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FIGHTER 2 PREVIEW

MEGA

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MIGHTY MAX! (Shown actual size)
MEGA takes an exclusive look at this vertically challenged new hero

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Dhalsim: Andy Dyer
E Honda: Sue Huntley
Jon Bon Jovi: Paul Mellerick
Chun Li: Ashley Young
Cammy: Laura MacGregor
Vega: Josse Bilson
Guile: Will Groves

Advertising Manager: Alison Morton
Senior Sales Exec: Susan Wheatley
Production Co-ordinator: Emma Woodward
Ad Design: Cathy McKinnon
Scanning: Simon Windsor
Chris Stocker
Linotronic: Mark Gover
Jason Tittley
Pre Press Services Manager: Jon Moore
Publisher: Colin Campbell
Joint Managing Director: Greg Ingham
Promotions Assistant: Someone new
Circulation Manager: Jon Bickley
Chief Executive: Chris Anderson
Contributor: Neil West
Cover illustration: Paul Kidby
Photography: Pete Canning

Contact address, editorial and advertising:
MEGA, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW
Tel: 0225 442244 Fax: 0225 446019
Subscriptions: Future Publishing, FREEPOST
BS4900, Somerton, Somerset TA11 6BR
Tel: 0225 822511
Customer Services: 0225 822510
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FEATURES • FEATURES • FEATURES

18 HOMEWARD BOUND

The stunning Sega coin-ops that we see in the arcades will be available in your homes at a fraction of the cost, courtesy of Saturn. MEGA takes a look at the six stunning games we'll be playing from our armchairs this time next year.



58 SUB TERRANIA COMPLETE GUIDE

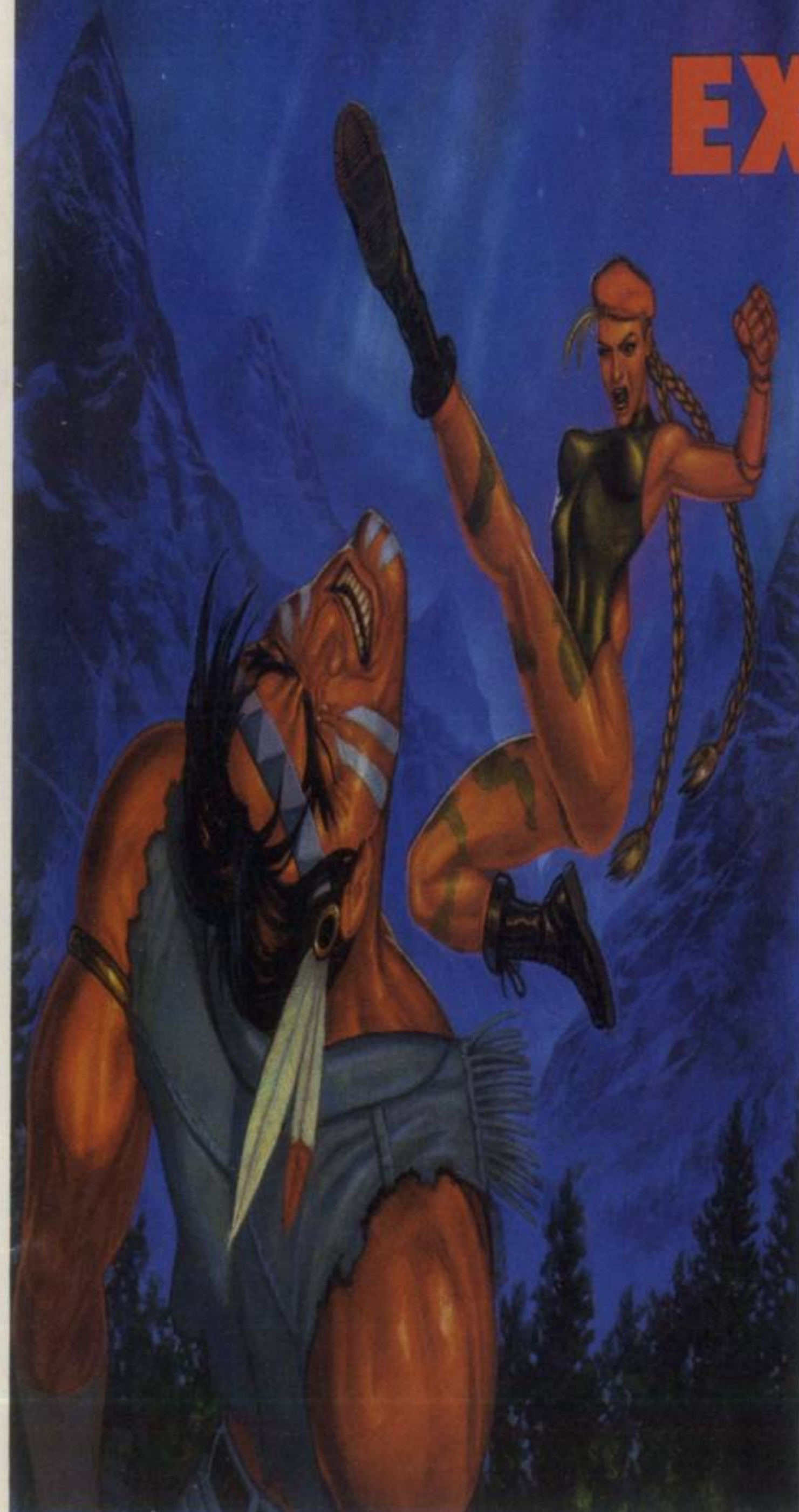
It's only nine levels long but you're going to have real problems with this one later in the game. So we've decided to give you a complete step-by-step solution to one of the slickest shoot-'em-ups on the Mega Drive. I don't know, kids today don't know they're born, blah, blah...

24 MEGA FOCUS: MIGHTY MAX

Ever heard of Mighty Max? No? Well, he's an American creation and Sony are about to bring us the game of the cartoon, so MEGA went to get an exclusive first look at this two-inch-tall new hero. Don't worry, all is explained over on page 24.



EXCLUSIVE PREVIEW: SUPER STREET FIGHTER 2



Completely and utterly exclusive, and more than a bit fab. MEGA pips absolutely everyone else on the planet to the post to bring you the first glimpse of what looks set to be arguably the greatest game of all time. If you want to find out how spectacular the latest Street Fighter instalment is, turn to page 12 now. What's more, we even tell you how to become a bit good at the coin-op over on page 16. What more could you possibly ask for?



GAMES FEATURED IN THIS ISSUE OF MEGA...

The hot weather isn't here yet, but the game drought has already well and truly started. Nevertheless we've still managed to get a pretty tidy collection of games in for you this month (as well as all the other brilliant stuff in the mag). What a relief!

WORLD CUP USA '94 30
Not quite in the *Sensible Soccer* and *FIFA* league, but this has more neat options than you can wave a red card at.

DRAGON: THE BRUCE LEE STORY 34
Based on the movie about Bruce Lee's life, this is actually a very accomplished beat-'em-up.

RBI BASEBALL '94 37
A good baseball game, but let's face it, they're all pretty good, if you like this sort of thing.

Body Count won't expand your mind, but it'll certainly get your adrenaline levels up

CHAMPIONS WORLD CLASS SOCCER 38
Ryan Giggs fans out there will start a riot when they discover how truly appalling this is.

HEAVENLY SYMPHONY 40
Atrociously mis-named Formula 1 racing game. It's also atrociously programmed.

BODY COUNT 42
This Operation Wolf-type shooter is actually pretty solidly written.

DRAGON BALL Z 44
Yet another one-on-one beat-'em-up, only this one's sort of done in a Manga style.

MORTAL KOMBAT CD 46
Same as the cart version, with a few added extras. Not bad, but looking a bit aged.

OUT RUNNERS 47
The Sega coin-op makes it to the home, but, sadly, the competition is just too stiff.

And here are the previews...

PSYCHO PINBALL 78
CodeMasters create a rather special pinball game. "Hurrah!" shouts the MEGA team.

MICRO MACHINES 2 79
"Double hurrah!" we shout this time.



Flashback CD. The original was great, and now it's even better. Scrumptious!

FLASHBACK CD 81
It was a superb game to start with. Now it's even more spectacular. What a treat!

SECOND SAMURAI 82
Last year the Amiga version was a big hit. This is one to watch out for.

FLINK 83
The Mega Drive's graphics have rarely looked this good. Another visual treat from Psygnosis.

GOAL! 84
Programmed by the man who did the original *Kick Off*, this looks set for great things.

MARIO ANDRETTI 85
It seems driving games are in vogue at the moment. Here's yet another one.



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Six pages packed with news • games information •



Daytona USA. The coin-op is superb, and the Saturn version will be identical. It's this arcade connection that may well keep Sega's machine on top



Ridge Racer. A Namco coin-op that, it is rumoured, could be appearing on the Playstation. Regardless, the machine is easily capable of such a game



With Project Reality's internals being based upon Silicon Graphics workstations, visuals of this quality would be a breeze for Nintendo's machine

WH GO

As more and more machines are announced, surely Sega's position gets weaker and weaker. Well, maybe not. Andy Dyer takes another look at the Super Consoles

Summer. A time when we traditionally take things easy. The pace of life slows and we spend our spare time basking in the park or sitting back sipping a cool beer at a country pub. It's a time when the videogame industry also takes it easy. The market slows, the games dry up in the drought and we're left with a trickle of titles and the prospect of a flurry of activity at Christmas.

But this year things are different. True, the torrent of software has reduced to a tiny stream, but there's an air of confusion hanging over the proceedings and instead of eager speculation, there's distress and consternation about what will happen next year, who'll be ahead in the race and, at the moment, even the staunch pillars of our industry, Sega and Nintendo, are having to face the prospect of stiff and potentially overwhelming competition.

The dream that was 3DO has arrived to a veritable tidal wave of apathy, the CD32 has performed adequately but is still just a small ripple in a vast pond, the Jaguar has yet to appear in any great numbers despite a

gossip • gimmicks • software house profiles • quick competitions

ERE DO WE FROM HERE?

good reception from developers and press people alike. Project Reality still remains very much a mystery to everyone except, it seems, Nintendo. Sega's Saturn promises great things and has the coin-op clout to make it work but is being toppled by the impressive Sony Playstation, which promises even greater things and is to be released in Japan in November.

The UK computer and videogames market has always been a rather confusing place. However, across the pond in the US, and more so in Japan, things have always been more stable... until now. Previously, the Jap market was sown up by Nintendo, and the US was covered with the neat Nintendo/Sega competitive arrangement, but now it seems that across the board, things are uncertain.

THEN THERE WERE THREE
The 3DO bombed in the US, but unconventionally, despite it being a US creation, the Japanese loved it (or at least the idea of it). Sales, however, are still pitifully low. And as we've already mentioned, while the CD32 and Jaguar surprised most people by even getting off the ground, they look set to do nothing more than hover a couple of inches above it. Ultimately, after the Mega Drive 32 and Nintendo's 32bit machine have found their niches, there will only really be three contenders; Saturn, Playstation and Project Reality. The general consensus is that Sony has the name and the machine to take the lead, at least, that's the feedback the industry over here has been giving. Game Players magazine in America sees things slightly differently. In the US, surprisingly, Sega leads the market with a share of 58%.

"Both Sega and Nintendo have announced 32bit hardware systems but Sega's 32X seems more realistic," says Game Player's Vince Matthews,

"simply because we've actually seen a prototype. I saw a scaled down version of *Virtua Fighters* on 32X and although it was very buggy, it looked like it had a lot of potential."

And Nintendo's 32bit VR system? "Engineers who have seen the Nintendo 32bit VR-like hardware were blown away, but the machine is still shrouded by a veil of secrecy and an actual release date is still unknown."

And what of the Sony beast? Vince concedes that it will be the most powerful system but is unconvinced about any danger of it dominating the market.

"Sega will beat it and Nintendo to the 64bit marketplace – this will cement Sega's hold on the videogame arena. Sega will be *the* major player this Christmas with 32X (the US name for the Mega Drive 32) and follow-up in '95 with Saturn."

Vince goes on to emphasise how stagnant the Jaguar and 3DO sales are, and points out the problems of high pricing on the 3DO side of things.

SURVIVAL OF THE FITTEST?
What seems to be happening, and from what we've just heard about the games market in the US, the perception of the machines is as we expected, Playstation first, Saturn close behind and Project Reality still remaining an unknown quantity.

However, the perception as to the chances of success are different. The smart money seems to be on Saturn. The thing is, when we're faced with three machines of relatively similar capability, it won't be enough for the companies involved to wait for the markets to come to them. They have to actively seek out their markets and keep awareness levels up, thus maintaining interest in the market. This would explain why Nintendo's refusal to show any solid evidence of their machine's ability has led to the press



Perhaps Sony is not set to swallow up the games industry after all, although it will take a big chunk of it, that much is certain

losing interest in the subject – which leaves us with Saturn and Playstation.

SONY KEEPING ITS EGGS IN SEVERAL BASKETS

We asked Nick Garnell, Sony Electronic Publishing's Director of Business Development, how he saw the situation. While we're talking about it being a Sony/Sega battle, Sony are hedging their bets.

"We're unique among software developers. Psygnosis and Sony have invested resources in establishing its own Advanced Technology Group to investigate and produce software for Sega, the Sony Playstation and Nintendo formats, Phillips CD-i, PC CD ROM, 3DO, FM Towns Marty, Mac CD ROM, CD32 and any further viable hardware currently in development."

But is this not too much choice for the consumer, who's likely to be feeling pretty confused already?

"No, I don't think so. Consumers like to have a good choice of good hardware and software. At the end of the day, people vote with their wallets."

So it would seem to developers like Sony, it doesn't matter which hardware platform comes out on top. Even if their own Playstation fails, they're still developing for machines right across the board and will be able to exploit their involvement with the dominant format. This would explain why they're sensibly reluctant to enter into any "our product's better than theirs" discussions.

Sega have always been a hardware developer though, and the success of their new machines is crucial. The Utopian situation in which all videogames come on a standard format like VCRs will not occur. But even though at the end of '95 the same old dilemma of "which system do I buy?" will still exist, it seems we'll be in the fortunate position of being able to reply "Sega."

Virtua Fighters looked like it had a lot of potential

The success of Sega's new machines is crucial



VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

So what amazing piece of catastrophic software have we got for you this month? Well, in a time when games were beginning to get a bit stale with the old storytelling, along came a hip, young roller-staking dude with plenty of evil people to fight against to try and remedy the situation. Of course he failed miserably and the game was called...

DJ BOY



DJ Boy. It is to beat-'em-ups, what Mellerick is to short people

Hello and welcome to this week's edition of Games: How To Make Your Own. You remember that last week we took a look at 3D flying simulators and how they work? Well, this week we thought it would be a nice idea to show you how bad gaming ideas (and their plotlines) go hand in hand. Now pay attention everyone.

INGREDIENTS FOR A TRULY APPALLING GAME...

1. One stupid-looking character (a baseball cap and roller skates should do the trick).
2. One very silly concept (something like a roller skating beat-'em-up).
3. One appalling control system.
4. Two fighting moves (a punch and a kick).
5. One (very) dodgy collision detection system.
6. One life (when you die it's game over).
7. No continues (so you have to start from the beginning all over again).

But if you don't fancy spending all your time over a hot keyboard making your own game, here's one Kaneko made earlier, called *DJ Boy*.

With all the very best gaming ideas taken out at a very early programming stage, all you're left with is a left-to-right scrolling beat-'em-up in its very basest terms. In fact, we'd go as far to say that *Double Dragon* has more originality and playability than this. If you're ever wandering about a car boot sale, or even your local console dealer, and someone tries to push this your way under the pretention that it's an original and clever little game, just tell them you read the Voyage To The Bowels section in MEGA and then watch them run for cover.

