

FREE! 16-PAGE MORTAL KOMBAT II PREVIEW GUIDE

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MEAN MACHINES SEGA

MEGADRIVE

- SHAQ-FU
- ROCKET KNIGHT 2
- SONIC VS KNUCKLES
- ZERO TOLERANCE

MEGA-CD

- LAWNMOWER MAN
- ETERNAL CHAMPIONS
- BATTLE CORPS

MASTER SYSTEM

- ULTIMATE SOCCER

GAME GEAR

- MORTAL KOMBAT II

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STREET FIGHTER II

MORTAL KOMBAT II

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AUG NO 22

It's time to



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○ THUG ○



○ GENTLEMAN ○

take apart monsters



take apart deadly hordes



To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

take a part



○ BRIGAND ○



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take apart ghouls



take apart armour-plated
fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICRO PROSE



COVER STORY

EXCLUSIVE MORTAL KOMBAT II



Last month we broke the story, bringing you world exclusive shots of Mortal Kombat II. This month we've gone one step further giving you an amazing 16-Page pull-out on this corking game with all you could ever want to know about the characters, their special moves and their DEATHS. You want more special moves than a dozen Van-Damme films? You go it!

REGULARS

EDITORIAL 6

NEWS 8

Extra! Extra! Read all about it! Yet another MEAN MACHINES scoop! Exclusive pics and tit-bits on the Mega-32. Plus news of Sonic's new caper...

MEAN YOB 82

As the letters of complaint come rolling in, Yob rubs his hands with glee and devises more ingenious ways to offend a few more of your delicate sensibilities. Or something.

Q&A 86

How long's a piece of string? What is Bill Clinton's inside leg measurement? Do we really care? No question too tough, no poser too rough for our indomitable Ed.

PAUL'S TIPS 52

Last month Paul had a brain transplant and was, different. This month he's had a body transplant as well. Yup, we have a new tipster, our very own Paul Bufton (we made him change his name so we wouldn't have to alter the logo. His real name's Tarquin. Probably.)

MEGAMART 80

I'd like to use this space to mourn the passing of Eastenders' Pete Beale. His character was an inspiration to us all and a damn useful way of filling this buy/ swap/ sell/ section of contents.

REGIONAL SPOTLIGHT 88

Here's the pick of the crop in the mail order business — the guys with the biggest gold stars an' no black marks.

NEXT MONTH 97

Oh I don't believe this! Just get off my case, Ok? What do you want from me? Blood? Okay, you've got it!



PREVIEWS FEATURES

BUBSY 2 38

Puss in Boots went to London with Dick Whittington and became the Lord Mayor of London's pampered puss. Bubsy the Bobcat went around the place without pants and became an international TV and video games superstar. Who said porn doesn't pay?

EA SPORTS TENNIS 42

EARTHWORM JIM 44

Did you know that if you cut a worm in half it becomes two worms? Well Lucy cut a worm into four bits when she was a little girl so she could have four friends. Unfortunately, she decided to give all her new friends a bath and they all drowned so she had no mates — still, it was only a matter of time before they started ganging up on her, anyway. Some things never change. Anyway, here's a new game about a worm in a magic suit.

SUPER STREET FIGHTER 18

You may have heard something about this. Apparently, this is a conversion of one of those popular, new-fangled 'arcade games'. Yes, that's the term. It allows you to fight people from other countries, apparently. How brutal...

SHAQ-FU 28

The American basketball hero bags his own Megadrive game in a slamdunk-free beat 'em up — billed as EA's biggest launch of the year and lookin' hot, hot hot!

LAWNMOWER MAN CD 34

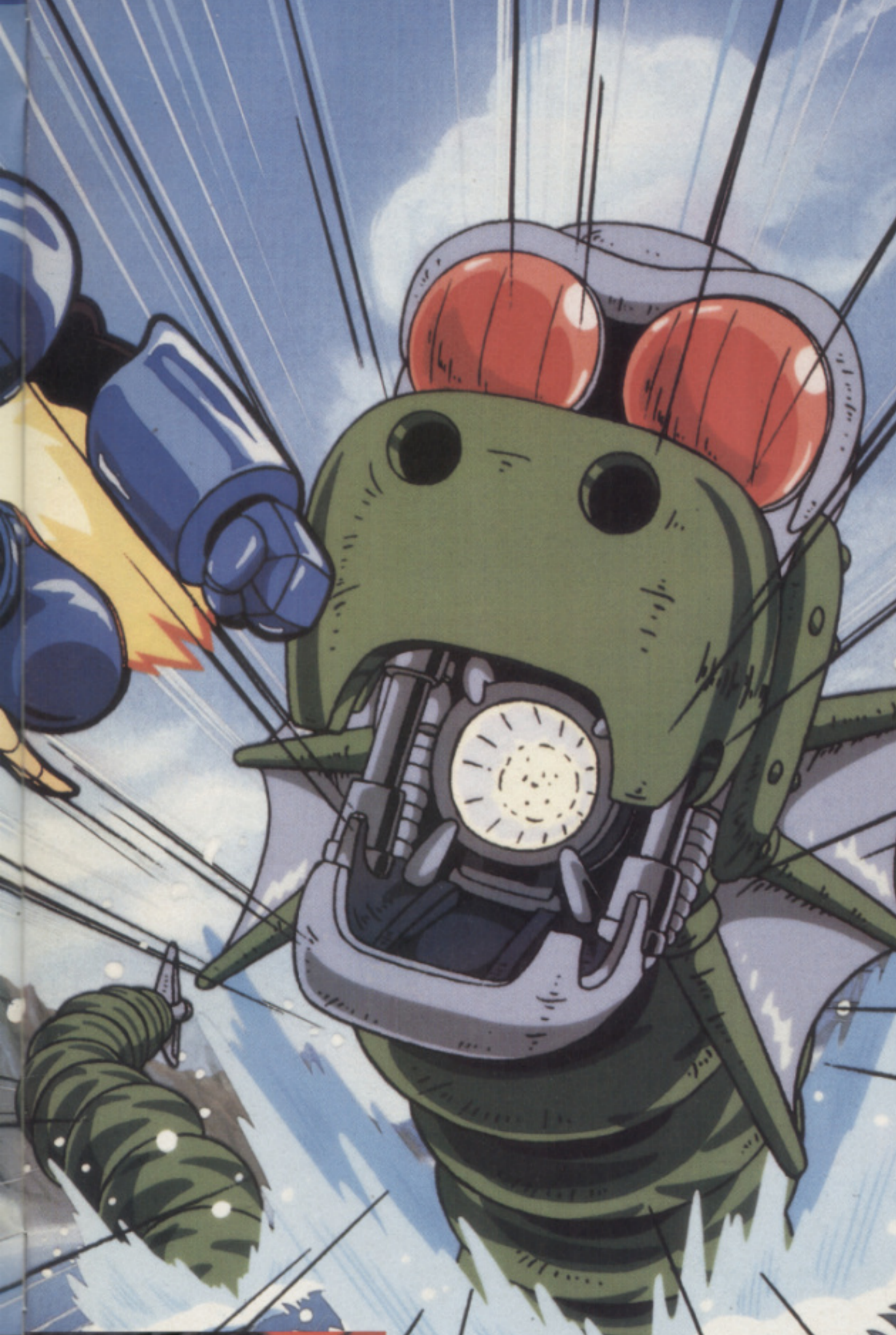
Can SCI bring a new dimension to Mega-CD gaming? Well they've certainly tried, with Cyberjoke causing havoc for the long-suffering Doctor Angelo in this mega-looking shoot, beat and platform 'em up brought to you exclusively by MEAN MACHINES SEGA.

EXCLUSIVE

EXCLUSIVE

EXCLUSIVE

MEAN MACHINES



REVIEWS



MEGADRIVE

OUTRUNNERS 64

Mediocrity at its most average comes to the Megadrive in this desperately dull racer.

BODY COUNT 68

Shooting lots of things and then shooting some more things and then doing some shooting is the varied name of the game in this new Menacer attempt from Sega.

COMBAT CARS 70

HARDBALL '94 76

Accolade are struck down with the dreaded sequelitis as this oh-so-different-from-the-last-one-and-one-before-honest baseball offering gets the MEAN MACHINES treatment.

MAGIC BUBBLE 78

CAESAR'S PALACE 79

EXCLUSIVE

EXCLUSIVE



MEGA-CD

BATTLECORPS 60

Core Design's

Thunderhawk was fab-looking but a bit lacking on the gameplay front. This second offering, based on the same engine suffers no such drawback. Turn to our EXCLUSIVE review for the drool-some facts.

YOUR PAINT 74

Aaah! Cute lickle ponies an' witches an' wainbows and fings to paint with the Mega-CD's huge colour range.

EXCLUSIVE



MASTER SYSTEM

ULTIMATE SOCCER 72

Sorry folks, only one Master System game volunteered for a good going over this month and unfortunately it was this tawdry little footy game from Sega.

INSIDE SEGA AMUSEMENTS

90

MEAN MACHINES take up the invitation to interview Kenji Horii, Sega Amusements' big cheese in Britain. The first news on arcade releases of 1994.

SPARKSTER

ROCKETKNIGHT ADVENTURES 2

24

The wee, blue, upside-downy, Konami creature of Rocket Knight Adventures fame is back again in his second Megadrive jaunt with all-new special moves, and bosses which have to be seen to be believed...

EXCLUSIVE

WHODUNNIT

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Employees and their relatives of EMAP IMAGES are not eligible for competitions. Any found trying to sneak an entry in will be surrounded by our Daleks and Autons and eliminated — pzzzzt Argggh!

GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 5 and 6. And 7.

5. How many people were Tangoed by the Still Tango ad? 6. How many times must the cannonballs fly, before they're forever banned? 7. Why did Debbie McGee marry Paul Daniels?

DINGBATS MESSAGE

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#▼●●! *#□*#*▲▲

EDITORIAL



STEVE

It's Mortal Kombat II overload this month, as we get to grips with this stunning-looking sequel. What's more, not content with that, we've also managed to cram Super Street Fighter into this packed issue. Talking of which, you may have already seen a handful of reviews for the Megadrive version by the time you read this. If you're wondering why we haven't reviewed it, the answer is because at the time of writing it was far from complete. Whilst other mags always go on about their integrity and not reviewing incomplete games, all of a sudden they're willing to break these rules because of Super SF. If we'd wanted to review it we would have asked Jaz to do the honours for us, but this would have meant only one person saw it and MEAN MACHINES doesn't work like that. Needless to say, the full review will appear next issue — ensuring you'll get the definitive review, not some apology copied from one article sent from the States. Until then, see you next month me old muckers...

STOP GUS AND GET ONE!

Listen up for the chance to win Konami goodies on the spot! Mark **SATURDAY THE 9 TH OF JULY** on your calendars. On that afternoon Gus will be on **BRIGHTON PIER** with a gaggle of Konami goodies in his Sega bag. Just approach him (nicely) with a copy of **MEAN MACHINES** and say "Castlevania is so wicked, the very vegetation is alive with evil. Give me my prize". If you are one of the first five readers to find Gus, he'll hand you a Konami cart there and then!

WILD CHILD



If you've skipped Editorial this month you may have thought there's an imposter in the magazine, going by the name of Paul Bufton. Fear not, he's the new official and fully approved Staff Writer person. After being kidnapped in Devon, Paul was subjected to our brain-washing procedure (24 hours of playing Pelé continuously) until he swore undying loyalty to Lord EMAP. Now you'll find him writing reviews and running to the shop for lollies. 'Rah!

RIGHT DOWN THE TOILET!

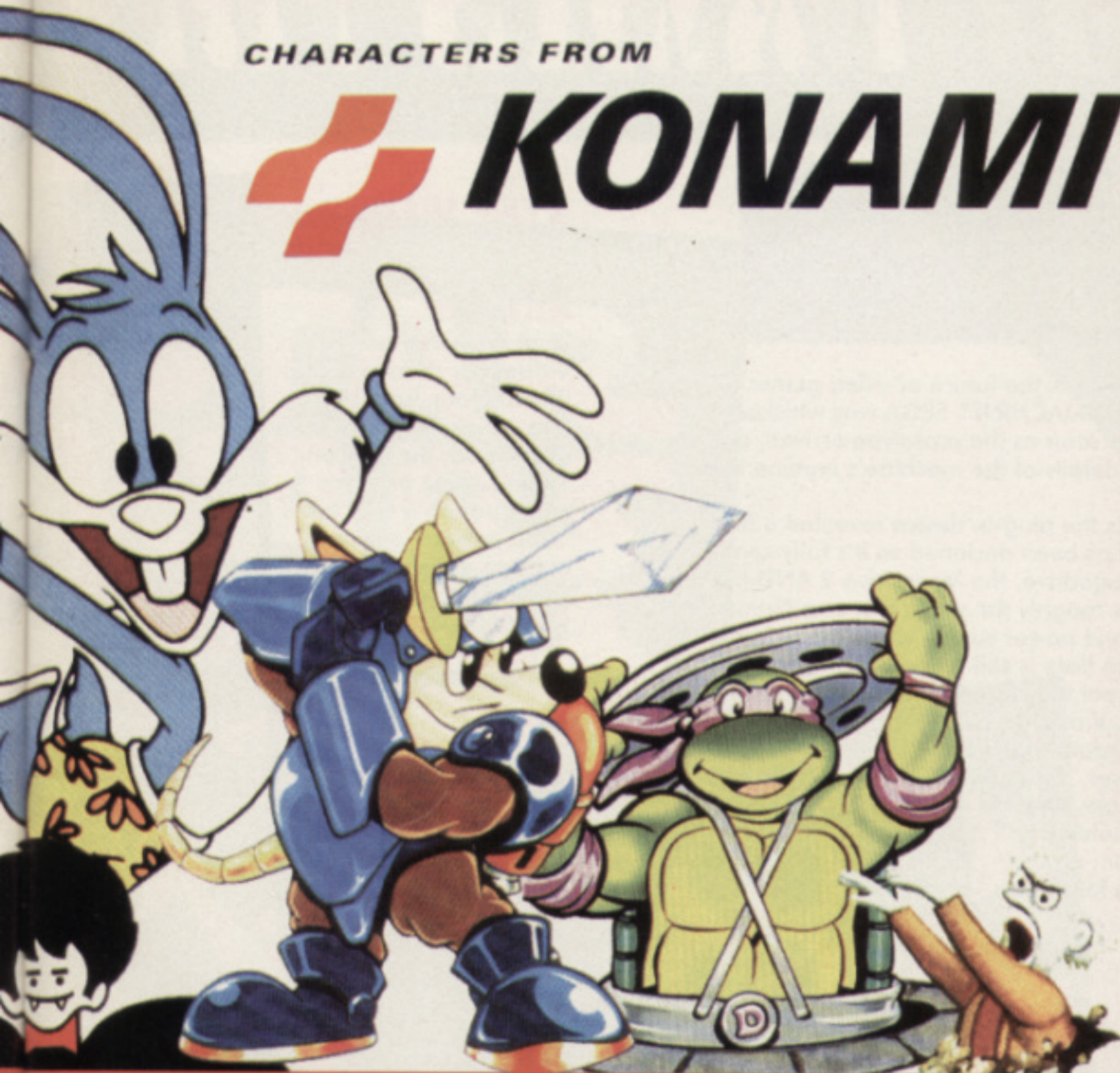
Whoops! MEAN MACHINES had a little accident last month, and has been quite rightly brought to book. In our arcade booklet (page 15) we captioned the AS-1 simulator as not to be confused with a certain brand of portable WC. Of course, this brand name is the exclusive trademark of Portakabin. As we had mis-used the trademark they sent us a firm, but polite, letter telling us to bog off! (reprinted). We hope that no confusion has arisen as a result of our crappy little caption. And from now on we shall describe all such units as Temporary Jobby Receptacles. Oh, and let's just grass up 'Loaded' magazine, who made a joke like ours in their contents.



EDITORIAL

CHARACTERS FROM

 **KONAMI**



THE VINYL INSULT

After last month's plea, we're gratified that the crap CDs are beginning to trickle in. This month's vote goes to John Trudell 'AKA Graffiti Man' (sent by Dave Dent, Northshields). He's a musical red indian type, but he can't sing so he sort of mumbles profoundly to each dreary track. At least last month's entry had some prat interest.

JOHN TRUDELL



AKA Graffiti Man

NUTJOBS

In the period of this particular sideral division (month), the team would like to reveal the tears of the clown; their favourite funny person and jokes...

STEVE MERRETT

Steve's choice of 'fave' variety rib-tickler is Les Dennis. The Family Fortune's host with the first name as a surname and a shortened girl's name as a first name, is marginally funnier than Alan Titchmarsh hosting Songs of Praise. There were better days, when Les dressed like a Teddy boy and mugged along to old partner Dustin Gee (who tragically died but whose spirit lives on as drag act Lily Savage).
CHOICE GAMES:MKII, Super Streetfighter



LUCY HICKMAN

Associate choice goes to 'Have I got news for you' team leader and occasional Imperial Leather plugger Paul Merton. Another uncanny coincidence, since Merton writes material for flamboyant performer Julian Clary, and the Passport Photo Resemblance Committee have studied Lucy and Julian's portraits and noticed... "Paul's best because he cracks up all the other comedians at the Comedy Store," explains Lucy.
CHOICE GAMES:MKII, Micro Machines 2, Dune II



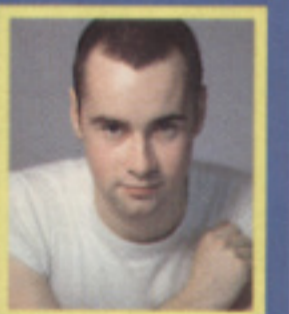
OZ BROWNE

"Oh er, missus," said Oz to the question, immediately revealing his devotion to classic innuendo comedian Frankie Howard. Sadly, Frankie is another of the many comedians to suffer that intriguing phenomenon: death. Very much alive is Oz's second choice, 'Page Three Stunna' Gayle Tuesday, the Essex 'modele' with a Ford Fiesta and even more up front.
CHOICE GAMES:Alien 3, Super Streetfighter, Daytona



ANGUS SWAN

Gus has a soft spot for fat, foul-mouthed feminist Jo Brand, who refuses to shut her cake hole: "We're two of a kind really. Though I'm not quite as obese as 'Ms Beer and Tabs 1994', we share the same ironic sense of humour and a partiality to chocolate eclairs. I remember Jo telling us how she tried to lose weight by having her jaw wired up...but she got sick of trying to stuff Mr Kipling's raspberry fancies through the steel netting".
CHOICE GAMES:Theme Park, Battlecorps



CLAIRE COULTHARD

"French and Saunders are absolutely fabulous," says Claire. Actually, comparisons have been made between Britain's top female 'laffs' duo and the nation's premier Sega mag girlie pairing — Claire and Lucy. This is because at parties they both like to copy the sketches where F&S make a fool of themselves on the dancefloor. At least we think they're copying...
CHOICE GAMES:MKII, Battlecorps



PAUL BUFTON

Eerily, Paul plumps for (obscure) American comedian Bill Hicks, who has also joined the legions of dead humourists. Bill's act involved going to the pub and getting tipsy. A lot. Which explains why he's entertaining the daisies now. On these shores he chooses the risqué Julian Clary as laughmeister. With his taste for Cinzano, how long before he's pushing up the pansies?
CHOICE GAMES:MK II, Battlecorps



MEGADRIVE

FIRST GAMES FULL

- NEW GAMES
- BY SEGA
- MEGA 32

Cop a load of this! This is the future of video games — the Megadrive 32. MEAN MACHINES SEGA was whisked into Sega's UK offices as soon as the prototype arrived, and we can reveal the first details of the machine's imminent release.

The Megadrive 32 is the plug-in device revealed a few months back, and has been designed so it's fully compatible with the original Megadrive, the Megadrive 2 AND the all-new MultiMega. It's roughly the same size as a Game Gear, and requires a second power supply which plugs in the back. A November release date is still being pursued, and MEAN MACHINES can reveal that seven games will be available at the time of release. Virtua Racing Deluxe and Virtua Fighters are old news, but details of the latest projects make for exciting reading. However, Virtua Fighters isn't likely to become immediately available, and Daytona sadly probably won't make it to the system now. Catch a load of the following:

CYBER BRAWL

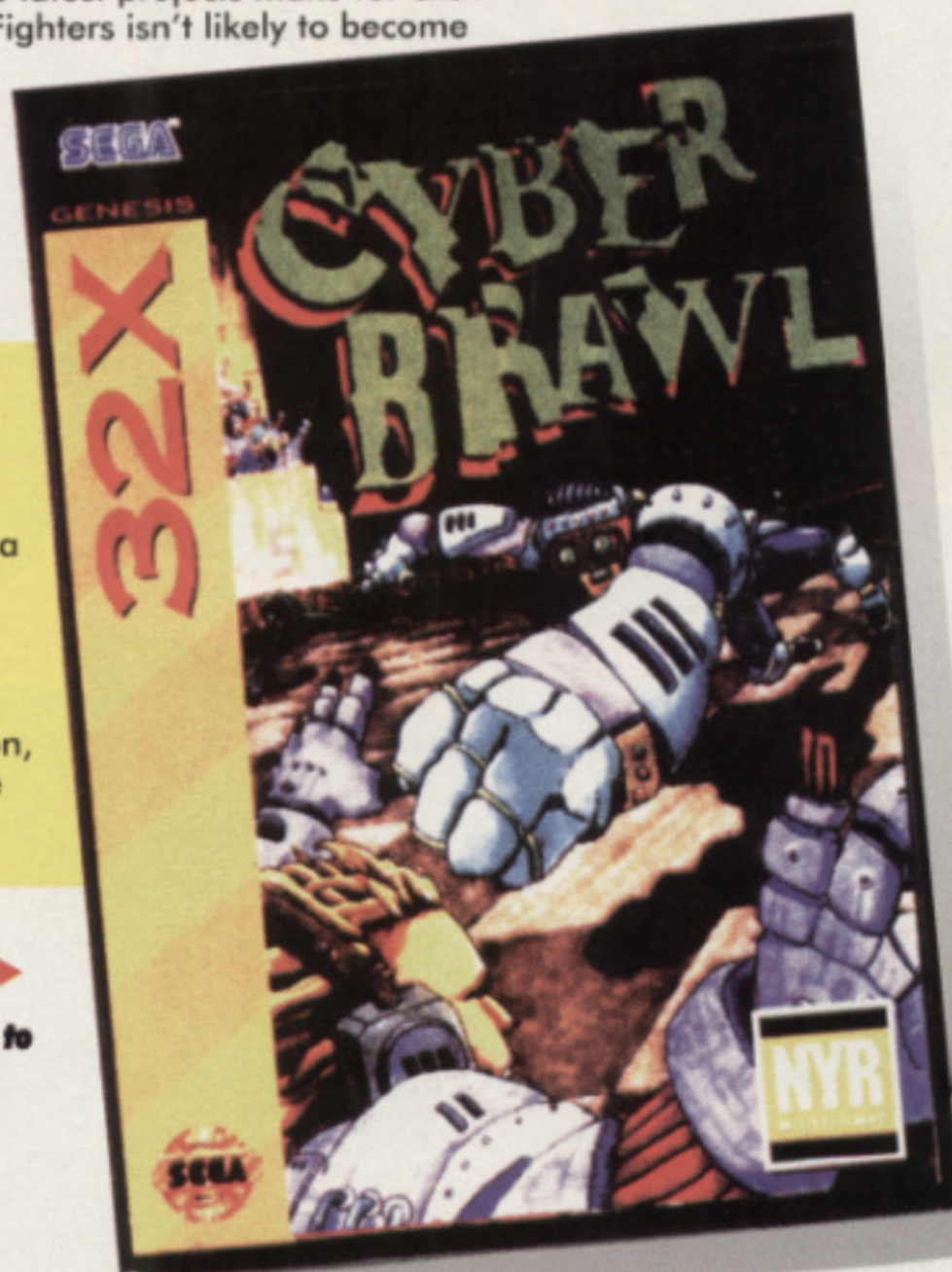
To complement Virtua Fighters, this really rough combat game (described as a '3D in your face smash-o-rama') will be an early Megadrive 32 game. 32-Bit power means the ability to zoom in and out of the action, incredible use of perspective and speed.

The boxes shown on these pages are from the American versions. Expect the UK versions to run along similar lines, though.

STAR WARS

ARCADE

Inspired by the new Virtua Star Wars coin-op, this is a four-level shoot 'em up which will be a flagship for the new unit. As an X-wing pilot you play through a fully textured polygon environment to a climax at the Death Star. We are really hot about this one!



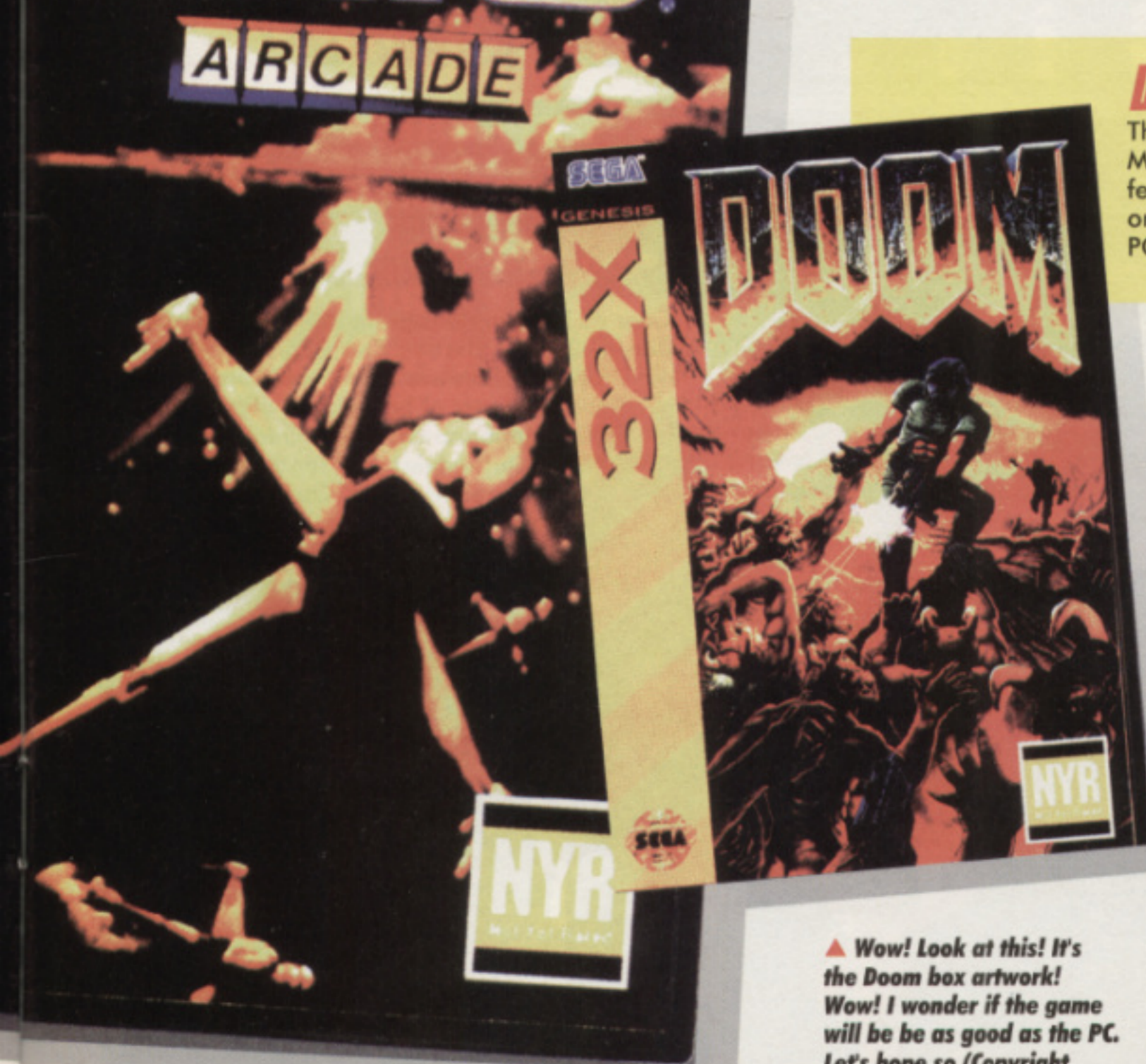
NEWS

MEGA DRIVE 32 BY REVEALED



STAR WARS

ARCADE



▲ *Wow! Look at this! It's the Doom box artwork! Wow! I wonder if the game will be as good as the PC. Let's hope so (Copyright Banal Captions Ltd).*

DOOM

The classic PC hunt and kill game is to be ported onto Megadrive 32 almost in its entirety. Hailed as the perfect mix of graphical excellence and playability, Doom on the Megadrive 32 should have all the speed of the PC version.

MORTAL KOMBAT II!

- NEW GAME
- BY ACCLAIM
- MEGA 32

As soon as the Megadrive and Game Gear versions of MK2 are complete, Acclaim are set to commission Probe to translate the games over to the Megadrive 32 and Saturn systems. A release date hasn't been set yet, but Probe are confident the resultant conversions will be arcade-perfect! That means that Megadrive 32 owners could well be the proud owners an arcade-perfect conversion — and one which could well be out in time for Christmas! Acclaim are keeping very tight-lipped about the 32bit versions, but it should be announced officially within the next few weeks.

We'll be keeping a very close eye on this promising conversion, and as soon as there's something to see, you'll see it here...



FLIPPIN' MENTAL

- NEW GAME
- BY GREMLIN
- MEGADRIVE

Gremlin's sequel to Zool is now masquerading under the name of Mental Mayhem and should be hitting our screens some time in October. Details regarding the Ninja From The Nth Dimension's return are a little scarce, but Gremlin are opting for a more arcade/ adventure slant than before, with the player getting to grips with a series of object-related puzzles as they scour the scrolling play area.

WHAT THE DIVIL...

- NEW GAME
- BY GREMLIN
- MEGADRIVE

It has been a little quiet on the Gremlin front of late, but the Sheffield wonders are busying themselves converting their PC arcade/adventure Lil Divil over to the Megadrive. Divil stars a dog-like creature out to find an escape route from the labyrinthian play area based on Hades. A series of corridors form the core of the play area, but doors lead off into a series of sub-games which must be completed in order to advance towards an exit. As of yet, Divil is at a decidedly embryonic stage, but Gremlin are aiming for a November release

RAWK AN' RAWLLLLL

- NEW GAME
- BY VIRGIN
- MEGADRIVE

As mentioned a while back, Interplay's Rock'n'Roll Racing is being converted to the

Megadrive, with Virgin currently tuning its engine and adding the finishing touches to its stunning soundtrack. Rock'n'Roll Racing is an isometric affair with the player choosing from a series of drivers and trucks before taking to a series of obstacle-laden circuits. As is the norm, the basic aim is to scoop as much prize money as possible by being the first past the post, and using the dosh to buy extras for your vehicle. At present, Rock'n'Roll is 30% complete, but a full preview should follow imminently.



DIDDLY-DUM, DE DIDDLY-DUM...

- NEW GAME
- BY SEGA
- MEGADRIVE

Although no longer on our screens, a little dicky bird tells us that Sega is busy putting together a game based on the BBC's most famous time-traveller, Doctor Who.

With the TV programme apparently about to undergo the Spielberg treatment and return to our screens sometime in the near future, Sega has taken delivery of a number of reference pieces to start putting together a background story.

What aspects of the 30-year-old programme make it into the proposed Megadrive game haven't been decided, but we'll have more details as they materialise.

MINI HEROES

- NEW GAME
- BY SEGA
- MEGADRIVE

One of the greatest Megadrive blasters of all time is coming to the Game

Gear Sega announce an imminent conversion of Gunstar Heroes. Once again the two mopped killers are set to wreak havoc against all manner of bosses and alien baddies. As for the game's appearance, Game Gear Gunstar Heroes is very smart indeed, but Sega UK has yet to announce the game's release date. Our breath is well held... bated...





CARTOON CORNERING

- NEW GAME
- BY EMPIRE
- MEGADRIVE

Reaching itself for an Autumnal release is a Hannah-Barbera race game from Empire. The as-yet unnamed game, pits the likes of Top Cat, Huckleberry Hound, Yogi Bear and Quickdraw McGraw against each other in a weird cross-country race.

The precise nature of the game or characters Empire are planning to use hasn't been set, but it is believed Empire is planning to use a horizontally-scrolling play area in order to avoid comparison from Core Chuck Rally and Codemaster's similar Dino Racers.

PICKERNICKING

- NEW GAME
- BY EMPIRE
- MEGADRIVE

in life is to eat the former whilst simultaneously avoiding the latter. All the usual Yogi favourites make an appearance — Ranger Smith, Booboo, etc — and the action takes Yogi from the relative safety of Jellystone into alpine and rock-based stages. Empire has yet to set a release date, but we'll keep you posted.

