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MEGA

POWER




JULY 1994
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ISSUE 12
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If you are missing your copy of the playable Sensible Soccer Mega-CD demo, ask your newsagent for a copy, immediately!

Please note: demo CD not available with overseas copies of Mega Power. However, disc can be ordered direct from the publisher. See page 12 now.

EXCLUSIVE REVIEW!
BATTLECORPS

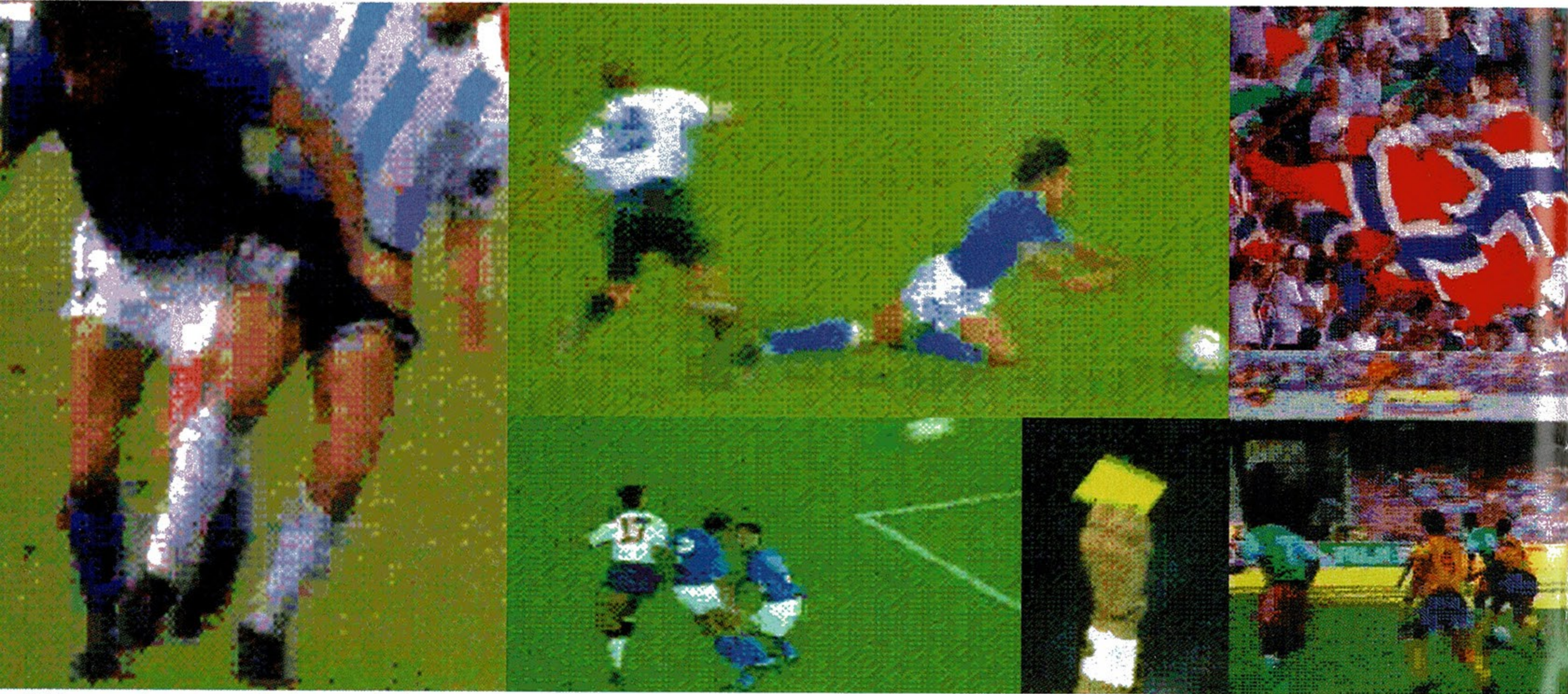
PREVIEWED:
FIFA SOCCER & FLASHBACK!



FEATURED

**BATTLECORPS • FIFA SOCCER CD • SENSIBLE SOCCER CD
FLASHBACK CD • HEAVENLY SYMPHONY • JUNGLE BOOK • DRAGON**

INSIDE



All images shown are actual screenshots



Nothing less than 110%

That's what it takes to master the faster gameplay of the new Championship Edition of FIFA International Soccer. Anything less and you'll need a brick wall across your goal mouth.

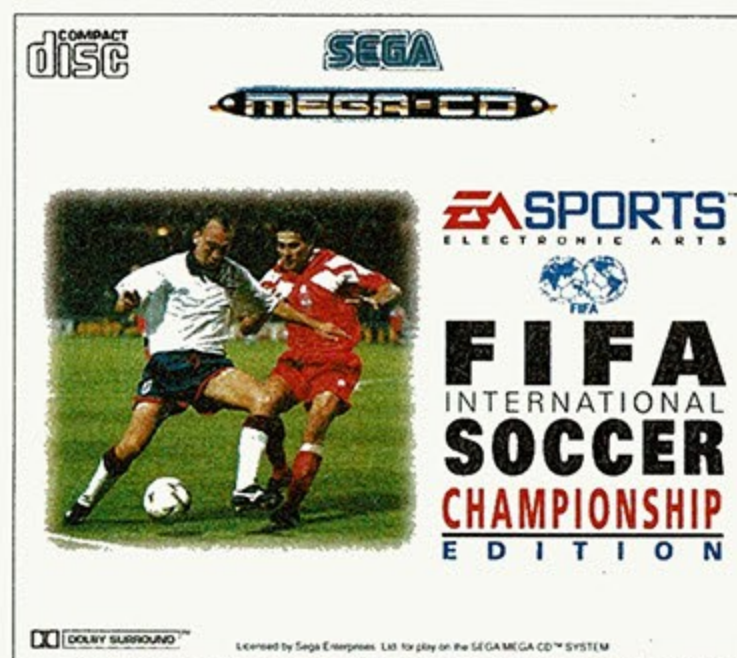
Tougher computer opponents and improved player intelligence make the Mega CD version of 1993's biggest selling video game the ultimate test of your control pad skills. And with 16 extra sides on the roster, you'll be left to wonder where the next hammering is coming from.

Stunning full motion video footage introduces the action, and there are over 100 video clips to give you something to emulate. But if you think that footage looks good, wait until you're on the pitch – enhanced player, field and crowd graphics further heighten the realism.

There aren't only new sights, there are new sounds. Crowd participation reaches fever pitch thanks to chants in Dolby Surround™. There's battery backup too, so take a well-earned rest from leagues and tournaments.

And as the perfect extra touch, 8 New Extended Play game modes turn the Championship Edition into an all-out soccer spectacular.

So strip off your track suit for FIFA Soccer on Mega CD. Everything else was only a warm-up.



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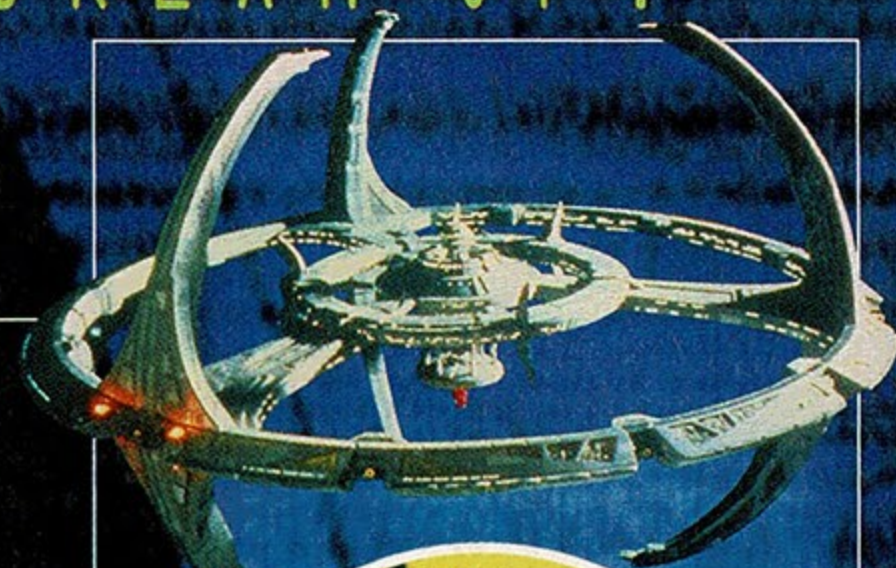
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STAR TREK

DEEP SPACE NINE



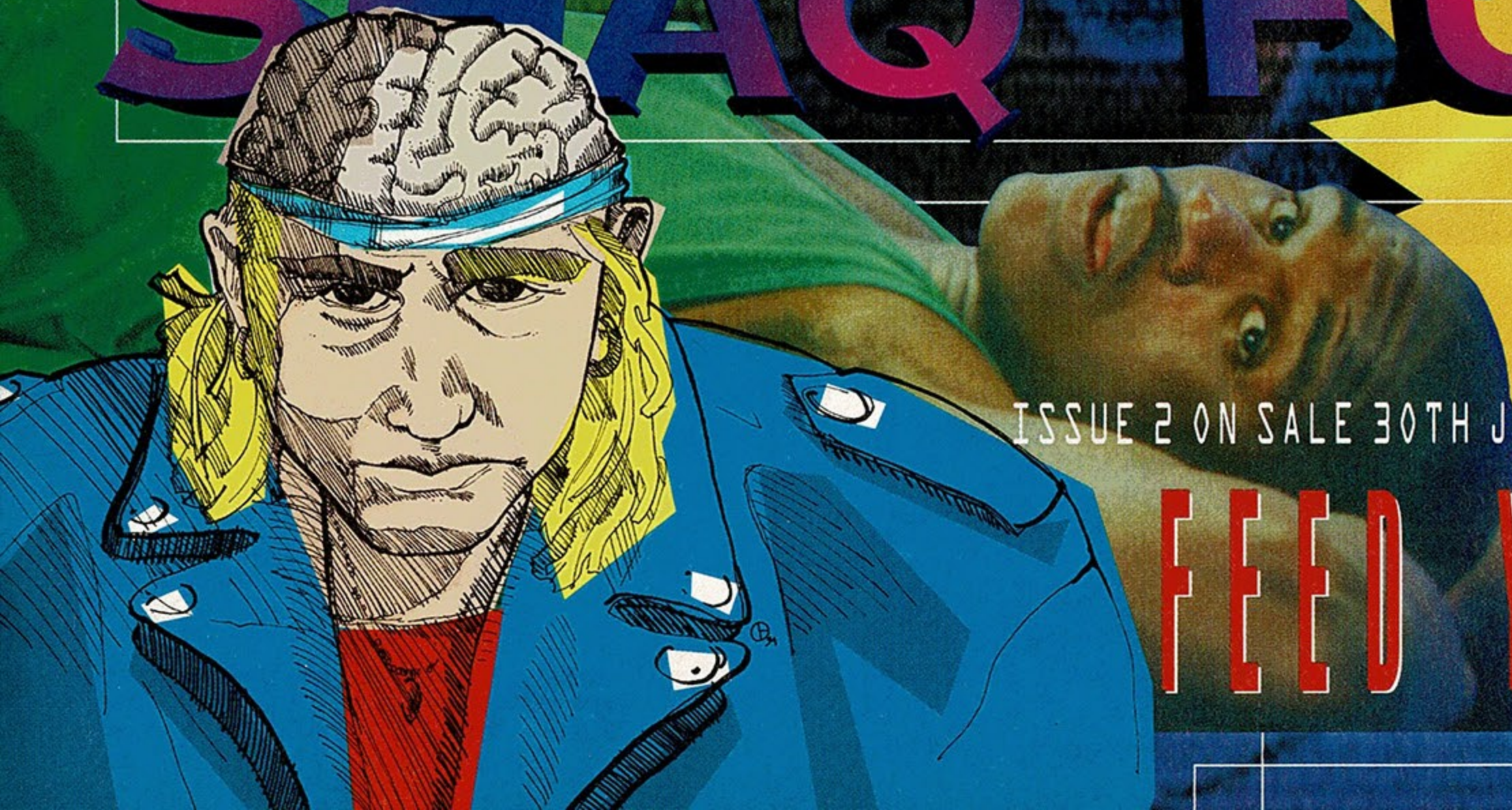
MORTAL KOMBAT II



STREET FIGHTER II TURBO



SHAQ FU



GAMES WORLD

ISSUE 2 ON SALE 30TH JUNE THE MAGAZINE

FEED YOUR HEAD!

PRESS start

Welcome once again to Mega Power.

From all the letters we've recently received I know that you've been enjoying our cover demos so far, and this month's should be no exception. It's a different kettle of fish from the previous two blast-'em-ups. In fact, some people were a bit sceptical about doing a demo of a sports sim – would it not give too much of the game away? Well, Psygnosis had no doubts and have come up with an ideal compromise for their superb Sensible Soccer demo, letting you explore all the game's features but restricting playing time to one minute.

Other great news for football fans is the surprise appearance of FIFA International Soccer on Mega-CD. It's not just a straight conversion with knobs on, but a completely revamped game – see our three-page preview in this issue.

The games haven't exactly been flooding in this month – it's that old summer slump again, with most companies holding back product for the more lucrative autumn period. But the ones that did arrive were of top-notch quality. There was the excellent import Heavenly Symphony, which has to be the most realistic racing sim yet. Even better, Core Design's Battlecorps (featured on last month's demo) is finished, and what an awesome game it is. Like Thunderhawk, it should make people appreciate what the Mega-CD is really capable of. The great news is that Core have confirmed their commitment to the Mega-CD with the announcement of three new titles, and if they're anywhere near as good as Battlecorps we're in for a real treat. By the way, Core's Soulstar has been delayed, but we hope to have a review next ish.

phil king



phil king

'Footy Phil' is still smarting from his defeat in the official 1994 Sensible Soccer World Cup Final, constantly reminding us that it was only on penalties. Obviously Phil was sick as a parrot, but he was soon over the moon again when his team Leicester City were promoted to the Premier League!

Meanwhile Phil has been losing so much weight recently, we thought he must have come down with that deadly flesh-eating virus! Much to everyone's relief, though, Phil survived past his 26th birthday. For this he thought he'd take the afternoon off and drive home to Shropshire. It turned out to be a bad move, however, as Phil was stuck in a traffic jam just outside Bournemouth for nearly an hour. He then took a supposedly shorter route home (as recommended by Sega Pro's Nick Roberts), but after getting stuck in rush-hour traffic and behind tractors, he ended up spending a total five hours on the road. By the time he got home, his birthday was almost over!

Playing: Sensible Soccer demo, Battlecorps, Heavenly Symphony.

Listening to: Erasure, Dead Can Dance, Judie Tzuke.

Watching: Cardiac Arrest, Harry Enfield, Neighbours.



alan russell

Between writing and designing for Mega Power, high-flyer Alan found time this month to go parachuting. However, despite going through all the necessary training – diving on crash mats and all that – he didn't actually get to jump!

Alan swears that this wasn't because he bottled it, though. Everything was well as he strapped on his very tight parachute harness, but suddenly his dodgy shoulder popped out of joint! Alan was told it wasn't safe to do his jump and was obviously gutted. Meanwhile Gamesworld's Adrian Price went ahead with his jump. With one leg hanging out of the plane at 2,000ft above the ground, he had to leap backwards into the blue yonder.

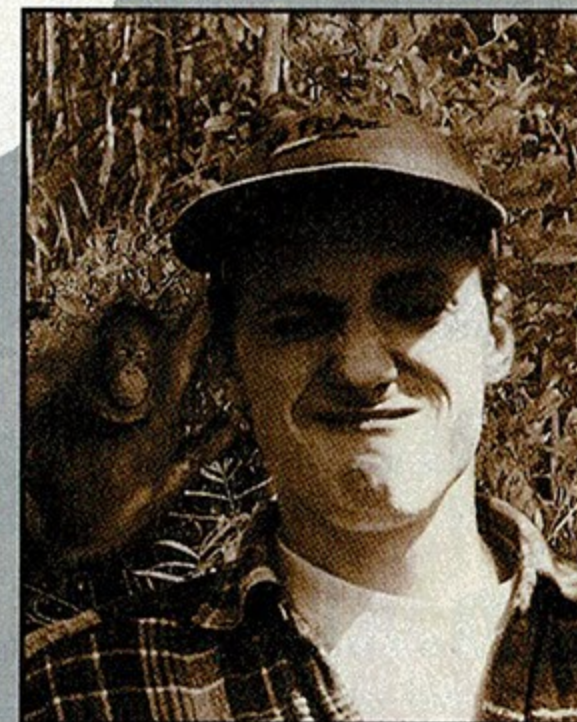
He describes the experience as 'well radical... the best, man... you gotta try it'.

Mind you, Ade also thinks The Prodigy are the greatest band ever!

Playing: Battlecorps, Jungle Book, Heavenly Symphony & Doom on the PC.

Listening to: Pink Floyd's new album (he leaves it playing on permanent repeat on the office CD player).

Watching: Whoops Apocalypse, Football, Formula One racing.



hands on

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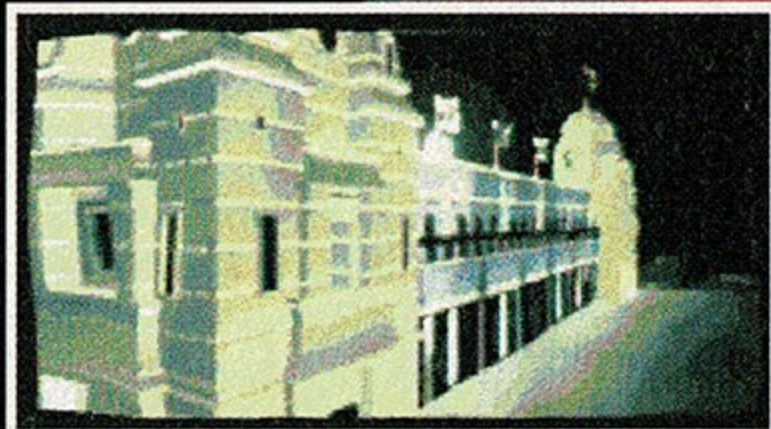
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Mega-CD CONTENT

SENSIBLE SOCCER

So you've placed your Sensible Soccer demo in your Mega-CD... what next? We tell you everything you need to know to play the game and give you top hints, starting on page 13.



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Core Design send their jaw-dropping 3-D blaster into battle. Is this the greatest CD game yet?



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Sega's official licence of the 1993 Formula One World Championship speeds into view.



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EA Sports' fantastic footy sim gets a complete redesign for its CD debut.



cover disc

POWER 12

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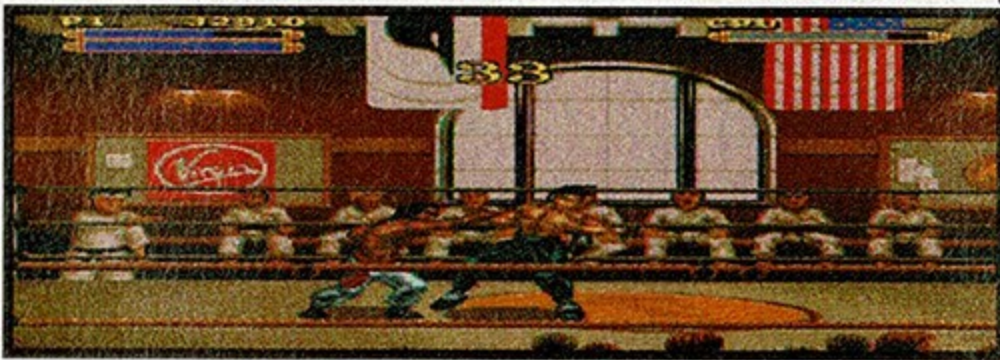
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july 1994

regulars

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Bruce Lee returns from the grave in this hard-hitting three-player karate game.



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Discover what's on next month's cover disc, and which hot games we'll be looking at.

MEGA POWER

PSYGNOSIS BLAST AHEAD

Following the success of Microcosm, Psygnosis are converting their new 3-D shoot-'em-up Scavenger 4 to Mega-CD. Originally developed on the super-duper FM Towns machine (as was Microcosm), the game features incredible Full Motion Video sequences as you fly the Scavenger 4 space fighter over weird alien landscapes and through twisty tunnels. There are six different worlds in the game, each containing some truly spectacular robotic enemies.

Unlike Microcosm, the backdrops are 'Z-buffered' which means they contain additional data to indicate how far back each object is. This enables you to smash into the scenery and shoot it. The game also uses Psygnosis's 'Fractal Engine Technology' for smooth video transfer from the CD drive. With even more stunning graphics than Microcosm, Scavenger 4 should feature more interactive, satisfying action when it's released in October.

The good news from Psygnosis is that they will also be converting their next FM Towns 3-D blast-'em-up Megamorph, which boasts even more interaction, including blasting away at a beautifully rendered praying mantis!

A less violent Mega-CD conversion will be Discworld, an adventure game based on Terry Pratchett's hilarious fantasy novels. This should be released in time for Xmas.



WORLD CUP DRAMA

The official 1994 Sensible Soccer World Cup was recently held in London. Organised by Renegade Software, the tournament was played on their Amiga version of Sensible Soccer, and 1993 champion Phil King was invited back to defend his title.

Playing with Denmark, Phil struggled to a draw against computer side Latvia, but won his other two group matches to reach the knockout stages. By now Phil was hotting up, thrashing Northern Ireland 4-1 with an impressive display.

Victories over Germany and Holland (controlled by Sensible Software's playtester) followed, putting Phil in the final against The One's Simon Byron (playing England). It was a hard-fought affair, and after extra time the still-goalless match went to a penalty shootout which Phil lost 5-4. The only consolation was the news that Sony are planning to host an alternative World Cup for their console versions!



CHUCK CHUCKED

Core Design have dropped their popular Chuck Rock game character. According to Core, the reason is that old Chuck was felt to be a bit long in the tooth. He previously starred in the Chuck Rock platform game, before being superseded by his son Chuck Junior in the sequel.

Both these games made it onto the Mega-CD and the third title, Chuck Rally - Rocky Racers, was to have been CD only. However, this whacky 3-D racing game has been renamed BC Racers and will now feature two completely new characters. Delayed until October, the game has prehistoric heroes Cliff and Roxy (a shapely cavewoman) racing their bike-and-sidecar against 13 stone-age opponents on 32 hazardous tracks.



Meanwhile Core have announced two new Mega-CD titles. One will be the sequel to the Viking adventure Heimdall, and unlike its predecessor it'll see an official UK release - in December. The other game is a 'secret project' called Secret Forces, due in January 1995.

Core will also be releasing special Mega 32 versions of Soulstar and BC Racer. It's not yet known whether these will be on CD as well as cart.

ACCLAIM FOR MEGA 32

Sega has selected Acclaim as the first US company to use its Titan architecture technology to create games on Sega's high-end platforms. These include coin-ops, the 'Saturn' CD console (due in 1995) and the Mega 32 add-on (for Mega Drive).

First of all, Sega and Acclaim will combine their technologies to develop Acclaim titles for the coin-op market. The first release, due to appear in 1995, will be based on the third caped crusader movie Batman Forever.

Sega's Titan hardware system uses the same Hitachi SH 32-bit RISC chips as the Saturn and Mega 32, enabling easy transfer of arcade titles. So you can expect to see rapid and highly accurate Mega 32 conversions of Acclaim's new coin-ops, including special CD versions. Acclaim have already shown what's possible with their astounding 'Duel' graphics demo which won a special award at Japan's Nicograph '93 computer graphics conference. This used Acclaim's special 'motion capture digital actor technology'. The actors are covered in special sensors which turn their movements into data which is used to create incredibly lifelike animated 3-D characters.

Meanwhile on standard Mega-CD, Acclaim are currently considering CD conversions of NBA Jam and their forthcoming wrestling game WWF: Raw (due on cart in November).



TOP 10

HIGH STREET CHARTS

Compiled by Gallup in association with ELSPA



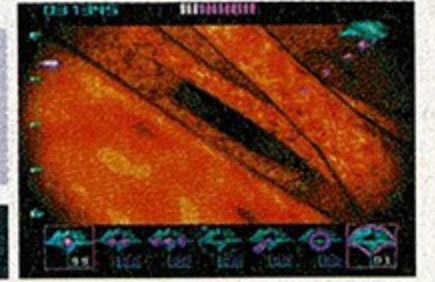
MEGA-CD

position	last month	months in chart	game title
1	(1)	4	Ground Zero Texas
2	(7)	6	Sonic CD
3	(4)	6	Lethal Enforcers
4	(2)	2	WWF Rage In The Cage
5	(6)	5	Night Trap
6	(8)	5	Silpheed
7	(5)	5	Thunderhawk
8	(RE)	6	Road Avenger
9	(NE)	1	Time Gal
10	(RE)	3	Batman Returns



INDEPENDENT CHARTS

Compiled with the help of Dream Machines



MEGA-CD

position	last month	months in chart	game title
1	(NE)	1	Mortal Kombat
2	(NE)	1	Heavenly Symphony
3	(3)	5	Lunar - The Silver Star
4	(1)	3	Tomcat Alley
5	(2)	3	Rise Of The Dragon
6	(4)	3	Revenge Of The Ninja
7	(7)	3	Third World War
8	(9)	4	NHL Hockey '94
9	(5)	2	Microcosm
10	(10)	4	WWF: Rage In The Cage

MEGA DRIVE



position	last month	months in chart	game title
1	(2)	4	FIFA International Soccer
2	(3)	2	PGA European Tour Golf
3	(1)	3	Sonic 3
4	(NE)	1	Virtua Racing
5	(4)	3	NBA Jam

MEGA DRIVE



position	last month	months in chart	game title
1	(1)	3	Virtua Racing
2	(NE)	1	Star Trek: The Next Generation
3	(3)	3	Streets Of Rage 3
4	(4)	2	Sub-Terrania
5	(5)	3	Mega Turrican

RECOMMENDED

Phil and Alan reveal the games they've been playing this month...

BATTLECORPS

Mega-CD

Core unleash the first of their new 3-D Mega-CD games using an even better graphics system than Thunderhawk. You control a Walker-style vehicle, striding around 16 huge levels with texture-mapped landscapes and buildings. You need your wits about you as robotic enemies attack from all directions, but you also need to use your limited weapons wisely. With dramatically different terrains, it's one hell of a great-looking blast-'em-up.



PHIL SAYS: "Surely the best Mega-CD game yet. It plays as good as it looks."

ALAN SAYS: "Not only is it instantly playable, it boasts a great long-term challenge."

HEAVENLY SYMPHONY

Mega-CD

Sega's official Formula One licence accurately recreates the exciting 1993 World Championship season with all the genuine cars and drivers. The races even have the proper number of practice and qualifying sessions. And you certainly need practice to get used to the (realistically) tricky cornering and avoid spinning off. With excellent scaled 3-D graphics and lots of FMV sequences this game's slicker than Damon Hill's tyres.



PHIL SAYS: "An astoundingly realistic simulation of Formula One racing."

ALAN SAYS: "Tricky to start with, but an immense challenge. Music to my ears!"

JUNGLE BOOK

Mega Drive

Get into the jungle fever as you control Mowgli, swinging from vines and throwing bananas at cartoon animals. It's platform action at its simplest and best as you explore the jungle in search of jewels. Characters from the movie are accurately recreated, most of them used for end-of-level baddies. Others are friendly, including Baloo who lets you ride down the river on his stomach! Full of charming scenes, The Jungle Book is incredibly addictive.

PHIL SAYS: "Simple to play but so hard to put down. Even better than Aladdin."



ALAN SAYS: "As playable as it is polished. The top banana of platform games."

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Inside
The Fat Man symphony
Cryo's Dragon Lore
VR - what's possible!
Buying a graphics card
BBC 2's The Net
First review of The Horde
European Champion
Mr Grim meets his reaper
Jon Hare gets angry
Mitch's Fantasy Fair

Whatever your PC gaming hardware set-up there's a magazine for you. PC Power HD for floppy disk users and PC Power CD for CD ROM owners. Every month the PC Power magazines bring you the huge world of PC leisure. Coming from the publishers of Mega Power, you're guaranteed a quality magazine, the latest playable game demos and essential features to help you get the most from your machine. Don't miss the experience. Reserve your copy today!

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Inside
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Mr Grim meets his reaper
Inside Silicon Graphics
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BBC 2's The Net exposed
Buying a graphics card
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Mitch's Fantasy Fair

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...available at all good newsagents NOW!



Sensible SOCCER



With the World Cup currently underway, this month's cover disc is very topical. Read on to discover how to play your Sensible Soccer demo, a review of the full game, and Mega Power's match-winning tactics...

MEGA POWER



Select players

Before the match, each player is shown their team's squad of players and current formation. Each team has a default formation, eg Highbury are 4-4-2, but this can be changed to any of the others to suit your own playing style. Simply click on any of the formation boxes above the pitch diagram.

However, as the different formations have different numbers of defenders, midfielders and forwards, you'll probably have to shuffle your players around. To switch the positions of two players, click on each of their names (on the left) in turn. To remove a player from your team, click on his name, then on one of the substitutes' names (with a light blue bar behind them).

You may want to alter your tactics depending on what team you're playing: eg if they have star forwards, you might be better off with a five-man defence. To view the other team's line-up, click on 'View Oppo.' just above the pitch diagram.

When you're happy with your own team, click on Play Match. Before the match begins you're shown the team strips, followed by one of two stunning rendered 3-D sequences zooming around either Wembley stadium or the Pasadena Rosebowl. Both are accompanied by their own thumping music.

Soccer action

In this demo, each match lasts a minute. It ends when the game clock reaches '10 mins' - there is no half-time. However, the clock stops whenever the ball's dead, so games usually last a bit longer in total. Otherwise, the game plays just the same as the full version, complete with those marvellous crowd FX. The overhead view pitch scrolls to follow the ball as the tiny player kicks it around.



THE DEMO

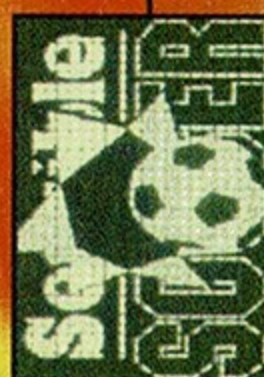
Mega Power presents a fully playable demo of Psygnosis's Sensible Soccer on Mega-CD. It's scintillating stuff as you can access all aspects of the game, including the many teams and tournaments. You can also experience that special Sensible magic in one-minute matches against the computer or a friend. The sampled crowd roars as you swerve shots into the corner of the net, perform spectacular diving headers and get stuck in with crunching tackles. It really is the greatest!

