sonic 3 into Sonic and Knuckles (you do have Sonic 3, don't you?) and go to a saved Sonic and Tails game with all the Chaos Emeralds and push Start.

You'll see Sonic and Tails fly down after defeating the final Robotnik in Sonic 3. Quickly run and you'll see Knuckles leaving a secret passage. After he's gone, go into the passage and enter the large ring. You will now be transported to Knuckles' secret room with the master emeralds.

Your Chaos Emeralds will float into the air and get changed into bigger emeralds. These are the 'super emeralds' - you have to get them back in each of the special stages. Jump into one of the rings and you should now enter a special stage. Collect all the blue spheres and you will receive a super emerald.

Once you have all the super emeralds, Sonic will be able to turn into Hyper Sonic. Hyper Sonic has invincibility, speed shoes and all the shield power you could ever want. Jump up into the air and press jump again. You'll see the screen flash white, killing every enemy on the screen. You can also do extra-long jumps by jumping, pushing in the direction you want to go in and then pressing jump again.



NO, YOU'RE JUST HOPELESS

Dear Agatha,

Things aren't going to well for me. You see, I recently bought the Mega-CD game *Dracula Unleashed* and, although it's a fantastic game and I'm generally enjoying it, I just can't seem to make any real progress. Am I missing something, or am I just hopeless?

Diane, TAS

Oh dear, Diane, stuck in a never-ending loop of low-res, low-colour, full-motion-video, bad-acting retro-vampire game are we? Never fear, young lass, forget about that weirdo Van Helsing and take some real advice from Agatha.

Here's the full solution, so you no longer have an excuse for not completing the game. Do each of the following routines properly, in order at the right time, and you should have no problems. Making a journal entry after each and everything you do is also extremely helpful.

DAY ONE

- 1: Aniset's House
- 2: Telegram Janos
- 3: Holmswood's House
- 4: Hades Club
- 5: Newsstand
- 6: Saucy Jack's Pub
- 7: Harker's Home
- 8: Book Store
- 9: Asylum
- 10: Holmswood's Home
- 11: Harker's Office before 5 pm
- 12: Aniset's Home with necklace in hand
- 13: Go home
- 14: Read telegrams
- 15: Go to bed

DAY TWO

- 1: Harker's Home at 7 am
- 2: Asylum to see doctor after 9 am
- 3: Telegram Van Helsing and Janos
- 4: Harker's Office
- 5: Hades Club
- 6: Book Store
- 7: University (coin in hand)
- 8: University (cloth in hand)
- 9: Harker's Home (knife in hand)
- 10: Aniset's Home
- 11: Hades Club



12: Book Store (key in hand) before 12 am

13: Go home and read telegrams

14: Go to bed

DAY THREE

- 1: Newsstand at 7 am
- 2: Cemetery at 10 am
- 3: Asylum (headknocker in hand)
- 4: Telegram Janos
- 5: University (manuscript in hand)
- 6: Holmswood's Home
- 7: Go home
- 8: Read telegrams
- 9: Harker's Home after 7 pm (manuscript in hand)
- 10: Aniset's House

DAY FOUR

- 1: Harker's Office
- 2: Mrs Harkers's Home
- 3: Go home and read telegrams
- 4: Newsstand
- 5: University
- 6: Asylum
- 7: Cemetery after 12 noon
- 8: Aniset's Home
- 9: Hades Club
- 10: Harker's Office (cylinder in hand)
- 11: Saucy Jack's Pub
- 12: Cemetery at 5 pm (steak and mallet in hand)
- 13: Aniset's Home
- 14: Harker's Home (with Wolfbane in hand)
- 15: Aniset's (cross in hand)
- 16: Harker's Home
- 17: Aniset's Home
- 18: Hades Club at 12 pm (cross in hand)

TRUST YOUR FEELINGS

Dear Agatha,

Any cheats for *Star Wars* on 32X yet? Anything at all would make this game enjoyable.

S Haythorne, SA

There is indeed a cheat to enable valiant rebel X-wing and Y-wing pilots to freeze time while still playing. In order to activate this cheat a qualified 32X-owner must perform the following sequence while the game is paused: Down, B, B, Up, Right and Left. You should then hear a sound that sounds distinctly like "Yahoo!".



MICRO MASOCHIST

Dear Agatha,

Do you have any cheats for *Micro Machines 2* on the Mega Drive?

John, QLD

Here are some excellent cheats that will make things tougher for all you Micro Machines fanatics out

there. Just remember to always knock your opponent off the screen whenever possible...

Faster Car: Up, Down, A, B, Left, Right, then hold C and press Start.

Hard Game: Left, Right, Left, Right, Up, Down, then hold Down and press Start.

Very Hard Game: Left, Down, Up, Down, Right, Down, then hold A + Down + Start.





BANGING DUSTBINS

Dear Agatha,
 Hey Ag! I just got that great, knee-slapping game known as *Earthworm Jim* and boy, am I the happiest individual in the universe right now. However, things ain't all good, because I just can't beat that extra-annoying Dustbin boss on the first level. The guy is a nightmare – he cheats, he's not natural, he's starting to get on my otherwise unloaded nerves! Please relieve my burden and turn me into a shining example of humanity by revealing how to kill this pile of literal garbage. Thankingyoumuchly.

Darrel, VIC

Oh Darrel, if I could be bothered to give away a prize for the most eloquent letter of the month, then it definitely wouldn't be yours. Firstly you're so eager that it makes me wanna puke, and secondly, you'd have to be a complete Harkonnen not to get past the first level of Earthworm Jim. Here's what to do...

The Dustbin dude has three stages to his attack:

The first is when he is standing and stomping. Here, all you have to do is shoot him while avoiding the junk that falls from the sky (watch out for the tubas).

The second stage is when he is moving across the ground. All you have to do here is jump over him completely (do not touch him at all, otherwise he'll switch back to stomping mode and regain all his life), while getting in the occasional shot with your Earthworm Jim gun-of-death-and-destruction.

The third stage is when he stays still and shoots anvils at you. You need to be within range of these shots so you can blast the hell outta him and his anvils. It is during this stage that all the real damage is done, but be careful to jump over him when he switches back to stage two of his attack. If you have any mega-blasts handy be sure to use them (although they are automatic so you don't really have much choice, do you?).

Good luck!

EXPLOSIVE STUFF

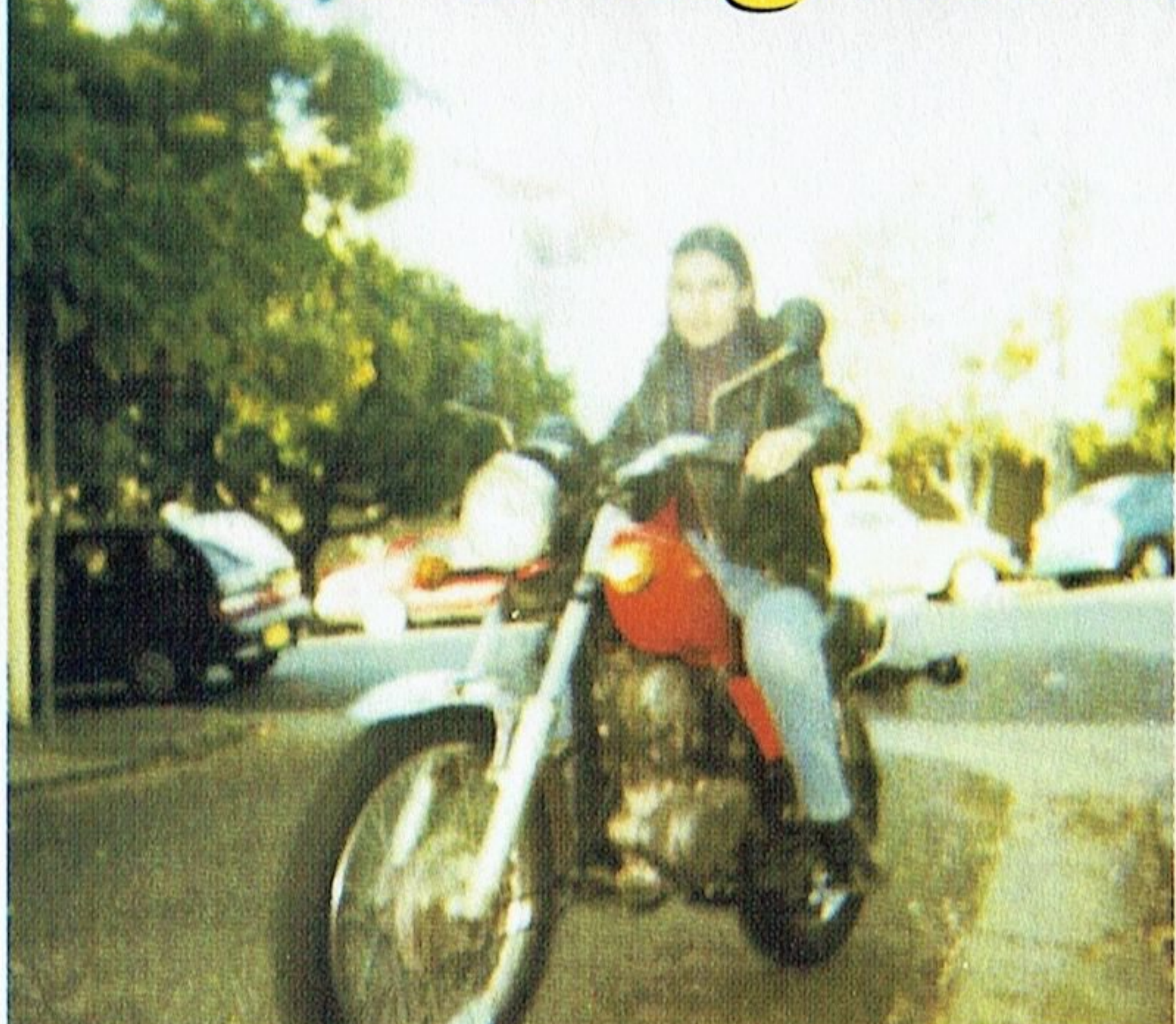
Dear Agatha,
 Do you have a level select for that totally weird Japanese game *Dynamite Heddy*? It's a good game, but I really can't be bothered playing it from beginning to end.

Brenden, SA

*Sometimes I really get annoyed at you people, you go out and spend a lot of money on a good game like *Dynamite Heddy* and you can't even be bothered to play it without a cheat. Here's the cheat anyway...*

When the title screen appears, press Start once and leave the cursor at 'Start Game'. Then enter the code: C, A, Left, Right and B. You should hear a sound to confirm that you have done it correctly. Now press Start to access a stage select.

Write to Agatha!



BEANS AIN'T BEANS

Dear Agatha,
 Can I please have all the passwords for *Dr Robotnik's Mean Bean Machine*?

Oliver, VIC

Beans? Sure...

EASY LEVEL

- Stage 2:** Red, Red, Red, Has Bean
- Stage 3:** Refugee, Purple, Refugee, Green
- Stage 4:** Red, Refugee, Has Bean, Yellow
- Stage 5:** Refugee, Blue, Blue, Purple
- Stage 6:** Refugee, Red, Refugee, Purple
- Stage 7:** Purple, Yellow, Red, Blue
- Stage 8:** Yellow, Green, Purple, Has Bean
- Stage 9:** Yellow, Purple, Has Bean, Blue
- Stage 10:** Red, Yellow, Refugee, Has Bean
- Stage 11:** Green, Purple, Blue, Refugee
- Stage 12:** Red, Has Bean, Has Bean, Yellow
- Robotnik:** Yellow, Has Bean, Blue, Blue

NORMAL LEVEL

- Stage 2:** Has Bean, Refugee, Yellow, Yellow
- Stage 3:** Blue, Refugee, Red, Yellow
- Stage 4:** Yellow, Blue, Refugee, Purple
- Stage 5:** Has Bean, Green, Blue, Yellow
- Stage 6:** Green, Purple, Purple, Yellow
- Stage 7:** Purple, Blue, Green, Has Bean
- Stage 8:** Green, Has bean, Refugee, Yellow
- Stage 9:** Blue, Purple, Has Bean, Has Bean
- Stage 10:** Has Bean, Red, Yellow, Refugee
- Stage 11:** Refugee, Red, Red, Blue
- Stage 12:** Green, Green, Refugee, Yellow
- Robotnik:** Purple, Yellow, Has Bean, Refugee

HARDEST LEVEL

- Stage 2:** Blue, Blue, Green, Yellow
- Stage 3:** Green, Yellow, Green, Refugee
- Stage 4:** Purple, Purple, Red, Has Bean
- Stage 5:** Green, Red, Purple, Blue
- Stage 6:** Purple, Refugee, Green, Yellow
- Stage 7:** Blue, Purple, Green, Has Bean
- Stage 8:** Refugee, Purple, Has Bean, Yellow
- Stage 9:** Purple, Green, Has Bean, Refugee
- Stage 10:** Green, Blue, Yellow, Has Bean
- Stage 11:** Green, Purple, Has Bean, Red
- Stage 12:** Red, Green, Has Bean, Blue
- Robotnik:** Red, Red, Refugee, Yellow

Tempted to throw your control pad through the TV screen? Drop-kick your Mega Drive out the window? Stomp the cat? Just relax, take a deep breath, and tell all your worries to Aunt Agatha.

Dear Agatha..., Megazone, PO Box 746, Darling-it-hurts, NSW 2010.

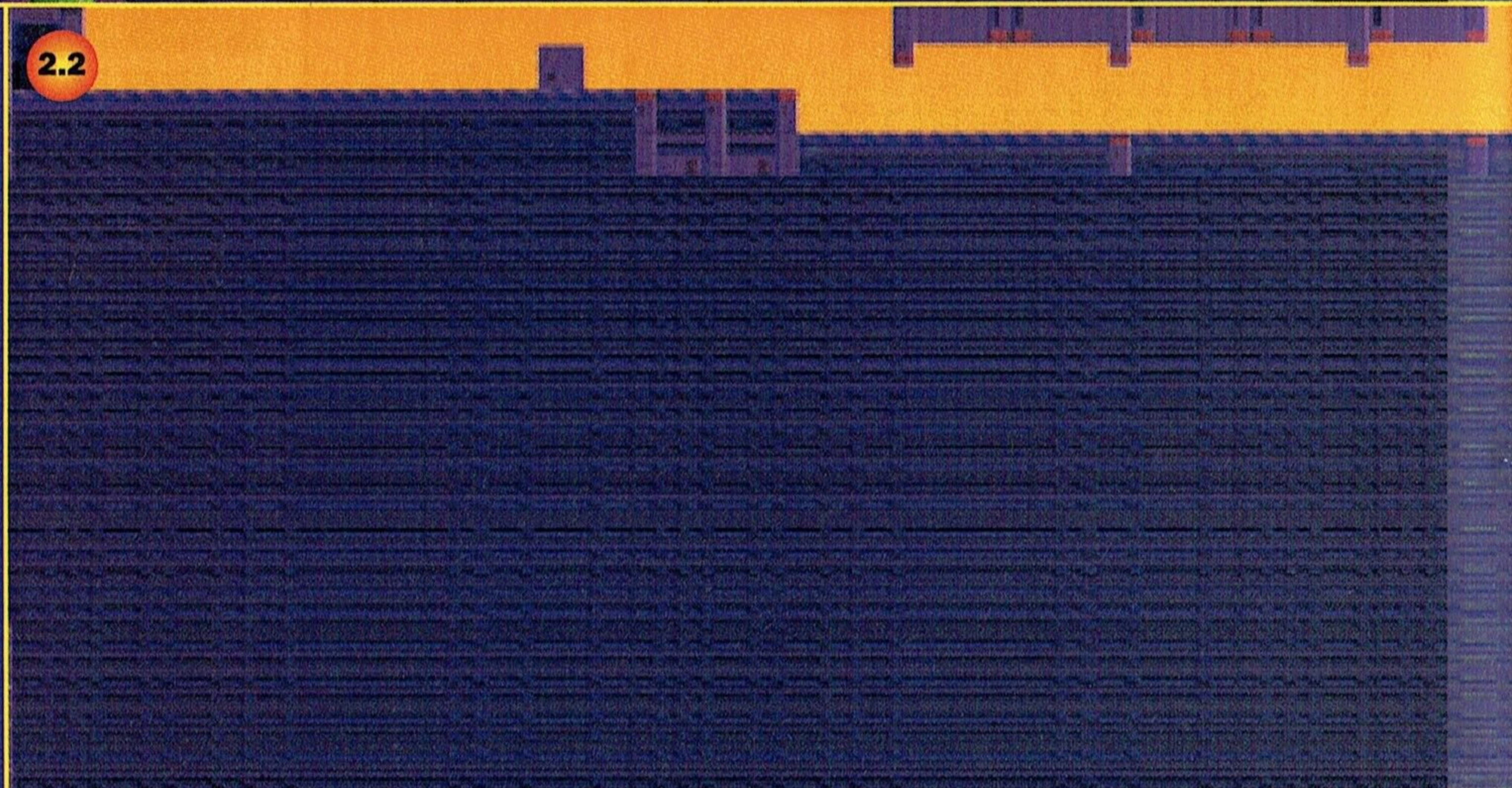
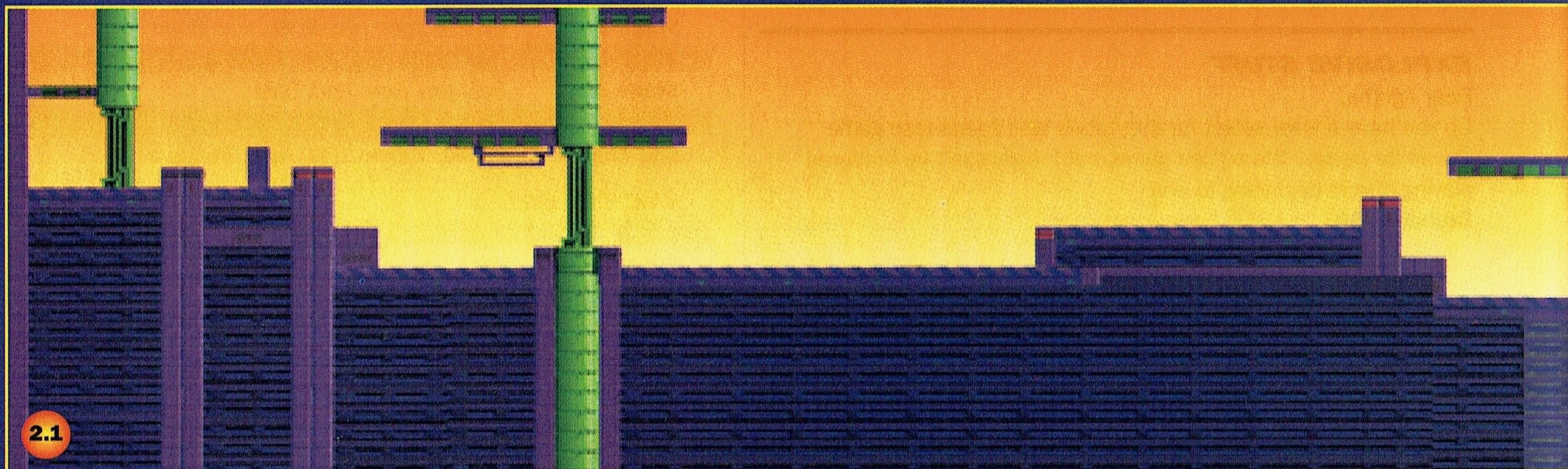
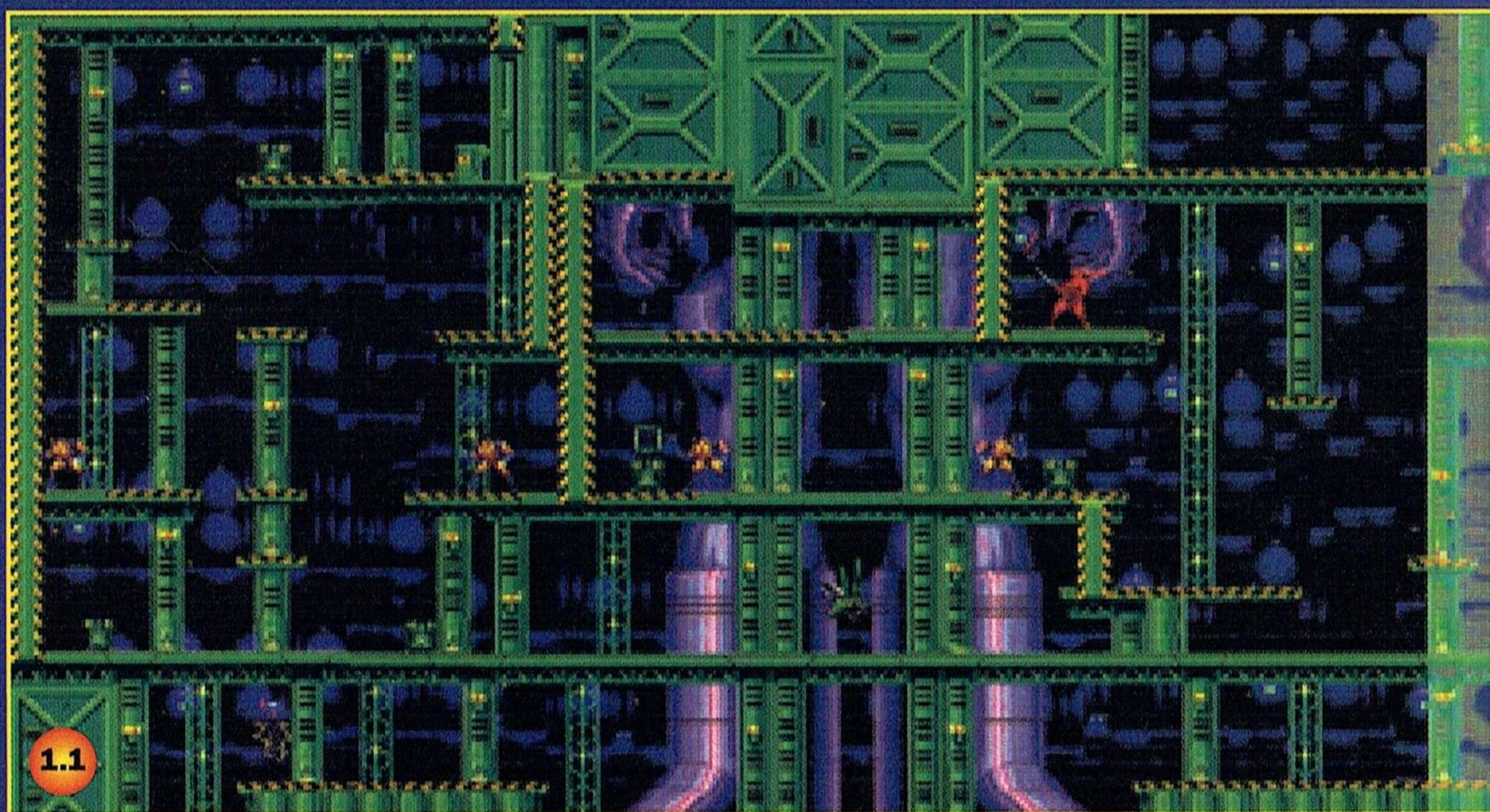
Small domestic animals are people, too.