Hey-hey-hey, Booboo! Jellystone Park's most famous resident is about to hop, skip and jump his way onto the Megadrive, as Empire convert its Super NES game over to the system. A scrolling platformer, Jellystone has been littered with a mixture of picnic baskets and deadly creatures, and Yogi's goal



ZERO DOOM CLONE

- NEW GAME
- BY ACCOLADE
- MEGADRIVE

The PC blaster Doom has been riding high at the top of the charts for weeks now, and the MEAN MACHINES crew has been waiting in vain for a Sega version. We won't get an official one until the Megadrive 32 arrives, but in the meantime Accolade has popped up with a similar first person perspective shoot 'em up for the Megadrive — Zero Tolerance. You, as one of a crack US Army defence squad, have been dropped on a space station which hostile aliens and terrorists have taken over from where they plan to destroy the Earth. The idea of the game is: If it moves, shoot it. To achieve this feat, you wander around the various levels of the space station, explor-

ing rooms and corridors, entering lifts, going up and down stairs and nosing around the various nooks and crannies. There are numerous weapons to pick up to fend off the foes including rocket launchers, handguns, laser guns, shotguns, hand grenades and booby traps. Due for release in the autumn, Zero Tolerance features 40 levels and although on its own it's a one-player game only, it's the first game where two players will be able to link up two Megadrives and play either co-operatively or competitively. This is already proving to be addictive stuff but we'll bring you a full review in a future issue of MEAN MACHINES SEGA.



▲ We really like Doom. It's about the only reason we'd use a PC. There's something about using a chainsaw in a video game — I think we're a bit sick.

VIRGIN GET LUCASARTS!

- NEW SIGNING
- BY VIRGIN
- ALL FORMATS

Those crafty beggars at Virgin have swooped in and secured a deal to release every Lucasarts game for the foreseeable future! The chaps behind Zombies for Konami and the Monkey Island series,

Lucasarts have a reputation as one of the leading console and CD developers.

The first games to see the light of day as part of the deal are likely to be the long-awaited Rebel Assault, with the Mega-CD version of Monkey Island officially released at long last. Details of anything past these, though, has yet to be announced. Needless to say, our ear is stuck to the ground for more info...



WIN! VORTEX BALLS GALORE!

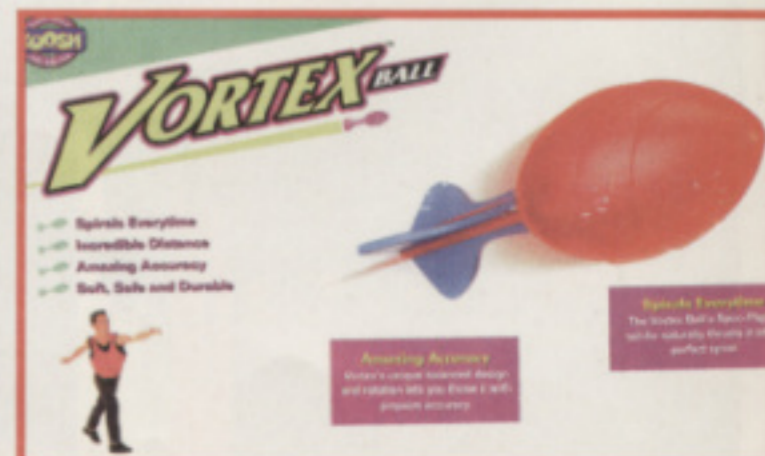
- COMPO
- BY VIVID IMAGINATION

It's summer and the days are getting longer. Dogs are out crapping in the park, and numerous kids are whining because they can't have another 99 with an extra Flake. Even so, it's a perfect

time for going out and catching a few rays in between sessions on your console.

To celebrate the arrival of summer, we've got 10 Vortex Balls to give away as a bit of a laugh — courtesy of Vivid Imagination. A Vortex Ball is basically a rubber mortar bomb which is aerodynamically designed to give the user better throwing powers. They work, too, as poor old Tom Guise from Sega Mag has found out to his cost! If you want to win one, send us a photo of a member of your family in their most ridiculous beach wear — the dafter, the better. We'll print them, and you can have a prize! Simple, eh! Mark your entries:

BEACH BUM ALERT!
MEAN MACHINES SEGA
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU



▲ Not a moment goes by without someone in the office being hit by one of these... Ouch!

JOBE RETURNS

- NEW GAME
- BY SCI
- MEGA-CD

Even though SCI's Mega-CD conversion of *The Lawnmower Man*



(revealed exclusively in our three-page work in progress elsewhere in this issue) hasn't hit the streets yet, the Battersea-based firm are already working on a pair of CD sequels.

Whilst the third game hasn't even been given a name yet, the second has been christened *Cyberwar*, and sees Angelo once again entering Jobe's VR lair to try to end his menace. However, Jobe has created a series of mean mates — including a gun-toting reptile called Ernie.

Rumour has it that once again its onto the breach of platform and puzzling action with rendered sprites being the order of the day but we'll bring you more info when we get it.

ETERNALLY YOURS

- NEW GAME
- BY SEGA
- MEGA-CD

Fans of Sega's *Eternal Champions* will be pleased to learn that four new characters are on their way — but only on the forthcoming Mega-CD conversion. Sega has tweaked the existing cartridge version and the result is this souped-up CD.

More effort has been put into making the game's computer-controlled fighters more intelligent, and each character will also benefit from more moves. What's more, Sega have also hidden two extra characters in the game, but finding these is believed to be extremely tough. *Eternal Champions CD* has a provisional release date of October, but it may only be available via importers.



DINNA-DINNA-DINNA-DINNA

- NEW GAME
- BY SEGA
- MEGADRIVE

Fans of Batman's new cartoon adventures will be jumping out of their Batpants, as Sega unveil a new Megadrive caper starring both the Dark Knight and young Robin. As far as we understand it, the game is a platformer, with the



dynamic duo taking on Gotham's finest foes: ie The Riddler, The Penguin and, of course, The Joker. Expect plenty of cartoon-quality graphics, and Pows and Kabooms galore. It'll be swooping down just in time to land in your Chrimbo stockings — ironic really, considering Batman wears tights.

POWER RANGERS

- NEW GAME
- BY SEGA
- MEGADRIVE

Anyone daft enough to be out of bed by 9:30 during the school holidays will already be

familiar with the *Mighty Morphin' Power Rangers*. A gang of American teens with nothing better to do, they don silly crash helmets and suits and battle the forces of evil. In between flossing their teeth and having bonding sessions, that is. Sega are set to offer you the chance to become one of the mighty morphers as they unleash a *Power Rangers* game later this year. There's no firm details as of yet, though, but rest assured we'll have more info as and when it becomes available.



GOSSIP

Whisper, whisper. Oh yes, the Sega gossip channel is as busy as ever with those jolly chaps at Konami our first port of call. Word reaches us that the ever-busy Japanese development team are currently playing every race game they can find as they start work on a new 3D racer. There's no release date as of yet, but we'll be checking Konami periodically for fresh skidmarks. On to Sony now, who have recently acquired the licence to Kenneth Branagh's forthcoming *Frankenstein* film. There's no details regarding what the game will look like, but apparently the film is looking pretty smart. Let's just hope Robert DeNiro's method acting skills don't see him stitching different body parts on to his! Over at EA, the Langley lads and lasses are rumoured to be looking into arcade development. Expect an announcement soon, but their biggie of the year — *Shaq-Fu* (featured this ish) — is rumoured to be one of the first.

On the Sonic front, word reaches us of a proposed idea for *Sonic 4* whereupon, old Sonic carts can be plugged in and 'remixed' into new levels! Nothing concrete yet, though. Actually, innovations on the cartridge front are starting to happen as Capcom are rumoured to be releasing updated conversion of their first three *MegaMan* games for the Megadrive. Similarly, we also hear that Telstar are set to bundle *Micro Machines*, *F1* and *Road Rash* onto one cart. Again, however, it's just what a little bird told us...

We're also hearing stories that Mancunian giants, Ocean, are taking a long hard look at the Sega market with the intention of acquiring a Sega licence. Full details, however, have yet to be confirmed by them, though. Well, that's all for this month, see you next month with a larger CES gossip bonanza... Pip pip.

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With the advent of Tiny Toons Acme All-Stars, the current Basketball fever shows no sign of abating. Ever ones to realise a trend, FoxVideo are on hand to unleash another slam-dunking video on to the unsuspecting public. Chicago Bull Three Peat follows the Chicago Bulls as they swept to snatch their third consecutive NBA championship. Not only do you get to see their on-court prowess, but the video also takes you behind the scenes with insights into training and pep-talks. If you're a Basketball nut and want a copy, you can either buy it or win one of six we have on offer. Once again, dear readers, it's question time...

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 A. Charles Barkley.
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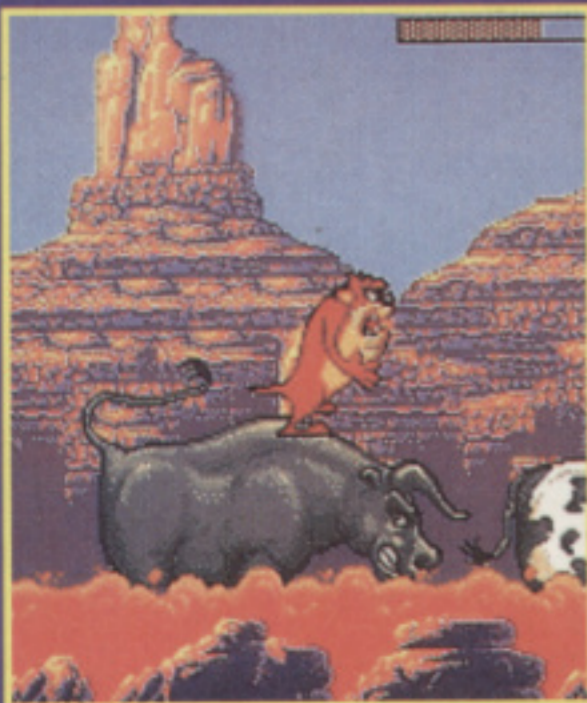
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SEGA CATALOGUE

TAZ AUTOMATIC

- NEW GAME
- BY SEGA
- MEGADRIVE

Following his lengthy Megadrive vacation, Taz is set to return in a new platformer. Taz: Escape From Mars is a six-level game which sees our whirling hero locked away in a zoo on the planet Mars. Using his incredible spinning skills, he has been left to make his way home, taking in the sights of Mexico, a haunted house, and Atlantis along the way. Taz boasts new special moves which, amongst others, allow him to plough through walls and spin up walls. A 16-MEG cart, expect Taz to return in time for Christmas.



Coming October 1994

SONIC VS KNUCKLES

- NEW GAME
- BY SEGA
- MEGADRIVE

Sonic's back! And this time he's battling Knuckles as the spiky twosome get to face-off in a game of their own! Lining up for an October release, Sonic Vs Knuckles is believed to be another platformer, but Sega are more tight-lipped than somebody who has just eaten 200 chilies. Ah well, more news next issue...



ENTERTAINMENT USA



Jaz reports on what's going on in sunny Calif-for-neeeeeeeay...

Greetings from the land of shake and bake! Having been through a couple of earthquakes (believe me, it wasn't anything as bad as the news would have you think), I thought it was time to get off my lazy fanny (that's the American word for bum) and tell you what's going on here in the hazy, crazy world of US video games.

And the answer is, not a lot. Not at the moment, anyway. The Chicago CES Show will have been and gone by the time you read this, and that's when the companies like to surprise everyone by unleashing their best products on to an unsuspecting public. Consequently, there's slews of mediocre stuff coming out right now, with all the really good stuff being kept under wraps until the end of the month... bah!

Still, that's not to say that there's nothing going on. The really big rumour that's currently sweeping through the US games industry like wildfire started, in all places, in top financial US newspapers, and claims that EA and Acclaim are about to merge! Whether or not this is true remains to be seen, but if it does happen, it would make for one awesome mega-company. I'll keep my ear to the ground for further developments...

On the games front, the hot news is all about the latest Saturn games, even though they're still in a very embryonic stage at the moment. Most stuff you'll already know about, but there's also a rumour circulating that Saturn Virtua Fighting will feature more moves and better playability than the arcade version! This is because, surprisingly, the coin-op wasn't that successful, beaten to the takings by Super SF and MK2. Speaking of those two monster fighters, Super SF is out here in July, and MK2 follows a couple of months later. Super is looking well tasty, but weighs in at a vast 40-MEG, and MK2 is equally hot at a lower 24-MEG. Which will sell the most? Personally, I reckon it'll come down to the price.

Another rumour is that Sega have Sonic 4 ready to rock 'n' roll for September. It'll feature more platforming action but this time with a rather neat idea: you can plug previous Sonic games into the Sonic 4 cart and it remixes them! This sounds a laff and a half to me, and if the rumours are true it would bring new life to all those past Sonic carts. Other hot things States-side, are Namco's Nebularsay coin-op, the last episode of Star Trek: TNG, which is a stunning two-hour episode called 'All Good Things...', and the forthcoming Trek spin-off, Voyager. On the movie front, Mel Gibson's Maverick is really great, Beverly Hills Cop III is more of the same, but worse. The Crow is top-per, but the biggest disappointment is The Flintstones which is cheesier than a feta-filled Sumo warrior's jock-strap. Also, Speed — a new Keanu Reeves film, about a booby-trapped bus is brilliant. And it has got Sandra Bullock from Demolition Man in it! We've also got True Lies coming up soon which sees Arnie and James Cameron teaming up — and looks stunning. What's more, Arnie and Cameron are soon to start work on T3 which has a \$150 million budget and even more spectacular FX. I can't wait!

Anyway, I'm off for some more beach-related excitement, and will be back next month with more news and gossip from the CES show.

See ya!
 Jaz

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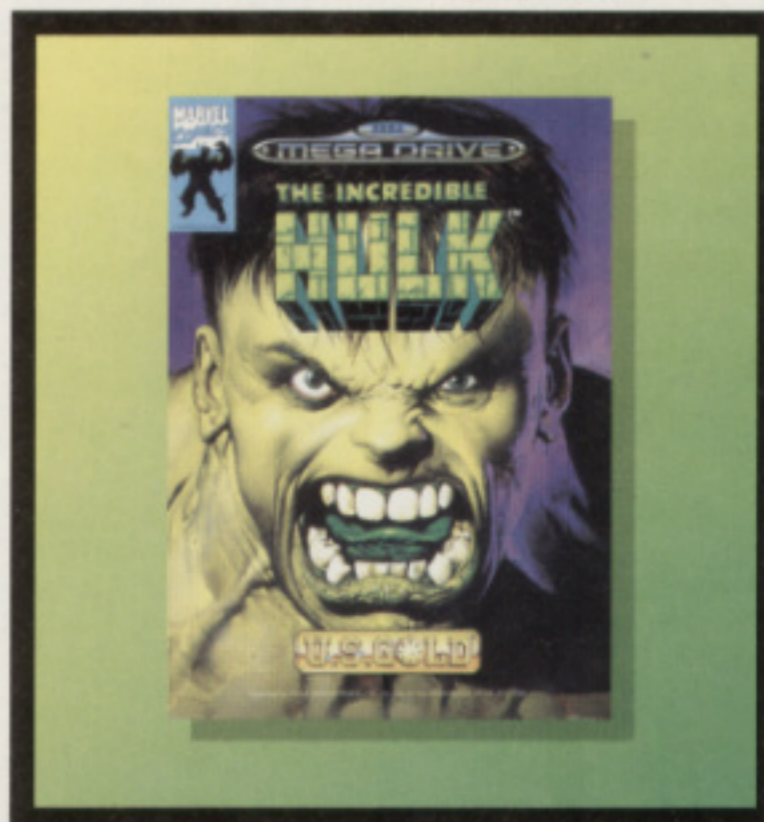
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STREET FIGHTER II

Japanese company Capcom are gearing up for the release of their flagship title of 1994, Super Streetfighter II — an update of their 1993 flagship... Oblivious to accusations of refitting old vessels instead of laying new keels, the conversion may be proving trickier than anyone thought. Gus investigates the phenomenon.

An upsurge in playground violence, spontaneous human combustion in amusement arcades, an avalanche of 'players' guides'. Are these to be the symptoms of another bout of Streetfighter fever with the Megadrive launch of the Super edition this autumn? Or has this particular malaise run its course? Capcom are banking on us



CAMMY

NATION: UNITED KINGDOM
STYLE: UNARMED COMBAT
PROFILE: If a woman sits at the head of MI5, is it any surprise with have a female representing UK Special Forces? Cammy delivers a dose of tough medicine with the help of her classic Doc Martens. She's a lively gal and has a leggy style all her own, with some kicking specials. Cammy's weakness is her frequent vulnerability when performing combination moves.

relapsing into enthusiasm for their World Warriors, who were partly

responsible for the surge of interest in video games in 1992 that resulted in the current console market. Streetfighter II is the Coca Cola of video games, the original and, so we're led to believe, still the best.

The format for the Super edition hasn't altered much, in the same way the Super coin-op was at heart an enhancement of the

DEE-JAY

NATION: JAMAICA
STYLE: KICKBOXING
PROFILE: There is a precedent for Dee Jay's vibrant mix of fighting and entertaining: our very own boxing panto dame Frank Bruno. However, Dee Jay shows infinitely more taste in his choice of training pants, and an infinitely greater chance of winning a round. Stringing his diverse specials together makes for some flamboyant fighting. Some of his throwing isn't pretty, but it's certainly effective. A quirky new creation.

Champion Edition. In spite of minor improvements in graphics and sound, the main difference is the inclusion of four new characters, most of whom have made themselves popular with arcade players across the globe.

Such is the anticipation, amongst magazines at any rate, to get hold of Super..., some publications have jumped the gun by advertising unfinished product as review standard. As we understand it, from Capcom themselves, Super Streetfighter simply isn't finished. The EPROM pre-production version fills upwards of 40MEG of memory, with some significant work still to do. With a target price of £60,



▲ Her leg reach far exceeds her punch range.



▲ Cannon drill in action, but it leaves her vulnerable.





▲ The Double rolling Hook kick. Sounds fabulous; IS fabulous.



▲ Dee Jay's quirky two-stage punch.



▲ Air ballet is what Dee Jay does best.



some of these chips may have to disappear.

The true challenge of this

FANTASTIC FOUR

Like the Eurovision Song Contest, the ranks of the competition seem to swell each year in Streetfighter. For the Super Edition there are four new fighters, none of which should be overlooked or underrated. Judge for yourself.

conversion lies in reducing the code down without losing any of the enhancements. Also, the intensive work on a combat game comes after all the coding elements are in place. It's playtesting and intricate work

on character's AI and animation routines that create classics like the original Streetfighter... and some of the dogs we've seen at MEAN MACHINES. Capcom are wagging the tail furiously so this won't happen.



Games action ahoy in this action packed screen shot

SIMPLE PLEASURES

Streetfighter started as a simple concept, and grew from there. The principles of the game are still so basic as to attract anyone to the game. Two characters start just out of each other's reach, and with a bit of experimentation you realise they can do horrible things to one another. These range from a knee in the groin and a punch in the chops, to something more imaginative like

a yogic fireball or Sonic Boom. The first rung up the ladder is learning the combinations of movements needed to pull off these 'specials'. That's only the beginning of the learning process. Winning at Streetfighter is a matter of drawing all the character's attacks, minor, major and special and combining them to annihilating effect. In effect, getting inside the character as much as possible. That explains why most people dedicate themselves to a favourite fighter at some stage.

still uses sketch rendered sprite images, rather than the digitised fighters of Mortal Kombat. Giving the game a more cartoony look, it's easy to miss the vast range of animations that go into every character. These have been substantially updated since the original SCE Edition. Existing moves have been re-animated along with the new attacks shared out among the dirty dozen warriors.

BEHIND THE SCENES

The game is visually impressive, but many of its subtle strengths are missed by virtue of quality programming. Super Streetfighter



▲ Games action ahoy in this action packed screen shot

FEI LONG

NATION: HONG KONG

STYLE: KUNG FU

PROFILE: He shared the dream of every young Kung Fu practitioner: to be a fighting movie star in the Bruce Lee mode. But his seriousness and sombre character (plus the fact he has a face like a slapped ass) means he's never going to make it onto celluloid. Fei Long has a jittery temperament, and his jumpy style takes some getting used to. But he is, by common consent, the best of the new intake.



▲ Fire Fury kick. Brings new meaning to the term 'flared trousers'.



▲ The Blazing flame punch (top) is a three stage-page-three-stunna.



MAJOR TO MINOR

There's not much to say about Super Streetfighter except that it's going to be a very close conversion. Arcade players may be surprised to find the Tournament Mode is finding its way in, allowing a play-off between eight human contenders. Only the most minor details are rumoured to be missing, including the secret kit colour select. But with seven other shades to choose from, can you really complain?



THE FULL MONTY

MEAN MACHINES hopes to bring you a full and comprehensive review of Super Streetfighter in the very next issue. Don't miss details about this four that you'll never get elsewhere, and all the changes of the conversion documented.



T. HAWK

NATION: MEXICO

STYLE: INDIAN WRESTLING

PROFILE: This authentic Mexican indian wouldn't be seen dead buying Tortilla chips from Medomsley Rd, Consett. A brooding hulk of a man, he has the ugly hawkish features of his name, and some aptly swooping specials. Probably closest to the original fighter Zangief, the Russian wrestler, in playing feel (which means rather slow and irritating). T.Hawk slow fighting pace, with power taking precedence, is likely to endear him to only Streetfighter specialists.



▲ Hawk's uncannily hawkish swoops.



▲ The revolutionary Mexican Typhoon.

ATTACK OF THE HYPER ZOANOID - TEAM 5

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WORK IN

PROGRESS

Sonic has just completed his third instalment, EA's Desert Strike is set to appear in its new urban environment, and yet another Street Fighter game is on its way. This new bout of 'Sequelitis' has even reached Konami, as this October sees the return of Sparkster the Rocket Knight in an all-new platformer. Steve Merrett straps himself in...

SPARKSTER ROCKET KNIGHT

In a computer game world dominated by more platforms than a Gary Glitter concert, new video game heroes come and go. The Pink Panther was far from rinky-dink, Shinobi's Joe Mushashi has taken early retirement, and the less said about the likes of Chester Cheetah and Captain Planet the better. In fact, in the last year or so, only one platform-leaping hero has really endeared himself to the Megadrive-using fraternity: Sparkster. Unbelievably, it has been a mere nine months since the sword-wielding Opossum made his debut, and as the countless waves of platform flotsam threaten to swamp us all, Konami are readying their little Rocket Knight for a second outing. With barely a chance to catch his breath after the mayhem of the first game, Sparkster: Rocket Knight Adventures II follows on from where its predecessor left off.

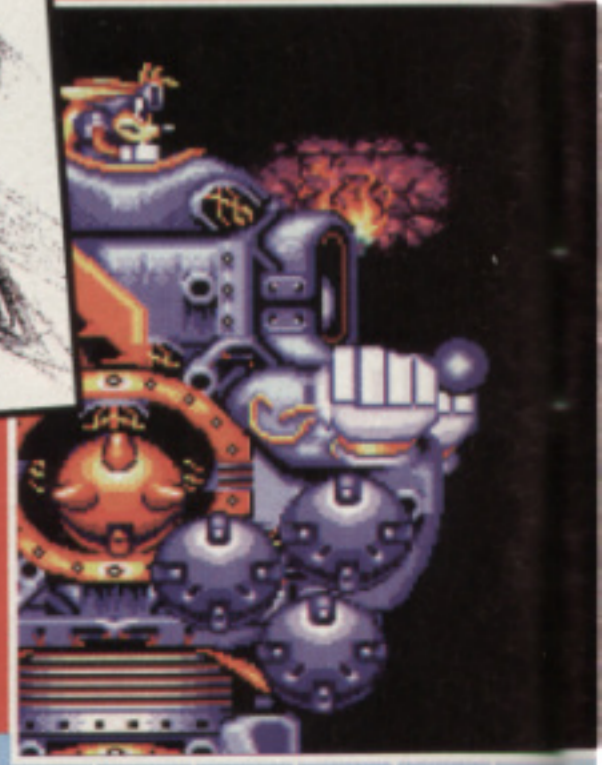
With the Pigstar destroyed, the expected tranquillity which normally follows such adventures never arrived. Instead, with the world of Elhorn still in disarray, the black magic-practising Devotindos Empire used their dark spells to control the minds of the people of Elhorn as they use the planet as a stepping stone in their quest for galactic supremacy. King Gedol, tyrannical ruler of the Devotindos race, senses Sparkster could be the only thing to jeopardise his plan and consequently puts a price on the Opossum's head. As such, not only must Sparkster save Elhorn, but himself, too...



PROJECT
SPARKSTER
PUBLISHER
KONAMI
INITIATED
JANUARY '94
RELEASE
OCTOBER '94
FORMAT
MEGADRIVE
DEVELOPERS
IN-HOUSE



▲ In his original pencil sketch guise, Sparkster had been given a harder edge than the final sprite. Discuss.

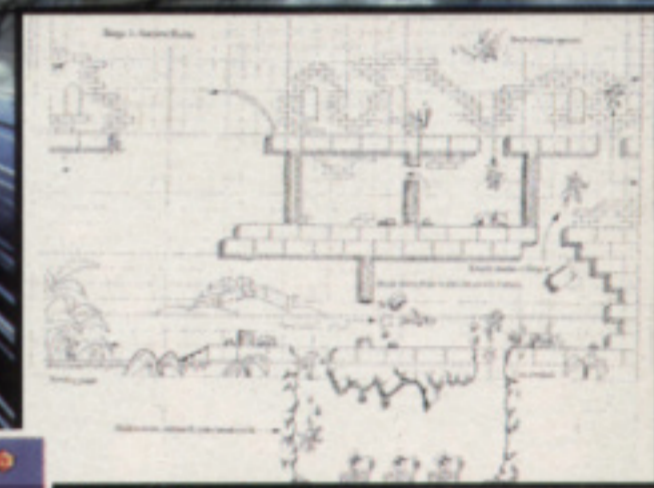


SPARKSTER

ATK NIGHT ADVENTURES 2

PACK IT IN

Whereas it took valuable seconds for Sparkster's jet-pack to warm up in the first game, for the sequel our hero boasts a considerably more advanced device. A coloured energy bar is displayed at the top of the screen, and fluctuates between red and white whenever the rockets are activated. When the bar is red, Sparkster performs all the usual thrusting actions of the first game, whilst waiting for the bar to fully power-up into the white zone adds a devastating spin attack to his repertoire. Similarly, other new moves include skimming across water and around corners, and a move which sends him twisting furiously across the screen — and which proves rather handy for dismantling one of the early bosses...



WIN! WIN! WIN!

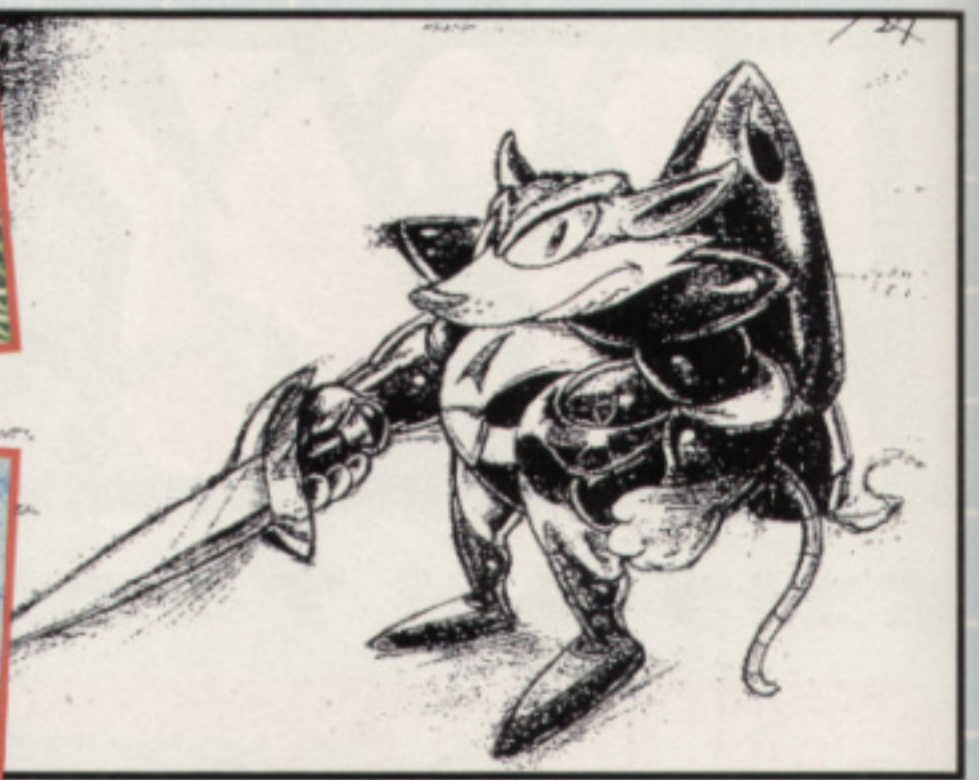
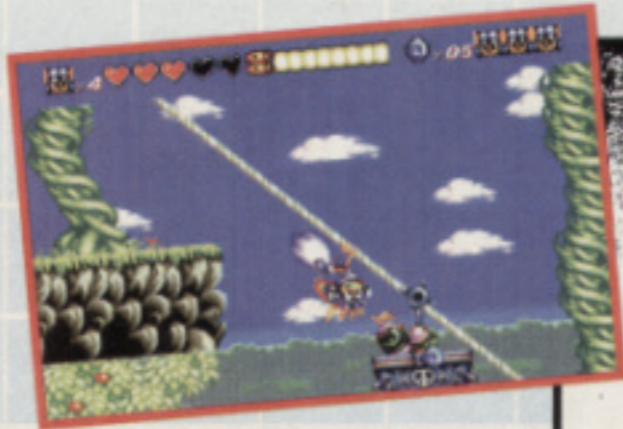
Power-ups play a major part in getting Sparkster into Gedol's lair, but Konami have added a slight twist to the theme with a 'Bonus Fruit Machine.' Whenever Sparkster stumbles across a caches of goodies, three reels located at the top of the screen spin and slow down to reveal a mystery jackpot bonus which drops from the top of the screen into the play area. The objects dropped include the customary energy boosting food and extra lives, but more handy devices include an icon which doubles the power of the little Opossum's sword.