After the success of the previous two shows, Future Publishing are proud to announce the Future Entertainment Show '94. Only this year, Future (that's the company that brings you MEGA

each month) are doing things a little differently.

To reflect the changing market, this year's show is entirely geared around the future of interactive entertainment. Previously, the only thing worth talking about has been the videogames market, and more specifically consoles, such as the Mega Drive and Super NES. But you'll all have been hearing about the revolutionary changes brought about by CD ROM. So if you visit Earl's Court between October 26 and 30, you'll be able to see and get your hands on a multitude of exciting developments in the multimedia, CD ROM and interactive entertainment fields. You'll get to see the latest developments on PC CD, Macintosh CD, CD32 Jaguar, 3DO, Mega Drive, Mega CD, Super NES and a whole lot else. It'll be the biggest and most exciting show yet and what's more, you won't be going away empty handed either, because retailers will be there in force to offer you deals and bargains on a whole range of stuff.

The best and cheapest way to be in on the action is to ring our Show Hotline (the number is printed below) and order a ticket in advance. This way you get your ticket for £6 instead of £7 and are guaranteed a quick passage into the show on the day. And by ordering by phone now you get the chance to win a voucher worth £100, which you can swap for expensive, er, stuff at a Silica stand at the show (Silica being a huge chain of specialist hardware and software-type peeps). Oh, and you don't actually have to buy a ticket to enter the compo. So ring the Hotline and answer this question.

HOTLINE:
Tel: 0369 4235

Bomberman to appear on Mega Drive

Utterly brilliant and rather spiffingly special Super NES game, *Super Bomberman*, is to appear on the Mega Drive. We wouldn't normally be so excited about any Nintendo rubbish coming across but this truly is a cause for celebration. Hudsonsoft have seen fit not to deprive us of what is undeniably one of the most exciting four-player experiences ever, so please make sure you're here next month when we'll have the first exclusive look at the game. For the moment, take a look at this SNES screenshot to get a flavour of it.



Well, we know what we'll be spending our wages on in a few months. (Beer? - Paul) No, this...



TOP HAT TURN UP

A couple of months back we told you about a 3D isometric game that was coming to the Mega Drive from Psygnosis. Er, only now Psygnosis have decided not to do it, which is a shame because it actually looked quite nice. However, the project has now been handed over to, um, no one. Well no one as far as we know. At the time of going to press we were unable to find out from Psygnosis if anyone had picked up the game. We hope so because it actually looks a bit different, with all those playing cards and stuff. Yes, hmm... (I think this news piece has reached its natural conclusion - Josse) Er, yes.

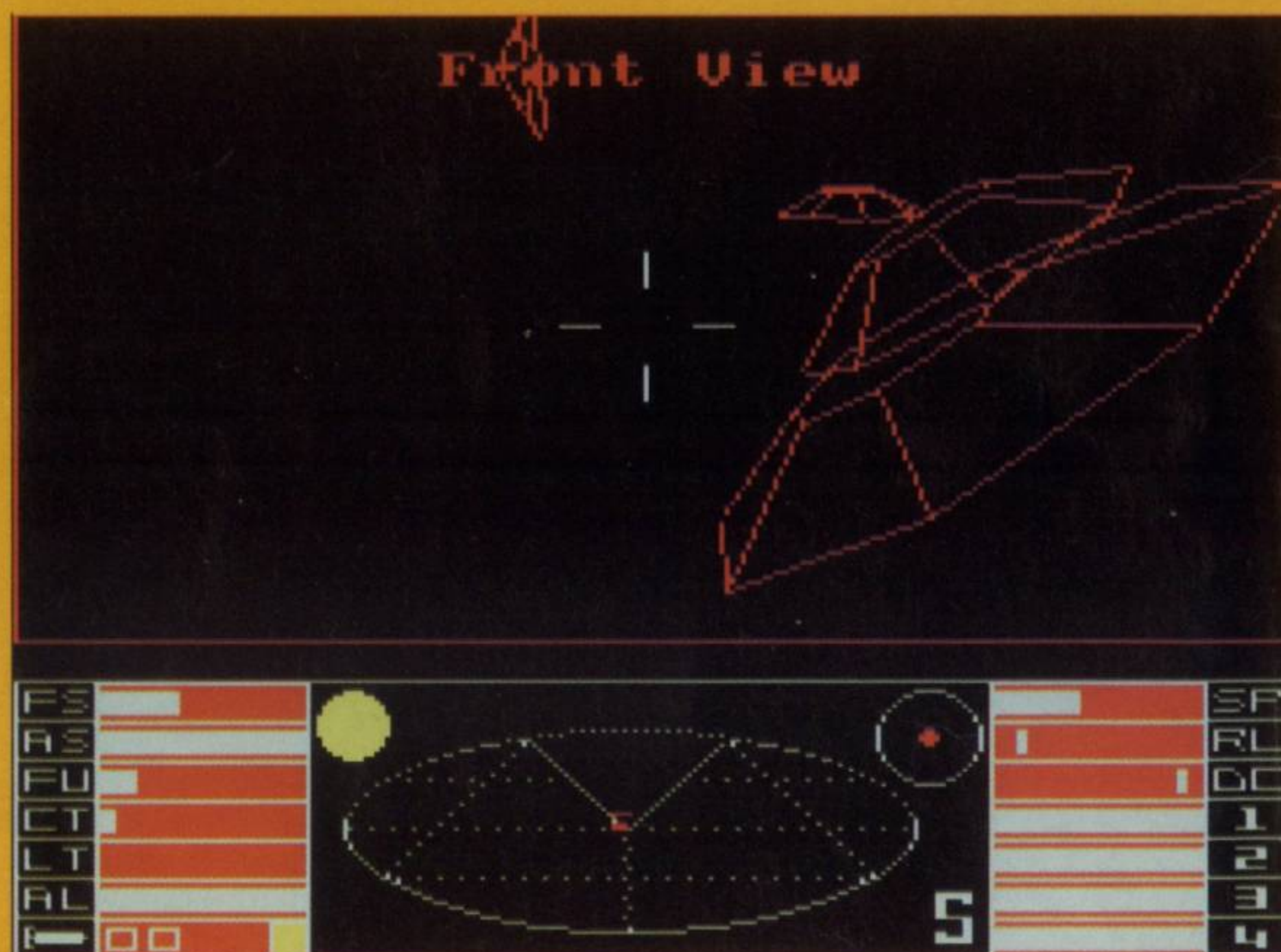


Top Hat. Psygnosis have shelved it. What a shame, since it's such a colourful little thing

ABOUT TIME TOO!

Sad old gits that we are, our hearts leapt and our eyes glittered with the joy of innocence lost when Sony informed us that the classic space combat and trading game *Elite* was finally coming to the Mega Drive. When it first came out on the BBC computer several hundred years ago it was like nothing that had ever been experienced before. Many people still believe it to be the best game ever (although that's probably a bit sad to be honest).

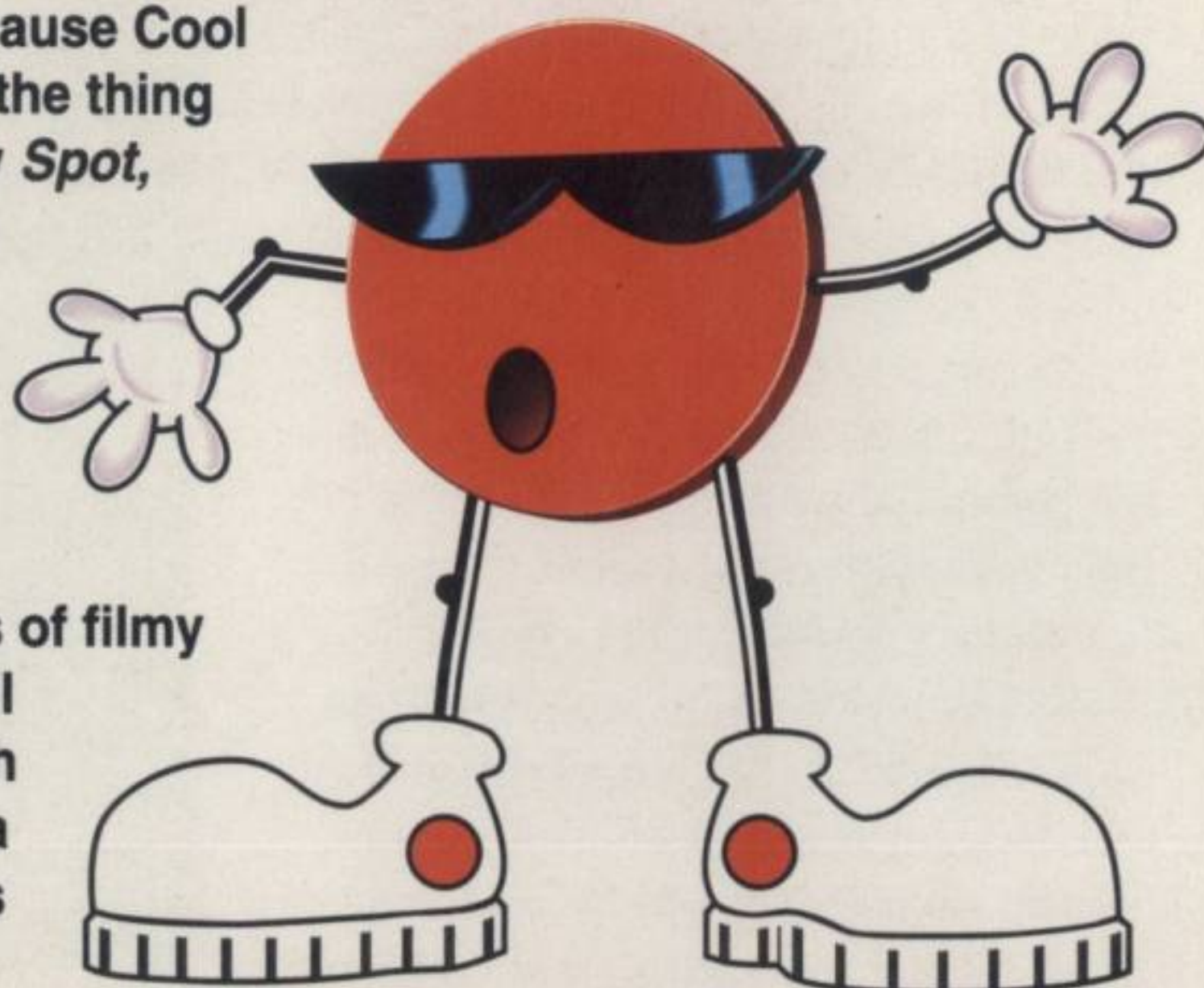
The thing is, even if it has aged a bit now, the mix of strategy, action and just, well, freedom to do as you like will still be a winner, so when November is upon us you could do worse than to ask for it as a Chrimbo pressie. We'll have more news on this next issue but in the meantime, take a look at this old screenshot of it and thank the lord that the Mega Drive version will feature filled polygons.



Elite was the most amazing thing ever when it first appeared many years ago. And it still plays well, so keep an eye out for more news

Cool Spot 3? What happened to number 2?

Cool Spot 3 will be coming out in April 1995, and the reason it's number 3 is because Cool Spot 2 was *Cool Spot*. Hmm... the thing is, the first game, called simply *Spot*, came out only on the Nintendo NES and Game Boy. Then, of course, came *Cool Spot*, and now the third game in the series is on its way and it will be subtitled *Spot Goes To Hollywood*. It'll feature all sorts of filmy themes, and our Zitty friend will have to plough his way through various film sets. Sounds like a right laugh-riot so stick with us to find out more.



SEGA SCHOOLS MARKETING CAMPAIGN

Sega's current search for young marketing geniuses has almost reached its conclusion. Started in 1992, the idea is to allow schoolchildren to devise a marketing campaign for Sega with the ultimate aim of heightening school kid's business acumen. (And no doubt in the hope that they'll discover a child genius who comes up with the ultimate plan for world domination. Well, you never know, it might happen.) Anyway, once the winner has been decided they'll work hand in hand with Sega's London-based promotions agencies to turn their ideas into a reality. In the meantime, here's our idea for a marketing campaign. What do you think guys? Er, guys?

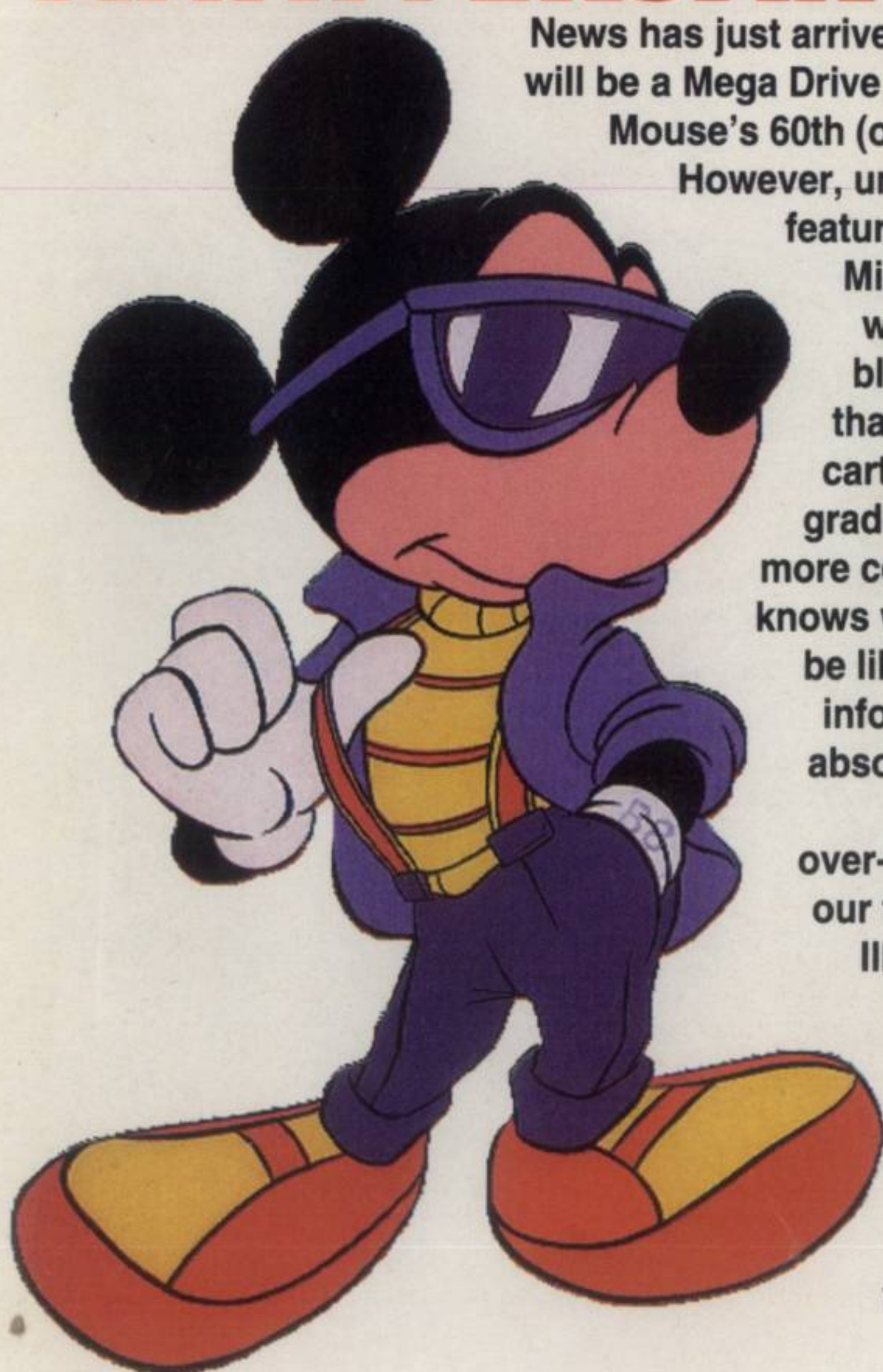
SEGA

MICKEY'S ANNIVERSARY GAME

News has just arrived from Sony in the US that there will be a Mega Drive game celebrating Mickey Mouse's 60th (or is it 65th?) anniversary.