X-Men 2



They have superpowers, they fight evil, they wear Lycra. But enough about the Megazone team, on with the *X-Men 2* full solution.

The first traces of Phalanx infestation are found in a secret Sentinel base, so waste no time about it and head down there pronto! You can choose any mutant to control for this level, although Wolverine and Gambit are the easiest to control. Destroy the computer monitors, then leap over the blasts of electricity to open the various doors blocking your way. Watch out for any sudden sparks that move along the open cables.

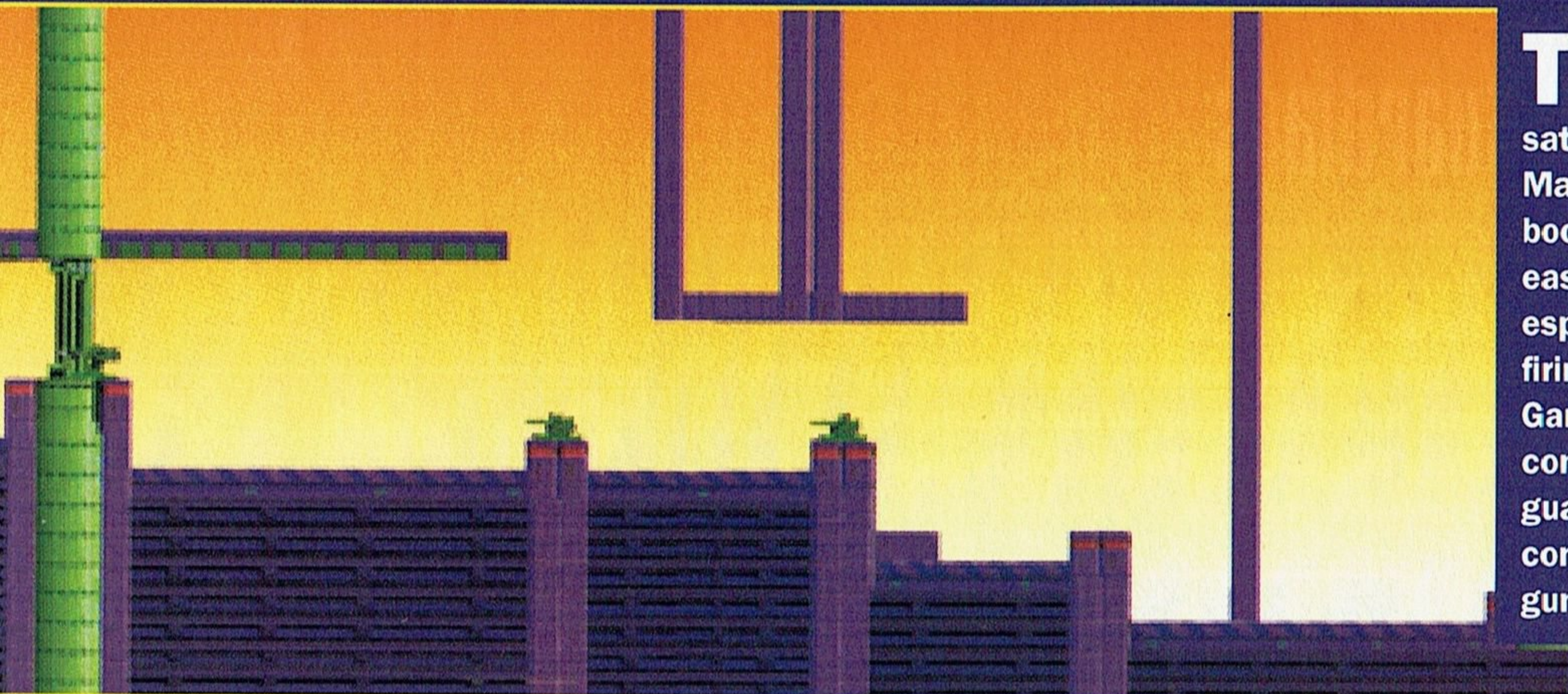
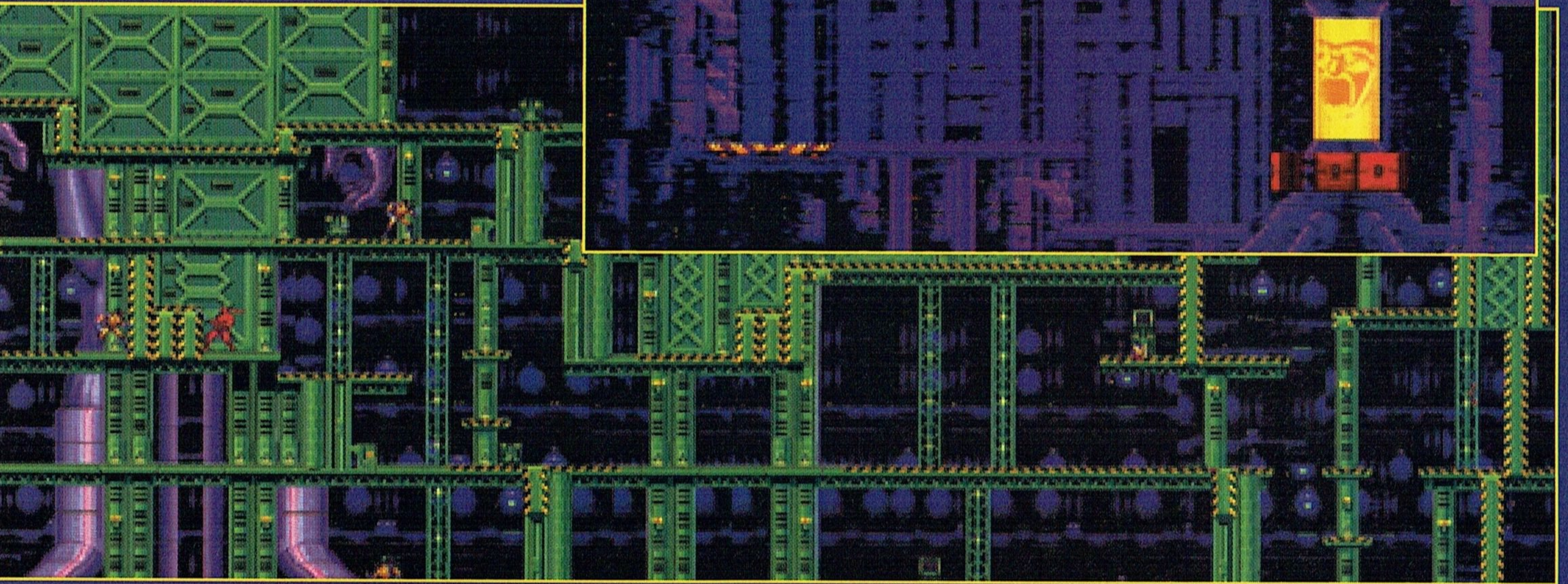
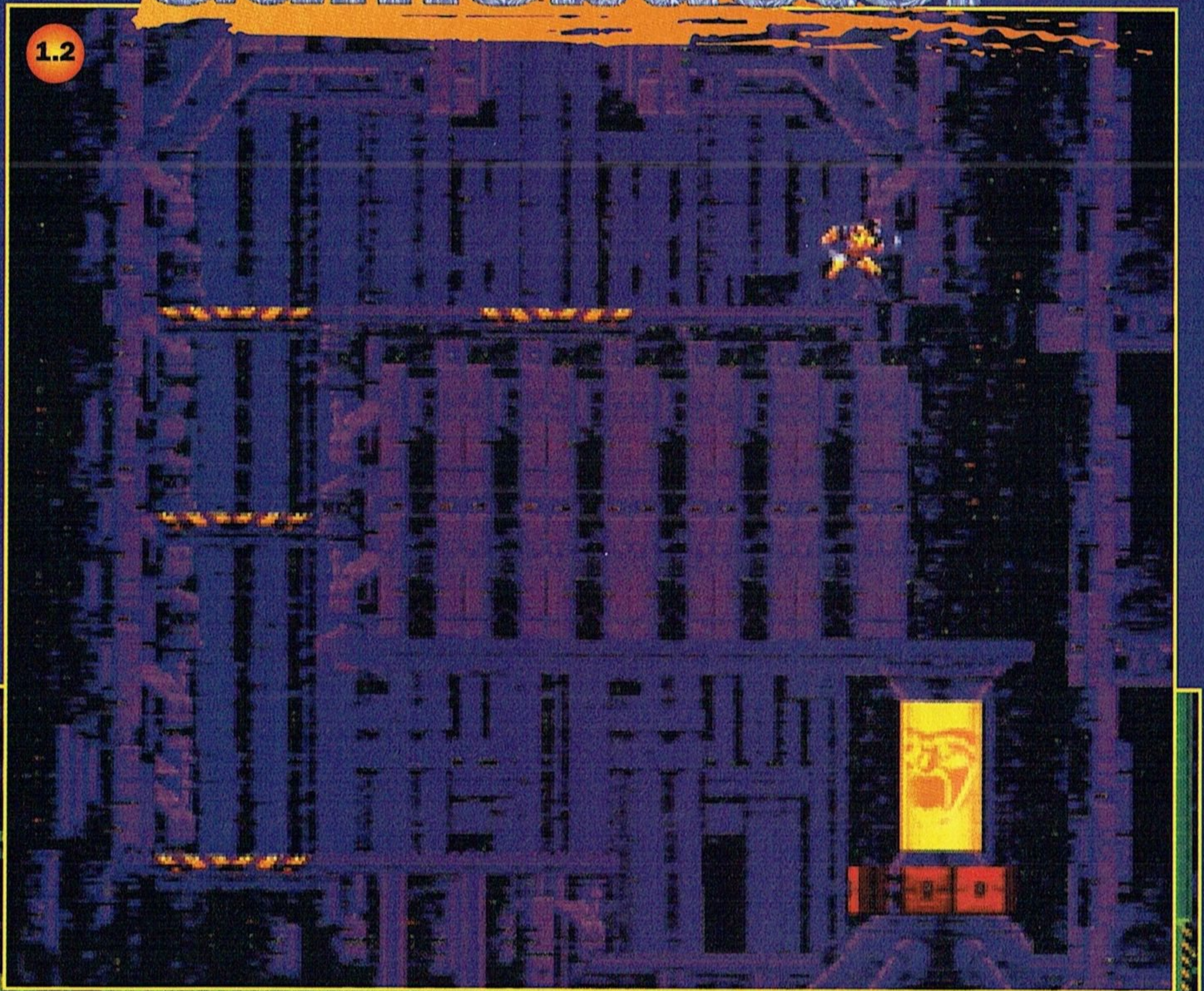


There are quite a few guards here, but simply deal with them just as you did before. There's the odd gun turret or two here as well, so leap over them and waste no time in getting as far away from their blasts as you can.

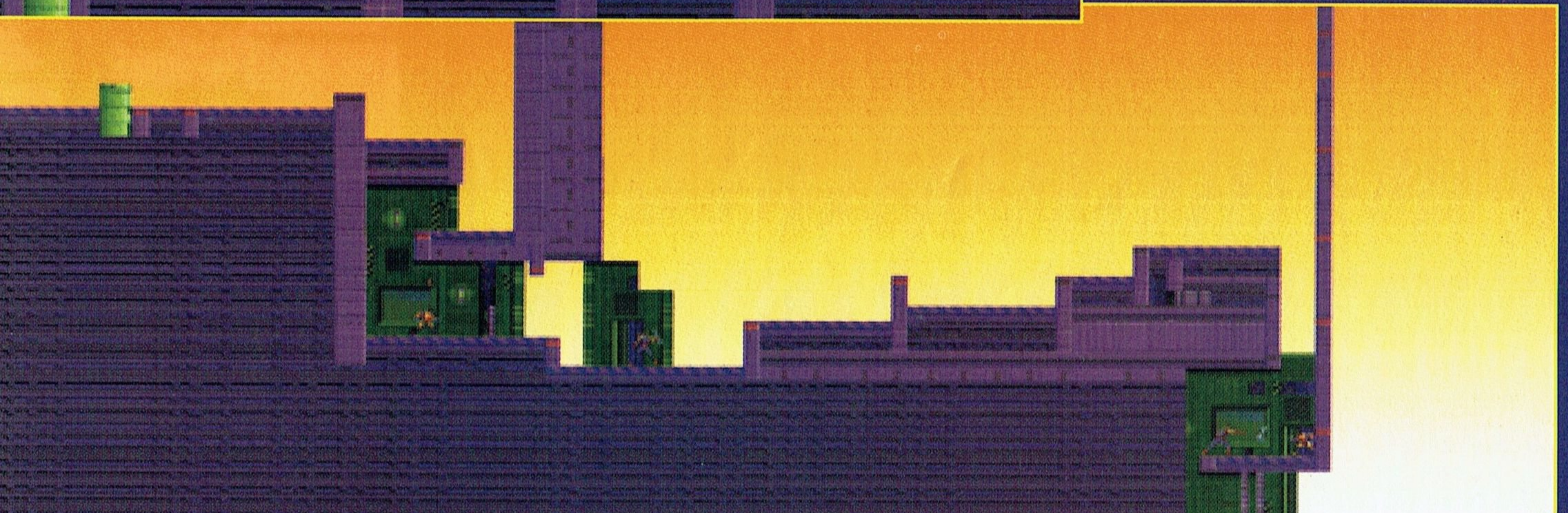
Gamebuster

1.2

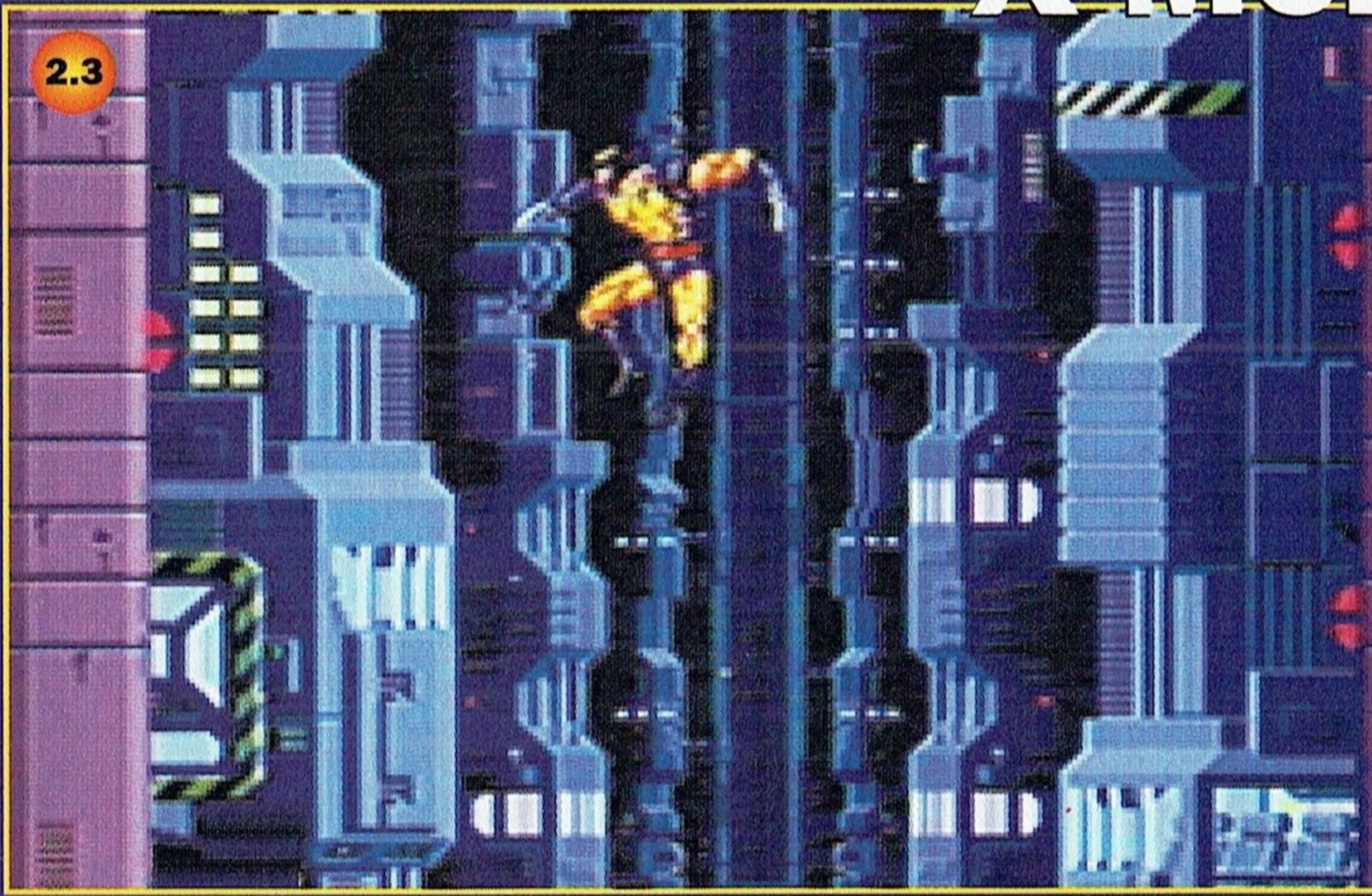
When you finally manage to reach the Sentinel's brain, the next tricky task is destroying it. Walk left until you reach a lift, and then go down the lift until you reach the bottom. Now walk a little to the right to find the infested super-computer. The best tactic to use when destroying it is to crouch down just in front of the rotating circuitry and continually hit them as fast and as hard as you can. Watch out for the laser blasts that they emit every so often, and always remember to dodge the energy bolts that are fired out of the Sentinel's eyes – they can be deadly if you ignore them.



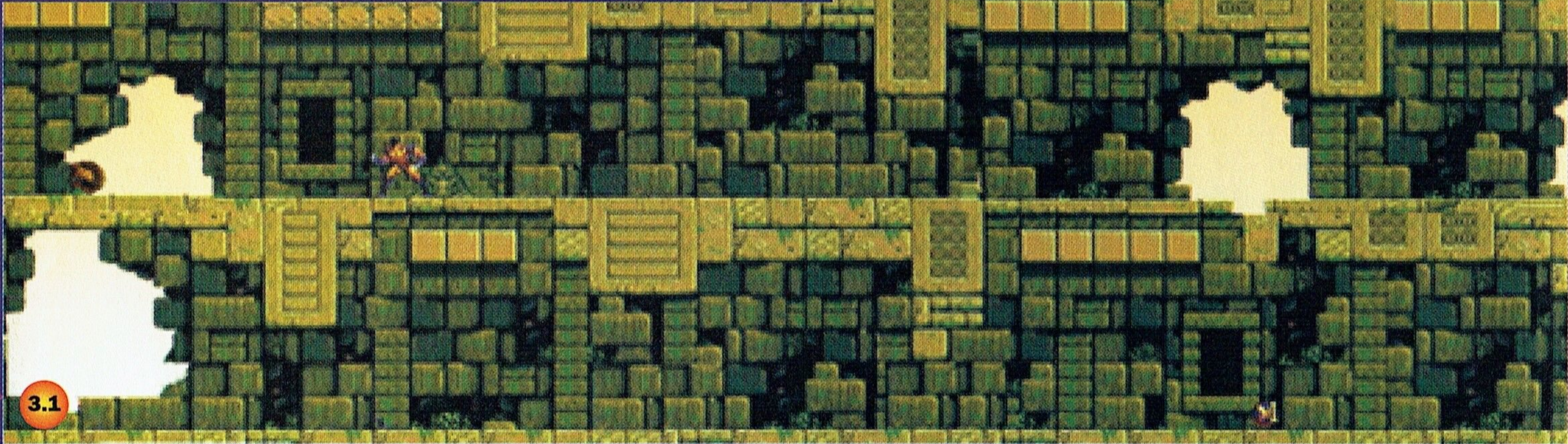
The second level takes place on the barren but dangerous grounds of Magneto's satellite fortress – Asteroid M. Asteroid M is Magneto's home, and is littered with guards, booby traps and war guns. This level is far from easy to complete, and the going gets especially tough when the flying guards start firing at you. Again, use either Wolverine or Gambit for this level, as they're the easiest to control. You can't shoot any of the flying guards, so your best tactic is to just continually jump out of the line of their gunsights.



X-Men 2



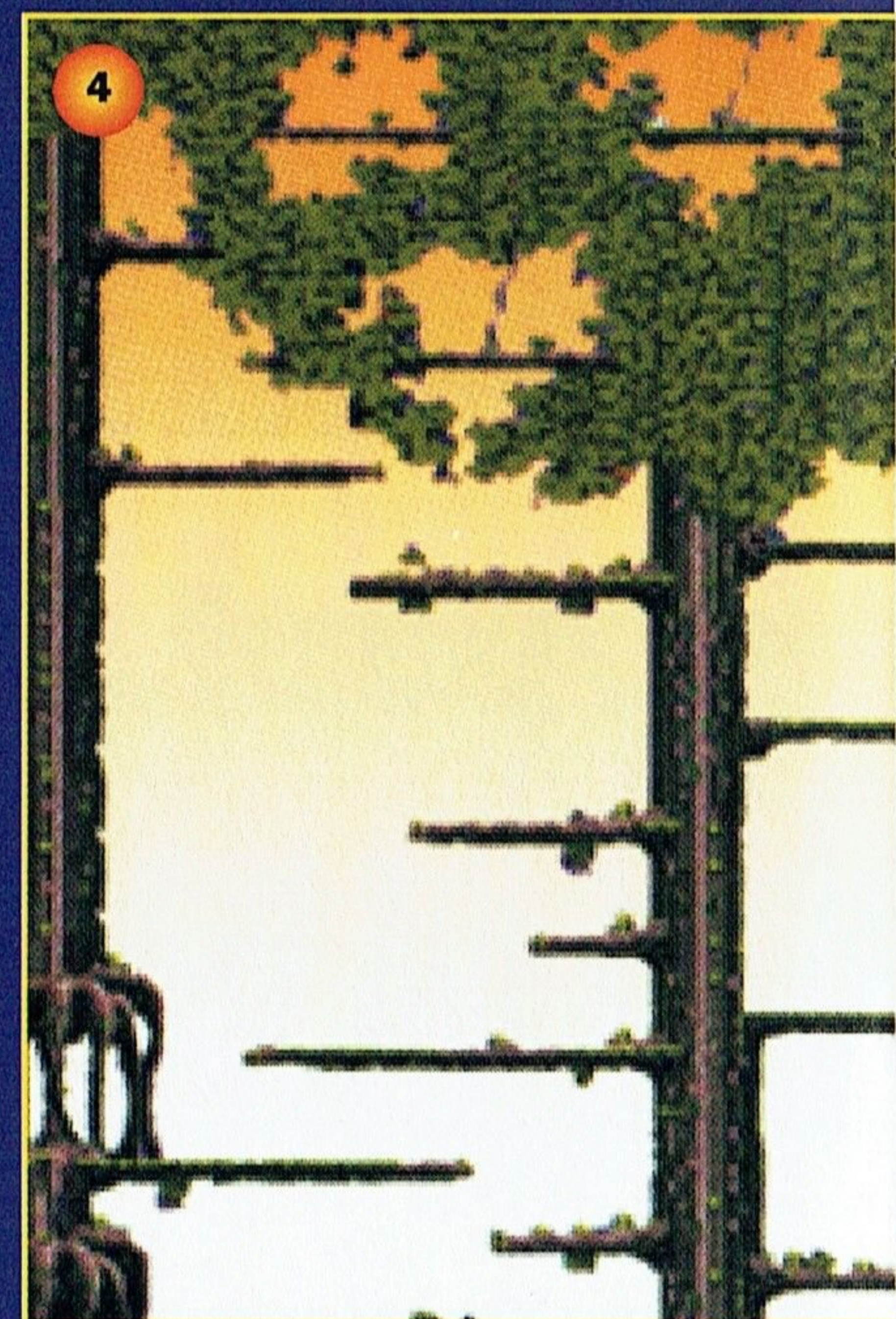
You'll then find yourself falling down a sheer drop inside what looks to be a huge machine. Every so often you'll land on a metal trap door. Kill any guards you find lurking here, and blow up the monitor to continue your fall into the centre of Magneto's base.