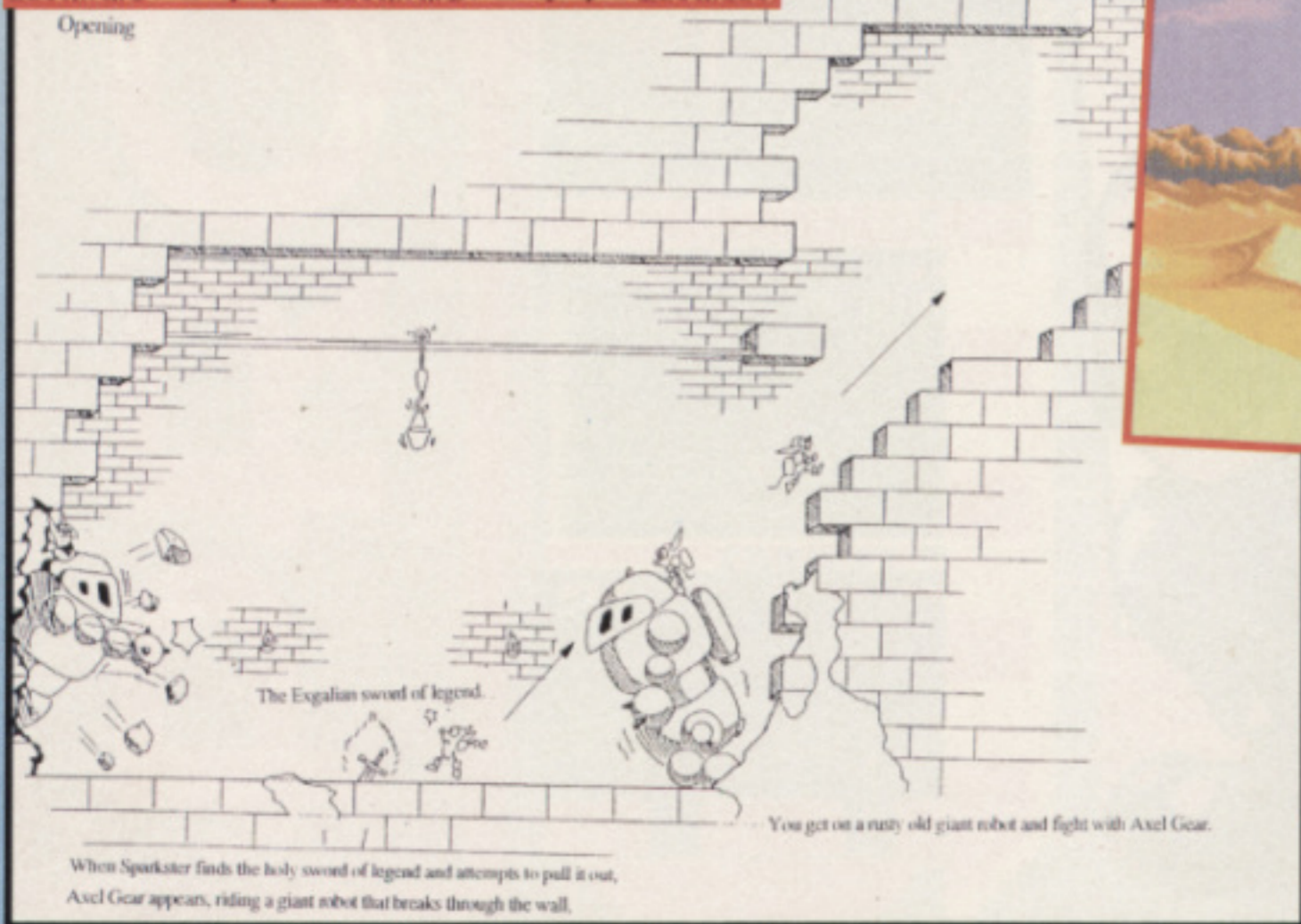
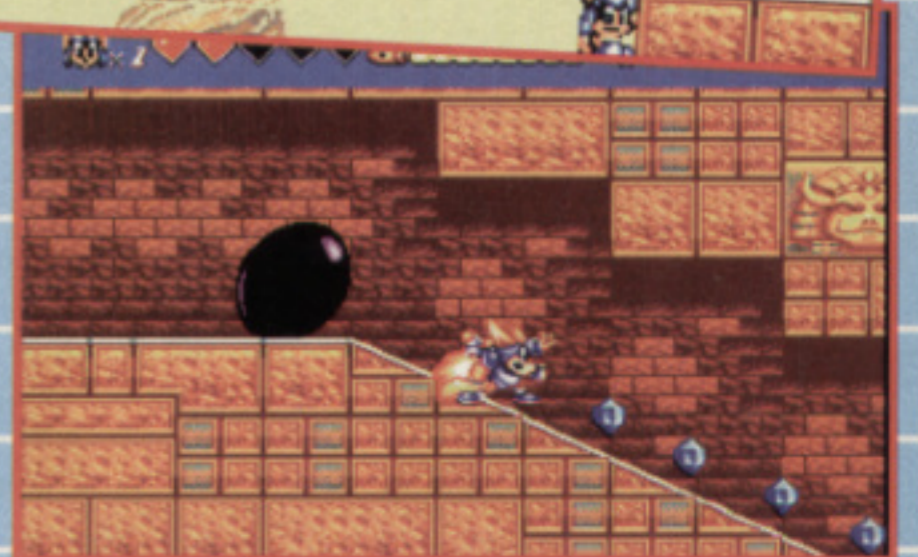
WORK IN PROGRESS

PEEK-A-BOO...

Konami sketched every aspect of Sparkster out on paper before they started piecing together the game code. Each character you encounter in the finished game has been given a name — including a dilapidated robot called Bermuda and another named Raccoon 'Plus' — and the levels are similarly drawn out in full so the programmers can keep to their original intention of making the levels as non-linear as possible. As a result, whilst it is possible to whizz through Sparkster's eight worlds and reach Gedol once you know the direct route, there are numerous hidden bonuses and locations which contain all manner of extra goodies



▲ Hey, what a brilliant opportunity for a 'fancy a screw?' gag!



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When EA shipped Lucy Hickman over to gay Paris for an exclusive peak at the Delphine-developed Shaquille O'Neal Megadrive game she fully expected yet another basketball jaunt (he is a world renowned basketballer, after all). What a shock then to be confronted with a beat 'em up without a bouncy ball in sight.

Even if who're not a basketball freak, you'll almost certainly have heard of Shaquille O'Neal. At just 21, this guy has really put himself about. As well as being the star player of the Orlando Magic basketball team, he's making a name for himself in the world of music with a well-received debut rap album, has starred in the film *Blue Chips* with Nick Nolte, published his autobiography and, of course, appeared in the recent Pepsi ad. So it seems rather natural that he should progress to starring in his own video game. But how come EA has opted for a beat 'em up and not a basketball game?

EA producer, Don Treager, whose past achievements include

NBA and PGA games, explained: "We approached Shaq really with the idea of a basketball game like *Shaq Vs Jordan* but I read that Shaq loved crime movies and has a very street image through his rap. Shaq Fu is his rap name — his street, urban name. It just struck me this could

be interesting for a fighting game.

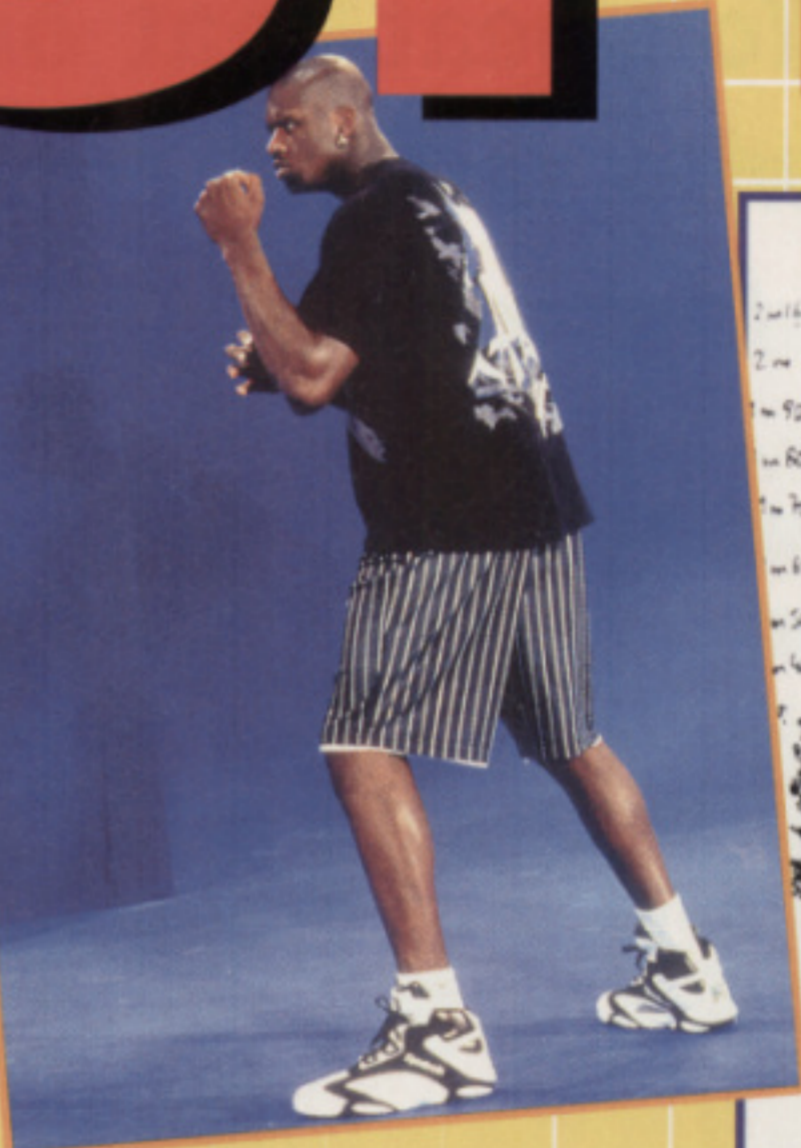
We were unsure his agent would let us do this but on talking to Shaq personally, he loved the idea. It's not *Mortal*

Kombat, we're not ripping out human spines, we're fighting fantasy creatures and monsters with a kind of a Batman-like background to it." Ok, so what's the game all about? Yes folks, it's scenario time...

While touring Japan with his

basketball team, Shaq is transported to another dimension while reading an old Martial Arts book. In this strange new world he comes across an evil Warlord who is desperate to reach the real world and take over. To prevent such a calamity, you as Shaq in the Story Mode take on

SHAQ



PROJECT
SHAQ-FU
PUBLISHER
EA
INITIATED
JANUARY '93
RELEASE
NOVEMBER '94
FORMAT
MEGADRIVE
DEVELOPERS
DELPHINE



▲ The Mummy begins his devastating bandage move on Mephis.

FAQ FU



one of eleven unique fighters, all servants of the wicked one, including the Warlord himself. However, the big guy himself has two different forms and must defeat them all to prevent the Master taking on human form and entering the real world. In Tournament or Dual Mode, with a three or six-button joypad, play Shaq or any of the other fighters in a duel to the death.

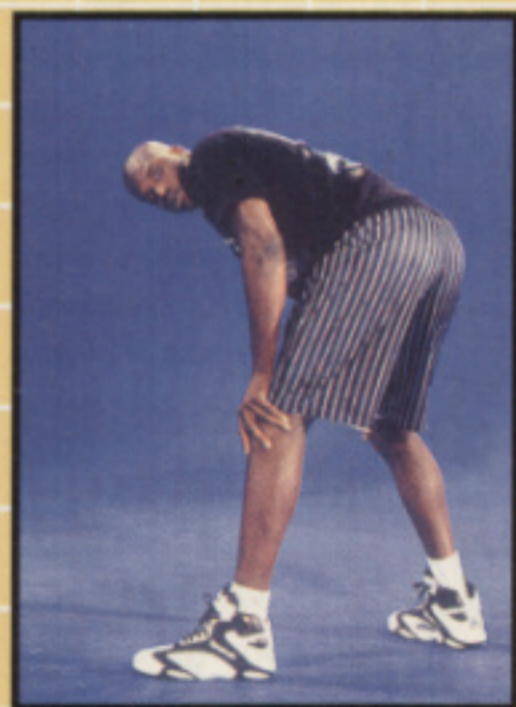
So how involved has Shaq been in the development? "Shaq has really got into it," says Don. "He has been involved in every step. In fact, we were a little concerned that he was too involved. We thought 'Jeez — he's going to take over, we'll never get anything done, he's just going to keep changing things without understanding how the process goes' but he hasn't been like that at all. →



WORK IN PROGRESS

"He's really into games he's got a Megadrive and a Super NES and a few coin-ops — he's very fond of the EA sports games and Mortal Kombat. So he's got a lot more emotion about it."

Delphine is perhaps best known for the fab Megadrive Flashback which received worldwide acclaim for its depth of gameplay and superb animation. Don explained he set his heart on Delphine developing after seeing Flashback at a CES show. "The graphics and animation were just the neatest thing I'd ever seen and I wondered if they'd be interested in doing a fighting game. I called Delphine and mentioned it — we both seemed to be on the same wavelength and that's how it got going." →



GORE-GEOUS

Although Delphine is determined to create an excellent, action-packed game in its own right, the developers have so far eased up on the blood and mutilation front. It's not all sunshine and light obviously, there are some pretty devastating death moves already in there, but it's nowhere near Mortal Kombat in the blood-letting league. However, they are considering including a special gore option, accessible via a secret code. The details of the horrors which may be involved have not yet been decided, as it's all down to how much space may be left on the cart.

SHAQ-ATTAQ

In the Story mode, Shaq's job is to prevent the mummified arch-baddy — the Momie (as they call him in France) — taking over the body of the youngster of the pack, Nezu. All the fighters are servants of the Mummy and when Shaq defeats one, he goes onto an even tougher opponent. The speed of the game can be turned up as the players become more adroit with the controls which have deliberately been made simple in order to prevent unnecessary contortions. There's a different background for each fighter and, unsurprisingly, all the characters have their own special moves and techniques. All the moves — each character has at least 60 — have been programmed so they can be avoided to allow the player to build up a strategy.



SHAQ

Special moves include a big circular saw which whizzes around his head and can be used as a shield or thrown at the enemy. His fireball also comes in handy for a quick finish.



▲ Shaq's reflex move keeps the Mummy at bay.



VOODOO GIRL

As her name suggests, this girl uses black magic to waste her attackers. In one move she produces an eagle from mid-air which goes for the opponent's weak points and in another she sticks pins in a doll-like effigy of her attacker.



This is Delphine's first entry into the fighting genre and they'll be coming up against tough competition since Shaq Fu's autumn release date clashes with the likes of Super Streetfighter, Mortal Kombat II and Accolade's New Breed. So how are they going to compete?

Delphine's project manager, Dany Boolauk explained that rather than face these potential smashers head on, they decided to go for something a bit different. He said: "You look at the likes of Streetfighter II and, if you want to compete with it on the same ground, it's no





MUMIE

The toughest opponent uses his bandages as a weapon by binding his victims in their deadly clutches and then homing in.



team thinks Shaq is going to be as good as or even better than SFII or Mortal Kombat. Brave words indeed, but saying Shaq will have great gameplay is easy: what have they done so far to make this happen?

Dany explained: "As well as tonnes of animation — much more than Mortal Kombat — we are also very competitive in the number of moves. There are a lot of secret moves, magic moves, weapons, funny moves and several taunting moves which are designed to get the opponent angry (there's a separate onscreen anger bar which shows you how close you're getting your opponent to boiling point). If you taunt him enough, he may charge at you and if you're fast enough you can drop him. It's a bit of a trade-off — if he's angry, he's stronger but less accurate so if you're quick you can better him."



▲ The Mummy — just two of the 7,000 original character sketches.

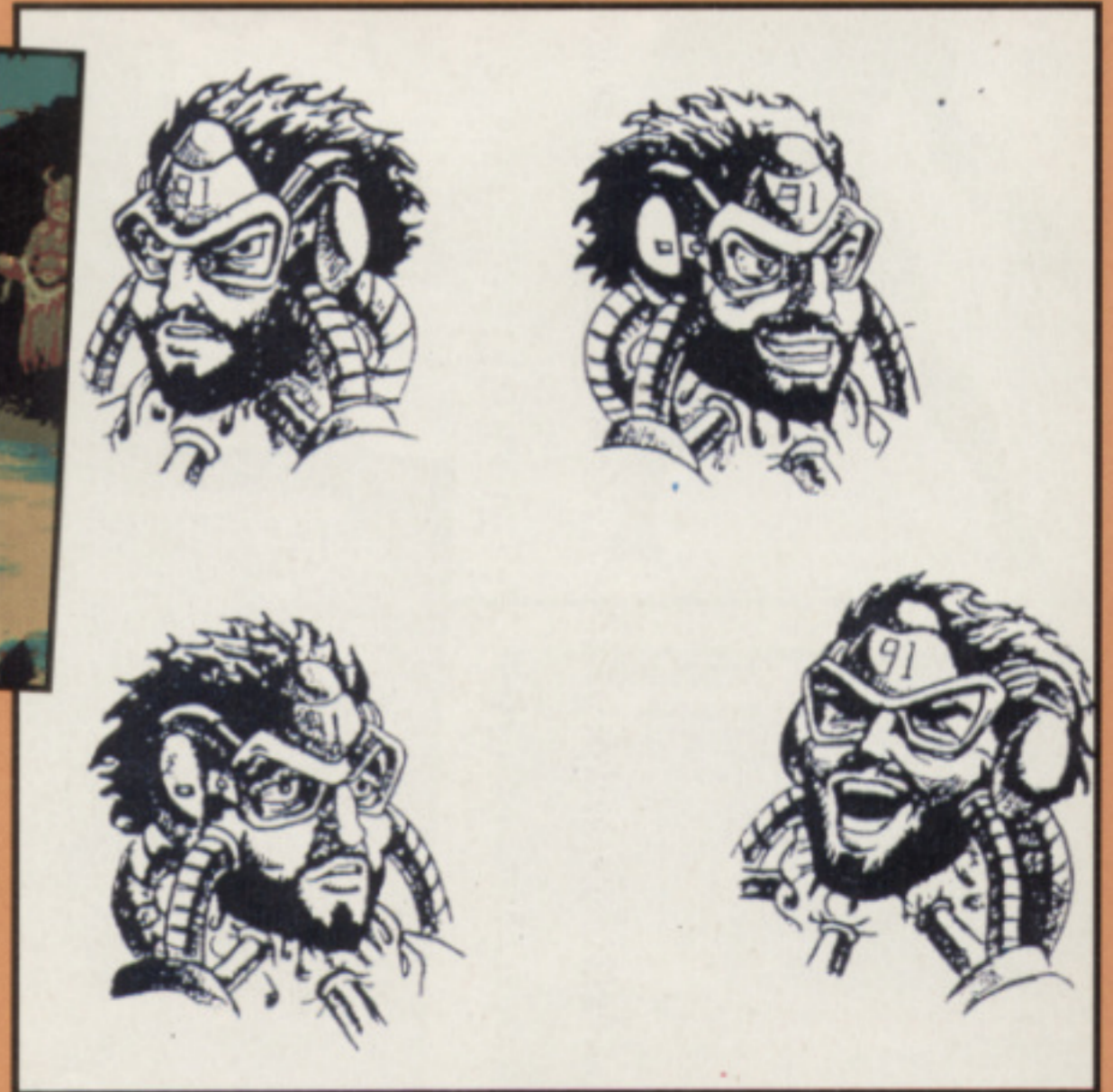
use; so we had to find something different. They are looking at big sprites and bright colours but they are lacking on the animation front. We have the knowledge for the animation and that's where we can win.

"We have to have at least as good gameplay — this is critical. But on the animation front many games have small sprites and great animation or vice versa. We think we've reached a compromise — the sprites in Mortal Kombat are 100 pixels high, those in Streetfighter II are 80 pixels high. In Shaq, the pixels



are 70 pixels high which is an acceptable size but it means we can pack much more animation in there."

He said Delphine's aim was to concentrate on realism — making the player feel as if they are participating in a real fight. In this way, he said, his



THE MAKING OF SHAQ

Headed by Paul Cuisset, the programming team used Delphine's famed Rotoscoping technique to produce the impressive animation. This entailed filming all the characters in full costume to obtain a 3D effect but then, instead of playing the film image by image, tracing the contours on computer as was done in Flashback, they developed a tool allowing direct transfer, image by image, from the video sequences directly to the advanced Silicon Graphics computer. The graphic artists then redesigned the fighters using the video model established from the graphic charts drawn up at the beginning of the project. More than 7,000 designs have been drawn for the animations (and that's not counting the scenery), and 40 people have worked on the project so far. Shaq has been filmed in hundreds of different stances with scores of different expressions under the direction of a Kung-Fu expert and the other warriors are played by a combination of Kung Fu experts and movie stuntmen.



◀ Both fast and strong the Beast is a powerful foe.



▼ Voodoo Girl tries her Black Magic on the Mummy.



SHAQ IMPUT

As has already been mentioned, Shaq has taken a major part in the making of the game and he's even writing the "trash talk" — the text dialogue of the fighters. Don commented, He's great because he comes up with stuff we wouldn't think of. We might say 'go back and practice' but Shaq has a funny street edge to what he says and he'd say 'My momma told me to knock you out'. We're really going to bring out his personality in this way.



SEGA

MAGAZINE

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First of all, we have the exclusive first-look at Ecco the Dolphin 2. Not bad eh? You can see the incredible new graphics, the ace 3D bit... everything! You won't see this anywhere else for ages.

FIRST FOR SATURN!

While other magazines are desperately attempting to get hold of one or two new Saturn screenshots, we supply our readers with an almost constant supply. This month we feature five Saturn games - with over 150 SCREENSHOTS! Check out the 3D Shooting Game, thrill to the Action Game, wet yourself over Virtuas Racing and Fighter. Scream at how amazing Daytona looks. Everyone's gagging for this stuff, but only SEGA MAGAZINE can deliver.

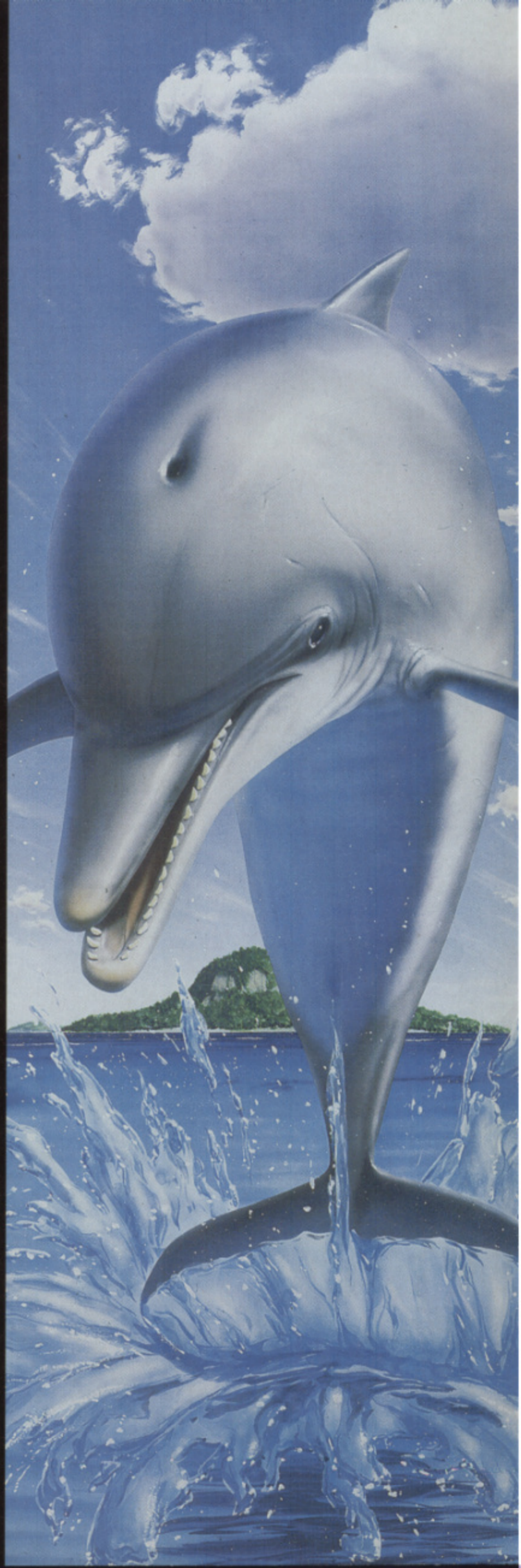
FIRST FOR MEGADRIVE 32 AS WELL

What does the machine look like? How will it connect to your Megadrive? We've got the exclusive, yet again. Will it never end?

SUPER STREET FIGHTER 2!

Capcom's latest Megadrive game is a colossal 40-meg! So you'd be expecting a pretty close conversion, right? SEGA MAGAZINE has loads of screenshots from Capcom of Japan.

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LAWN MOWER



It has been a little quiet on the Storm front of late. Once known as The Sales Curve, they then changed to the aforementioned windy monicker and, oddly enough, it all went quiet. Now, however, they've settled for the name SCI and to celebrate Lawnmower Man, Jobe, is making his way to the Mega-CD. Steve Merrett sweeps up after them...

With the Megadrive version under the wing of the Time-Warner group, SCI's Mega-CD interpretation of The Lawnmower Man is set to be the Battersea company's first Sega CD title. Whilst the cartridge follows the film almost scene for scene as Jobe is genetically-enhanced and begins his quest for power within a surreal VR landscape, the CD game begins with Jobe — or CyberJobe as he is known within his new world — firmly ensconced as a sprite-based entity. Cast as Doctor Angelo, the player is dropped into Jobe's world and left to explore the ten sub-games within. However, for those of you expecting a series of platform stages à la The Addams Family and countless other licenses, forget it — SCI have tried to make the most of the CD system's available memory to create a game they hope will push back the boundaries of 'Interactive Game Design.' The Mega-CD version of The Lawnmower Man is a direct conversion of the original PC CD game, but the six months between the release of the PC game and this forthcoming conversion has allowed SCI's Southampton-based development team to tinker with the playability slightly. In all, Lawnmower Man CD has been in development for a mere four months, and is shaping up for an October release. Will it be the 'Interactive Movie' SCI are hoping? Judge for yourselves...

▶ A vector sketching for animation purposes.



▲ As good as Gouraud.



PAPER CUTS

The CD version of Lawnmower Man started life as an inch-thick book of loose paper brimming with ideas and visual tricks. From this, the team then started structuring a game which, whilst making the most of the CD's capabilities, would also be more playable than past Mega-CD graphical showcases. An arcade/adventure scenario was finally chosen, which allowed the team to incorporate a series of game styles within one large linking 'umbrella' scenario. Ten sub-games were then sketched out and, with these decided, a sheet of A4 was given to each frame with a rough sketch detailing the angle each frame is viewed from and the music to accompany it.



▲ Death by Flymo — a gruesome storyboard.

FORMAT
MEGA-CD

PUBLISHER
SCI

DEVELOPER
SCI

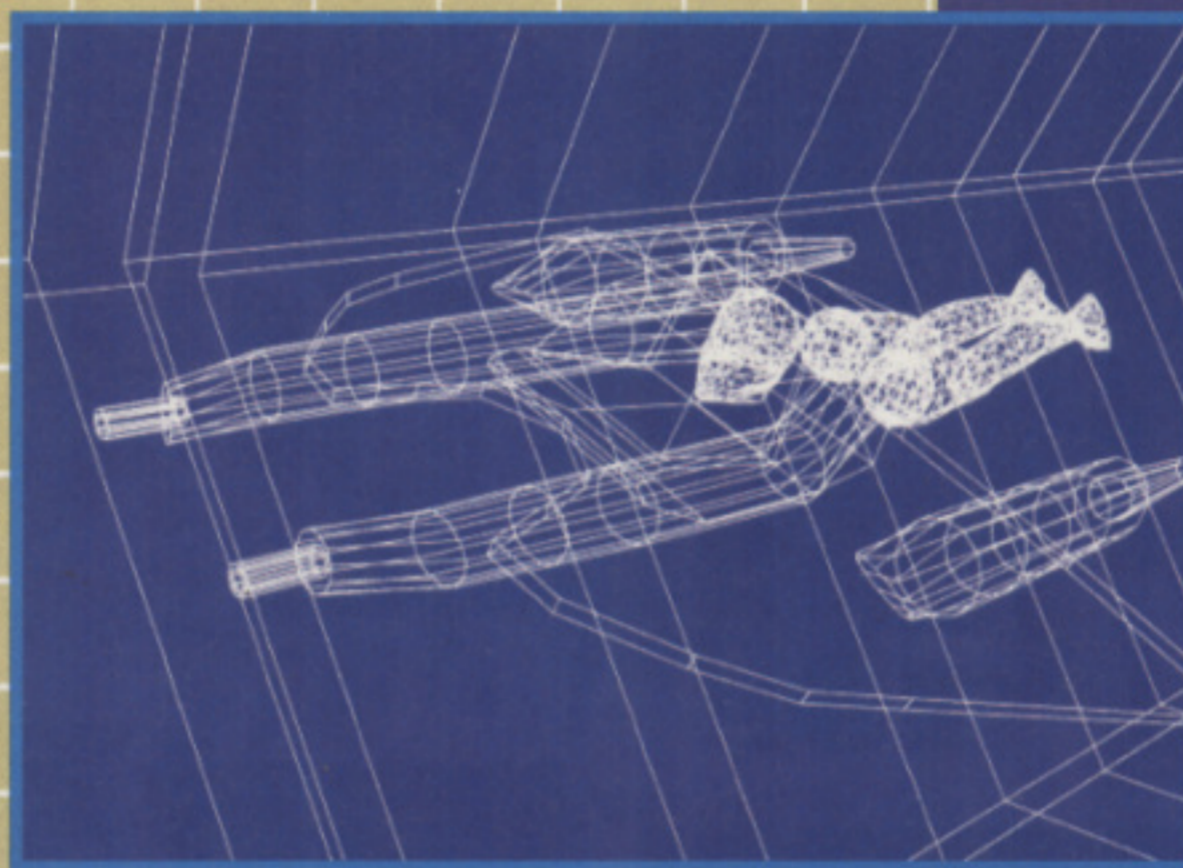
CART SIZE
CD

INITIATED
MARCH 94

RELEASE
OCTOBER '94

PLAYERS
1

MEGA MAN CD

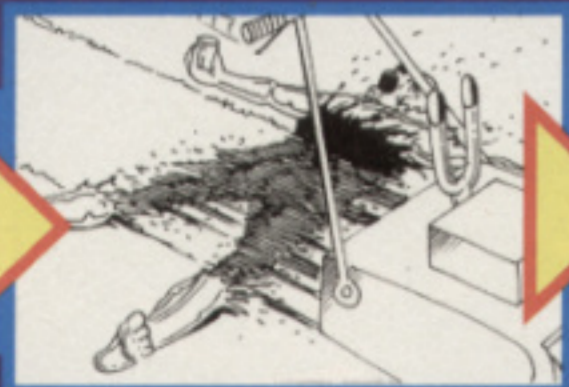
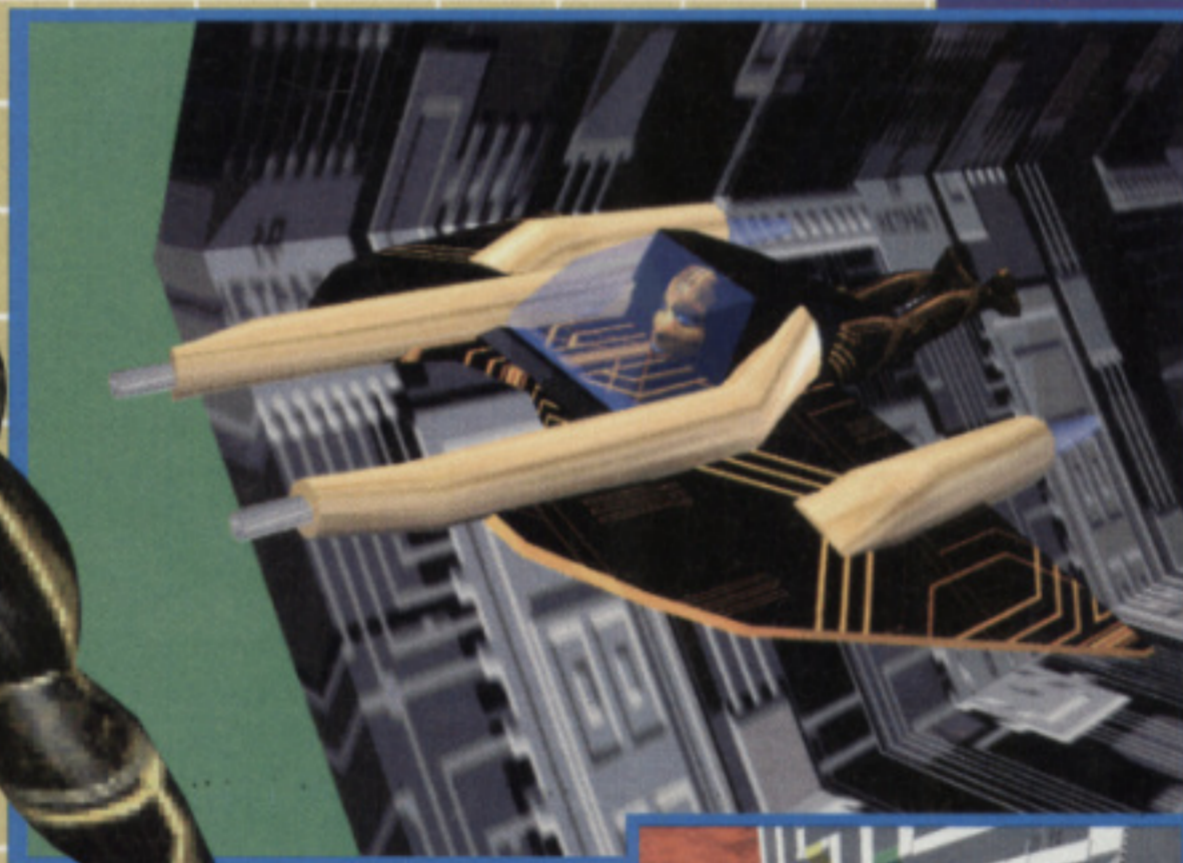


THE LIGHT FANTASTIC

Lawnmower Man features some of the most impressive graphics to grace the Mega-CD. Both Doctor Angelo and Jobe are shown as massive, fully-animated sprites, whilst the backdrops are similarly intricately-detailed. Whilst slightly rougher to look at than their PC counterparts, SCI's Southampton lads have managed to incorporate complex light-sourced shading, with predetermined light sources shining against the metallic sprites and creating the nearest the Megadrive could produce to Gouraud shading without the Mega-32 unit. To achieve such effects, the programmers piece together wireframe skeletons of both the characters and the backdrops on a PC, and then position a small circle to indicate the light position. With these set, the PC is then left to generate the lit screens overnight.