However, unlike previous games which featured only a thoroughly modern Mickey, this game will start off with a graphical translation of the black and white flickery animation that we saw in the classic old cartoon *Steamboat Willy*, and gradually the levels will become more colourful and up to date. God knows what the gameplay's going to be like but we are reliably informed that this is looking absolutely phenomenal.

However, before we all get over-excited, maybe we should turn our thoughts back to *World Of Illusion*, which while rather beautiful, was just a little on the stinky side in gameplay terms. It just goes to show you can't judge a book and all that, so we'll find out how it plays in time for next issue.



CUTTING EDGE

Brought to you in conjunction with MEGA's sister magazine EDGE, this is the column which keeps you abreast of all the developments outside the Mega Drive-only market.

NINTENDO'S NEW MACHINE

Whether the public's lukewarm response to Project Reality is the reason, or whether it's a copycat move following Sega's announcement of the Mega Drive 32 stop-gap machine, Nintendo have announced a new 32bit Virtual Reality machine. Nintendo claim that players will be able to experience a kind of Virtual Reality but without the need for a TV screen or a head-mounted display. That would leave the possibility of a wall projection system, but recent rumour suggest that this too is not the case. At any rate, the machine will cost in the region of £125 with games costing less than current 16bit titles.



Virtua Fighters will be out on the Mega Drive 32

MEGA DRIVE 32 GAMES CONFIRMED

Sega recently divulged that as well as versions of *Virtua Racing* and *Virtua Fighters* being developed for the 32bit Mega Drive booster (due out at around Christmas time) Sega Japan are also working on a version of *Daytona* and a conversion of the 3D soccer game that is being coded for the Saturn.

JAGUAR POUNCES INTO THE SHOPS

What on earth is going on with the Jaguar console? Atari's beast is still causing a lot of confusion out there but you may, or may not, be interested to know that at last, the Jaguar will be appearing in UK stores. Rumbelow's will now be taking the machine along with a handful of mail order catalogues. However, numbers are still limited, and while the machine still struggles to show off any really impressive software titles (and with the launch of Sony's Playstation and the new Sega machines drawing ever closer) this latest news once again raises the question "Is it again too little, too late?"



Jaguar finally makes it to the shops, a bit late

CD PIRACY - A VERY REAL THREAT

ELSPA, the European Leisure Software Publishers Association has issued a warning to CD publishers to keep an eye out for a flood of illegally duplicated discs. Floppy disk software was always victim to the pirates, but cartridge games were fairly safe from them. However, as the market moves further towards CD-based games, and writable CD equipment becomes more affordable, the pirates are once again in for a field day. Police raids have recently uncovered at least seven examples of piracy and already six arrests have been made. The problem isn't just the piracy of CD ROM titles though. Pirates are also copying large numbers of regular titles on to CDs to create compilation discs. ELSPA have discovered discs containing up to £20,000 of leisure and professional software.



CDs are far easier to pirate than cartridges

COMPENSATION FOR LOSS OF GENIE SALES

If you've been reading MEGA since the beginning, you may remember a bit of trouble between Galoob Toys (the company that produces the Game Genie cheat device) and Nintendo who claimed the Game Genie infringed their copyright. Well, the case dragged on and ultimately was won by Galoob and the latest (and final) news is that Galoob are set to receive \$15 million from Nintendo to compensate for lost sales between June '90 and July '91.



Galoob Toys to receive \$15 million from Nintendo

PSX UNVEILED!

Psst! For the first pictures of Sony's new PSX and more news on cutting edge games technology, why not check out one of MEGA's sister publications? It's called EDGE, it's available from all good newsagents and it is, quite frankly, a bit fab. And don't forget to come back to this very same spot next month to find out further cutting-edge information.

TINY, SPARKY, PROBEY... ER

We won't dwell on this for too long, but you simply must know about Konami's latest batch of releases. We don't have a lot to tell you at the moment but make sure you're here next month for an in-depth look at all three of the following games.

We all remember what a *Sonic*-type hoot the first Mega Drive *Tiny Toons* game was, well, here comes the follow-up. This time it's called *Tiny Toons: ACME All Stars*. The platform genre has been ditched and instead you get a bevy of beautifully cartoony sports sims, including basketball and soccer (among others). Looks most intriguing.

Next up is *Sparkster*, the follow-up to *Rocket Knight Adventures*, featuring Sparkster, the cheerful little opossum who impressed us all with his gorgeous-looking shoot-'em-up antics first time around.

Finally, comes *Probotector*. On the SNES, *Super Probotector* was one of the best shooters we have ever, ever seen. The Mega Drive version, while significantly different, is looking every bit as good, and if Konami can give us even a fraction of the playability of the other *Probotector* games (there have been lots of you see), then we're in for the blast of our lives.



Soccer is just one of the spiffingly cartoony sports included



And here's another soccer shot. Looks quite a laugh doesn't it?



Basketball too. Not quite NBA Jam, but it should be fun



Rocket Knight Adventures was fab, so we're looking forward to this



Oh, yes indeedy. Sparkster should be another rollicking blast

While significantly different to the super Super NES *Probotector* game, the Mega Drive cart is looking every bit as exciting. Our loins are a-stirring

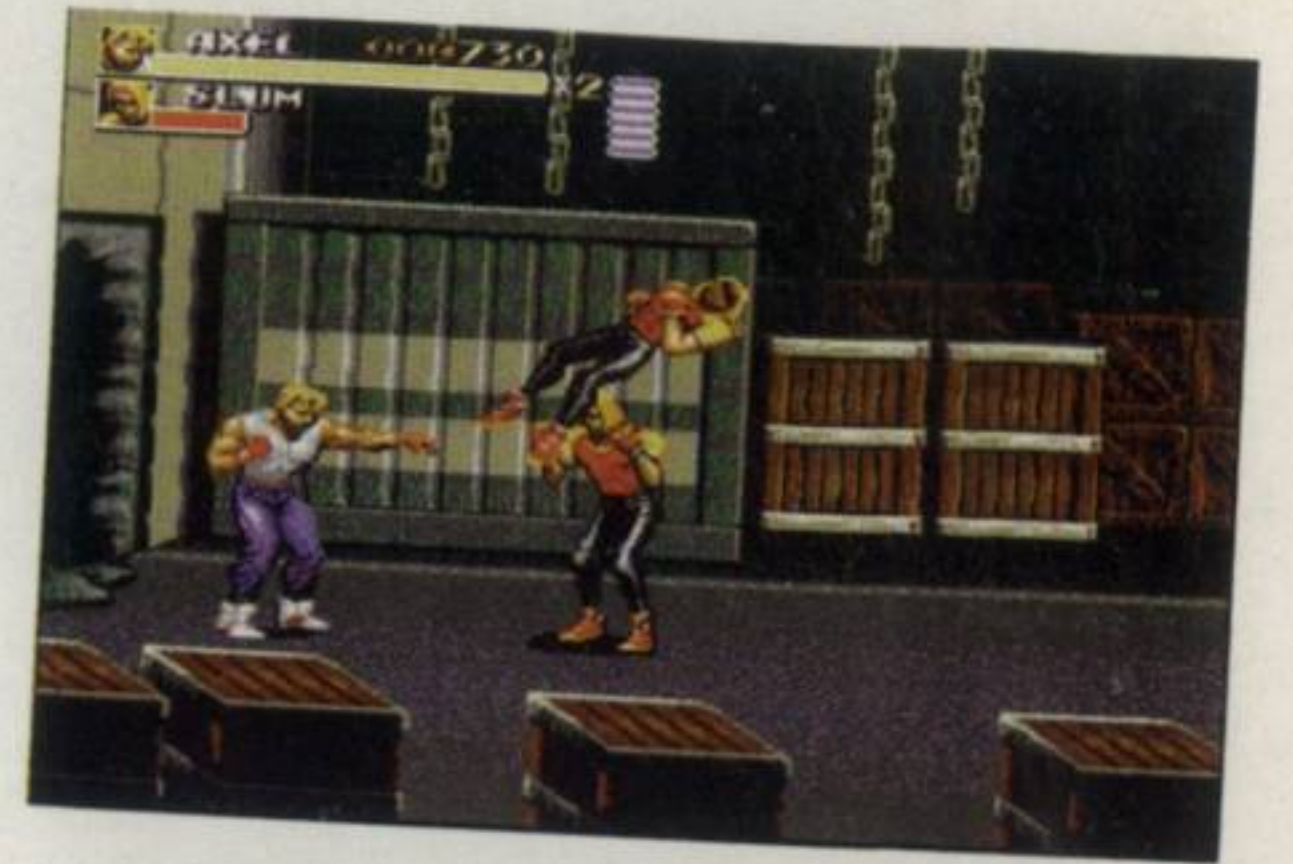


Er, about that loin-stirring caption. Um, it wasn't supposed to be rude or anything. It was like, well, like when you're on a rollercoaster, and you get a tingly feeling in your pants

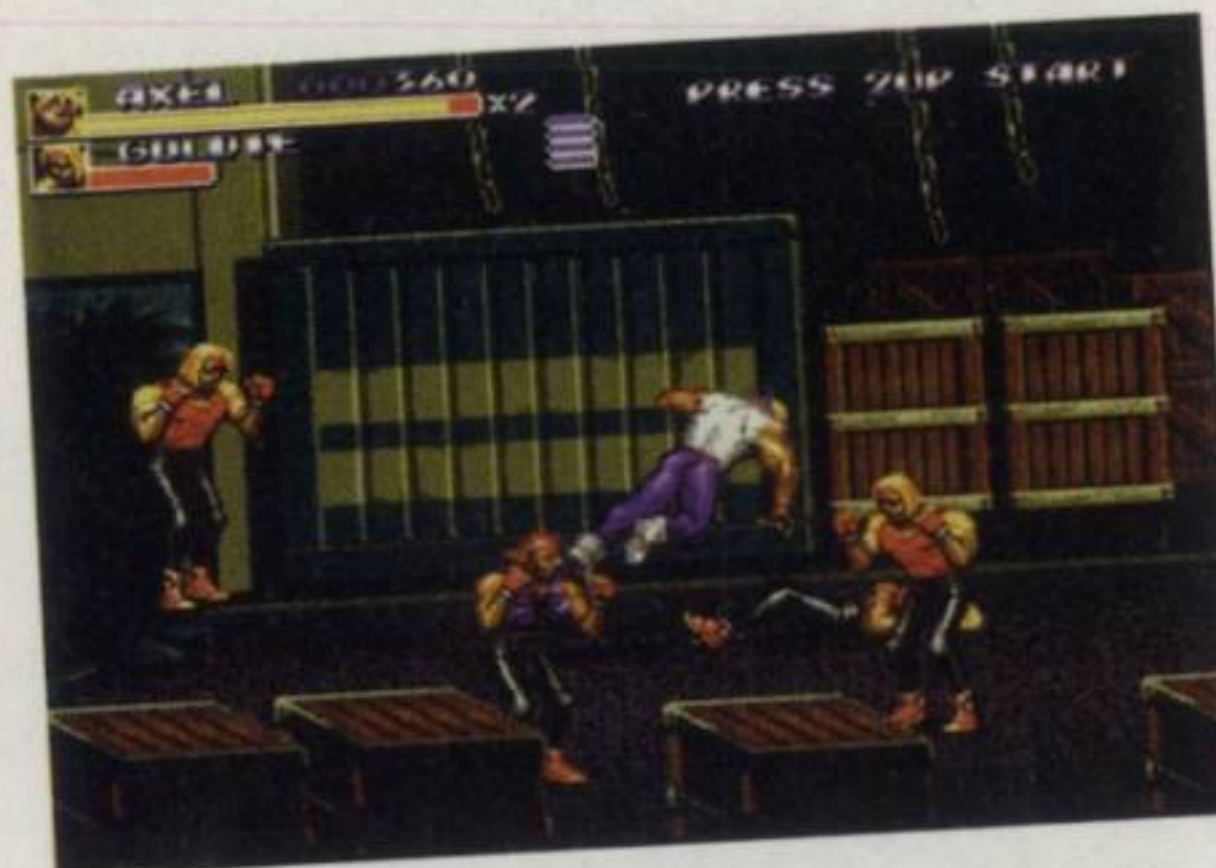
STREETS OF RAGE 3: THE OFFICIAL REVIEW

You may remember that in our May issue (number 20) we reviewed the Japanese version of this lovely fighting game (called *Bare Knuckle 3*) under the title of *Streets Of Rage 3*. However, at the time we weren't aware that the official English version of the game would be programmed to be slightly different.

So what are these differences? Well, they are mainly just cosmetic changes (things like the colour of Blaze's outfit, which is now white instead of red) but the game has also been speeded up to run properly on UK machines. The official version does seem to have a few more baddies for you to beat up on each level. However, because of the way in which you can beat up several enemies at once, this doesn't really alter the difficulty level. Apart from that, it's basically the same game; we just thought you might like to know why the official version looks a bit different.



Here's a scene from the Japanese game *Bare Knuckle 3*. Very nice!



And here's the same scene in *Streets Of Rage 3*. Much the same

PUBLISHER: Sega
PRICE: £49.99
RELEASE: June '94
CARTRIDGE: 24 Mbit

MEGA SAYS: A slightly altered game from the import cartridge, but even though there are a couple more characters for you to beat up, the game is still a bit of a disappointment as a sequel. **72%**

HARDCORE, LEMMINGS 2

Psygnosis will always be remembered most for bringing the world a legendary game called *Lemmings*. It was in every way a triumph of playability and even people who don't like the game couldn't possibly deny that it's a bloody brilliant concept (and if they do, we'll simply "dispose" of them in a painful manner). Anyway, the upshot is that *Lemmings 2* will soon be with us. This is a) good news, b) excellent news, c) fantastically fab news and d) all of the above.

The game (which has already been out on home and personal computer formats) should be out in October and from what we've seen, it's going to be every bit as good as the first game and maybe even a bit better.