Apocalypse. The very name itself strikes fear into the hearts of all that is good in the world, but it is to Apocalypse's base that you must venture next. Set in the heart of the Savage Land, your task is to make your way up this huge map until you reach the top, where a powerful mutant waits for you. Be patient as you venture along here, because various rocks and boulders will come crashing down on you from above. They shouldn't be too hard for you to avoid, but if one does happen to hit you, it will cause you quite a lot of body damage. You can only afford to take so many hits, so it pays off to proceed slowly. Once again, go for Gambit or Wolverine. Keep an eye out for the rolling boulder-men – they can cause you real problems.

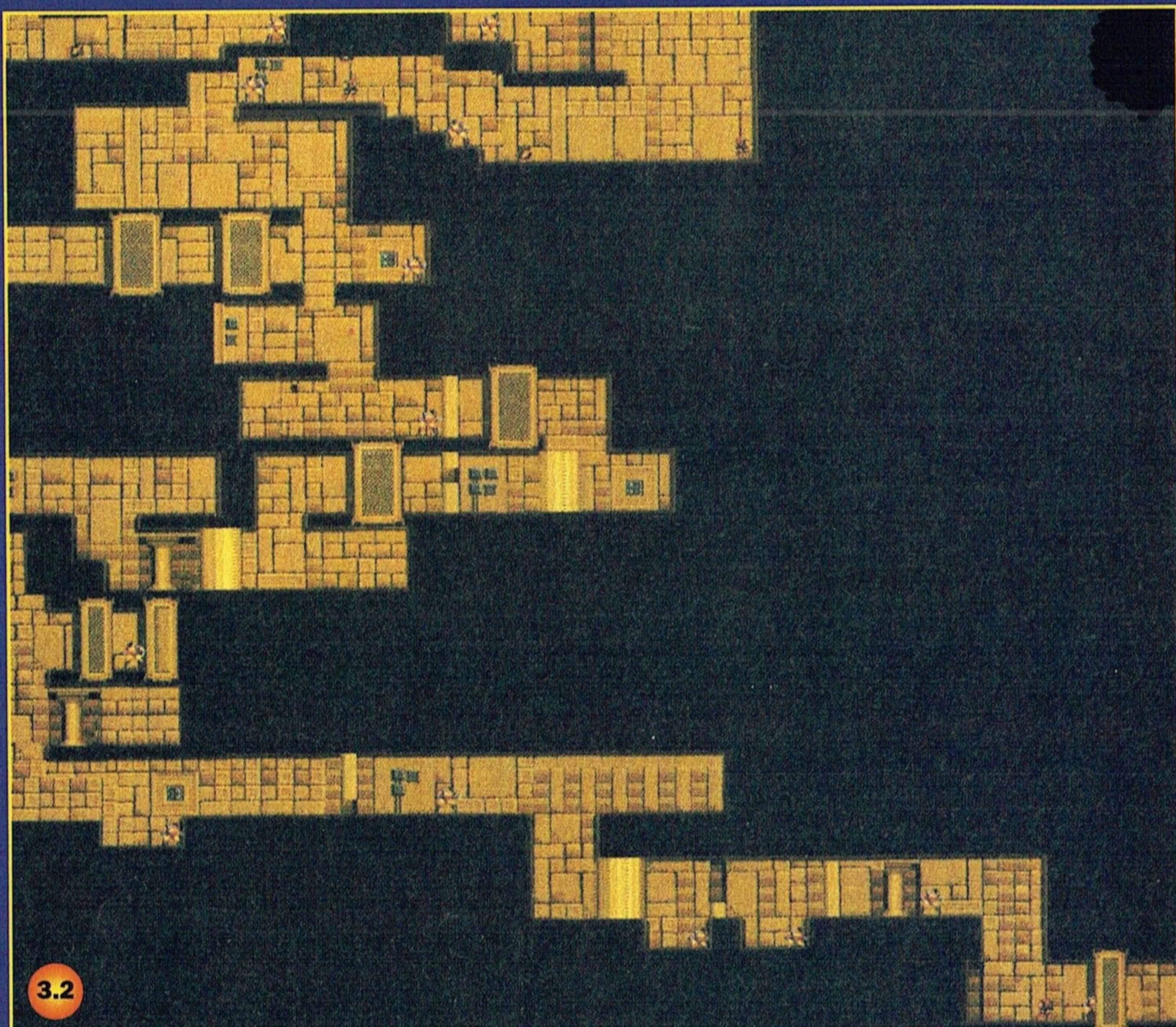
Level 4 Guardians

After you have completed the last section, you'll have to get past arguably the hardest section in the game so far. Flying metal robots and red ninja-samurai are out to get you, but the main problems come from the steadily rising pools of acid that continually chase you. One touch from this stuff and you're in big trouble! When you finally get past that section, you'll meet up with the guardian – a mutating robot with an attitude problem. He'll start flying all over the screen shooting at you, so jump up and hit him as many times as you can. After you've brought him down to Earth, he'll change shape and come at you as a tank-like creature.



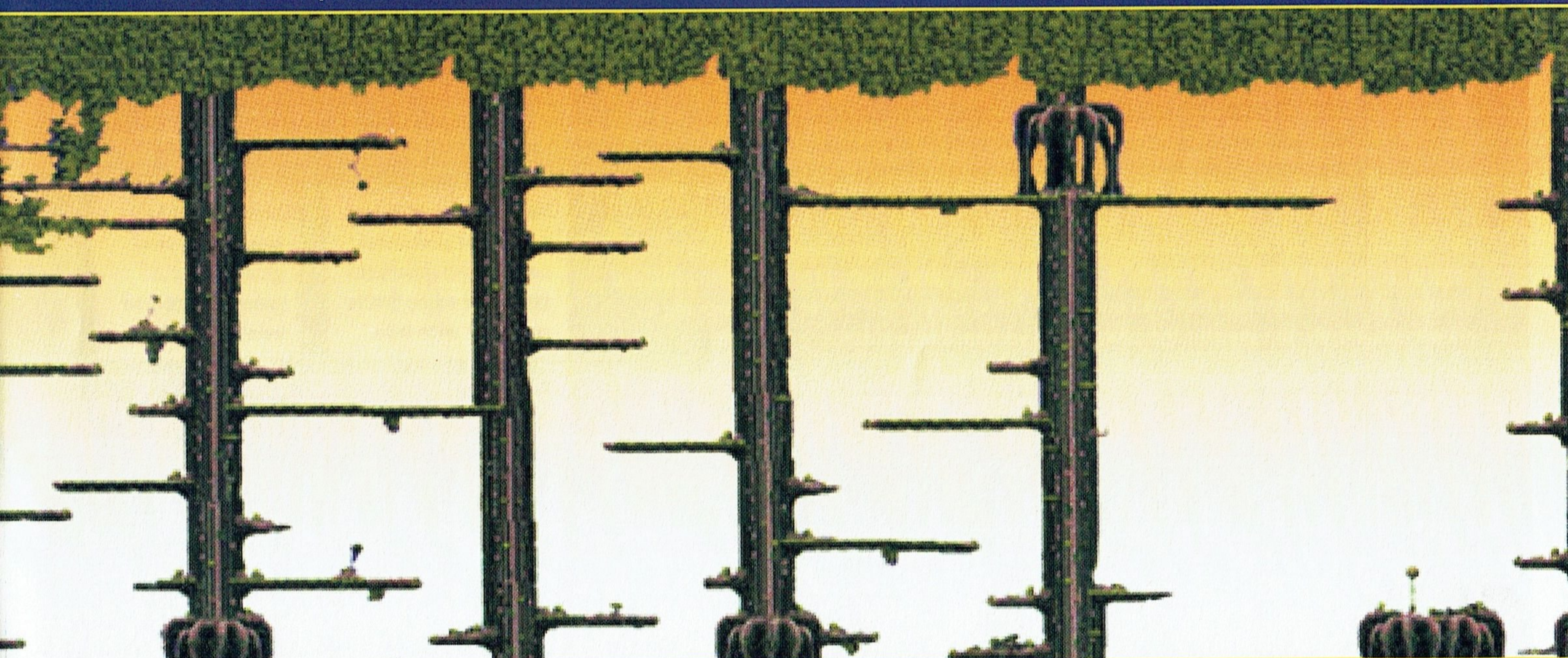


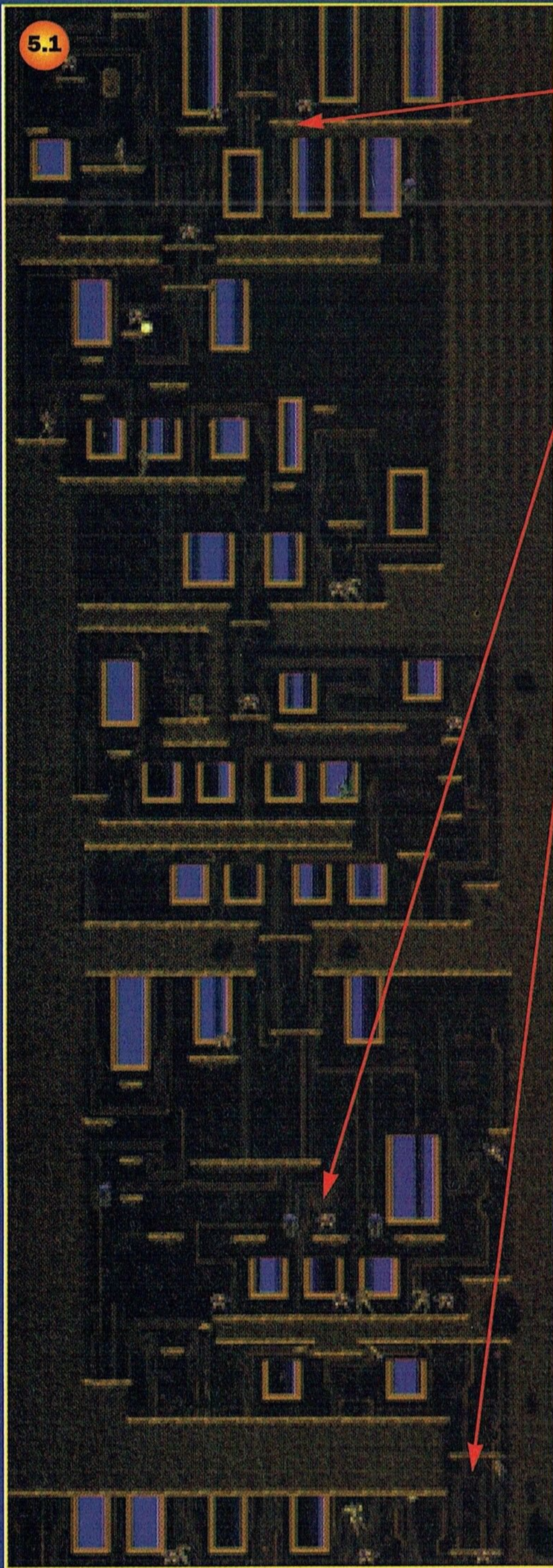
Gamebuster



You will need to really get to grips with jumping here, as most of this level consists of trees and tricky gaps to cross. This is one of the hardest stages to knock off, thanks to the many spike traps and baddies. Much of this level can only be reached by climbing to the top of a tree and jumping a huge gap in the hope of landing on something solid. Later on, you'll find a few guards dotted around who'll do their best to make life as hard as possible.

Going underground for this section, tricks, traps and trouble a-plenty await you here. There is many an obstacle to overcome and puzzle to solve. Any of the X-Men can complete this level, but Wolverine and Gambit are the safe options. Don't waste any time in hanging around in this stage. Patrolling the corridors of this evil place are various rock-men and moving spike-barrels. If you encounter any of the rolling rock-men, don't run away as they'll only follow you and more than likely hit you. What you should run away from, though, is the huge moving spike-barrels. One touch from these blighters and you're up to your neck in trouble. Whenever you get the chance to leap into a pit, do so and let the barrels pass safely over your head. Use the switches to change the direction they roll in – vital to buy some elbow room.





5.1

Along this platform you'll find a switch which activates the various lifts on the level. Cunning, eh?

These hovering robots can make life hell for you, so the quicker you take them out, the better. Keep an eye out for their lethal flame bursts, and make sure you're out of range before you decide to attack them.

Use these lifts to take you up to those normally unreachable platforms. They save a lot of time.

As per usual, you can choose any mutant to play in this level, but either Wolverine or Gambit are most suited, because of their jumping abilities and quick attacks. This makes them the easiest to control, and you won't have to worry about any special combinations, leaving you free to concentrate more on what's happening around you. As for the level itself, this is moving platform heaven! To get anywhere in this level, you're going to need the patience of a saint, as the slightest mistake often leads to you falling several screens down. Most frustrating. Activate all of the lift switches that you find along the way, and keep an eye out for any floating robots that cross your path.

The sixth level is a real pain, so give yourself a pat on the back if you make it past this one! Littered with guards, booby traps and ceiling guns, you'll have to stay alert at all times to survive very long in this harsh environment. This level is far from easy to complete, and the going gets especially tough when you reach the second part (the background will change to a lighter shade of blue when you get here). Remember to use either Wolverine or Gambit, as they're the two easiest characters to control. If you're feeling particularly lucky, why not try just running through the level and ignoring all of the enemies that you encounter? The longer you waste time in trying to kill off the guards, the greater the chances of you getting wasted.

Level 5.1 Guardian

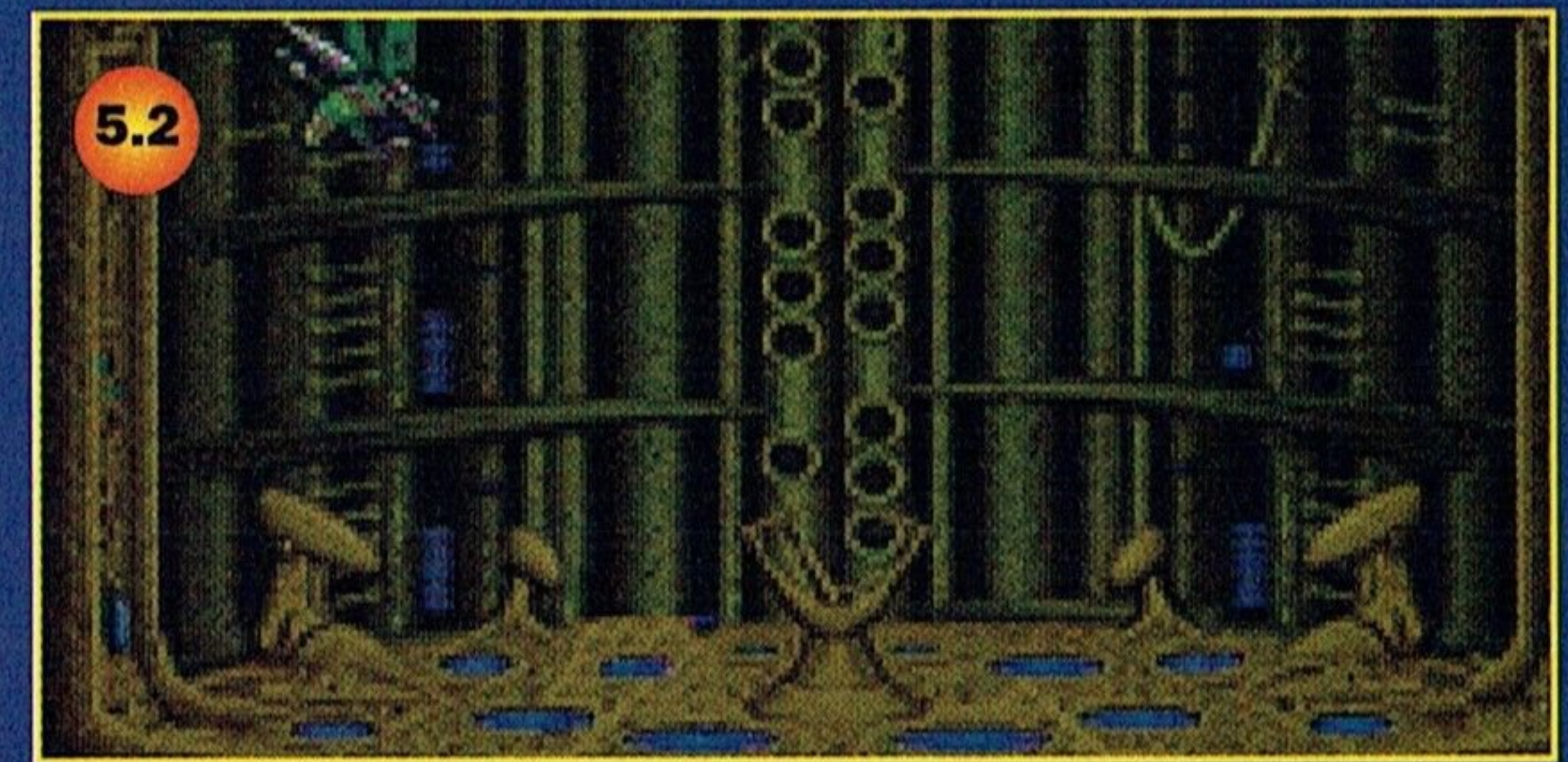
The big baddie. Once you've reached the top of the last level, the screen will stop scrolling and this mean mother will appear. He'll start firing bullets at you from his gun, before marching up and trying to crush you to death with his feet. Leap over any stray bullets that come at you, and then strike at his head a few times to kill him.

It takes practice before you can get past this boss, but after a few attempts you should have him done and dusted. Wolverine is probably the best character to use against this baddie, as his claws are great for causing the most damage. Characters with ranged attacks aren't as good, because you're liable to get hit by the bullets as you aim your fire.

Once you've killed this guy, it's onto the next level. Things don't get any easier from here onwards, so be warned!



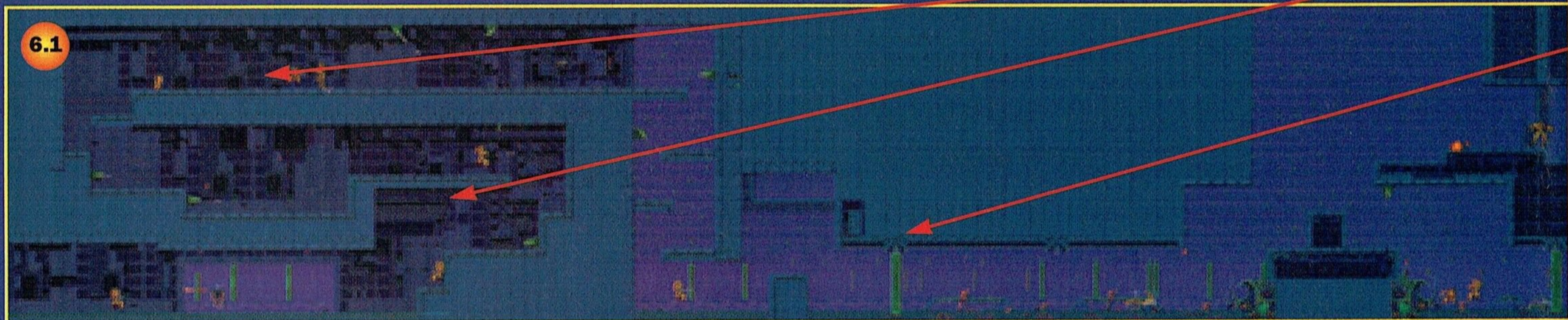
This next stage takes the form of a huge descending lift, with robotic flies that continually swarm at you from above. It's all pretty self-explanatory stuff – kill the flies by leaping up and hitting them twice to destroy them. After a couple of minutes of this, they'll stop attacking you and you're then free to enter the next stage. If you don't hit the flies when they first appear, they'll get a fix on you and start firing energy-balls. One hit from one of these takes away a lot of energy, so avoid them at all costs. Hit the flies as fast and as hard as you can, troopers!



5.2

This guy causes you no end of problems, as the wall-mounted guns fire away while you deal with him.

Triple trouble here, with two guards and a mounted gun to contend with.



6.1

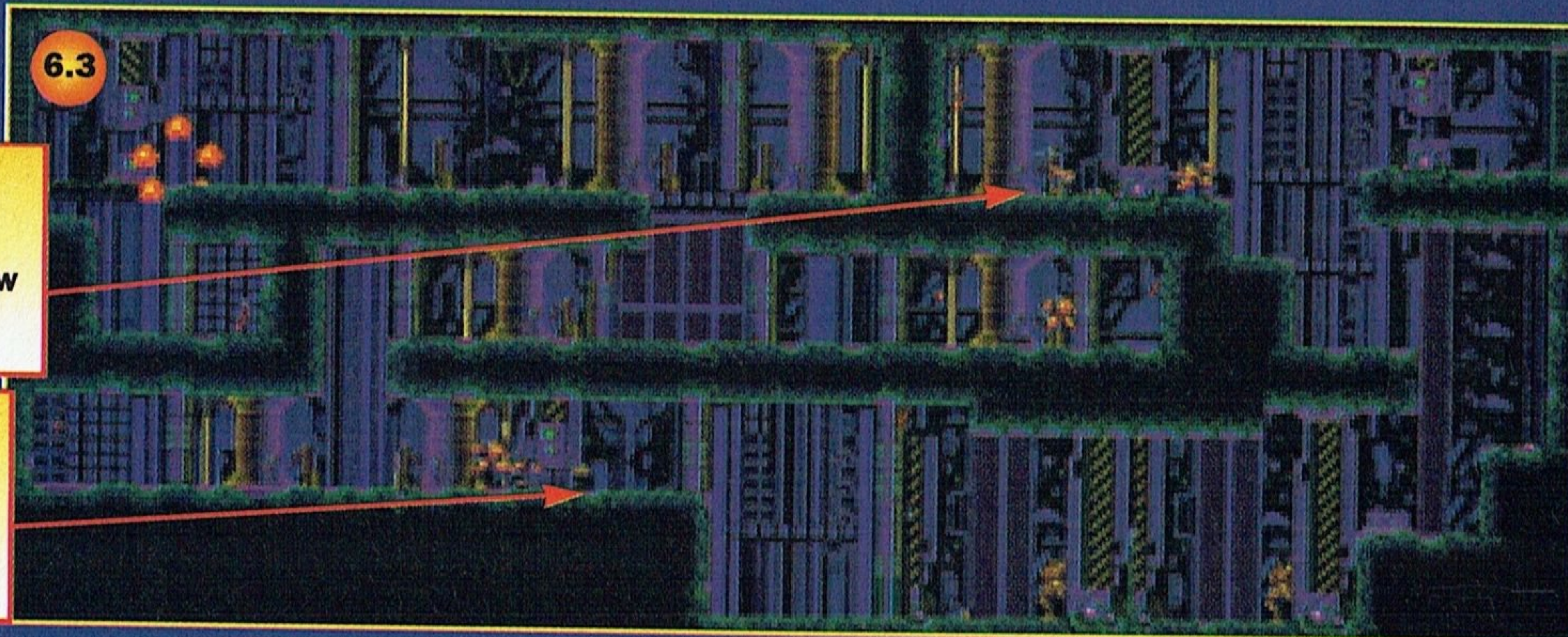


In between each section from now on, you'll have to work your way past this tricky stage. Falling down, avoid the spikes and then kill the evil bug at the end. Splat!