▲ It's that bit from 'Incredible games' on Sunday morning!

▲ The ray-traced sequences start as CAD diagrams.



▲ Part of the game's dramatic attract sequence.

▲ Cinematic style cuts and close-ups.

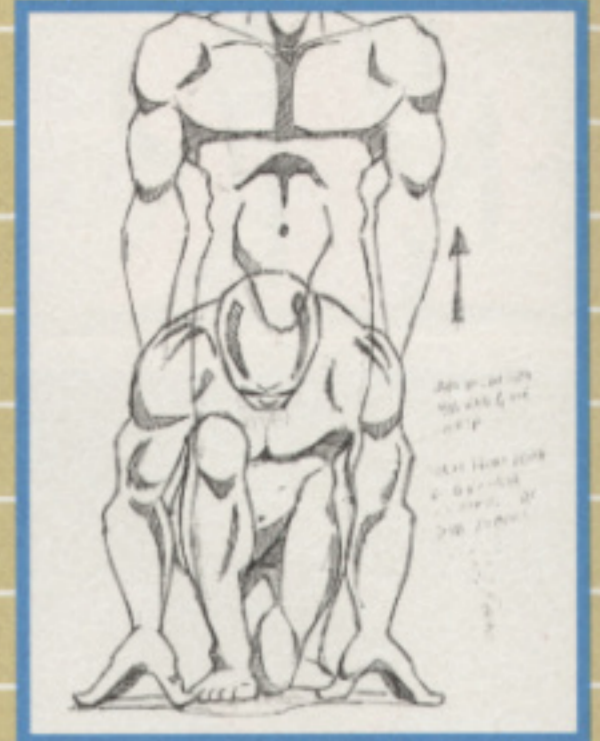
▲ Cyberspace is primarily a test of mental agility.

WORK IN PROGRESS

A LITTLE BIT OF THIS...

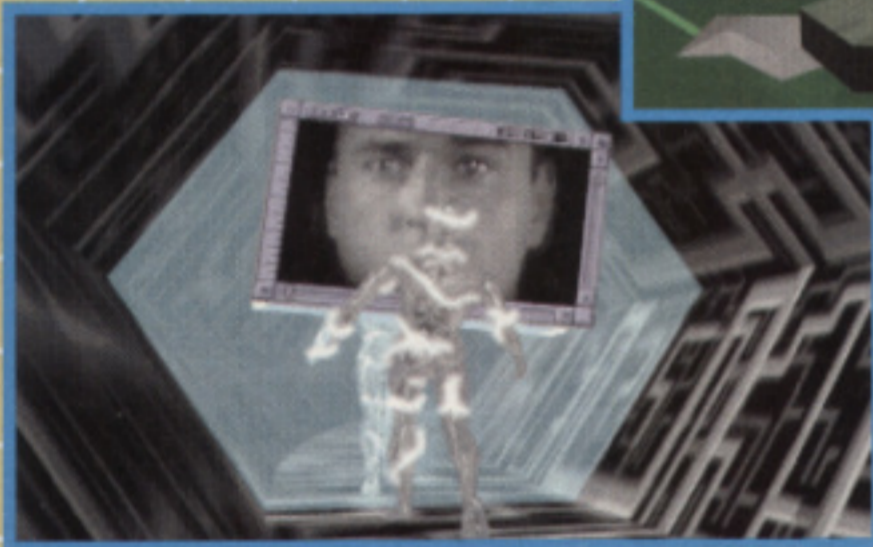
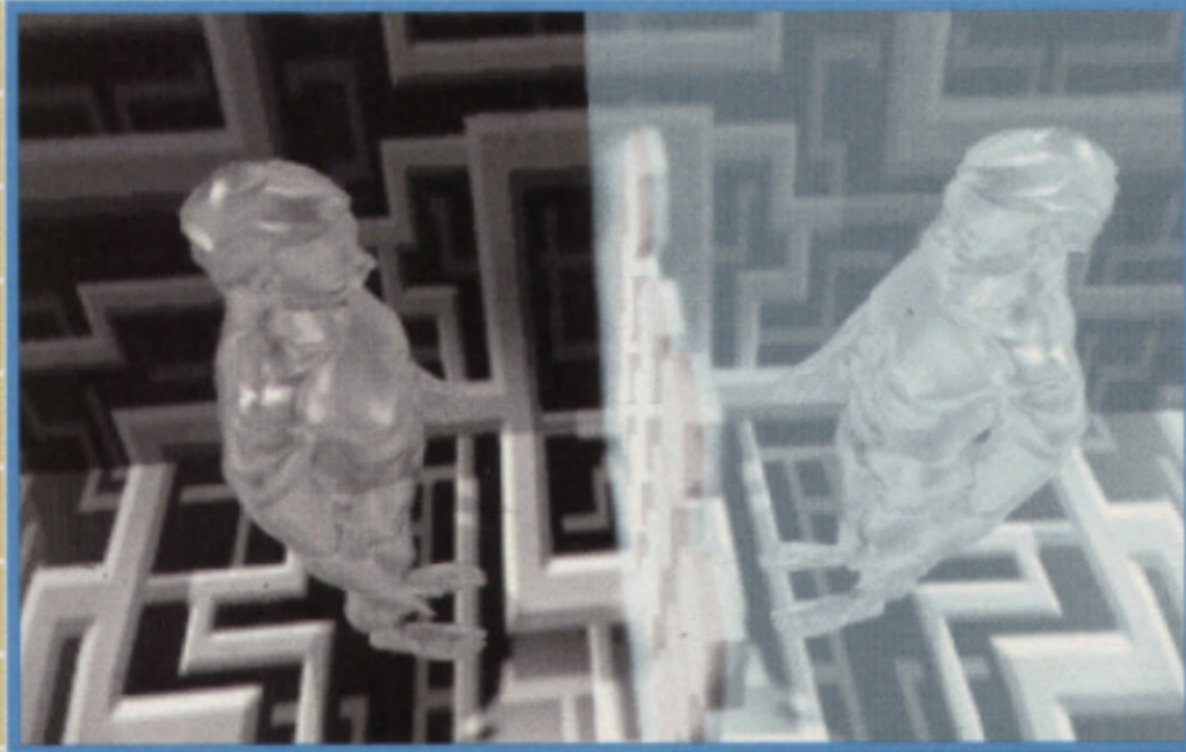
According to SCI, to play Lawnmower Man CD from start to finish would take in the region of an hour and a half — providing the player watched the intermission sequences, too. The actual playable sections range from a tunnel sequence called the 'Cyber Boogie' when Angelo morphs into a winged ship and sweeps to avoid a series of hazards, and a chase scene where Jobe's binary Bees pursue our hero. Others include cannon shoot-outs, a puzzle which ends in a nasty spearing for Angelo if the player mucks it up, and a battle against 'Big Red' — the lawnmower in the film! These all lead to a rather smart-looking confrontation as the player heads for the final battle against Jobe which should finish him once and for all — well, until SCI release the sequel, Cyberwar, anyway!

▼ *Clover mixing of Image Generation and live action.*

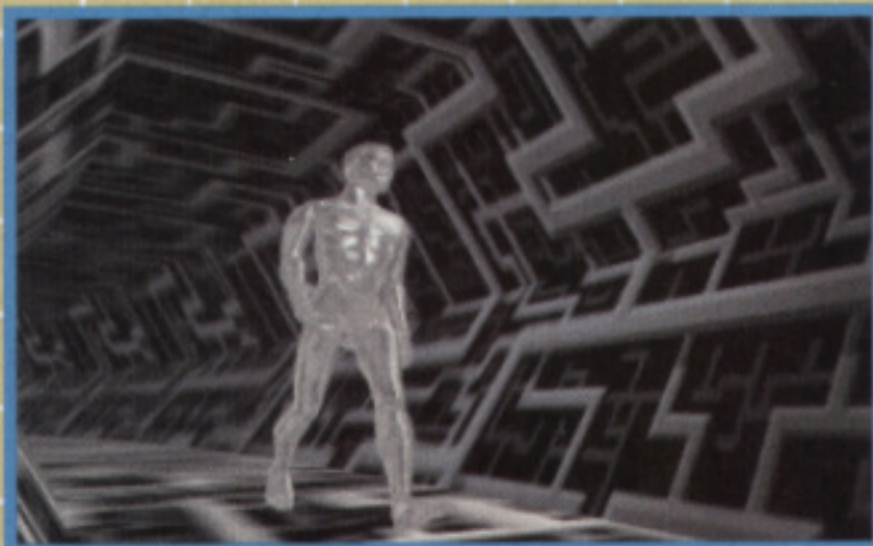


▲ *You, in a process of transformation.*

▼ *Your image standing before the checkerboard sub game.*

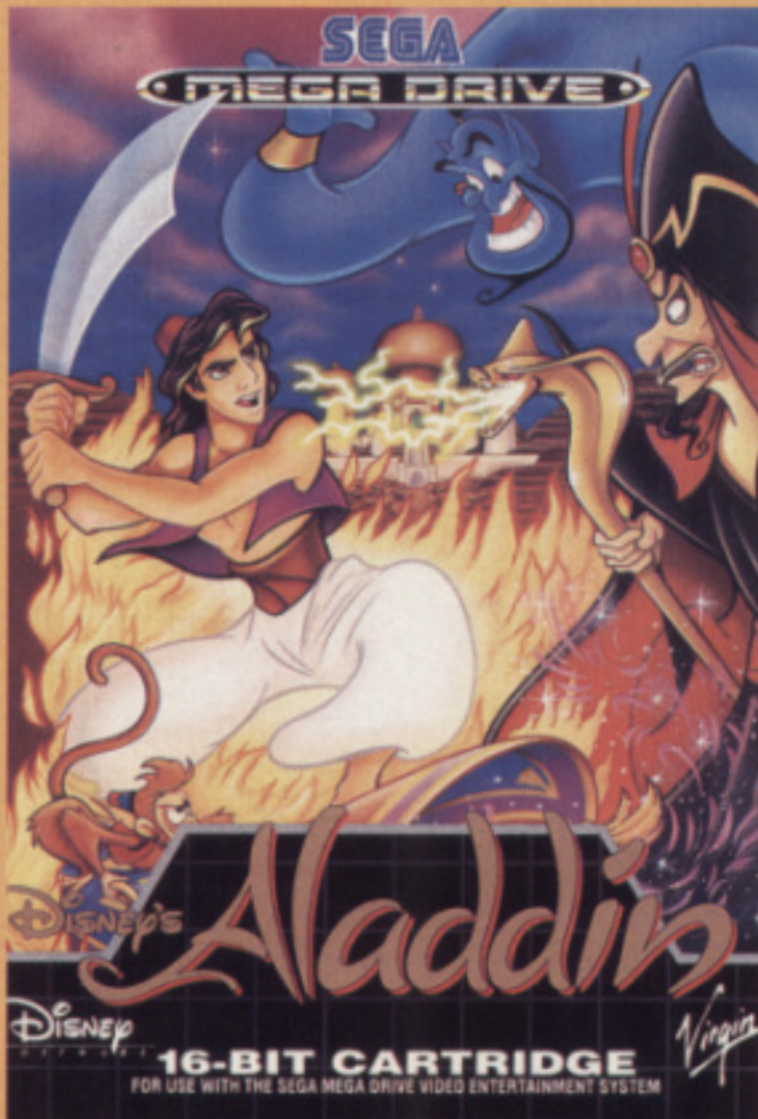
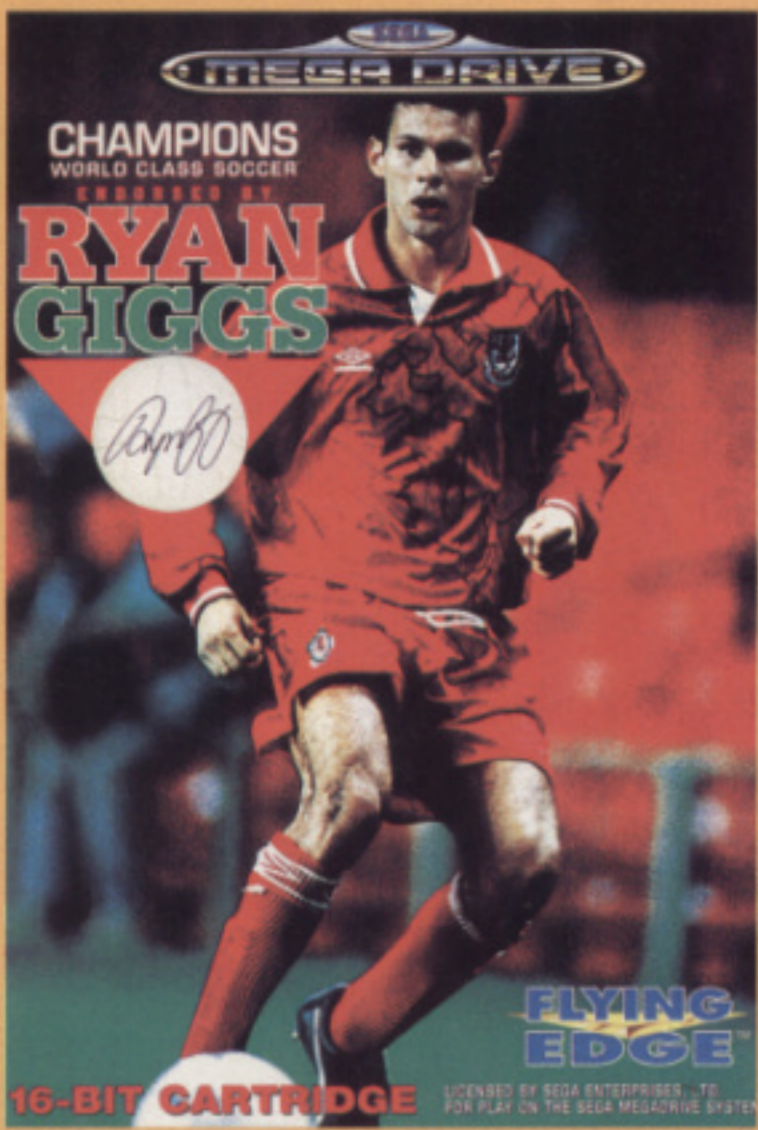


▲ *Someone took a bucket of Flash to that floor.*



▲ *Everything starts with an 'A'.*





(Sorry, unavailable.)

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MEGADRIVE PREVIEW

 PLAYERS 16 MEG	RELEASE	OCTOBER
	BY	ACCOLADE
	PRICE	TBA
	GAME TYPE	PLATFORM
PERCENT COMPLETE 		



In the last story, Bubsy's quest was to save his world from the dreaded Woolies who threatened to purloin all the world's existing yarnballs (which would presumably lead to catastrophic devastation and certain destruction). In this sparkling sequel, Bubsy has the unenviable task of taking on a porking great bad-die called Oinker.

This evil hog has teamed up with scatty scientist, Virgil Reality, after his creation of the World

Origination and Matter Project Unification Machine (WOMPUM). This amazing piece of kit has allowed Virgil to create the ultimate amusement park — the Amazatorium — a world where the simulated reality is so real it could almost be, well... real. But when Bubsy discovers that all the ancient artifacts of the world have not only disappeared but have never actually existed at all and disgruntled travellers are stranded at airports because the aeroplane hasn't yet been invented, he smells a rat (well, a pig).

Bubsy is sucked into his new adventure at the Amazatorium when his identical niece and nephew — the Bubsy Twins — break into the strange world and disappear. On following them in, Bubsy realises that the WOMPUM doesn't simulate reality, it actually STEALS it and only he can stop it before the world disappears altogether.

Over five different worlds and 15 levels including a fairy tale castle, an Egyptian tomb, bi-plane barnstorming, musical madness and pirate swash and buckling, Bubsy picks whichever platform path he fancies then takes on Oinker's numerous henchmen, picks up handy objects such as a portable hole, a dive suit, bazooka gun, biplane and smart bomb and gets up to all sorts of antics such as raising secret walls, opening pits and putting out fires.

There are Easy, Medium and Hard tournament modes and a two-player option where a mate can become one of the twins to work with or against Bubsy. This is a fairly early version of the game but as soon as it's finished, you can be sure MEAN MACHINES will bring you the EXCLUSIVE review. Stay tuned...

Bubsy the Bobcat shocked the world last year when he purred his way onto an eponymous Megadrive cart and didn't wear any pants! Top notch Churchmen and world leaders all expressed their horror at this debauched creature openly flaunting his front bitz. But did his programmers heed their cries? Did they 'eck, because that inimitable puss is back again, completely pant-less, in Bubsy the Bobcat II.



PUSS IN BOATS

At various points during the game, Bubsy enters a secret passageway which leads him to one of three nutty bonus mini-games: — Frogapult, Bobcat Bungee Jump and Armadillo Pachinko. Continued success during these excursions brings goodies galore, including wedges of points, extra lives and power-ups. In the Frogapult (pictured), split second timing is essential as Bubsy launches frogs onto floating boats and beasts in order to sink them and pick up the prizes.





BUBSY 2



WHO'S WHO PUSSY CAT?

As already mentioned, Bubsy is joined by a whole host of co-stars in this latest escapade. For your delectation, ladies and gentlemen, here's a run down of who's who and what they do:

THE BUBSY TWINS.

These two identical terrors, Terry and Terry, are pint-sized mirror images of their uncle with all the same moves but with an added in-built magnet for disaster.



OINKER P. SPAMM

With capitalist bully-boar Oinker on the case, Bubsy's gonna have to work his fur off to save the world. This scum-bag would sell his own granny, in fact he did: for £2.50 a pound, an extortionate price for a piece of pork. Oinker's the brains behind the dastardly scheme to steal reality and you can be sure the action starts crackling when he and Bubsy share the screen.



BUBSY

As big-mouthed as ever and with even more speech, Bubsy's more animated than before as he bounces, pounces, runs, leaps, squashes, slips, slides, fights and even blows-up through the game.



VIRGIL REALITY

Virgil's actually a fairly harmless old duffer until he hits the laboratory then all hell breaks loose. He's the inventor of the WOM-PUM and is being shamelessly manipulated by Oinker who's using it for his his own evil ends.





MEGADRIVE PREVIEW

CARTOON CAT

Such was the popularity of Bubsy the Bobcat in the good old US of A that they've already made a cartoon based on the feline character. One episode was shown over here as a Bank Holiday special some time last year and rumour has it that he may become a regular fixture on our TV screens in the future.



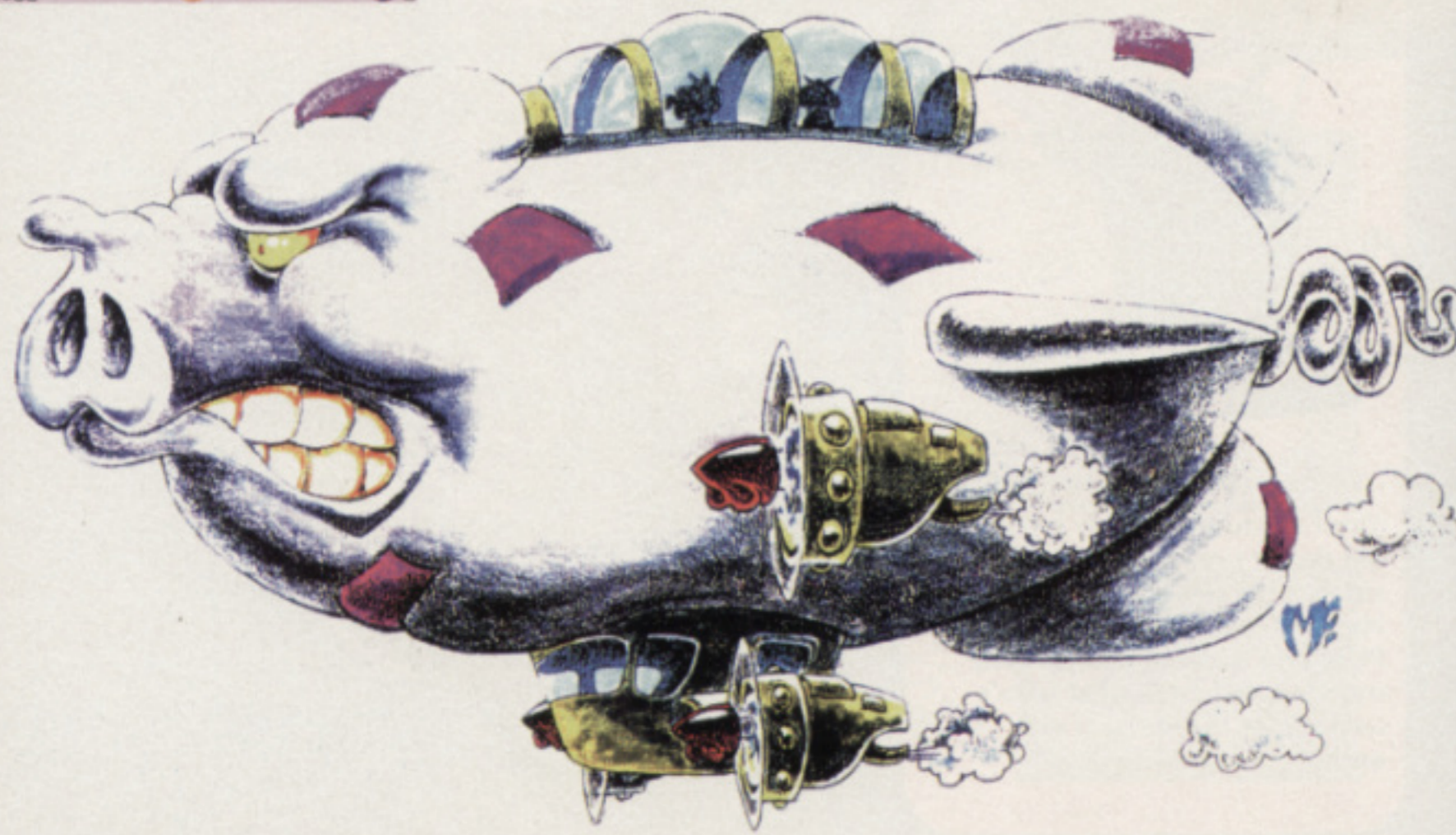
◀ Eek! The world is under attack from what appear to be those Flying Saucer sweet with sherbert in!



▲ Midnight at the 'Body Parts Lost And Found'...



▲ "Hey, Bubsy," said the cute animals, "show your incredible Uri Geller skills to that evil-looking hunter over there."



▲ Roll up! Roll up! Come see the pink hippo light his sneezes...



▲ The constipation sub-game.



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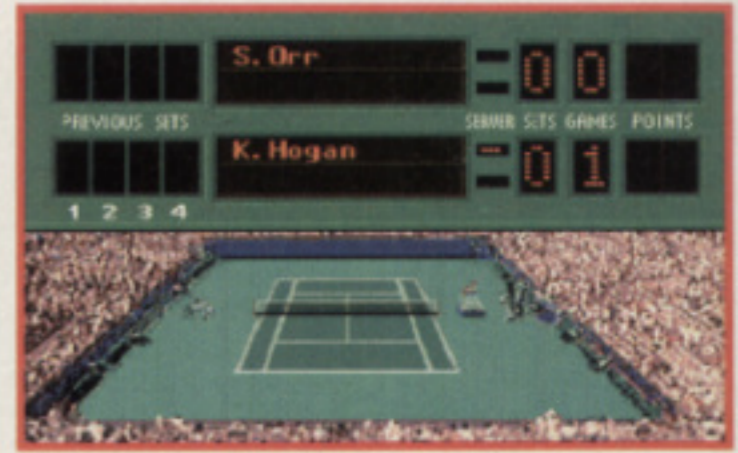
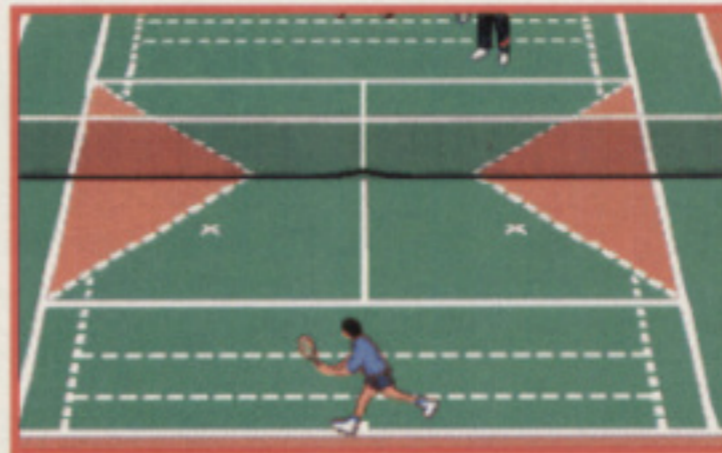
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1-4 PLAYERS 16 MEG	RELEASE	AUGUST
	BY	EA
	PRICE	TBA
	GAME TYPE	SPORT
PERCENT COMPLETE 		

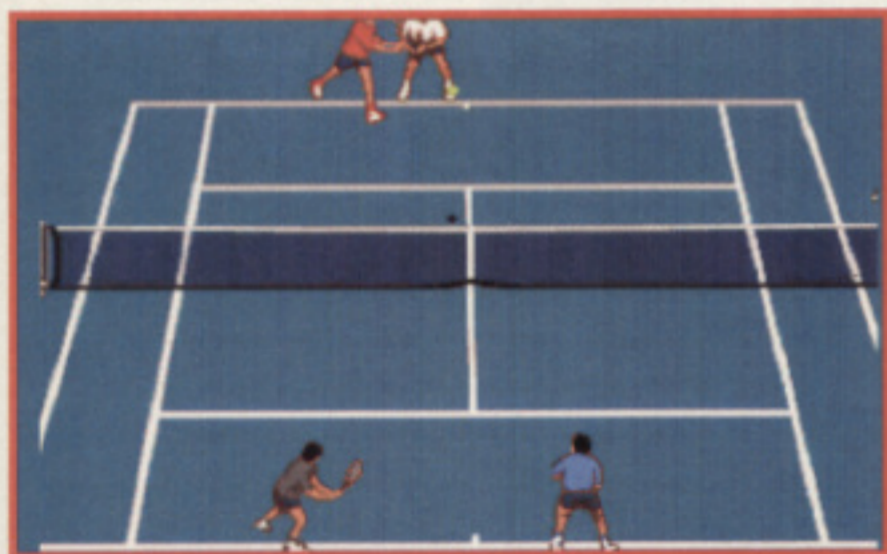


With an ever-increasing number of footy and baseball games still being churned out with machine-like regularity for the Megadrive, it's nice to see EA jumping off the bandwagon and trotting out a tennis game instead.

Currently going under the working title of EA Sports Tennis (EA is still trying to sort out a tasty licence for it), the game features 16 worldwide venues, singles or doubles play, grass, clay, hard or indoor courts with all the usual choice of shots. The action's viewed from a raised third person perspective but unusually, the camera moves around the court, zooming in on the play which although obscures parts of the court at times, is supposed to give a heightened action feel.

The players are all rotoscoped, there's a detailed training mode headed by some chap called Vic (who's apparently a hot-shot American tennis trainer) and, as long as you've got the 4-Way-Play, there's scope for some tasty four-player action as well. So far the game's only 30 per cent finished but you can be sure that a full review will be on its way as soon as we get it. Stay tuned...

EA TENNIS

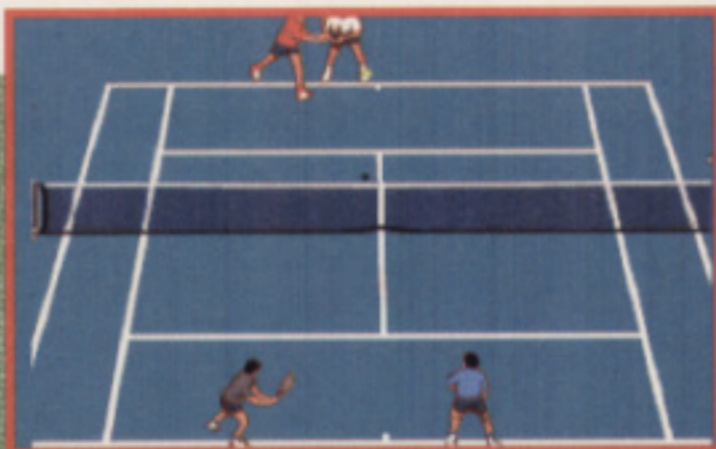


▲ Tired of losing, the player in the red shirt smacks his team-mate in the cobbles. New balls please...



▲ Gosh, I get all the best pictures to caption. I mean, honestly, what can I say about this! Oh yeah, two old blokes.





EA Sports TENNIS

VIEW TO A SKILL

In the past, Tennis games have often suffered from perspective problems — ie. it's pretty much impossible for the second player at the other end of the court to return shots accurately. EA Sports Tennis aims to solve this perennial problem by using a TV-style camera system which zooms in and out of the action. As such, if an area of the screen is obscured slightly, the detail will be magnified slightly. Little touches like this are present throughout the game, and aim to make Tennis more instinctive to play. Similarly, with the viewpoint changing, EA have also concentrated on making the animation as realistic as possible, using the tried and tested Rotoscope system which sees people performing the actions within the game which are then translated in data.





MEGADRIVE PREVIEW

1 PLAYER	RELEASE	OCTOBER
16 MEG	BY	PLAYMATES
	PRICE	TBA
	GAME TYPE	PLATFORM
PERCENT COMPLETE		

Californian forest fires and earthquakes couldn't hold back the king of platform games, Dave Perry, who is set to conquer the gaming world once more with his brand new project Earthworm Jim. Perry, with titles such as

Aladdin, Cool Spot, and Jungle Book under his belt, certainly has a reputation for turning out extremely stylish platformers. As every gamer will know his games have their own style and feel, incorporating stunning sprite animation. His latest project, Earthworm Jim, has been in development for the past four months on an around the clock basis. Nick Jones the Programming Director reveals that the team working on the project have been practically living in the office. The atmosphere is described as 'buzzing' and 'electrifying' due to the team's excitement about the game they hope will break the platform mould.

The action follows the exploits of a worm going by the name of Jim. By a miracle of evolution, Jim is transformed from a common garden worm to a platform-leaping hero armed with a plasma blaster — courtesy of a lost power suit which mutates the wearer into a super hero. The suit, however, is the property of the evil queen bee who dispatches her minions to recover it at all costs. It's Jim's job to battle through 25 levels of assorted evil baddies and rescue the princess while at the same time keeping the suit from the forces of darkness.

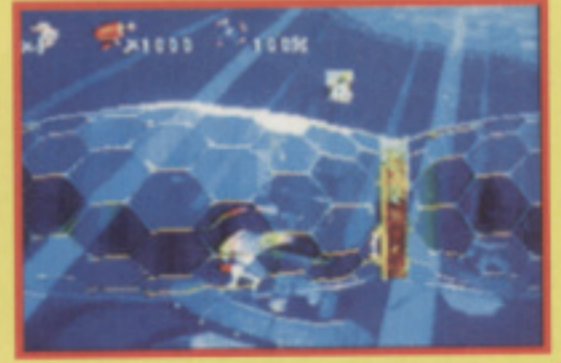
EARTH

JIM



THE PERRY BOX OF DELIGHTS

The team at Shiny Entertainment hope to achieve a new standard in videogaming by going one step further than simply bridging the gap between games and animation. Their intention is to allow the gamer to play out the cartoon themselves. This will be achieved creating a new system called 'Animation': a box of tricks which allows an unbelievable amount of animation to be crammed into the game. According to Shiny Entertainment, Earthworm Jim is scheduled for release in early October.



▲ You're for the scrap heap, Bag of Bolts Man.

▲ Take it easy Mr Earthworm.



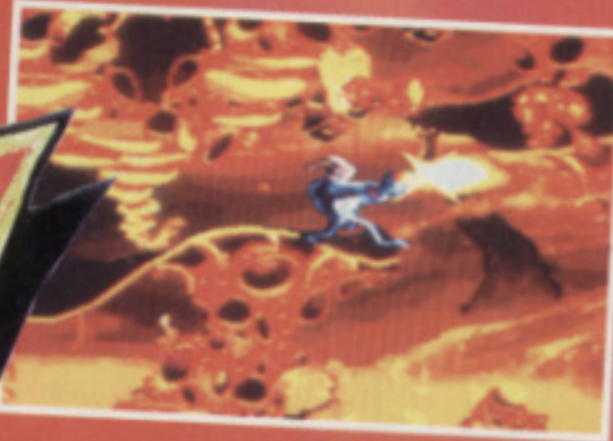
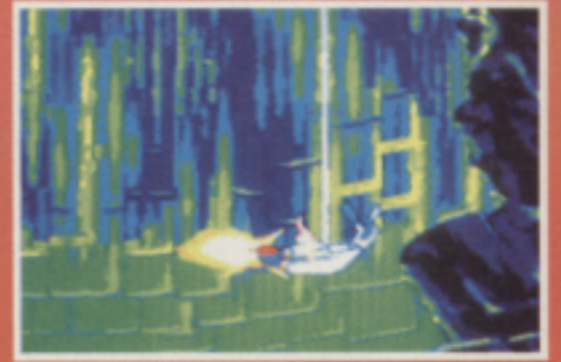


THE WORM

'SUIT'ABLE FOR ANY OCCASION

Jim's suit is the business. Simply take creature, add suit, and there you have it: instant superhero. As for accessories, Jim packs some heat with a plasma blaster strapped to his side. This is not to say that Jim is nothing but a suit. He adapts his natural worm abilities to assist his progress.