CONTROLS

- D-pad Moves your currently controlled player around the pitch. Note that when defending, control automatically switches to the player nearest the ball.
- Button A Shoots the ball automatically towards goal
- Button B Tap it to pass, hold it down to shoot/head/tackle
- Button C Passes the ball in direction faced

CREDITS

- Many thanks to Psygnosis for all their cooperation.
- Special thanks to Mark Blewitt.
- Sensible Soccer © Sensible Software. 1992, 1993, 1994.



MEGA POWER PRESENTS

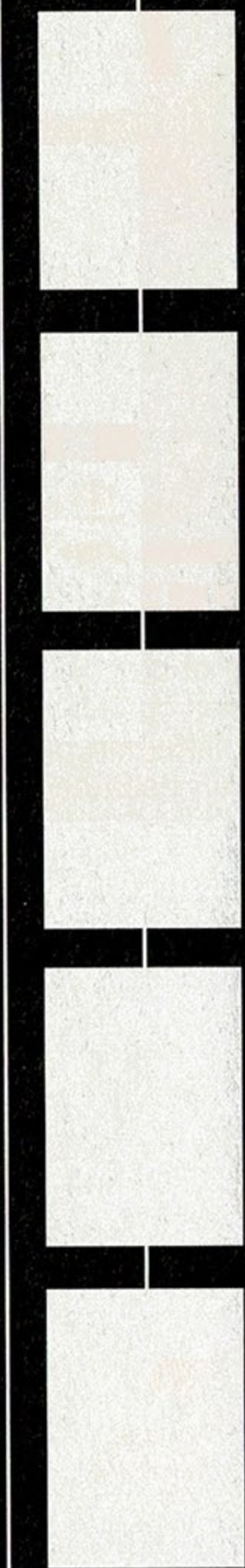
MEGA POWER PRESENTS

SENSIBLE SOCCER

P L A Y A B L E D E M O
MEGA POWER SENSIBLE SOCCER DISC 5



5



FIVE

5 BEST SOCCER



When you're not in possession, control automatically switches to the player nearest the ball, so there's no need for manual player selection (such as in *J League*).



Another automatic feature is the computer-controlled goalies who dive athletically to make spectacular saves. You need a good shot or header to beat them.



When the ball's on the ground and not in your possession, pressing any button makes your player do a sliding tackle. However, if mistimed this can cause a foul.



When the ball's in the air, pressing any button makes your player perform a diving header in the direction he's running. You need good timing and accuracy for headers.



On the higher two skill levels, each team (apart from the silly Custom ones) has three star players. These can run faster, have sticky feet and can always do automatic shooting.



Mistime a sliding tackle and you can easily foul the opposing player. This results in a free kick or penalty, and the possibility of a yellow or red card.



You've earned yourself a booking with that reckless challenge. The nearer the offence is to your own goal area, the more chance you have of getting a yellow or red card.



Normally free kicks are just like normal kicks. But if you get one near the opposing penalty area, the defenders line up in a wall, so you have to swerve your shot around it.



Uh oh! You've brought down the opposing forward in your own penalty area. This can mean only one thing: a penalty kick. You could even get sent off as well!



After being brought down in the opposing penalty area, you're awarded a penalty kick. Just shoot the ball as normal: the best idea is to aim for the corner of the net.



Corner kicks are always a good opportunity for scoring. You can either play it short to a team-mate or lob it into the box and hope to get a header in.



When the ball goes out of play to the side, a throw-in is awarded. Just point to one of your team-mates and tap the button to throw it to him. Or hold down the button for a long throw.



Yessss! You've just scored a great goal which you can see again on the action replay. The sampled crowd roars with delight whenever you score.



Sensible Soccer follows the new backpass rule. When you pass back to your keeper, he can't pick it up and so dribbles like an out-field player!



When the ball's dead, tap three times in one direction to bring up the subs bench. Click on the player you want to bring on, then on the name of the one you want to take off.



With the subs bench up, you can also change tactics to suit the match situation. Just click on the manager (the brown bloke at the top) to bring up a list of formations.



When the game clock reaches 10 mins, the referee blows the final whistle. In the full game, you get two halves of up to five (real-time) minutes each.



With the players having vacated the pitch for their communal bath, the final score appears along with the scorers and times of the goals. That's all, folks.

PLAYING A TOURNAMENT



There are different set tournaments for each type of teams: National, Club or Custom. Select the cup or league you want to play, then choose which teams you want to be player-controlled by clicking on them once (to turn them blue). Any number of them can be player-controlled, so you can invite your mates round for huge tournaments. If you don't have enough time to play all the matches, you can always save your tournament to the Mega-CD's battery-backed-up memory.



Custom cup

As well as the set cups, you can create your own customised, choosing the number of rounds for up to 64 teams (computer- or player-controlled). In addition, you can set different rules for normal rounds, semi-finals and the final.

You can play one or two legs for each match. For the latter the away goals rule can be turned



on, so in the event of a draw the team scoring the most goals away from home is declared the winner. Extra time can be turned on drawn matches (or only for the end of a drawn replay). There's also the option of a penalty shootout if



the teams are still deadlocked. Finally you can choose which pitch type to play on.

Custom league

For your own league you can have up to 20 teams (computer- or player-controlled). They can play each other up to ten times in a season – for up to 190 matches each, and a total number of 1900 games! You also determine whether a win is rewarded with two or three points, and what type of pitch to play on.

EDITING YOUR TEAM

You can alter any of the team line-ups in the game, or even create your own new sides. In any of the National, Club or Custom menus, simply click on Edit Teams and then on the side you wish to alter. The editing screen shows the line-up of players, along with the team strips for home and away.

To change the team name, simply click on it and a grid of letters will appear. Use the straight arrow to delete the old name, then select the letters in turn for your new one. When finished, click on the bottom-right arrow to exit.

Using a similar grid, you can also change the names of the manager and players. Their real names have only had a few vowels changed (so 'Lee Dixon' becomes 'Lie Doxon' etc), so it's easy to alter them back. Just use the A and c buttons to move the cursor through the name and make the necessary changes.

To change the team strips, click on either the shirt, shorts or socks, then move the D-pad left/right to flick through the colours. To alter the style of shirt, move right/left from the home/away shirt to access the patterns. Choose a pattern and you return to the shirt: now move left/right to change the first colour, and up/down to alter the second.



SENSIBLE SCORES AGAIN!

Sensible Soccer has now achieved a hat-trick of triumphs. Programmed by Cambridgeshire veterans Sensible Software, the game made its debut in 1992 on the Amiga and ST home computers. It quickly gathered a cult following and replaced Kick Off 2 as the top football game. An updated 1.11 version of the game, with 1992-3 season teams and improved goalkeepers, made it an even bigger success, topping the charts for 17 weeks!

The next step was to convert this already legendary game onto the Mega Drive and SNES. The main problem was adapting the controls so you could play it with a joystick. To make the dribbling less tricky, Sensible made the players' feet slightly sticky so they could turn with the ball more easily.

For the Mega-CD conversion, Psygnosis have concentrated on improving the presentation. The game now begins with a dazzling TV-show-style intro using impressive rendered 3-D images and accompanied by a booming theme tune. There's also new CD-quality music playing throughout the game's many menus, and for the rendered stadium sequences preceding each match.

Where the enhanced CD sound really comes in is for the crowd sounds.

There are over 100 FX (recorded at Tranmere Rovers' ground), including chants such as 'You what, you what, you what you what you what?' 'One-nil, one-nil...' and 'Oooooooooohhhhh!' following a near miss. And every time a goal is scored you get a deafening roar from the delighted crowd.



WINNING TACTICS

There are eight different formations to choose from. As well as selecting this at the start of the match, you can change your tactics during play by calling up the subs bench.



4-4-2

The classic formation used by most British clubs, this uses the standard four-man defence. This can be a little vulnerable to dribbling attackers, but you benefit from four midfielders – you can use the outer two as wingers.



5-3-2

One of the most popular formations with Sensible Soccer fans (including Phil), this gives you an extra defender who plays behind the other four.

This makes it much harder for a dribbling opponent to penetrate your defence.



4-3-3

This sacrifices one of your midfielders to give you an extra man up front. This makes it a more attacking formation than most, particularly good for those playing a long-ball game and bypassing the weak midfield.



4-5-1

This is a good formation for players who like to pass the ball around. Your five-man midfield dominates the middle of the pitch so you can build up your attacking moves gradually, pushing them forward to support your lone forward.



5-4-1

A very defensive tactic, this is even more conservative than 5-3-2. Again you have a sweeper at the back to save your bacon, but you can also control the space in front of them with four midfielders. The downside is only one forward.



3-5-2

One of the strangest formations, this provides better attacking options than 4-5-1, but with only three defenders at the back you're very vulnerable to counter-attacks.

You should be able to dominate the midfield, but you



all-out attack. And that's exactly what this formation provides with no less than four men up front.



lead. With an incredible six defenders at the back, you should be able to repel most attacks with ease.

BALL CONTROL

The players in Sensible Soccer can do banana shots, massive lobs upfield, clever glancing headers and more besides. But how do they do that?



Dribbling

The art of dribbling has to be mastered to become an expert player. It's easy enough in Beginner mode, with the ball sticking to all your players' feet, but on higher skill levels you have to be careful to turn gradually with the ball or you'll lose it. A good technique for confusing defenders is to nudge the ball a little way in front of you: this often draws them into fouling you!



Header

When the ball's in the air, pressing any button makes your man dive for it. However, you have to be accurate to make contact. Mastering the art of heading will improve your defensive capabilities as you can easily head away long balls and crosses. Heading is also one of the easiest ways of scoring at the other end – particularly from close range at corners.



Angled Header

One of the trickiest moves in the game, your man heads the ball at a 45-degree angle to that which he's diving. This is excellent for beating those clever computer goalies. You have to quickly change direction as your man dives for the ball. Alternatively, in Beginner mode or with star players, simply press A to head towards goal.



Slide Tackle

Although you can dispossess an opponent by simply running into him, slide tackles are an important part of

defending. The danger is that you'll mistime them and bring the man down – you could get sent off! Sliding tackles are also useful for poking the ball forward in midfield and up front – you can often score with them from close range.



Angled Slide Tackle

As with the angled header, this move is tricky to pull off. You have to quickly change direction mid-

slide to knock the ball at a 45-degree angle from the direction you're moving. Alternatively, in Beginner mode and with star players, just press A to knock it towards the opposing goal area.



Banana Shot

Knowing how to swerve the ball will make you much more potent in attack. Not only can you bend the

ball into the corner of the net past the diving keeper, but you'll also be able to send Ryan Giggs-style swinging crosses and corners into the box. Simply move the D-pad 45 or 90 degrees just after shooting to apply aftertouch – the earlier you do it, the more effect it has.

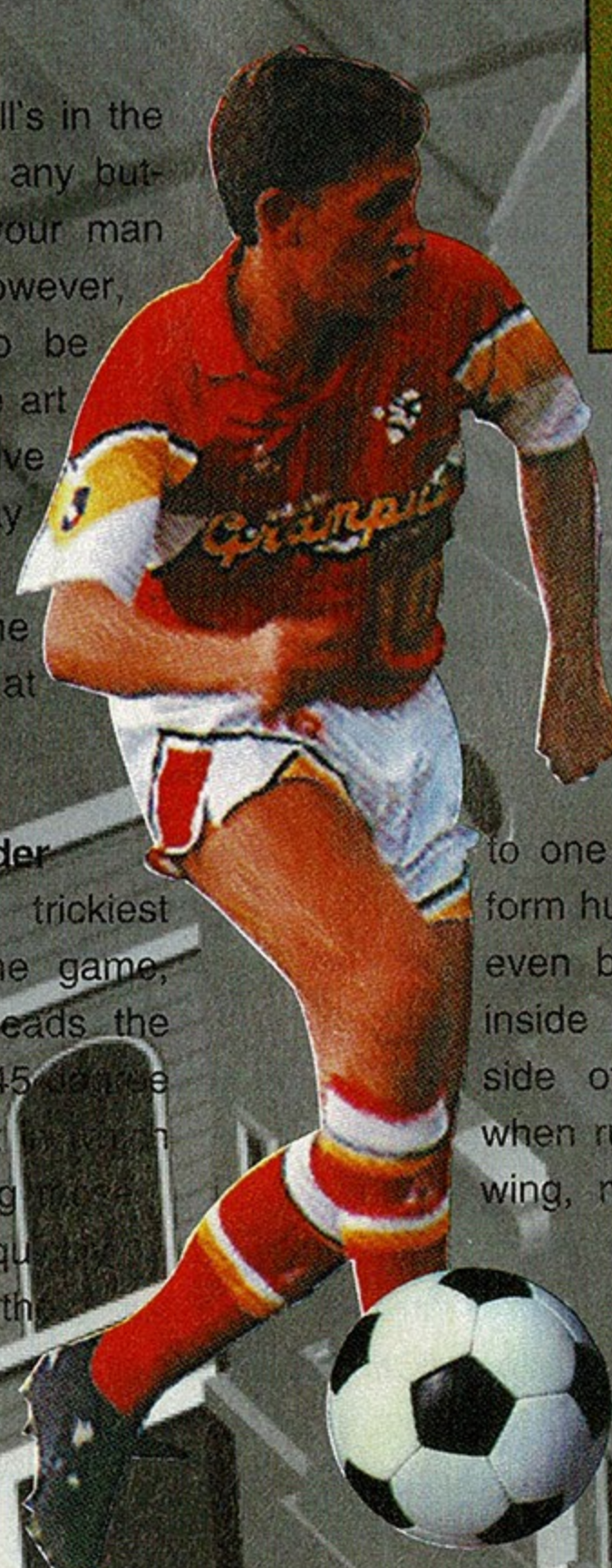


Long Ball

This uses the same aftertouch technique as swerved shots, but this time you completely reverse the D-pad direction just after kicking the ball. By moving the D-pad

to one side as well, you can form huge curling chips. These can even be used to score from just inside the halfway line, near the side of the pitch. For example, when running upwards on the right wing, move diagonally up-left just

past the halfway line, shoot, then move right. Do it correctly and your curling chip should beat the goalie and go just inside the left post.



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BATTLECORPS

If you played last month's stunning Mega Power cover demo, you'll know that Battlecorps is a graphically spectacular blast-'em-up. As with Core's ground-breaking Thunderhawk, the game uses the Mega-CD's hardware sprite scaling and rotations capabilities to create gorgeous texture-mapped landscapes. However, like the forthcoming Soulstar, the graphics engine has been improved to display 64 colours simultaneously (rather than Thunderhawk's 16) for greater detail and smoother shading. As well as using texture-mapping for the ground, the programmers have also managed to apply it to buildings and objects.

Set in the year 2064, the game takes place on the barren planet known as Mandelbrot's World, where two rival mining companies are battling for the rare element Meridium. You see, this is the vital substance that powers all their high-tech weapons. The International Mining Corporation had established a successful mining colony the planet, using the latest mining and defence machines: the Battlebots. But their rivals BioMech infected the colony's computer system MOSES with a virus, causing the Battlebots to kill the colonists and turn the whole place into a high-tech fortress. Controlling an elite group of Corporate War veterans it's your job to take back the planet, battling through 13 hazard-packed levels to destroy the MOSES Nerve Centre.

After an impressive rendered 3-D intro, zooming through space and around Mandelbrot's World, you're given a choice of four characters. Select one and he or she is shown being inserted into the Bipedal Attack Machine (BAM) in another

neat animation. Each character has different attributes which affect the Walker-style BAM's speed, gun power and armour level.

Before each level, you view an animation sequence of your commander Lieutenant Calgary giving you orders in CD speech. You then set off in your BAM, the 3-D view bouncing up and down realistically as you stride along, your footsteps accompanied by ground-shaking thuds.

With the ability to rotate a full 360 degrees, you have complete freedom to explore the landscape. A complex control system enables you to move your head independently: both up/down and left/right. So you can move in one direction and

fire in another. As you walk around, you're attacked by all manner of robotic enemies such as gun turrets, tanks, caterpillars and floating mines. Your radar helps you to keep track of these so you can get them in your sights and blast them with various weapons. At the start of each level you're given a limited supply of twin

cannons, missiles, grenades, flamethrower and the big blast 'em gun. As there are no power-ups, these have to last you for the entire level – run out and it's tough luck!

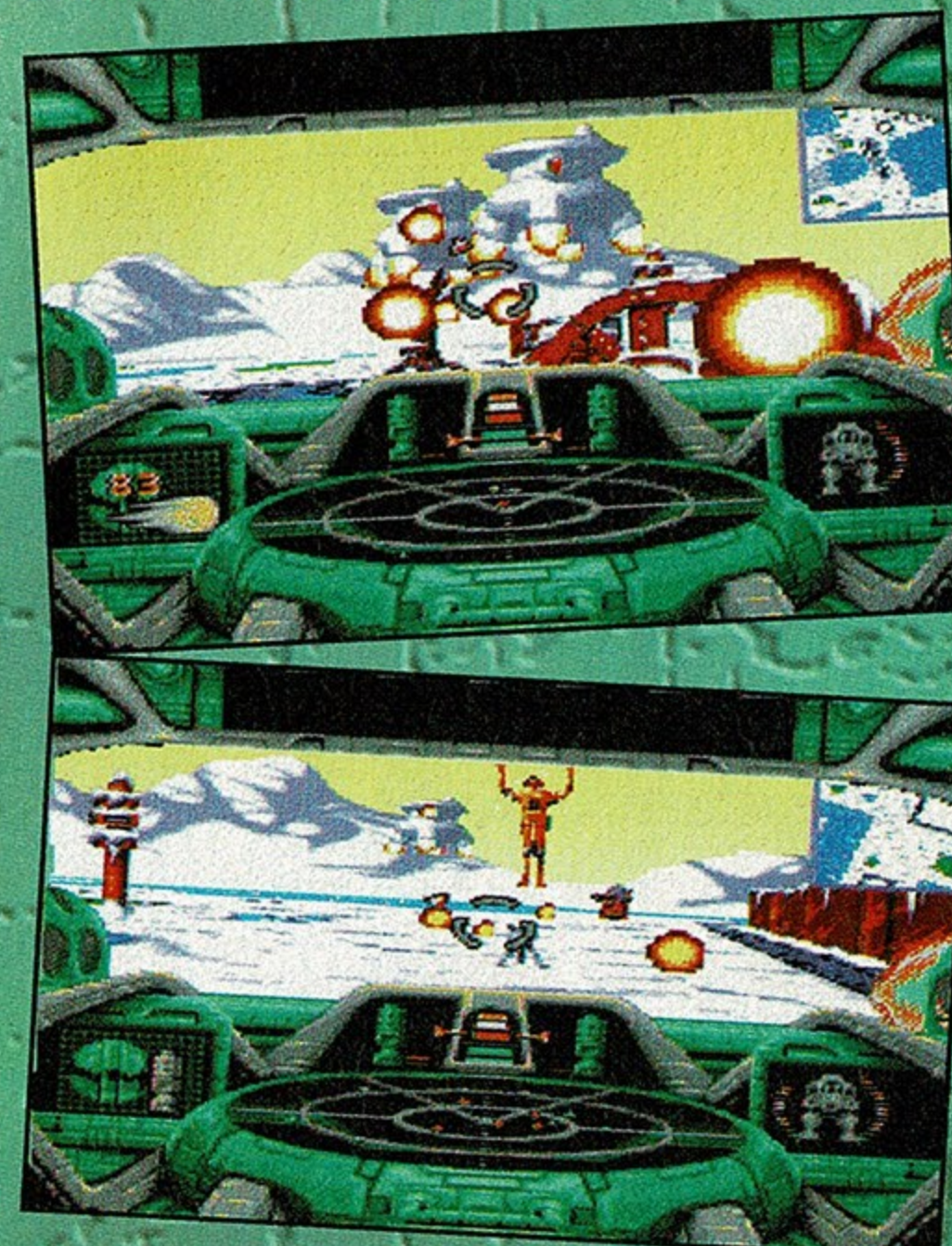
All of the enemies fire streams of bullets at you, reducing your energy on contact. Thankfully a compass arrow (on some levels) guides you to the next recharge point, where your energy is fully replenished. The compass eventually guides you to the end of the level where you confront a host of adversaries or a big baddie.

The large levels take you through five dramatically different terrains: hot lava (as in last month's demo), icy wastes (with snow falling), underwater (wobbling screen and floating robots), sewers

(trudging through thick sludge!), and mining labyrinths (network of dimly lit tunnels). Finally you enter the special cyber zone where your ultimate aim is to destroy the computer nerve centre. By the time you get there you really will be a battle-hardened veteran.



Your flamethrower may not melt the snow on this icy level, but it's a powerful weapon for close-range combats with those robots.



MEGA BLAST



I've watched this game's development from the early stages. Even then it looked impressive, but it just seems to have better and better. And now it's finally ready it has to be the best Mega-CD game I've ever seen. Thunderhawk was groundbreaking in its day, but Battlecorps easily surpasses it, both in terms of technical quality and playability.

As soon as you're strapped into your Walker, you're totally immersed in the game – it's reminiscent of virtual reality as you move your head around to look at things and even bounce up and down as you walk along. Most importantly, the blast-'em-up action is supremely addictive. The levels have been well-designed to keep you on your toes with a variety of enemies which require different tactics to defeat. The tension really builds as you stroll down dimly lit corridors, waiting to be ambushed at any moment. You certainly need your wits about you, as well as good strategy in using your limited weapons efficiently. And with 13 vast levels to beat, this top-notch blaster should keep even expert gamers going for ages.

Battlecorps not only sets new standards for the Mega-CD, it's surely a contender for the best CD game yet on any format.

PHIL



Floating mines are a constant threat on most levels, drifting towards you and detonating on impact. Blast them before they get too close.



The mine tunnels form a labyrinthine network that's very easy to get lost in. Here you're attacked by one of many ceiling guns – you have to aim upwards to hit them.



Down in the sewers, texture-mapped giant fans constantly spin. The green sludge also splashes as bombs fall into it.



Underwater levels use a neat wobbly screen effect. They're full of aquatic hazards, including floating robot tanks.



BATTLEBOOBS



(Above) Face to face with one of the robotic tanks in the sewers. (Left) Ambushed by gunmen and tanks in the icy wastes.

enemies

There are many different adversaries in the game, some appearing only in one type of terrain, others varying their form slightly for different landscapes. Here are some of the main ones...



Colling Gun: In the labyrinthine mine tunnels, these are lurking round most corners. Stuck on the ceiling, they fire a stream of plasma as soon as you get into range. You have to look upwards to shoot at them.



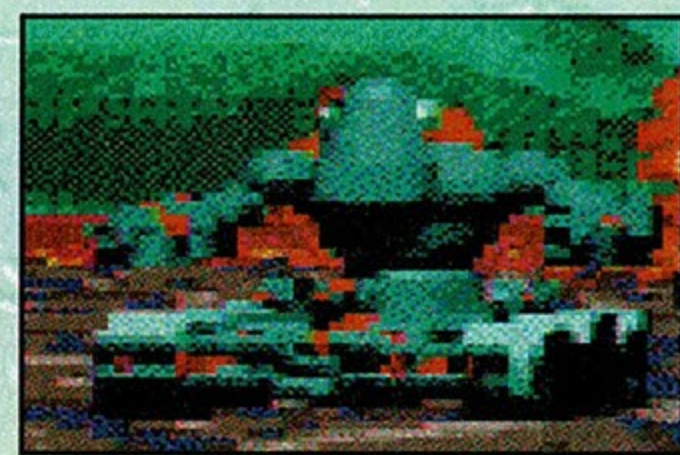
Gunman: Located in the icy wastes these can be found on the ground or on top of buildings, waiting to ambush you. Although usually appearing in groups, they don't move so they're easy to hit — just watch their bodies fly into the air!



Hovership: Also appearing in the icy wastes these spinning ships hover round you, firing plenty of bullets. You have to look upwards to aim at them, and even then it's tricky to get them in your sights as they're always on the move.



Water Monster: Yuki! These look innocent enough as you approach them: just small balls on the bottom of subaqua levels. But get nearer one and it suddenly springs up into a sort of upright caterpillar, firing from each of its segments.



Robot Tanks: There are different types of these in the game, firing and moving at slightly different rates. Once they spot you, they're onto you like a shot, firing a stream of bullets your way as they approach.



Mines: These float in midair, gradually drifting towards you until they detonate. Watch out for the mine warnings at the top of the display, then look at your radar to see where they're coming from. Blast them before they hit you.



Turret: These little white domes stick up out of the ground, sending rapid bursts of fire at you. They only fire at close range, but are hard to hit from a distance as there's so little target area to aim at.



Gun Tower: These large white towers fire streams of plasma bolts when you get in range. They take quite a bit of normal gunfire to destroy, so you're better off using the more powerful gun, grenades or missiles.



Wow! What a feast for the eyes and ears Battlecorps is. The 3-D graphics really are astounding with superb detail on the objects and enemies, including texture-mapped patterns and logos on some of the buildings. The different terrain types are all excellently done: my favourite has to be the icy wastes which have such a wintry feel, I was reaching for my chunky sweater. Meanwhile the powerful soundtrack is one of the best I've ever heard. They've used that brilliant guitarist from Thunderhawk to play some mind-blowing riffs on top of the psychedelic synth music. It's so good, you could just enjoy listening to it as an audio CD.

Now I've seen many games before with great presentation, but which played like a brick. Not so Battlecorps: it's utterly brilliant. It may be simple shoot-'em-up action, but there's just so much going on that you never rue the lack of power-ups or anything else. Often it's like being in the middle of a war with things blowing up all around you, accompanied by bone-shaking sound FX and the best explosions I've ever seen in a video game. I can see myself coming back to this one again and again.

ALAN

terrains



Icy Wastes: It looks like a real winter wonderland with all that snow falling, but there are myriad enemies to give you a chilly reception. More tanks attack as you pass over bridges, gunmen appear on the top of buildings, and spinning hoverships buzz around you. It's easy to find yourself surrounded.



Sewers: Thick green slime covers most of this domain, splashing realistically in spectacular explosions. Robotic tanks even wade through it at chest height, while mushroom-style gun turrets fire at you from the roofs of buildings. Special transporters take you to different parts of the levels.

The game's 13 huge levels take you through several different terrain types, each with its own particular hazards and baddies...



Hot Lava: Used for the very first level (on last month's demo disc) this is populated by land robots, gun towers, turrets and caterpillars. Treading on the flaming lava gradually reduces your energy, but at certain points you're forced to cross it.



Subaqua: A neat wobbly screen effect is employed so you really feel like you're under water. Harmless fish aren't the only inhabitants of this weird place: there are floating robots, more gun turrets, water monsters and sea snakes.



Mines: These levels are made up of maze-like tunnels, making it hard to find your way around - particularly without a compass to guide you. Ground-based and hovering robots ambush you, along with ceiling guns and more floating mines. Blast them all and watch the rocks fly as you try to avoid walking in circles.



MP

"Easily the best Mega-CD game yet, *Battlecorps* is a technical masterpiece. The blasting action matches the stunning visuals and soundtrack for an awesome gaming experience."

10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
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CONTINUES



UK RELEASE

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96

PREVIEW



WORLD

SOCCER

The Tournament



With the World Cup Finals just underway, we'd anticipated a flood of football sims across the formats. But we hadn't bargained on a CD conversion of FIFA International Soccer. Electronic Arts have certainly kept quiet about this one, but according to EA's David Wilson it was always a possibility. And as soon as he got his hands on a preview version, naturally he rushed down to Mega Power in a surprise visit to show it off.

So what's changed from the cartridge version? Well, this isn't just another case of tarting it up with fancy intros and FMV sequences – the game itself has been radically changed and improved. Created by the same British-based programming team that did the cartridge game, CD FIFA has been developed in tandem with the new PC and Amiga versions. As such it's undergone a considerable redesign, with many of the improvements suggested by fans of the original whom EA consulted.

The game now boasts 60 teams rather than the original 48, including a couple that EA mistakenly thought wouldn't make it to the World Cup Finals when they did the cart version. Also, rather than one EA All-Star team, there are now All-Star teams featuring the best players from each continent, eg Africa, South America, Europe. Of course, England, Scotland, Wales and Northern Ireland are all still in there even though they didn't make it to USA '94, as are South Africa – complete with their new national flag and black players!

As before, you can play friendly matches or a World Cup-style tournament – which can be

saved to the Mega-CD's battery-backed-up memory. Team formations, tactics and line-ups can be changed before the match, in which up to four players can participate using the 4 Way Play adaptor. The only downside is the slight delay to access each options menu from CD.

All in the game

The most important improvements have been made to the gameplay itself, which has been completely revamped. Although fans of the original will be familiar with the identical match view and controls, the game now plays quite differently. The first thing you notice is the increased speed, as matches are played at a much faster pace for even greater excitement, while the players' animation is smoother. Their artificial intelligence has also upgraded, so computer teams are a lot harder to beat.

One of the main criticisms of the cart was that it was fairly easy to score from long distance, but almost impossible from close in. The balance has now been redressed and there's now much more variety in the goals scored. This includes headers, which have been made much more powerful and effective: dive for the ball and you can rocket it into the back of the net.

Another improvement is related to the game's sponsorship by Adidas who are promoting their new Predator football boots. Designed by ex-Liverpool player Craig Johnston, these have special rubber strips across the front for more control and power – Manchester United's Paul Ince will be wearing them next season.

The upshot in FIFA is that the aftertouch is now much more sensitive, so you can apply lots of swerve for spectacular banana shots. As well as

the Predator advertising hoardings around the pitch, there's also a new Predator electronic scoreboard sequence when you score a goal. EA are also planning to insert the full two-minute Predator TV ad at the half time – although you'll be able to skip it.

Surround sound

As with Sensible Soccer, the match atmosphere has been much-enhanced by CD crowd sounds. Sampled from real matches, these include cheering when you score, groans when you miss, boos after a bad foul and lots of familiar chants. This is the first EA game to use Dolby Surround™ sound, so you really feel like you're in the middle of a huge crowd – this is definitely one to turn the volume up on.