A maze of horror and excitement awaits you here, as you battle your way past all manner of baddies and still try to look suitably macho. Can you do it? Well, you can if you closely follow the map (ensuring you don't get lost) and make good use of the tips that we provide! There are quite a few guards and gun-turrets here, so be prepared to deal with them, in the usual manner.

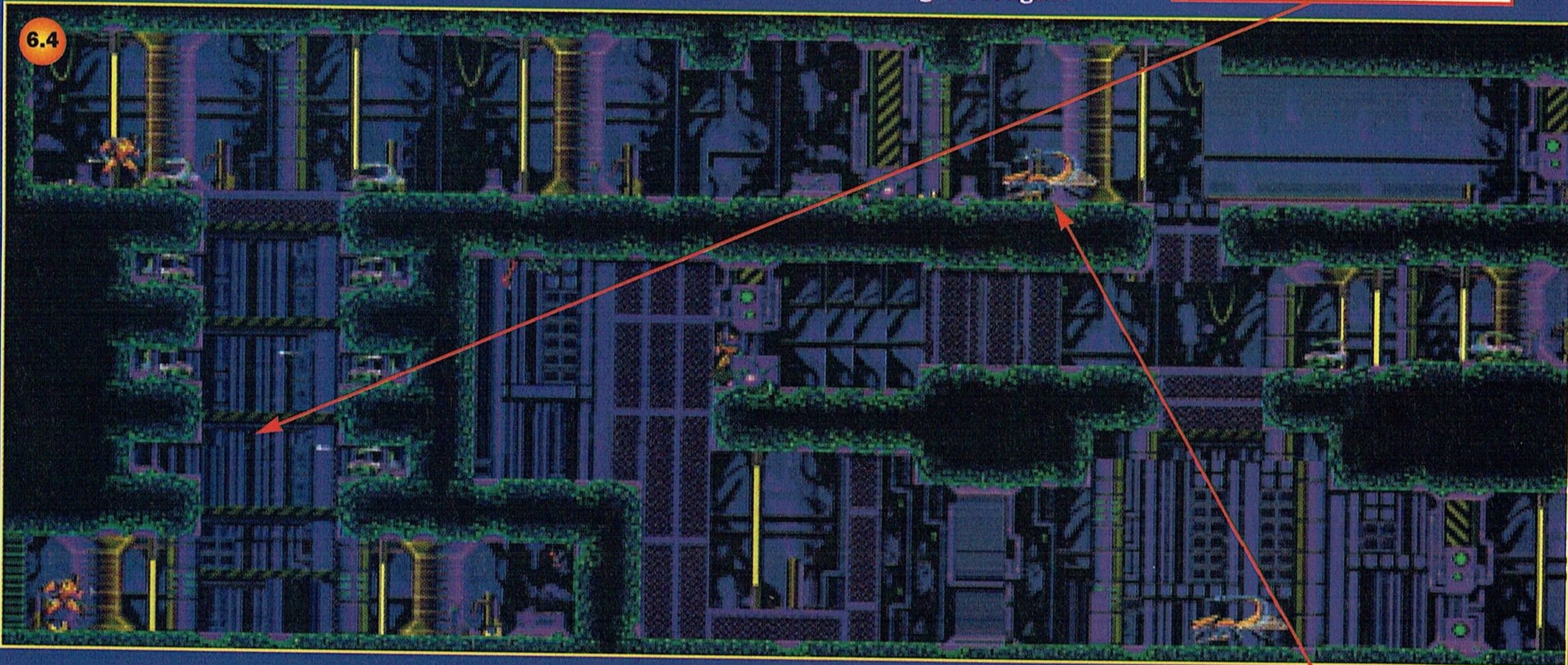
There's a mean and nasty guard waiting for you here, so crouch down out of his sight and wait until he gets near you. Now leap up and slice 'n' dice him to death!

Leap up here, then make your way to the exit, which should be almost directly in front of you by now. You should have killed all the guards by this time.



Quite a few guards and general platform-game baddies here, so deal with them all as usual, and don't dilly-dally on the way! Right at the start of the stage are some tricky little bugs which fire (it would appear) spit at you. You can either kill or avoid them. Killing them is more fun, but it inevitably involves taking a hit or two. The other method is by far the safer of the two to go for, all that's needed is a bit of timing. Follow this map and you're guaranteed never to get lost again!

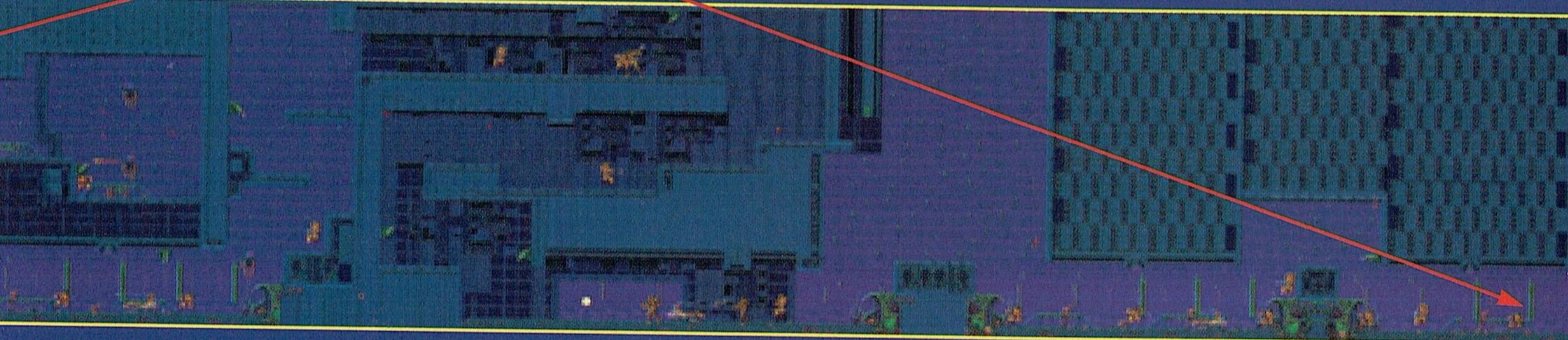
Leap up these ramps, though be careful to avoid the energy balls that are fired at you from the bugs.

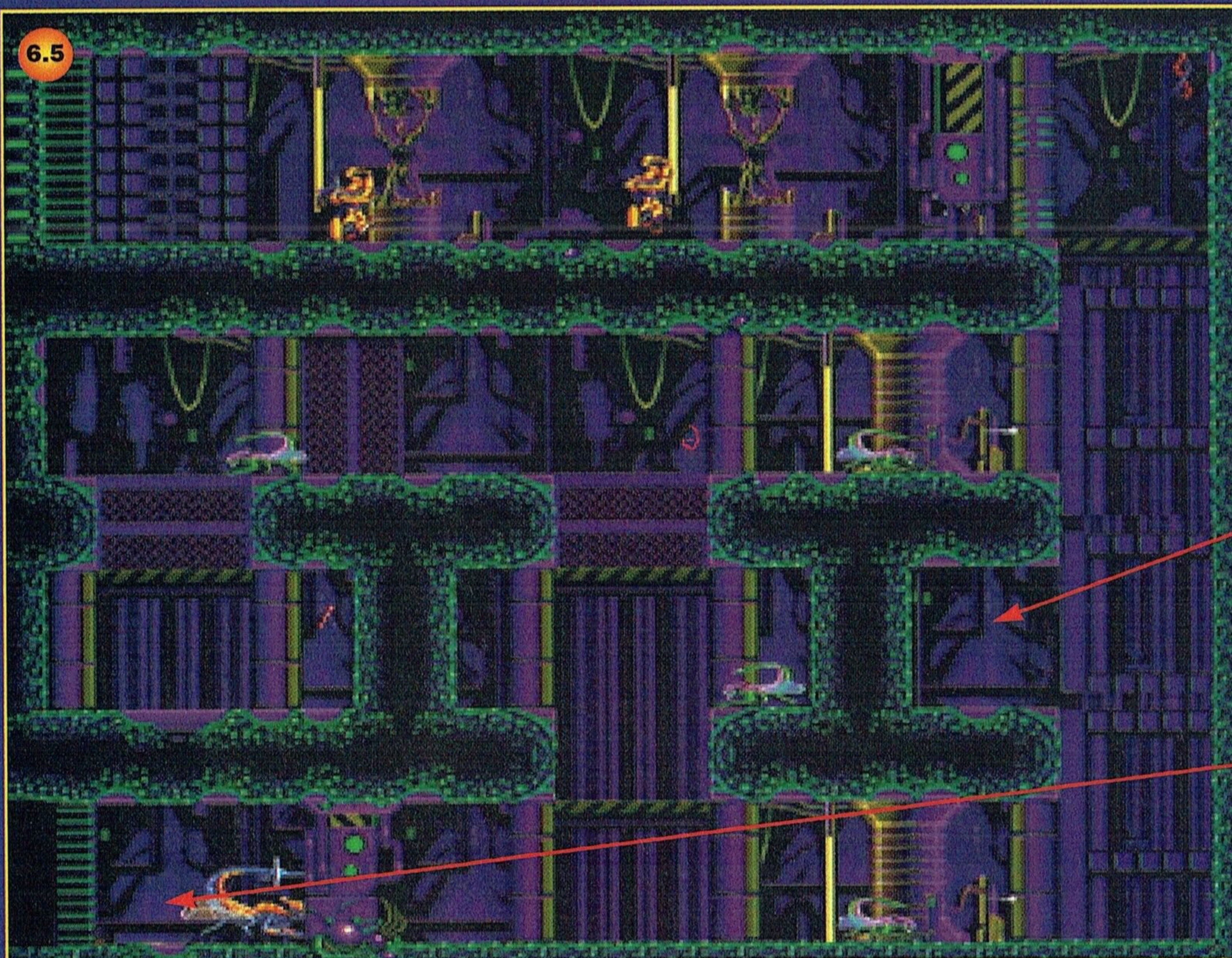


Huge bugs infest this section, and to make matters worse, they can also fire energy-balls at you!

You've nearly made it now, so be ultra-careful. The last thing that you want to do is die now that you're so close to the end. There is one final bug to kill, so be prepared for him and don't mess up!

A bug! Normally I'd recommend a fly-swatter, but seeing as these chaps are bigger than yer normal household type, go for Wolvie's claws.

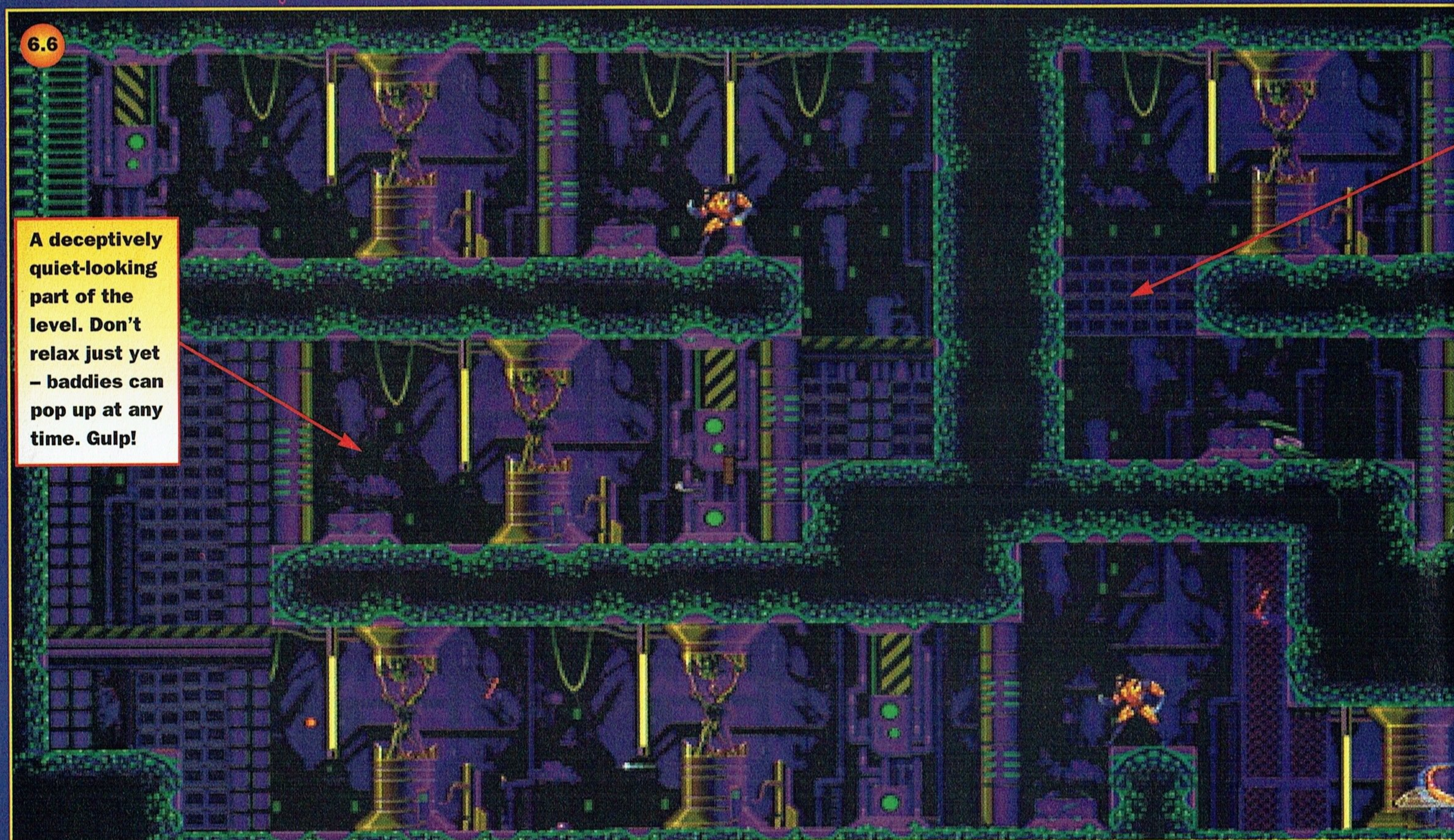




This section is densely populated by all sorts of nasties, so when you reach this stage be on your guard at all times.

The exit. To reach it, you'll have to fight your way past the bug blocking your path. A simple task for you by now, surely!

A small-ish map (for a change), this stage shouldn't pose too many problems for you. The main problems on this stage come from the bugs and guards patrolling the corridors, but by now you should know exactly how to deal with them. Any of the X-Men will do for this stage, but Wolverine and Gambit are the best bet. There's not too much jumping to be done here, but plenty of fighting. Keep your wits about you and you'll make it past this stage without too many worries. Probably the biggest problem here comes from the bugs – the energy balls that they fire at you can be deadly. Be patient, take your time and you'll be able to get past this stage with no problems.



A deceptively quiet-looking part of the level. Don't relax just yet – baddies can pop up at any time. Gulp!

Yet another tough stage, but take heart in the fact that you're nearly at the end of the game. One of the harder stages to complete, mainly due to the huge number of baddies that do their best to make life as hard as possible. Deal with them in the usual manner – slice 'n' dice 'em. There are plenty of extra energy power-ups lying around, so if you start to run low, a quick search should be beneficial. Don't be afraid to use your mutant powers here, and always keep an eye out for any baddies that pop out behind you. Keep your wits about you and think fast, die hard and take no nonsense from the baddies!

6.7



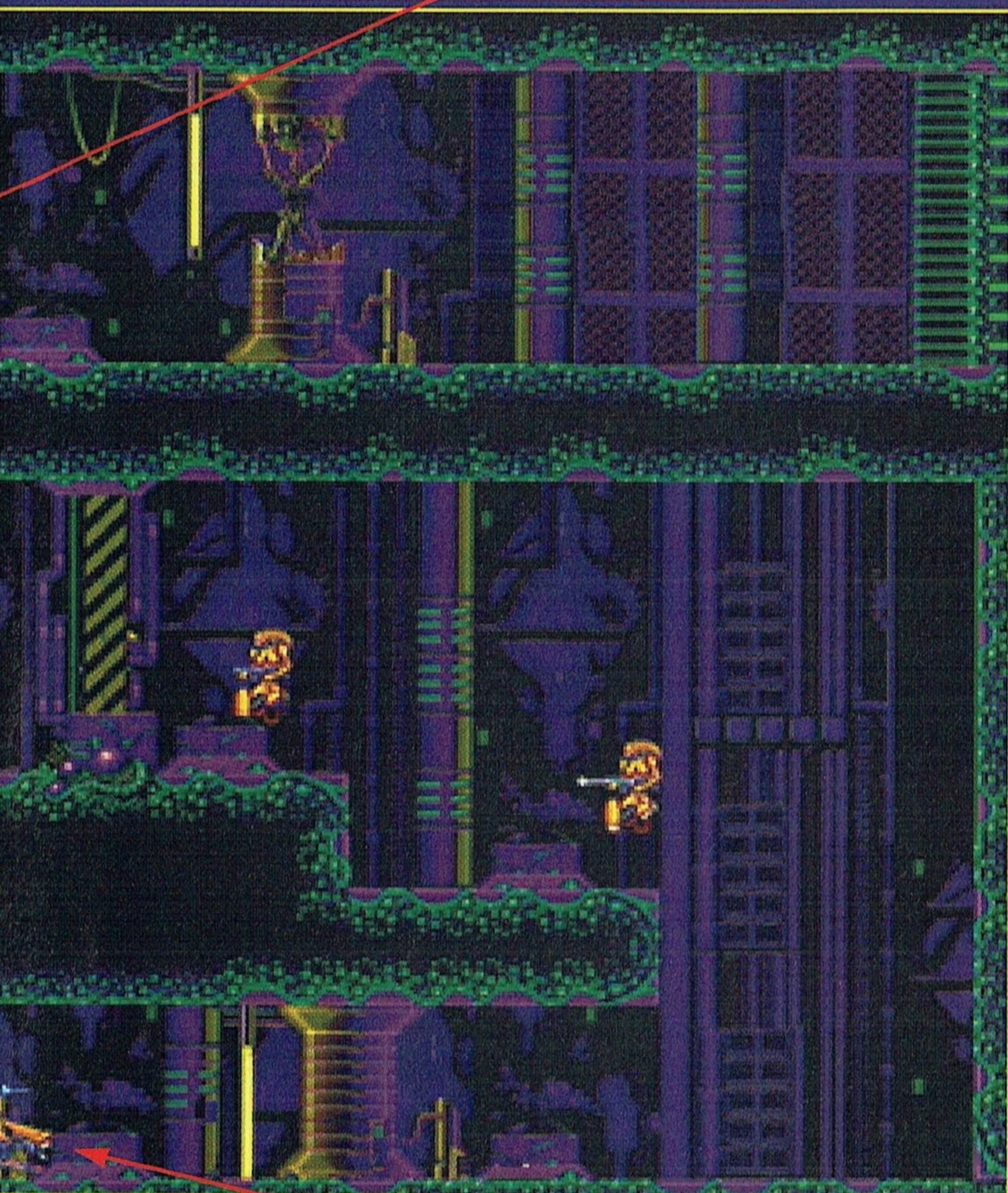
Remember to keep an eye out for the spitting bugs here.

The bug here is a real pain, he comes up suddenly and starts attacking.

A wall-mounted gun. Avoid the bullets that it spits out.

The last stage of the game is also the hardest. Packed with baddies, the main problems come from the bugs and robotic guards. By now, you should be a master at killing them, so you won't need any help in that department. There's plenty of jumping and general platforming to be done, but don't waste anytime hanging around. Once again, any of the X-Men can trek through this level, but you might have better luck if you try Wolverine or Gambit, as they're the easiest characters to control. Don't be shy about using your superpowers in this stage – they're there to help you.

You can climb up this slippery wall by digging your claws into the side and then jumping off when you eventually reach the top.



Watch out for the bugs along this section, as they suddenly scurry right up to you!

Level 6.7 Guardian

The last-but-one guardian. This meanie runs across the screen at you, so run away from him as fast as you can. The beast will then stop and start spitting fire-balls at you. Now is the time to kill him. Aim for his head and you'll cause him quite a lot of damage. That'll teach' im!



Final Baddie

The final baddie to end all baddies is basically a collection of clone X-Men. They mimic their 'good' alter-egos exactly, and as such use the same attacks. The hardest characters to beat have to be Wolverine, Gambit, Cyclops and Storm. With a bit of practice, you should be able to handle them. After you've gone through every one of the X-Men, you can sit back and make yourself a nice cup of tea – you've just completed the game!



Shining Force 2

After a long quest and many hard battles, Julie Quach finally puts *Shining Force 2* to rest.

PART
TWO

BACK TO GRANS ISLAND

After defeating the Taros, you receive the Caravan. Dr Rohde joins the mission and becomes the driver of the Caravan. The Caravan is handy – it can miniaturise humans or items. You can also travel on the rocky riverbed in the Caravan. Before you leave, open the second chest to obtain the healing water.

Before going any further, return to Hassan to pick up a new character named Rick the Knight.

Head north-west from Hassan to the gap in the mountains. Follow the rocky riverbed in a north-westerly direction. When you arrive at a junction in the river, turn left. You'll see a cave. Just inside the cave is a fireplace. Stand in front of it, press A and search to obtain the dry stone. You'll need this item later in the game, so don't drop it! Talk to the miners in the cave. You find out that one of the miners is seriously ill. The other miners ask you to bring a fairy back to save him.



▲ Follow this gap and head towards the north-westerly direction.



▲ The dry stone is an important item that you will need later in the game. Be sure to pick it up in this cave.