Jim can be seen edging his way along a rope using his head as a hook. What's more, he can remove his entire body from the suit to use it as a bullwhip against tougher meanies.



ASSASSINATION CHARACTERS

A vast array of baddies are after poor old Jim now that he's the owner of the all important cybernetic war suit.



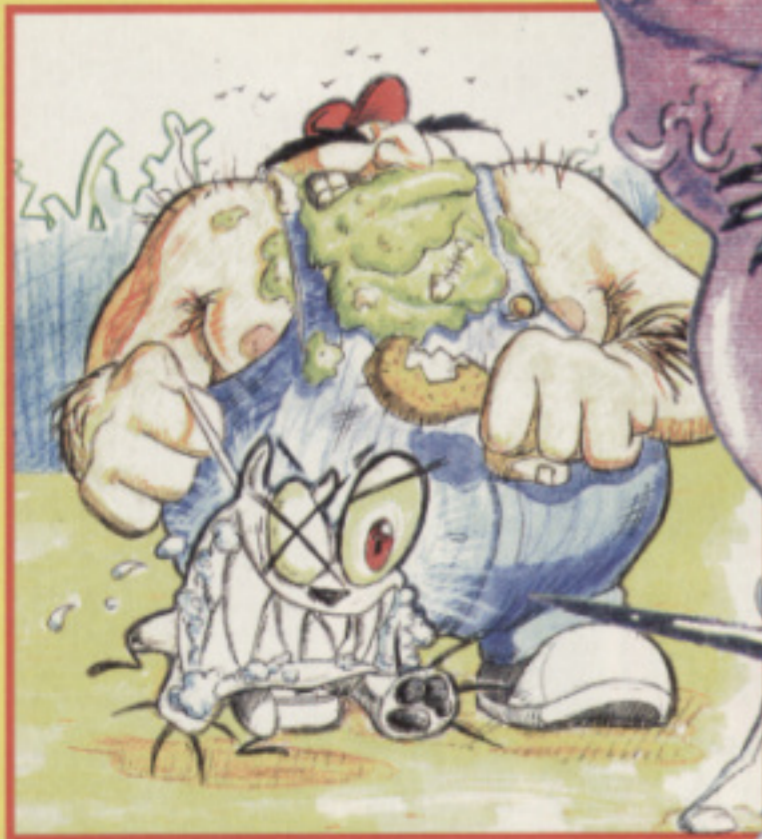
▲ The military bogey man, Major Mucus.



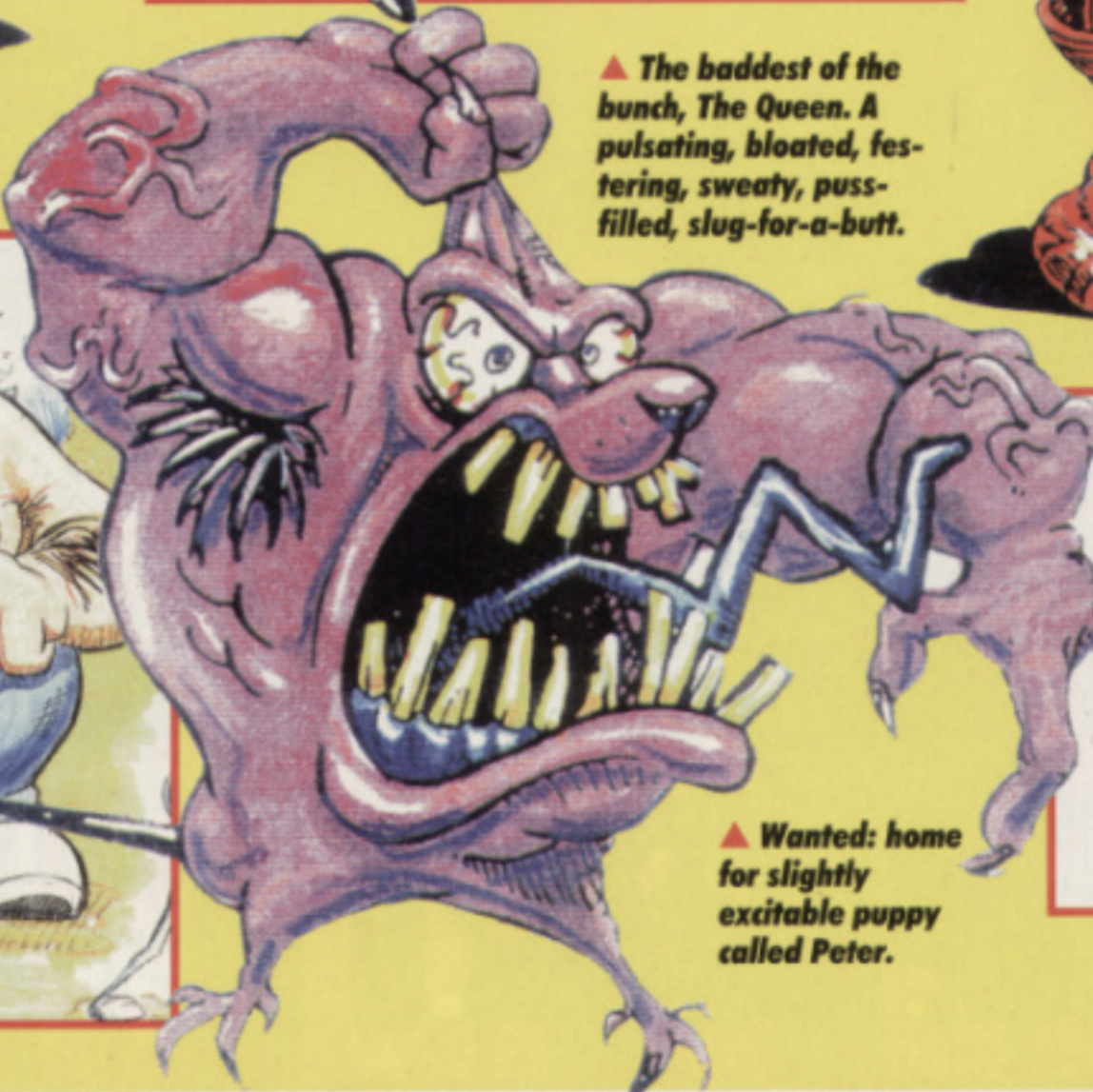
▲ The baddest of the bunch, The Queen. A pulsating, bloated, festering, sweaty, puss-filled, slug-for-a-butt.



▼ Indigestion central when it comes to Doc Duodenum.



▲ Wanted: home for slightly excitable puppy called Peter.

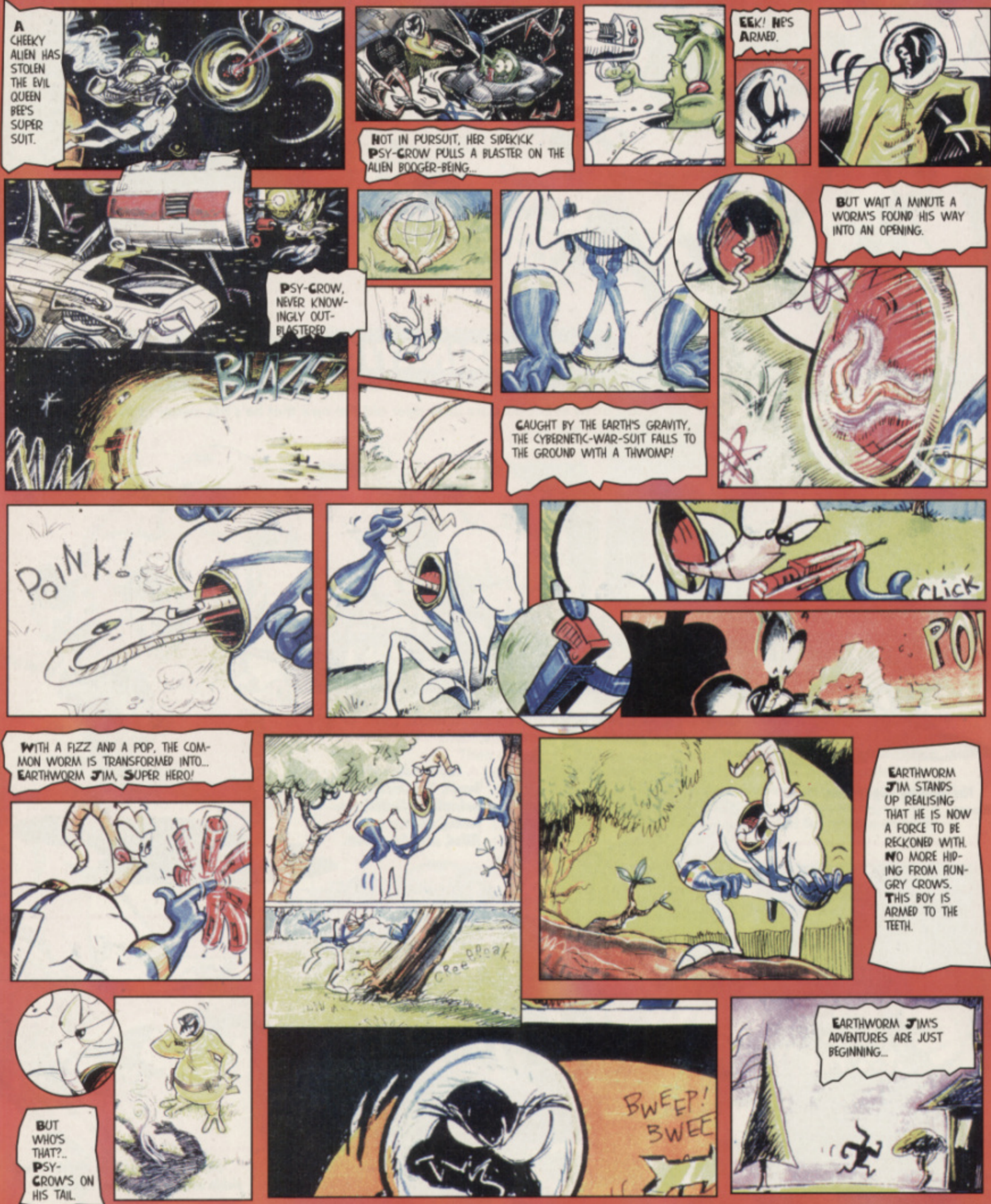


▲ Oh no! Jim resorts to the dreaded tickle attack. Choochie, choochie, coo.

MEGADRIVE PREVIEW

COMIC ORIGINS

To develop an original and rounded character, the creator of Earthworm Jim, Doug TenNapel, drew up a comic strip of the story.



GET THIS...



...LOW LIFE SCUM



GLOBAL GOLF

1-4 PLAYERS	RELEASE JULY
4 MEG	BY CODEMASTERS
	PRICE TBA
	GAME TYPE SPORTS
PERCENT COMPLETE	

How uncharacteristic of Codemasters to give their new sports simulation the formidable and all encompassing title of Global Golf. Coming from a company whose slogan is 'absolutely brilliant' you might think it's just ambitious marketing by the spin doctors of deepest Warwickshire.

However, Global Golf is earnestly aiming to meet the promise of its title, with an attractive list of features normally found on 16-bit machines, or even PCs. At the heart of the cart is a one to four player golf tournament, viewed from behind the player, with detailed course layouts, and a long list of variables to pose a challenge.

The thinking behind Global Golf is to meld the sophistication of golf simulations with the playability required of a Game Gear game: basically depth with accessibility. With this in mind, all options, including club selection, stance, ball position and swing are selected by a joystick-linked icon menu system. Originally the game was designed with two courses; a 'country course' and a 'links' course with plenty of water, but the cart has been expanded to encompass two more international rounds. That's not all the goodies, though...



RAM RAIDER

The four megs of ROM allotted is a lot for a handheld game, but can be accounted for by the digitised animation and rendered 3-D courses. One problem that golf games face is a delay between shots as the computer calculates and redraws the view. This delay is minimised in Global Golf by an onboard RAM cache, which quickens the display.



▲ *Whatever the weather...all that's missing is Suzanne Charlton.*

HOLEY COW!

The control systems and best features of existing golf games are in evidence throughout Global Golf. All sorts of play options, like the popular Skins game are available, and the distance metre, power bar and 'lie' indicator of (dare we say it?) PGA Tour are visible. Despite these, the game still has the firm stamp of a Codemasters production throughout.

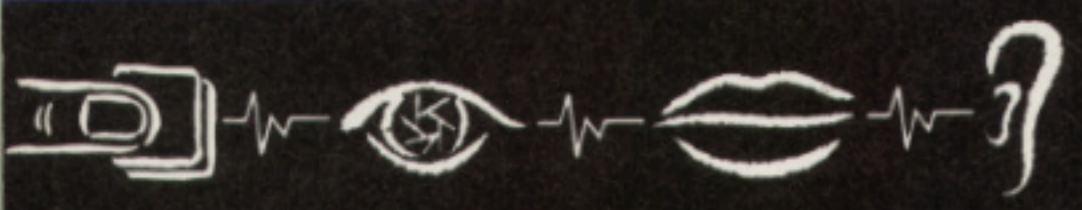


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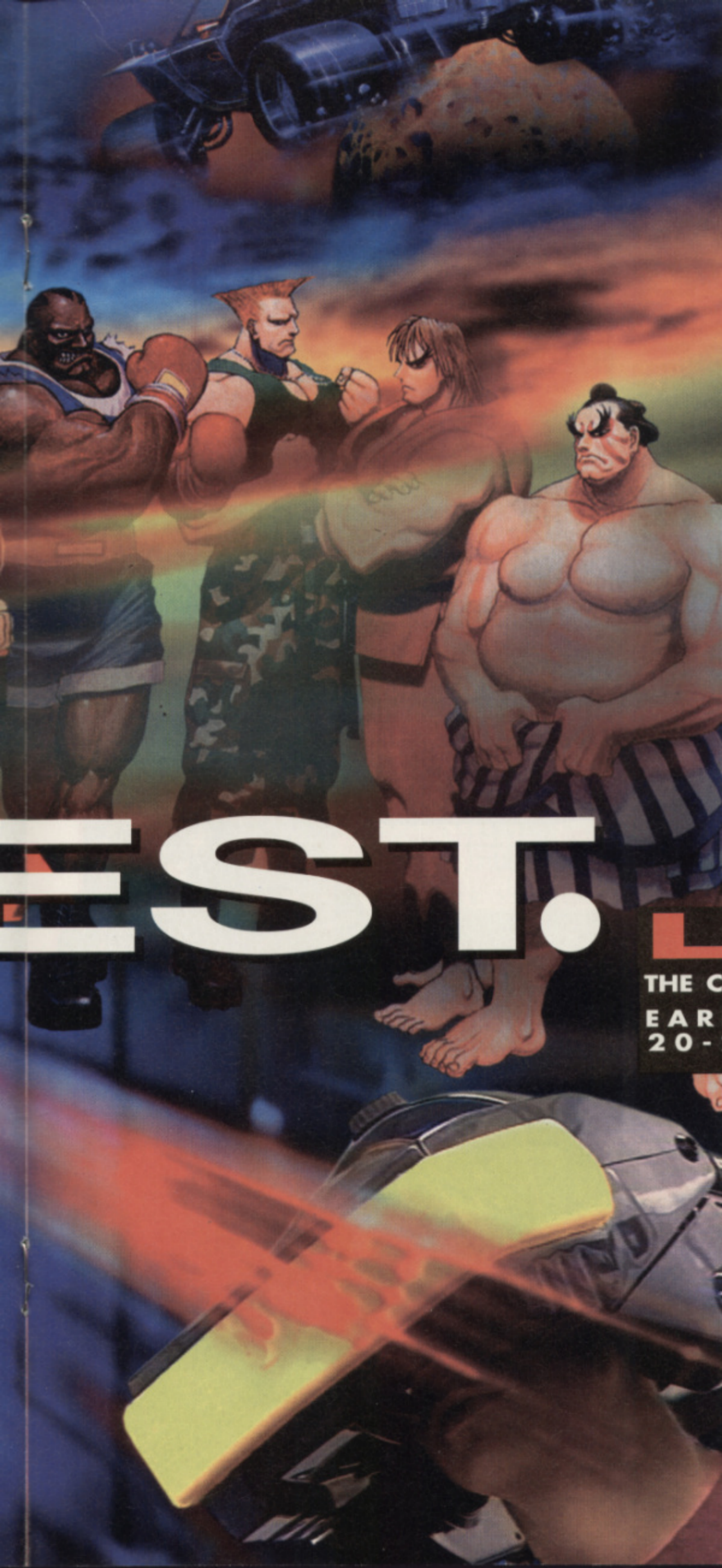
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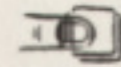
HOT. THE





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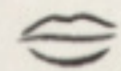
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PAULS TIPS

This month all of the Mean Team have stars in their eyes. Various members of the crew have had brief encounters with that rare breed, celebrities. Young Oz still drools at the thought of his encounter with the international chanteuse Cathy Dennis. Well, the poor chap doesn't get much time off for good behaviour these days. Whereas Claire has had a slightly more topical rendezvous with the 'delicious' (her words) Steven Dorff (Dork? — Ed), of 'Back Beat' fame. Now that groovester Gus came into work this very morning with the hot news that he met Jean-Paul Gaultier at the weekend. In fact when I asked Gus who else he'd met, the list just went on, and on, and on... If you've got any star-studded tips for next month, then don't delay, send them today to: "I THINK YOU'RE REALLY FAMOUS TOO, PAUL", SMALL TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

DUNE III BATTLE FOR ARRAKIS

Since this rather foolish person forgot to put his name and address at the bottom of his letter, I've now decided that enough is enough. From now on all of these anonymous tips will be credited to my cat Rainbow. After all, she is an expert gamer and has helped me out on many a tough level. So well done Rainbow for sending in this lovely load.

	ATREIDAS;	ORDOS;	HARKONNEN
2.	DIPLOMATIC	DOMINATION	DEMOLITION
3.	SPICEDANCE	SPICESABRE	SPICESATYR
4.	ETERNALSUN	ARRAKISSUN	BURNINGSUN
5.	DEFTHUNTER	COLDHUNTER	DARKHUNTER
6.	FAIRMENTAT	WILLYMENTAT	EVILMENTAT
7.	ASHLIKENNY	SLYMELANIE	ITSJOEBWAN
8.	SONICBLAST	STEALTHWAR	DEVASTATOR
9.	DUNERUNNER	POWERCRUSH	DEATHRULER

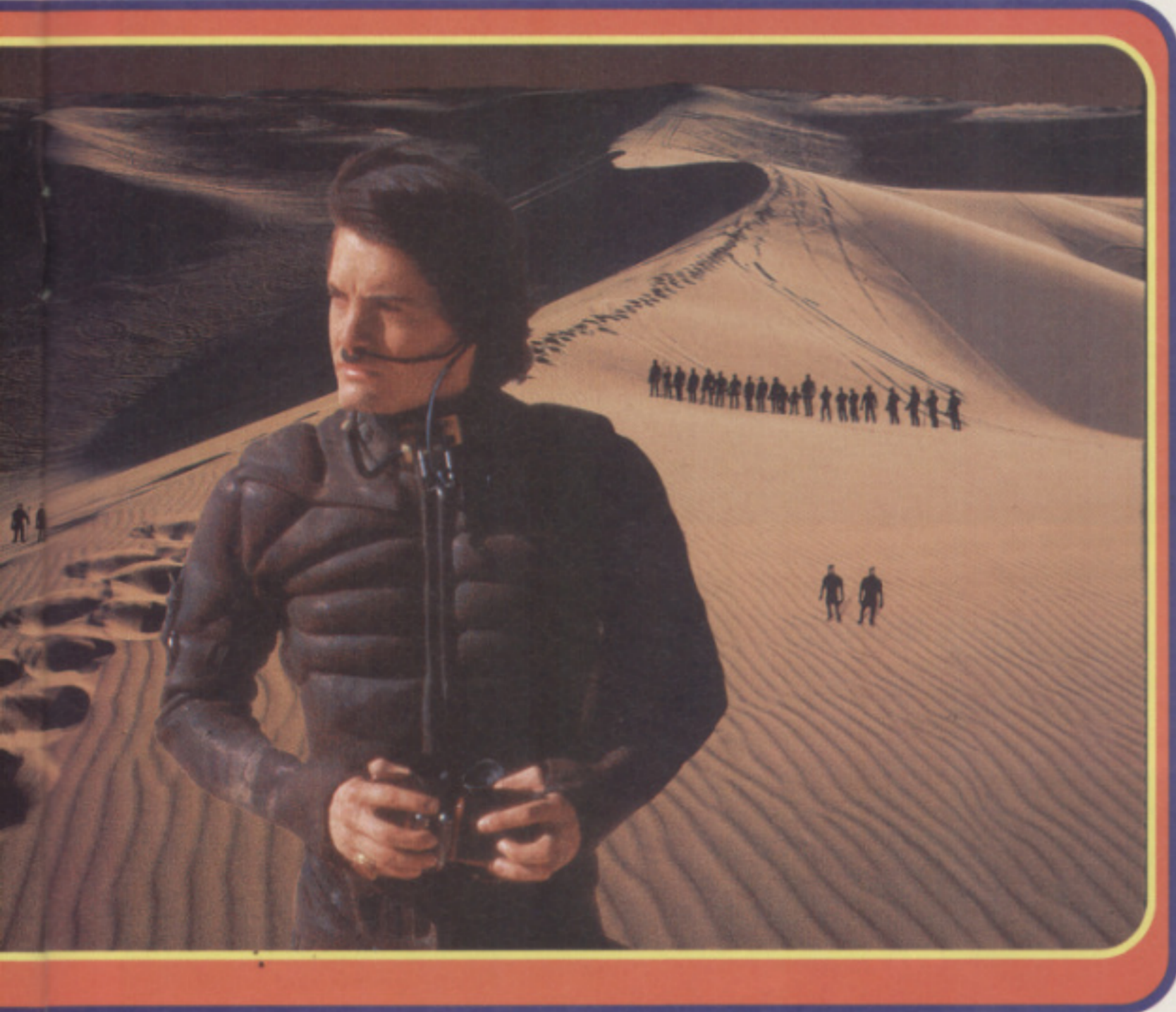
COSMIC SPACEHEAD

Here's a few codes to get your teeth around kindly donated by Douglas A. Brown from Ayrshire.

YGZZ TEEA BEWI LZIA MS96
 YGQZ XEEY LJWI LQIA MS66
 YGQZ XEEA L4WI LQIY MSTX
 DGCW JEEA WWWI LS8V M76E
 DGHF JEE6 WW8I LSW8 MYTZ
 MRHF JFE6 WWLI LRW8 MMIS
 MRHF OFE6 WWLA LRW8 IM63
 MRHF BFE6 WWLG LRWF IDOI

Not satisfied with this selection of luvverlies? Then try your luck on the dodgems sub-game by pressing A, B, C, A, B, C, B, and START.





Castlevania

A small, but tasty tippette here for any Dracula fans. To make the game even harder and pump it up to full Expert level, all you do is perform the renowned Konami code, ie. UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A. A huge round of polite applause to Michael (Herdy) Herd and Mat (no nickname) Miller, both from Oldham, for enlightening us with that.

POWERMONGER

I received a very polite letter from a young man name of Ross Singyard, so he gets an extra gold star for neatness and, of course, his tip printed. Let that be a lesson to you potential tipsters out there! Now for the tip itself. If you enter the code MAQMOD, you'll have already conquered all the lands, which of course means you can replay any land of your choice.



Those funsters Michael Herd and Mat Miller feature again this month, well they did send in a plethora of top tips. So here we go with a stage select and sound test. Highlight

OPTIONS and press START, press START again to exit. Then highlight PASSWORD and press START. Enter this password: NYUKNYUK. Now highlight >, press and hold A, B, C, and START one button at a time. A 'SECOND CONTROLLER ENABLED' message will appear. Highlight EXIT and start the game. The stage select and sound test will now appear, as if by magic.

B-O-B

Dom and Joe from Winslow send out a lifesaver to any poor souls lost in the sea of B.O.B. Before turning on the Megadrive, plug the control pad into the second player slot. Turn on the Megadrive and hold down B when the Electronic Arts logo comes onto the screen. Now when the Foley Systems sign comes up, you should hear a funny noise. This tells you that the cheat has worked. Plug the controller back into the player one slot and away you go. This will give you infinite lives, 99 of every gun, and 9 of every Remote. And what's more, these will be renewed every time you start a level.



ROBOCOP VS TERMINATOR

Steven Walker of Kilbirnie has uncovered this cracking life bonus. For 54 lives, pause the game and press CC, AA, BB, CC, AA, and BB. In addition, the programmer has something nice to say.



MEGADRIVE TIPS

Sensible SOCCER

The season's well and truly over. The terraces are empty. But don't dismay because now's the time to dedicate some quality playing to your Megadrive. Steve Hall, from Wellingborough, has sent in this superb tip for

Sensible Soccer that reaches the leagues that most players never reach. The cheat enables you to play the

specialist leagues or cups from the normal or expert difficulty levels in beginner mode. For example, if you wanted to play the Euro-Cup, which is a specialist cup, all you do is:

1. Access the options screen.*
2. Set the difficulty mode to expert.
3. Go to EXIT and access the Club teams.
4. Choose the specialist league/cup you wish to access, eg. Euro-Cup.
5. Choose your team(s).
6. When the cup first starts, abort and exit the club teams.
7. Re-enter the options screen and set the difficulty level to beginner.

8. Exit the options and return to the club teams.
9. Now go to the cup at the top of the screen.
10. There should now be two options, 'Make new cup' and 'Continue Euro-Cup'.
11. Go to 'Continue Euro-Cup' and you should now continue the cup in beginner mode. However there is a downside to this cheat as you can't save the game. Still, you can't have everything.



MEGA-CD TIPS

GROUND ZERO TEXAS



For the final instalment from the Herd and Miller duo we have a secret scene. It makes you wonder where they get all this secret stuff. Do they have a Bond-style 'Q' bloke who installs all these added extras? Anyhow, when the credits roll, just press C, B, and A, then press START.



LEMMINGS

Alexander Hills from Edinburgh has sent a useful cheat for a level select for all of you out there who enjoy watching poor little men fall to their doom. When the Sega logo appears, hold down buttons 1 and 2 and rotate the D-pad in a clockwise direction until you hear a bell. Wait for the options screen to appear, and then select a level at your leisure.



MASTER SYSTEM TIPS

DESERT STRIKE

In his rush to send me his tip, Karim Bourouba obviously forgot how to spell properly. As a result we have a plum pudding of codes for Dessert Strike.

- Campaign 2 - QQGRJMP
- Campaign 3 - QPLAOJR with Carlos Valdez
- Campaign 4 - QPCEAQW



THE ORIGINAL Micro Machines SCALE MINIATURES

At long last, a cheat for Micro Machines. What's more, it's an absolute winner. Go to CHALLENGE twice and select any character. During the qualifying race, cruise past the other characters and, before you cross the finishing line, stick the car into reverse and take the chequered flag. From this point on you'll have super speed! And believe me, it's great. A Wembley stadium sized Mexican wave for London Kim, from Surbiton, who sent in this treasure.

IT'S HERE!

AND IT'S HOT



Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

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MEGADRIVE TIPS

Right, get yer skates on, because we've assembled the mother of all Skitchin' guides. Sorry, did you say "why are you tipping Skitchin' since it's a bit crap?" Well, after having played the game intensively since the review, Gus thinks we were perhaps a tad harsh with this Road Rash clone. Skitchin' has it all: reflexes, strategy and a mappable playing area. So get ready to slide up someone's rear-end in style!



YOUR A-Z

The routes of each Skitchin' course are identical each time you play. The game is much easier when you've learned the location of weapons, ramps and the worst hazards. Here are the first seven courses mapped, with a key to each feature.

KEY

RAMP

Ramps are used to perform tricks. They take various forms, including dirt-piles.



BAR

A simple weapon, found on the early roads. Low damage.



PIPE

An effective weapon, found commonly. Low damage.



CHAIN

Found from Seattle onward. Medium.



NUNCHAKA

Quite rare, but very effective. Medium damage.



BAT

An occasional baseball bonus. High damage.



ROCKET SKATES

A powered speed boost, lasting around ten seconds.



SLICK

Oil patch that can cause a fatal loss of balance.



GLASS

Causes imbalance and wheel damage.



ROAD BLOCK

Barriers which cause you to crash.



LANE CLOSED

These areas have no traffic and are usually full of ramps, weapons and hazards. Move into them.



CROSSOVER

Major points where traffic crosses to the other lane. Common later on.



SHARP BENDS

Occur from San Francisco onward. Bends where it's easy for Skitchers to fall off.



MANHOLE COVERS

Potential destabilizers, which hog that 'safe' central part between the two lanes.



COURSES



VANCOUVER



A gentle track to start with all the bonus action on the right. The best time to ride cars is between 4.3 and 2.6 and from 2.0 to 1.3.



◀ One of those areas when you just have to hang on and hope.



MEGADRIVE TIPS

0.1 0.3 0.5 0.7 0.9 1.1 1.3 1.5 1.7 1.9 2.1 2.3 2.5 2.7 2.9 3.1 3.3 3.5 3.7 3.9 4.1 4.3 4.5 4.7 4.9 5.1 5.3 5.5 5.7 5.9 6.1 6.3 6.5 6.7 6.9

SAN FRANCISCO

The last track before glass becomes too common to even bother mapping it, much of it in the central area. This is a ramp free zone. If you have weapon, ride and bash all the way.

0.2 0.4 0.6 0.8 1.0 1.2 1.4 1.6 1.8 2.0 2.2 2.4 2.6 2.8 3.0 3.2 3.4 3.6 3.8 4.0 4.2 4.4 4.6 4.8 5.0 5.2 5.4 5.6 5.8 6.0 6.2 6.4 6.6 6.8 7.0

It's hard to see past buses

0.1 0.3 0.5 0.7 0.9 1.1 1.3 1.5 1.7 1.9 2.1 2.3 2.5 2.7 2.9 3.1 3.3 3.5 3.7 3.9 4.1 4.3 4.5 4.7 4.9 5.1 5.3 5.5 5.7 5.9 6.1 6.3 6.5 6.7 6.9

0.2 0.4 0.6 0.8 1.0 1.2 1.4 1.6 1.8 2.0 2.2 2.4 2.6 2.8 3.0 3.2 3.4 3.6 3.8 4.0 4.2 4.4 4.6 4.8 5.0 5.2 5.4 5.6 5.8 6.0 6.2 6.4 6.6 6.8 7.0

LOS ANGELES

HOLLYWOOD

Minor hazards are no longer listed. This course sees the introduction of sharp corners and manhole covers.

0.1 0.3 0.5 0.7 0.9 1.1 1.3 1.5 1.7 1.9 2.1 2.3 2.5 2.7 2.9 3.1 3.3 3.5 3.7 3.9 4.1 4.3 4.5 4.7 4.9 5.1 5.3 5.5 5.7 5.9 6.1 6.3 6.5 6.7 6.9

FIGHTING TALK

Assume a full complement of weapons early on: they are easy to lose. Don't pick up pipes or bars on later levels. It's better to fight when skitching, avoid thrashing on the open road as you lose

speed. A good fighting method is to duck as you ride the car and hit the opponent low. Don't fight on oil. Try and use your attack to knock opponents into the path of cars.

RAMPANT

The first three courses offer enough ramps to take you to the bonus round, so trick every one. To trick you don't need a great amount of speed. Move the joy pad in the direction of the trick as you hit the top of the ramp, then leave the joy pad alone! Also, the fallen bodies of skaters may be used as impromptu launch ramps. Don't try and direct your skater in

mid-air: the angle at which you hit the ramp is the angle you'll continue travelling. Some ramps have blocks ahead, so approach the ramp with the intention of changing lanes in mid-air.

BONUS ROUND

Make sure you get the first bonus 'boning' track. There's a whip (high damage) found at 0.3 in the centre. Very useful to have.