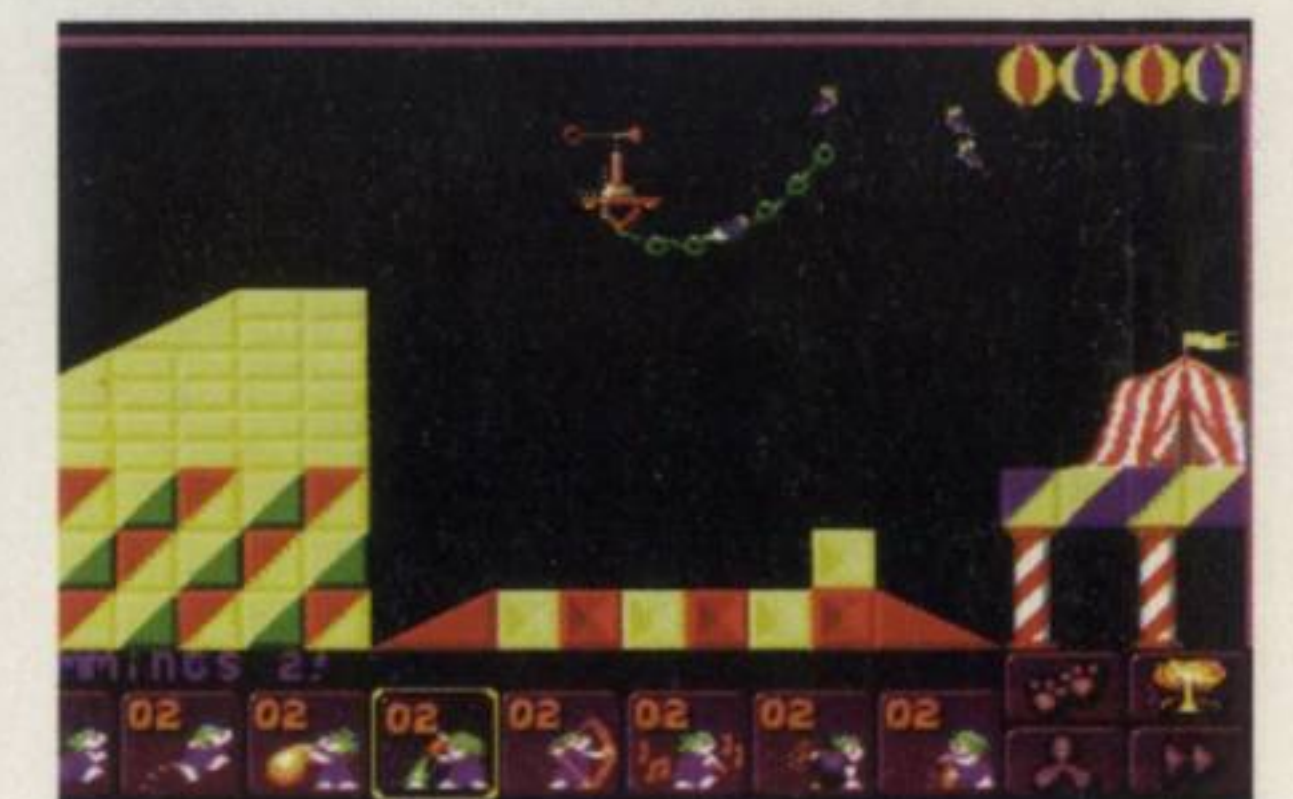
But what's all this Hardcore business then? Well, it's a sort of platform shoot-'em-up. A space station has broken down and a load of robot aliens have taken it over and killed everyone. It's a bit saucy of them really, so you have to go in, get through all the levels, killing the robots as you go, and ultimately make the space station self-destruct. Sounds like a whole heap of fun doesn't it? More on this next issue.



And in reverse order, here's a picture of *Hardcore*. And below, some *Lemmings 2* shots



Goodness, a bit of a night-time POW-type scenario going on here



And here we have some Big Top fun. What a lot of variety in the game

HARRY'S BACK

Anybody remember the name Pitfall Harry? There will probably be only a few of you who do. If, then, you're old and sad enough to have been into videogames right from the start, you'll remember Atari's pioneering (yet rather dismal) console called the VCS.

It was a proper console in every respect, only its power could be compared with that of a small gnat with a bout of the flu. At the time, however, it was quite a jolly little thing to own and one of the companies that created cartridges for the machine was Activision (again, it's a name that most of you won't have heard of). Despite many of the games being of a rather basic nature, one stood out from the crowd and that was *Pitfall*.

It was a very early platformer which involved a hero called Pitfall Harry, who had to wander along, swing on jungle vines and jump over snakes and scorpions. It was very simple, but very playable. Well, for reasons best kept to themselves, Activision are re-inventing Harry to bring Mega Drive and SNES owners *Pitfall: The Mayan Adventure*. Daft as it may sound though, it would seem that Harry's name is there only to kindle interest from the old school of gamers, and the new game will bear little resemblance to the original. A team of ex-Disney people and various other technical boffins will be working with Activision to bring us a top-quality version of "one of the most famous titles in software history".

Regardless of whether the game turns out to be good or not, we think the Pitfall Harry connection is a fab idea if only so that we can be all nostalgic and sigh about how great the old days were. Because they were you know. God we remember those days like they were only yesterday, reviewing classics like *World Cup USA '94...* (Er, that was yesterday Andy - Paul) Was it? What day is it? Eh? Wha... erm. Oh dear...

TWIN PEEPS

As soon as we'd started this Twin Peeps business, we realised there were hardly any game characters who looked like real people. We've decided not to do it any more. But before we kill it off, has anyone noticed the uncanny resemblance between our staff writer Josse, and his sister Jocelyn?



Josse Bilson.
Staff Writer



Jocelyn Bilson.
Escort girl

PICK 'N' MIX

Look guys, we might be hilarious fellows here at MEGA, but we're running out of Pick 'n' Mix ideas now. And still no one's sending in their ideas. So, as an incentive, the best idea for next month wins a prize. Entries to Pick 'n' Mix, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



This month, we have *Muhammad Ali Boxing* featuring the Teenage Mutant Hero Turtles. Not very amusing really, but it passes the time

CYBER STUFF

The Lawnmower Man, as if you need telling, is a CD game based on the film that came out a couple of years back. It's all about this scientist bloke who, rather cruelly, does some Virtual Reality experiments on a retarded gardener and turns him into a powerful and highly intelligent, er, thing. That's what the film's about anyway. The game follows on from the end of the film in that the now all-powerful gardener (Cyberjobe) has entered Cyberspace and drags his creator in with him in order to exact his revenge (obviously he liked being a simple gardener more than a hyper intelligent psycho). Er, and that's it for the moment.

Mr Tuff is less of a mystery to us. It's a platformer that's due to hit both the Mega Drive and Mega CD in the autumn, and it centres on a rock-hard robot hero called, yes, Mr Tuff. The earth, it turns out, has become a rather foul place, so all the humans have buggered off. So it's Mr Tuff's job to level all the empty buildings (presumably to start the place from scratch) while battling against all the other droids which have gone a bit mad. Contrived plot aside, this one is looking good and promises to be just a little different to your run-of-the-mill platformers. Well hoo-bloody-rah for that.



Quite what bees have to do with *The Lawnmower Man* will remain a mystery until the game comes out



Mr Tuff. Platformer fun, but a little different, probably



The game's all very surreal, so there's very little point trying to figure out what's going on here

THE Qs IN THE NEWS

As most of you will now know, we are going to be having a few changes here at MEGA, so it may just be the case that the Qs In The News will cease to exist. Then again, they may not. You'll have to wait and see. But just in case, this month we'll make the questions extra hard and not entirely related to Sega-type things, and the first correct entry pulled out of the hat will win a prize. Oh, and in case you were about to say "What about The As On The Back Page?" well, we've ditched them this month so... Ha!

1. Which comedian owns Private Eye mag?
2. How many grams of Vaseline are there in a No. 1 size pot of Vaseline Petroleum Jelly?
3. How many letters in the Greek alphabet?
4. During a game of hockey, how many players are there on the pitch?
5. Who played the lead role of Arthur in the film of the same name?
6. Which smoking American comedian recently died of a non-smoking related form of cancer?
7. In which city would you find the Clifton Suspension Bridge?
8. Dozmary Pool in Cornwall is the supposed resting place of which legendary artefact?
9. What is the name of the cup from which Jesus drank at the Last Supper?
10. Where would you find a spider's reproductive organs?
11. What does the German word "tangieren" mean?
12. Which group sang "The Sun Always Shines On TV"?
13. What is the fifth commandment?
14. Who was the rag doll in Bagpuss?
15. Calvin And Hobbes are creations of which cartoonist?
16. What would you use a gavel for?

17. Which game is this bit of screenshot from?



18. Which member of the MEGA team is this?



19. Which Sesame Street character is this?



20. What household object is this a close-up of?



Hmm, there are some toughies in there, aren't there? Well, if you fancy your chances at winning a prize, jot the answers down on a postcard and send them to Qs In The News Compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. Good luck.

THE CHARTS

It's no use. This dismal page has to end. And the dire attempts at humour below prove it. Please welcome, the very last charts page

OFFICIAL TOP 20

This month	Last Game month name	MEGA rating
1	▲ (01) FIFA Soccer (When I look back at my early days on MEGA, it's always the charts I come back to – Jon)	M 94%
2	▲ (03) Sonic 3 (Oh, yeah – The Team (bored)) (Oh yes, I recall, very fondly, those early charts pages – Jon)	M 90%
3	▼ (02) PGA European Tour (WE don't – The Team, pointedly turning away and resuming previous conversation)	M 83%
4	▲ (05) NBA Jam (But you simply must! The way I took them over and continued the wacky humour – Jon)	M 93%
5	▲ (06) Sensible Soccer (And the way, once I'd shouldered the burden I handed it on to you, Josse – Jon)	M 94%
6	▼ (04) Aladdin (Yeah, cheers for that – Josse) (Do you remember the gags? – Jon) (I don't – Andy)	M 94%
7	▲ (09) Micro Machines (Come now! What about the time I did those funny little rhymes – Jon) (Jesus – Andy)	M 92%
8	▼ (07) Zool/J Pond 3 (And the use-your-own-gags gag. Oh, great days! – Jon) (What's he on? – Josse)	M n/a
9	▼ (08) Jungle Strike (And the humorous banter! Oh the banter! – Jon) (What Banter? – The Team)	M 93%
10	■ (NE) Sub Terrania (Well, you know. I'd be serious and... – Jon) (I'd say Pants! – Andy) (Oh no – Josse)	M 86%
11	■ (RE) Cool Spot	M 89%
12	■ (RE) Road Rash 2	M 80%
13	■ (RE) F1	M 80%
14	■ (RE) Rambo 3	M 94%
15	▼ (12) X-Men	M 80%
16	■ (RE) Bubsy the Bobcat	M 80%
17	▼ (15) Sonic 2/Bubsy	M n/a
18	■ (NE) Mortal Kombat	M 82%
19	■ (RE) European Soccer	M 75%
20	■ (RE) Batman Returns	M 70%

JAPANESE TOP 10

1.	▲ (10) Aldark CD	M --%
2.	▲ (03) Phantasy Star IV	M --%
3.	▲ (05) Puyo Puyo	M 90%
4.	▲ (09) Lunar	M 86%
5.	■ (NE) Microcosm CD	M 79%
6.	■ (NE) J League Soccer	M --%
7.	▼ (01) Dream House CD	M --%
8.	■ (NE) Montana NFL '94	M 43%
9.	▼ (04) Sonic CD	M 89%
10.	▼ (06) Mortal Kombat	M 82%

AMERICAN TOP 10

1.	■ (NE) Sonic 3	M 90%
2.	▼ (01) Mortal Kombat	M 82%
3.	▼ (02) Joe Montana '94	M 43%
4.	■ (04) NHL Hockey '94	M 92%
5.	■ (NE) FIFA Soccer	M 94%
6.	▼ (03) John Madden '94	M 95%
7.	▼ (05) Eternal Champions	M 71%
8.	■ (NE) PGA Tour Golf 2	M 91%
9.	▼ (08) Tecmo Basketball	M --%
10.	■ (NE) ToeJam & Earl 2	M 92%

MEGA CD TOP 5

1.	▲ (02) Ground Zero Texas	M 89%
2.	■ (RE) Sonic CD	M 89%
3.	▼ (01) Night Trap	M 84%
4.	■ (RE) WWF Rage Cage	M 85%
5.	▼ (04) Lethal Enforcers	M 91%



Official charts compiled by Gallup and sponsored by ELSPA.
Import charts compiled by Gamesville.
Call 'em on 0293 541 953.

Charts updated weekly appear on Teletext (Digitiser, p 471) on Channel 4.

IMPORT TOP 20

This month	Last Game month name	MEGA rating
1	■ (NE) Virtua Racing (Yee-es, it's all coming back to me now – Andy) (Knock him out now – Josse)	M 92%
2	■ (02) Rise of the Dragon (And no matter what happened, there was always an underwear reference! – Andy)	M n/a
3	■ (NE) Tom Cat Alley CD (Yes, we really did – Jon) (Pants! – Andy) (Jon you fool! You've set hi... – Josse) (Pants! – Andy)	M 69%
4	■ (NE) Bare Knuckles 3 (Actually, now I think of it, it never was any good – Jon) (Pants! – Andy) (Quick get out! – Josse)	M 70%
5	■ (05) NBA Jam (Evacuate now! – Josse) (PANTS! PANTS!) (Too late! He's in capitals! – Josse)	M 91%
6	■ (NE) Sub Terrania (... PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS! – Andy)	M 86%
7	▲ (10) PGA Euro Tour (... PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS! – Andy)	M 83%
8	▲ (15) FIFA Soccer (... PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS! – Andy)	M 94%
9	■ (NE) Mutant Hockey (... PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS! – Andy)	M 69%
10	■ (03) Tom Cat Alley CD (... PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS PANTS! – Andy)	M 69%
11	■ (NE) NBA Showdown	M 60%
12	▼ (06) Ghengis Khan	M 78%
13	▼ (07) Cliffhanger CD	M 48%
14	▼ (08) Snow Bros	M --%
15	▼ (06) FIFA Soccer	M 94%
16	■ (NE) Lethal Enforcers CD	M 88%
17	▼ (04) Jurassic Park CD	M 84%
18	▼ (09) Mutant Hockey	M 69%
19	■ (NE) J-League	M --%
20	■ (NE) Pink Panther	M 31%

Exclusive Preview

SUPER STREET THE NEW C



EXCLUSIVE
PREVIEW!

T FIGHTER 2: CHALLENGERS

They're back! And they've brought four new mates along. Yep, Capcom's troupe of travelling brawlers is set for another Mega Drive release this summer. Neil West brings you the exclusive preview all the way from California...

Street Fighter 2 is the most successful videogame in the entire history of the known universe and probably many other universes that (to borrow a phrase from the ever popular Patrick Moore) "we simply don't know" about yet. No,

really. "Successful" has got to be the understatement of the decade. I mean, let me tell you just how bi... (Settle down West - Andy)

Anyway, it's back. And now it's "super". There are four new characters, a whole series of new in-game features, a tonne of new moves and some stonking new game configurations. The coin-op version of *Super Street Fighter 2: The New Challengers* has actually been in arcades for almost six months now, but

the real news now is that the Mega Drive version is 75% complete and on schedule for its release later this summer. And in this humble expose, dear readers, you are getting the world exclusive unveiling of Capcom's new baby.

Most of the original game characters benefit from some tweaking

FOUR NEW FIGHTERS

So what's it all about then? Well, the most obvious change to the *Street Fighter 2: Special Champion Edition* is the introduction of four

new fighters. Cammy, Dee Jay, T. Hawk and Fei Long have joined Ryu, Ken, Chunster and all the original gang for some top-rate violence. Each fighter comes with their own personal biography and character profile, as well as an array of special and not-so-special-but-still-



Above: Chun Li gets a right royal pummeling from new kid on the block T Hawk

Right: And so does Ken it would seem. He's a bit hard this Hawk

unspeakably-painful moves.

All these new characters are profiled on pages 16 and 17 of this issue. However, it's not just the new characters that have new moves. Most of the original characters benefit from some tweaking as well. Here's Capcom's Dave Winstead with a partial run-down of some of the new moves.