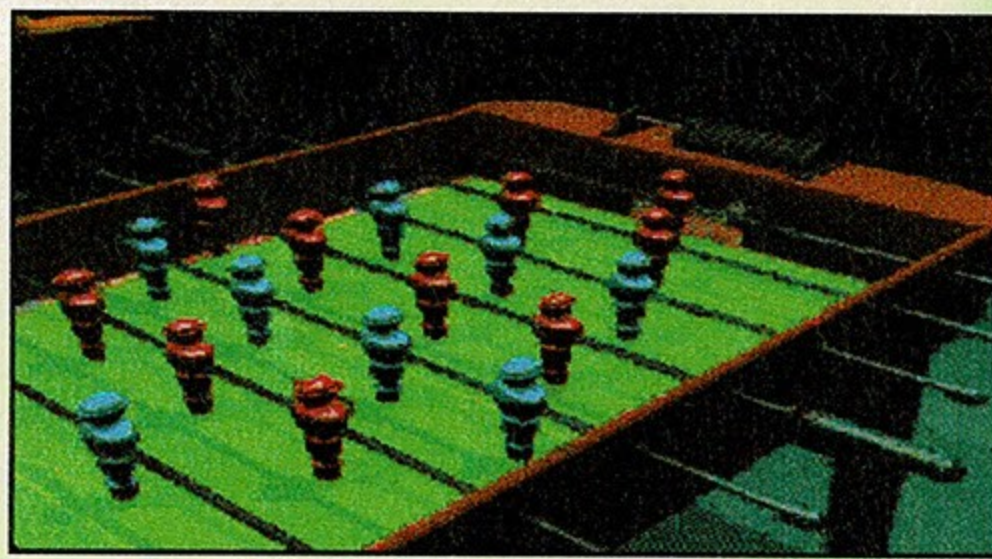
CD music is also used for the menus and obligatory intro sequence. This is one of the best we've seen yet, starting with a neat rendered animation of the game title and zooming into and around a glorious 3-D stadium. A lengthy sequence of Full Motion Video clips from the last World Cup follows, accompanied by a thumping theme tune.

FMV clips can also be viewed during tournaments, via the new Highlights option. So at any time during a match you can see how the other matches are going, with relevant FMV footage

Electronic Arts join the CD soccer club with a conversion of their smash hit football game...



There are now 60 teams to choose from, including six continental all-star sides. The teams vary hugely in ability – even England should win this one!



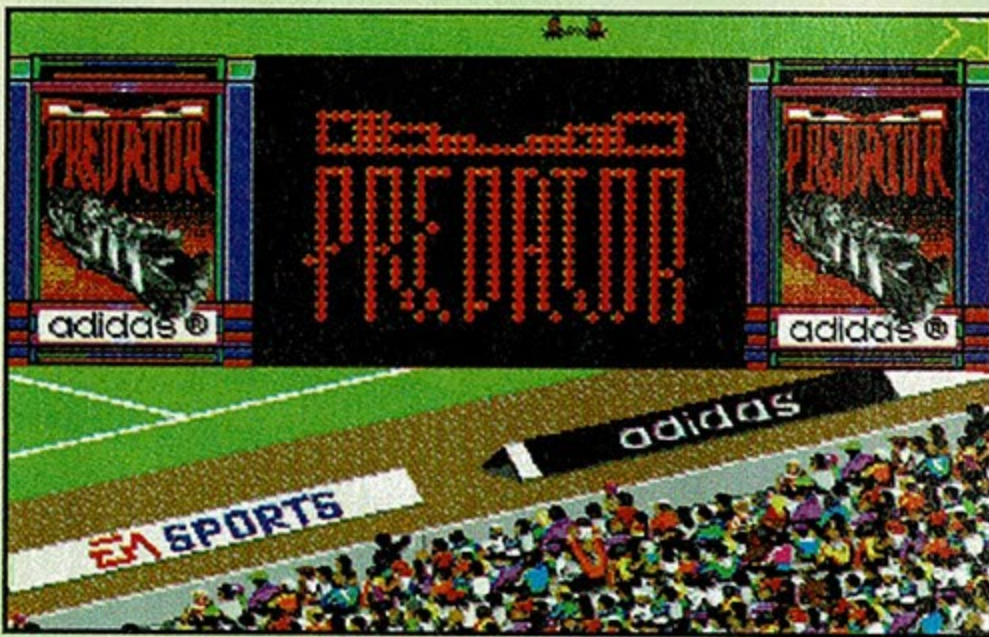
Comment Edition



The lengthy Full Motion Video intro cuts from neat rendered graphics to video footage of the international teams in action.

shown in the electronic scoreboard window.

At the end of the day, Mega-CD FIFA is so much more than a typical conversion. It even incorporates several secret features to be discovered; some of them silly, some serious. With the much-tweaked gameplay it's more like 'FIFA 1.5' (the eagerly awaited FIFA 2 cart is in the pipeline but is unlikely to appear until the end of the year). Unfortunately the game wasn't quite ready for review at the time of writing - there's still lots more tweaking to be done - so check next month's Mega Power for the full lowdown on this fabulous footy-fest.



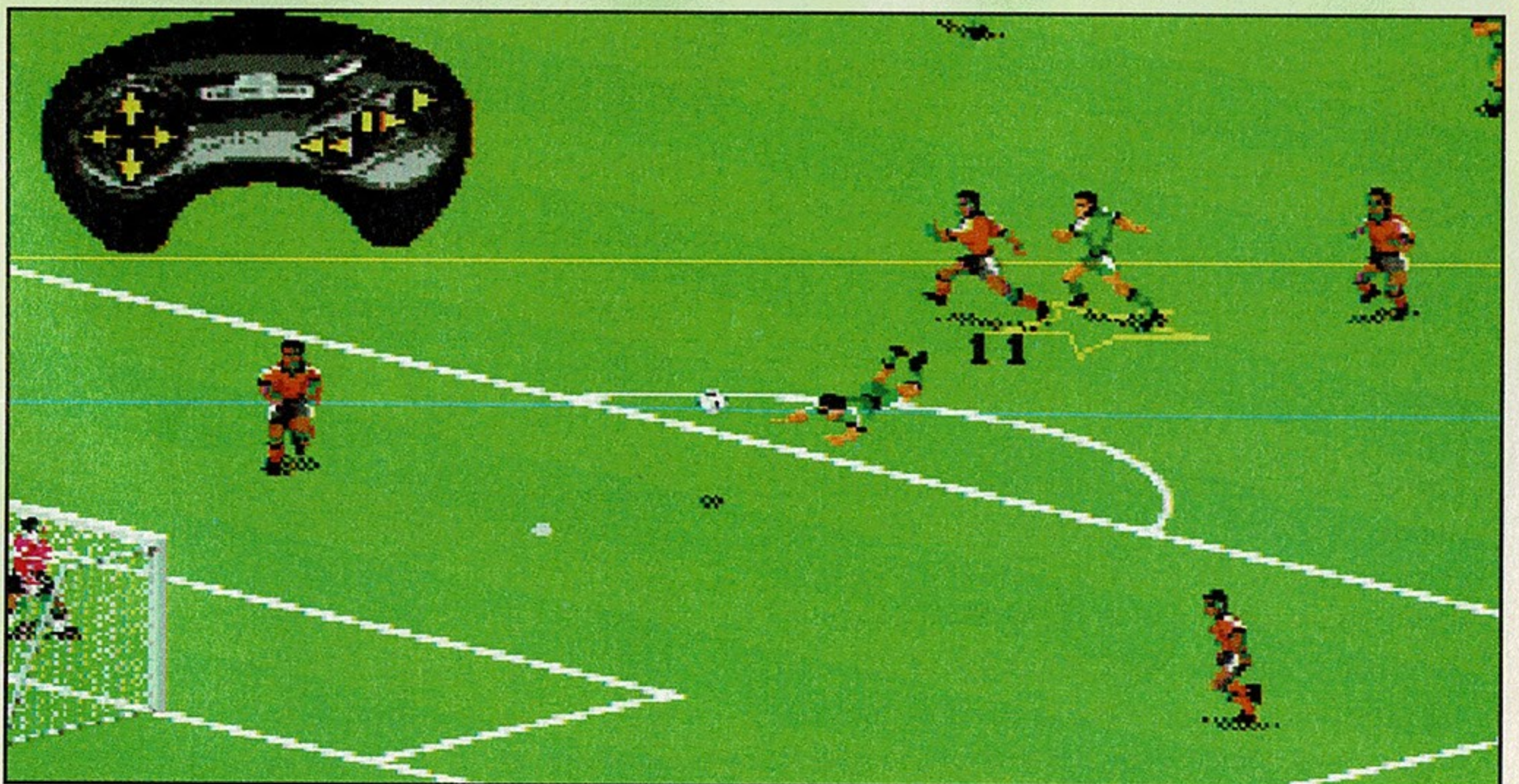
You now get a new goal-scoring sequence showing the Adidas Predator boot. EA plan to put the brilliant TV ad on at half-time.



He shoots... and it's a goal! It's now much easier to score from close range, and you can swerve the ball a lot more for super-bendy banana shots.

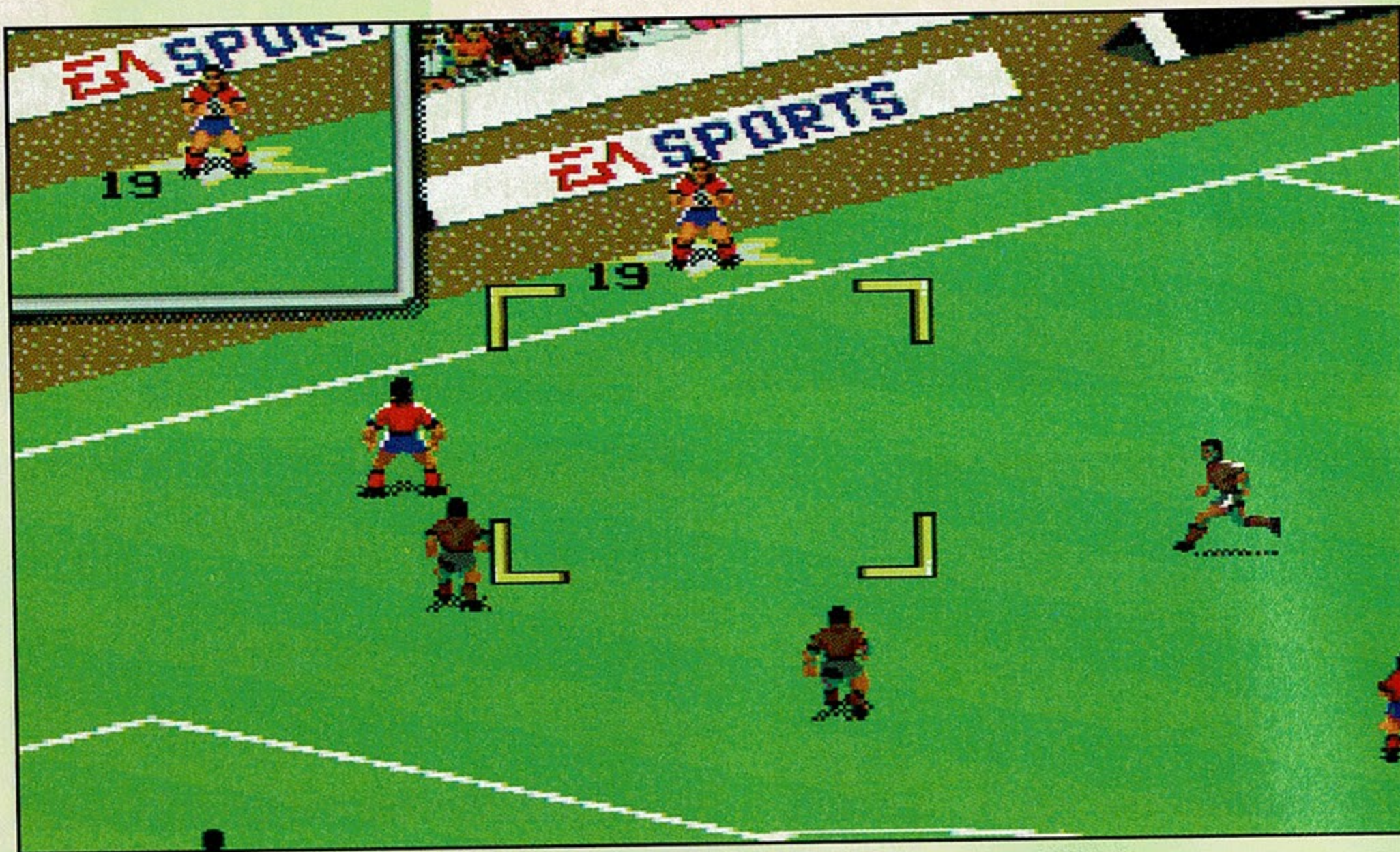


All the old options are here, such as changing your formation and tactics. You just have to wait a few seconds for the CD to access them.



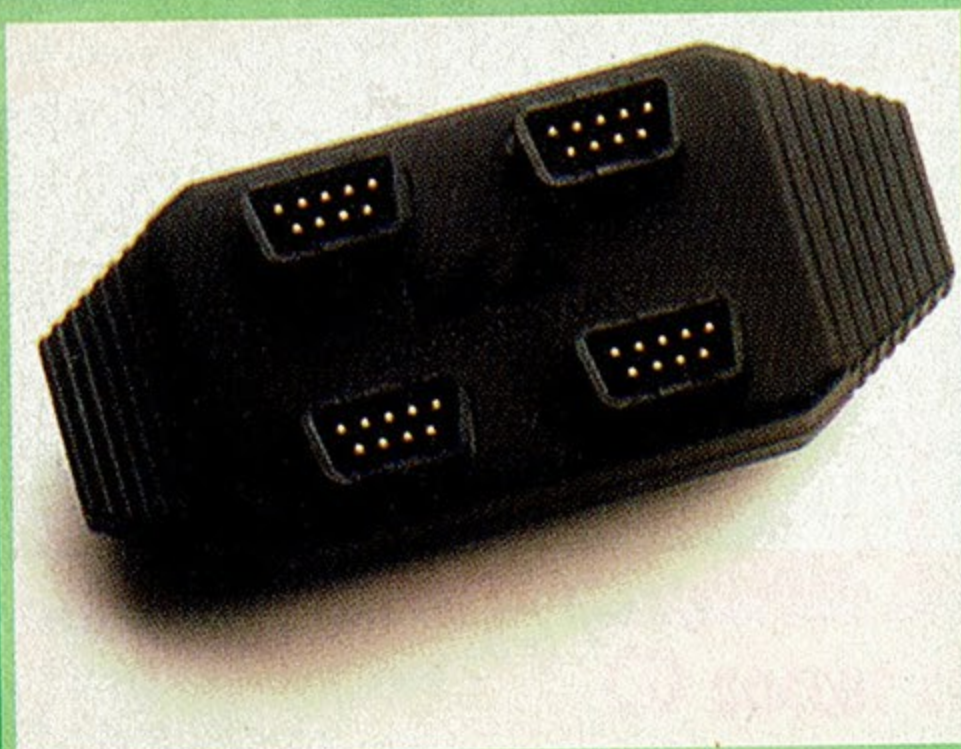
As before, the excellent instant replay mode lets you see your great goals and moves in slow motion. Here your man does a spectacular diving header. The headers have been made more powerful and effective so it's easier to score with them.

MEGA POWER



Set-pieces are as in the cartridge game, including the throw-ins. Just position the large cursor to aim your throw (or kick). The big change is that for free kicks, you'll be able to bend your shot a lot more for better-crosses into the box, towards your forwards who can do powerful headers and overhead kicks.

Four-way FOOTY



As with the cartridge game, CD FIFA has an option for up to four players to join in the action. For this you need either EA's own 4 Way Play joypad adaptor or the new Fire Tribal Tap (which also emulates the Sega Tap).

As with most other EA sports sims the four players have a free choice of which team to play for, so you can have 2 vs 2, 3 vs 1 or even all four humans against the computer. During the match, each person has their own coloured star to tell them which player they're controlling – as usual, pressing b gives you the nearest (uncontrolled) player to the ball.

In the original cartridge game, this multi-player mode didn't work all that well, often getting a bit confusing as everyone tried to gain control of the same player. Hopefully this can be improved for the new CD version.



During tournaments you can see how other matches are going. The FMV's not that great, but it's relevant to what's happening in each match.

THE CARTRIDGE

Released on the Mega Drive at the end of last year, FIFA International Soccer was a massive Christmas hit and remains immensely popular, attracting a following of dedicated fans. Indeed, Electronic Arts have recently set up the EA Sports Tournament Club, a nationwide tournament network for those wishing to play FIFA and other EA Sports games competitively – for more information call Steve Bibby on 051 420 4831.

Uniquely for a football game, FIFA uses an isometric 3-D perspective, so all the lines on the pitch are parallel. This makes it easy to judge the angles of shots, and with a 30° elevation you get a perfect grandstand view of the action. It's a completely different graphical approach to Sensible Soccer, boasting much bigger and better-animated player sprites.

All the usual footballing features are there, including slide tackles, headers and passes. There are also more unusual moves like one-tvos, shoulder charges and spectacular overhead kicks. An interesting feature is the way you can keep pressing C to make your player run faster – much as in EA's ice-hockey games.

With extremely well-designed gameplay, slick graphics and a vast range of options (including slow-motion instant replays), it's no wonder FIFA went straight to the top of the league. And the new CD version retains all the cart's features and adds more options and teams, as well as souping up the action for even greater playability. It certainly looks like another match winner from EA.

FIFA SOCCER

The Tournament Edition

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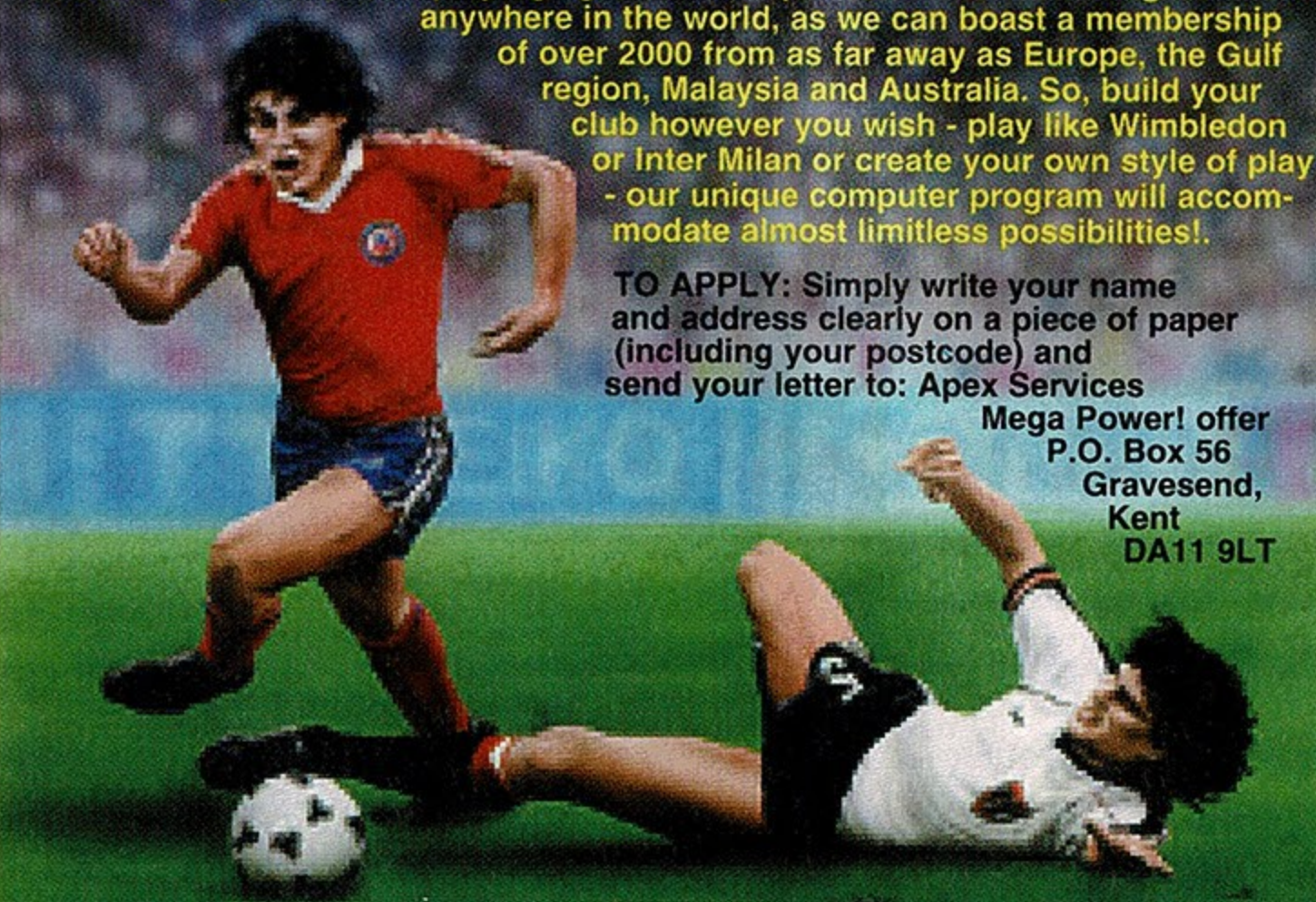
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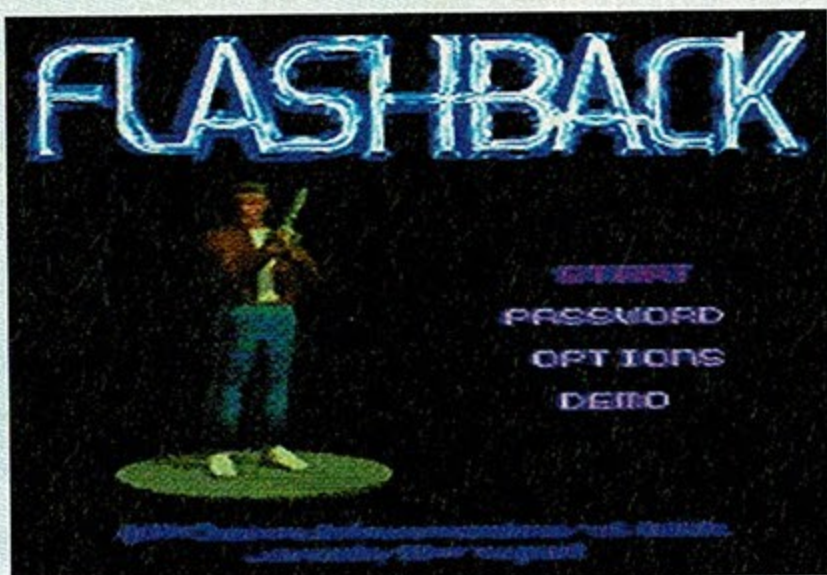
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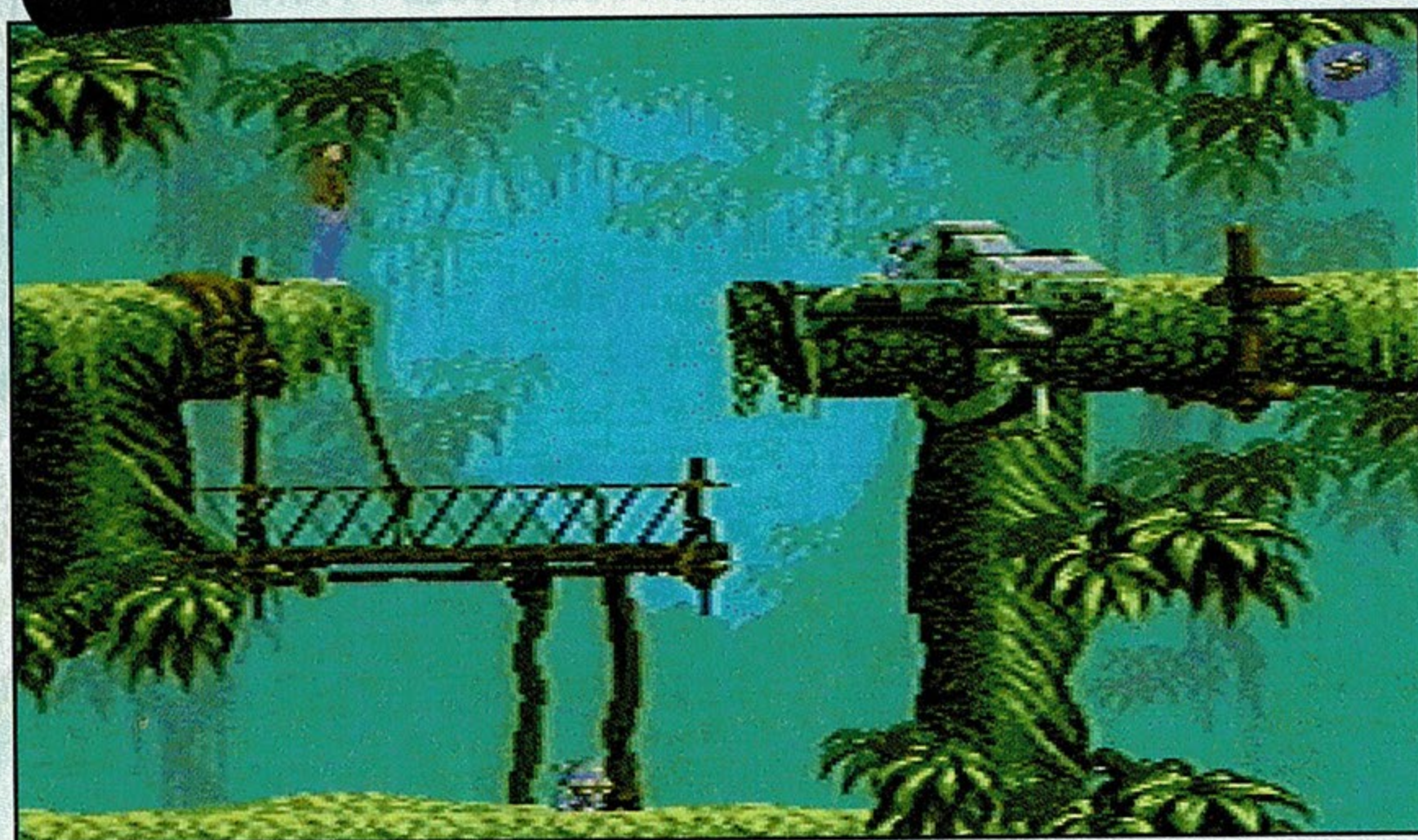
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FLASHBACK



Sony are converting one of the best-ever Mega Drive games to the Mega-CD. But can they possibly improve it?

Released on cartridge a year ago, Mega Drive Flashback stunned gamers with its amazing graphics and absorbing science-fiction plot. Ever since then, its French creators Delphine have been busy working on an even more impressive Mega-CD version which is just coming to fruition.

Why such a long time for the conversion? Well, for a start they've completely reconstructed the many animation sequences. These were impressive enough on cart, using neat 3-D polygon graphics for cinematic scenes. However, for the CD game Delphine have used super-powerful Silicon Graphics workstations to create flawlessly smooth 3-D animations. As well as a lengthy and elaborate introduction sequence to tell the story, there are many other rendered scenes appearing during the game, including whenever the hero picks up an object.

The arcade-adventure action itself is identical to the compulsive cartridge version, but benefits from an all-new CD soundtrack. Atmospheric

music accompanies every level, recorded in one of Delphine's professional recording studios. The FX are also a lot meatier as you fire your gun and run and jump around the platforms. Best of all, when you meet a friendly character you get to hear full CD speech from both parties. This was recorded by Delphine employees in perfect English with very convincing American accents!

The story so far

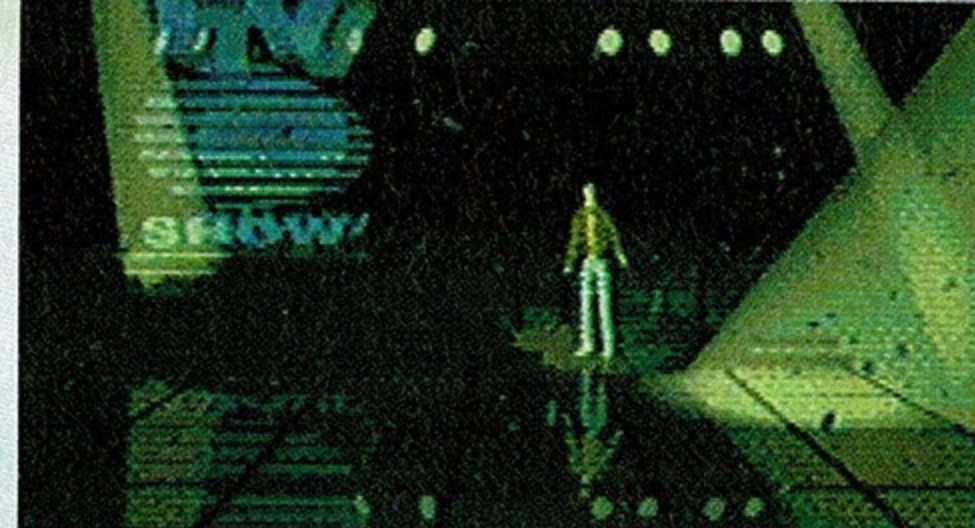
The CD version follows the same story as the classic cartridge. You play Conrad Hart, a graduate of the Galactic Bureau of Investigation who has stumbled across an alien plot to take over the Earth. Knowing far too much, Conrad is soon targeted by an alien sniper, but he escapes death via a magical holocube. He wakes up on a strange planet, having completely lost his memory.

Conrad is brilliantly animated as he runs, rolls and leaps around the huge platform levels. His incredibly realistic movements were created by rotoscoping: digitising a real actor and then touch-

ing up the frames. Particularly impressive is the gun-firing sequence where Conrad quickly pulls a revolver from his pocket, aims and fires at enemy guards and droids.

The main action is very reminiscent of Delphine's previous hit Another World (whose sequel is also soon to appear on Mega-CD): the hero even collects a similar shield to protect himself during shootouts. However, Flashback features more logical puzzles (using various collected objects), character interaction and variety within its seven extensive levels. In one section you have to earn money by performing tasks such as delivering packages and safely escorting VIPs. You even get to take part in a TV game show known as Death Tower, where the contestants have to shoot it out!

There are many twists and turns in the plot throughout this epic adventure which combines thoroughly engrossing action with astounding cinema-style presentation. Watch out for the exclusive Mega Power playable cover demo, coming soon.