0.1 0.3 0.5 0.7 0.9 1.1 1.3 1.5 1.7 1.9 2.1 2.3 2.5 2.7 2.9 3.1 3.3 3.5 3.7 3.9 4.1 4.3 4.5 4.7 4.9 5.1 5.3 5.5 5.7 5.9 6.1 6.3 6.5 6.7 6.9

WASHINGTON

Skate city, once again. Washington also has a nasty central reservation at 2.5 forcing you to ride cars for half a mile.



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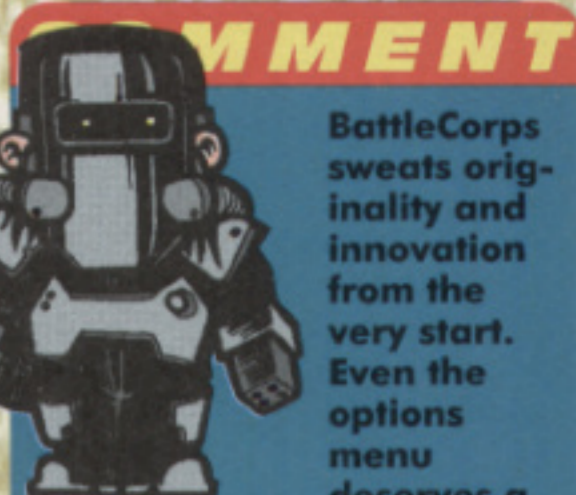
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▲ Games action ahoj in this action packed screen shot



COMMENT

BattleCorps sweats originality and innovation from the very start. Even the options menu deserves a slight gasp of disbelief

PAUL as it rotates within an isometric 3D perspective. As soon as you get into the game, its beauty becomes even more apparent. The scrolling and movement are fluid and react perfectly to the controls. An immense amount of attention has been paid to the landscapes and sprites, and it seems almost a shame to destroy them. The solidity of the gameplay is only surpassed by the simplicity of the control system. It just feels so natural moving around the terrain, easing off on the acceleration as you let another missile fly. Above all, the music has to be some of the best that I've heard for a game. The mixture of steely guitars and ambient techno tunes, matches perfectly the nightmarish scenario of a titanium-clad marine battling against the odds. This is an excellent example of planning and design that has paid off, and this makes BattleCorps an essential for the Mega-CD library.

BATTLECORPS

JOKS TRAP

By the mid-cent, you would be laughed out of Operations for suggesting we send REAL people on an expedition such as this. Human life isn't any more sacred, but hardware is darn cheaper. The BAMs work by downloading a human intelligence into a cyborg environment. You have three personalities to select from:

JACK CUTTER

Age and experience count here. Jack also exhibits the best all round characteristic of average speed, firepower and armour strength.



BECKY OJO

The team vixen. A hard hitter and frighteningly fast, but a low tolerance to fire is her great weakness.



DICK 'N' JANG

in the 20-C, temperaments like this were called pathological psychoses. Nowadays they are just useful, especially when controlling kit as heavy as this.





BE BRIEF

Your mission is extensively briefed by Mission Coordinator Lt. Calgary, with the aid of diagrams and speech. There is also a FMV (video) introduction of the plot.



▲ The outline of approaching doom.



▲ I'm your number one fan!



▲ This is what you get to wear. Neat, huh?



MERIDIANS

Mandelbrot incorporates five environmental zones, not counting the unique nexus that MOSES has created for himself at the planet's core. Far from being mere changes of scenery, the varying zones hold different enemy types, fixed features and require different tactics for playing. The five sceneries furnish the thirteen different levels of the game.

AQUATIC

The dynamics of fighting underwater; sluggish movement, poor visibility and limited weapons, make these an area where you are disadvantaged. Unfortunately, MOSES has some excellent custom aquatic equipment at his disposal.



LAVA

Overheating problems figure highly on these zones, as crossing molten areas is sometimes necessary. One level features a fearsome advancing wall of flame.



PERMAFROST

Visibility problems beset operations in these zones, with a virtual whiteout. Again, lateral thinking is required to explore these areas to their full extent.



MINING LABYRINTH

A confusing array of tunnels and faces, created for the extraction of Meridium. This is one of the puzzle-led areas of the game, with shields, switches and hidden areas to be located.

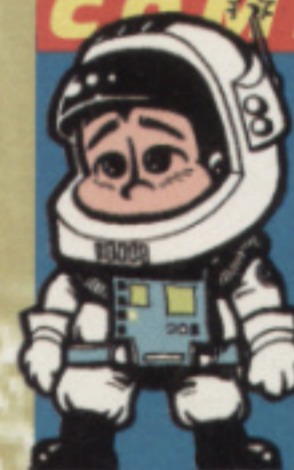


INDUSTRIA

These are 'hunt and kill' locales, laid out in large open chambers with many wandering enemies and hidden emplacements. A systematic approach is necessary.



COMMENT



GUS

Cool. It's rare for a company to take much note of criticism in the way Core obviously have with Thunderhawk.

Battlecorps takes the greatest bits of that radical helicopter sim and improves immensely on the play side. Although the 3D loses some of its impact second time round, the game still looks marvellous, and it's surprising how much visual variety exists throughout the levels. It's the missions and not the cosmetics that make the game, though. Thoughtful strategic battle action works better than a mad arcade rush, although Battlecorps can get as frenzied as you could fancy, and presents a real nugget of challenge on the later levels. The only 'Mechwarrior-type' 3D blaster on the Sega formats, and rather an essential one at that.



FULL METAL JACKET

In addition to standard twin plasma cannon, you have limited supplies of the following.

MISSILES



MORTARS



PLASMA PULSE



FLAME THROWER



▲ A tense battle-fire situation.



CHAOS ENGINE

Battlecorps is the second game to utilise the 3D rendering engine that Core Design created for Thunderhawk on Mega-CD last year. The same technology will be found in a future release, Soulstar, and a similar idea power BC Racers (now called Chuck Rally), a 3D racing game currently in production.



▲ Fire, my heart revel: burn and me consume.

GRAPHICS

▲ Fast, smooth and detailed 3D graphics system. Some of the enemies are FAB.
▼ Things get blocky close up.

91

SOUND

▲ Long sections of dialogue used imaginatively and atmospherically.
▼ Those rambling 'axe' solos are sooooo wrong for a futuristic shoot 'em up.

87

PLAYABILITY

▲ Wonderfully playable — at the same time testing, rewarding, logical and unpredictable. You'll fight for every inch of progress,

93

LASTABILITY

▲ The thirteen missions are huge, with three levels of skill included. Lastability reinforced with concrete.

89

VFM

▲ So much crammed onto one disc — no expense spared, as John Hammond would say.

90

OVERALL

92

A beautifully crafted piece of Mega-CD software with just the right balance of action and adventure to satisfy all needs.



IT'S A SMALL WORLD



There's hardly a country left unaffected by Out Runner's hot-rods. The race kicks off in the US and, after completing the first track, the drivers have the choice of heading east or west. Taking the eastern route leads the racers over either the plains of Africa or the historic landscapes of Europe. Head west and the action covers the Californian highways through to the Russian steppes. Ultimately, the tracks come to a rapid end on the opposite side of the planet. The action is non-stop as the drivers aren't afraid of getting their feet wet. With a splash and a splash, it's sea bed fun. Strange, but true.



PAUL

COMMENT

This certainly takes me back — about ten years to be precise. The days when driving games were all

about moving the central sprite from left to right, avoiding both the edges of the tracks and the occasional blocky obstacle. Ooh! the fun. Ooh! the strategy. Out Runners is far from cutting edge technology. The gameplay consists of steering, if you can call it that, the car along some roads. And yes, that's about it. The control system is non-existent: there's no swerving or dodging, just some lucky misses. Similarly, the car veers towards the side of the tracks regardless of how hard you try to alter course. The animation is quite appalling. The roadside zips past constantly repeating ill-proportioned buildings and people. As for the obstructing creatures and vehicles, it seems as if somebody has forgotten to include the collision detection in the programming. The split-screen is fine for two players, but you'd have thought they'd have expanded it to full size for the one-player mode. This game is enough to drive you up the wall.



DREAM MACHINES

This is probably the only chance that most of us will have to drive something that pushes 400Ks. There are eight of these beauties, ranging from an Alfa Romeo Spider lookalike to a souped-up dune buggy. The cars have pretty much the same performance, making the driver's skills all the more important.



COMMENT



STEVE

Blimey, I'm starting to feel old. I remember all the hype for the original OutRun coin-op and the subsequent conversions. I can also remember playing the Atari ST version to death despite its awful multi-load system. However, the memory cheats and technology moves on — although the team behind Out Runners don't seem to realise this. Remember the days when a race game simply involved moving a blocky sprite left and right, with only the occasional corner to worry about? It's all here. As are the dated, repetitive backdrops, lazy use of split-screen and crap sound effects. Out Runners would have been dated a year back, now, though, it could be carbon-dated. If Virtua is the Ferrari of race games, this is the Robin Reliant. Do yourself a favour and ignore it...



▲ Santa joins in on the festivities. Sod off, Boardy, you don't exist...



▲ Glog, glog. Action under the sea. Under the sea, under the sea, tra-la-la-la I like Disney...



▲ Boy, look! A Little Golf. I love Jubilee Pancakes, too...



GOT ALL 'O' GEARS

Depending on the player's driving proficiency, there are options for manual or automatic gears. Automatic allows the driver to keep his concentration on the road all the time, but is limited in acceleration and top speed. In manual mode the gear shift is fast and responsive, but demanding on timing and nerves.

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THANKS TO
Our review copy of Out Runners was supplied by Martin at Video Games Centre, Bournemouth. Give him a call on 0202 527314.

▼ Visit the wonders of the world and drive all over them.



WILD CHASER

SPEED BUSTER

GRAPHICS

65

▲ There's a good attention to detail — the crashes in particular.
▼ Why do they use the same old lazy 'let's repeat the same objects on the road' trick?

SOUND

62

▲ Opt for the noisy engines for some juicy revving.
▼ The music seems to have been composed and performed on a Stylaphone.

PLAYABILITY

52

▼ Playa.. what?! Out Runners probably hasn't heard of the term. How much fun can guiding a sluggish sprite through repetitive levels be?

LASTABILITY

48

▼ The boredom factor soon sets in when the realisation hits home that there's nothing much to see.

VFM

45

▼ This game is not worth the circuitry it's printed on. Don't bother forking out for it.

OVERALL

50

What promised to be a sincere conversion from the arcade is an insult to the concept of a racing game.



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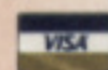
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THE GAMES PALACE



BODYCOUNT

COMMENT



I suspect the Menacer is one of those embarrassing little lunchtime ideas that Sega would

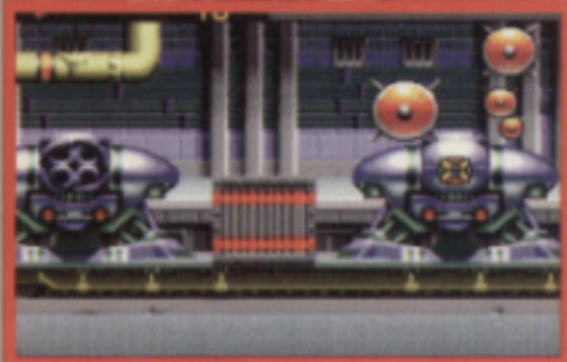
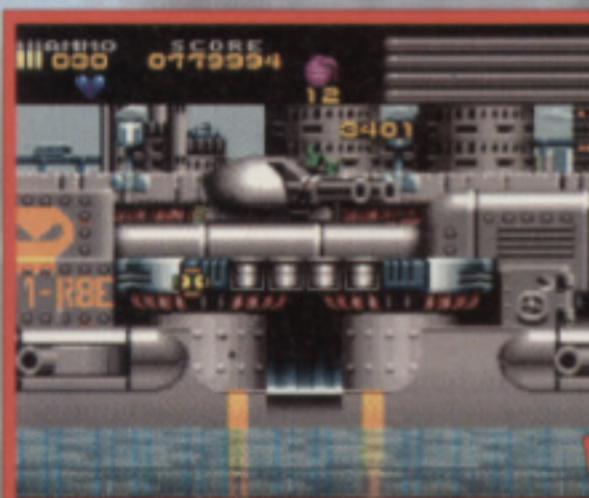
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rather forget. However, since some Megadrive owners bought 'Barbie's Bazooka' uninspiring games for it are released at mercifully infrequent intervals. If anything, Bodycount is even less attractive than Probe's Terminator II conversion, principally because it appears so damned unfair. At any given moment there's a dozen aliens on screen merrily blasting away, with your own impotent standard weapon finding great difficulty dispatching even one. The format is much the same as T2: scroll and waste, with little subtlety or surprise. A B-league title with a B-movie plot.

▼ Mummy, mummy a nasty robot man keeps throwing spiky balls at me.

THE BOSS FELLAS

The big boys, les grand fromages, those creatures that haunt the end of levels. They are the biggest, and toughest targets in the game. Work out their weak spots and keep on blasting until either your fingers drop off, or they end up another lump of alien wreckage.



CHOOSE YOUR WEAPON

Bodycount supports both the 'Menacer' and the Sega 'Mouse'. Launched way back for the Christmas of 1992, the Menacer pack included the statutory six game pack. It also died a bit of a death. As for the Mouse, it's now on the market at around the £30 mark.

BULLY'S PRIZE BOARD

IN ONE! AMMO

The quicker it falls, the more it adds to your bullet belt.



IN THREE! GRENADES

Same situation as with the Ammo, the quicker they fall... yes, that's right.



IN FIVE! SHIELDS

Armoured-plated hearts are the order of the day with this recipe.



IN TWO! FIRST AID KIT

Restore your glowing life energy in colour-coded degrees.



IN FOUR! POWER-UPS

Grab these and put some more oomph into your spray of shells.



AND BULLY'S SPECIAL PRIZE! NUKE 'EM

Snatch this and you can vaporise the entire screen.



GRAPHICS

▲ Nicely drawn sprites that are choeful of colour.
▼ Across all the stages it's far too repetitive.

77

SOUND

▲ Semi-techno tracks that perform adequately.
▼ Endless gun fire drones on.

70

PLAYABILITY

▲ Starts off fun and furious, for itchy trigger fingers.
▼ But then you realise that it's all the same thing.

63

LASTABILITY

▼ Even the most patient of players will tire extremely quickly of this dull game.

50

VFM

▼ Even if it was twenty quid, this still wouldn't be worth a look.

65

OVERALL

62

Initially plenty of challenge, but lets itself down in the repetition stakes.



1-2
PLAYERS

8
MEG

GAME TYPE
ADVENTURE

PRICE 29.99

BY ACCOLADE

RELEASE JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

\$67,000

ORIGIN

In the same genre as Micro Machines, Rock 'n' Roll Racing, and Road Rash 2.

GAME BREAKDOWN

ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

GAME AIM

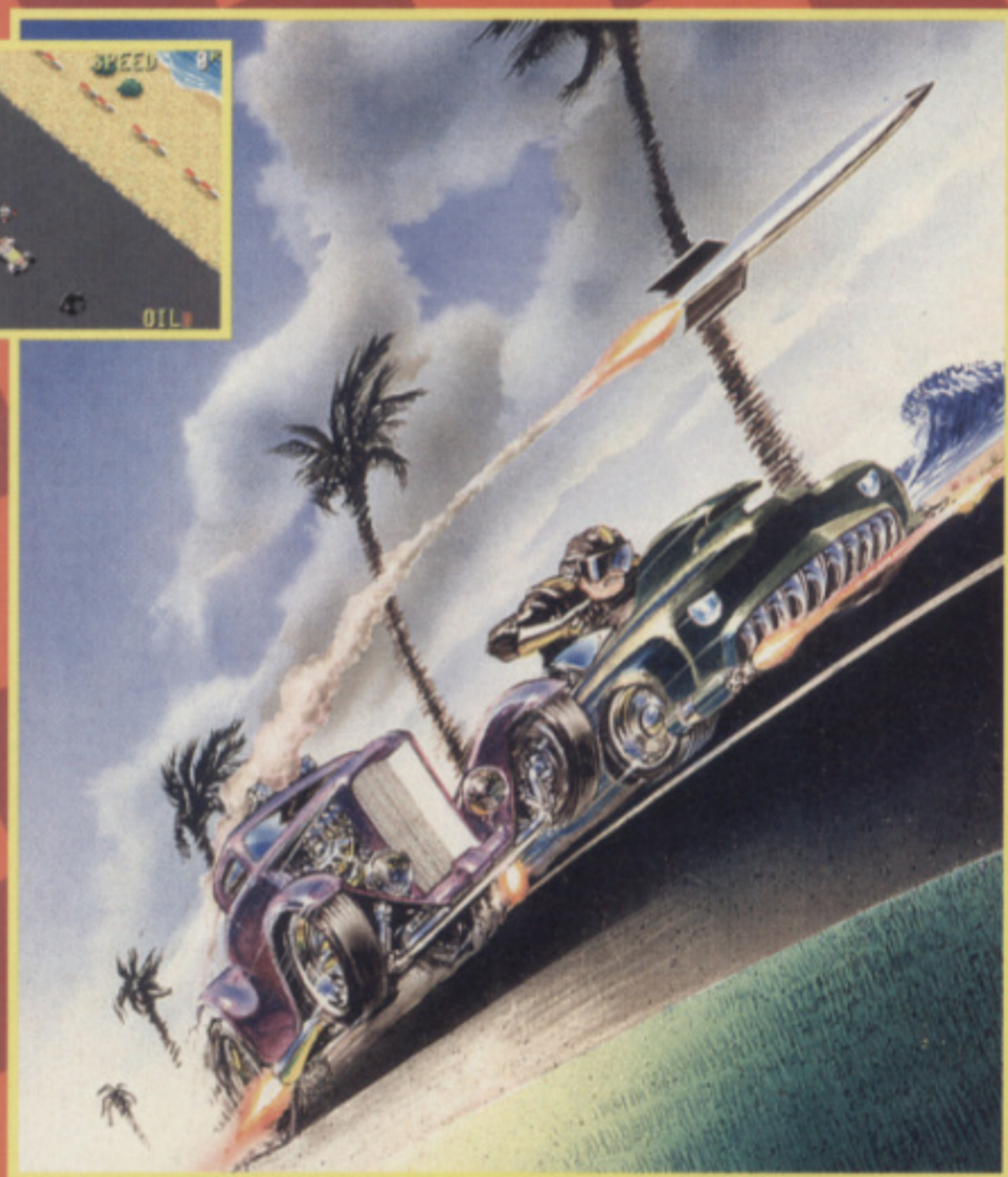
To come in the top three and qualify in one player mode. Beat your opponent with all manner of devious tricks in two player.

They're under starter's orders. The engines scream in anticipation of the off. With a blink of the green light, they're off! Hurling down the track they take one bend, then another. Careering through the chicane the tension builds. It's going to be a close finish. Then Mum comes in and tells me not to crash my Scalextric cars. Bah!

There's nothing more fun than crashing toy cars and Combat Cars works on this twisted concept. Except the difference here is that you don't have to scratch your fave Porsche Dinky Toy. Choose your driver from eight diverse personalities, line up on the track, and put the pedal to the metal. There's a whacking 24 tracks to complete, made up of six different locations with four variations of each course. All manner of special weapons are at your fingertips to slow down the other competitors and guarantee victory. So if you fancy yourself as Marc Bolan or Leslie Crowther, come on down and take the wheel..



COMBAT CARS



TRACKY RACERS

No they're not all dolled up in shell suits and XR3is, these characters mean business. Each has an individual weapon to send the competition off in a spin.

MAMA
A good looker and all-rounder. Not much of a special feature.



SADIE
Sexy Sadie is stuck on you with her glue weapon. Tacky or what!



RAY
Bit of a dull boy who relies on his speed and booster.



MEKMAC
If there ever was a boss boy Mekmac's the business. Tough to control, but lays mines on the track.



JACKYL
Tricky character for the novice to handle. Releases an oil slick to slip up tail-gaters.





COMMENT

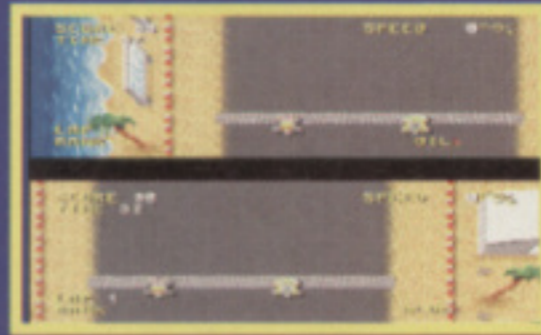


This jolly little number immediately brings Micro Machines to mind as it portrays a similar concept. That is

actually its main weakness, as it fails to match it for quality. The basis of the game is fairly playable, especially in one-player, but Combat Cars misses the opportunities to build on this to make something really special: graphics are competent but unsurprising; the cars themselves have lacklustre special powers. The two-player option is another good idea, but you are forced to play it out over a 24 race marathon. Surely varying the size of this option wouldn't have taken that much thought? Combat Cars is under-developed, and Micro Machines 2 is already on the horizon...

NOW AVAILABLE IN SPLIT SCREEN VERSION

Tired of playing with yourself? Get a mate and away you go with two player fun. The tried and tested split screen two player mode is back with a vengeance. The format is either 'mano y mano' thrashing the living daylights out of each other, or working as a team against the remaining drivers.



SOMETHING FOR THE RACE-TRACK, SIR?

This is the place where you blow all those hard earned winnings. The selection covers the essential elements of the game, new tyres for better handling, new engines for improved top speed, and turbos to add oomph to acceleration.

COMMENT



It's the same old story. Micro Machines meets Road Rash 2, meets Rock 'n' Roll Racing. Combat

Cars has lifted all the essential elements of these classic games, and rather than pay homage, has committed an injustice. Graphically it's nothing special. For a start, the 3-D perspective is all disproportionate. The sprites have no real depth, let alone logical collision detection. In two-player mode, the slow down is significant. Pass the aspirin. But after all that I inexplicably found myself enjoying the game and wanting to give it 'just one more go'. Its simplicity is, I suppose, its charm.

▼ Get ready for my love missile!



GROWL

The best bet for the novice player. Good road handling, the smoke doesn't do anything though.



ANDREW

He's a crafty devil. Superb acceleration and guided missiles. Watch him and weep fat boys.



METRO

Shame they didn't call him Skoda. Fast, but crap with a tiny shotgun.



▲ A sharp bender.



GRAPHICS

70

▲ The colour and the background detail really stand out.

▼ The car sprites are too small and there's not enough background variation.

SOUND

72

▲ Some really nice dancey boppy catchy tunes.

▼ There's something wrong when you can't hear an engine in a racing game.

PLAYABILITY

68

▲ Despite the game's limitations, the game-play is unexpectedly addictive.

▼ The slowdown and the flicker seriously threaten concentration.

LASTABILITY

68

▲ There are loads of tracks to master, and then of course there's the two-player mode.

▼ A track editor would have lengthened the appeal of the game.

VFM

76

▲ £30 is a reasonable price for a game of this calibre.

▼ It won't be at the top of anyone's shopping list.

OVERALL

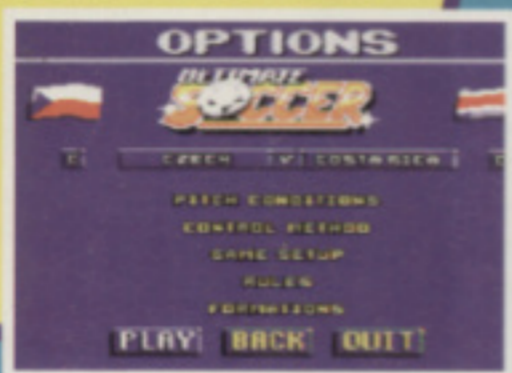
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It's the kind of cart that's nice to rediscover a couple of years after first playing to death. But it desperately needs a track editor.



ABSO' LEAGUE'LY FABULOUS

In addition to the exhibition matches, there's the Ultimate League and Cup options. Here the more strategic theme lets you choose teams to play off against each other. The computer plays the non-player matches and dishes out the results à la classified results on Saturday Grandstand.



▲ You can almost taste the tension in the build up to the crunch Czech v. Costa Rica match.



▲ Oh no. It's that damn sea gull again.

COMMENT



Paul's adequately spelled out all the grotty bits of the game. Shame really, as the great Striker — from

whence this ultimately came — is a classic. However, the Master System struggles to put on the same show, showing its inadequacies in a way that Sensible Soccer on the same format does not. Sensible really is a benchmark for all future Master System sports games, demonstrating that they can equal their 16-bit counterparts in terms of playability. Ultimate, meanwhile struggles with scrolling and an unwieldy strategy system. An early bath for this one.

COMMENT



PAUL

This game is so sub-standard that it's not even funny. It's bad enough that it has to be yet another football

game, and one that is a half-hearted attempt to cash in on the World Cup craze. The actual game action is dreadful. The one thing you'd expect from a footie game is to be able to follow the ball. This is not the case in Ultimate. Frequently, the ball goes completely out of view as the scrolling isn't fast enough to keep up. The screen jerks around so erratically, that the player is left completely clueless as to the position of the ball. As for the league element, there's not a great deal of point to it all. In play, there's no difference in content. I could find only one item of merit: the penalty shootout. Nice idea, shame the control system is too basic. I would strongly advise Master System owners to take a wide berth of this one.

REFEREE, PENALTY!

The game takes a whole new perspective with the penalty shootout, viewed from behind the prospective scorer. With a swift boot of the ball, you guide the direction to slip it past the keeper. In a similar fashion, when your 'keeper faces the opposition, you control the direction in which he dives.

▶ See if you can catch this one then.



GRAPHICS

▲ Some nice touches like the cartwheeling scorers.
▼ On the park, it's the same old thing game in game out, and the scrolling...

65

SOUND

▲ Good hearty crowd cheers.
▼ FX on the whole tend to be squeaks and groans and the music gets really tedious.

58

PLAYABILITY

▼ Being able to see what you're doing is not too much to ask.

41

LASTABILITY

▲ Lots of options.
▼ Many of which are irrelevant.

45

VFM

▼ Watch this one land in the bargain bucket.

46

OVERALL

42

An extremely dull game that has nothing to offer except frustration.

MEGADRIVE REVIEW



1-2
PLAYERS

16
MEG

GAME TYPE
SPORT

PRICE £44.99

BY ACCOLADE

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: N/A
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
WIN 5 GAMES IN LEAGUE

ORIGIN

Hardball '94 is the next instalment in the line of baseball games bearing the same title

GAME BREAKDOWN

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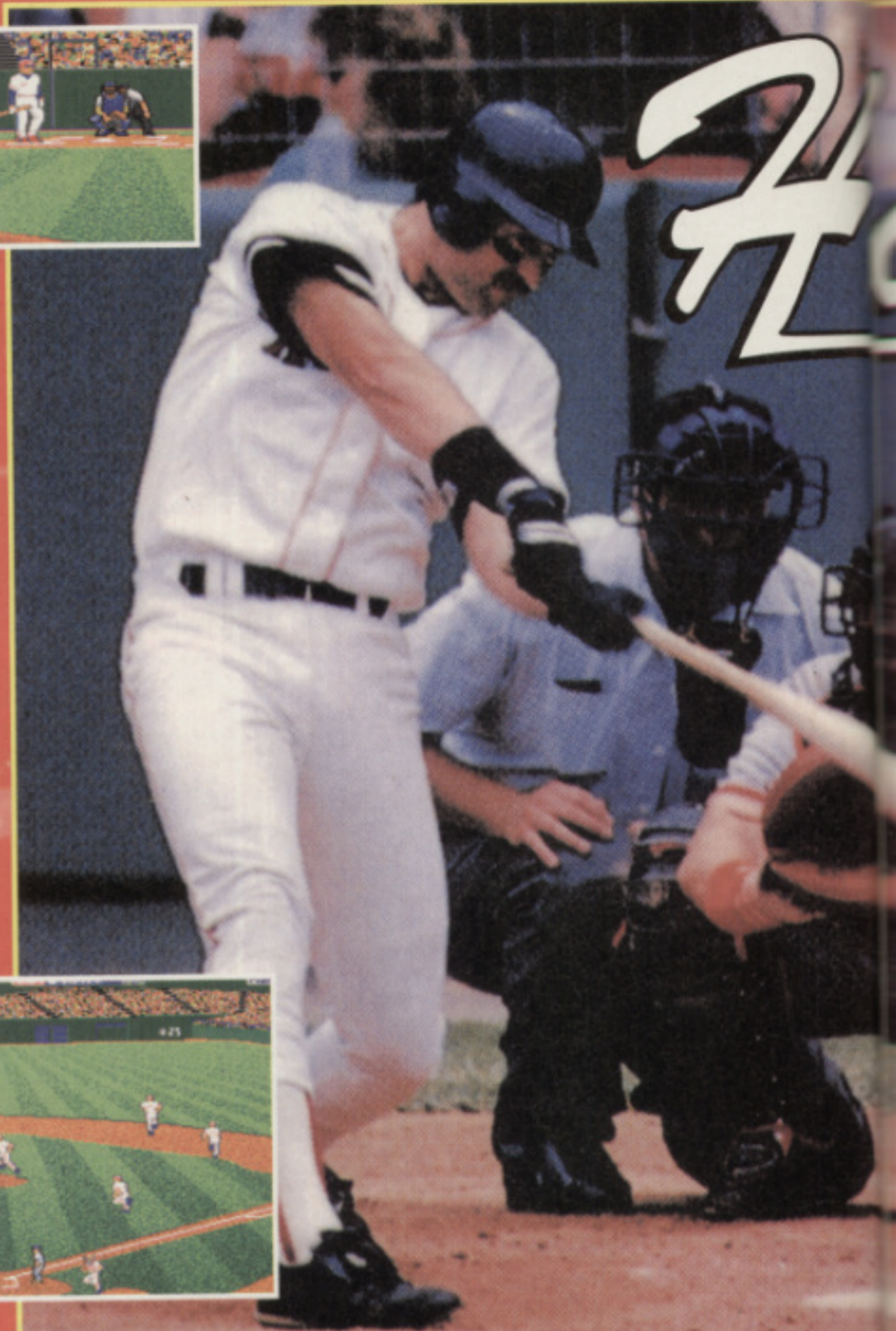
ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

GAME AIM

Take your pick from 28 teams and opt for an exhibition match or to join the league and play as much as a whole 162 game season.

Baseball. It's just not cricket, is it really? For a start, there's all that music and shouting. But what really gets me, is how soft it all is. The back stop is padded up like the Michelin Man and the rest of the fielders all have girlie gloves to help them catch the ball. You never used to get all this in a friendly game of Rounders. What's wrong with them all? Having to catch a leather ball travelling at speeds in excess of 70mph and feeling the sting of the encounter for the next two weeks is all part of growing up.

By signing up the players from the Major League Baseball Players Association, Hardball '94 promises to bring even more realism to the game. As with most sports, the essential feeling of the up-to-date players and teams has to be considered and this is featured with the all new 1994 League/Division/Playoff structure. What's more, the main pitcher and batsman sprites have been digitised from actual players. Crank up the organ and cue the ball-park music.



COMMENT



GUS

Am I mistaken, or is this a step back from Hardball III? Baseball games are a specialist pursuit, which

always makes them difficult to rate. However, compared to Accolade's previous acceptable efforts, and Tengen's fine RBI '94, Hardball '94 comes across as a bit irrelevant. The new angle that has been taken is one which thrills baseball statistics fans, though there's not many of them in Britain. Otherwise the clever rendered batting animation is spoiled by the poor outfield graphics. Hardball '94 is good enough to satisfy its target market, which is, fortunately, 3000 miles across the Atlantic

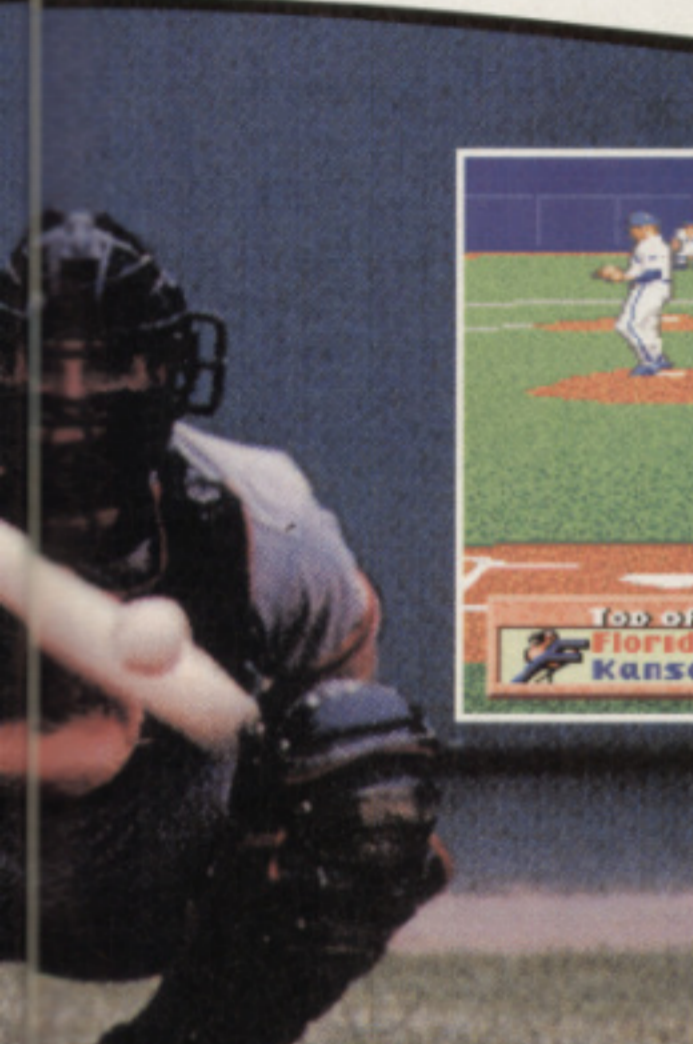
NO BALLS

You can never get enough practice to prepare you for the onslaught of the pitchers. Try out as many pitchers from as many teams as you wish. All of this in the safety of knowing that you will never be struck out.