ELVEN VILLAGE

To find Mr Creed and the fairy, firstly head south-west from the sick miner's cave, crossing another section of the rocky riverbed.

On the other side of the riverbed, you will find a light patch of green. This is the Elven village, which contains two important promotional items. Talk to the villagers. Then go up the stairs and search the book shelves. On one of the book shelves is a promotional item called the Secret Book. You use this book to promote Kazin to a sorcerer from wizard. As a sorcerer, he has a wide range of new summoning spells – Dao, Apollo and Neptune. The second promotional item, the Vigor Ball, is found at the top-left-hand corner of the village. This item is used to promote Sarah to a master monk. As a master monk she is a stronger fighter, utilising a new weapon called leather gloves (she retains all of her existing magic). The leather gloves can be bought from the man standing near the entrance inside Hassan. From the treasure chest containing the vigor ball, walk right, turn right at the very end and walk south. Inside the treasure chest, at the bottom left hand corner, is the mithril ore. Just to the right of this chest, there is the entrance to a secret game.

The aim of this game is to kill the bubbling ooze. You will encounter other demons that appear out of nowhere. Your characters should be promoted and at least level six. Take the right-hand path, gradually working your way up. You will encounter quite tough demons. You might need to sacrifice some of your weaker characters to save the better fighters and the main



▲ The Elven village is in a light patch of green. You will need to go to this village if you want the promotional item for Sarah and Kazin.

character. (If the main character is defeated, half of the money would be spent reviving him or her.) Use your flying characters as decoys, as well as to scout ahead, but don't leave them to fend for themselves. Pit Luke and Peter against the Master Monk and Dark Madam, with back up from the long-range attackers such as May the Ranger and Rick the Knight. Once you have killed them, they will rematerialise. With the main character, Chester and Jaha, head towards the bubbling ooze. Defeat the bubbling ooze to win the game.



▲ Once you have saved Elric, walk back to the pond. Elric will push open the boulder that is blocking the tunnel.

Leaving the Elven village, head west toward the pond. You will find a trapped elf. Defeat the monsters, or else they will have the elf for lunch! After saving him, Elric the Archer thanks you and decides to repay you by joining the force. If you try to enter the pond again, Elric will push away the boulder to reveal a tunnel. Inside this tunnel is a secret passage towards the exit. Enter the passage south of the steps and walk right. In the secret room, there are three treasure chests. The chests contain an Angel Wing, a Medical Herb and a Brave Apple, which boosts one character to the next level. Exit the cave and be prepared for another battle.



▲ When you enter Creed's mansion, you won't be allowed to go in and see him, so you've got to try the other door on the left.

After the battle, head west to Creed's mansion. When you've entered the mansion, you meet Creed's servant, Goliath, who won't allow you to see Mr Creed. Since you need to see Mr Creed urgently, you try to enter through the left door. Unfortunately, your whole team was shrunk, along with you, by a shrinking spell that you accidentally activated. Goliath picks you up and deposits you on top of the desk to add you to Mr Creed's collection.

DESKTOP KINGDOM

The size of the desk is equivalent to a village. Talk to the people in Desktop Kingdom. One of them will tell you to see King Ponpei. Go up the set of steps and head right. Talk to King Ponpei – he says he will help you if you can defeat his Chessboard army.

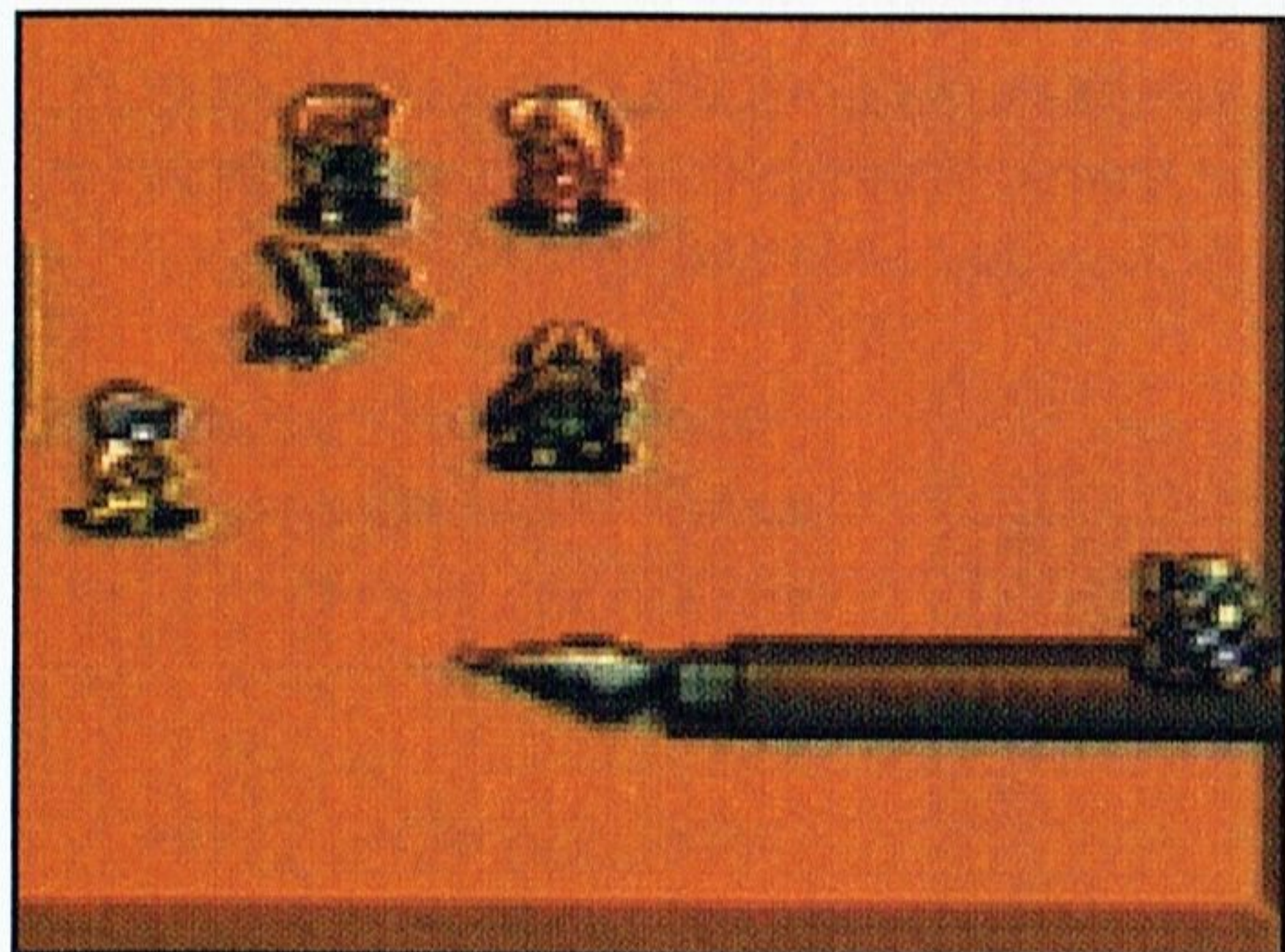
To defeat the chessboard pieces, your characters should be already promoted and be at least level seven. The chess board pieces are very tough, especially the pawns, who take a chunk of energy from your players. The evil bishop's magical attacks will hit a few of your players if they are standing too close together, so spread out diagonally and horizontally one square apart. Be sure, however, to keep them close enough so they can still back each other up. Get as close as you can to the Chessboard King and try to lure him near your troops. Once he's fallen into your trap, defeat him to win the fight (kill him as soon as possible, as the other chessboard pieces will die with him).

After defeating the chessboard, King Ponpei gives you the Cotton Balloon. Take it to the edge of the ink pen. The balloon will take you safely down to Floor World. If you look in the middle of

the upper wall, you'll find a door. This is where the priest is. Save your game before continuing.

Speak to the warrior and the mage. They will tell you about a tunnel that leads to Mr Creed's study. They also warn you to be careful of the monsters that dwell there. The tunnel is located towards the top-right-hand corner. To see Mr Creed, enter the tunnel and defeat the monsters. Exit the tunnel. On the other side are Mr Creed and the fairy. Talk to Mr Creed and explain the problem. Mr Creed decides to consult with the evil spirit about your problem. The fairy tells you to follow. Follow them down the steps to the left of the study table.

Down in the evil spirit chamber, Mr Creed summons the evil spirit. It appears and warns you that there are devil soldiers attacking North Parmecia. Just when evil spirit was looking at Grans Island, Zeon possesses the evil spirit and talks through it. Zeon sees you wearing the Jewel of Evil and tells you to bring the Jewel of Evil to Grans Island in exchange for Princess Ellis. Zeon then destroys the spirit and vanishes. Follow Mr Creed back upstairs. Talk to Mr Creed. He tells you to go to Tristan to see the



▲ The guard at the end of the ink pen won't let you pass until you get the Cotton Balloon.



▲ You have to defeat the Chessboard army to get help from King Ponpei.



▲ Use the Cotton Balloon at the edge of the ink pen to float down to Floor World.

Shining Force 2

PART TWO



◀ This tunnel is in the upper-right-hand corner. You have to defeat the monsters in here before you can see Mr Creed.

the miner's cave on the rocky riverbed. As you reach the end of the rocky riverbed, head north-west and enter Grans. Go inside the castle and speak to the King of Granseal and Sir Astral. Sir Astral decides to join you as an advisor. Go and buy any items or weapons that you need. By asking for deals, you can buy an item called the shining ball. This item is used in battle to increase the strength of a hit.

Talk to the man standing outside the weapons shop and he'll give you the dynamite for the cannon.

As you're about to leave, Elric's sweetheart, Janet the Archer joins your team so that she can be with him.

Outside of Granseal, head north-east to the area where you earlier saved the injured man. Defeat the monsters and go to the top right hand of the screen. Here you'll find the blocked cave that leads to Tristan. Use the cannon to blow open the blocked cave. After clearing the entrance, Dr Rohde joins your team as a brassgunner. Defeat the monsters inside the cave. Exit at the other end of the cave.

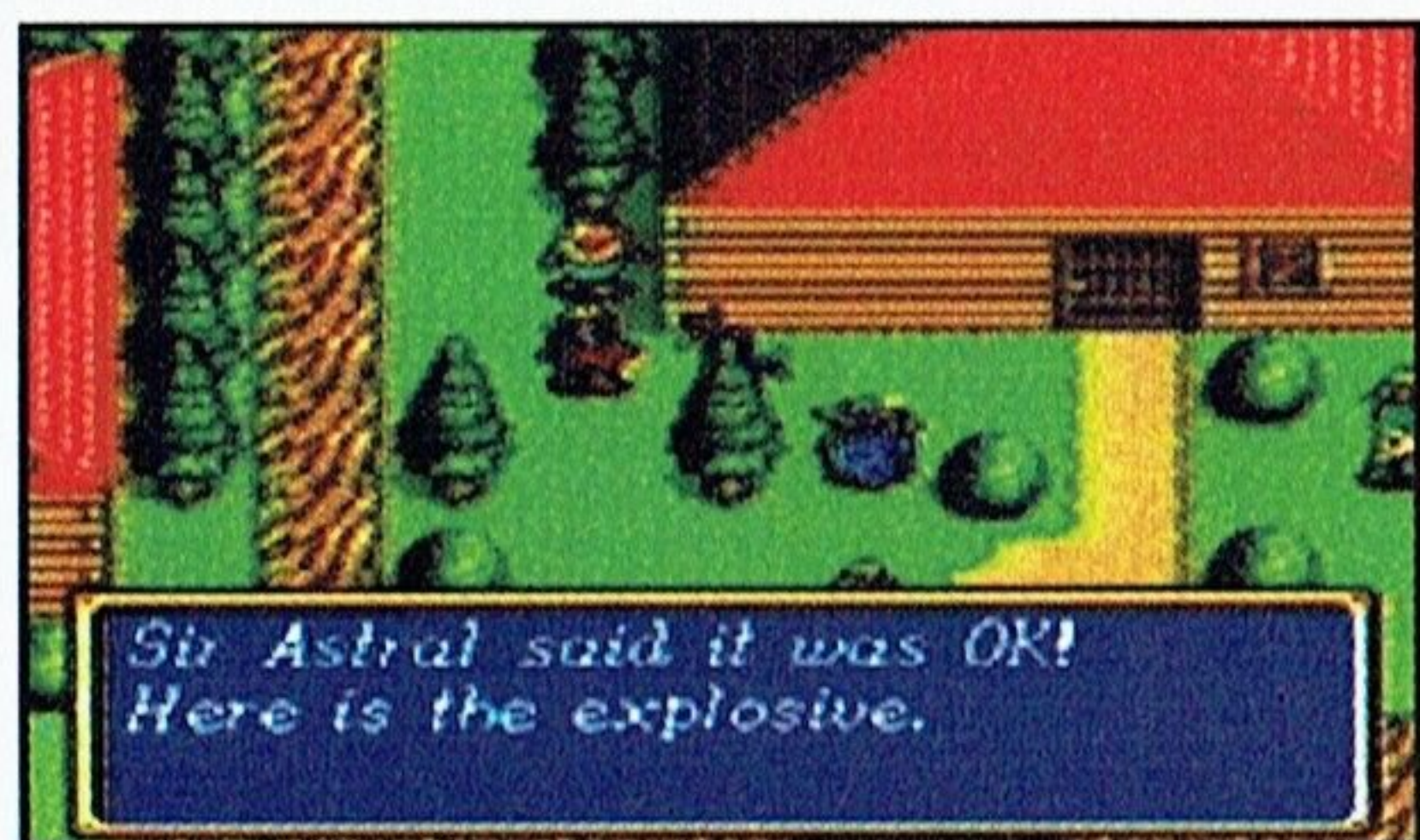
storytellers. After talking to Mr Creed, speak to the fairy standing by the door. She will ask you to take her to see the sick miner. In the next room, Mr Creed allows you to choose one of four characters. Karna the Cleric is recommended, since Sarah the Master Monk would be used mostly for fighting. Eric the Knight is a strong character, having far-range attacks. Tyrin the Mage has a lot of good spells. Randolph the Warrior is a strong fighter, but doesn't have a far-range attack.

As you are about to leave, Mr Creed suggests that you leave Oddler behind. Since Oddler agrees, you leave him in the care of Mr Creed.

Take the fairy to the sick miner's cave. After saving the miner, he thanks you by giving you the cannon.



▲ Once you have the dynamite, head to the blocked cave.



Sir Astral said it was OK!
Here is the explosive.

You can't do anything with the cannon until you get the dynamite, so go to Grans. Travel north of

◀ You have to see Sir Astral before you can get the dynamite.

KETTO

On the other side of the cave, there is a village called Ketto (this is the village with a lot of signs). When you go in the weapon shop, the shop seller won't be there. To find him, take the right route and head north until you reach a clump of bushes. Turn left to find the shop seller standing about. He will tell you to go back to the shop. Go back and buy the weapons and items you need. Exit the village to discover the Paladin and Higin being attacked by one of the greater devils, Geshp. Defeat the devils that Geshp has sent out to attack you and rescue Higin. He thanks you by joining your team, but before going to Tristan he asks you to see his leader at Pacalon. From Ketto, head east. Walk around the dried-up river and across a small bridge to Pacalon Fortress. Talk to the leader inside the castle. He thanks you for saving Higin. He also tells you he fears that something might have happened to the Goddess Mitula, because there is an unprecedented drought in Pacalon.

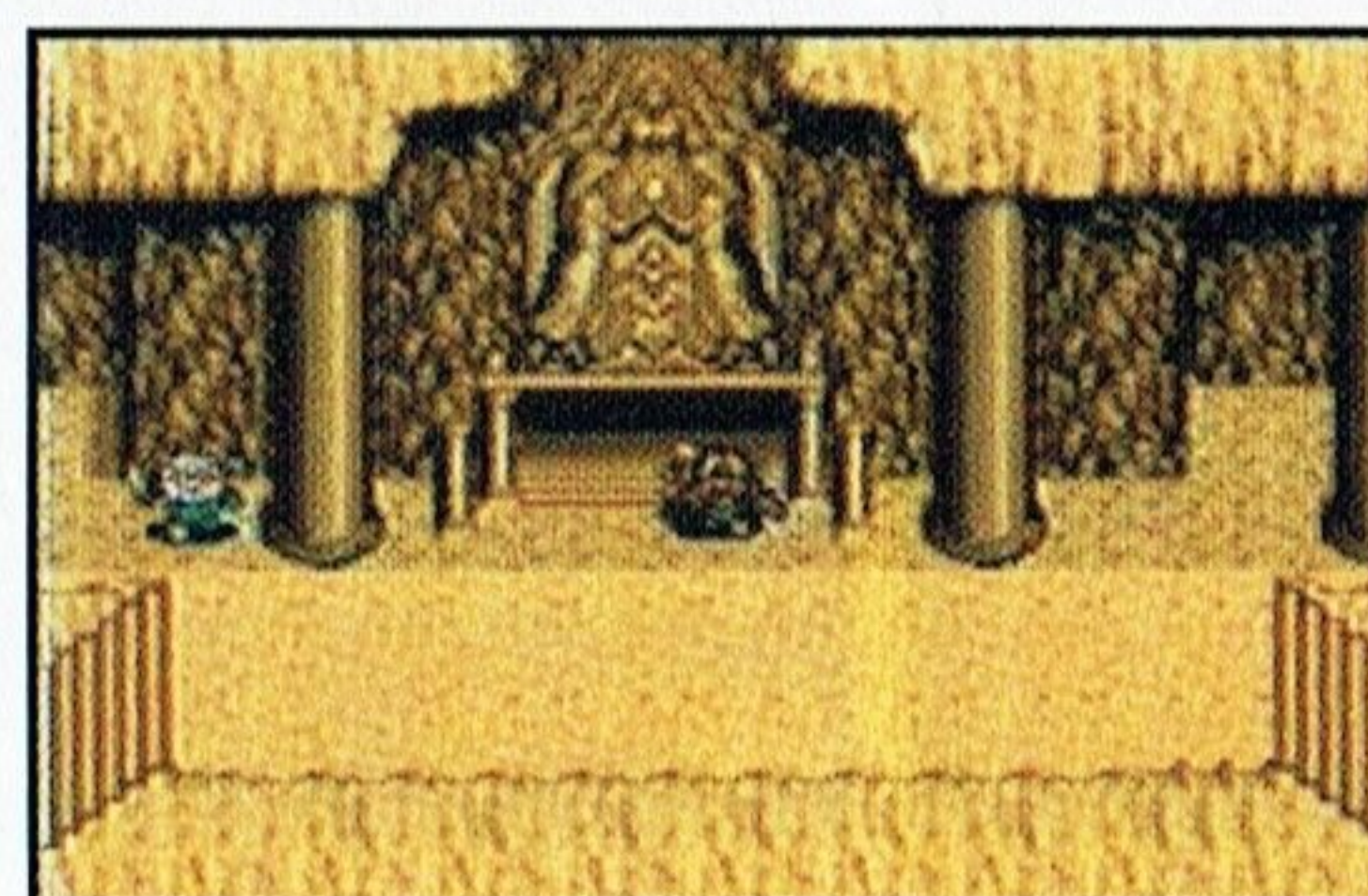
Go north from Pacalon to the next screen, then north-east. Trapped on the Pangoat Valley Bridge is a little girl. To save her, defeat the monsters on the bridge. Sir Astral picks up the little girl and is about to take her to Tristan when she announces that you aren't going anywhere. Sir Astral immediately senses that something is wrong. When the little girl transforms into the demoness Cameela, Sir Astral is ready with a fire ball. Since Cameela misses the opportunity to kill your team and to take the Jewel of Evil, she warns you about Zalberd and Geshp and then she disappears down the bridge.

Quickly get off the bridge, using the bottom-right exit. Once



▲ To find the weapons seller, go behind the shop in the north.

safely off the bridge, head north to Tristan. When you enter Tristan everything seems quite normal. Talk to the villagers. Head to the far-left to find the items and weapons shops. Equip yourself with the new weapons. Then head back, bearing right, and go up the steps. To the left of the main entrance that leads to Mitula's shrine are two smaller entrances. Explore the upper and lower small entrances for useful items. When you have found all the items, go in the main entrance and walk straight ahead.



◀ Before entering the shrine, make sure you explore the area for goodies.

When you arrive at the shrine's entrance, a priest tries to prevent you from going inside. He warns you to be prepared for the consequences

and transforms into a demon, summoning an army to try to defeat you. After defeating the demons, approach the Shrine's door. From inside you can hear Zalberd, beckoning you to come in. Ignore him and go back to the village to replenish your items and save your game. Then go back to the shrine. You meet Zalberd, one of the greater devils. When you talk to him he is offended by your comment about his appearance and prepares his army to attack you.



◀ Mitula the Goddess seems to be in trouble. Defeat Zalberd to save her, but beware of his magical attacks.

To defeat Zalberd, your characters should at least be promoted and at level

12. Fight as a group until you have reached the area where the ground branches into two. Divide your group evenly, then slowly approach the steps on either side and try to take out the Healer. Be careful of Zalberd, because his magic can reach quite far. Also try to have at least two healers in your group, one in each half. If you are still having trouble defeating Zalberd, it is because your characters aren't strong enough. Use your egress magic to exit the battle and go back in again. You can do this repeatedly until your characters accrue more experience points.

Before Zalberd dies, he drops the ground orb. Mitula will appear and pick up the ground orb, replacing it on the statue of Mitula. Mitula tells you that she cannot really help you because the gods aren't allowed to get involved. However, she will aid you secretly by giving you certain information that Volcanon does not possess. She tells you that Zeon is at Arc Valley, otherwise known as the ancient tower, on Grans Island. You will also need the holy sword that is on Grans Island to weaken Zeon. Before you go back to the island, you are advised to see the story tellers of Tristan. Go to the right of the screen and enter the door. The story tellers of Tristan are actually statues, not humans. Read clockwise the message they have engraved on the plaques.

After reading the messages, exit to the area where you fought Zalberd. A treasure chest here contains a mithril. From there, go

to the room on the left-hand side. In the next room, talk to the statue. She comes alive and tells you that Mitula had left her there to help you in your fight against Zeon's forces. In the same room, go to the left. At the wall, go down and to the right to find some treasure chests, one of which contains a Critical Sword. Other items that you will find in this room are the Power Water and the Healing Seed.



◀ You can only recruit this bird character called Skreech if you have saved him earlier in the game.

As you leave, a Birdman called Skreech from Bedoe arrives to join your team. That is, if you have saved him in Bedoe when he only still a fledgling. (You were supposed to have saved him, after talking to Volcanon but before exiting Bedoe, by going to the left hand side of the screen and walking around until a baby bird falls on you.) You can not go back and do this if you have already visited Mitula's shrine.

Now you need to go back to Pacalon (where all the centaurs were dying of thirst). See the leader, then talk to Frayja. He says that he will go with you to Moun's Gate to save the people that they had to abandon.