DELPHINE SOFTWARE

Based in Paris, Delphine Software is just one part of the extensive Delphine Group which incorporates model and casting agencies and four recording studios. Indeed the group grew from the Delphine Productions recording company whose major artist is Richard Clayderman!

Delphine Software was created in 1988, and soon established a superb reputation with award-winning games such as Future Wars, Operation Stealth, Cruise For A Corpse and Another World. It now has 40 in-house programmers, designers and musicians working with top-spec development tools including 10 Silicon Graphics workstations and a 76-track MIDI recording studio. Its most recent acquisition is a 3-D viewing room with four infrared Acti-system cameras which allows modelling of an actor, object or prototype and its movement, before being touched up and 'reproduced' by Silicon Graphics.

Work has already started on 'Morph' (codename), the first 3-D game using infrared camera technology. Delphine are also developing EA's Shaq Fu, a combat game featuring basketball star Shaquille O'Neal.

NOUS DEMANDONS

Mega Power talked to Delphine's Victor Perez about what it takes to create top-quality video games and what the future holds in store...

The new Flashback intro sequences look fantastic, but how difficult was it to create them? Was it tricky getting to grips with Silicon Graphics technology?

"The Silicon and particularly Softimage 3D animation technology was at the beginning a little difficult to learn. It was in March last year. But after a few months using it, we were able to obtain some very nice animations on the Silicon itself. Transferred onto a Mega-CD, in 16 colours instead of the 16 million, it has of course not the same look but we hope people will like the spirit of it and also understand the technical restrictions we had."

One of the most notable aspects of all your games is their atmospheric soundtracks. Do you think other games developers put enough emphasis on sound and music?

"We all think at Delphine that the sound effects and music are 50% of a game. I don't know if other games developers put enough emphasis on soundtracks or not. Maybe until today they had not enough room on their cartridges or disks to have a good soundtrack. Music uses a lot of mass memory. To give you an idea, one second of CD audio music takes 1.3 Mb of disk space if not compressed."

What is your philosophy for creating a good game?

"I really don't know how to create a good game. We just try each time to do our best."

Many of your games seem to have science-

fiction plots. Which sci-fi books and films have you been influenced by?

"Total Recall, Running Man, Terminator 2, and others which I do not know the original titles in English."

Will you be developing products for Sega's Mega 32 and Saturn?

"We hope so. These machines seem to be fantastic."

How many people worked on Flashback in all? Are development teams getting ever bigger?

"On Flashback, 12 people. For new projects using stuntmen, infrared cameras and 100% Silicon development, it can be 20 to 30 people."

What do you think the future holds for video games? What will games be like 20 years from now?

"If you know it, please tell me. Nobody can say how video games will be like in even 10 years. Maybe virtual reality at home, maybe interactive TV, maybe all of this at the same time."

Do you think video games are an art form comparable to cinema, music and painting?

"I don't want to consider video games as an art, but if other people want to I wouldn't say they are wrong."

Do you ever dream about games?

"No, I have nightmares with bugs!"

When's Flashback 2 coming out?

"Flashback 2 won't appear. The project has changed so much that it is now a completely brand-new game without any link to Flashback."



Just one of the amazingly smooth animated sequences, created using Silicon Graphics workstations. The characters' changing facial expressions are incredibly realistic.

FLASHBACK

SONY
£TBA
OUT TBA



1 PLAYER



MEDIUM ACCESS



LEVEL PASSWORDS



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DRAGON

After creosoting a mile's worth of fencing, the Mega Power karate kids step into the espadrilles of Bruce Lee...

After all the fancy fighting games released in the last year or so, it makes a change to see a normal karate one. You won't find any flaming torpedoes or heads ripped off in Dragon, for it's based on real life. Well, sort of...

It's actually licensed from the movie of the same name which is a biopic of the karate film star Bruce Lee. Acclaimed as the greatest martial artist of all time, Bruce developed his own fighting style, 'Jeet Kune Do'. He was soon starring in a TV series, followed by Seventies movies such as Way Of The Dragon and the sequel Enter The Dragon. However, just before the latter film opened, Lee was killed in highly mysterious circumstances - some say he died because he was too fit!

Bruce has returned from the grave for Dragon, which recreates key scenes from Bruce's life, as seen in the movie. It seems Bruce was always getting into scraps, and the first one occurs when he's arguing with a sailor over a girl in a dance hall. It's classic one-on-one combat as you use a variety of punches and kicks to reduce your opponent's energy, while blocking to preserve your own.

Two of the joypad buttons produce fast kicks and punches, in combination with D-pad directions, while the third can be toggled between slow punches or kicks by pressing start. The agile Lee can also perform cartwheels and huge jumps to avoid attacks. Perform successful attacks and

your form bar increases, enabling you to do more impressive moves such as jumping onto a downed opponent's neck!

Beat your opponent and bonus points are awarded for your energy remaining and form. Bruce then enters another fight (over a girl again) with a chopper-wielding cook. It gets even hairier on the next level as he has to deal with two angry cooks at once - Lee's split kick comes in useful here.

Each of the 12 levels is introduced by captioned film frames, and subsequent ones take Bruce to a couple of gyms where he takes on karate experts, and a Chinese film set where he's attacked by a jealous pole-wielding woman. There's also a boxing ring where he must defeat his adversary within 60 seconds, and an icehouse where blocks of ice have to be smashed to reach the opponent who's pushing them

towards Bruce. After a battle with a metal-claw-wearing maniac on the Enter The Dragon set, Bruce finally confronts The Phantom. This ghostly Samurai was meant to have haunted Bruce throughout his life, but now Lee can lay him to rest once and for all.

So is Dragon just a standard combat game? Well, it does boast one unique feature (at least on console): up to three players can fight each other, using a Sega Tap joypad adaptor. Also, two fighters can cooperate to play through the levels, although they still have to be careful not to hit each other!

...the main attraction of Dragon is its multiplayer options



The first level is set in a dance hall, where Bruce is fighting that dandy sailor over a girl. Bruce flies through the air to deliver a powerful kick.



After smashing lots of ice blocks, Bruce finally reaches the geezer who was pushing them at him. Here Lee decks him with a neat hand-plant kick.



Unnnpphh! Bruce is pretty handy with spinning combination kicks. He sends that karate bloke flying with a mid-kick straight to his ribs.



It's refreshing to see a more 'down to earth' combat game after the bizarre ones we've seen recently: *Mortal Kombat*, *Street Fighter II*, *Eternal Champions* etc. On the other hand, some fight fans will undoubtedly be disappointed by the lack of pizzazz with no really spectacular moves on display – just various punches, chops and kicks. All the same, they're animated well and the backdrops are very attractive – particularly the parallax scrolling of floors and foreground items. The standard one-player game presents a decent challenge even on the lowest of three skill levels, but the main attraction of *Dragon* is its multiplayer options. Two-player games are a good laugh as you can even pick a fight with the people watching, and the hectic three-player battles reminded me of the classic computer game *IK+*. The only thing missing from *Dragon* is sparkle: somehow it all seems very flat, with nothing really new to discover as you progress through the levels. I'd have liked to have seen more special sections, such as smashing the ice blocks in the ice-house, to keep my interest.

PHIL



Uh-oh, it's the Phantom himself. His blade gives him a very long reach, making him very hard to attack, but he only appears after you've defeated all the other fighters.

78

OVERALL %



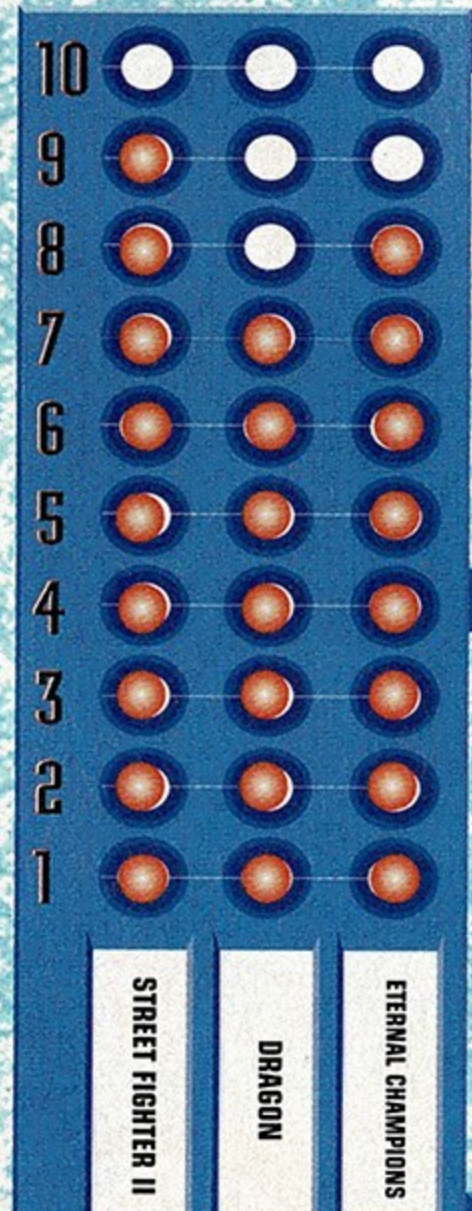
The combat games keep coming, but *Dragon* certainly can't be accused of being another *SFII* clone. Instead it reminds me more of old computer karate games, including the similarly three-player *IK+*. The fighting action is enjoyable and, as usual, best in the multiplayer modes. You can some great fights with your mates and even duff up some of the background characters! I have my reservations about the solo game, though. Although the computer opponents have good artificial intelligence and vary their tactics, their fighting styles vary only slightly with the addition of one or two unique moves – a bit more variety would've been welcome. Those scrolling backdrops are pretty, but I'd liked to have interacted with them; for example, maybe picking saucepans in the kitchen. Best played with friends, *Dragon's* a decent beat-'em-up but not that special.

ALAN



MD

"An interesting return to beat-'em-up basics, *Dragon* has some neat features including the excellent multiplayer modes. The karate action lacks pizzazz, though."



DRAGON

VIRGIN
£44.99
OUT SEPT



1-3 PLAYERS



16 MBIT



NO CONTINUES



UK RELEASE

GAMEPLAY
GRAPHICS
SOUND
ADDITION

81

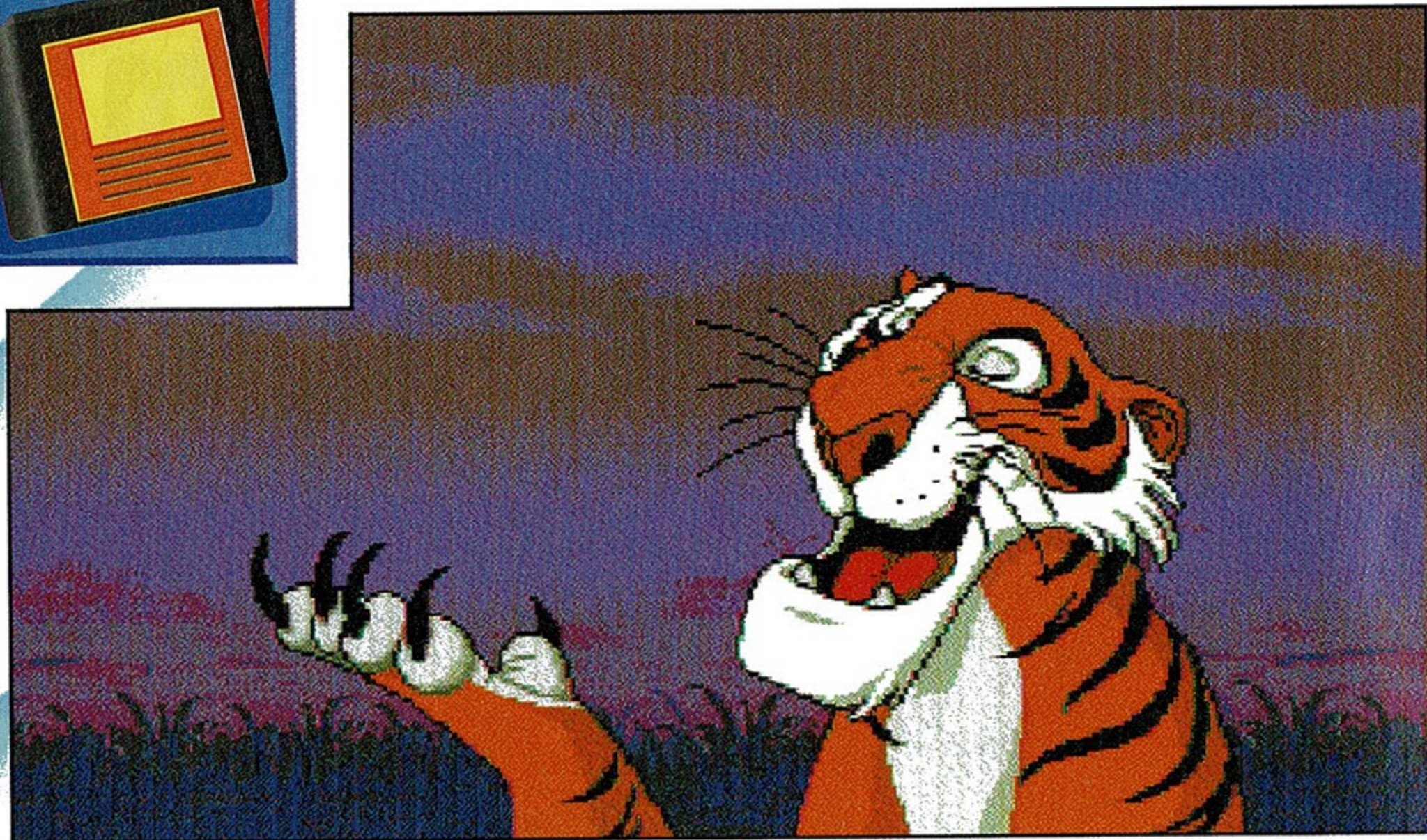
82

71

73

OVERALL

78



...the cartoon graphics are just as impressive as Aladdin, perhaps even better

After the huge success last year's slickest arcade adventure Aladdin, Virgin have gone ape converting another Disney animated classic. Based on the novel by Kipling (who wrote exceedingly good stories), The Jungle Book follows the little lad Mowgli in his bid to return to the man village.

You see, as a baby, Mowgli was washed ashore in the jungle in a wicker basket and found by the black panther Bagheera. Luckily the latter was a kindly cat and took Mowgli to the wolves who raised him as their own. But now Mowgli has realised he's not a wolf and has heard of a 'man village' on the other side of the jungle. However, the journey there is perilous, particularly as the man-eating tiger Shere Khan is on the loose, so Mowgli will need all the help he can get from his jungle friends.

As Mowgli, you start your adventure in the first of ten jungle levels populated by both hostile and friendly creatures. Your task in each is to collect a quota of gems: between 8 and 15, depending on the skill level. To help you, there's also a compass on each stage: grab it and it'll tell you which way to go for the next gem. You'll have to climb up and across hanging vines, jump onto tree branches and swing across long gaps to reach them.

Of course, there are all sorts of hazards along the way, including an assortment of jungle creatures which attack Mowgli, reducing his energy level. These can be dispatched by throwing bananas or using one of the other collectable weapons such as boomerangs and a pea-shooter.

Other useful items include bonus fruit, a special mask that makes you temporarily invincible, and several restart points in each level.

Get through the first jungle stage and you're transported to the great tree, a mainly vertically scrolling level as you jump and climb up the many branches. Defeat the big snake Kaa and the next level is the dawn patrol. Here you can ride on elephants to get safely across the bottom of the play area. The next section has you looking for your chum Baloo as you go down the river, hopping on stepping stones and riding on turtles and crocodiles. You then get to ride on Baloo's belly as he paddles his way through the fifth level.

The sixth stage is similar to the great tree, only this one contains an entire village. Next comes the ruined temple with its sloping platforms and spitting skulls. To reach King Louie (the orang-utan) on the following section, you have to jump up the scrolling screen via

crumbling platforms – very tricky. Another jungle level follows, although this one takes place at night with vampire bats and flying squirrels pestering you. Finally you venture through flaming wastelands to take on Shere Khan himself.

Virgin's 'game of the film of the book' was based on an original design by Aladdin programmer Dave Perry. However, since Dave left about half way through to launch his own company Shiny Entertainment, the game was subsequently developed by UK-based Eurocom Software. Nevertheless it's very reminiscent of Aladdin, not only due to the similar platform action, but also the cartoon-style graphics. Once again, Disney

animators have been employed to create the frames for super-smooth animation of the hero as he performs a wide range of manoeuvres.

It certainly looks like a winning formula for Virgin. They're already working on a third Disney game, The Lion King, due for a Christmas release.



Mowgli can cruise down the river by riding on his friend Baloo's belly. At certain points he needs to get off and look for gems in the jungle above.

"Ooh-ooh-ooh, I wanna be like you-hoo-hoo..."
sing the Mega Power man-cubs as they swing from the lampshades...



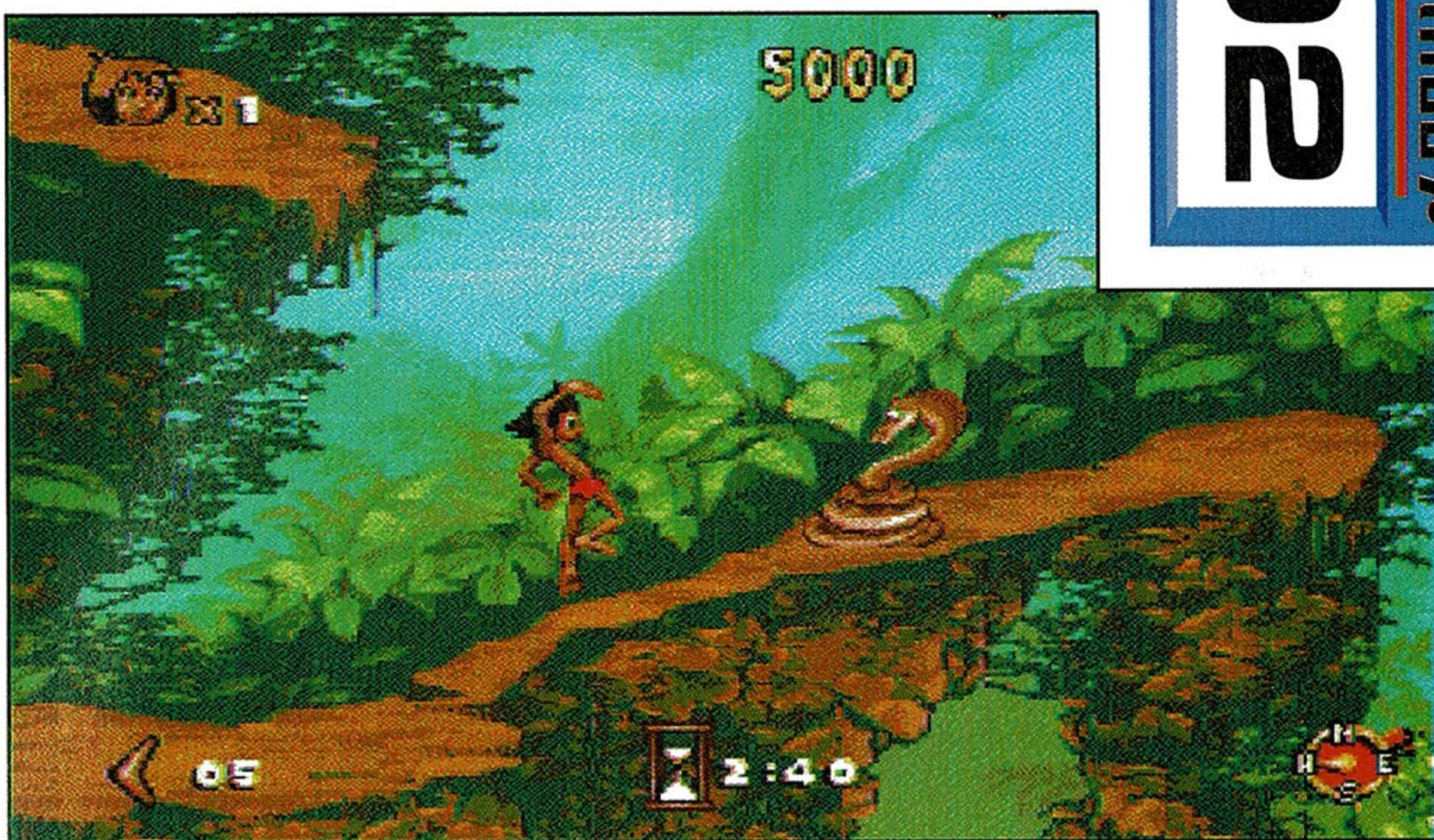
92

OVERALL %



To say that Jungle Book grabs you is an understatement. The game snares you like a Venus Flytrap and won't let go! Walking through a game boasting graphics like this is a joy in itself, but once you add the immense playability and highly polished Jungle Book soundtrack, you immediately know it's destined to be played again and again. What I loved about the game more than anything is the way there's always something happening, the screen is full of superbly animated sprites such as monkeys throwing coconuts; even the way Mowgli moves around the incredibly atmospheric jungle oozes style and humour. If you're a fan of the film or a platform game addict, or for that matter simply after a quality game, then Jungle Book is for you!

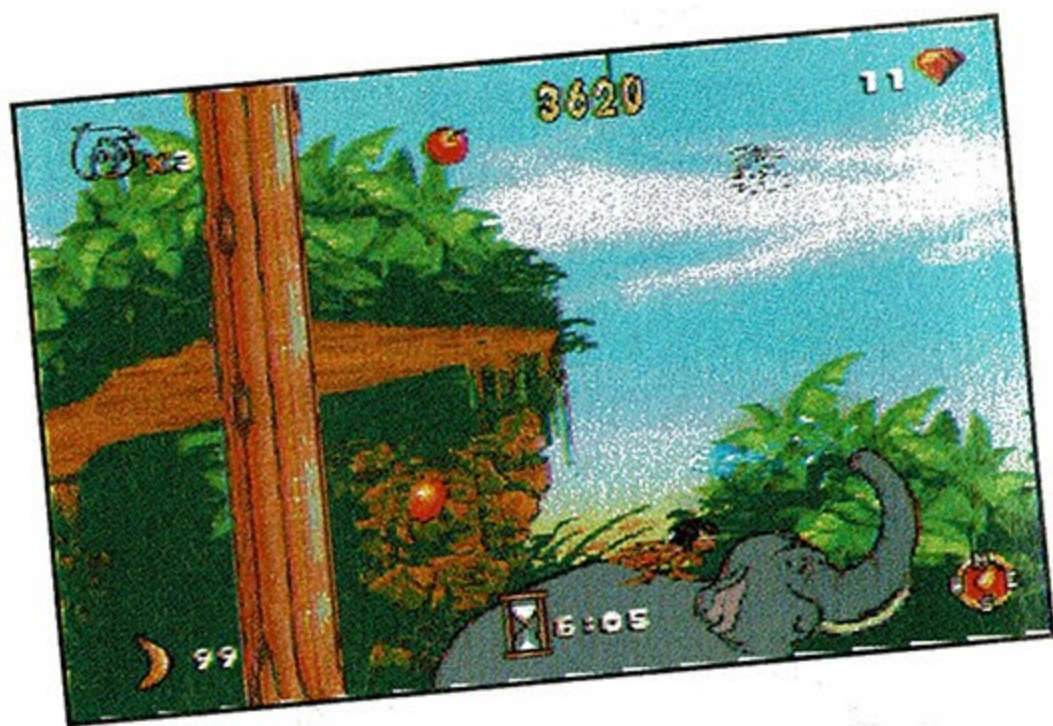
ALAN



One of the trickiest sections, the collapsing ruins has Mowgli jumping upwards using both crumbling and spiked platforms.



As well as climbing up vines and swinging from them, Mowgli can climb across them to reach certain areas of the large levels. The compass at the bottom right guides him to the next gem.



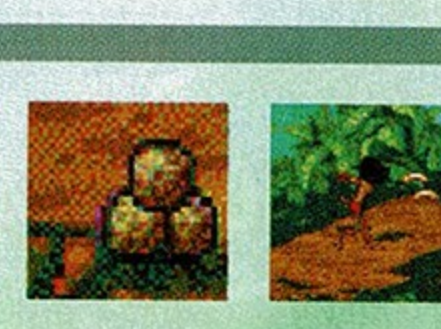
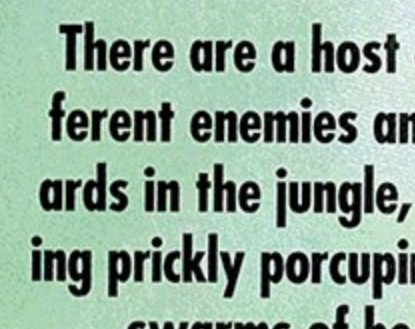
Jungle Book



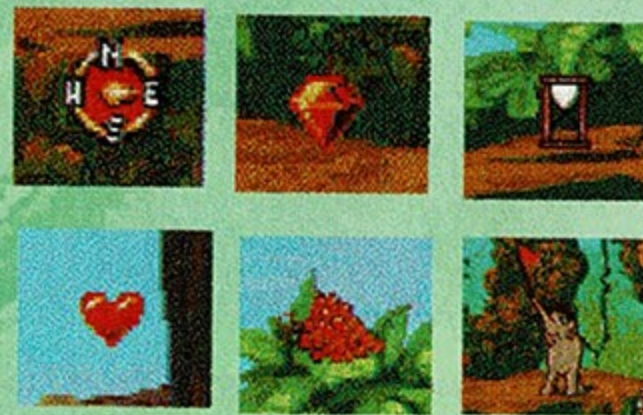
Mega Power



Leave Mowgli standing around for a few seconds and he goes into one of his many 'bored' routines such as juggling bananas or dancing.



There are a host of different enemies and hazards in the jungle, including prickly porcupines and swarms of bees.



Collectable items are littered around, including a compass, bonus fruit, extra time and energy.



Mowgli can find and use various weapons such as a boomerang and pea-shooter.



I have to confess I've never seen The Jungle Book film, but I still recognised the characters from all those Disneytime clips I've watched over the years. And they're certainly brought to life in the game. Mowgli himself is brilliant as he swings from vines, bounces off monkeys' heads and throws his bananas around - every move is animated to perfection. Yes, the cartoon graphics are just as impressive as Aladdin, perhaps even better as the jungle creatures have so much character. Best of all are the friendly animals, including the elephants who squirt water at you as you ride on their backs, and Baloo who paddles lazily down the river. Some may criticise the game for being too much like Aladdin, as the platform gameplay is also very similar and has the same feel. But although you can argue about the game's originality, there's no doubting its quality. The combination of superb visuals, an accomplished soundtrack and well-designed gameplay makes it an irresistible package, and I just had to play it through to the very end. Virgin certainly seem to have the knack of creating top-notch platform games.

PHIL



MD

With super-smooth cartoon graphics, swinging music and compulsive platform gameplay to match, The Jungle Book is a polished package that's too good to miss.

10
9
8
7
6
5
4
3
2
1

ALADDIN
JUNGLE BOOK
SONIC 3

THE JUNGLE BOOK

VIRGIN
£44.99
OUT JULY



1 PLAYERS



16 MBIT



3 CONTINUES



UK RELEASE

GAMEPLAY	91
GRAPHICS	94
SOUND	92
ADDITION	93

OVERALL
92



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HEAVENLY SYMPHONY

MEGA BLAST

After the tragic deaths of Roland Ratzenburger and Ayrton Senna, Formula One Racing is in mourning. This has obviously put a dark cloud over the release of Sega's official F1 licence Heavenly Symphony. This slick CD racing sim accurately recreates the whole 1993 F1 season, complete with all the real cars and drivers. All, that is, apart from the late Ayrton Senna who has poignantly been renamed as 'player'.

Ironically Heavenly Symphony lets you experience all the high-speed thrills of motor racing without any of the dangers. Who knows, maybe in the future all racing will be done in virtual reality? The game certainly evokes happier memories of the sport, with Alain Prost and Damon Hill battling it out in their formidable 1993 Williams cars.

After an impressive Full Motion Video intro of real cars and drivers in action, you're presented with three main choices. You can practise at any of the 17 tracks using the Free Run option. The '1993' mode recreates a real-life incident from each of the 16 races for you to try and emulate: for example, Alain Prost zooming from 14th to sixth place in the last seven laps of the Monaco Grand Prix. FMV of the real incident precedes your attempt.

However, the main game is in the Grand Prix mode where you play through the whole season, racing at the 16 worldwide circuits in order to earn championship points. You get a choice of which real driver you want to be, but there's a catch. To

get access to the best cars, you have to prove yourself worthy by setting a good enough lap time on the special Sega Park circuit: the better the time, the better the cars you're offered.

Each Grand Prix is recreated in full, with the genuine complement of practice and qualifying sessions. Indeed, you have to set a decent enough lap time or won't even qualify for the race itself. Although 25 cars are allowed in the race, this isn't as easy as it sounds. Unlike many racing games, you can't ease off the throttle to drift

around the corners – you have to steer a good racing line, braking hard before a sharp corner before accelerating through the apex. With the scaled scenery zipping past at an alarming rate it's easy to miscalculate and spin off the track. Thankfully you can bring up a circuit map to see what bend's coming next.

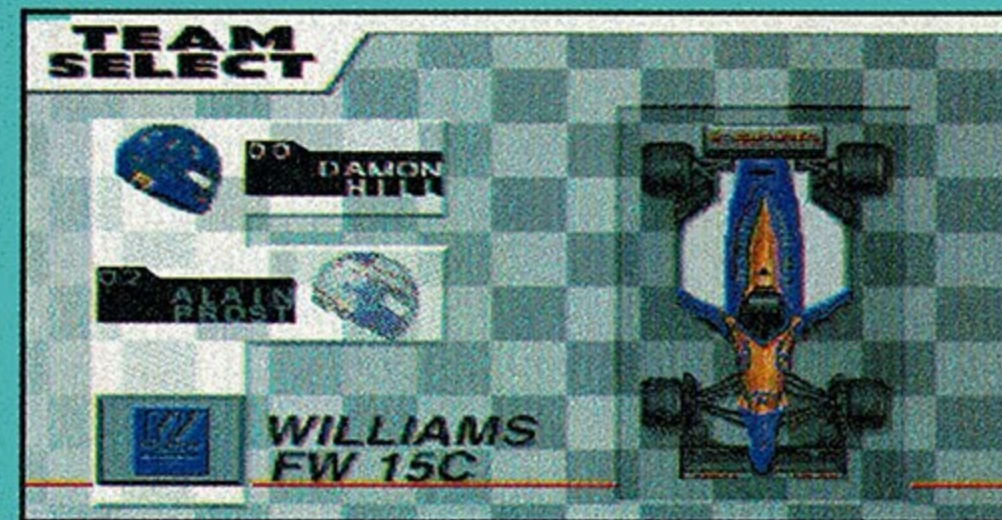
Smashing into side barriers can damage your car. If this happens, or if your tyres are shot, you'll get a message to go into the pits. Here you can alter all the settings of your car, including tyres, handling, brakes, front and rear wings, steering and transmission (manual or automatic). Unfortunately, unless you can read Japanese, you won't be able to understand the advice given by your team manager and engineer. But you can view a digital display of what lap times and speeds your rivals are achieving.