IMPROVED MOVES

"Chun Li's fireball is now accessed by a sonic boom motion instead of a fireball motion and she's been given a new roundhouse kick for opponents coming in close - she can also hit people twice with the chest kick, which is good for combos. Blanka has a new type of jumpball, which is designed to go over a fireball. Dhalsim now has a stunning fireball using the jab. Zangief now has a double-hitting spinning piledriver - he throws you into the air and then slams you - and a dashing piledriver, which is accessed away from an opponent by a 360 degree turn on the joystick with any kick button. He's also got a third new move, which is the addition of a second airthrow, so it makes a difference if you use fierce or


roundhouse when you're in the air..."

Carry on Dave...

"Ryu has a flaming fireball accessed in a Dhalsim flame motion, which will stun at far range or knock down an opponent at close range, and Ken has a flaming dragon punch."

EVENING UP THE ODDS

So why were these changes incorporated?

"To give the characters more of an equal ability. Some characters were having problems matching the others, so they've been ramped up to make it more of an even challenge. Some (such as Guile and Honda) didn't need it; certainly Ryu and Ken are basically the kings of the game so they really didn't need any beefing up."  Turn Over



Ken sets fire to Ken and then to his own arm. How very confusing



This is a SNES shot but it illustrates Dee Jay's moves quite well we think

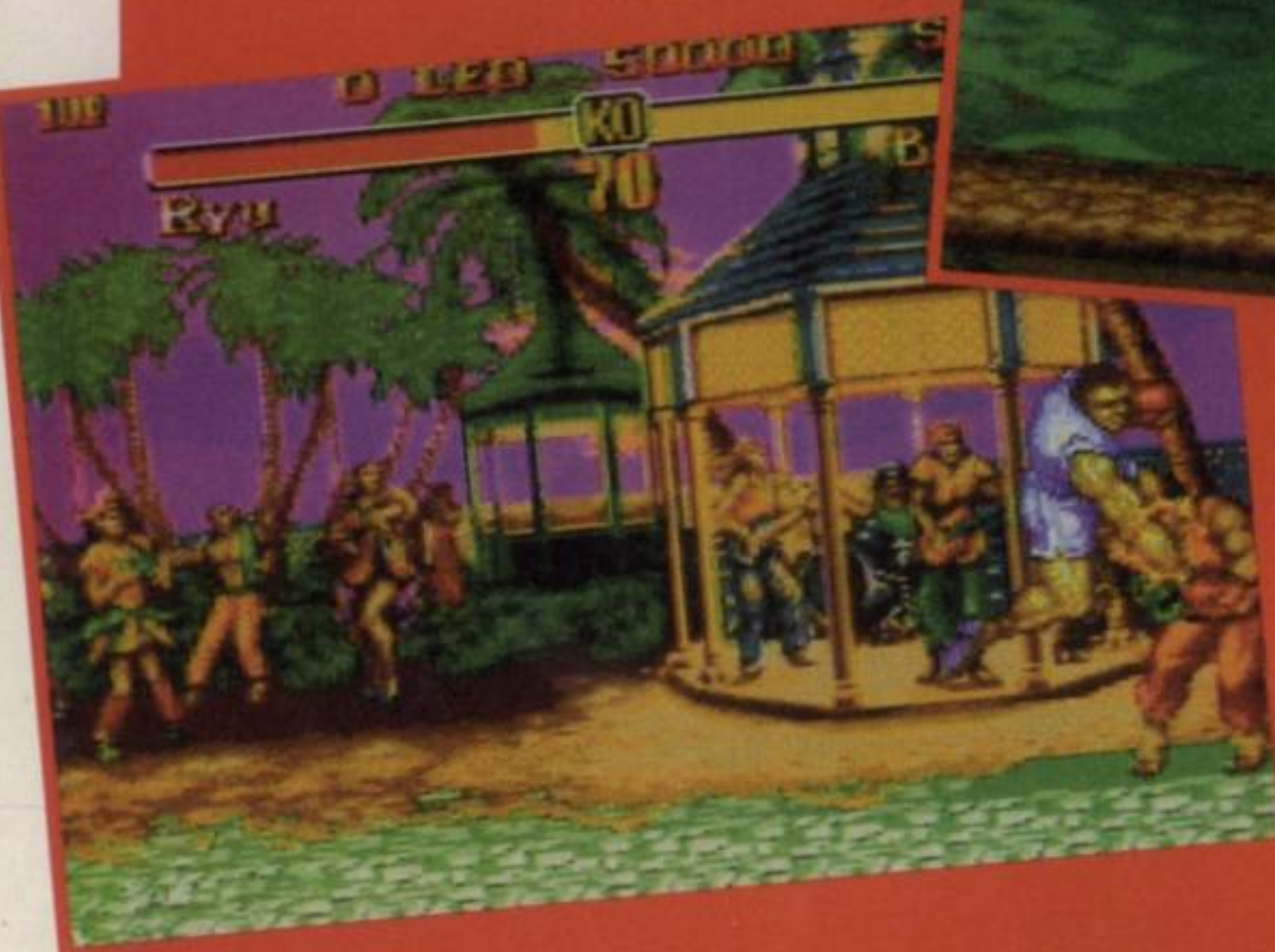
FOUR BRAND NEW LOCATIONS

You may find that, after dark, the back of your local Tesco's, or even the bus depot after the Crusties have moved in for the night, becomes quite an intimidating place. But they can't be witness to anything near the amount of violence as these four locations. There's one for each of the new characters, and here they come...

Right: This rather dramatic-looking place is England? Well, I suppose the castle is forgivable but what's all this Northern Lights business? What are we, a province of Greenland or something?



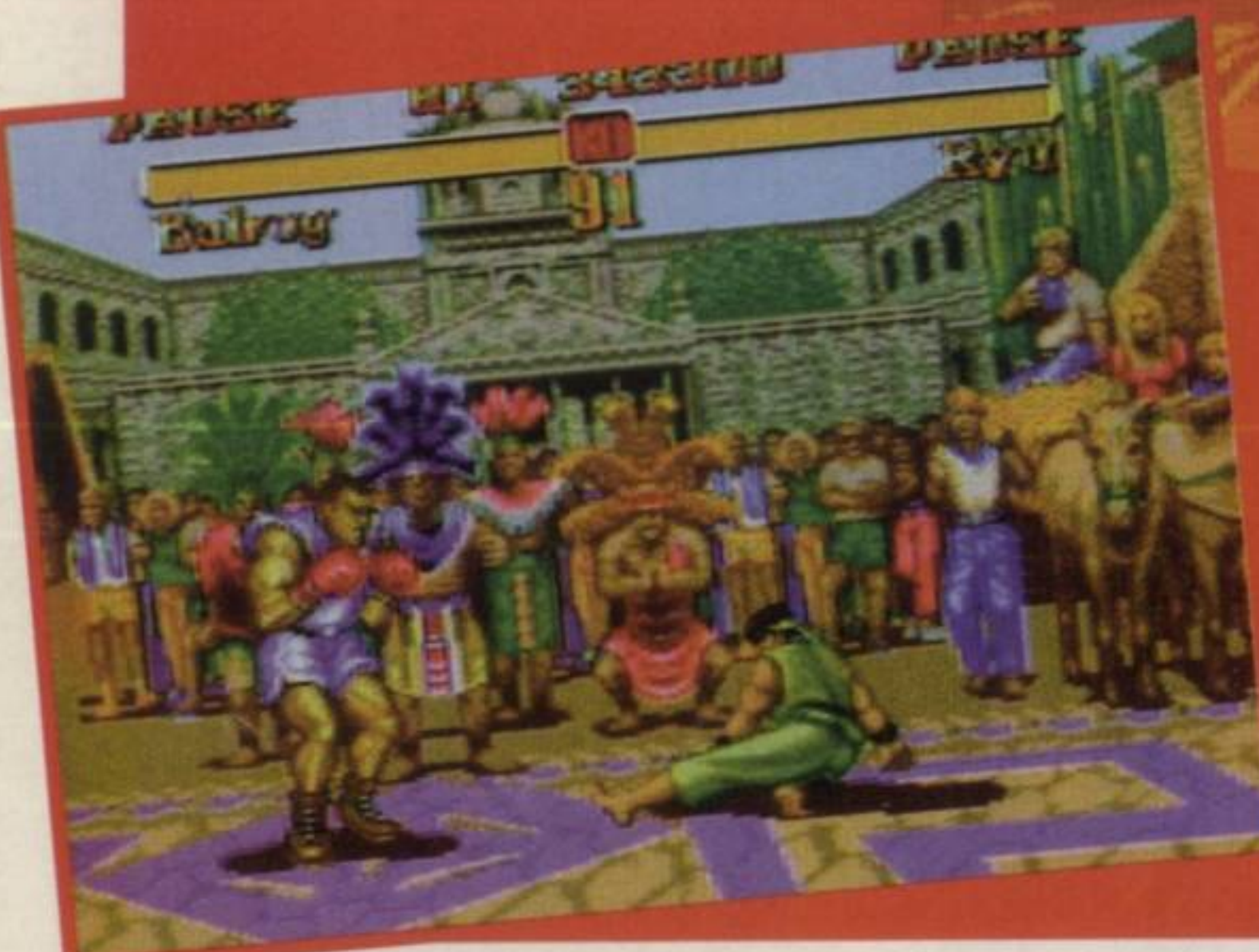
Left: This is where Dee Jay comes from. This is a lot like where Andy went on his recent honeymoon. He went with his wife. Jamaica? No, she went of her own accord... to, erm, Barbados. Oh dear



Right: Hong Kong is the home of Fei Long, and it's just like the scene for Jean Claude Van Damme's fighting activities in Blood Sport. Actually, it's nothing like it at all - Fei Long's Oriental joint is actually rather poofy



Left: Mexico is supposedly where T. Hawk comes from, although it must be said he looks more like a North American Indian. Perhaps there just wasn't enough room on the America map for him, Guile, Balrog and Ken. Then again...



This is my favourite picture, not because I like old Oriental market places, but because it's got a great view of Chun Li's... (Fireball? - Andy) Er, yes

This is on top of the tweaking and adjusting that *Champion Edition* attempted? You still felt that more fine-tuning was needed?

"We realised from both

ourselves and from the gamers that there were still imbalances even after the work done for *Champion Edition*. We spent a lot of time walking round the arcades, watching players and figuring out which characters

were the most powerful. From this research we set to work and decided who needed beefing up."

And so the beefing up has been done.

The thing is though, we've all got excited before about a *Street Fighter 2* game and then it took a lifetime to

actually appear. Gamers of over a year's combat experience will at this point be experiencing a chin-itch scenario, remembering the year it took *Street Fighter 2: Special Champion Edition* after

the announcement of its release before Christmas 1992.

So this time we're going to the very top to find out what went wrong last year and to get an assurance that *Super Street Fighter 2* will be released this side of 2001. Here's Capcom's US boss, Jo Morici, to tell us what happened last

year, and how much the delay affected *Street Fighter 2's* success...

"With Super SF2 we can put a big dent into the sales of Mortal Kombat 2"

BATTLING AGAINST MORTAL KOMBAT

So then Jo, what happened?

"Well, the problem was that while the

BOUT BONUSES

One new feature in *Super Street Fighter 2* is the increased emphasis on the number of points you score, as opposed to simply the number of times you can squash an opponent into the pavement. So, a new bonus system has been introduced, awarding extra points for pulling off special things throughout each bout. This way, it adds an extra challenge to high-score chasing and a new dimension to two-player games of the "well, technically you might have won the fight but I actually scored more points so I'm the real winner" variety. Of course there's still the old "well, technically you might have won more bouts and scored more points but now I'm going to actually punch you in the face" option to play around with.



Get the first clean hit in of the bout (blocked attacks don't count, even if they dent your opponent's power meter a little) and you'll earn a 3000-point bonus. Here we see Chun Li fainting with delight

Everyone knows that combo attacks need to be mastered before you become a true expert, but now you get points for them as well. A combo means a sequence of attacks during which the other player has no time to block or counter-attack





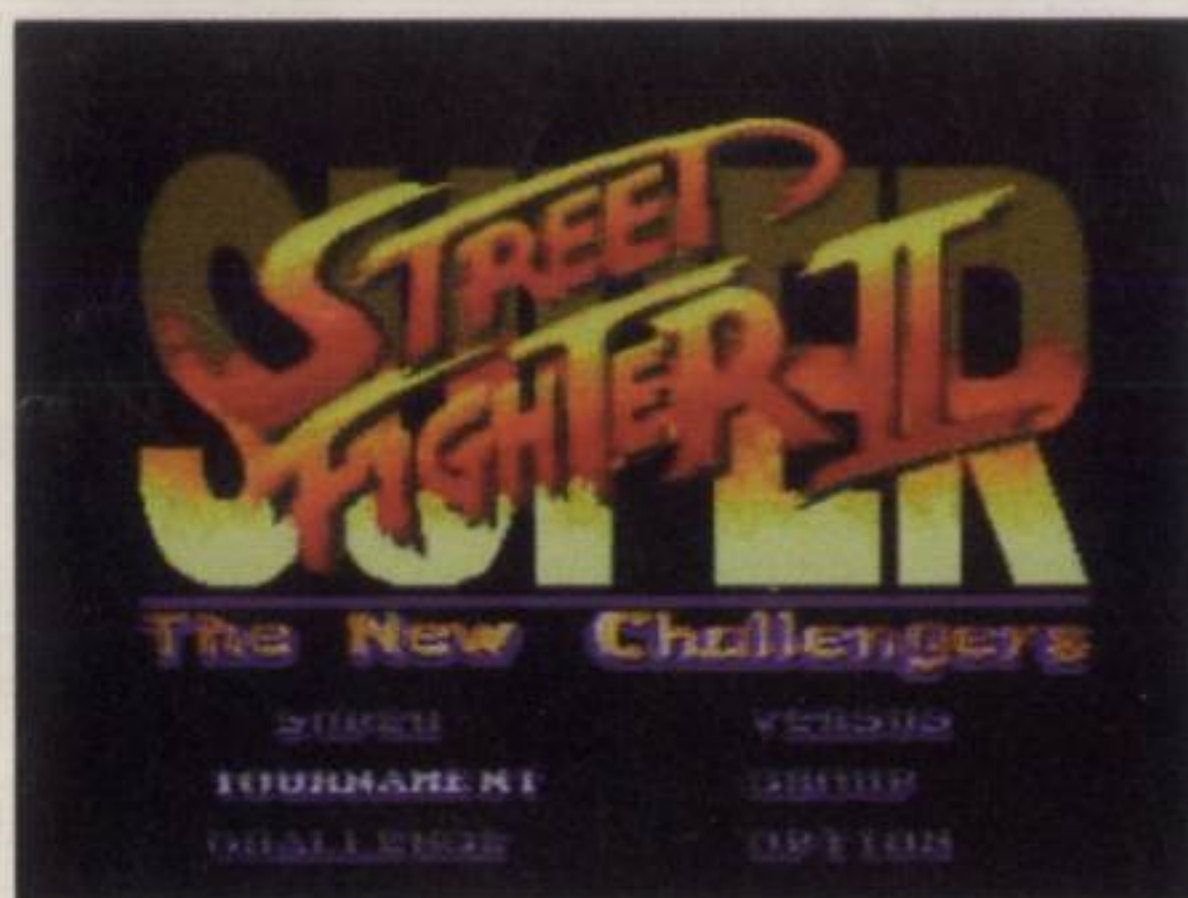
Options. Heh, oo-er, sounds a bit like, er, boption, doesn't it?



Dunno what's going on here, but doesn't Ryu's hair look a scream

original intent was to release Genesis SF2 in May of 1993 – three to four months prior to the *Mortal Kombat* launch – what happened was that we weren't happy with the finished product. So we took a calculated risk and delayed releasing the game until we were happy with it. As a result, the game shipped in September and we were head to head with *Mortal Kombat*."