Hardball '94



SOFTBALLS

There's no need to fork out for those collectable baseball card any longer. Hardball '94 has all 700 players from the American leagues digitised with their vital and professional statistics available at the press of a button. Every time a change is made in either batting or pitching, these stats pop up to let you know who you're dealing with. Even during play, you can pause the game to take a longing look at the pictures of the pitcher and batsman.



Top of 1st		1 2 3 4 5 6 7 8 9 R H E								
Florida		0								
Kansas City		0 0 0								

This Season:		Kansas City		AUG B HR SB	
AB: 3	R: 0	LF > Coleman	.279	5	2 38
AV: .666	H: 2	RF Jose	.253	5	6 31
SB: 0	CS: 0	CF Mcrae	.282	5	12 23
BB: 1	SO: 0	C McFarlane	.273	8	20 2
1b: 2	2b: 0	1B Joyner	.292	1	15 5
3b: 0	TB: 2	DH Hamelin	.224	1	2 0
HR: 0	RBI: 0	3B Gaetti	.245	1	14 1
OB: .750	G: 1	SS Howard	.221	1	2 0
SL: .666	E: 0	2B Lind	.248	1	0 3

T.M.L'S ERA	
Rough	R 9 16 0 4.27
P Appier	R 18 8 0 2.56

COMMENT



PAUL

By improving on the sense of realism, Hardball '94 tries desperately to fill the shoes of its predecessors. Unfortunately, the addition of digitised player sprites and all the baseball cards has significantly downgraded the importance of the gameplay. For true fanatics of the sport, the statistics may be seen as a

bonus. But for the average gamer, playability must always come first. Even during the batting, the digitised characters appear lifeless, and there is no guide to the distance and speed of the approaching ball. When it comes to the overhead view of the playing field — well what can I say? There is absolutely no need for such poor sprite animation. To top it off the control of the fielders is just abysmal. Hardball '94 has some nice ideas to improve the gamers lot, but is caught out even before it passes the first options base.

GRAPHICS

▲ The digitised players look pretty nifty.
▼ The player sprites when viewed overhead are pretty awful.

56

SOUND

▼ Traditional baseball tunes that jump up from nowhere and for no apparent reason. The speech element of '93 is missing.

57

PLAYABILITY

▲ Relatively simple pitching and batting.
▼ Another victim of more statistics and less gameplay. Fielding often becomes a muddle.

67

LASTABILITY

▲ If you're a baseball fanatic, then the 162 game season for you.
▼ The game offers no significant hook factor.

65

VFM

▼ Quite honestly you'd be better off buying a bat, a ball, and some gloves to take down the park with your mates.

60

OVERALL

64

It's got some good new features, but, unless you're a statistics nut, a wiser investment would be RBI Baseball '94.

9007 BALLS

It is now possible to play all the 162 games of a real season. You might think that would take a hell of a long time. With that in mind, the development lads at Accolade have devised a battery back-up to save all the necessary data to maintain the league. The Player Editor allows the customising of teams and their attributes, and also makes use of the battery so you can build up a dream team.



GAME TYPE
EDUCATION

PRICE £44.95

BY SADDLEBACK

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD/MOUSE
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS: GOOD
N/A

1ST DAY SCORE

N/A

ORIGIN

It all started when a caveman became sick of his bland cave walls and decided to do a bit of doodling.

GAME BREAKDOWN

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ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

GAME AIM

Choose either to paint a piccie free hand or colour in a selection of outlined images.

They say that school days were the best days of your life. Hmm, not so sure about that one. But certainly the days at nursery school were 'triffic. All you used to do was play in the sand pit, jump up and down in the paddling pool, and cover your hands in poster paint to make ace hand prints and finger paintings.

Those carefree days. Lolling about making a huge mess. But it no longer has to be a carpet staining (?) occupation with the advent of My Paint. This package has the potential to keep any child, be they young or old, happy for many an hour on end, dabbling with paints to their heart's content. The possibilities are literally endless. By using the Mega-CD's increased storage capacity, My Paint can bring your pictures to life with sounds and speech relating to the content of the built-in drawings. Better than a thump in the face with a rusty can of Dulux.

COMMENT



PAUL

This hardly qualifies as a game review in the loosest terms, because it is a practical application for the Mega-CD. The prospect of a drawing and colouring package is not why most gamers buy a Mega-CD. But I found myself being slowly but surely regressing back to my childhood days of just messing around with colours and pictures, and it was fun. I especially loved the speech and the sound effects included in the set pictures. But the art package is severely limited by a palette of sixteen colours. I found it frustrating re-using colours when filling in the set pictures. Ultimately this is for smaller children, and it is the kind of thing that they would enjoy, but I can't help but wonder what is wrong with a nice box of paints and Dad's shirt on back to front.

MY Paint

The Animated Paint Program



▲ Wait a minute. A cat, wearing boots, laughing. I think that I need to lie down.

RECORD THE STUFF

The problem with console art is that you can't keep a physical copy of all the hard work that you've put in. Or so you might think. My Paint allows the user to hook up the console to a video so you can store your masterpieces on cassette.

COLOURING BOOKS

Included on the CD are ten different colouring books of various subjects. From transportation to the African rainforest, from dinosaurs to Mother Goose favourites.





COMMENT



Paul's last comment is pretty succinct. Some colouring books and a wallet of felt tips is infinitely more practical

GUS

(and permanent) than lugging My Paint around. You, reader, are unlikely to have ankle-biters of your own to think about, and have left this kind of pre-school pastime behind. So I don't think you need consider My Paint any longer — toddle off and read the Battlecorps review. That's not to say this is badly produced software. It's rather smart, apart from the pathetic palette. But who is it for? Middle-class technophile parents and propeller heads

GRAPHICS

▲ Lovely, colourful, and cute for the kiddies to colour in to their heart's content.

58

▼ Only sixteen colours. Please, this is meant to be an art package.

SOUND

▲ Ambient music to accompany the artist at work. The sound effects will make even the glumest character chuckle.

83

PLAYABILITY

▲ It grows on you very quickly and is a lot of fun to mess around with.

60

▼ There is no gameplay.

LASTABILITY

▲ With 200 set pictures, it's a mammoth task for any budding artist to complete.

54

▼ I can't really see that much point to it.

VFM

▼ Just think about how much paint and paper you could buy for the price of this one CD. It may be fun, but it's not that fun.

41

OVERALL

53

Evidently aimed at younger children. An art package where the actual drawing is a low priority, making it rather a luxury to have.



▲ Here's one that I prepared earlier. Something to amaze your friends and family.

SOUNDS GOOD TO ME

The Dialogue option adds an edutainment element to the package. This means, for example, that if you click on a dinosaur, the user is given a short history about the creature and the origin of it's name. There is also a noise icon so you can make your dinosaur roar and your train choo-choo.



GUS



STEVE



LUCY



CRITICS CORNER

Let's take an in depth artistic appreciation.
Gus: It's simplicity is an earth shattering puissance highlighting the road to eternity.
Steve: From the Pop Art/Warhol school, the message promotes art's rebellion in society.
Lucy: Fantasy confronts traditional Romanticism in a off-world exploration.



1-2
PLAYERS

4
MEG

PRICE £29.99

BY C & E INC

RELEASE IMPORT

GAME TYPE PUZZLE

▶ *Grab your hat and cane — it's Magic Bubble time again!*

“I'm forever blowing bubbles...” But enough about Michael Jackson, let's talk about Columns. Whoops, sorry, we mean Magic Bubble. Easy mistake to make, though, for verily this is a Columns clone — albeit one that's played upside down and has cute little bubbles with cute little arms and legs instead of jewels.

The rather tenuous storyline involves you as the master of the deep trying to save all the underwater sea life from death by suffocation by persuading the bubbles to yield forth their precious bodily oxygen. The cantankerous little sods will only do this though if they're linked up in lines of four which produces a huge four-fold fart, releasing the oxygen.



STEVE

of things mounting up out of all control. As puzzles games go, this is okay. But that's as far as it goes.

COMMENT

Ho-hum. Yep, this may indeed be a novel slant on the Columns / Tetris / Hatris / Whatevertris theme, but its action hardly gets the pulse racing. Positioning the fishes neatly and accurately requires more skill than Columns, but the assorted guppies move down so slowly there's never any danger

MAGIC BUBBLES

COMMENT



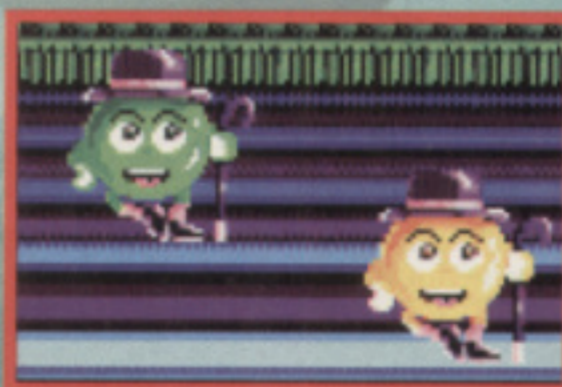
LUCY

Being a massive Columns fan I thoroughly enjoyed this game. There's no doubting that it's unashamedly a rip off but since it's played from a different perspective, is actually much harder in head-to-head and is a hell of a lot cheaper than most of its type, I have no qualms in recommending that fans of this genre should give it a go.

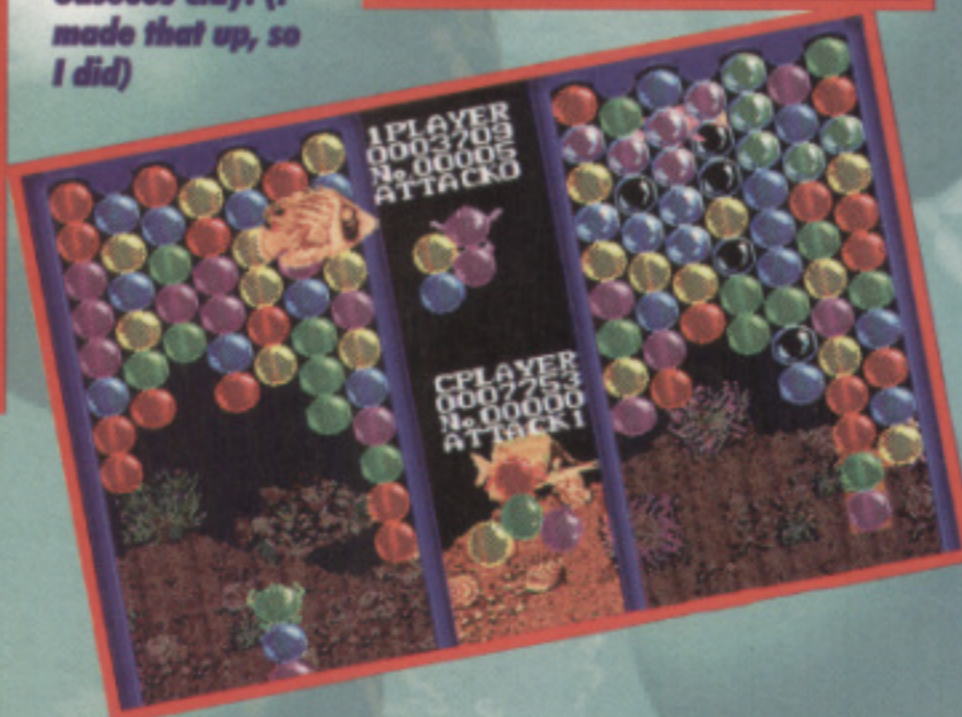
BLOW BY BLOW

Alone or with a mate, there are three playing options to Magic Bubble — in normal accrue as many points as possible by keeping your bubbles down; something similar to Flash Columns where a specific bubble needs knocking out; and a head-to-head against the computer. Build up your opponent's side by keeping yours down and, if things get tough, use your Magic to help you out.

▼ *Crap Joke Corner: Who is the greatest bubble boxer? Gaseous Clay! (I made that up, so I did)*



▲ *More bubbles than three baked bean eaters in a Jacuzzi.*



GRAPHICS 70

Brightly coloured with cute bubble animations.

SOUND 74

A variety of tunes which add to the atmosphere.

PLAYABILITY 76

Easy to get into and control.

LASTABILITY 77

A good range of playing options and a heap of tough levels.

VFM 83

A nice change from Columns at a greatly reduced price.

OVERALL 76

An unashamed Columns clone but fun and cheap nonetheless.

CHEERS TO

George at ICE Distribution (0302 340 079) for the loan of the cart.



1 PLAYERS **8** MEG

PRICE **£49.99**

BY **VIRGIN (US)**

RELEASE **IMPORT**

GAME TYPE **PUZZLE**

CEASARS PALACE

Gambling is a mug's game. Everyone thinks there's a fortune to be made, but why do the casinos have crystal chandeliers and marble floors? Gambling isn't 'luck', it's an almost exact science. In the scheme of things, casinos take more of your money. With Ceasar's Palace these problems are eliminated. After a £50 outlay, no one will tap you for a single penny. The trouble is, it's just a pretend video game casino. Remember, don't win — it's just for fun.

COMMENT



GUS

They say gambling games can never work on computer — no real money to lose; no real tension. But Ceasar's Palace could have been ten times better if it allowed the game to be a social experience. As a one-player game it's pretty lonely. The range of games is commendable, and the implementation is Ok, if a little scruffy on the visual side. If you really have a gambling problem you may like this, but I'm immune.

COMMENT



LUCY

I'm a bit of a gambling freak — fruit machines, cards... you can't beat the thrill of the win. The first problem with this is there's no money to be won — there's nothing Virgin can do about that, but they could have added a two-player game and a more user-friendly access system. As it stands, I wouldn't touch this with a barge-pole.

GRAPHICS 48

Functional but pretty horrible in places.

SOUND 51

One of the game's least important aspects.

PLAYABILITY 46

As unpredictable, annoying and utterly fruitless as real gambling is.

LASTABILITY 40

The password allows you to play an ongoing game of self-ruin.

VFM 39

You're spending £50 you can never recoup in winnings.

OVERALL 42

Not an indecent proposal for a game — just not a very clever one.



CARDS ON THE TABLE

There are eleven different games to choose from, accessed by walking around the casino and approaching a likely looking area. They are as follows...

WHAT A BANKER

You can 'bank' chips by getting a password from the ATMs every so often. Lose all your money and you may as well leave. Coo, it's just like the real thing in that respect.

KENO



A simple bingo variant. Pick a number and wait for the card to be called.

HORSE RACING



Quirky. Bet by computer on various race meets. The results are paged to you

BLACK JACK



What we call Pontoon. Play with the dealer to get closest to 21.

SLOT MACHINES



Various banks of bandits, each taking different stakes between \$1 and \$100.

VIDEO POKER



An electronic poker player, where the aim is to deal hands like 'flushes', '3 of a kind' and 'full houses'.

SCRATCH CARD



Three different varieties of 'instant win' cards, based around sudden death scenarios. Every card a potential winner

CRAPS



A complex betting game based on the combination of dice. As featured in Indecent Proposal.

ROULETTE



Bet on where the ball lands on the wheel. There are loads of potential win combinations.

THANKS

Mucho thanks to Martin at The Video Games Centre for the loan of the review cart. Call him on 0302 527314.

MEGAMART

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I AM LOOKING FOR A MALE pen pal aged 10-12. Must like computers, swimming, lego and going to the movies. My lifes ambition is to solve a murder mystery and become famous. I am aged 11. Must speak English. Offers accepted from around the world. Frank Bennett Highcroft, Douglas Road, Kirk Michael, Isle of Man.

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MEAN YOB

In the lower depths of the Pacific Ocean lurk palid sea creatures whose bleached white skin indicates they have never come into contact with the sun's rays. Living in their own dark little world, they meander around with no purpose whatsoever. Which brings us nicely to this month's letters. The similarities between some of the people who write into these pages and plankton is uncanny, and if you want to impart your views of bullying sharks and jellyfish, write to: TORI SPELLING HAS A FACED LIKE A SMACKED BUM MAIL-BAG, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

FIREFOX

Dear Yob,
Hello monkey spanner, I hope you can answer these taxing queries.
Why does the cartoon of Paul look like Peter Ebdon? Why do you look like Freddie Starr? Why is abbreviation such a long word?
How come everyone is having a go at Claire? I think she's really nice, and much better looking than Oz. How about letting her (and Oz, I suppose) review a game occasionally? I'm sure loads of readers would like to see what Claire has to say, I know I would. I hope that all these questions aren't too much for you to handle, better go and lie down now hadn't you? Oh go on then, insult me if it'll make you feel better.
P.S. Do you like Penguin Cake Bars?
A. Camel.

82MM SEGA



YOB: Claire has plenty to say, and it's all pretty boring. You should get together, actually — you'd make a great couple. You're right, she is better looking than Oz, but then again that wouldn't be hard, would it? As for your pitiful questions, I've handled a lot bigger and meatier than them.

PATRIOT GAMES

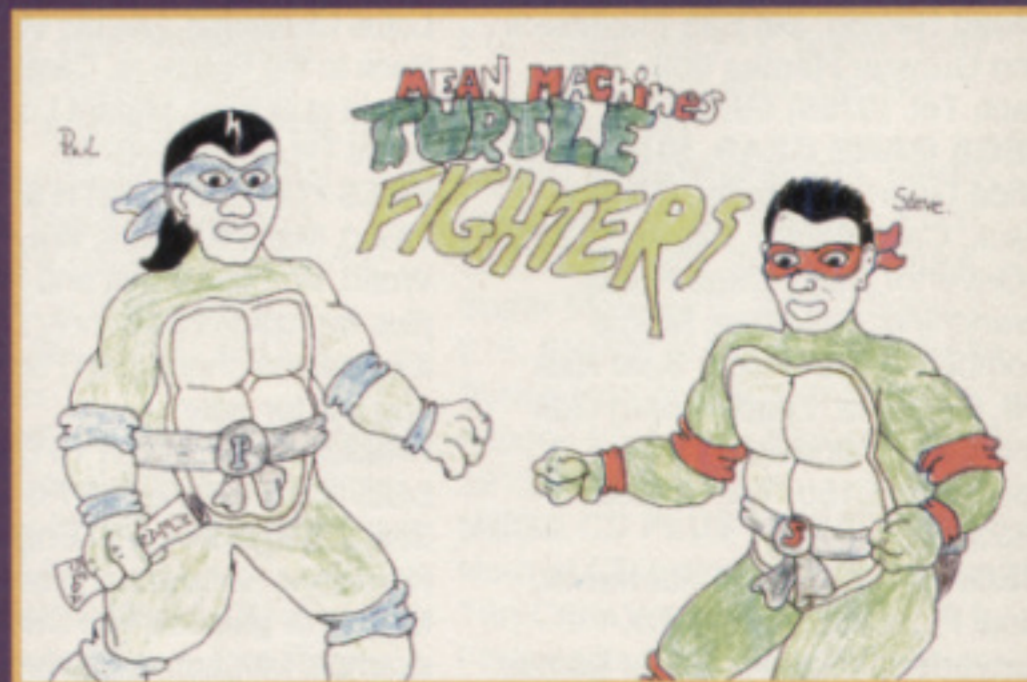
Dear Yob,
I am writing to you in response to your wise words of wisdom in your answer to my letter (issue 20), the one about the burglary. Yob, or should that be Mr. Holmes, how right you were. If you recall, I was burgled while at my Nan's, and you suggested that 'the old dear' masterminded the whole scheme. Well, she only did send the boys round to do the biz while we slaved away creating an authentic

Victorian Fireplace with matching mantelpiece. Anyway, she was Mrs. Big alright. Not quite the 'a bit past it old love' she'd have us believe. Not only that, but on her arrest, the C.I.D. discovered that she was the brains behind a mass crimewave in South-East England. What's more, she's wanted in four countries, and has an F.B.I. file that dates back to November of 1963, detailing an incident in Dallas when she was spotted with a rifle behind a grassy knoll.

Talk about not knowing someone! She was sent down for life (about 6 months then in the old dear's case) but on her way to Broadmoor she was sprung by her evil cronies and was heard saying "Grannies of the world unite! We will crush them, ha! ha! ha!". She was always a bit tipsy on the sherry around Christmas time, well October really. She said that she liked to plan ahead. Well, she is now somewhere at large in the Basildon area — gasp! Live in fear ignorant citizens! Lock all the windows and doors! Keep women, children, and pets inside!

That was a public announcement.

Grant Tabard, Basildon, Essex.
YOB: Well, the lesson is you should choose your relatives a bit more carefully in future. I knew an old woman who used to steal oranges by stuffing them down her corset. When they caught her they let the theft charge drop but she got six months for smelling of wee. Now I mention it, your letter came on sort of yellowish stationery. I suppose you'll say it's Basildon bond...



▲ An amphibian flight of fancy, from someone to scared to reveal their identity.



▲ Sonic in shades from Marie in sunny Weston Super Mare.

HARRISON FORD

Dear YOB

I hate you, I wish you were dead. NOT! You are the beast.

I Sensi Morta.

YOB: And you are the anti-joke. Imagining using that rib-tickling expression from Wayne's Underworld which everyone else buried years ago. You are sad (fin).

BLADERUNNER

Dear Yob,

I have been appalled at the amount of cack MEAN MACHINES SEGA has written about Nintendo over two years. Being an avid reader, I can remember that in the second issue of NMS, after the split, a person wrote in worried that the two mags would start saying "Sega is sad" or "Nintendo is rubbish". Jazza replies "Don't worry you won't read any of that tripe in here". The issues of MMS which followed were free of immature comments, but soon after that, sly remarks began to creep in. Not many at first, but gradually working up to at least ten an issue. Reviews were getting stupid because you weren't actually comparing the game under scrutiny with other Sega attempts, instead saying that the game was better than any Super NES cart around. Doh!, what is the point of that! After all, you are a Sega magazine, not a "let's slag off the rival console" publication.

From this letter you must think that I am a Nintendo owner and you are correct, but I also have a Sega so I'm not being biased. I purchase MMS (and NMS — I don't see any jokes at Sega's expense there) every month, but recently with all the anti-Nintendo remarks being dished out I don't know why I bother.

"The Super NES is crap". I could accept this if I saw it in an inferior mag, but in MEAN MACHINES. I thought that you were a cut above

the rest, obviously I was mistaken.

Stuart Alexander, Swindon, Wilts

YOB: When you grow up, you'll discover a little thing called evidence. You use it to back up claims like the ones you have just made. None here, I'm afraid. In fact, your letter is one long collection of butt noises punctuated by full stops. The (few) references we have made to Nintendo have all been pertinent — who does want a Gameboy Super NES, for chrissake? In comparison, you're just impertinent. Go away.

1492

Dear YOB,

I have a friend who thinks that Revenge of the Shinobi is better than Flashback. He thinks the graphics are a lot better and the gameplay is excellent, is he sad or what?

Neill Collie, Leighton Buzzard, Beds.

YOB: Nerds of a feather flock together. After all, he is your mate.

GERARD DEPARDIEU

Dear Yob,

Why is Super Kick Off so crap? I was playing it for a few days and it is so crap. It is too easy! I would also like to say that your mag is brill. Also why is Nintendo so sad. They have no good games and they don't have a CD.

P.S. Do you like Penguin Cake Bars? Give me General Chaos or you will die!

J.D, Scotland.

YOB: Nintendo have no Cee-Dee, you have not a Scoo-bee. I love penguin cakes, but it's a b'gger getting those feathers out from between my teeth. I have here a copy of General Chaos... which I'm not going to send you.

▼ An angular world — polygon pix from Paul Johnson of Skegness.



GROUNDHOG DAY

Dear Mean Granddad,
Why the change? Is it because you didn't get your pension or is it because your Zimmer frame was stolen? Please, please, please, tell me why you don't



▲ Scary! From Carl Prince (of Darkness?) of Ilford.

insult people as much as you did. This has gone on too many editions — get hard, get tough, oxcute them. Sorry I've gone completely off the subject just like you when you said how smeg Mr. Blobby was. You see I don't mind if you take it out on me, I don't run off and cry to Mummy because you said I looked like a monkey's behind that's raw.



▲ A Megadrive melange, Philip Smith of Kings Lynn orchestrates.

Someone tied the monkey down to a red hot oven. So what, who gives a damn!
Chris Price, Frinton-On-Sea, Essex.

YOB:You want da boys round? You got da boys — chill the black puddings lads — Yob's going out on the road again. So you think I'VE gone soft. You're about as hard as my first turd — and that was after a curry. Anyway, you can't run to mummy, seeing as you stay at Mrs Gaskell's orphanage for bed-wetting nonces.

SIGOURNEY WEAVER

Dear Yob-a-Dob,
I would like to start by saying, chuffy boofles on toast with bobble de flibble on top. Tibbles the cat is doing a diarrhoea special in your favourite pair of slippers and when you put them on you will get a strange, squishing sensation!

Seriously now on a more seriously serious note, I would just like to publicly humiliate my sister, Catherine. Not only is she an East 17 fan, but she actually fancies Rad Automatic! She thinks he's a Sex God! She wanted me to tell you that her name was Ariel Ultra, but I thought that would be a bit too sad.

Cry Baby Boofles, Flibberdy Flob Land.

YOB:You have an astounding grasp of English — astoundingly retarded. I would imagine there's a water area and sand pit in your literature class. It's obviously genetic, considering your sister's little 'complaint'. We're thinking of a 'scratch and sniff' special for Rad (he does plenty of both) the only EMAP employee to smear crusties under his desk. Seriously, Steve and Gus sit behind Claire's desk and watch the workshy git tap away on his keyboard, delete what he has written, excavate his nostril and put it under his desk! Greuuuuuaagh

DANNY GLOVER

Dear Yob,
I just have to say that Sega and other games companies are both sexist and homophobic, and as to that sick idiot in issue 19 who wrote in to suggest a game of his own twisted imagination, I'd lock him up and throw away the key. Games are bad enough as it is with women being shown with hardly any clothes on, and weak compared to the male characters who have the most power and are always fully clothed. Also there is a great deal of homophobia in games as there are no gay characters to be seen. They exist in life so why not include them? Unfortunately, if you print this letter there will no doubt be many complaints. I wish people would just accept others and stop being so bloody stupid.

Tanya.

YOB:Yob get serious. You are right that women shouldn't be portrayed as weaker than men, but in many instances both men and women are shown semi-clad to give a game an exciting image.

About gays and lesbians. Well, along with all sorts of other people some of them work at EMAP (who knows, maybe even this magazine), and are afforded the same rights, courtesies and prospects as anyone else. Which is how it should be. But for a mostly young readership, such issues should be explored in a more suitable forum than MEAN MACHINES SEGA. Blimey, a serious answer. I'm off for a lie down...

MAVERICK

Dear Yob,
First of all I think your's is the best write-in column. Anyway I bought Thunderforce 4 not so long ago for only £9.95. Our local computer shop must be going soft, and after I completed it, it says "to be continued...". So will there be a Thunderforce 5, and if so when? What do you think of Maximum Carnage? C&VG are braindead, they called Carnage, Max. Wrong, he is called Cletus Kasardy.

Philip Smith.

YOB:There will surely be a Thunderforce V, but don't ask me when. I wouldn't want to say the entire CVG staff are infected with Mad Cow disease, but let's say they are not averse to the odd hamburger. Paul Rand is to sensible conversation what Christy Brown is to international athletics.

UNFORGIVEN

Dear Yob,
This is just a short message for Helen Rossendale (last issue's mail bag). I would just like to reassure you that I would never insult Yob. But I would like to know why you get turned on by a steel clad midget with a Mister Potatoe Head head called Yob?

Guile.

YOB:Now then, now then! Yob is no midget —

MYSTIC YOB

He has returned from the spirit world with answers to letters too banal to be printed in full. Bloody hell, they must be terrible...

DAVID CRENSHAW: You obviously bring new meaning to 'where's the soap?' Just make sure your Mum doesn't wash her face with it afterwards...

SARAH TAYLOR: Steve says he wouldn't use mine let alone his.

ALEX MULLET: Unfortunate name you have there Alex. Not as unfortunate as your obvious lack of intelligence, though.

IAN CHAMBERS: A cheese grater, eh? My, I bet you don't get out much.

DUCKLING VON DRAKE: Ho-ho. Blimey, if we were in 1973 right now, you'd get your own mini-series. Get up to date, Bozo...



▲ Ryan Hunter of East Kilbride draws a forceps Fei Long of SFII.

and when did you last look down recently? I see you've been taking English lessons from Dan Quayle. You have a lot to learn, my son, and first is how to pee in a straight line — though with your tiny todger that will take some doing.

STREETS OF RAGE



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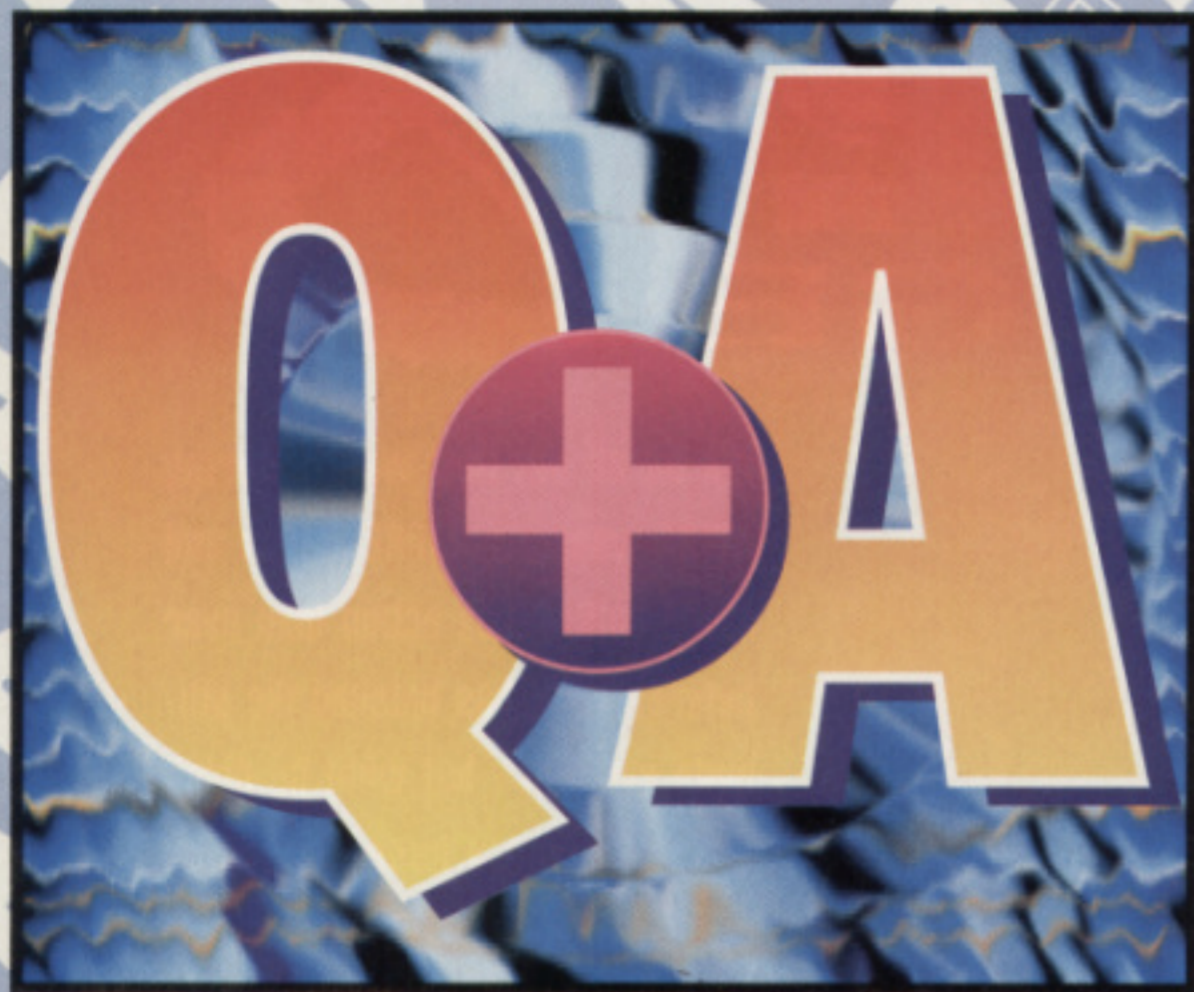
What a winner!" SEGA ZONE - 86%



SEGA

MEGA DRIVE

TAKE BACK THE STREETS...