After two practice and qualifying sessions, and a warm up, the race begins. You are placed on the grid according to your fastest lap time. The cars rev up as the red light comes on, then it's total mayhem as the green light appears and the

cars jockey for position. At the end of 12 exhausting laps, including pit-stops, the result is declared and you can save your position to battery back-up.

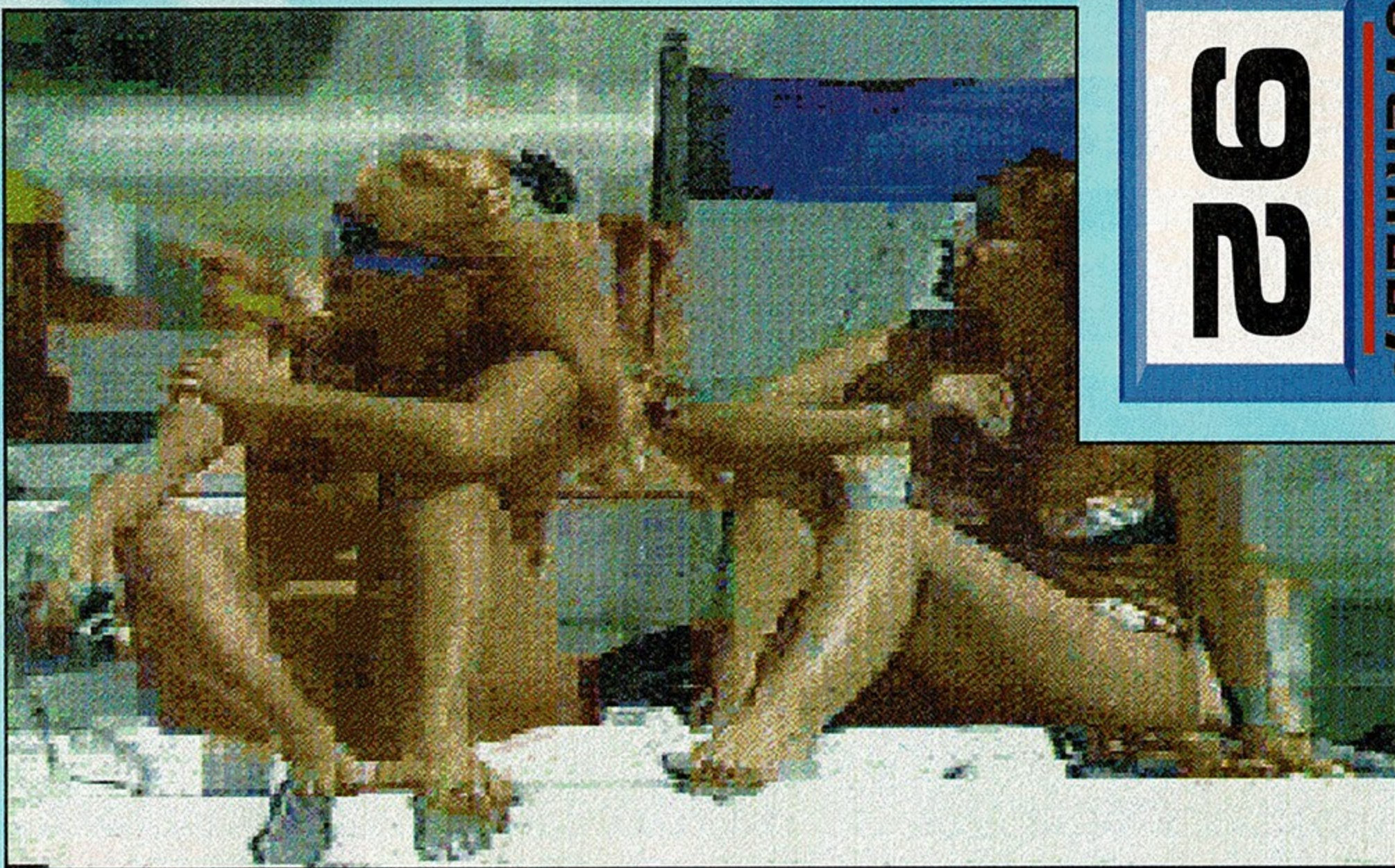
With genuine track layouts and even changing weather conditions, Heavenly Symphony aims to offer the ultimate realistic driving experience. Sadly it only works on Japanese systems.

Relive the greatest moments of last year's Formula One season with Sega's new CD racer...



92

OVERALL %



Each 1993 Mode challenge has its own FMV intro for the track concerned. At Monaco, the bikini-clad babes are watching the racing action from the comfort of their yachts.



At last a really good driving game for the Mega-CD. And this one's a real stonker: easily as playable as Virtua Racing! The 3-D graphics are excellent detailed and very fast-moving for a great feeling of speed. What really makes the game special is the way you have to take a proper racing line round the corners. It really feels like you're driving the car, and you can feel the adrenaline pumping as you push it to its limits to try and set a good lap time. When you manage to qualify for a race, overtaking the other cars presents new problems. Making contact slows you down considerably and can even damage your car. That's another thing: you really notice the difference when your car's not quite performing properly, forcing you to come into the pits to fix things. I also appreciated the way you can alter all the aspects of your car to suit both the circuit and your driving style (I prefer slightly heavier steering). With the authentic number of practice and qualifying sessions for each race, the full season presents a superb long-term challenge. Heavenly Symphony is simply the best Formula One simulation I've ever seen!

PHIL



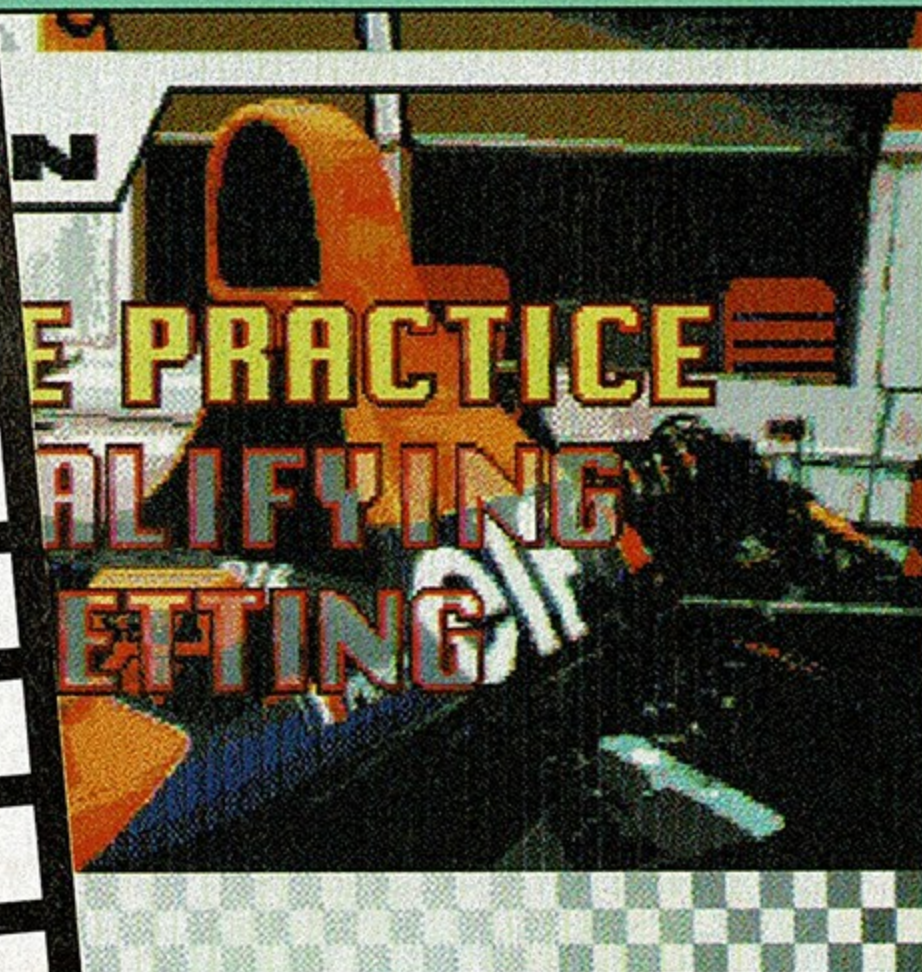
The crowd roar as you head straight towards them! It's very easy to spin off the track, costing you valuable time as you turn your car around.



As you drive over the red-and-white strip, you hear a realistic rumble. You're catching the car in front, but overtaking it won't be easy.



The start of another gruelling qualifying session. Rev your engine as you wait for the green lights, then go hell for leather to get a good lap time.





In practice mode you can try out any of the 17 international circuits. A spinning map of each is shown, along with the weather report – it can be fine, rainy or changeable.

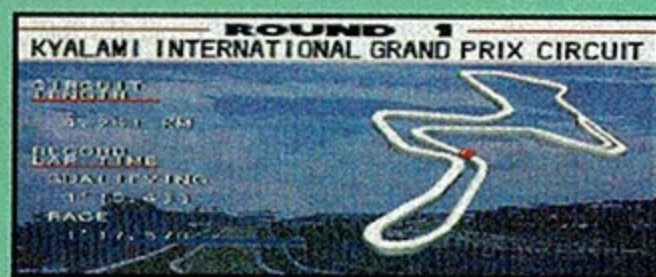


My first attempt at playing Heavenly Symphony was a disaster: my car was weaving all over the road as if I'd just sunk ten pints! However, perseverance is the key with this game as it's very, very tough. Make one small mistake and you can easily spin off the track, wasting lots of time. In fact, it took a lot of goes before I managed to complete one lap without crashing. In this respect, Heavenly Symphony isn't as instantly playable as Virtua Racing, and there's no split-screen two-player mode. All the same, the sheer attention to detail draws you into the world of Formula One racing: the cars you drive even have different engine noises! As well as the epic challenge of a 16-race season, there's the bonus of the truly brilliant 1993 mode where you try to emulate real race incidents, each one boasting its own FMV sequence. Some may find it all a bit too tricky, but Heavenly Symphony is one hell of a polished, playable driving game. Motor racing fans will be in heaven.

ALAN

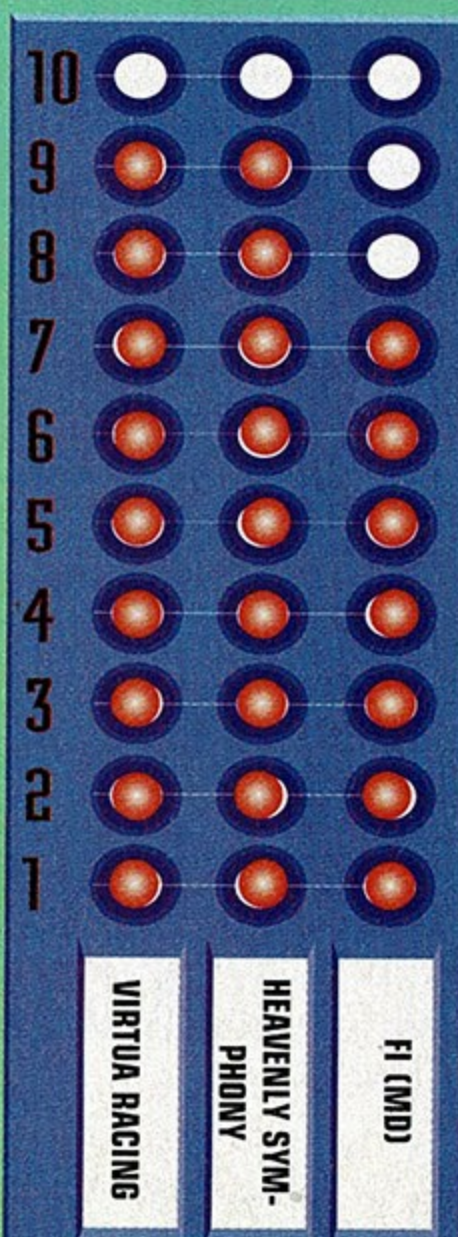


During qualifying and practice sessions, you can change all your car's settings to suit the current circuit. If the track has lots of sharp bends, you'll probably want hard brakes and quick steering.



MP

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NB: The Complete A-Z of Sega Games features reviews of games released between the launch of each Sega console and Christmas '93.

FEEDBACK

Many thanks for all those letters of praise for our first new-look issue: we're glad you liked it so much! But now how's about some more comments about other things? Are games as good as they used to be, or are they getting better? What do you think the future holds for gaming? To make your point, write in to: Feedback, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

SHINING SOULSTAR

Dear Mega Power,

It's about time someone catered solely for the Mega-CD. We (Mega-CD owners) have had to suffer with other mags not bothered about the machine, sticking to the tried and trusted 'Mega Drive with a bit of Mega-CD' coverage. Well no longer shall we have to put up with this, due to your wise decision to change your mag.

Having never before bought the magazine, I saw an advertisement showing the free CD demo on the cover, so I thought, "Hey, I'll buy that!" And so I did, and frankly I'm impressed. The Soulstar demo is magnificent and if the finished game is anything like as good as the demo, Mega-CD owners will be the envy of many others. The magazine too, is also top notch.

I'm sure this magazine is the first of many to come, but I'm also sure Mega Power will always be the original and best!

Also, could you please tell me if there are any RPGs coming out on CD (officially)?

Greg Fitzgerald, Bury, Lancs

Glad you enjoyed our first new-look issue, Greg. We too were very impressed by Soulstar, which exceeded our wildest expectations - so were ecstatic we got it for the cover CD. As you say, owners of other machines will be very envious when they see the finished game - maybe it'll help sell more Mega-CDs, like Thunderhawk undoubtedly did.

As for official RPGs, they seem to be very thin on the ground, don't they? These games are very successful in Japan and America - and also when they're imported to Europe - so we can't understand why they rarely get an official release here. One that definitely will is the HR Giger horror RPG Darkseed, so we look forward to that from Cyberdreams in the autumn.

ON THE COVER

Dear Mega Power,

This is the second time I have been filled with the urge to write praising you to the skies, but before I get to the reason for writing I must make one confession. I admit of my own free will that I only bought a copy of Mega Power when there was a covermounted CD, so when I saw the May edition complete with covermount I bought one.

When I read the editorial my heart was filled with joy as I discovered that Mega Power is now a dedicated Mega-CD magazine with a smattering of the cream of cartridge games, but the best news is that there will be a covermounted CD every month, where other mags can only manage the odd covermounted poster or minimag. You may be the most expensive Sega mag on the shelf, but the cost of the covermounted CD is worth every penny. Since Sega cannot be both-

ered to allow the rental of CDs you fill a vast gap in the 'try before you buy' market. With prototype games such as Soulstar it allows people to save their money beforehand so that they can buy it as soon as it is released. It's about time that someone had the courage to take this step when the Mega-CD is not the best-selling CD-based machine.

Lastly, thanks for printing covers for the demo CDs (subject of my last letter), but how the hell do you fold it so it will fit inside a standard CD case? Also are you going to print covers for the first two demo CDs as two blank cases followed by 'disc 3' looks a bit daft.

More power to your elbow.

Barry Quick, Barnstaple, N Devon

Once again, we're pleased that you're happy with the magazine. We're sure you'll enjoy the hot demos we've got lined up for you over the coming months.

To fit the cutout disc cover into a standard CD case, you just cut it out, fold it along the middle (where the centre red line was pointing on the page) and cut off the side flaps (where the green lines were). Now just bung it in the case, like any other normal inlay. If we have the space in a future issue, we'll print covers for the first two demo CDs.

INTERACTIVE POWER?

Dear Mega Power,

I have just read your latest magazine (the one with the Soulstar demo). I thought it was brilliant, even better with the demo on the front.

Please, please, please keep putting out cover-

THE PRICE IS WRONG

Dear Mega Power,

A friend of mine is a CD32 owner and recently a magazine especially for his system has been made. Although this now true for Mega-CD owners, they also include a cover CD (as does Mega Power). But! What I would really like to know is why one CD32 mag with cover CD cost £3.99 and has news, reviews, three full games and five odd demos and countless other bits 'n' bobs?

When I was told about your mag with CD I thought "wow, it's about time." Then I go out and buy your mag (£4.99) with CD and play it.

WOW, 10 MINUTES AND I COMPLETED IT!

No offence whatsoever but I would have expected a lot more considering the price. Why couldn't you start an interactive magazine on CD like Amiga?

Austin Smith, Parkwood, Kent

PS. Soulstar will definitely be on my list!

As we already explained in the reply to one of

mounted CDs as your magazine is the only one that does them for the Mega-CD.

Oh, before I go I have something for you to think about. Why don't you put the actual magazine onto CD? I have seen this done on floppy disk before on the Amiga and I thought that it was a good idea. And can you please put more bonus video singles on? I thought that the Sunscreen one was fairly good.

Phil Martin

Thanks for your letter, Phillip, including the great tips you sent. Putting the magazine itself onto CD is a nice idea, but is fraught with technical difficulties and would require a huge investment. An additional problem with the Mega-CD is that everything has to be approved by Sega of Japan, including our covermounted demos. This process takes several weeks, so you can appreciate how it would be impossible to write the magazine so far in advance just so it could be approved.

Also, Paragon doesn't have a Sega publishing licence, so our discs have to be published by the company that's doing the game demo - that's why we can't do more than one game demo on the same CD, unless (like the #6 Psygnosis one) they're from the same company. So at the moment we don't think it's very viable to do an interactive magazine. Anyway, think of the impracticalities: you'd hardly be able to read it on the bus!

As for the video singles, we hope to include some on future discs by Psygnosis (who use unique compression techniques to convert the video) - unfortunately we didn't have time to get one done for this month's demo.

the other letters this month, producing a proper interactive Mega-CD magazine on disc isn't viable for various reasons. Sorry you found the Soulstar demo so easy, but you must admit it looked stunning.

As for the magazine's price, well again this is linked to the fact that we have to get everything approved by Sega via the producers of that month's game demo. Apart from these costly difficulties and delays (time is money), we also have to pay extra to use a Sega-approved CD duplication firm. Nevertheless we've tried to keep the cover price down to a reasonable level and we don't think £4.99 is too much, particularly when compared to the price of full Mega-CD games. And you won't see anything anywhere near as spectacular as Soulstar and Battlecorps on CD32!

By the way, our excellent sister magazine CD32 Gamer has recently had to raise its price to £4.99. So you're not being ripped off by Mega Power, honest!

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If you missed out on the previous Mega Power CD cover demos, here's your chance to order them for the very special price of £3.95 each. This includes postage and packing (even for overseas customers). Order now while stocks last!

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- DISC 2: MICROCOSM, WIZ 'N' LIZ, PUGGSY
- DISC 3: SOULSTAR
- DISC 4. BATTLECORPS

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DISC 1: THUNDERHAWK DEMO

Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!



DISC 2: PSYGNOSIS DEMO

Enjoy three great Psygnosis games on the one disc. See a rolling demo of *Microcosm*. Chase wabbits galore in the playable demo of the hilarious *Wiz 'n' Liz*. And, finally, play the first level of the cartoon arcade adventure *Puggsy*.



DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. A graphical masterpiece with great action and superb sound effects.



DISC 4: BATTLECORPS

Play the whole huge first level of Core's stonking 3-D shoot-'em-up. Strap yourself into your Walker and stride through battlefield mayhem as you're attacked by robotic enemies from all sides. Enjoy the funky soundtrack as you blast them to bits in spectacular explosions.

Gamebusters

Welcome to the game-busting grotto of Mega Power. If you need infinite lives, invulnerability or are looking for secret levels, this is the place to come. Of course, we're always on the lookout for new tips, so if you have some for any Mega-CD or Mega Drive game, please do send them in. The sender of the best tips of the month will receive a free Mega Power sweatshirt.

AFTER BURNER III

Extra speed

On the options screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, perform a 45° turn to fly much faster.

BATMAN RETURNS

Level select

On the options screen, highlight the 'driving only' section. Hold the pad left and press B. Repeat this for all the options: when you reach the bottom, start going up the list again, repeating the procedure. A jingle sounds to confirm the cheat. During play, press START and then C to select the level.



BLACK HOLE ASSAULT

Secret game

Enter your name as AZY and highlight mission BHA. Enter AZY and you will start to play Black Ball Assault! (Try entering your name as BIGNET and press start while fighting an opponent...)



Invincibility

Enter your name on the options screen as MUTEKI. Select operation BHA, enter your name as MUTEKI again and start playing. You're now invincible.

Cheat

Enter your name as BIGNET. When you meet an opponent, press start to make him drop to the floor.

Secret animation

Input your name as FOMA and select mission BHA.

CHUCK ROCK

Passwords

Level 2 - GJFKFN

Level 3 - PDPKKN

Level 4 - JWNTXF

Level 5 - TSFVNP

COBRA COMMAND

Level select

On the title screen, press LEFT, RIGHT, A, B and C. Now press LEFT or RIGHT to change level.

EARNST EVANS

Stage skip

Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Now unpause.

Warp

Climb the wall to the left of the starting point on Stage 6. When you are out of the screen you will warp to the boss on this stage.

FINAL FIGHT

Auto punch

Enter the options screen and highlight exit. Hold DOWN RIGHT, A, B and START for auto-punching.

GROUND ZERO TEXAS

Extra scene

Thanks to James Clipstowe of Ipswich for this tip. He says that "when the words 'game over' appear, press A and START, wait a few seconds and an extra scene will appear."

HEAVY NOVA

Hidden bonus

In versus mode, if you manage to kill a guardian without losing any energy you'll get one million points!

HOOK

99 lives

Drop to the bottom of the first pit in the caves on

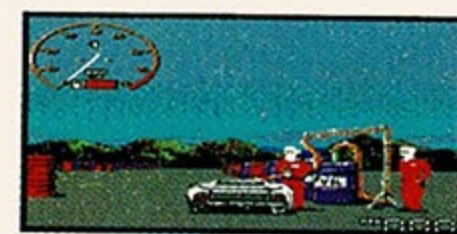


level five. Walk right and swim under the rocks to the leaf and 3-up. Pick them up then kill yourself. Just repeat the technique to top up your lives to the max.

JAGUAR XJ220

Level skip

Go to 'name entry' on the options screen. Delete the current name and input MAR, then choose World Tour and select a race. When the race starts, pause the game, then press A, B and C together to win.



KRIS KROSS: MAKE MY VIDEO

Hidden scene

On the caller screen, press A, B, C and RIGHT.

MARKY MARK: MAKE MY VIDEO

Hidden scene

Hold A and C. Press START to go to the U-Direct mode and then A, B, C and RIGHT to see Marky Mark and his girls.

MORTAL KOMBAT

Cheat screen

On the menu screen with 'start game' and 'options' on it, press d, u, l, l, a, r, d to make a new option appear: 'cheat enabled'. Select this to access the cheat screen. Here you can change all sorts of things and enable cheats such as infinite credits and killing the opponent with a single blow. You can also switch on the turbo mode and the green reptile. 'Flag 6' makes the computer opponent perform death moves on you.



NIGHT TRAP

Extra footage

To see this, you have to complete the game first. When you see the words 'In Memory of Stephen D Hossefield' press UP, A, A, A, A, A to see the hidden sequence.

ROAD AVENGER

Level select

From the start, push UP to access the options screen, then press A six times. Now just play the game as usual.

View mode

Push up to access the options screen and press A five times, B five times and then press A to watch each level being played through.

Pause mode

Push up to access the options menu and press A four times, B once and A once. You can now pause the game by pressing start.

SEWER SHARK

Continues

Once you get to Exterminator or Beach Bum, press A, C and START on the 'game over' screen to continue.

SILPHEED

Stage select

During the opening demo press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B, START. You can only play on the stage selected.



Replenish shield

PRESS RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP, START during opening demo. In the game, press A to restore your shield one notch.

Ten continues

When the demo starts press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, START.

Secret voice test

On the title screen, move to Option with pad one. Hold A, B and C on pad two and press START on pad one.

SPIDER-MAN VS THE KINGPIN

Thanks to Phillip Martin of Derbyshire for these tips...

Passwords

ELECTRO
STABLES
PUBLIC45
PENCIL6
HALF2LIFE

PERMANENT KIDNEY2

Comic locations

1. Starret Leight Building
2. Harlem Meer
3. West 70th
4. Saint Patrick's Cathedral
5. Bus Terminal
6. Civic Center
7. Clarkson Street
8. East Harlem
9. Central Park Zoo
10. Court Street
11. Empire State Building
12. West Street
13. Bleeker Street
14. South Of Power Station
15. First Avenue
16. Houston Street
17. Jilliard School Of Music
18. Washington Street
19. Central Park North
20. Henry Street
21. Riverside Drive

SONIC CD

Level select

On the title screen press UP, DOWN, DOWN, LEFT, RIGHT, B to access a level select. It's tricky to get this cheat working, so try pressing the buttons gently.

Special level

Go to Time Attack and play every level. On the options screen there will now be something called D.A. Gardens. Select this and you'll see Sonic's world which you can rotate and enlarge as Tails and some birds fly by. You can also hear any music from the game.

TIME GAL

Passwords

1991AD - SHKXGJWF
2001AD - XPTMCSDH
2010AD - ZVYFLGQT
3001AD - QWCDHRKT
3999 AD - PLQTVMX
4000 AD - LKDWBSYF
4001 AD - KVGPRZCW

Level select

On the menu screen press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, UP. Go into

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the game and you can start on any level. start pauses the action and c takes you to end of the current level.

WOLFCHILD

Level skip

On the options screen, press A, B, A, C, A and B to hear an explosion. Now press the following (keeping the buttons held down until the level appears)...

- Level 2** - Press START
- Level 3** - Hold B and press START
- Level 4** - Hold C and press START
- Level 5** - Hold B, C and press START
- Level 6** - Hold A and press START
- Level 7** - Hold A, B and press START
- Level 8** - Hold A, C and press START
- Level 9** - Hold A, B, C and press START

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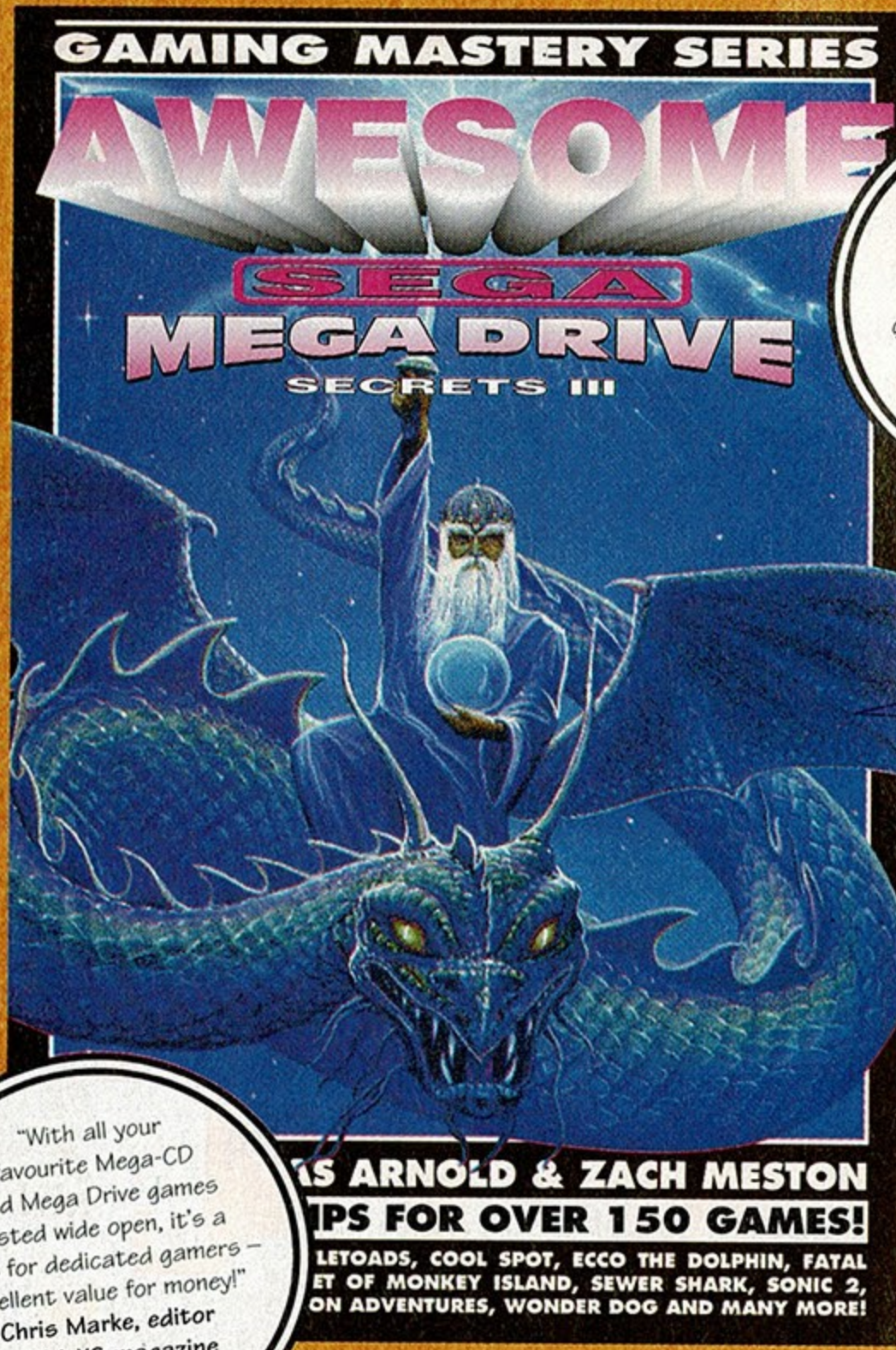
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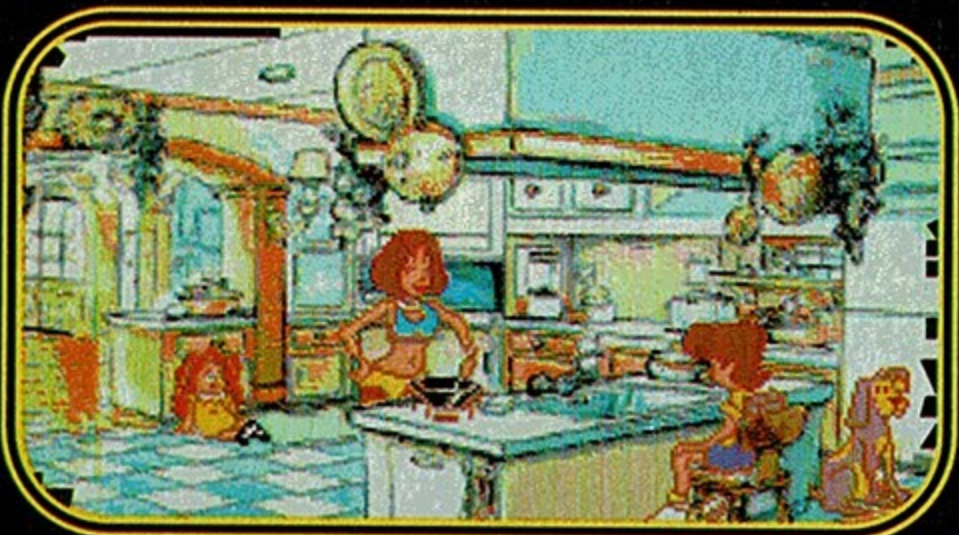
Whether you have only just got your machine or are wondering what to spend your hard-earned cash on next, this A-Z of games should prove to be a valuable index to one of the fastest evolving and most exciting game market places around. Each month we'll be adding new games to this section for a 'living guide'.