So you reckon that much of *Mortal Kombat*'s success on Genesis last year



The logo. Almost as exciting as the game itself. Actually that's not true

REDESIGNING THE WORLD...

Of course, you can't just shove 16 people into a world designed for just 12. (Unless you're a tyrannical magazine publisher, working out office seating arrangements. Arf! – Andy) Bit of politics there. Like it, like it. Nice one.

So anyway, here's a picture of the new SF2 map screen, with whizzy lines spinning off it to show who lives where, sort of. Anyway, if you've been reading this feature in the correct order, you'll already have seen the boxout about the four new locations, which are England (where Cammy comes from), Jamaica (home of Dee Jay), Mexico (site of Chez T. Hawk) and Hong Kong (where Fei Long hangs out). Sadly, because of memory limitations, they couldn't include the island of Crap Grunge Club, where Paul Mellerick lives.



was a result of Genesis SF2 taking so long to appear after being announced before Christmas?

"I'm sure that had we been able to get it out on time, we would have been able to put a big, big dent in the success that Acclaim enjoyed with *Mortal Kombat*."

But now it's the second time around, and a year on, in 1994, you're able to release *Super Street Fighter 2* pretty much at the same time as Acclaim will be shipping *Mortal Kombat 2*. Which game do you think will come out the winner in the sales race?

"In the US, we will have our game on the shelves by June. *Mortal Kombat 2*, as I understand it, won't be released until at least August. So we'll have a big window in which to put together a big marketing push. As for last year, I have to give Acclaim a lot of credit for their marketing effort – they've always been good at this. But we've learned a lesson from them and I think this year we have everything planned; everything's ready to

go, so I think this will give us an edge. With this we can put a big dent into the sales *Mortal Kombat 2* will achieve and take a lot of dollars out of the market place while we have it to ourselves."

So then, revenge. Well, that remains to be seen, but for now, feast your eyes on the lovely pictures we've brought to you directly from America and know that in the early version we've seen, the characters move every bit as well as in the original Mega Drive *Street Fighter 2*. Stay tuned...

Turn the page to find out exactly what the four new characters in *Super Street Fighter 2* have in store for you...



A pretty standard screenshot this. Ah well, at least we can admire Ryu's lovely pea green outfit, eh?



If your character gets stunned, wiggle the joystick like crazy in a bid to shake the stars from your man's head. If you recover before your opponent gets an attack in, 1000 pointeronies are yours

There are occasions when you should be a sitting duck (falling backwards from an attack as your opponent lines up a flying kick, for example) cos if you can then pull off a counter-attack, you get another Bruce (as Capcom undoubtedly don't refer to it)



As before you can play against a friend, choosing any of the 16 characters. What japesome larks!



And we thought Chunnners was sexy. Cammy is in another league altogether. COR! PHWOAR! GRNKK!

THE NEW

You'll have read about some of the improvements to the original characters over the previous four pages, but now it's time to introduce the four new faces...

These guys (and gal) are what makes *Super Street Fighter 2* truly different. Each of these four characters has special moves, a line in post-match taunts and a story as to why they've entered the tournament. Cammy's our favourite, because she comes from England. Anyway, here's (in Capcom's words, not ours) the low-down on each of the new World Warriors. Oh, and just so that you can practise the game before it even comes out on the Mega Drive, we've included the special moves and throws of the arcade machine.

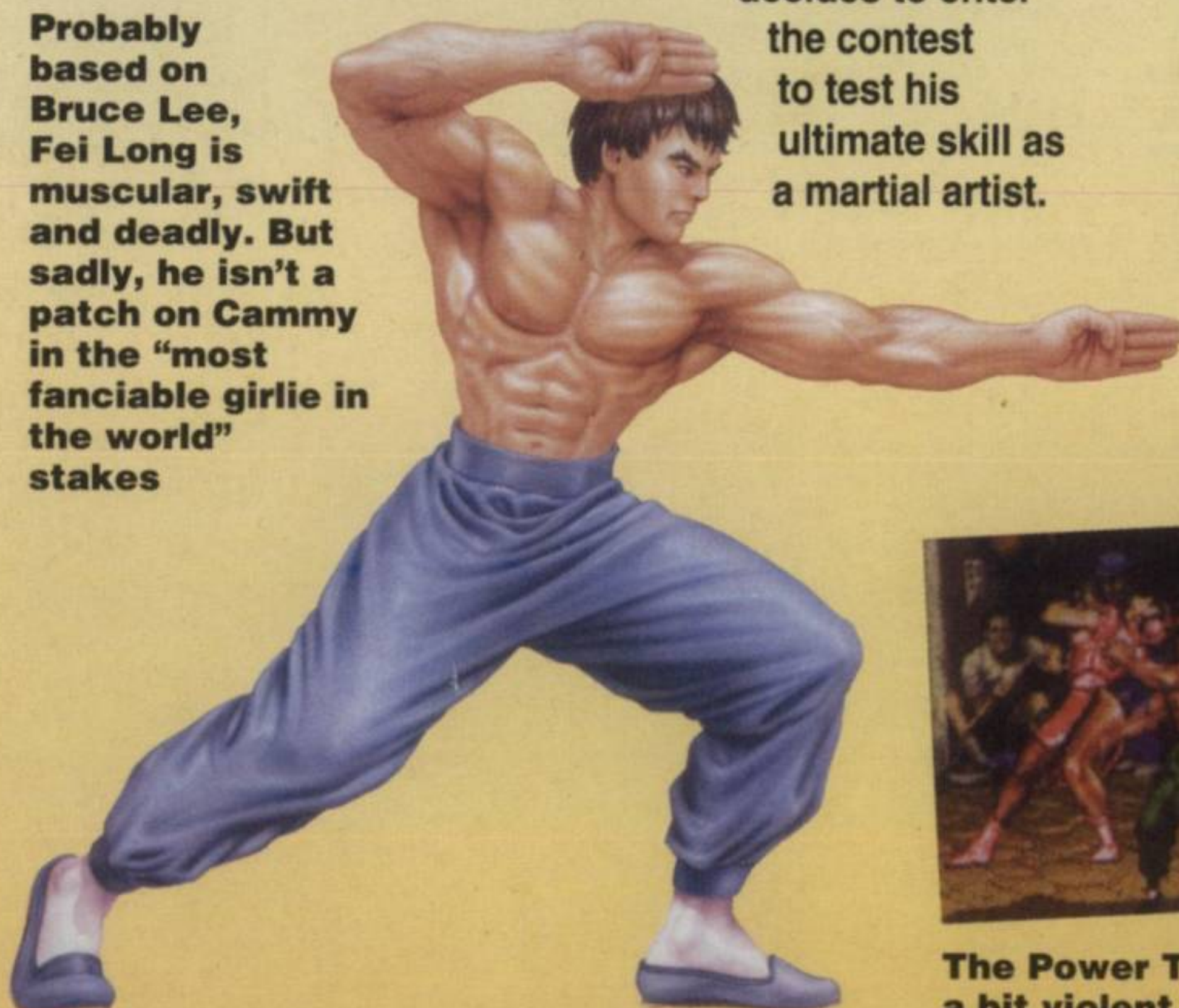
FEI LONG

Basically a Bruce Lee clone, Fei Long is always full of energy. He is hot-blooded, reckless and very emotional. He is easily moved to tears and (so says the official Capcom guide) simple minded.

He has been training in Kung Fu since an early age and achieved an ambition when he finally became famous in the movie industry as a martial arts action star. When he learns about the "International Fighting Championship", Fei Long

decides to enter the contest to test his ultimate skill as a martial artist.

Probably based on Bruce Lee, Fei Long is muscular, swift and deadly. But sadly, he isn't a patch on Cammy in the "most fanciable girlie in the world" stakes



SPECIAL MOVES

ATTACKS

RISING DRAGON KICK

Push away from your opponent, pull down, down and away and press a kick button.



The Rising Dragon Kick. Not bad eh?

REKKA KEN

This is a three-stage punch attack. Pull down, down and towards the opponent, and press any punch button. Repeat this twice more to do the second and third punches. The three different punches delivered in quick succession can have a devastating effect on Fei Long's opponents.

THROWS

HAIR THROW

Push towards your opponent or away from them, then press either the forward or roundhouse. By the way, have you ever been picked up by the fuzz?



The Hair Throw is a bit painful really

POWER THROW

Push towards or away from your opponent, then press either strong or fierce punch.



The Power Throw. It's all a bit violent isn't it?

T. HAWK

T. Hawk comes across as an unsociable guy but he is warm-hearted and has a great respect for animals. He does not like to quarrel, but once he is upset nothing can stop him.

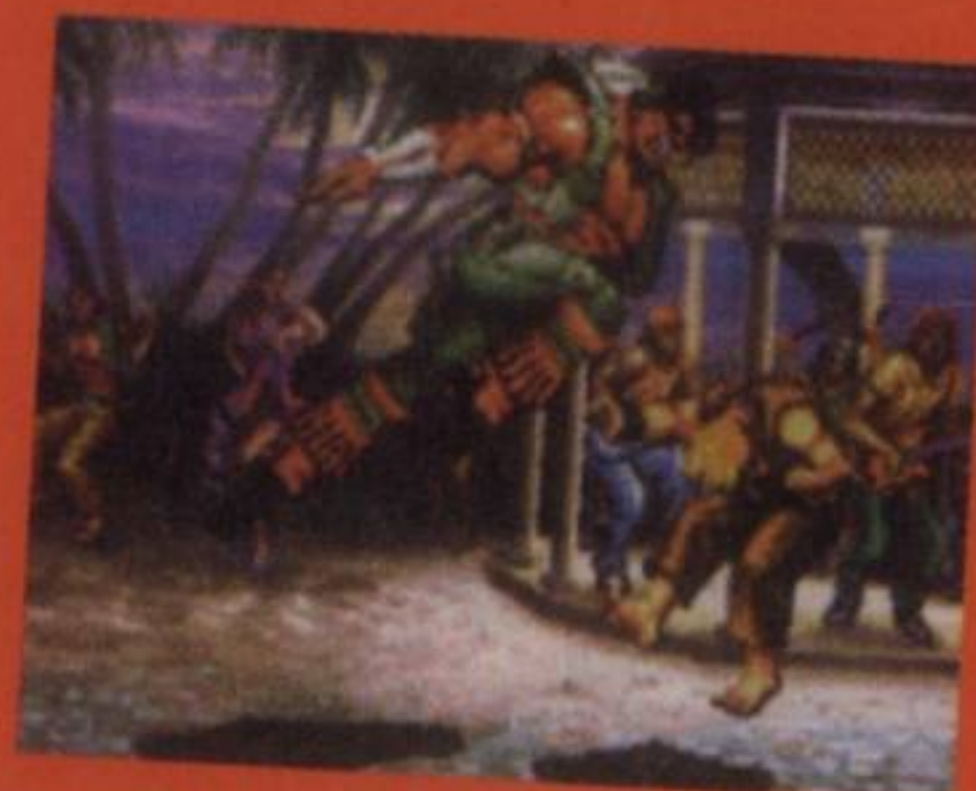
At his father's death bed he discovers how his family had to escape from their homeland and how many lives were lost to the Shadolu organisation. Upon hearing his father's last words, T. Hawk decides to return to his homeland to challenge the Shadolu organisation and take back his people's homeland.

SPECIAL MOVES

ATTACKS

THUNDER STRIKE

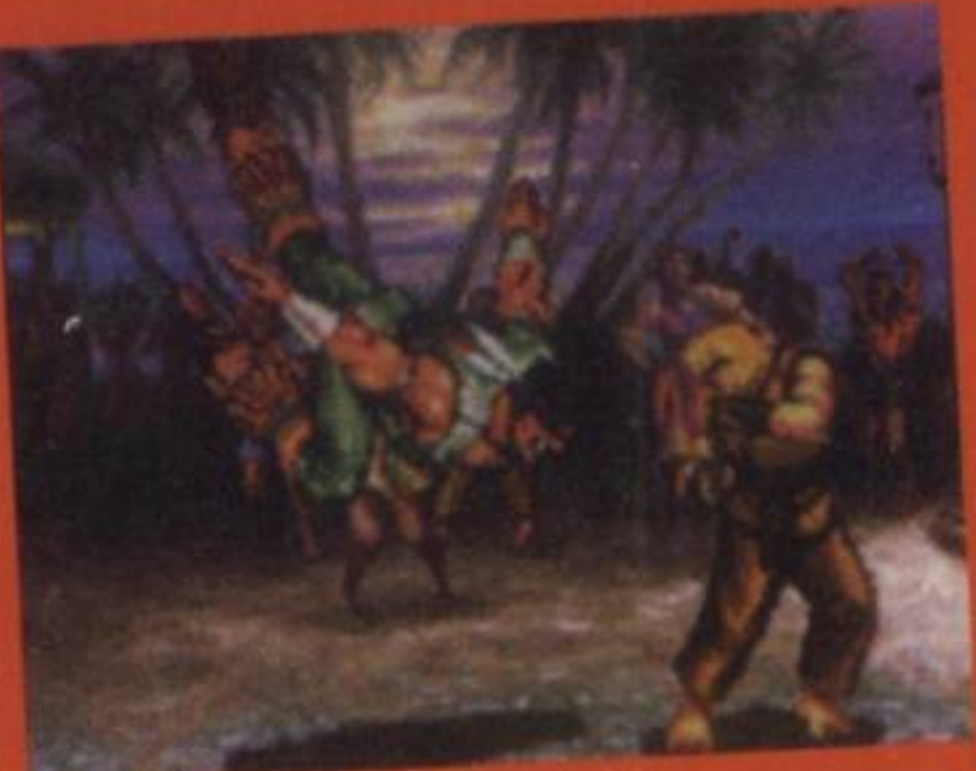
Push towards your opponent, pull down, then pull down and towards your opponent while pressing any punch button. Absolutely, terrifyingly dreadful in a puts-the-willies-up-you kind of way.



Thunder Strike. Pretty bloody scary if you ask us

THE HAWK

Jump in the air, then push down while pressing all three punch buttons. Again, unless you are rock hard, you don't really want to be on the receiving end of this.



The Hawk is a very effective move, unlike The Faint, which is Mellerick's speciality

STORM HAMMER

Do Zangief's spinning pile driver movements then press any punch button to slam their faces in the dirt. Actually, it's beginning to dawn on us here at MEGA that maybe this is all a bit vicious. How very unsavoury.

THROWS

NECK CHOKE

Get close again then push towards or away from your opponent but this time pressing the fierce punch button.