High on a mountain an old man wearing just a loin cloth sits. Cross-legged, he squats beneath a tree which is nearly as old and stooped as he is. An aura of intelligence emanates from him as he contemplates the world's ills behind his shut eyes. Despite his wisdom, though, an upstart by the name of Steve Merrett has leapfrogged him as the most knowledgeable bloke on earth. And the lad Merrett doesn't wear a nappy. Much. Thus, if you wish to pick Steve's brain, write to:

TWO LOUSY PICS MAKETH NOT A PREVIEW Q&A, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU
 But if you want to consult the wise old sage, just address your envelopes 'Tibet'.

NEW YORK, NEW YORK

Dear Steve,
 I am considering buying the Mega-32 and the Multi-Mega depending on your answers.
 1. Considering the shape of the front of the Multi-Mega, will it be compatible with the EA 4-Play add on and the Sega 4-Player Tap?
 2. Will the Mega-32 run Mega-CD games?
 3. If not, will the Mega-32 be compatible with the Multi-Mega?
 4. How much is the Multi-Mega?
 5. And is it true the Mega-32 will be around £150?
 Scott Macdonald, Glasgow.

STEVE: 1. The Sega one, yes, the EA 4-Play probably not. 2. It's too early to say. 3. Presumably. Sega have probably taken all existing Megadrive models into consideration. 4. £350-399. 5. It hasn't been confirmed, but it's certainly a possibility.

KING OF THE ROAD

Dear Steve,
 Please answer these questions because I don't want to waste a stamp.

1. Me and my friends were playing SF II and on the screen appeared some numbers with "address code" at the top. We could change the numbers about. What does it mean?
2. In another magazine it had the Game Genie code for Sonic 3 (AA6T-AAXC) and it showed a shot of the level select. There were three extra zones, Flying, Battery, Mushroom Valley, and Sandopolis. Are these real levels or just demos?
3. For the review of Sonic 3, you said it would take a week to complete it without the emeralds, and 6 days with them. Do you think we are thick?
4. Have you got any cheats for Sonic 3 (not Game Genie or Action Replay)?
 Michael Southgate, Bingley, W. Yorks.

STEVE: 1. Oops, your cart crashed revealing some of the game's machine code. Nothing serious, though. 2. Gen-u-ine, methinks. 3. Not all of you. Mind you, if you read some of the letters we get here... 4. Yes, but we printed it last issue and I haven't got the space to do it here.

HEY JUDE

Dear Steve,
 Could you please answer my question. While playing Eternal Champions on the Megadrive, I defeated Trident. Some vines then came up from the water, wrapped around his body and pulled him down into the water. I then defeated Midnight and one of the helicopters came out of the background, released a missile, and reduced Midnight's body to a skeleton. I have never seen this happen again, so please could you tell me how this happened.
 Tim Cook, London.
STEVE: Eternal Champions is full of these little surprises. Does the word 'random' mean anything to you?

THERE MUST BE AN ANGEL...

Dear Steve,
 I have a problem. I got a Megadrive II for Christmas and I bought Road Rash for it. However, I noticed that the cartridge is a different shape. I now know that all EA games are like this. I put it into my Megadrive and it worked

I SHOULD BE SO LUCKY

Dear Steve,
 I have some brain-bending questions for you.
 1. When is Streets Of Rage III being released, and how much will it cost?
 2. Will the Saturn have any Street Fighter II games released on it?
 3. Will Virtua Fighters be released on the Megadrive without the Mars add on?
 4. Is the Saturn better than the



Neo-Geo? Because the games cost a ruddy fortune, apparently.
 5. What do you think is the best game out of NBA Jam, FIFA, Madden '94, Sonic 3, and Virtua Racing?
 6. Has Yob ever shot anyone with his gun?
 James Billingham (Hillbilly), Stone, Staffs.
STEVE: 1. It's out now, and costs £65. 2. Capcom are developing for it, so who knows? 3. Nope. 4. Yeah, loads. 5. Virtua. 6. Yes. And we've got your address - sleep well...

okay, but when I reset the game, the screen went all funny. I turned the power off and on, and it worked again. Please tell me if the game is faulty or if it's not meant to be played on the MDII, because I would really like to buy Jungle Strike. Thanks.

Christopher Archer, Liverpool.

STEVE: It's nowt serious. Resetting doesn't always clear the Megadrive's memory. Only a 'hard reset' (ie turning the machine off for a few seconds) will completely clear it.

SHOUT!

Dear Steve, Being the Oracle you are, I thought you would answer these questions for me:

1. Does the Mega-32 bring the Mega-CD's graphics up to 32-Bits along with the Megadrive, or does it only allow you to play full-motion videos?
2. Is the 'Sega Audio/Video Cable' described in the Megadrive's instruction manual the same thing as a 'scart lead'?
3. If they are different, how much does each one cost, and which is the best?

James Harris, Rochester.

STEVE: 1. Both. 2. Yup. 3. I dunno. What am I,

Mr Tandy Warehouse?

DISCO INFERNO

Dear Steve, Please can you answer these questions:

1. Is it worth buying the CDX Pro? (I can get one for £20).
2. Is it worth converting my Megadrive to play at 60Hz? (The US and Jap standard).
3. Where can I get it converted?
4. Has Double Switch been delayed? I can't find it anywhere.
5. My Dad might be buying a PC CD-ROM. Should I buy Rebel Assault on the PC or wait for the Mega-CD version?
6. And finally. I have Sonic 3, and just lately on the

Chaos Emerald bonus stage when I touch a blue ball the picture nearly always pauses for a few seconds, but the music carries

IF YOU DON'T KNOW ME...

Dear Steve, Would you please answer these questions for me?
 1. Should I buy the game Virtua Racing, because there are only three races?
 2. Is there something like this coming on the Mega-CD?



3. Somebody told me that there is going to be a Mega-CD pistol on the market. Is this true? If so when?
4. Will there be a motorbike racing game on the Mega-CD?
5. Is something like Thunderhawk coming out on the Mega-CD, but in a plane instead of a helicopter?

STEVE: 1. Yes, because it's absolutely stunning. 2. Not really, just a load of crap pretenders. 3. It's already out. It came with Konami's Mega-CD Lethal Enforcers pack. 4. Domark have got Kawasaki Super Bikes in the offing. 5. Not that we know of at the moment.

Megadrive is no longer under warranty, yes. But is it worth it for one game? 3. A church, or wait for the Jehovah's witnesses to come to your door. 4. It's out there. Somewhere. 5. They are both very good. Obviously the PC version looks clearer, but the Megadrive is just as playable.

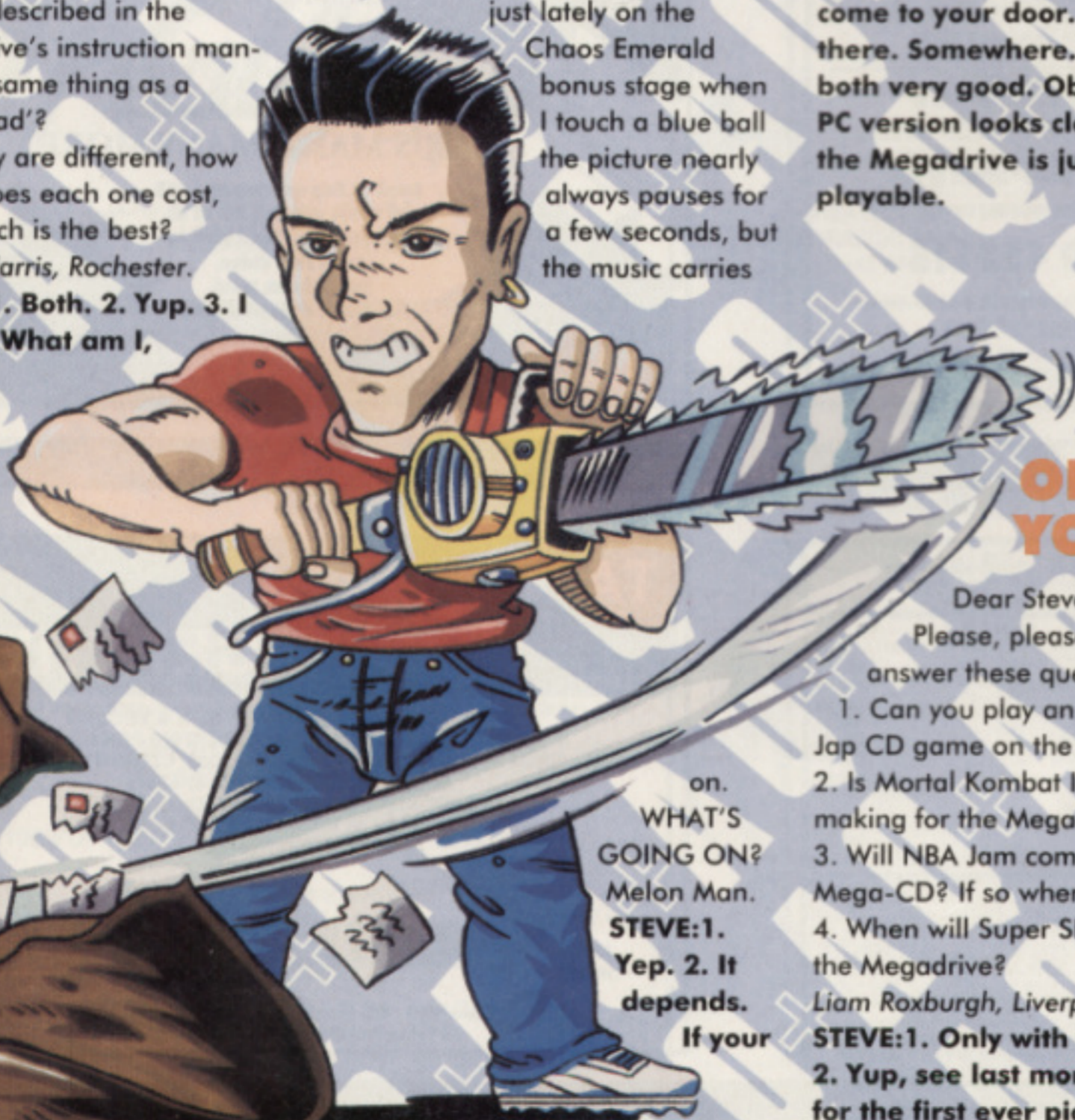
CANDLE IN THE WIND

Dear Steve, I would be grateful if you'd answer these questions:

1. Does the Mars enhance the colour palette of the Megadrive?
2. Will there be a sequel to the brilliant Eternal Champions?
3. Will Sonic 3 be released on the Master System or Game Gear?
4. Will there be a sequel to Micro Machines?
5. Will Soleil be any good?

STEVE: 1. Yes. 2. Possibly. 3. No, but Sonic Chaos 2 will. 4. See last month's Work In Progress. 5. It looks good, but it's too early to say.

Alone again on his mountainside, a solitary tear glistens as it makes its way down the wizened old man's face. If only he knew all about Mortal Kombat II. Bloody whippersnappers...



ONLY YOU

Dear Steve, Please, please could you answer these questions:

1. Can you play an American or Jap CD game on the UK CD?
2. Is Mortal Kombat II in the making for the Megadrive?
3. Will NBA Jam come out on the Mega-CD? If so when?
4. When will Super SFII be out on the Megadrive?

Liam Roxburgh, Liverpool.
STEVE: 1. Only with a CDX cart. 2. Yup, see last month's issue for the first ever pics. 3. Nope, never. 4. We reckon it'll be

on. WHAT'S GOING ON? Melon Man.

STEVE: 1. Yep. 2. It depends.

If your

P ROSE -

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Inside Sega Amusements

An unassuming industrial unit in New Malden, Surrey, is the powerhouse of Sega Amusements Europe, unarguably the most dynamic mover in the arcade sector at the moment. Kenji Horii, Managing Director of the Amusement Machine Division was interested in our Arcade Special last month. After he arrived back from the JAMMA show in Japan (the world's biggest arcade showcase), he invited Gus Swan down for a revealing chat...



self working together?

HORII: Yes, Namco has already introduced technology in the same league as CG. At the moment they are very strong competitors, and I admit, that would make it difficult for us to cooperate at present.

GUS: On a personal level, what do you think of Namco's polygon game?

HORII: There are two sides to the question. They're good games. Ridge Racer is a good game. But in our industry, success is measured in how many games generate money. I'm not sure that these games, however good, will be successful in generating money. But Ridge Racer is good.

GUS: How do you see Ridge Racer competing with Daytona?

HORII: Daytona has just been released into the market, and we've only introduced the deluxe version, and from the income level so far... well, I'm very happy! At the London Trocadero, they installed Ridge Racer first, about two months ago. They installed Daytona about a month later, because we delayed.

GUS: On purpose?

GUS: Thank you for taking time to speak to Mean Machines, Mr Horii. How long have you worked with Sega Amusements?

HORII: For about five years. Before that I was involved in the export trade with arcade machines from all companies. At Sega I'm responsible for their products. At the moment we're promoting Virtua Racing, Jurassic Fight and Jurassic Park.

GUS: Looking at that line-up, emphasis is on the new CC board. Have Sega abandoned old PCB cabinet for good?

HORII: No, but things are moving forward. We still have a range of products, but we have to judge carefully what is right for each market. If you look at the catalogue of new games at the JAMMA show, we have still got some sprite games, like Dragonball Z VS. There's still a market for the PCB, but we expect it to shrink.

GUS: Looking at the other side of the coin at the JAMMA, like Konami's Fantastic Journey and Capcom's Super Streetfighter Turbo, seems to be an emerging technology gap between Sega and

HORII: The hardware matters. The level of hardware is advancing all the time, PCBs are reaching the potential level of CG technology. However, most sprite games are nowhere near that level. After CG has been available, Virtua Fighter for example, and you compare it with sprite-based games like Street

game inevitably... the other manufacturing is that the level of technology necessary to create quality games. Some of them are coming, like Namco and Sega for example, but it's not there yet. We have to increase technology for the whole industry, and in the future I think it will be possible for us to communicate between companies.

GUS: Cooperation is something we've tried with Namco. How do you see your-



HORII: Yes! They started much earlier, and now, I believe it's going in our favour.

GUS: Still on technology, does it annoy you when people compare Virtua Fighter with Streetfighter II?

HORII: No, I welcome it. I think it's good for the industry. Now's the time for us to compare the different levels of technology.

GUS: Sonic: The Arcade Game is your one PCB. Do you have any plans to transfer more characters from the Megadrive to the arcade?

HORII: We will have many more Sega-branded characters. There's Sonic and Tails of course, and many more to come, but these are mostly suitable for the home market. They help attract younger children to the machines, but the arcades are something different. Few arcade games actually require characters to make them successful.

GUS: What do they require?

HORII: The game itself is much more important. The depth, the playability. Home video game use is entirely different. People can play half an hour, an hour. Who is going to spend the same time on an arcade machine? We have to develop our games to deliver the fun within a couple of minutes maximum. Our development is concentrating enjoyment within that short time. Making a character game

is very difficult. The image of the character is always important. Imaging the image of a character in an arcade game is always potential danger.

US: What about your current branded games? Many seem to think that the Virtua Star Wars project has been shelved because you couldn't get the license.

HORII: Getting the license for Virtua Star Wars was very difficult, but it's been achieved. The game isn't out yet, but I'm expecting a version for the middle of May, so a release shouldn't be too far away. It's a Model 1 CG game.

There aren't any other licenses up and coming, but our license team are always looking for good films.

GUS: Like Jurassic Park?

HORII: Yes. I see your Arcade Special noted how Jurassic Park was like our Rail Chase game. It's actually part of our corporate strategy. You see, in



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仕様(2人用)	
型番	Y90-14
発売日	1993年12月
筐体	縦型
モニター	50インチ
電源	AC100V 50/60Hz
消費電力	約100W
重量	約100kg
寸法	幅: 1000mm 高さ: 2000mm 奥行き: 600mm
備考	モニターは別売

SPECIFICATIONS FOR 2 PLAYERS	
Model	Y90-14
Release Date	Dec. 1993
Cabinet	Upright
Monitor	50 inch
Power	AC100V 50/60Hz
Power Consumption	~100W
Weight	~100kg
Dimensions	Width: 1000mm Height: 2000mm Depth: 600mm
Remarks	Monitor is sold separately



▲ Both versions of Virtua Racing.

Japan, this sort of this is called a 'Love Chair' or 'Love Seat'. It's designed so a boy and girl can sit together, and in Japan they do. It's not really European or UK style! Also, little children can sit with their parents as well as lovers. It's a family machine, and part of our strategy to widen interest in arcades as places of family entertainment.

GUS: So you think the machines have been misunderstood over here because of cultural differences. I mean, people tend to think, "What's this? Ooer, I feel a bit sick!"

I don't really think it's the movement that causes the problem. It's more to do with the style of the game. They are the first of their kind in the European arcades, and the style here is different. We have faced some difficulty with Rail Chase, and we might have the same with Jurassic Park if we don't choose the right arcades. This ride is really for young children or girls, not for experienced gamers.

GUS: But how do you respond to those who say it's a poor use of a license? It's rumoured that Amblin Entertainment (the film's producers)



Sega's most successful? It's not a video game — it's a crane game. In Japan we have many different types of crane games. The biggest seller is UFO Catcher, with 40,000 units despatched. In fact, people don't talk about 'crane games' in Japan, they call them 'UFO catchers'. The most successful video game Sega have had was Outrun, which sold about 30,000 units worldwide. That's part of the

reason we released the sequels, including the present Outrunners. Even though it's not CG level, it has been well received.

GUS: Surprising really, as crane games have never been big here. Do you think you could make them popular?

HORII: I think so. A lot of it depends on the government. As you are giving out toys as prizes, technically it's a lottery, it becomes a licensing matter. It can be quite difficult to get licenses for these machines as it's a matter handled by local government. If they can understand these games are for children, not gambling, things could

were quite disappointed with it.

HORII: That I haven't heard. I know it's done well in the States and Japan, and from our income level returns from Hamley's we're very pleased with it. Of course, Hamley's is the perfect site for it as there are a lot of children.

GUS: Income level — is that how you measure a game's success?

HORII: Yes, I've got one today from Hamley's (shows spreadsheet with daily takings on each cabinet). See, Jurassic Park in comparison with the others (about £550) is a very good level.

GUS: I see from these figures that the big cabinets are taking more than the uprights.

HORII: Yes, I don't know why that is. I think we still have a lot to learn about the kind of people playing our games.

GUS: With those figures I expect you could tell me what has been Sega's most successful game.



improve.

GUS: You talk about gambling. For many people that forms the image of amusement arcades: rows of fruit machines.

HORII: That's our biggest problem. Sega are trying step by step to alter this image, by changing the atmosphere of arcades, making them attractive as family places. We want to distance ourselves from the fruit machine image.

GUS: You're doing this through the Family Amusement Centres. How many do you have now?

HORII: Five, no six, in the UK: Brent Cross, Hamley's, Debenhams, Croydon, Bournemouth and now Reading. We plan to open about 17 to 20 this year — as many as possible.

GUS: They're all very southern. Can any of our Northern readers expect a look in?



▲ Sega's most successful arcade product EVER!

main purpose is to grow, and by doing so change the image of the arcade. I don't think we can change the arcade market through our own operation alone — even if we had 100 centres, we'd still be small. So we want to influence other operators to follow our example, join our lead in changing the market. After all we make the machines, so we have to stimulate the market by changing its image.

GUS: At any point do you envisage UK amusement parks in

the same form you have in Japan?

HORII:You are referring to last year's opening of Sega World, just outside Osaka. It was quite a big area, where we could show our biggest machines. However the real one — what we call phase one of our theme park idea, opens this July in Yokohama. Very big and lots of new machines.

GUS:How succesful has Sega World been?

HORII:Sega World has exceeded all our expectations. We were so surprised that it has accelerated all our theme park plans. We're forging ahead...but this is the Japan story. I've honestly no idea what going to happen in the European market.

GUS:But you have some theme park associations in Europe. Euro Disneyland, for example.

HORII:Yes, but that's for our standard arcade centre idea, not theme park. I feel our large scale theme park idea is perhaps too competitive with Disney's set up there. Sometimes we can cooperate, but I don't think Disney is a company you can cooperate with in such direct competition.

GUS:You see yourself in competition with Disney?

No. Our business is machines, theirs is rides. But I think the profile of the theme park could change. Certainly, I think there could be a move from con-



▲ Doraemon prizes for the cranes.

talk of exact conversions of CG games for home consoles. Is this true?

HORII:We've already announced the splitting of new technology into the Saturn system for home use and the Titan board for the arcade. The systems aren't fully compatible, but it is easy to convert games from one to another. We've already started to develop for Titan, and moreover, we've already made the connection with Atari, Capcom, Konami and others to develop for Titan.

GUS:So you obviously see this as a universal system?

HORII:I believe so.

GUS:To replace PCB?

HORII:Not completely. Even after the Saturn is launched, the Megadrive will still has some life. As long as there continues to be development, it's a worthwhile market. If Megadrive development continues, there will still be a place for Megaplay in our arcade schedule (Megaplay is the multi-game 16-bit arcade unit).

GUS:Oh, I thought the Megaplay machines had disappeared. You're resurrecting them?

HORII:Yes, we have a new brochure out. It will mean putting out some more hardware. We're choosing the games for it very carefully, only big games.

GUS:With Saturn in the home and Titan in the arcades, you're squeezing out your old rival Nintendo. What do you make of their Project Reality?

HORII:At one time Nintendo were big in the arcade market, but now they've completely disappeared. To be honest, I don't have any info on their technology, but even if it rivals CG, they may still have some difficulties. They have no market. They will have to come back from nowhere to market a high technology product. In any case, we are developing our own Virtuality product.

GUS:With W-



Industries?

HORII:They changed their name to Virtuality. It's coming really soon.

GUS:This year?

Of course! I know that it will be a more compact system. We are looking at aspects like having supervisors standing by the machine. That is a troublesome area. Anyway, if the first game is successful, we're prepared to make more.

GUS:And finally, what is your personal favourite game?

HORII:I'm a businessman — the most saleable game is my favourite! But I think that Virtua



▲ Fasten your seatbelts.

ventional theme parks to technology theme parks. They can be successful, but the site and size has to be chosen very carefully. In the case of Euro Disney, they have their own problems. They chose the place and scale...

GUS:Can you give us an idea how much your machines cost? An upright Virtua Fighter, for example.

HORII:That's around 900,000 yen, which translates into about £6,000. This increases to something like our Daytona deluxe set-up, which sells for about 2,200,000 yen or £16,000.

GUS:Moving onto the Saturn, there's a lot of

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FEATURE

Racing is my favourite. Really, it was a world sensation, people had never experienced that kind of power before. It's a fast game.

But I feel I have to be careful about games I like. Sometimes a good game is not always a successful game. The kind of games we want concentrate on are going to help the home market. I don't see a conflict between arcade and home. Our policy is to broaden the appeal through the sphere of the arcades, creating interest in games for people to play them at home.



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DEADLY SPORT (SAMMY) Streetfighter clone.
HEBEREKENO POPUUN (SUN) Japanese Puyo Puyo clone.
CHANTO DE SUE NO CROSS DE PON (SUN) Japanese crossword arcade game!
WORLD HEROES 2 JET (SNK) Update of the combat game. Two new characters.
TOP HUNTER: RODDY AND CATHY (SNK) Side-arms type scrolling shoot 'em up.
FIGHT FALLS (SNK) Yet another neo-geo beat 'em up.
SUPER SIDEKICKS 2 (SNK) Isometric soccer game.
SUPER SF II TURBO (CAPCOM) Latest update: extra speed/super combos.
MAY JINSEN (SETA) Mah Jong, anyone?
LIGHT BRINGER (TAITO) Fantasy adventure in King of Dragons' mode.
RAY FORCE (TAITO) Vertical scroller shooter with zoom angles.
SLAPSHOT (TAITO) Hockey game with futuristic flavour.
TECMO WORLD CUP '94 (TECMO) Horizontal football update.

FIGHTERS' HISTORY DYNAMITE (DATA EAST) The game Capcom tried to ban.
SUPER STRIKER (JALECO) 3D football.
BEST BOUT BOXING (JALECO) Big sprite boxing game.
J-LEAGUE (SEGA) 3D sprite football sim of Japanese league.
TOKORO SAN NO MA MA JAN! (2) (SEGA) Maj Jong hosted by cartoon celeb George Tokoro.
DRAGONBALL Z VR (SEGA) 3D version of popular beat 'em up.
POTO POTO (SEGA) Hexagonal battle Tetris.
ZUPAPA! (FACE) Colourful platform game like Rainbow Islands.
GURURIN (FACE) Tetris you play by rotating the screen.
TINKLE PIT (NAMCO) Like it! Pacman for the nineties.
WINDJAMMERS (DATA EAST) Do battle with frisbees.
OTENKI PARADISE SNOW BROS (TOAPLAN) Four player sequel to excellent platform puzzler.
NEBULASRAY (NAMCO) Vertical shooter smartened with hi-def backdrops.
RACING FORCE (KONAMI) Poor racing game.
COPS (SEGA) Laser-disc drive and shoot game.
HARD DUNK (SEGA) Six-player basketball romp.
VC-X (TAITO) Virtual Cube simulation machine. Muchos claustrophobia.
MEGAPLAY (SEGA) Multi-play Megadrive games. (latest version: Sonic the Hedgehog, Sonic the Hedgehog II, Golden Axe II, Shinobi III, Streets of Rage II, Gunstar Heroes, Bio-Hazard Battle, Mazin Wars).

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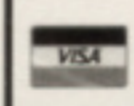
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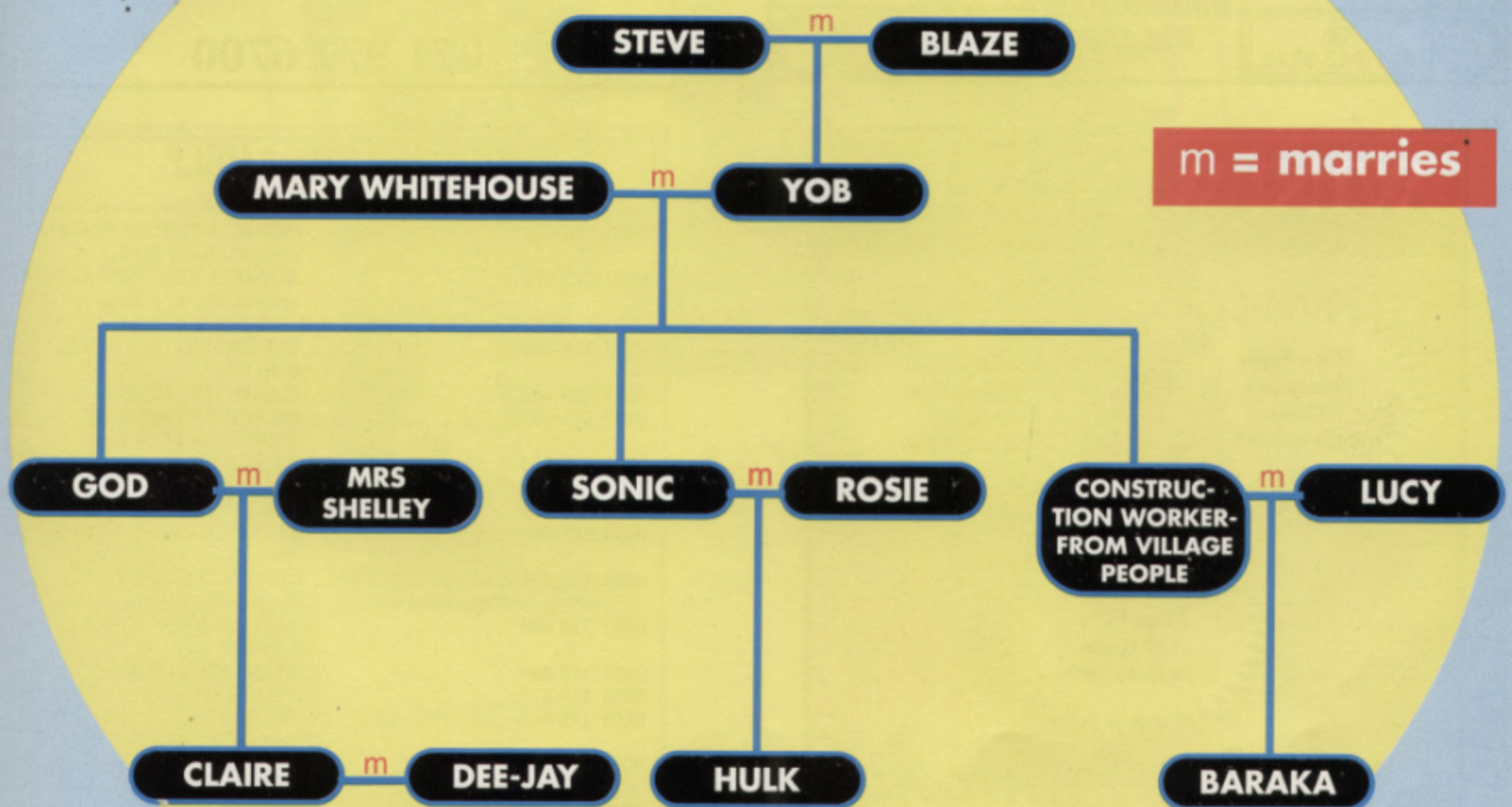
NEXT MONTH

HOW THEY ARE RELATED

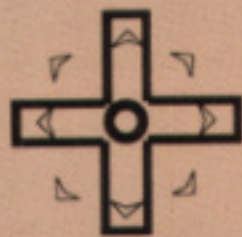
Once again, next month moves into the Twilight Zone of dodgy humour, away from the safe and boring formula of 'what's coming next month, no we don't have a blinking clue either'.

So instead of laying the facts on the line, like WE HAVE A **MORTAL KOMBAT II EXCLUSIVE REVIEW** NEXT MONTH, or inserting tidbits like CHECK OUT **SHINING FORCE II** IN THE ISSUE AFTER THIS ONE, I'm resorting to publishing the interesting family tree of MEAN MACHINES: the Cartridge family, which leaves hardly enough room to say CATCH OUR **PIRATES OF DARK WATER** AND **SUPER STREETFIGHTER** REVIEWS

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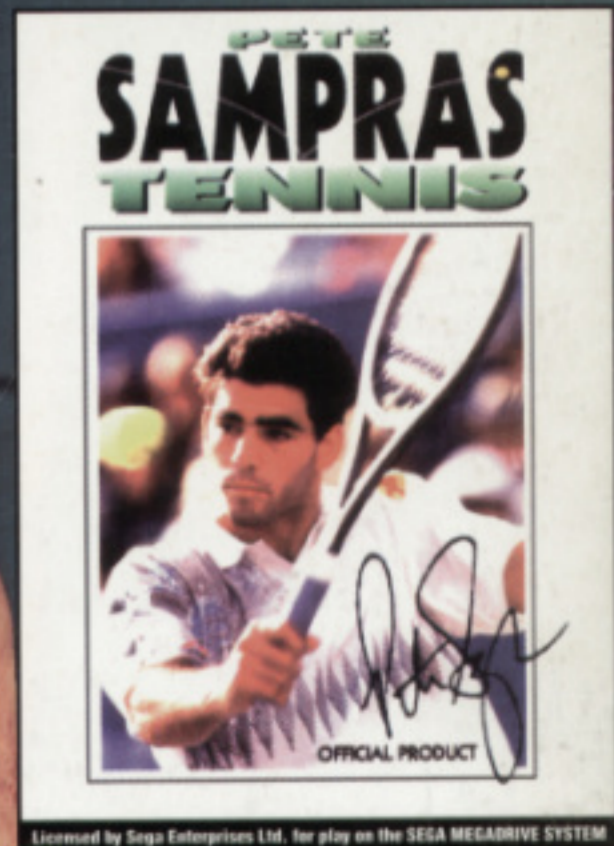
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