Read, absorb, and amaze your friends with your new-found knowledge...



The Adventures Of Willy Beamish

Dynamix
£ Import



As schoolboy games nut Willy Beamish, all you want from life is to win the 'Nintari' Video Games Championship. The problem is, this year's tournament takes place on a school day, and you're going to have to skive off in order to enter. Practising your favourite Nintari game in your room will help set you up for the Championship, but unless you can keep away from teachers and so forth, you're never going to win!

The control system is the same as Rise Of The Dragon – point and click with multiple-choice sentences for conversation – and the game also enjoys a rather natty line in animation. On the downside, a painfully long loading time and instant death if you cock up, means you need a lot of patience to play.

Annette Again

Wolfteam
£ Import

Remember Earnest Evans? Well, Annette popped up in his game, 'coz she's his girlfriend. Annette Again is the sequel to her original game, El Viento, and this time Earnie make a cameo appearance.

Whilst El Viento provided some limited enjoyment, the sequel doesn't live up to the promise of the original. Following in the same sword 'n' sorcery mould, it's nothing more than a sprawling beat-'em-up, with the accent on the sword rather than

the sorcery. The gameplay is typical hack and slash fare, and there's really nothing new here. If you got Golden Axe in your Mega-CD bundle, stick with that.



Afterburner III

Sega
£39.99

Pilot your F-14 Tomcat through war zones, killing foreign pilots and ground crew in a selection of explosive ways. Far from being the third in a continuing and improving series, this is very similar to the second game. It boasts three different play styles, but these are basically the normal game with a different set of stats.

Graphics are pretty simplistic with some very bland backgrounds. The sprites are big and there are some great explosions to look and listen to, but the only really neat graphical touch is the way your view switches to an enemy's cockpit whenever they get a lock onto you.

It's a decent enough blast, but apart from the soundtrack and a tiny bit of scaling, there's nothing here that couldn't have been done on a cartridge.

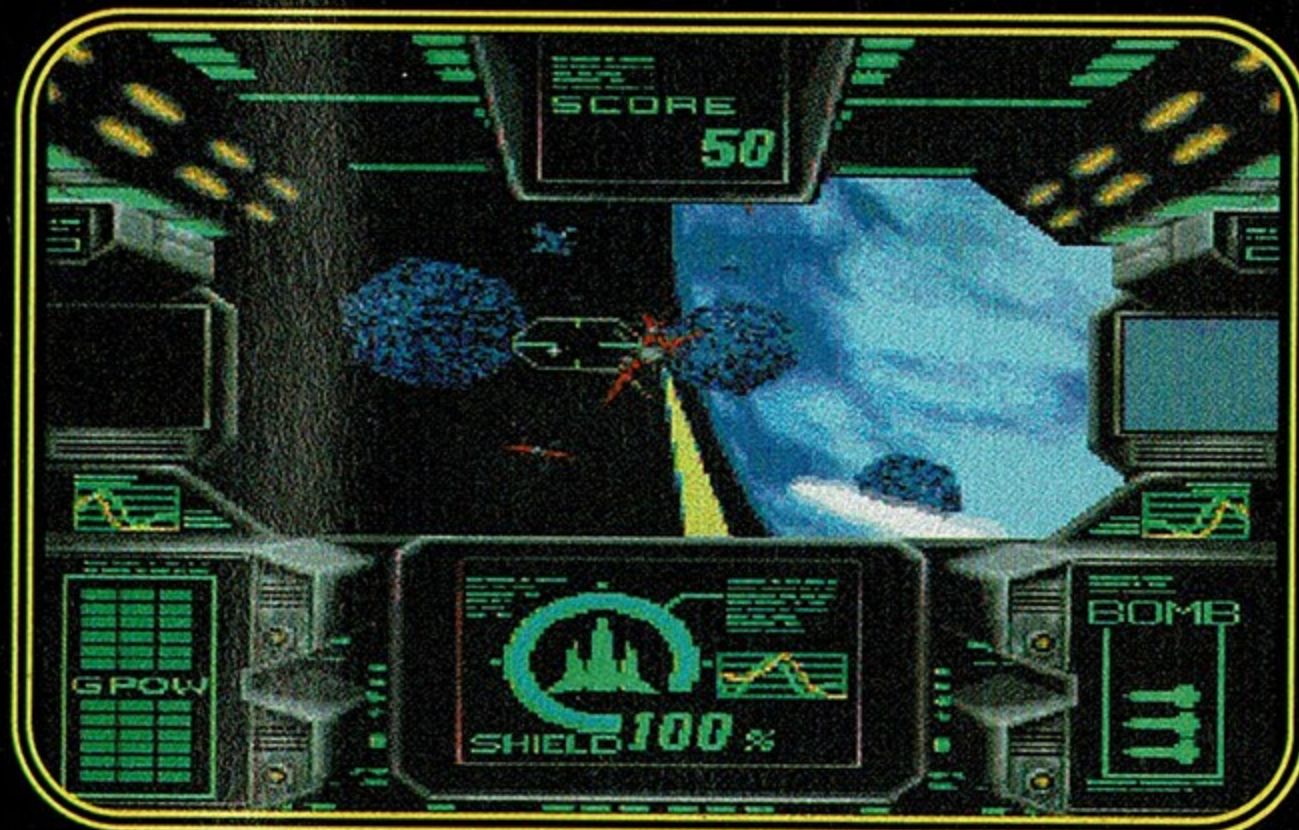


AX-101

Micronet
£ Import

This 3-D space blaster scores big in the presentation department with a host of lengthy rendered interludes to illustrate the alien invasion story line. Viewed from your cockpit, the blasting action takes place on impressive rendered backdrops. You have no control over the path your ship follows, instead simply moving a cross-hair around the screen to target the alien spaceships. Starting out in space, the many levels take you zooming through narrow rocky gorges, through an asteroid belt and even inside huge alien motherships.

Although the gameplay is limited, this visually attractive shoot-'em-up is surprisingly addictive. It is a bit easy, though.



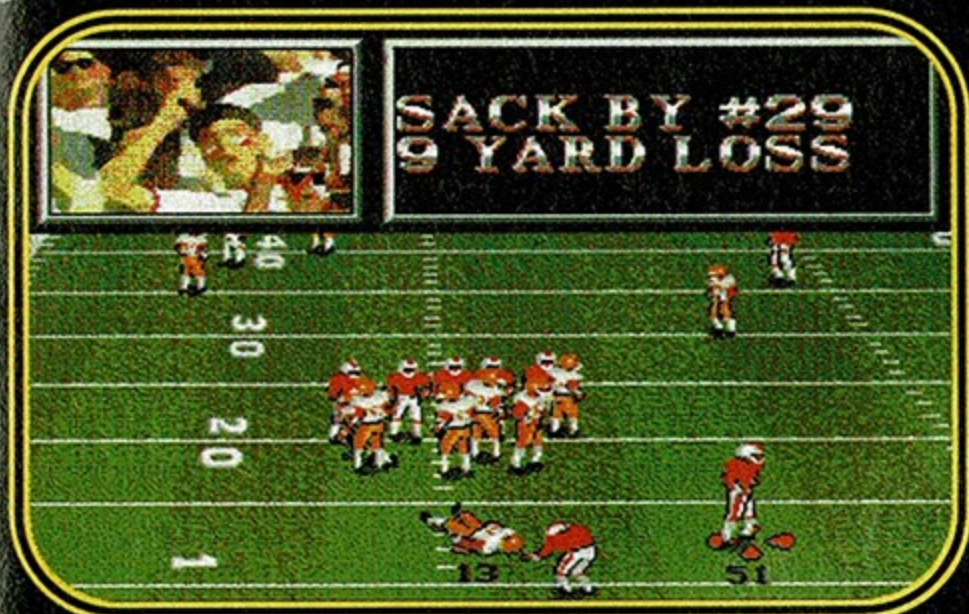
Batman Returns

Sega
£39.99

Take the dull side-scrolling platform cartridge game, chuck it on a CD and voilà, you almost have Batman Returns. Luckily, what saves this game's bacon is the fact that Sega decided to make some use of the Mega-CD's extra processor by adding on a driving section. Viewed from behind the Batmobile, you control the car as members of The Penguin's Circus Gang try and force you off the road with other cars, bikes, missile launchers and even a huge refuse lorry. The sprite scaling is particularly impressive as the gang's trucks go up in flames when you fire at them and force them off the road.

Certainly only worth buying for this section, unless you're a really forgiving sort who can stand the iffy platform beat-'em-up!





Bill Walsh College Football

EA Sports

£39.99

Previously released on cartridge, this classic American football simulation has only a few CD enhancements. The soundtrack was beefed up, including a booming theme tune, cheering crowd and crunching hitting FX. Then there's a load of video clips of master coach Bill Walsh, giving you advice on tactics and even how to choose a college!

Bill's chats aren't exactly enthralling, but the game itself is as playable as the cartridge version – mainly because it's identical. It's a very realistic simulation of the sport, improving on EA's previous gridiron games with better strategy and computer intelligence. It also has a lower pitch perspective and 4 Way Play compatibility.

At £5 cheaper than the cart, the CD version is good value.

Chuck Rock 2: Son Of Chuck

Core

£44.99

Core chucked out the instruction booklet for this CD sequel and put the whole thing on the disc itself. This includes a spectacular cartoon intro that's as funny as it is impressive – certainly one of the best seen on Mega-CD.

The action is much the same as in the cartridge version. This is a no-nonsense cutesy platform game, with the baby caveman hero clubbing his way through horizontally scrolling levels and coming up against huge (but still cute) dinosaurs. The cartoon-style graphics are very colourful, but the infant hero has little charm. A lot of the sparkle of the first adventure has been lost and the soundtrack is particularly disappointing after Chuck Rock on CD.

Not the best of sequels, and not a great improvement on the cart version, but still a fairly playable prehistoric romp.



Cobra Command

Sega

£39.99

Originally bundled with the Mega-CD, Cobra Command is also available as a stand-alone game. You take the controls of a helicopter gunship and fly from the cockpit as you take out international terrorists. From the skies above New York to Easter Island and the terrorists' secret base, it's up to you to knock their hardware out of the sky, and decimate their land forces.

The graphics are all animated in the style of a cartoon, which means that your actual interaction is limited to moving the on-screen gunsight left, right, up and down in response to your co-pilot's orders, or the flashing green arrows that appear on screen.

The sound is excellent, while those animé-style graphics really give the game atmosphere. Unfortunately the point-and-click action becomes dull unless you activate a level-skip cheat.



Chuck Rock

Sony

£39.99



Chuck's arch enemy Gary Gritter has kidnapped his woman. Never one to sit around when his woman has been dragged away, Chuck sets off after Gary through five prehistoric levels – each with a number of separate stages – belly-butting and kicking his way past dinosaurs before reaching his final showdown with Gary.

While there's very little here that isn't on the original cartridge, Chuck's 'Ooga Booga' and the myriad of cartoon-style sampled sound effects make it far better than its original incarnation. Chuck's animation is fantastic and while it's a bit of a pain constantly topping up on food to increase your energy level – some of the prehistoric birds are just impossible to hit – there's no doubt that Chuck Rock has heaps of gameplay.

Dark Wizard

Sega

£ Import

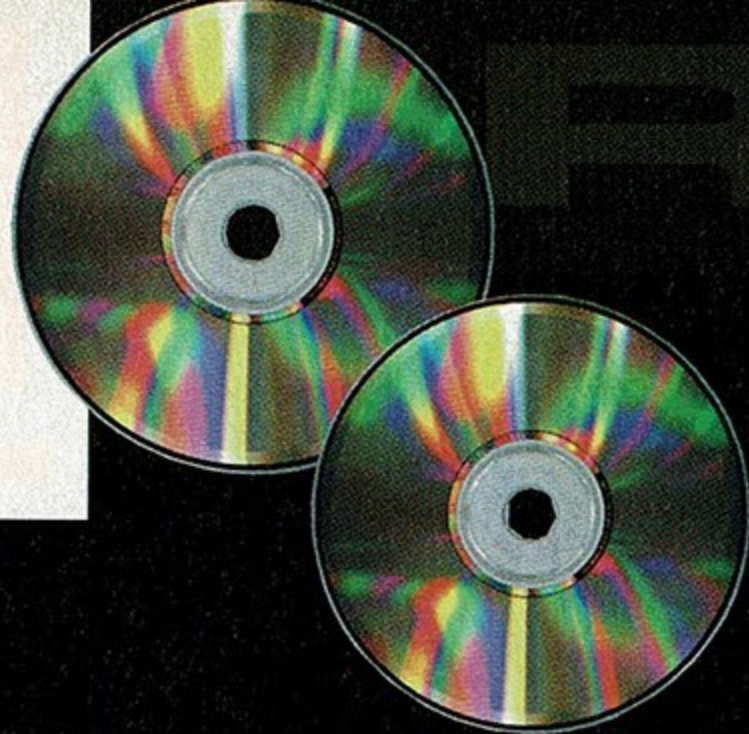
Despite being set in the 'golden

lands of Cheshire' this swords-and-sorcery strategy game is one to take seriously. You don't have to be an orak to appreciate the amount of detail in the game, including reams of stats for the characters in your travelling party. The strategy's pretty good too as you venture through each overhead-view landscape, using your weapons and magic spells on all sorts of mythical monsters, demons and sorcerers. It's also very satisfying as your characters earn experience points which eventually increase their level and class, enabling them to use more advanced weapons and spells.

The game's only weak point is that the adventuring aspect isn't fully exploited: you can visit towns to buy and sell things, but you can't really interact with the people there. *Dark Wizard's* still an engrossing game, though, with a big challenge for strategy buffs.



CD



Devastator Wolfteam £ Import

You control a hefty 'assault suit' which is meant to be massive but, for some reason, appears as a titchy – albeit highly mobile – sprite. Like all platform shooters, you can grab power-ups and health add-ons to improve your chances against the massive enemies. You're also armed with a large grappling hook – don't ask us why.

The graphics are pretty enough, even with that small main sprite, and the side-scrolling is smooth. But aside from that now-standard CD-quality sound, there's nothing here that couldn't have been done on an 8 or 12 Meg cartridge, so why bother sticking it on a CD?



Double Switch Sega £44.99

Designed by Digital Pictures, the folks that brought us Ground Zero Texas, this comes as something of a disappointment. It's very similar to Night Trap as you watch Full Motion Video clips and try to catch the villains by activating traps at precisely the right moment. This time the spooky action takes place in a dilapidated mansion, where the hero Eddie (played by Lost Boys star Corey Haim) has been imprisoned in the basement by baddies who want to steal the house's hidden treasure. It's up to you to catch them using Eddie's high-tech security system, switching between cameras to follow the action in each room.

The simplistic gameplay entails a mad rush round the rooms to catch the villains in time – one mistake can be fatal. Sadly this means you don't have time to appreciate the FMV clips and follow the plot properly.



Dracula Sony £39.99

A classic story told many times on film and now on the Mega-CD. You play Jonathan Harker, currently residing at Castle Dracula, home of you-know-who, and it's your job to rid the world of the blood-sucker and all his minions.

Dracula is the platform licence of the film which Sony originally released for review purposes many months ago. The original game had some reasonably serious flaws which led Sony to redesign it.

Although this new and improved version of Dracula has had sufficient adjustments made, it's still essentially a side-scrolling beat-'em-up, give or take a bit of FMV. Harker has a number of fighting moves available to him with which you can whump the various evil-doers. The digitised backgrounds look a treat, and even the animation is now slicker. But in the end, it's all still too simplistic to provide a long-term challenge.



Dragon's Lair Readysoft £ Import

This 'move and hope for the best' animated adventure isn't everyone's cup of tea, but its graphical brilliance can only be admired. It uses the same spectacular cartoon sequences as the LaserDisc coin-op, albeit a bit grainier, accompanied by an equally dramatic soundtrack.

You guide the swashbuckling hero Dirk through 26 scenes in a medieval castle to rescue Princess Daphne. Rather than controlling Dirk directly, you have to press the right direction or fire at precisely the right time to avoid hazards and kill monsters. This usually involves a lot of trial and error, which can be very frustrating, but the incentive to see the next scene keeps you playing.



Dune CD Virgin £44.99

As leader of the Fremen, you battle against the evil Harkonnen to control the magical Spice substance on the planet Arrakis.

Based on David Lynch's film of Frank Herbert's ultra-successful Dune novels, this adventure is remarkably faithful to Lynch's narrative. Using a point-and-click interface, you view the action in first-person perspective and move within the game by selecting destinations on a main map. Meeting characters allows you to question them, while some of the characters will join your cause. Questioning people will take you to further destinations, although this can become a bit linear in the long run, as you feel the game decides what you do next, and not you the player.

In-game graphics are stunning, with beautiful animation on the characters as they address you. The only slight annoyance is the game's lengthy CD access time. A great title for adventure fans.



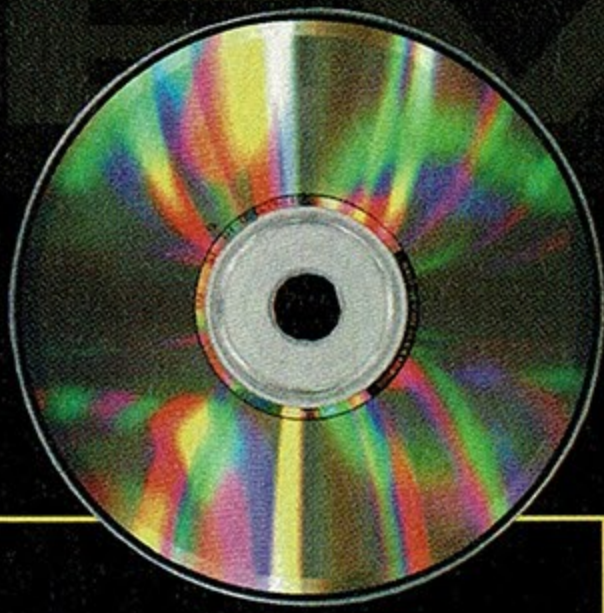
Dracula Unleashed Sega £49.99

Travelling around the city is done by horse and carriage, choosing a destination from your address book – you collect more addresses, clues and items as you progress. Entering each location brings up a certain FMV sequence, depending on what time it is and sometimes what object you're holding.

A nice spooky atmosphere is created, although it's marred by some dreadful ham acting and hilarious attempts at Cockney accents. The adventuring gets a bit repetitive too, as you often have to resort to trial and error to be in the right time at the right place.

Not to be confused with Psygnosis's Dracula, this is a two-disc adventure with 85 minutes of FMV clips. You play the role of the American hero Alexander Morris, searching around vampire-infested Victorian London as he tries to solve the mystery of his brother's murder.

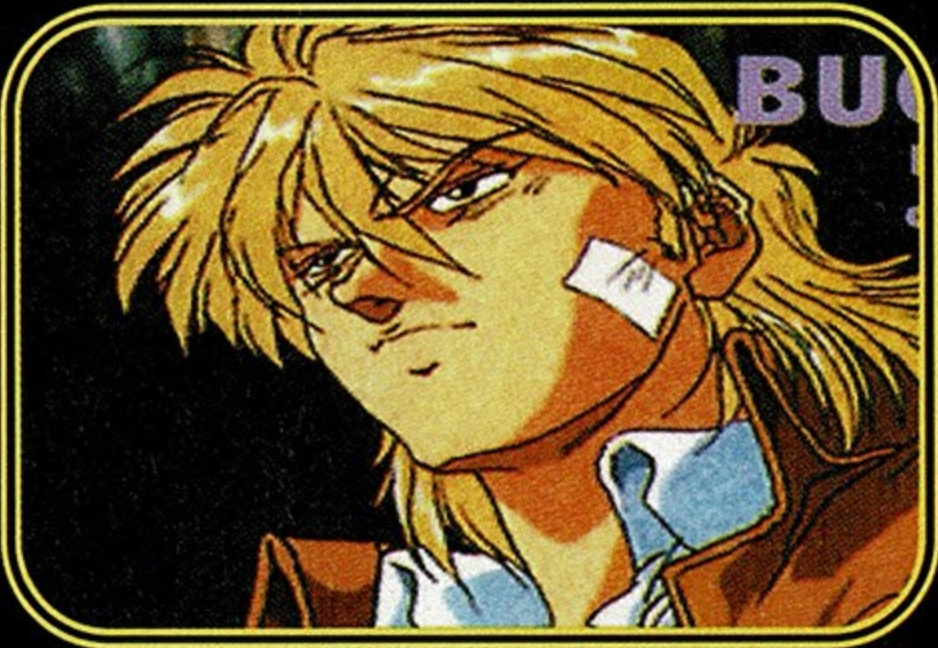




Earnest Evans
Wolfteam
£Import

One of the first and still one of the best. Impressive graphics and weird animation that made the main character look like a Bill and Ben puppet gave us an early taste of what the CD might be capable of. It was also the first sight for many of the Japanese Manga-style cartoon graphics. Packed with challenging gameplay and well-rendered adversaries, Earnest Evans was excitingly different and still possesses a quirky originality today.

Great story line, lovely cartoon sequences and a pumping soundtrack won this game a place in many a gamer's heart.



Funky Horror Band
Sega
£Import

Uh! Is the standard reaction to this game. Spaced-out and loaded with outlandish Jap humour, this game is virtually unplayable for anyone outside of Japan. It is a text-intensive RPG and as such you spend most of the time staring at screens that resemble take-away menus. Great soundtrack though.



Ecco The Dolphin
Sega
£39.99

During a storm, Ecco loses track of his dolphin pack and has to travel the oceans solving puzzles and enlisting the help of other creatures in order to find his friends. Little different to the cartridge version, Ecco is basically an underwater puzzle game which sees you swimming around caves and trying to avoid enemies like jellyfish, sharks and octopuses whilst using your sonar to locate clues and special crystals. To be honest, this is one of those games you'll either love or hate.

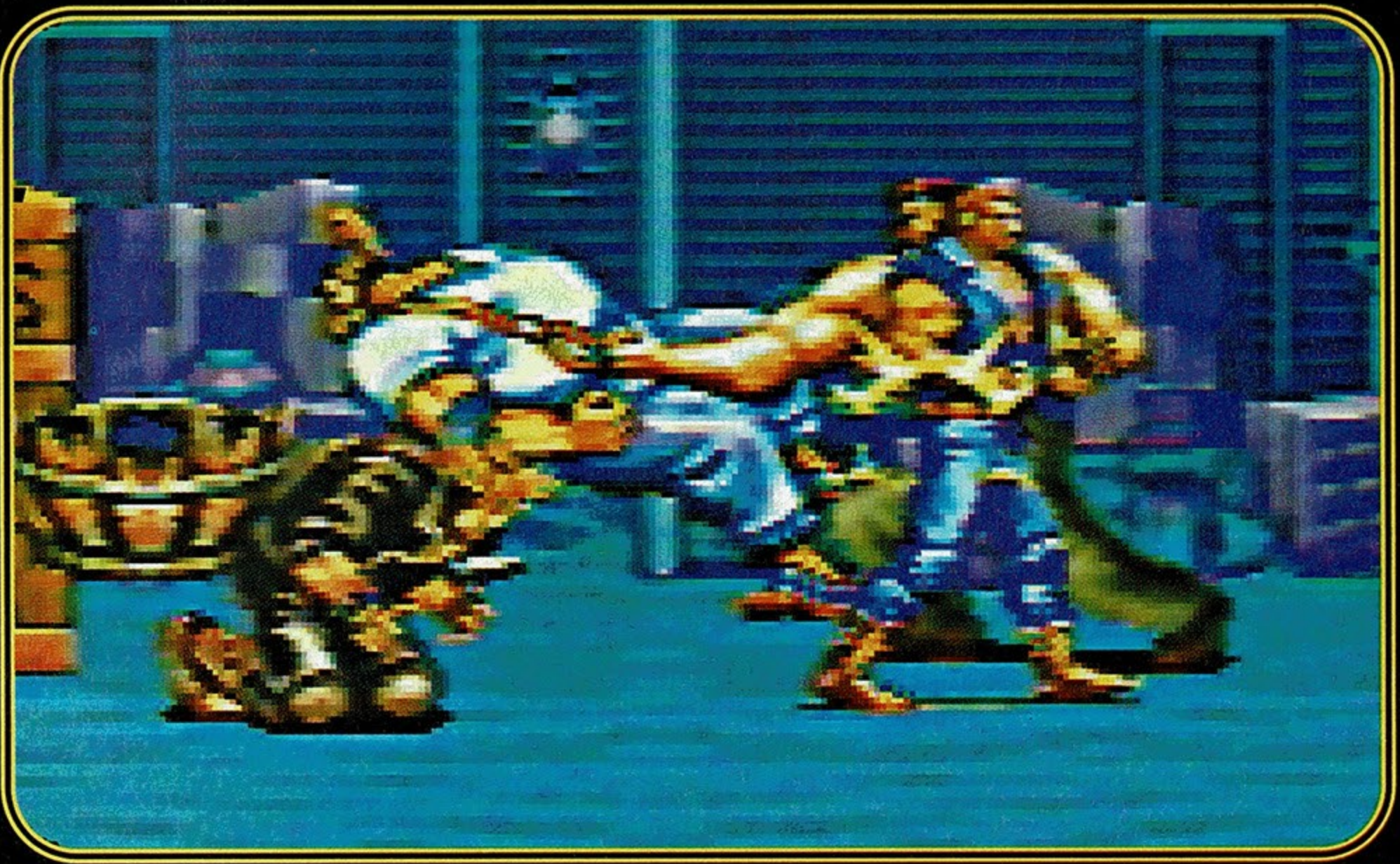
The graphics are absolutely gorgeous, and they haven't been tweaked for the CD. Indeed, if you discount a little Library FMV section, all that is really different is the stunning sound. The gameplay is limited, given the complexity of the task you face, with Ecco headbutting enemies and finding his way around with sonar beeps. The only problem is that unless you really, really love puzzle games, this could become tiresome after a while. Still one of Sega's best products, though.



Final Fight
Sega
£44.99

Cody, Guy and Mike Haggar make it onto the CD in a classic conversion of Capcom's arcade beat-'em-up. Whether you play it in two-player mode or on your own, Final Fight is a tremendous game, with heaps of gameplay despite having only Streets Of Rage-type special moves. There are hordes of Mad Gear gang members to take out, and the fighting action is fast and furious. Health power-ups hide in bits of scenery and whenever an enemy drops a weapon, you can pick it up to use it yourself. The bosses aren't too tough, but you'll still need to be good, especially as the game progresses.

The graphics are great with big, meaty sprites. For added enjoyment there's even a time-attack feature which, like most of the game, features a pounding rock soundtrack. All in all, a kickin' beat-'em-up.



CD



Ground Zero Texas

Sony

£44.99

Set in the quaint Texas border town of El Cadron, you play the part of a tactical expert investigating the growing number of disappearances from the town's population. You soon discover that the place is crawling with aliens. Armed with special weapons you go in after the murderous space monsters and soon find yourself slap bang in the middle of a science-fiction meets the wild west shoot-out.

Directed by Dwight H Little, the man behind big movies like Halloween 4 and Rapid Fire, Ground Zero Texas is a brilliantly interactive blaster. With over 110 minutes of movie footage and four different locations, the gameplay never really gets boring. On each level, you switch between cameras to shoot it out against the aliens and watch some very impressive FMV clips with decent video quality. Your friends will be impressed.



Heavy Nova & Black Hole Assault

Sega

£39.99

Hheavy Nova and its sequel Black Hole Assault are both rather odd robotic beat-'em-ups. Like Street Fighter II, both games are one-on-one affairs for either one or two players. There are a number of metallic fighters on offer, and each has a limited number of special moves available to it – if you can get them to work, that is.

All that aside, the thing you really need to know about both Heavy Nova and Black Hole Assault is that as games, they're both a shuddering pile of spunk. The concept of battling robots may be a good one, but the limited graphics and dreary gameplay mean that these aren't worth looking into. Wait for Rise Of The Robots.



Hook

Sony

£Import

When his children are kidnapped by the evil Hook, it's time for the grown-up Peter Pan to return to Neverland. Battling fierce pirates, skeletons and even giant worms, Peter has to fight his way through 11 levels of mayhem before reaching his old enemy for the final battle.

Attractive graphics and an amazing soundtrack are the highpoints in Hook. It's an addictive little game with simple gameplay that keeps you coming back; although with infinite continues it's relatively easy to finish.

The main criticism is that, with the exception of the odd fancy graphic and that soundtrack, the game could easily have been crammed onto cartridge – and since has been.