OVERHEAD THROW

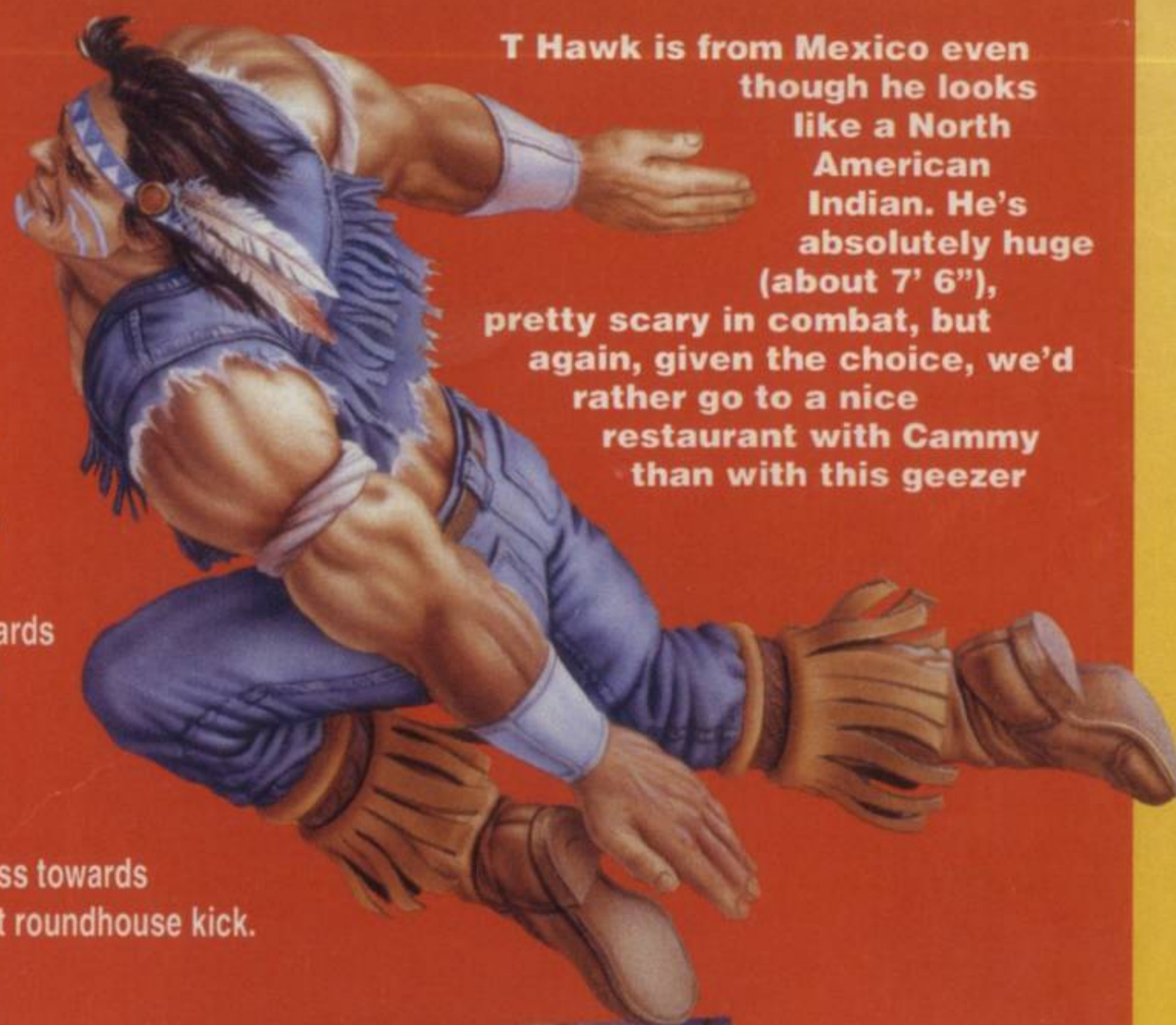
Get close to your opponent, push towards or back then strong punch. Easy.

ELBOW SMASHER

Move close then press towards them or away and hit roundhouse kick.

THE LAST STRAW

This is not so much a throw as a small section of text which serves only one purpose, and that is to fill up a space that would otherwise seem glaringly empty. Sometimes these spaces are huge so you have to ramble on for absolutely ages, like this.



T Hawk is from Mexico even though he looks like a North American Indian. He's absolutely huge (about 7' 6"), pretty scary in combat, but again, given the choice, we'd rather go to a nice restaurant with Cammy than with this geezer



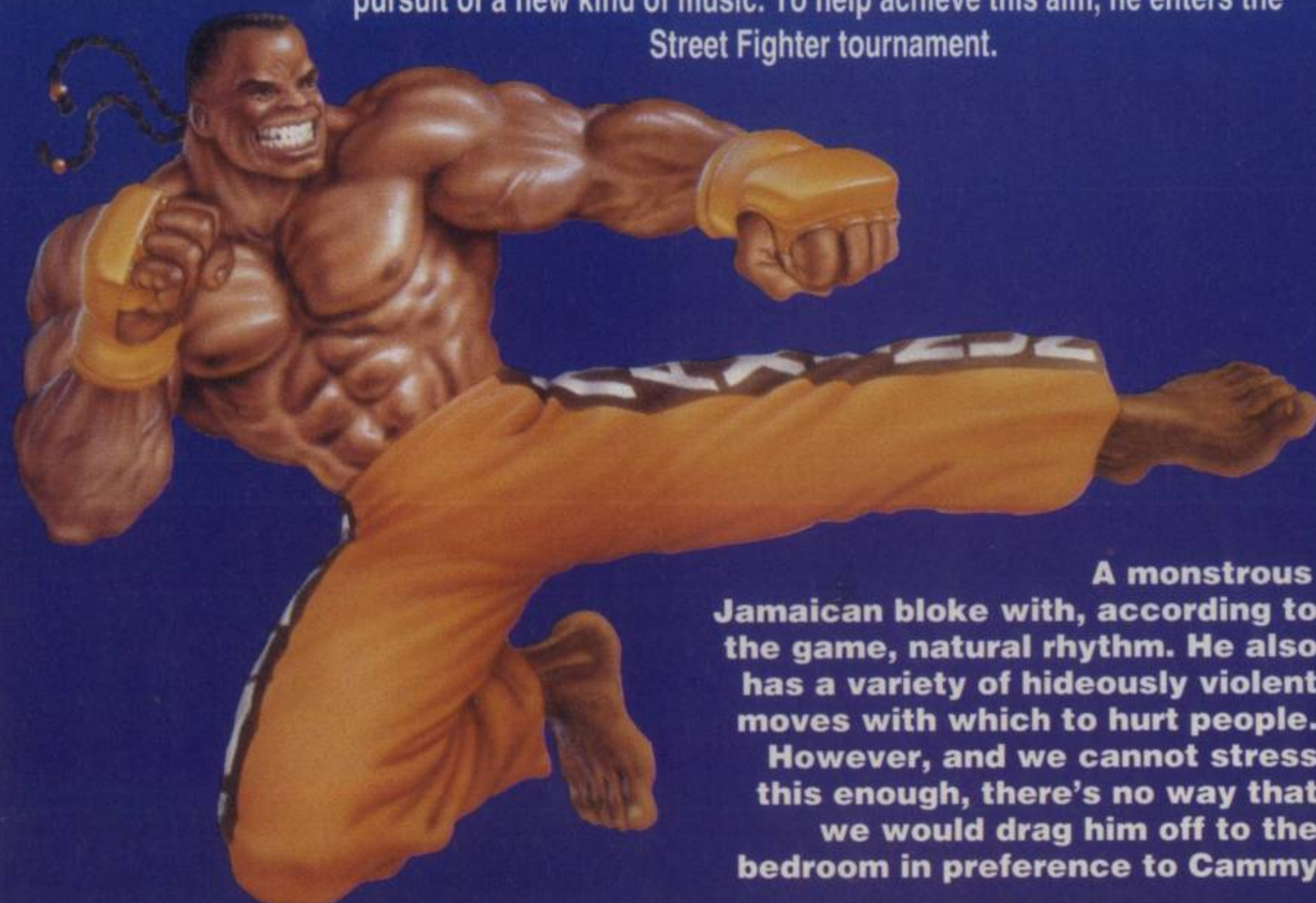
The Elbow Smasher. A not altogether imaginative name for it, but at least it's relatively descriptive, for there is indeed a smashing of elbow

AVENGERS

DEE JAY

The only new character to be conceptualised in the USA (all the other characters were designed in Japan), Dee Jay is a loud and cheerful guy. He always has a smile on his face and he is very conscientious about the way he dresses. Oh and he's a Jamaican.

With his natural rhythm and excellent reflexes, he fights as a kick boxer part time. But it was on the road to stardom as a professional musician that one day, during a fight, he experienced a special sensation in his kick-boxing rhythm that revolutionised both his music and his fighting. Dee Jay's main ambition is to travel the world in pursuit of a new kind of music. To help achieve this aim, he enters the Street Fighter tournament.



A monstrous Jamaican bloke with, according to the game, natural rhythm. He also has a variety of hideously violent moves with which to hurt people. However, and we cannot stress this enough, there's no way that we would drag him off to the bedroom in preference to Cammy

SPECIAL MOVES

ATTACKS

HYPER FIST

Dee Jay is pretty quick with his feet and his fists. His high-speed Hyper Fist is easily accessed. Charge down, then push up and repeatedly press any punch button.

MAX OUT

This move looks very much like the sonic boom that Guile is so fond of using. Charge back, push towards the opponent and simultaneously press any punch button.



Max Out. Just like Guile's sonic boom

DOUBLE DREAD KICK

Oh dear, they're milking this Jamaica thing for all it's worth aren't they? Charge back, then push towards the opponent while pressing any kick button.



The Double Dread Kick. Very Jamaican

THROWS

SHOULDER TOSS

Move close to your victim, push towards them or away from them then press either a strong or fierce punch.



The Shoulder Toss. A topping little move

BACKFLIP TOSS

Get close in to your opponent again, push towards them or away from them and this time press either forward or roundhouse kick. There, that should sort them out with a good backflip toss.

CAMMY

Cammy is very fickle and known to change characters with her mood change. She is rather ignorant of the world, having known only the hostile, violent world in which she now exists.

She is 19 years old and works as a British Special Agent. Her memory only goes back three years to when she was found unconscious in front of a Special Agency Academy. Rescued by the agents, Cammy began her training, and with her quick perception and reflexes, she became a top agent. One day she receives an order to terminate Shadolou's bosses. As she travels around the world to accomplish her mission, a surprising truth starts to unfold when she meets an evil opponent who claims to be an ex-lover...

SPECIAL MOVES

ATTACKS

CANNON DRILL

A bit like Honda's thingy. Well, not his actual thingy you understand, but his sumo torpedo. Ooh-er, that sounds even worse. I think we'll just get on with it. Push down, down and towards your opponent and then any kick button and Bob's yer uncle... maybe.



Cannon Drill. Sexy beyond measure. I wouldn't mind a bit of that. Blimey, yes!

THRUST KICK

This spectacular upwards kick not only looks a bit sexy, it hurts a lot too. Push towards your victim, pull down, then pull down and towards the opponent while pressing any kick button. You must do this move lots, not because it's lethal or anything but because it looks nice.

SPINNING KNUCKLE

Push away, then away and down, then push forwards and any punch button.

THROWS

SUPLEX

Get close, then either push towards them or away from them and press strong or fierce punch.



The Thigh Press. A form of torture Andy Dyer would volunteer for

AIR BODY THROW

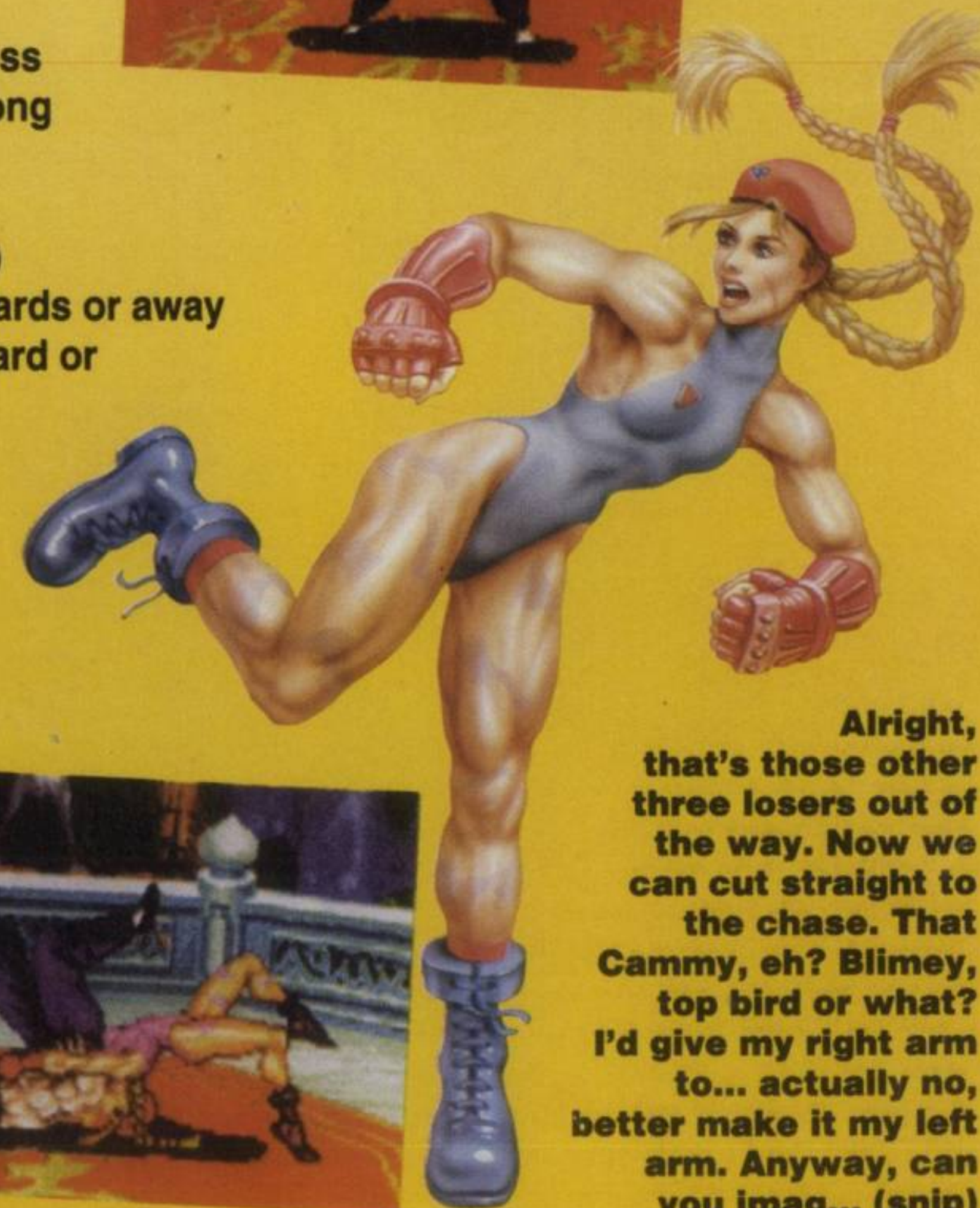
When you're in the air, press towards them and use strong or fierce punch.

THIGH PRESS (PHWOARI!)

Get close again, push towards or away from them, then do a forward or roundhouse kick.

FRANKENSTEINER

When in the air, press either towards or away from the opponent, then do either a forward or roundhouse kick.



Alright, that's those other three losers out of the way. Now we can cut straight to the chase. That Cammy, eh? Blimey, top bird or what? I'd give my right arm to... actually no, better make it my left arm. Anyway, can you imag... (snip)

The Suplex. What I wouldn't give to be on the receiving end



HOMMEWAWA BOU

Sega have always been the undisputed rulers of the arcades, and with the imminent arrival of the Saturn, this could soon also be the case in the console market. Andy Dyer takes a look at the arcade classics which you could be playing in your home within the next 12 months

Wander into any decent sized coin-op arcade and you'll doubtless see a large, colourful impressive-looking cabinet with the word SEGA emblazoned on the side. Chances are, it'll also be the most visually impressive and most playable game in the room. And above all else, brushing aside their involvement in the home console industry, this has always been Sega's real strength.

While Nintendo were invading practically every single home in Japan with their

NES console and also swooping on the American public, Sega were pretty much nowhere to be seen. When the Mega Drive appeared, it was soon superseded, in terms of power, by the Super NES. Sega

were big, but Nintendo traditionally always had the edge. This has since changed and now Sega are showing their strength in the home console market, and have managed to cultivate a hard-as-nails respectability for their Mega Drive.

Throughout all this to-ing and fro-ing though, Sega have always been the undisputed champions in the arcades.