As you are about to depart Pacalon, Geshp arrives and leaves Cameela's minions to stop you. Defeat these devils and head to Moun's Gate, which is north-west of Pacalon. Defeat the enemies at Pacalon by branching off into two groups. Form one large group and a smaller group that contains at least three or four people. Peter should be a part of the smaller group. Lead the smaller group to the right and attack the enemies there. The larger group should then slowly advance and kill off all enemies they encounter. The advantage of sticking together is that, should a member of the group be injured, there are others to help heal him or her.

Just before entering Moun's Gate, defeat the devils but do not kill the Pegasus knight called Jaro. He will join the Shining Force team once the battle is over.



▲ Read the messages clockwise:

1st statue: Arc Valley is a place where evil gathers. He who rules Arc Valley is the King of Devils.

2nd statue: Dark Sol, Dark Dragon and Zeon fought desperately to obtain Arc Valley. The fighting of the devil kings created a

mighty storm.

3rd statue: Zeon won. And every devil named him the King of Devils. The other two kings envied Zeon. They sealed his powers inside the Jewel of Evil.

4th statue: When Zeon lost his powers, he fell to Earth, and created a giant crater when he hit. His moan destroyed the mountains and the crater was buried by debris.

5th statue: Grieving over the fight, the God of Wisdom created the Jewel of Light. The Jewel of Light chose a brave man and gave him a Holy Sword.

6th statue: With the Holy Sword in hand, the brave man fought against the two devil kings. The Holy Sword contained holy power. Thus, the two devil kings were defeated.

7th statue: Evil Arc Valley was sealed beneath the Ancient Tower. Never open the door to the tower. A great evil sleeps inside.

8th statue: In the event of Zeon awakening, the power of light will choose another. Believe us. We lie not. Attack the devil at his mouth with the Holy Sword.



◀ Select Frayja as a member of your fighting team because he has a good healing spell, called Aura.

At Moun's Gate, Frayja joins your team so that he can try to undo the wrong he committed at Moun, when he abandoned a party to the devils. Pick him as a part of your fighting team. To defeat the devils, use the same tactic as you employed at Pacalon, but this time advance very slowly, because these enemies are very tough. Launch group attacks on individual golems. They are hard to defeat and their attacks are very damaging.

After defeating the devils, look around for a mysterious robot from the past called Zynk. Zynk has saved the people of Moun by hiding them under the town. He leads you to the hiding place. Talk to everyone here and search around for items. You will find the Running Pimento and the Angel Wing items. If you talk to a person called Gyan, he will join your team. If you want to view your portrait, see the lady at the top of the steps, to the rear of the garden.

As you are about to leave the hiding place, Zynk decides to follow your group back to Grans Island.



◀ To retrieve the arm, go up to it and search it. When you are asked whether you want to pick it up or not, answer yes.

In the town of Moun, talk to the townsfolk. Some of them mention the Golem's arm. It is at the upper-left-hand side, near the exit with many loose

rocks. Go back to Creed's Mansion to pick up the remaining three players. You find out that Oddler has recovered his memory and has left Mr Creed's place in a shambles. Mr Creed himself has disappeared. Go back to Moun and exit at the other end (the area with the loose rocks).

The goal is close at hand, but first you have to defeat Cameela. Notice Cameela's group is aligned diagonally. Try to place your own members diagonally to hers. Approach slowly and fight as a group. In some areas, you may find that splitting into two groups is better. As you approach Cameela, try to lure the healer out with one of your stronger fighting characters. Be careful because Cameela herself may attack. Kill the healer if possible, with the help of your own members, and have your own healer heal your members. To defeat Cameela, surround her before attacking (make sure you have your healer ready, either with spells or healing items).



◀ To enter this ancient air ship, you walk into the bird's eye.

After you defeat Cameela, she gives you the Sky Orb so that you can fly the Nazca ship. She warns you to be careful of Geshp and his Prism Flowers, but before she can tell you everything, Geshp appears

and kills Cameela. Geshp tells you that he will have a welcoming party for you when you arrive at Grans.



◀ To use the Sky Orb, stand before the cockpit, bring up your menu and select the item Sky Orb.

Enter the Nazca ship by going into its eye. Inside you will find an item called the Nazca Cannon, which your Brassgunners,

Snipers or Bow Knights can use. Go up to the dais, where the cockpit is located, and use the Sky Orb to operate the ship. You fly to Grans Island, but before you can land, Geshp fires at the ship. Zynk helps you steer the ship to a safe landing. Unfortunately, you have to abandon the badly damaged ship.



◀ You can find this secret character behind the Monk village.

Go to the Monk village, south-west of the ship. Save your game here. At the entrance, walk carefully to the right to

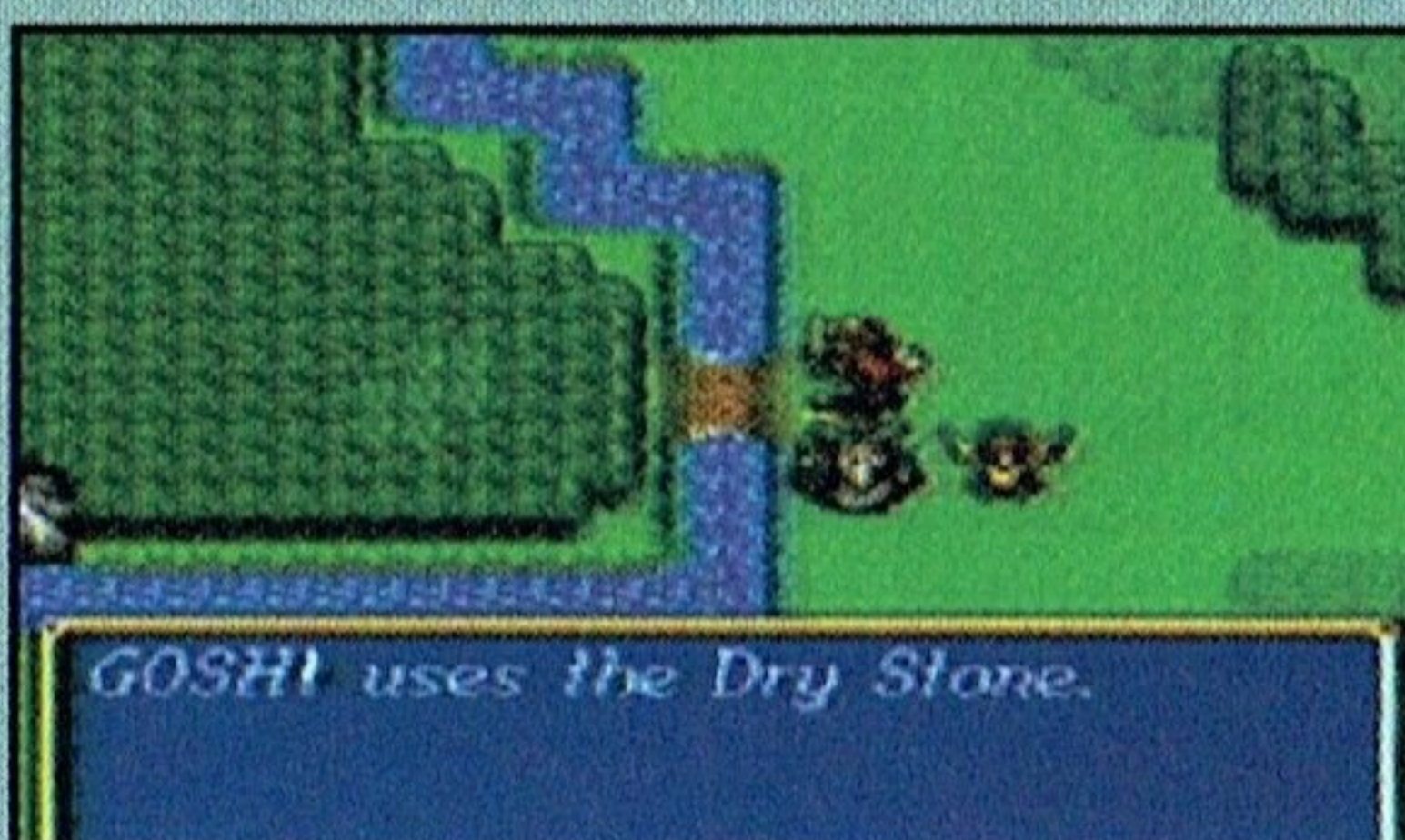
find a chest containing a mithril. Walk carefully to the left and up to the waterfall to find another secret character called Sheela. Sheela is a Master Monk who, to avenge her fiancé's death, will help you in your quest. Exit the Monk village and go north-west. Defeat the devils that Geshp seems to have a habit of leaving behind. There is a village called Roft to the south. Talk to the villagers and buy any items you may need. Make sure you save the game before you leave the village. Go south of Roft and follow the bridges to find a cave entrance. Go inside the cave and walk on the plaque. This will teleport you to the transport room, with access to the mainland. In the transport room look for the Golem. Talk to him and give him the Arm of Golem. He will join your group as Claude the Golem. You can use this transporter to travel between the island and the mainland.

In the next battle, you must fight the Prism Flowers that Geshp has left behind. When fighting a Prism Flower, don't stand in its line or you'll be injured. Attack with your bird characters and long-range fighters. Then work your way down and kill the Reaper.



◀ When you revive Lemon, he is full of remorse for doing so many bad deeds. Try to recruit him - he's a strong fighter.

The next obstacle is the Red Baron. Kill off your enemies and approach the Red Baron. Don't place your main character near him - if the Red Baron uses the Desoul spell, your main character will die. Surround the Red Baron, if you can, and then attack him. Once you have defeated him, you discover that he is Lemon of Galam. He slowly comes to his senses and realises the enormity of the situation. He cannot forgive himself, so he decides to kill himself.



◀ Use the dry stone at the clipped-in part of the river.

After fighting the Red Baron, go north-west to a clipped-in part of the river. On the opposite side of the river is a light patch of green. This is the Dwarven village. Use the dry stone to clear a muddy bank so that you can cross the river. If you don't have the

dry stone, use the transporter to go back to the mainland. Then go to the cave where you saved the sick miner. Search the fireplace for the dry stone. Then use the transporter to go back to the mainland. At the Dwarven village, look around for items in the treasure chests. Before you take any weapons, make sure you save the game and then experiment with the new weapons.

When you have obtained the weapons you need, go to Galam castle and restock. Then go to the south exit. Here you will fight Geshp himself, as he finally decides that you are a true threat to him. Place all your powerful fighters up front and your weaker magic-weaving characters at the back. Beware of Geshp, because his magic is far-ranging. Spread your characters diagonally, leaving plenty of room. Use your far-range attackers and use your main character or another strong fighter like Sheela or Sarah to aid you as well as heal you. After you defeat Geshp, go to the ghost town, Yeel. There you see Lemon trying to kill himself by jumping off a cliff. He cannot die because he is an immortal. Go to the house that has the piano. Stand in front of it and press button C to play the piano. This will open up a secret passage. Go to the church and talk to the priest. Chaz the Wizard will appear and try to help you find the Holy Sword. He couldn't find the notes, so he decides to help you by joining you. As you exit the Yeel, Lemon will join you to atone for his sins and to kill the devil that had been controlling him.

Exit Yeel and go to the place with the devil's head statue. Search behind its head to find an item called the Evil Lance. Don't be afraid to let your characters to take the evil items. Curses can be reversed by any church priest. Some of your weapons have magical abilities which you can use in battle. Be careful though, because you can break your weapon, rendering it unusable. If it has been cracked or warped, make sure you get it to a shop for repairs.



◀ Stand in front of the Holy Sword, press button A and then Search.

Go south of Yeel and destroy the devils there. Enter the cave at the bottom. Your Jewel of Light will lead you to the Holy

Sword. To take the sword out of the stone, don't press button C – you'll just get a message telling you that the sword is stuck. Press A to bring up the menu and search. The sword should come out now.



◀ Stand in front of it, press button A and then use the Holy Sword.

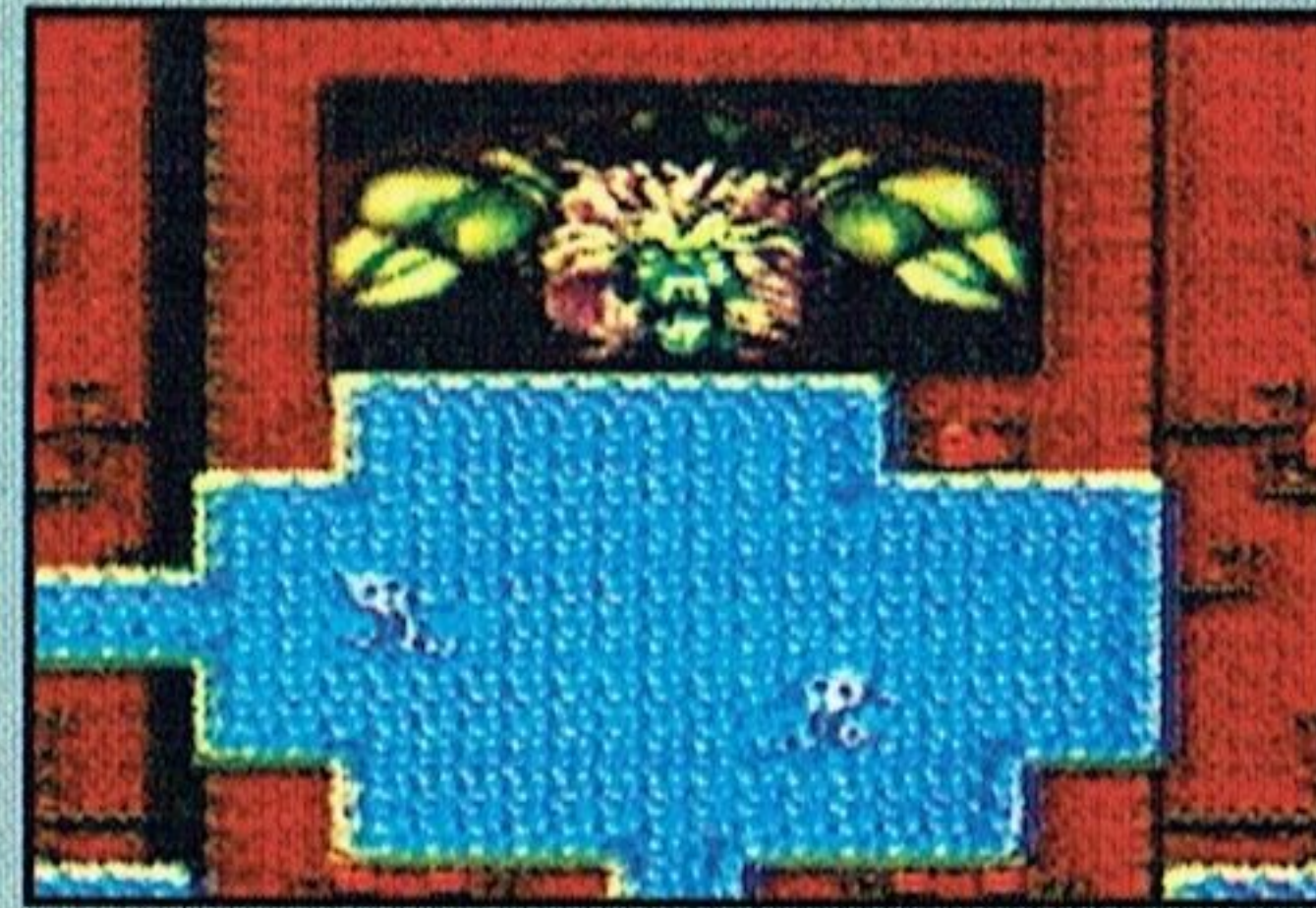
Equip the Force Sword and go to the devil's statue. One of the messages from the Storytellers is used here. Press button A

and USE the Force Sword at the devil's mouth. You have to go through the maze to go into the next area. To pass it, take the first right turn. At the T-junction, go to the north, then go downstairs to the right. Go to the very north or top. Take the stairs to the left, but don't go down the slide – go south instead. Follow the winding path and go down the stairs to the left. Don't go up the three sets of stairs you see, rather go north and around to your left. Go up the stairs, and when you arrive at a T-junction, go south but don't go down the slide. Head to the north, go down the slide on the left, then follow the stairs to the main gate. Enter

it and prepare to fight Oddeye.

To defeat Oddeye, work your way around the area, but don't let your flying members go too far away without back-up. Pit your other fighters against Oddeye first because he's very hard to defeat.

Once you've beaten Oddeye, go up the stairs. You will see Mr Creed acting as a priest, so save your game. Fight your way up to the tower. Your next battle is King Galam. He isn't too hard. Split into two groups and close in on the enemies. Watch out for Galam's magic.

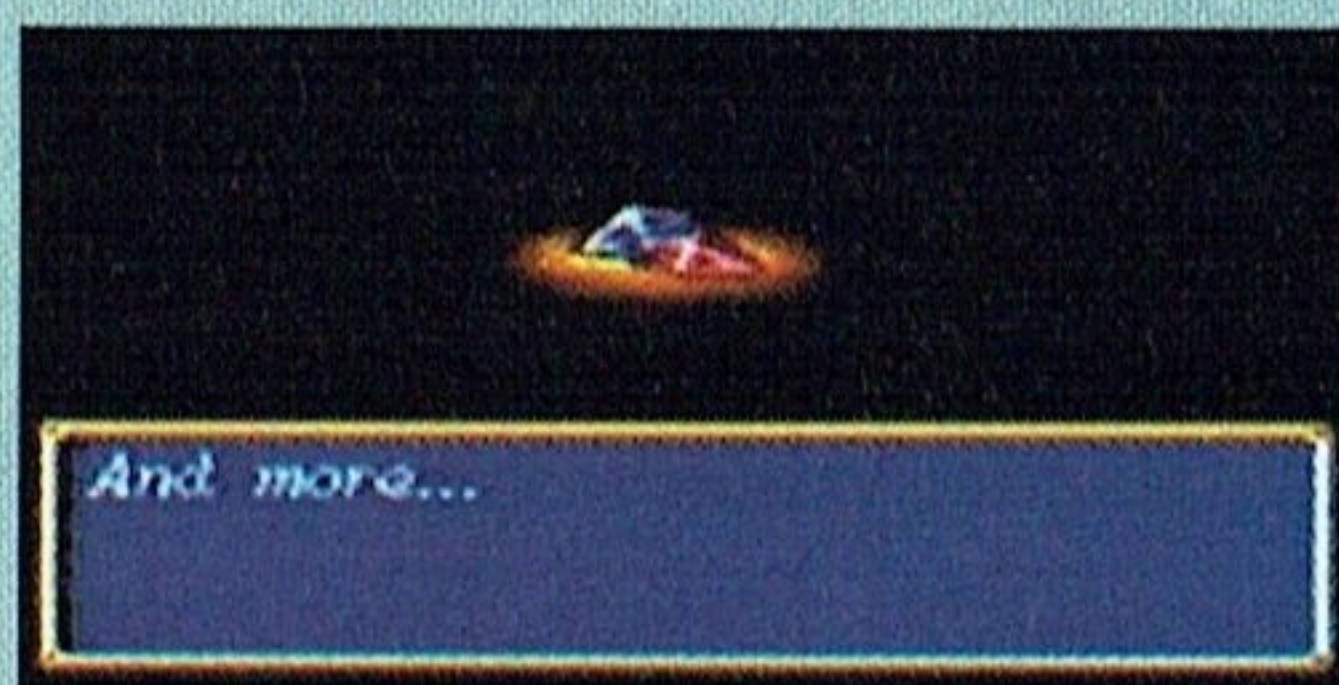


◀ This is the last boss – defeat him and victory will be yours.

After you have defeated Galam, prepare yourself for the fight against Zeon. Here you have to split into two groups. Distribute your members evenly, then attack the enemies to the left and right. Once you have defeated them, go back to the middle and kill the healer. Then kill Zeon by surrounding him in the air, using long-range attacks and close combat. Then just sit back and watch the ending!



◀ A nice reward for saving Princess Ellis.



◀ Wait for around five minutes on this screen and you will get to fight all the bosses in the transport room.

WEAPONS FROM THE DWARVEN BLACKSMITH

Mist Javelin – the strongest weapon for a Paladin or Pegasus Knight

Holy Lance – for the Paladins and Pegasus Knights

Halberd – for Paladins and Pegasus Knights, has magical properties

Valkyrie – for Paladins and Pegasus Knights, has magical properties

Misty Knuckles – for Master Monks

Nazca Cannon – for Archers or long-ranged attackers

Counter Sword – for Barons, Ninjas and Bird Battlers

Heat Sword – for Barons, Ninjas and Bird Battlers

PROMOTIONAL ITEMS

Vigor Ball – promotes Sarah to Master Monk. This is found at the top-left-hand of the Elven village.

Secret Book – promotes Kazin to Sorcerer. Found in the book shelf in the Elven village.

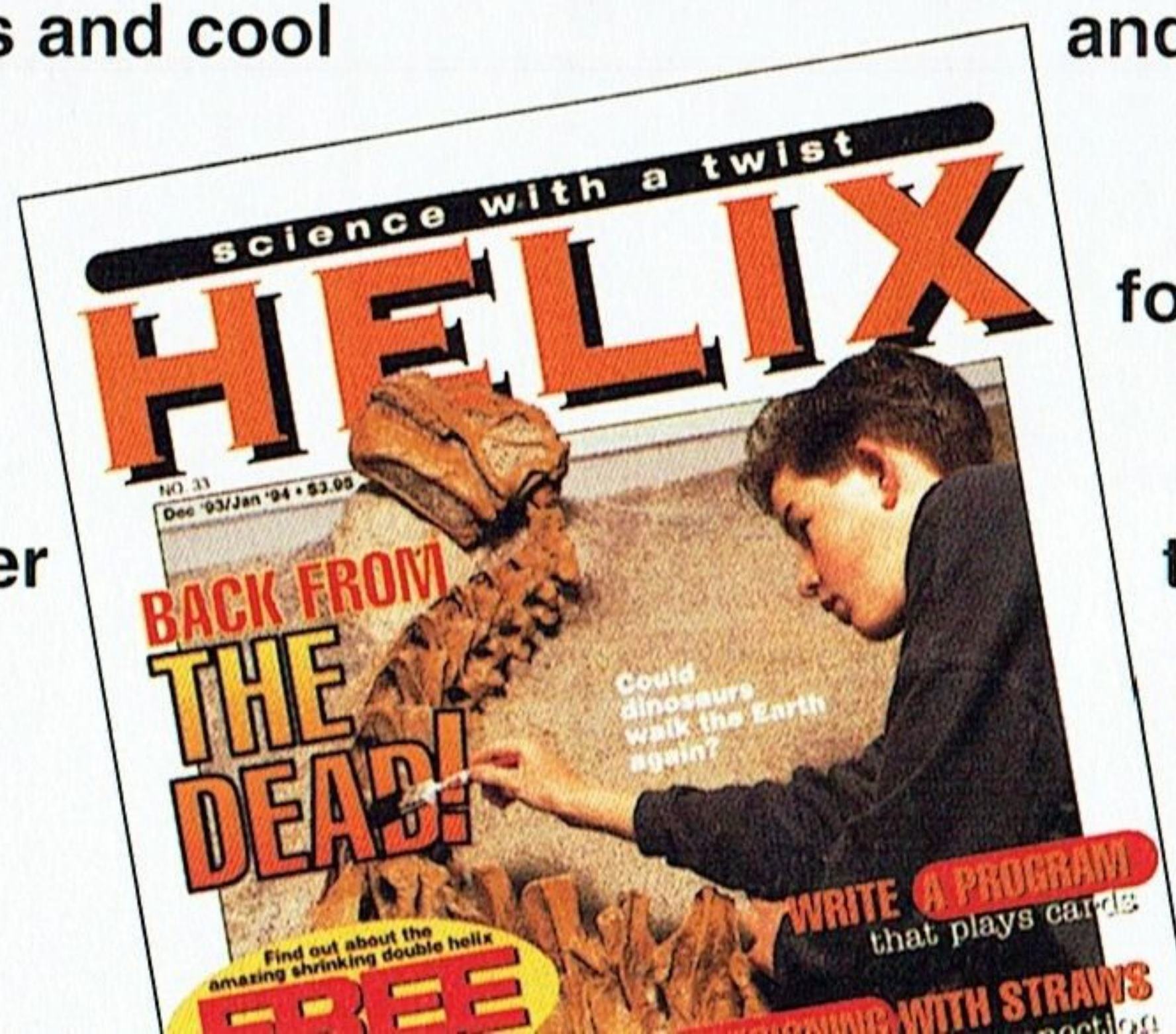
Silver Tank – promotes Elric to Brassgunner. Found in cave of the Hobgoblin.