Jaguar XJ220

Sega

£39.99

This is the closest most of us will ever get to driving the world's fastest production car, the Jaguar XJ220. Compete for money on the World Tour and improve your car's specs along the way, as you visit 16 different countries around the world. Alternatively, you can compete in the Grand Prix game for Championship points. There's even a Track Edit mode to fiddle about with when you're not racing solo or with a mate.

The action is viewed from behind your car, a fairly hefty silver sprite. Unfortunately, that's about as good as the graphics get. The locations you visit are all virtually identical – unless all 16 countries feature a similar mountain range! – and visually bland. And, far from making use of the Mega-CD's scaling abilities... well, see for yourself. Coupled with access times from hell, this makes Jaguar XJ220 a non-starter.





CD

Joe Montana's NFL Football

Sega
£44.99

Take your favourite team from the full choice of 28 through a full season and into the Superbowl play-offs. Those of you familiar with previous Montana games will know the controls and the playbook which, while not as user-friendly as Madden's, is just as good.

The skill level can be altered and you can play solo or against a mate. The graphics make reasonable use of the Mega-CD, with the players and pitch scaling, while there's the obligatory CD sound. While generally great, the graphics can be a little blocky at times, and it must be said that the playability of the Montana games was never up to the standard of EA's efforts. However, there are plenty of nice touches here to keep you interested, including great FMV clips of Joe giving you hints and tips.



Lethal Enforcers

Konami
£54.99

You take the role of a rookie cop out on the streets, blasting villains with your large blue light gun (included in the purchase price). As you complete the levels, you have the chance to sharpen up your targeting in bonus rounds, and during the game you can power up to different guns such as Magnums, shotguns and machine guns by firing at their icons. The bad guys are out in force, and it's all too easy to hit a cop or innocent bystander with a stray shot. Do well enough, and you climb through the ranks; fail a level and you have to repeat it.

The six levels vary in location from a bank to the airport, and although the game doesn't exactly require the brains of a master strategist, you need to be sharp and quick. The Full Motion Video is fairly good, although it's still a little grainy and not a patch on the arcade game. With sampled gunshots and that adrenaline rush, though, it's still great fun. The only real question is its longevity.



Jurassic Park

Sega
£49.99

Completely different from the cartridge version, this massive adventure offers a first-person perspective of the huge dinosaur-infested park. You have 12 hours (real-time) to collect at least one of every species of dinosaur's eggs and take them to the incubator in the visitors centre. As well as searching for eggs and shooting rampaging dinosaurs, there are plenty of logical puzzles to solve using collected objects.

The graphics are a real treat, with the impressive landscape panning smoothly as you turn round. The only flaw is that the dinosaurs themselves are a little too cartoony to be truly terrifying. However, the eerie atmosphere is enhanced by a superb QSound soundtrack and there's even some FMV clips of palaeontologist Dr Robert T Bakker providing educational dinosaur information.

Maybe there's not quite enough action to keep you hooked for eons, but this is certainly one of the more atmospheric Mega-CD games around.



Lunar - The Silver Star

Sega
£Import

This epic Japanese RPG has four cutesy characters making a fantastic journey in search of the evil Black Dragon. Friends Alex, Ramus, Luna, and the magical catlike creature Nall, travel around the scrolling overhead-view countryside. At various points they run into helpful characters who can be questioned, and mutant creatures who attack in gangs. Encountering the latter results in a simple battle sequence where you have to tell each character whether to attack, retreat or use magic. Weapons and other useful items can be purchased or bartered in the shops in the many villages around the land.

Lunar is a truly massive adventure, packed with everything you could want in a quality roleplaying game. The superb story line and challenging puzzles should keep you totally engrossed until you manage to finish it. Undoubtedly the best RPG available on the Mega-CD.



CD



Mad Dog McCree American Laser Games £Import

What more can be said about this game? A smash hit in the arcades, the conversion to CD is more than a little copy but still possesses all the humour and action of its predecessor as you run around town gunning down outlaws and saving the sheriff from gangs of marauding hoodlums.

The game uses a lot of static-backdrop shoot-outs along with plenty of FMV sequences. Unfortunately the graphics in both are appallingly grainy, so it's often hard to see where the baddies are in time. This is made even worse when playing with a joystick, as you sometimes can't move your cross-hair across the screen fast enough. It's all very frustrating and particularly disappointing for fans of the classic coin-op.



Mystery Mansion Sega £49.99



Known on import as Mansion Of The Hidden Souls, this 3-D adventure features rendered graphics which, although a bit grainy, move smoothly enough as you walk through the spooky mansion's many rooms and hallways. You're not quite free to explore as you please, as the game often guides your view to important objects, updating the screen as you move towards them.

The best thing about Mystery Mansion is its intense atmosphere, aided by a superb soundtrack with lots of spooky FX and sampled speech. Every room is crammed with detail, with lots of furniture and objects, so there's always something interesting to discover. Unfortunately, for an adventure it's all far too easy to complete – mainly due to the way you are given obvious clues for what to do next, eg fetch an object from a certain room. What a shame.

NFL's Greatest Sega £Import

The chance to pitch classic Dallas and San Francisco teams against each other in Full Motion Video? Sadly it's all too good to be true... Without doubt one of the worst Mega-CD games ever made, this incredibly simplistic strategy game has you selecting from a limited array of offensive and defensive plays. You then sit back and watch a vaguely relevant video sequence taken from the NFL's archive footage of the two teams.

The FMV is the worst ever seen on the Mega-CD. The video clips are designed to run in a tiny window, so when expanded to full-screen they look so blocky you can hardly tell what's going on. Even worse, there are surprisingly few different clips, so you soon get tired of seeing the same ones again and again. Avoid this game like the plague.



Make My Video Sega £44.99

Under this banner we include

everyone who has released CDs so far, from Marky Mark, INXS, C+C Music Factory to Kriss Kross. The format for each is essentially the same. Your CD comes with three music videos of the artist's top songs, and you are given the opportunity of playing around with them using the Make My Video editing suite. Mix the actual video footage with other clips, rotate, flip, sing-a-long-a-Max: you name it, and it's here. The format changes a little bit from CD to CD, but the basic idea remains the same.

Sega are obviously thinking about new ways to explore video-gaming, but with a mere three songs to each disc, and the fact that you can only save one video at any one time, the enjoyment has to be fairly short-lived.



Microcosm CD Psygnosis £44.99

Ever fancied yourself as Dennis Quaid? Well now's your chance, as you relive the films Fantastic Voyage and Inner Space by taking an armed micro-submersible inside a human body!

The first thing that hits you are the intro graphics. Psygnosis staff were blue-screened and digitised into the opening shots, and it's exceptionally well done. And it doesn't stop there, either. Viewing the action from your ship, you have to wipe out various bacteria and antibodies, all out to attack your craft. Powering up your weapons gives you a better chance against them and the end-of-level guardians. With each stage featuring a different area of the body, the background graphics are tremendous, although you can't really interact with them, apart from smashing into the sides on some levels.

The problem with Microcosm is that it's a bit deceptive. Whilst it looks ultra slick, in actual fact it's just a basic shoot-'em-up. What makes it different is the well-pitched difficulty curve, and the adrenaline rush you get playing it. A very simple, addictive blaster.



The Ninja Warriors Taito £Import

This is a walking beat-'em-up of the lowest order. The sideways scrolling may be smooth, but the appalling lack of variety in the gameplay and the minimal number of moves available to your characters means that unless you're absolutely desperate for a two-player ninja game, you should avoid this one like the plague. The graphics are very poor, although your main sprite isn't too badly defined. But the range of moves (ha!) can make things appear jerky at times. Yet another CD that wouldn't look out of place on a Master System cart. Stick to Revenge Of Shinobi on the Sega Classics disc, or better still, pick up Final Fight.



Mortal Kombat
Acclaim
£49.99

Yet another enhanced CD version of the cart, but this one's worthwhile. Although the beat-'em-up gameplay's identical to the cartridge, the graphics are much improved. Not only has the number of frames been doubled for smoother animation of the digitised fighters, but there's now as much blood and gore as in the arcade machine, without the need to input a special blood code. The fighting backdrops are also better, including the authentic pit with heads and bodies impaled on the blood-stained spikes!

It all looks very slick and it sounds just as good with CD music accompanying the brutal action, along with the odd bit of sampled speech. The only downside is the slight delay for CD accessing before each bout. Apart from this, and the rather steep price, *Mortal Kombat CD* is bloody good fun.

Night Striker
Taito
£Import

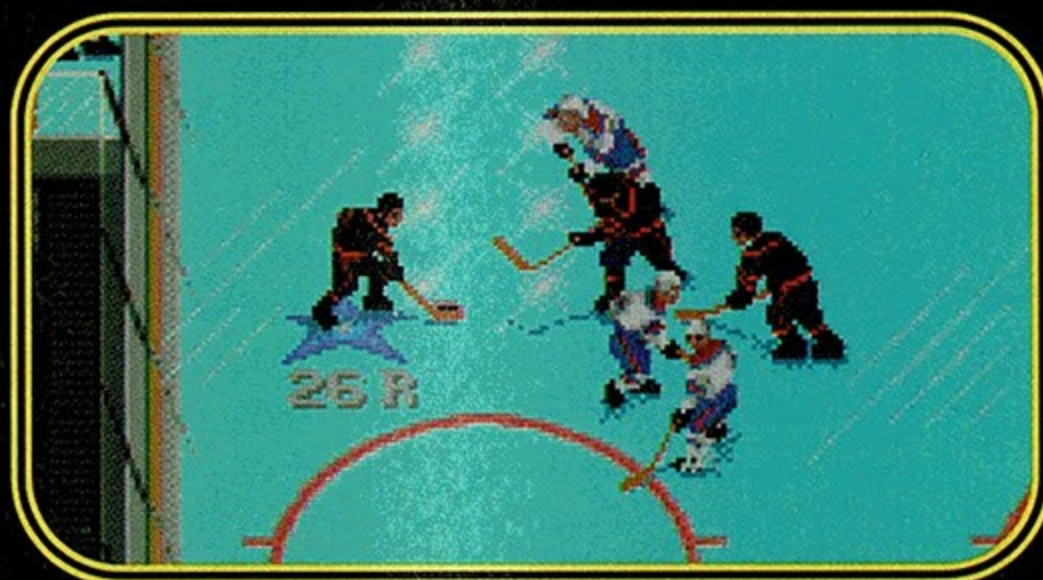
Here's a game to buy for someone you don't like. *Night Striker* received seriously bad reviews from all and sundry. Aside from the Japanese manual and iffy plot, what you have here is a very dodgy hybrid of *Batman Returns* driving and *Lawnmower Man* flying. If, of course, *Night Striker* was of comparable quality.

It's not. Enemy planes and trucks are massive bitmapped affairs that scale about as well as a Game Gear game. The colourful backgrounds almost make up for things, but since they're usually obscured by massive flickering bitmapped explosions, you don't get to see them too often. While it might be relatively smooth, it ain't fun to play.



NHL Hockey '94
EA Sports
£39.99

Another classic Electronic Arts sports sim gets converted to CD with aesthetic enhancements. These include a very impressive full-screen FMV intro, video clips of the teams in action and a souped-up soundtrack (even down to the tacky organ tunes!). They've also sampled Ron Barr talking for ages about the teams and player matchups.



The action itself is identical to the cart, but that's no great problem when it's this playable. Some aficionados may be miffed at the omission of fighting sequences, but this is the most realistic hockey sim yet. Improvements over previous EA hockey games include better sprite animation, 4 Way Play compatibility and net-minders who come out to start quick counter-attacks.

It's a pity they couldn't have incorporated a full NHL season for the CD version, but it's still great value with all the extras for a fiver less than the cart.

Powermonger
Electronic Arts
£44.99

You are a medieval general, just landed on foreign shores. Populated by warring tribes, this huge world is divided up into no less than 195 territories for you to conquer. Improvements over the Mega Drive version

include a welcome 30% increase in the formerly cramped isometric view, as well as larger lands. Another useful addition is the pop-up map which allows you to zip around the land much more easily than scrolling the main view – which is still sadly very jerky.



Initially gameplay involves attacking enemy villages, ransacking their food stores and recruiting more soldiers. But things get more interesting as you recruit more captains and start trading and forming alliances. Apart from the often-irritating controls, *Powermonger* is a great game for real strategy buffs.



Night Trap
Sega
£44.99

Teenage girls have been disappearing at the home of Mr and Mrs Martin. The authorities have sent you in as part of SCAT (Sega Control Attack Team) to find out what happened to the girls and keep the Martins' five new guests safe and sound.

To help you out, the whole house is wired with hidden cameras and booby traps which you can use to keep track of the girls, the Martins and the mysterious intruders known as

the Augs. Allow the girls to be kidnapped, or let Augs take over the house and your boss comes on line to pull the plug on you: Game Over.

Aside from the media hype and its '15' certificate, *Night Trap* still shines as a good example of the FMV/interactive genre. The involving, strategic gameplay might not be everybody's cup of tea, while the 'save the scantily-clad girls' concept might not be politically correct these days. However, the game is atmospheric and enthralling, so if you don't mind girls in their undies, grainy FMV and a great soundtrack, then this is for you.

CD



Prince Of Persia

Sega
£39.99

The sinister Grand Vizier Jaffar has taken over your kingdom and chucked you into the deepest, darkest dungeon. Worse still, he plans to marry the Sultan's daughter in an hour – and if she refuses, he'll kill her. It's up to you to climb, swing, jump and fence your way to the evil Jaffar's inner sanctum, killing guards, solving puzzles to open doors and avoiding traps along the way.

Prince Of Persia ranks alongside Lemmings in terms of gameplay and the number of systems it has now appeared on. The Mega-CD version is essentially the same as other formats, with one exception... it looks very rough. Not only does the SNES game look far prettier and include extra levels, but the Mega-CD version isn't even as smooth as the 8-bit Master System one! It's still a fine puzzle game if you can get past the fiddly controls, and there's some lovely rotoscoped graphics on the main sprite, but with 650 Meg of space on a CD, you'd be well within your rights to expect something a bit flashier.



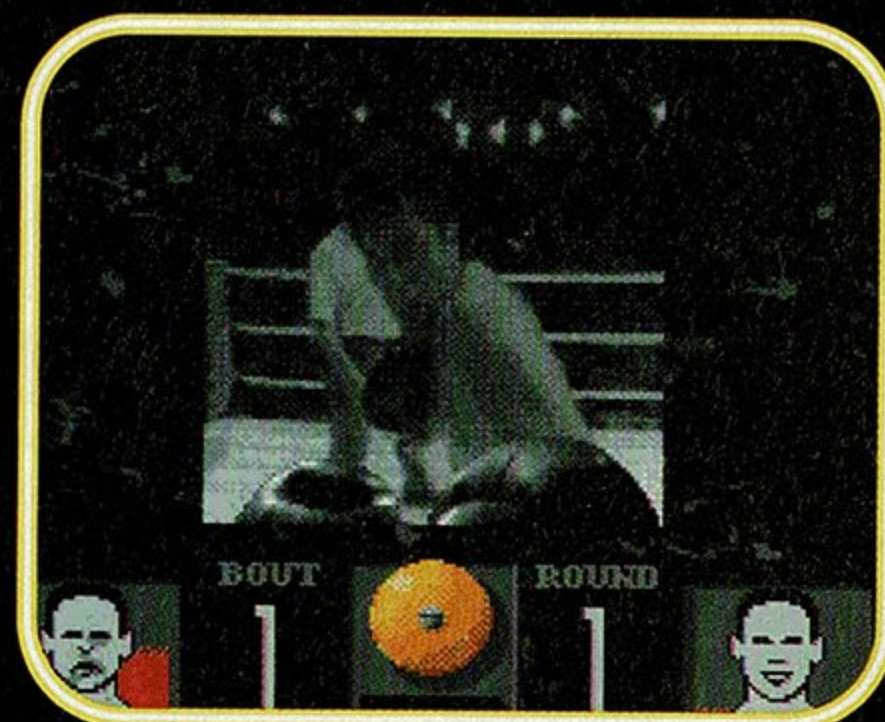
Prize Fighter

Sega
£49.99

Directed by Ron Stein, the man behind the fight scenes in the Rocky and Raging Bull movies, this FMV game puts you in the boots of 'The Kid' as he attempts to win the world boxing title.

The FMV is all in black and white but, as in Raging Bull, this seems to add to the incredible atmosphere. While the lengthy pre-fight scenes are full of clichéd boxing humour, the fights themselves are dramatic and brutal. Viewing everything in first-person perspective, you see your boxing gloves superimposed on the video footage of your opponent as he ducks and dives around the ring. Connecting with punches is very tricky at first, as you have to throw the right punch at the right time. Thankfully, the handy training mode puts arrows on the screen to help you.

It's all a very novel and enjoyable experience and the nearest thing yet to actually getting in the ring without fear of getting hurt. The only problem is that with only four fighters to beat, the long-term appeal is limited.



Puggsy
Psygnosis
£44.99

This funny arcade adventure gets the usual 'CD enhancement' treatment for an improved soundtrack and cartoon intro.

You guide the alien Puggsy around a strange planet, collecting useful objects to solve puzzles in 51 levels.



The game may not look all that impressive at first, but play it and you'll be pleasantly surprised. The more you explore, the more you find. Puggsy offers a highly original challenge and is a pleasure to play.

Revenge Of The Ninja
Renovation
£ Import

Although the hero is reminiscent of Dirk from Dragon's Lair, the rest of this similar game isn't in the same league. The cartoon sequences are jerkily animated and roughly drawn, giving you little incentive to keep playing.

The action is akin to Dragon's Lair as you select a direction or press fire at the right to avoid hazards, but it completely lacks any challenge. On Easy level, an arrow appears to tell you exactly what to do; even in Difficult mode the word 'action' pops up to tell you when to move. This might lessen the frustration, but it also destroys the game's lastability.

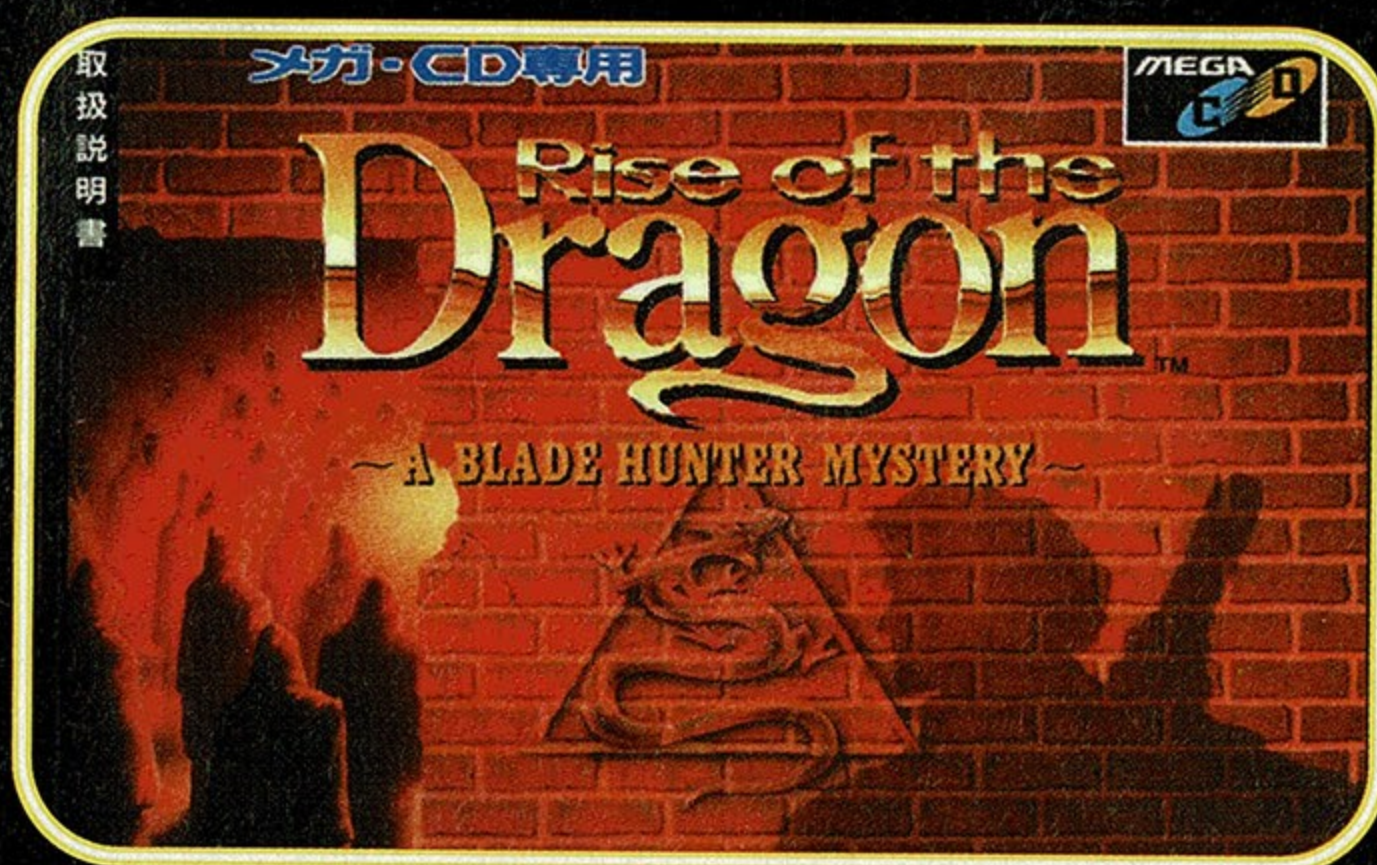
Rise Of The Dragon

Dynamix
£44.95

You're Blade Hunter, futuristic PI in this sexy cyberpunk adventure game. The mayor's daughter has died after taking some weird new drug, and he wants you to discover who manufactured it. Travelling across the city via the underground, you visit bars and break into criminal's houses in your search for clues before meeting up with the real villains.

Now available officially, Rise Of The Dragon is split into two types of gameplay. There's the point-and-click side, which allows you to explore, add things to your inventory and talk to other characters by giving you multiple-choice replies. Plus there's an arcade shooting section. There's so much depth to this game that any review would be too short.

The graphics are fantastic: it's like a graphic novel. True, there's isn't a lot of animation, but it all looks very slick, right down to your dripping tap. The only problem with the game is the CD access time. Other than that, Rise Of The Dragon is a challenging, thoroughly enjoyable title.



X



CD

Robo Aleste

Sega
£39.99

What we have here is the Mega-CD's first vertically scrolling shoot-'em-up, viewed from overhead – obviously – as the hero Nobunaga and his jetpack hurtle over scenic countryside chock-a-block with bad dudes all out to shoot your assault suit out of the air. Although the programmers have made some effort to use the MCD's sprite-scaling chip, it isn't really done to any great extent. You mainly notice it as you plunge into level one, and when the bitmapped enemy ships descend to your height. Other than that, the graphics are remarkably Mega Drive. Although some of the backgrounds are impressive, you spend a lot of time simply trying to spot your sprite on those levels.

Other than some nice sound effects and tunes, this is a barely average shoot-'em-up.

Sega Classics CD

Sega
£n/a

Included in the original bundle for the Mega-CD, this CD contains five classic Mega Drive games. The only problem is, none of them have been enhanced in any way. What you get is *Streets Of Rage*, *Columns*, *Revenge Of Shinobi*, *Golden Axe* and *Super Monaco GP*. For the uninitiated, *Streets Of Rage* was Sega's first classic walking beat-'em-up. It looks a bit jaded now, when compared to *Final Fight* and so on, but it's still great. Select from three police fighters and clean up the streets. Great graphics and some classic tunes. *Columns* was Sega's answer to Tetris, a gripping puzzler which sees you basically lining up columns of jewels to clear the screen. Very, very annoying and addictive. *Revenge Of Shinobi* is a great hack-and-slash platform game. Again, it looks a bit dated now, but the gameplay still brings tears of joy to some reviewers' faces. *Golden Axe* is beginning to look ropy, although this conversion of Sega's big arcade hit is still a very playable hack-'em-up. And finally, there's *Super Monaco GP*, still a great racing game, although it isn't as quick as F1.

Sensible Soccer

Psygnosis
£34.99



Sports sims are always difficult to convert from cart to CD. You can't really change the gameplay much, so you have to concentrate on beefing up the presentation with animated intros and CD music. Although this is inevitably the case with *Sensible Soccer*, with rendered 3-D stadium scenes accompanied by thumping tunes, when the gameplay's this good it doesn't matter one jot. With tiny sprites and a classic overhead view of the pitch, it may look inferior to *FIFA International Soccer*, but it has much better long-term playability. This is due to the almost infinite number of ways you can score goals: whether it's by a clever passing move, delicate dribbling or crossing the ball into the box and doing a diving header, it's always very satisfying when you hit the net.

The one meaningful improvement in the CD version is the excellent crowd sounds which provide that authentic match atmosphere. There are over a hundred different sampled FX, including classic chants such as "One-nil, one-nil..." and "We all hate Derby..."! Best of all, the CD is a fiver cheaper than the cart.

Sewer Shark

Sony
£39.99

Welcome to the sewers, Dogmeat. The drains have been overrun by hideous, mutated creatures, and you and your team are in charge of cleaning the place up. Piloting a heavily armed sewer buggy modified by your co-pilot Ghost, you've got to follow the sewers, blowing away mutated rats and taking the right turns at various junctions. Get it wrong and you end up ploughing into a brick wall.

The first-person cockpit view is simply laid out with a cross-hair and directional indicator. Cock things up and the view will switch to Ghost as he slags you off. Gameplay-wise, *Sewer Shark* is very similar to *Cobra Command* and that game's lack of interaction. The Full Motion Video, however, leaves a lot to be desired. Given that this is a CD, you'd expect a far better soundtrack too, although the voice samples are all clear enough.



Road Avenger

Sega
£44.99

From Wolfteam, the people who brought you *Cobra Command*, *Road Avenger* follows a similar line, except that you're now in the seat of a rather nifty car instead of a gunship. It's your job to hurtle through the streets and country roads, wasting thugs who leap onto your bonnet etc, and trying to keep your car on the road as bad guys attempt to force you off. Tight control of your brakes and turbo booster are the order of the day.

Whilst *Cobra Command* was a little let down by the limited gameplay, *Road Avenger* is much improved. The action is fast and furious, accompanied by a thumping soundtrack that keeps that adrenaline pumping. There are accidents all around you, and hitting pedestrians only adds to the buzz. One neat touch is the way the viewpoint suddenly shifts to let you watch the carnage you've caused along the way.

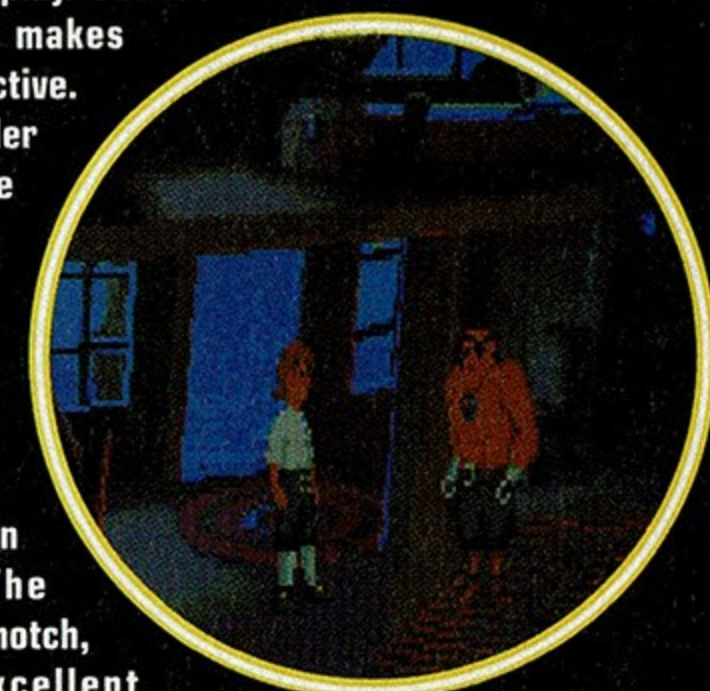
The animated graphics are fantastic, with some mega explosions and crashes, and plenty of new and gripping ways for you to die as you smash into buildings and so on. Far more polished than *Cobra Command*, this is still essentially a point-and-click affair with tweaked gameplay. It's great fun, but those eight levels won't last forever.

The Secret Of Monkey Island

JVC
£Import

Monkey Island was the adventure game for PC, Amiga and Mac owners, and now you can play it on the Mega-CD. You take the part of Guybrush Threepwood, apprentice pirate. To prove yourself able and willing, you're set a series of challenges by your pirate mates. Complete these, and your pirate membership card is in the post.

Simple controls – that point-and-click affair again – with multiple choice for dialogue makes *Monkey Island* a piece of cake to play. But it's the humour that makes the game so addictive. Even as you wander around the travelling circus or visit the ghost pirate LeChuck, you'll be laughing. This is not an adventure game to be taken seriously. The graphics are top notch, with some excellent music and spot effects. It even makes those old CD loading delays worth sitting through.



CD



Shadow Of The Beast II Psygnosis £34.99

The Beast games always were a visual treat, but the Mega-CD version goes one better with some gorgeous rendered 3-D animation sequences appearing throughout the game. The weird atmosphere also benefits from a superb CD-quality soundtrack, including plenty of sampled speech when you meet other characters.

The action mainly involves running and jumping around the multiway-scrolling landscape, fighting spear-throwing woodsmen, giant axe-wielding warriors and an assortment of weird monsters. You also need to solve elaborate puzzles to obtain essential objects, and talk to other characters to get advice on overcoming traps.