Warrior's Pride – promotes Jaha to Baron. Found at the training area, in the crest or motto of the newly built Grans.

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A GIRL OF WANDERING!

A WOMAN OF TIN!

A DEMON CATWOMAN!

A MAN OF STRAW!



*Blowing away Assholes
Doomstyle, Level 15*

MEANWHILE...

GO FORTH, MEN OF PAC - DESTROY THESE UNBELIEVERS! FOR THIS IS THE WILL OF PAC!

GAME OVER TO THE ENEMIES OF PAC!



COME GET SOME, ASSHOLE!

AMMO	HEALTH	ARMOUR	1 2
48	98%	WHO	3 4
			5 6



OKAY

AMMO	HEALTH	ARMOUR	1 2
48	98%	NEEDS	3 4
			5 6



WHO'S NEXT?

AMMO	HEALTH	ARMOUR	1 2
48	98%	ARMOUR?	3 4
			5 6

By Game Over Man & Hans Gnufondler

Lettering - Stuart Hale

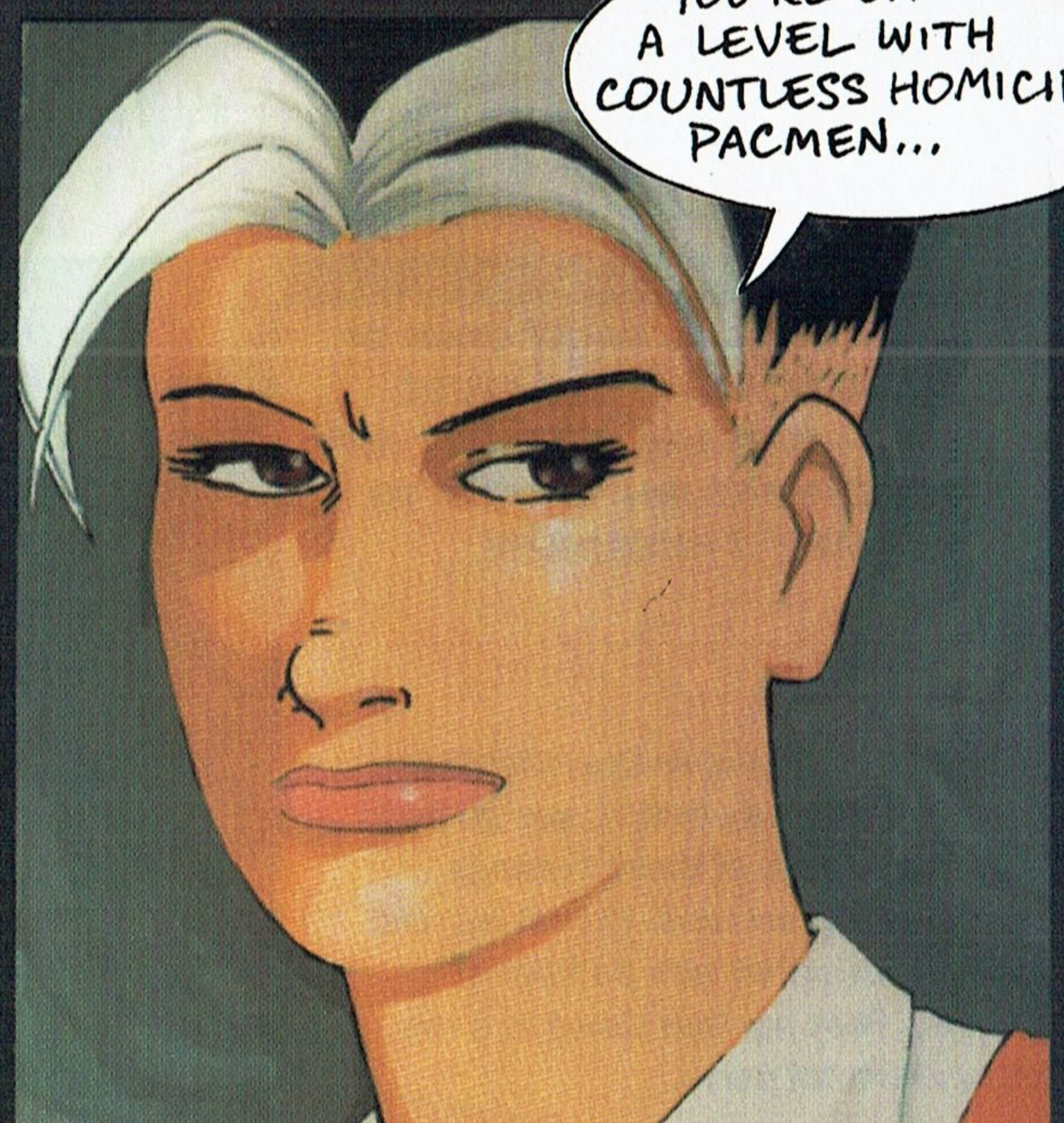
SEPARATED FROM HER FRIENDS, HARRI DESPERADOS CUTS HER WAY THROUGH THE CORRIDORS OF WAYNE, LOOKING FOR THE EXIT...

DAMN! DAMN!
DAMN! THERE IS
NO END!

THINK QUICK,
HARRI.



YOU'RE ON
A LEVEL WITH
COUNTLESS HOMICIDAL
PACMEN...

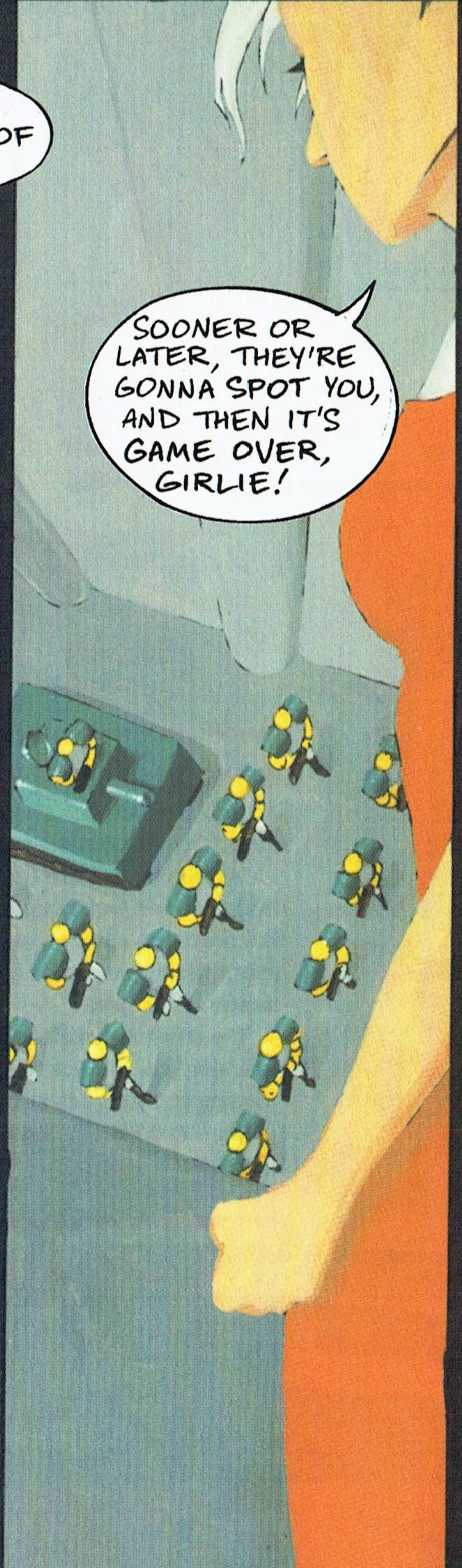


OH OH! I DON'T
LIKE THE LOOK OF
THIS!

IT LOOKS
LIKE "SMASH TV"
DOWN THERE...

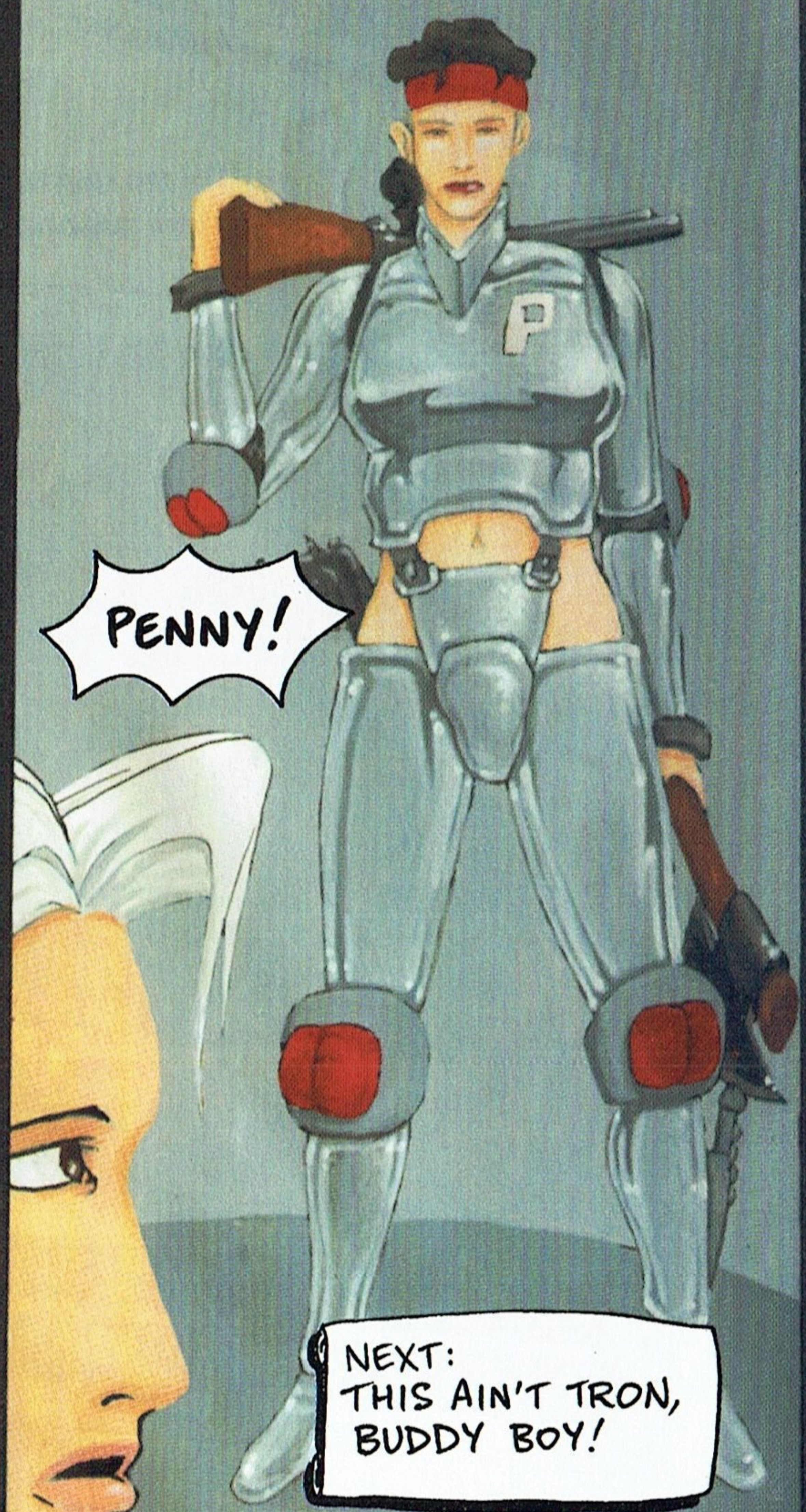


SOONER OR
LATER, THEY'RE
GONNA SPOT YOU,
AND THEN IT'S
GAME OVER,
GIRLIE!



YOU'VE STILL GOT
A FEW CREDITS
LEFT, KIDDO!

PENNY!

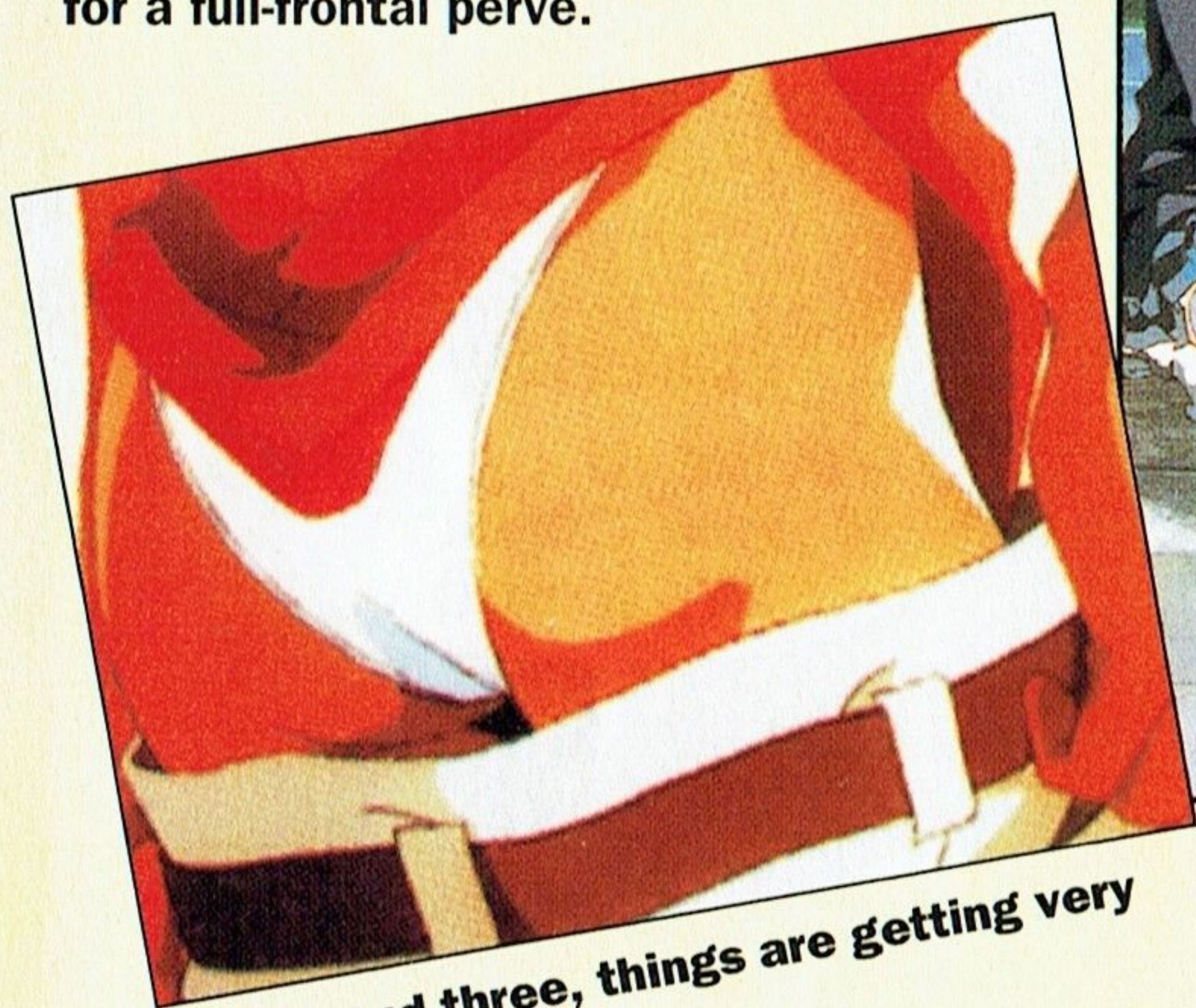


NEXT:
THIS AIN'T TRON,
BUDDY BOY!

HERE'S A LOOK AT WHAT GOES ON IN THE MINDS OF JAPANESE GAMERS – JUST DON'T EXPECT ANY OF THESE SATURN 'GAMES' TO MAKE IT OVER HERE.

Mahjong is actually sexy shock

In the X-rated *Super Real Mahjong Part V* (part bloody five!?), you go head to head with one of these teenage babe mahjong masters. Defeat her and you'll be rewarded with an item of clothing. Beat her four times in a row for a full-frontal perve.



▲ By round three, things are getting very interesting.

▶ Winning takes on new meaning. Are those things real?

We're not obsessed with high school girls, honest

Playing a high school teacher, your aim in *Graduation II – Neo Generation* is to guide five girls through their final year of school. Yep, that's it. The game progresses day by dreary day, as you teach the girls the standard subjects. You also get to tutor one of them per weekend. Pretty bloody strange...



◀ One plus one is two. One plus two is, um... three. And so on...

▶ Oh, the almost unbearable excitement of marking tests... not.

HP	77	体力	49
体力	71	学力	40
学力	56	英語	122
英語	30	国語	131
国語	32	数学	67

Get a life, boys

The upcoming Saturn title *Marriage* is fairly self-explanatory. Choose one of five girls (or boys if you insist), and erm, date them with the ultimate aim of getting hitched. What the hey?



New kids on the block

There are a couple of new faces on the Megazone team, so be nice to them and make them feel welcome.

Australia's favourite (and indeed, only) Sega agony aunt, Agatha Antonian, has picked up the crayons and is the new art director. She's worked as art assistant on Megazone before (when we could afford them) and ex-art dude Duane taught her everything she knows. Poor thing.

The new production editor is Mark Sariban. Mark's been a long-standing contributor to Megazone and you've probably read a review or two of his in the past. He's also worked for Sega in Japan. And vaccinated chickens. So he knows what he's talking about.

We're running out of ideas

So if you have something silly to share with the nation, tell us. That address:

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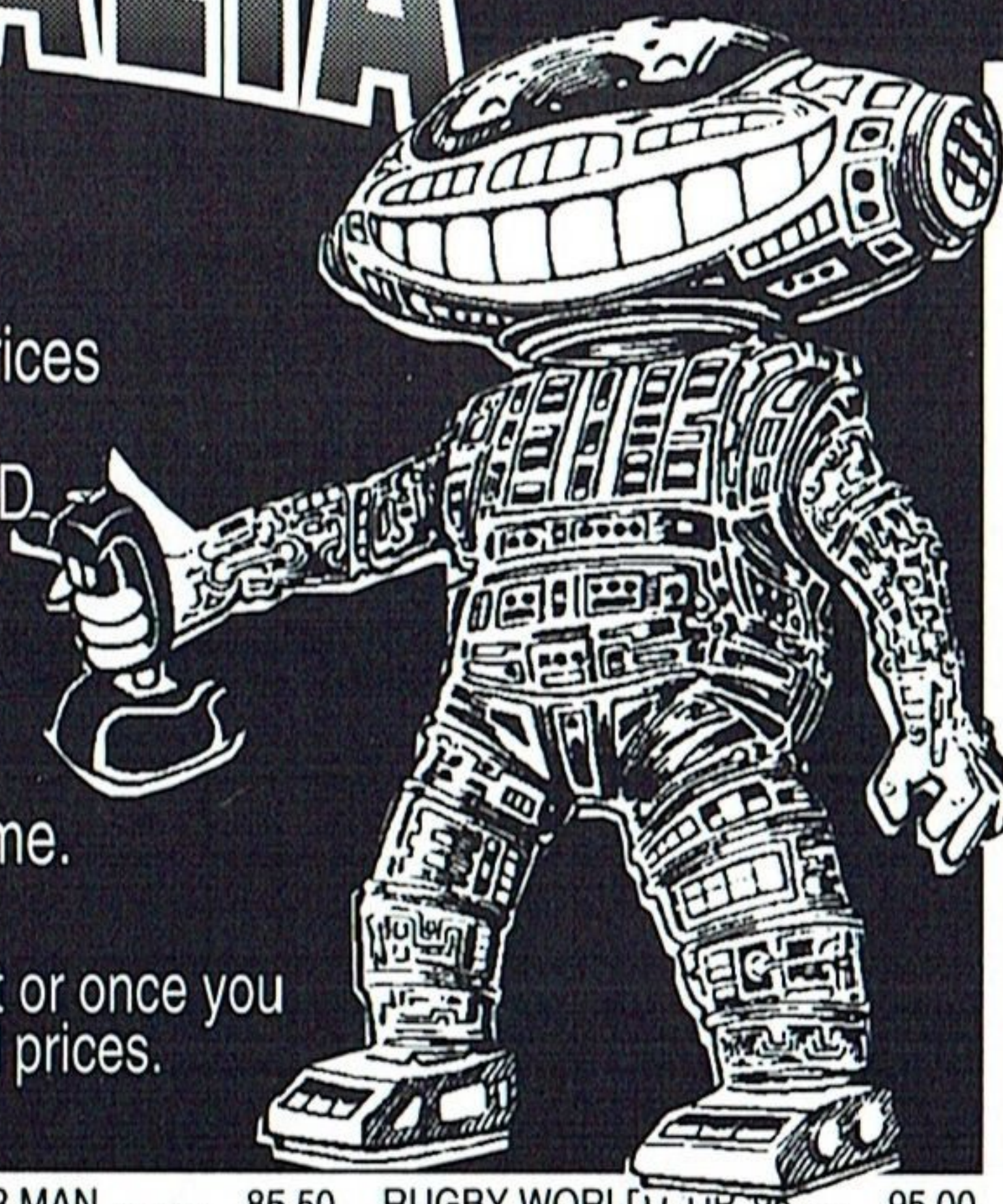
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**The definitive guide to
Sega's newest superconsole**

C O N T E N T S

Welcome to the Next Level... Sega's new 32-bit baby, the Saturn, hits our shores in August. But what is all the hoo-hah about? Well, we've put together this handy take-anywhere, conveniently sized booklet to explain everything you need to know about the beast. We'll explain the jargon, look at what you will be able to play and generally put things in a clearer perspective!

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The Story of the Saturn

Sega has always been an innovator and leader in entertainment technology. The Tokyo-based company revealed the first 16-bit console, the Mega Drive, in the late '80s. Sega then produced the Mega-CD, the first CD-ROM gaming console to be released world-wide.

One of the reasons for Sega's success has been its arcade range, but in the last couple of years it was becoming difficult to translate them onto the home units. Sega knew that the games people played in the arcades were what they wanted to play at home. The Saturn was proposed as the enabling technology to bring these high-powered games to your living room.

The original Saturn specifications were announced in 1993. However, when Sony announced the CD-based PlayStation-X, Sega's machine was exposed as hopelessly underpowered.

The original Saturn prototype was modified to slot on top of the Mega Drive, and was renamed the 32X.

The Saturn was completely overhauled, although the 32X architecture was still employed. Sega added new custom chips and a second processor, and settled on CD as the storage medium. The enhanced console's power lies between the AM1 board (*Virtua Fighter* and *Virtua Racing*) and the AM2 board (*Daytona*) and is in fact being used as a new arcade board, the Titan.

The result? Since the Japanese release at Christmas last year, the Saturn has sold 710,000 units...

Technically Speaking

Inside the Saturn is a veritable truckload of chips – there's more silicon here than in Pamela Anderson. For starters, we have the CPU, or in this case two Hitachi SH2 32-bit RISC processors – each running at 28.6 MHz, and between them clearing 50 million instructions per second. To help the main processors, there is another Hitachi chip, the SH1, as well as a Motorola 68EC000 (the same one that powers the Mega Drive). There are also dedicated sound and graphics chips. Memory size is a very chunky 36 megabits, which is rapidly filled by data streamed off the double-speed CD.

What this all means is that the Saturn has enough horsepower to move 500,000 unshaded triangles per second and display them from a palette of 16.7 million colours. The graphics co-processor handles scaling and rotation of sprites, as well as hardware scrolling. Sound can be streamed straight from CD, or generated using 32 PCM channels or 8 FM voices.

What you effectively have is an arcade machine for home use – Sega's arcade division has taken the basic Saturn design, added some extra RAM and is now using it in arcade machines. The Titan board will be first seen in the new *Golden Axe* game. Arcade hits should translate very nicely indeed – a prime reason for the Saturn's development. Be warned though, a sit-in *Daytona* costs over \$20,000, so don't expect the Saturn to perform arcade perfectly!

Victory Goal

There are no draws in the Japanese soccer league, as each game goes into overtime until a goal is scored. This goal is called the victory goal and hence the title of this soccer game. Apart from the bizarre team names like Grampus Eight, Verdy Kawasaki and Kashima Antlers, *Victory Goal* plays similarly to *FIFA '95*. You can select from five different viewpoints, which each boasts a zooming function. You can zoom during gameplay by using the control pad's top buttons, but the viewpoints can only be changed while the game is paused. Sound effects include some excellent crowd chants and there are enough different background songs to please everybody. If there's any criticism to be made it's the slowness of play, but it doesn't detract from what is an excellent soccer sim.



Daytona USA

This is the benchmark by which the Saturn will be measured. Sega's fantastic arcade hit is also the flagship for the 32-bit range, so its conversion has to be good. While it's not arcade perfect, it's pretty awesome compared to existing home system games. The pad controls take a bit of getting used to, but good news for die-hard *Daytona* freaks is that a steering wheel will be available soon. The graphics are impressive, but there is some sluggishness on the two more difficult tracks. The music is of great quality but immensely annoying.



Virtua Fighter

In Japan, one game alone assured the success of the Saturn – *Virtua Fighter*. Unlike *Mortal Kombat* and *Street Fighter*, VF is a true 3D game. The fighters consist of hundreds of polygons that have been assigned co-ordinates in three dimensions. Sega has used a revolutionary motion-capture technique that renders beautifully fluid actions. Each fighter performs kicks, punches, throws and bone-crunching specials with remarkable realism.

Although control is limited to punch, kick and guard, the set-up allows for intricate gameplay. Mastery doesn't come easily but persistence is rewarded with a highly playable fighter that offers much more 'depth' than its 2D cousins.



Clockwork Knight

In the fine tradition of Sega's other famous platform hero comes Pepperouchau, the Clockwork Knight. You take the role of the wind-up toy who has to rescue his girlfriend, stolen after all the toys have come alive at midnight. The game is set in the rooms of a beautifully drawn house. Like most platformers, the hero can jump or attack to avoid enemies. Pepperouchau's weapon of choice is a large wind-up key that he can use to fend off enemies and open up toy boxes. The Saturn shows off its beefy colour capabilities both in the stunning intro and during the game. When it comes to the crunch though, this is just another standard platformer and anyone over 12 will finish it over a couple of nights.



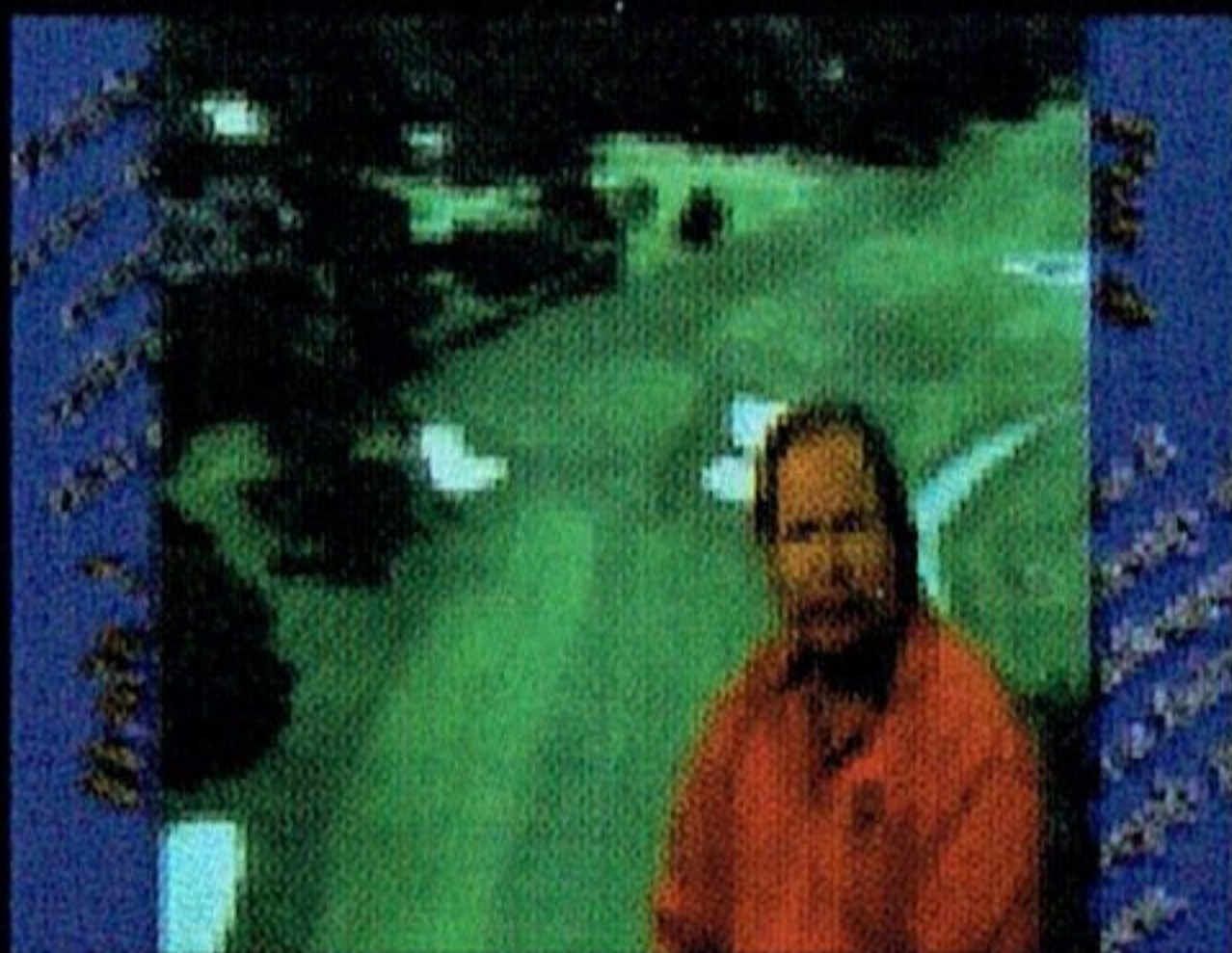
Pebble Beach Golf

Pebble Beach Golf is really a multimedia presentation of the famous course with a bit of a game thrown in.

Featuring bundles of full-motion video and starring the Barney Rubble-esque Craig Stadler, this disc is as slick as TV coverage. Gameplay is fairly standard – select a club, adjust your stance and hit the small white thing.

There are plenty of options and gameplay variants (Skins, Tournament and so on), and up to four players can take part. However, there's only one course, so long-term value is suspect.

Once you've mastered the 18 holes on the hardest settings, the game will just gather dust. Still, golf-heads should check it out.



Panzer Dragoon

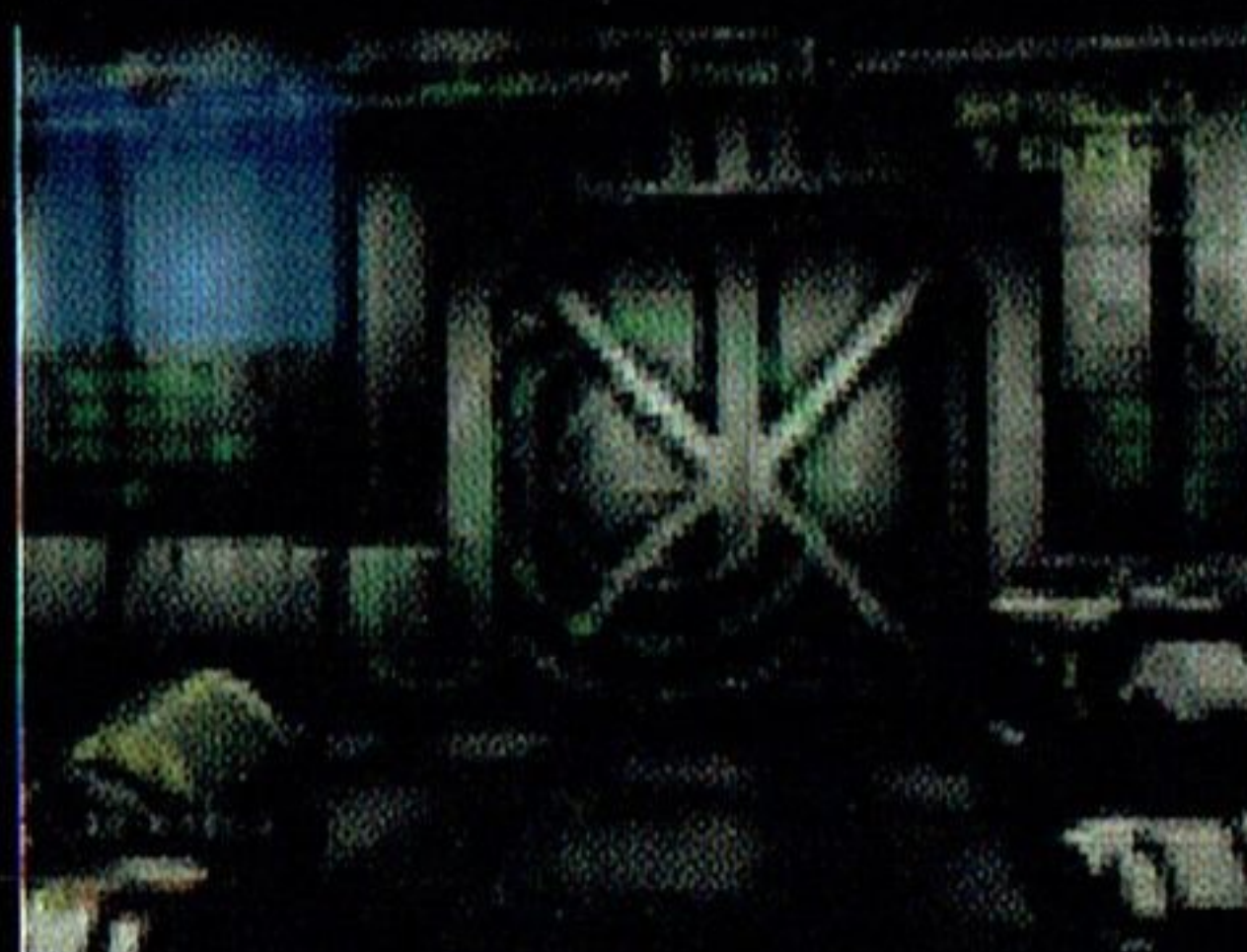
Of all the games released with the Saturn, *Panzer Dragoon* is perhaps the most impressive. It's a 3D shoot 'em up, but what sets it aside from the crowd is the breathtakingly smooth texture-mapped polygon graphics. You take on the role of a dragon rider who must liberate his planet from an evil empire. It's a fairly thin storyline, but it allows the designers to create some amazing enemies, some are instantly recognisable, like the sandworms from *Dune*. There are four viewpoints from which to use the action – you'll need to use them all to finish the game. If you want to impress your friends with your shiny new Saturn, look no further than *Panzer Dragoon*.



Deadalus

Doom has spawned many imitators – a few have come close to the original's playability, most have fallen by the wayside. *Deadalus* falls somewhere between these two extremes, and at first glance bears more than a passing resemblance to *Alien Versus Predator* on the Atari Jaguar.

You must infiltrate the space station *Deadalus* and destroy all renegade robots, collect a key to exit the level and then go onto the next one. And the next... And the next... This repetitiveness is the game's main downfall. It has very atmospheric graphics and sound effects, but it lacks continuity and seems a bit jerky. This game will only appeal to those who need an urgent *Doom* fix on Saturn.

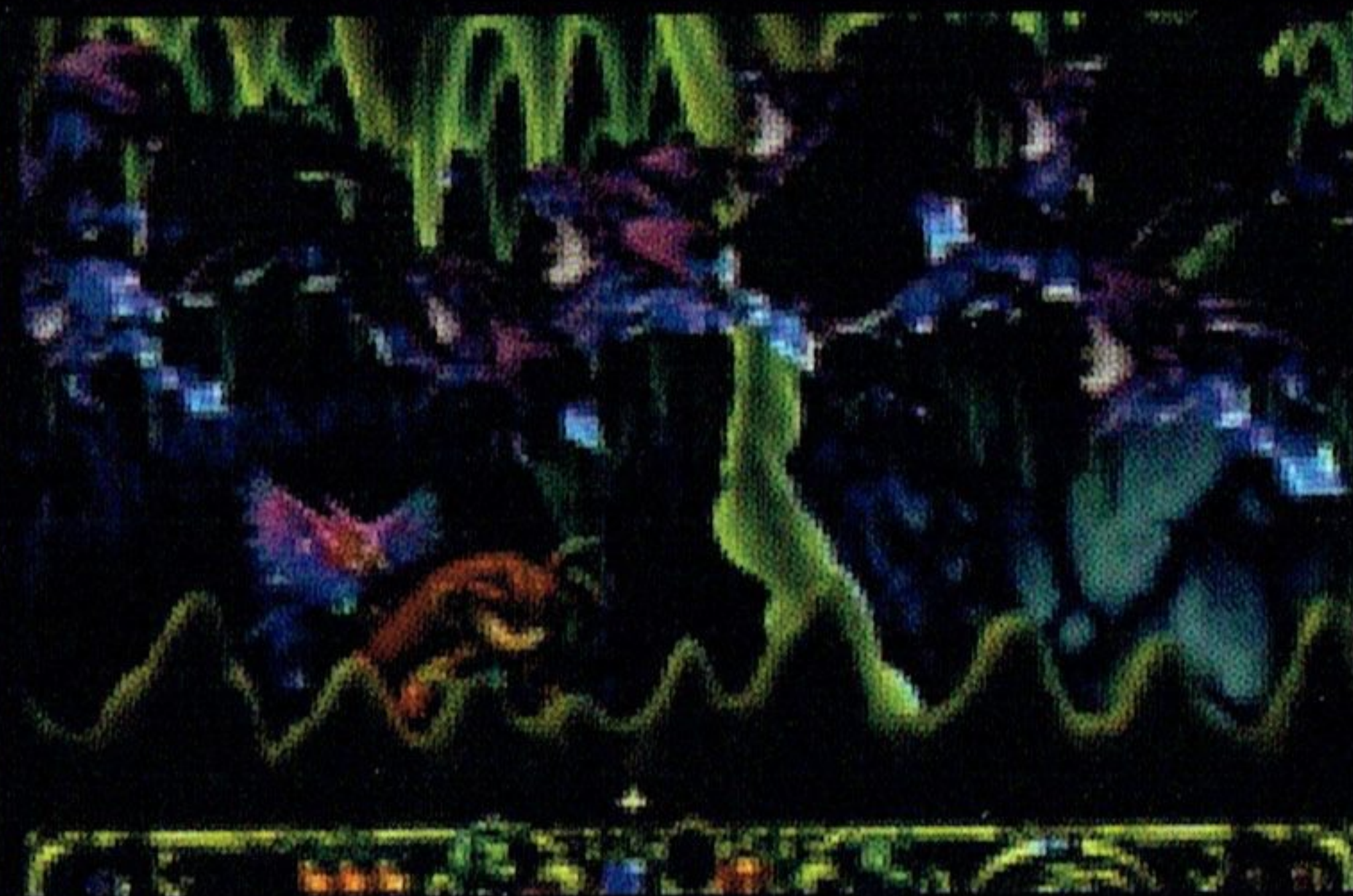


Astal

Although no release date has been confirmed for *Astal*, its quality ensures it an early position in the software line-up. The graphic wizardry shows once and for all how far the 32-bit machines are ahead of 16-bit consoles – check out the amazing hand-drawn backdrops. Gameplay is similar to *Wonderboy*, but offers many new twists. The story is very Japanese – boy and girl with strange powers are separated, boy sets off to rescue her. The boy, Astal, has many attacks in his



repertoire including a sumo throw, an overhead fist and the ability to throw things he finds lying around – including massive trees. After the first level, he can free his companion, a purple parrot with magical properties. Platform fans should definitely check this out ahead of *Clockwork Knight*.



A c c e s s o r i e s

Steering Wheel

Designed specifically for *Daytona*, this should be one of the first Saturn accessories released.

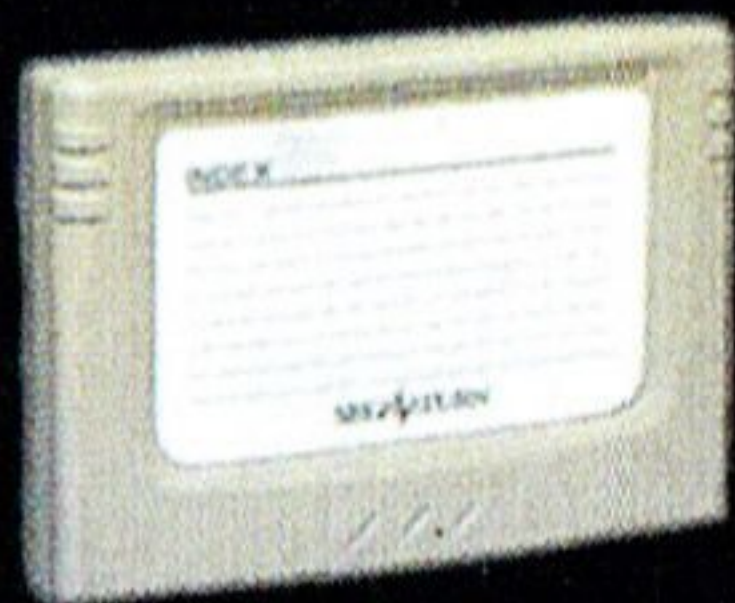


Six-Player Multi-Tap

Allows up to four extra players to participate in games like *Victory Goal* and *Pebble Beach*.

Virtua Stick

Similar to the Mega Drive's six-button Power Stick. Ideal for fighting games.

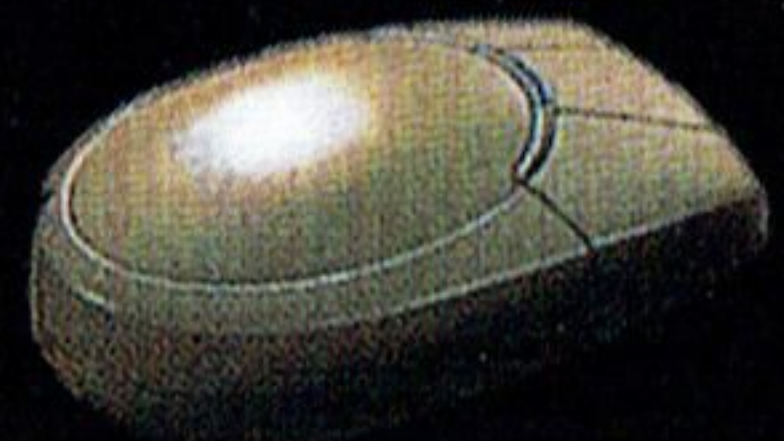


Memory Cartridge

Expands the in-built battery-backed RAM to 128K, allowing more game positions and high scores to be recorded.

Mouse

Similar to a PC mouse. Will be used for pointer-based games.



Saturn in Australia

Sega has slated early August as the release date for the official PAL Saturn. (NTSC versions have been available for a couple of months but as these are 'grey imports', Sega won't repair them if anything goes wrong. They may also be incompatible with officially released games.) The retail price is set to be \$799, including *Virtua Fighter* and an eight-button control pad. The first batch of games will all retail for \$89.95. Of the accessories released so far in Japan, only the steering wheel add-on and the Virtua Stick will be released here initially.

Other accessories which may be released in the future include a keyboard, floppy disc drive, hard disc drive, video CD adaptor and infra-red control pads.



Release Schedule

According to Sega, 'What you can play in the arcades today, you will be playing at home on Saturn tomorrow.' Judging by the release schedule, this could well be true. As yet, Sega hasn't announced any RPG releases, but you can bet there'll be loads made for the Japanese market.

At Saturn Release

Virtua Fighter

Clockwork Knight

Pebble Beach Golf

Victory Goal

Daytona USA

Panzer Dragoon

Deadalus

August

Mortal Kombat II

NBA Jam Tournament

Edition

Parodius

WWF Raw

September

Revolution X

October

Real Yumemi

November

Dracula X

December

Alien Trilogy

January '96

Magic

Teenage Mutant Hero

Turtles

February '96

Probotector

March '96

3D Olympics

Date TBA

Shinobi X

Golden Axe: The Duel

Ecco Saturn

Myst

Doom II

Bug

Virtual Hydlide

Virtua Racing Saturn

Real Baseball

NHL All-Star Hockey

Blackfire

Solar Eclipse

Title Fight 2



**Thanks to
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and Phoenix Imports
for use of games.**