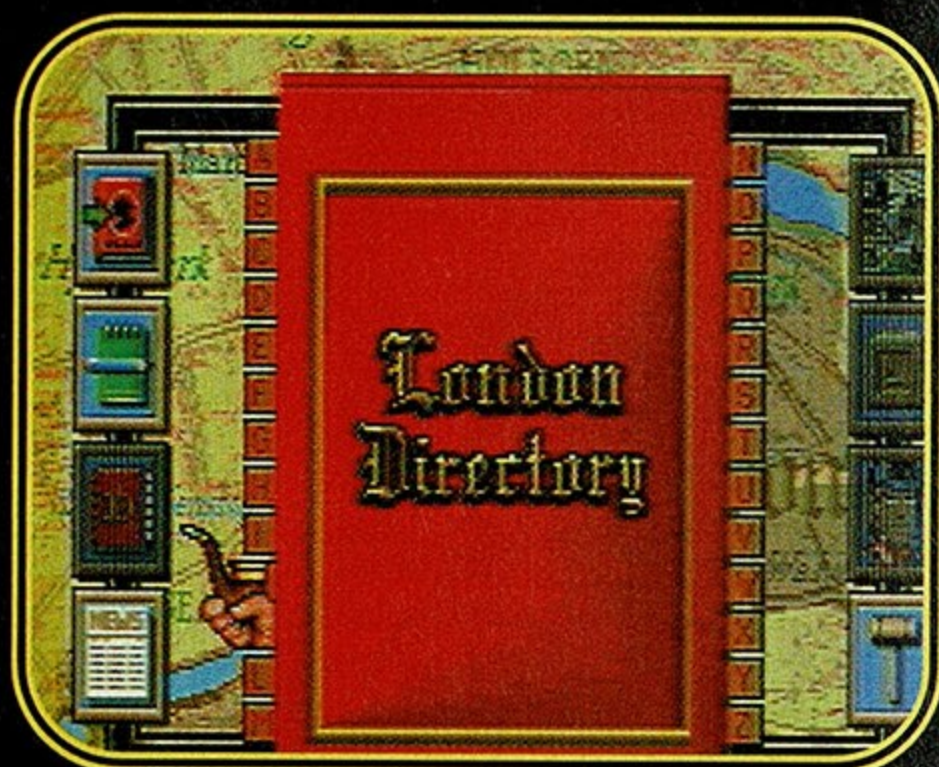
Though the gameplay remains largely unchanged from previous versions, Shadow Of The Beast II's Mega-CD incarnation is its best.



Sherlock Holmes Consulting Detective Vol. 2 Sega £44.99

Holmes returns with three more cases to solve in a neater, improved sequel. Whilst the first game was good, the additional little improvements Vol 2 has received make quite a difference.

Included with the CD is a mini-newspaper, crammed with useful info – a nice touch. While the gameplay remains largely unchanged, the in-game graphics have been improved: even the FMV sequences seem slicker. Three cases may not seem like much for a sequel, but they're all equally involving. If you liked the first outing, then this will appeal to you too.



Spiderman Vs The Kingpin Sega £Import

The Kingpin has planted a nuclear bomb in New York and framed Spiderman! Our webbed hero only has 24 hours to locate the bomb before it wipes out the city. As if that isn't bad enough, all his old enemies (as well as the NYPD) are out to get him!

Eight levels of multiway-scrolling webbery await you once you set your difficulty. Story screens lead you into each timed round, and to progress to the bosses you have to waste all the baddies on each level.

Spiderman can kick, punch and web his victims, as well as swing from web ropes. After fights, you can renew your energy back at your apartment, but this does eat up time. Web cartridges can be bought by taking photos of the bosses and selling them to the Daily Bugle.

Basically an enhanced version of the cart with nicer intro screens, and not much else apart from CD-quality sound.



Sherlock Holmes, Consulting Detective Vol. 1 Sega £44.99



Here's a novel way of utilising the Mega-CD's storage capacity and FMV capabilities. Play the role of Sir Arthur Conan Doyle's

famous detective Sherlock Holmes in three celebrated cases of murder and intrigue, by questioning characters and piecing together the clues.

The icon-driven interface is easy to use. You have a main map, a London directory, The Times archive and other reference files at your disposal. Putting your clues together will lead you to various witnesses and suspects, all of whom you'll

need to question. This is where the FMV takes over, with each character dropping clues and red herrings left, right and centre. Put the right ones together, and the beak will tell you how well you've done.

Elementary. At least it sounds simple. In actual fact, this is a tough, challenging game. What it lacks in sprite scaling and rotation, it more than makes up for in atmosphere and difficulty.

Galaxians with prettier graphics is a cruel way to describe this game, but it fits. Piloting your small craft through massive alien ships and over planets, it's up to you to destroy the unending hordes of alien craft that approach you. Although only armed with wing blasters to begin with, power-ups and a between-levels weapons-select screen allow you to build up your armaments.

Forget the comparisons to Starfox on the SNES, because Silpheed is a cut above it and in a different type of category. The big, fractal and polygon-generated planets and ships look stunning, and some of the 12 levels provide a real challenge, even if the bosses do lack a bit of oomph. Interaction with the backgrounds isn't as good as it could be, with only certain levels allowing you to really get into the graphics, as it were.

If there are any problems with Silpheed, it's the occasional jerkiness that creeps in. As a single-player blast with great graphics and sound, plus simple but effective gameplay, it's damn good, but the ultimate in shoot-'em-ups it ain't.



Silpheed Sega £44.99



CD

Sonic CD

Sega
£44.99

Sonic debuts on the CD in style in this massive 63-odd level blast. This time the evil Dr Robotnik has developed a time machine and travelled back to change the past, thus altering the future. To reverse his nefarious plans, Sonic has to travel through seven zones destroying the devices Robotnik has planted. As usual, there's a special stage, and this one is in the style of a Mario Kart race, viewed from behind Sonic as you charge around a track jumping into UFOs in order to collect precious Time Stones. Miss out on these, and it's possible for Robotnik to travel through time and replace his evil machines to alter history once more!

Each zone consists of the usual three levels, with an obligatory boss level as its last. This time, though, Sonic can run fast enough to travel through time and, by hitting either a Past or Future signpost, you'll zip through time to that era. This not only makes the game a lot harder, but also increases its life span from the standard 24 levels to 63. The gameplay is as usual, but Sonic is so playable that it's impossible not to enjoy it. A nice intro cartoon, great soundtrack and that wicked special stage are the icing on the cake.



Stellar-Fire

Dynamix
£ Import

Remember Atari's old coin-op, Battlezone? Then you'll know what to expect. The year is 2206, and the cybernetic Draxons are out to assimilate all life in the galaxy. As the commander and sole survivor of the Stellar 7 Force, it's your job to fly around the surface of various moons, blasting the Draxons to smithereens while collecting the moon crystals needed to proceed. Luckily, your ship is fairly well-armed with a main cannon, and there are hidden power-ups for you to discover throughout the levels.

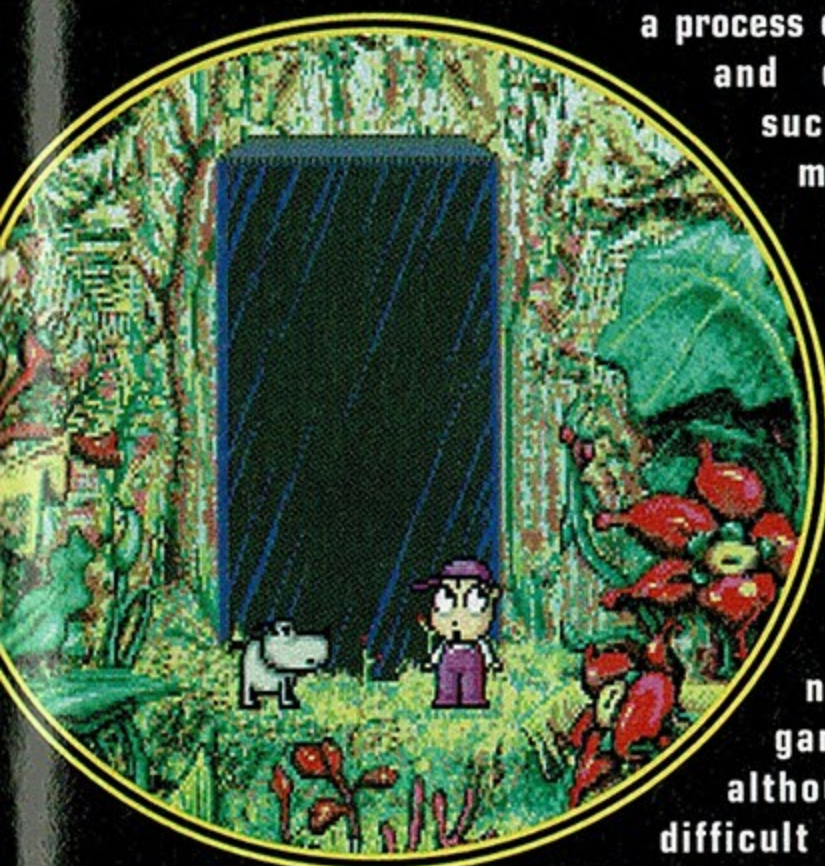
It may sound exciting, but this simplistic shoot-'em-up is extremely repetitive and laborious. All you can do is steer left and right, change speed and blast anything that moves – for some reason your space fighter can't take off. The only indication of speed is the dots that rush towards you on the barren landscape. Let's face it, the graphics are truly awful, with sparse and messy polygon enemies on a featureless moon surface. Maybe Dynamix should stick to making point-and-click adventures?



Switch

Sega
£ Import

Unlikely to ever be released officially, Switch is a wacky game that adopts a very simple one-button playing method. As the strangely drawn Switch, your mission is to get through the levels by pressing a number of switches in the right order. Some help you progress, some send you back to where you started. It is a process of elimination, and quite often success is due more to luck than skill. The graphics and crazy Japanese humour more than compensate for the random nature of the game itself, although it is difficult to see what they went mad about.



Highly original and backed up by a brilliantly varied soundtrack, Switch is definitely a game worth checking out, if only for its novelty value.

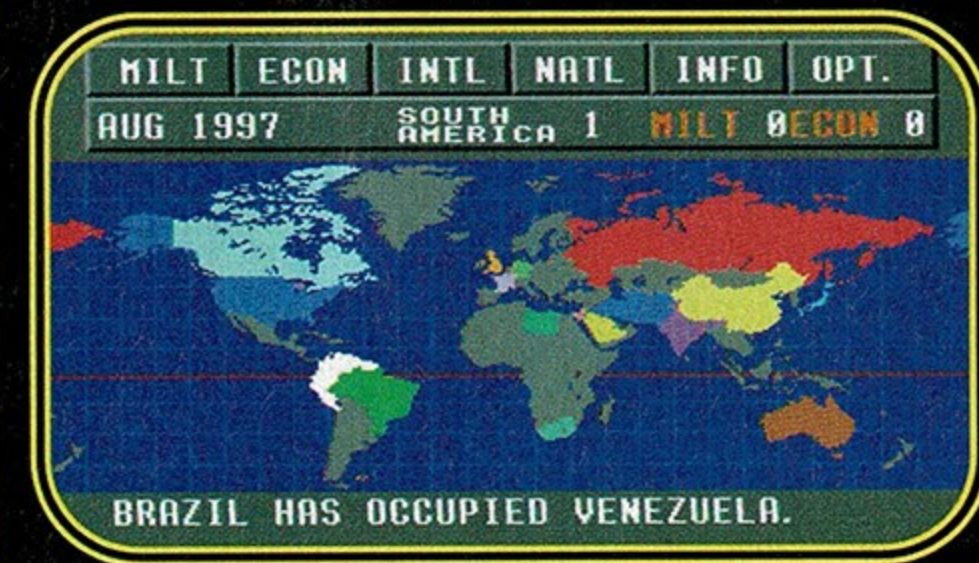
Third World War

Extreme
£ Import

As leader of any of 16 world powers (ranging from Israel to USA), your aim is to take over most of the world – either militarily or economically in five varied scenarios. However, you have to do this without provoking an all-out nuclear war, so diplomacy and economic aid is needed to placate other world powers.

Easy-to-use pull-down menus are used to make your many domestic, international and military decisions. Maintaining popularity at home isn't much of a problem (just the odd bit of media manipulation now and again), and the diplomatic options are a bit limited, so the main attraction lies in building up your armed forces and invading other countries.

Unfortunately, the isometric battle section is a bit disappointing as the tactical options are very limited, so the bigger force nearly always wins. It's a pity, as the rest of the game is fascinating as you witness the unravelling of global events.



Terminator

Virgin
£44.99

Although boasting completely different level layouts from the much earlier cartridge version, Terminator predictably uses the same platform shoot-'em-up format. You step into the shoes of gun-toting hero Kyle Reece who goes back in time to save Sarah Connor from the dreaded Terminator. It only vaguely follows the plot of the classic movie, as Kyle runs and jumps around large labyrinthine levels, blasting Skynet cronies and, of course, robotic Terminators. There are also the usual plentiful gun power-ups to find and tough end-of-level bosses to defeat.

As a standard shoot-'em-up it's all playable enough, but hardly uses the CD to any great extent. The one thing that does benefit is the thumping rock soundtrack. On the other hand, the Full Motion Video clips taken from the film are disappointingly grainy.

Not a bad blast, but a bit of a missed opportunity.

CD



Thunderhawk

Core

£44.99

At last, a real game for the Mega-CD. Thunderhawk places you in the cockpit of a helicopter gunship armed with chain guns, rockets and missiles as you fly through ten theatres of operation, each with three to five missions for you to complete on the way. From the snowy wastes of Alaska to the heat of the Middle East, your job is to avoid the enemy and destroy your primary targets at all costs. You're briefed on each mission before you start, and a map and radar screen in flight allow you to plot your course and, should you stray too far, your co-pilot will tell you which way to head.

Core Design are the first people to really make any use of the Mega-CD's sprite scaling and rotating capabilities, which means that this game really kicks. The bitmapped ground tilts and rotates while you waste texture-mapped tanks, choppers and trucks – you name it, and if it's enemy military hardware, it'll be here somewhere. Add a CD-quality soundtrack with great sampled sound, a stunning intro and simplistic but addictive gameplay, and you've got one good reason to stomp up for the Mega-CD.



Time Gal

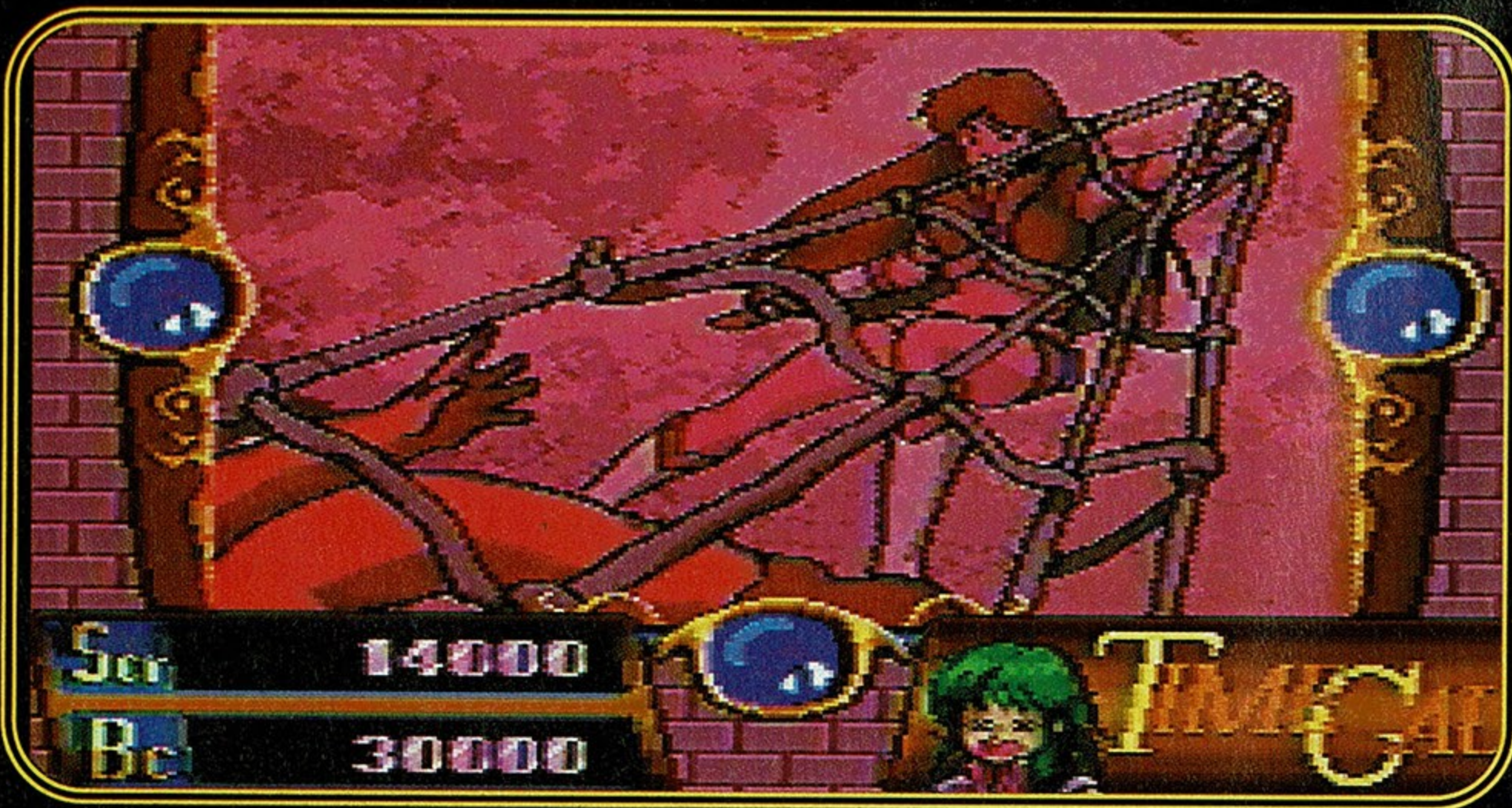
Sega

£44.99

Another cartoon game from Wolfteam, and another limited interaction point and clicker. As the title suggests, you play Time Gal, a tasty little thing with a penchant for hot pants and bikini-style tops. And, with a name like Time Gal, it's only logical to assume that you can travel through time, which you do. You're tracking a fugitive from justice who has escaped in a time machine. Naturally, this makes your job less than easy, even though you can follow him throughout the ages. Various monsters will try to block you, all easily killed with your little laser.

The control system is the same as the other Wolfteam games, although they've introduced a random element here which means that if on one stage you initially pushed to the left to move, on another game you may have to push to the right. This at least improves the longevity of the game and keeps you on your toes.

Otherwise it's all very similar to the other animated interactive games we've seen, although the graphics are slick and the soundtrack is as good as we've come to expect from those Wolfteam programmers.



Wolfchild

Sega

£39.99

Lon Chaney Jnr time, as a scientist's son is hideously mutated into a wolf and goes off to seek vengeance against his father's killers. Sound familiar? Wolfchild was a not-particularly-well-received Amiga game, long before it made it onto Mega-CD.

As sideways-scrolling platformers go, the nine-stage Wolfchild is pretty much what we've come to expect: standard gameplay, mediocre graphics and sound, with occasionally suspect collision detection. The hero is armed with various weapons, which you can power up along the way, although they would be far better if the game was a tad more challenging.

As far as utilising those old Mega-CD chips goes... forget it. Fancy intro aside, this could easily have appeared on cart instead. And what a shame it wasn't, because now it has to compare with Sonic CD. And there's just no competition at all.



Tomcat Alley

Sega

£44.99

In this visually stunning FMV game, you play a jet fighter's Tactical Officer – selecting targets and firing weapons while your pilot does all the complicated flying.

Missions include blowing up a Russian bomber, shooting down squadrons of enemy fighters, rescuing colleagues and destroying ground targets such as bridges. You are briefed on your next objective by your commander in a neat video sequence – there's even a corny sub-plot as you try to woo your gorgeous female co-pilot 'Ratchet'.

Once in the air, the action really hots up with some stylishly directed video sequences cutting quickly between the pilots and exterior views of their planes. The gameplay involves choosing waypoints, selecting enemy planes to attack, then trying to lock your aiming cursor onto the elusive target as it zips around the screen. Get it right and you see one of several neat clips of the enemy exploding.

Simple it may be, but the brilliant video clips draw you completely into the world of air combat and really get your adrenaline pumping. Not only is Tomcat Alley a visual spectacular, it's also a darn addictive game.



Wonderdog

Sega

£44.99

This was Core Design's first CD effort for JVC's Wondermega, the Mega Drive/Mega-CD combo that was launched in Japan. As such, it's something of a showcase for the MCD's storage capabilities, as the lovely animated intro shows.

Covering seven worlds, each with a series of zones, Wonderdog is another platform romp.

As with most platformers, in the final zone of each world you meet up with an end-of-level boss; in this case, they're usually very silly, too. Firing stars at his enemies, Wonderdog runs and leaps around the screen, picking up sets of ears (don't ask) to replenish his lost energy. There are heaps of secret rooms to find in this side-scroller, and the whole thing is password-coded to make life easier.

As a first attempt, Wonderdog shows the kind of thing Core had in mind for the Mega-CD, and there are obvious visual links with the Chuck Rock games. If the difficulty level had been a bit more severe, Wonderdog would have been a classic, but it's just another pretty, not very tough platform game.



Wing Commander

Electronic Arts

£Import



Originally designed for the PC, *Wing Commander* puts you in the cockpit of a high-tech starfighter. The 3-D shoot-'em-up action involves classic dogfighting against intelligent alien fighters - depicted by disappointingly blocky scaled sprites.

Unlike most other CD shoot-'em-ups you have full control of your craft so you can manoeuvre it to get behind enemies to blast them with lasers or various missiles. You can roll your ship to avoid enemy fire, alter your speed, toggle screens on your cockpit VDUs and even look around using the different camera angles. The downside of this is that the control system is very complicated, requiring many combinations of buttons, including START – it's slightly easier on a six-button joystick.

Once you get used to the controls, the dogfighting gameplay is very enjoyable. The only problem is that even with the different missions, such as escorting a huge cruiser ship, it does get a bit samey after a while.

WWF Rage In The Cage

Acclaim

£44.99

Acclaim's wrestling romp is very similar to their Royal Rumble Mega Drive cart. CD extras are limited to some grainy, colourless FMV clips of the real wrestlers in action, plus some rather better sampled wrestler introductions and hilarious pre-bout taunts.

The other main difference is that you get 20 wrestlers to choose from instead of 12 in Royal Rumble, and some of the match options are different. You get the usual one- or two-player modes, a no-ref brawl contest, plus the chance to challenge all the other wrestlers to become WWF champion. The special Steel Cage mode is actually a bit of a dud. Two wrestlers are locked in a cage and the first one to climb over the top and escape is the winner. Unfortunately, this usually lasts only a few seconds as once the opponent is floored you can easily make your getaway.

On the whole, though, *Rage In The Cage* is as playable as its cartridge counterpart Royal Rumble. All the usual WWF features are incorporated, such as gouging eyes, jumping from the cornerposts, fighting outside the ring and even knocking over the ref. It's a lot of fun, especially with two players.



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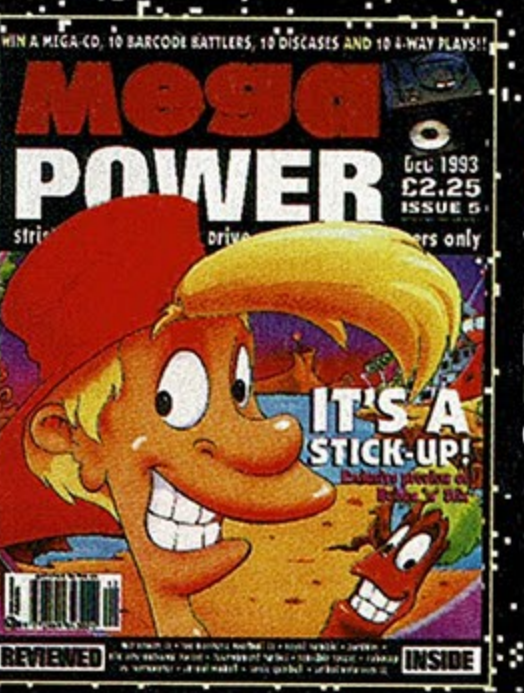
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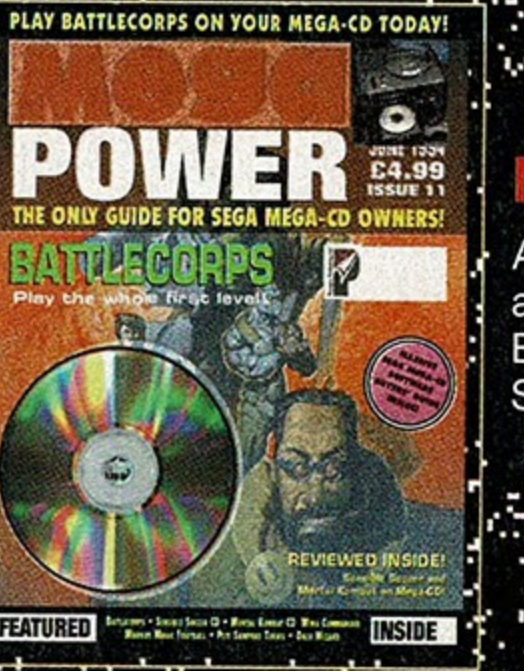


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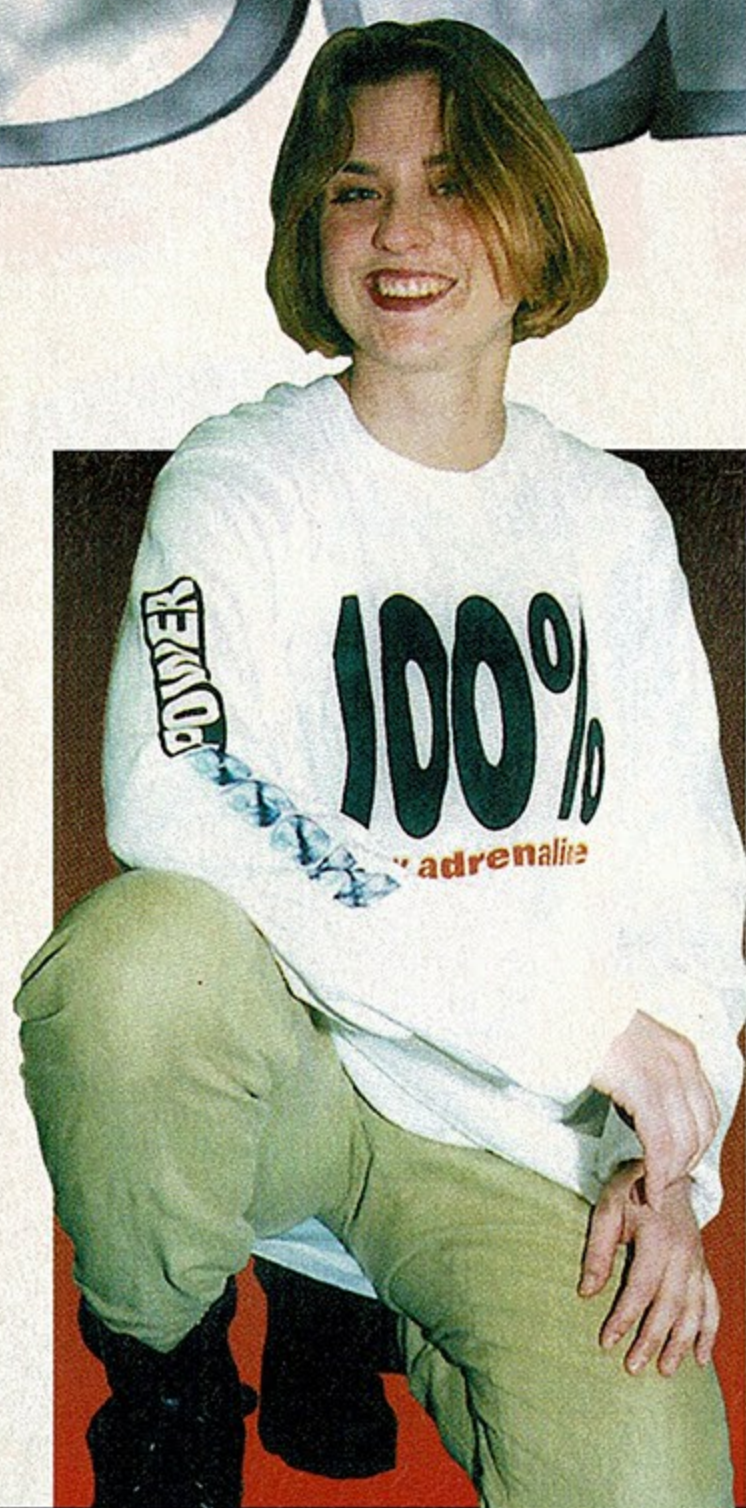
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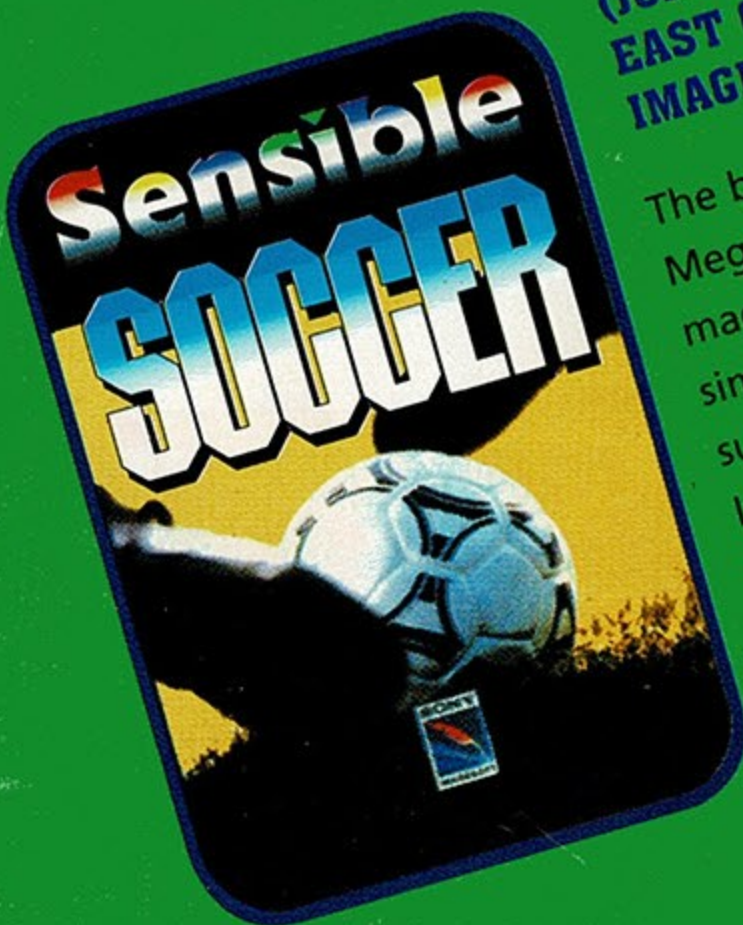
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