The latest in a long line of stunning driving games to hit the arcades is *Daytona USA*. The graphics (as you can

Daytona's graphics are nothing short of miraculous

see from the screenshots printed here) are nothing short of miraculous, so it's small wonder that it costs £1 a play; after all, a coin-op costing in excess of £15,000 has to make its money somehow. The remarkable thing is that games of this standard will be available to the general public in under 18 months for much the same price as regular Mega Drive games, and they will be running on a machine costing less than £400. It is this technological leap, this low costing, and Sega's enormous experience in producing cutting edge coin-op games,

that places the Saturn console at the forefront of the race to build the next generation of consoles, giving it a more than respectable chance against Sony's intimidating

Playstation and leaving Nintendo's vapourous Project Reality system far behind. But enough of the competition ahead.

The next four pages are devoted to Sega's current line-up of arcade machines.



Look at that will you? It's about as sexy as a car can get with all those deliciously rendered, texture-mapped polygons. But before long, vehicles like this will no longer be confined to the ranks of the coin-op. They'll be rotating, and zooming around your TV screen at home, all thanks to a little machine called the Saturn

RD ND

Take a look around and keep reminding yourself that this is not some wildly speculative feature about the distant future of console games. What you see here is what you will have the opportunity to play in your homes at around this time next year.

VIRTUA RACING

This wasn't the first Sega coin-op by a long shot, but it was certainly the first to use the model 1 board and thus is a starting point for everything that will appear on the Saturn from the arcades.

When this first appeared in the arcades nearly two years ago, regular arcade-goers and casual observers alike were understandably gobsmacked. The graphics at the time were phenomenal and are still utterly amazing two years on. The sheer volume of detail on screen, the fluidity of movement, and the superb use of four different viewpoints and TV-style playbacks made it the most graphically astounding thing ever to hit the arcades. And on top of that, it was also the most incredible arcade driving experience ever.

Since then, Sega have sustained interest for the coin-op by creating *Virtua*



Formula, a four-player version of the game with full-size hydraulic car cockpits, massive monitor displays, and a link-up system so that four people can race at once. You'll also find in some locations (such as Bournemouth's Sega World) *Virtua Deluxe*, which can seat up to eight people with extra monitors which allow bystanders to watch the race from realistic television camera angles. All that's missing is Murray Walker's ludicrously fateful commentaries.

Virtua Racing is still way up there at the top of the arcade pile and it could be argued that it's still just a little more playable than the more visually impressive *Daytona USA*.



Sega's latest and greatest racing game, *Daytona USA*, shows what it's capable of. Dunno who that git driving is though

Left: Another, top-down view of the delicious *Daytona Racing*

Right: And another one. Cor! We just can't get enough of this



VIRTUA FIGHTERS

Using the same technology as *Virtua Racing*, *Virtua Fighters* used the polygon generating power of the model 1 board to bizarre but impressive effect to generate a beat-'em-up featuring the most realistic movement to date. Sadly, the gameplay doesn't really compare to the fast-paced skilful competition you'll find in *Street Fighter 2*, but with such stunning graphics and movement,

playing this coin-op is an altogether different experience.

The format of the game, however, is a fairly standard one, in that you get to choose your fighter from a list of eight and then have to subsequently battle your way through the other seven characters who are then computer-controlled opponents. The characters have varied abilities. There's Jeffry, a huge muther who delights in throwing people around the place; Pai, a lithe young lady but no less effective for her femininity; Akira, a very accomplished fighter very much in the mould of Ken or Ryu from *Street Fighter 2*; Sarah, another rather intimidating female fighter; Jacky, a combatant notable only for his crop of spiky hair; Kage, a ninja made all the more frightening by spelling his name with a K; Wolf, whose a wrestler (and not a TV Gladiator who would never, ever sell steroids to kids, no, honest guv); and finally Lau, a moustacioed menace, basically.

As already mentioned, the actual beat-'em-up engine in *Virtua Over*

Right: The Mega Drive 32 version of *Virtua Racing* won't look quite as good as this, but it'll be pretty damn close



Left: Bar the cabinet, you should be playing a coin-op perfect version of the now-legendary *Virtua Racing* at home. And it's amazing to think that the Saturn will be able to do this with plenty of power to spare



Arcade Feature



Above: Virtua Fighters may not be the most playable beat-'em-up ever...

Fighters isn't the most accomplished, but it's such a technical marvel that it does remain curiously engaging and demands your attention whether you want to give it or not.

DAYTONA USA

This is the big one. It has just hit the arcades and looks to cause as big a storm as *Virtua Racing* did almost two years ago. The machine uses the model 2 board, which, while similar to the internals of *Virtua Racing*, packs a bigger punch, being able to create and display more polygons, faster, and its biggest asset is the ability to texture map polygons.

Texture mapping enables developers to add realistic textures and surface characteristics to the polygons on screen

Top Left: ... But it's still a damn fine-looking game

Right: There's that git again

so that instead of seeing a blocky flat surface, the objects in *Daytona* look a lot more realistic. The cars now have logos emblazoned across them, rocks look like real rocks and while you can still easily see the graphics as computer generated, the sensations created by this detail create a numbingly authentic experience.

As in *Virtua Racing* there are three tracks to drive around and dozens of other competitors to race against. There are also still the four viewing modes available at the click of a button. It's when you actually play the game and use these features that you realise how powerful the hardware inside the machine is.

The feel of the game and the varying views available ram home that the machine is displaying an accurate 3D environment which can be manipulated on the fly, rather than simply displaying a pre-rendered rolling landscape that can only ever appear in a pre-determined way like, say, the backdrop to *Silpheed* on the Mega CD.

If you have a decent sized arcade near you, go down there and check out this coin-op. You won't



believe your eyes, and the experience will be made all the more incredible with the knowledge that very soon you could be playing this at home. The hardware in the Saturn is based around the model 2 arcade board, and developers have already gone on the record as saying that a totally accurate home version of *Daytona USA* is possible on the Saturn.

spiky friend through a series of neat little "situations" using both manual dexterity and reflexes. You need to be fast on the trackerball and responsive with the jump button, but it's all worth it as you try to outrun huge balls of lava, and jump over flaming pits as you try to outmanoeuvre Robotnik and his numerous traps. We can only hope that this is winging its way towards our homes as we speak.

The Sonic coin-up is a real stunner

SONIC COIN-OP

Sat quietly in one corner of Sega World was an unassuming, upright coin-op. It didn't scream "play me" one little bit, until, that is, Sonic's familiar face appeared and it soon became apparent that this wasn't simply a Mega Drive version in a cabinet. Not much has

been said about this coin-op but having played it, MEGA can report that it's a real stunner. OK, it doesn't have the bells and whistles of Sega's other coin-ops but what it does have is good solid gameplay and a novel variation of the *Sonic* theme.

Gone are the platforms and the run-left-to-right gameplay, to be replaced by an exciting isometric 3D viewpoint. Sonic is controlled using a trackerball (remember *Marble Madness*) and you have to guide our

JURASSIC PARK

Leaving the polygon scene, Sega went back to their scaling roots to produce *Jurassic Park*. Not in the least bit based on the scientific aspects of the film, this coin-op is simply a manic, mindless shoot-'em-up, drawing on the dinosaur theme to provide some of the biggest and most dramatic enemies yet seen in a coin-op. The gameplay is reminiscent of the old classic *Operation Wolf*, in that you control an on-screen crosshair to shoot adversaries, but the volume of detail in the graphics, the size of the dinosaur sprites, and the special effects (such as the pounding rain and so on) all add up to



The Star Wars coin-op uses the same technology as the Virtua Racing coin-op, so the Saturn will be more than capable of running a perfect conversion of it. Hurrah and bally-hoo!



Above: Isn't it amazing what you can do with a few thousand sprites and a bit of imagination?



Left: This trench section looks almost as good as the film sequence. Well, perhaps not, but it's good anyway

CALLING ALL ANORAKS!

Printed below are the Saturn's tech specs. Whether you understand them or not, there's no denying the reassurance we must all feel on discovering that this wonderful machine isn't running on a couple of valves and six HP2s.

FORMAT: CD ROM (300K/s) and cartridge

CPU: Two Hitachi SH2 32bit RISC chips at 27MHz/50MIPS

CO-PROCESSING: Hitachi SH1, 24bit DSP, Motorola 68000, video processor

MEMORY: 16Mbit Work RAM, 12Mbit video RAM, 4Mbit sound RAM, 4Mbit CD buffer RAM

COLOURS: 16,277,216

3D GRAPHICS: 900,000 polygons/sec, Gouraud shading, texture-mapping

SPRITES: Four hardware sprite planes, two hardware sprite rotation/scaling planes

SOUND: 16bit 68EC000, PCM 32 channels, FM eight channels



a very frantic and very frightening experience. The gameplay may be slightly derivative, but if nothing else, coin-ops like this serve to demonstrate that soon, even jaded old concepts will be done bigger and better than ever before on the next generation of consoles.

STAR WARS

Soon to hit the arcades is *Star Wars*. While polygons are relatively effective in *Virtua Fighters*, and very suitable for *Virtua Racing*, they must surely be most appropriate to a space game in which the ships are imaginary, leaving your own imagination to fill in the rough edges.

Many, many years ago, arcade goers thrilled at a *Star Wars* coin-op which featured stunning speech and 3D wire-frame graphics of your X-wing's travels through space and into the Death Star. It seemed to matter little that the scenery was made up simply out of lines, but now, with the advent of this beauty, you can pretend to be a space combat pilot in a fully-rendered solid 3D environment. The fact that this game is built around the

Virtua Racing hardware can only mean one thing... Destination: Saturn.

THE MACHINE THAT WILL MAKE IT ALL POSSIBLE

As we already know, Sega are committed to bringing their stunning arcade games to the home. At the moment, the limitations of the Mega Drive's hardware make conversions like *Virtua Racing* expensive due to the additional hardware that needs to be built on-board the cartridge. What's more, although *Virtua Racing* was relatively faithfully translated to the Mega Drive, the graphical limitations of the machine are all too apparent. Soon, the Mega Drive 32 add-on will afford home users the extra power needed for more accurate and visually impressive games. But ultimately, the aim is to bring the home user a machine which can have arcade games easily ported over and which will, to all intents and purposes be a perfect recreation of the coin-op. This is obviously where the Saturn will come in.

After much debate at Sega HQ, it



Above: The Sonic coin-op is a real hoot. And even the intro sequence is fairly impressive


Right: This is the map screen. And that's Robotnik in front of it, being devious no doubt



was decided that the Saturn would include both a cartridge port and a CD ROM drive. Powerful though the machine will be, cost would prohibit the same level of hardware as the coin-ops, so to achieve the same results a massive amount of storage will be needed, which is why CD is the way forward.

Saturn is due for release in Japan in November at a price of 50,000 yen, which is around £310. This is why the cheaper Mega Drive 32 add-on has been developed to appeal to Mega Drive owners with a more limited budget. This way, the existing user base can be exploited and the further upgrade to Saturn less of a jump. At the moment there are rumoured to be well over 40 Saturn titles in development. Of the coin-ops, only *Virtua Fighters* has been

officially announced, but with news of *Virtua Racing Deluxe* for the Mega Drive 32, a Saturn version is practically certain, with rumour also of conversions of *Daytona USA* and the *Sonic* coin-op.

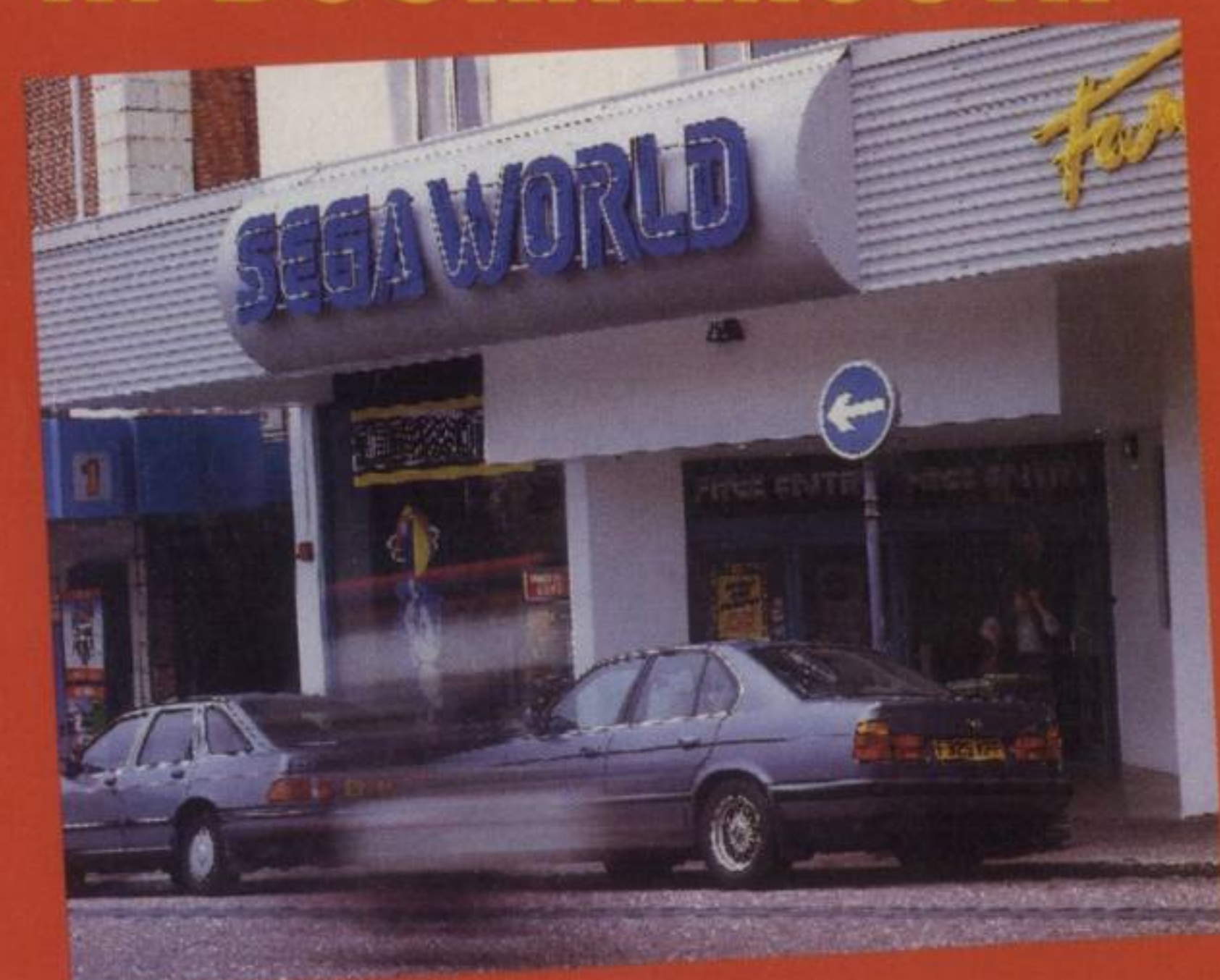
Bearing this in mind, the likelihood that versions of the *Star Wars* and *Jurassic Park* coin-ops will appear is pretty high. And if all this isn't exciting and promising enough, Sony are also developing for the Playstation and Saturn in tandem so that even if their system doesn't take off, their investment in Sega's machine will still pay off and they'll very much still be a part of the dominant format in the next generation of hardware platforms. 



Jurassic Park. Not brilliant, but the sprite effects are pretty phenomenal

HEAVEN IS IN BOURNEMOUTH

If you want to see most of these coin-ops, but don't want to travel the length and breadth of the country searching through a dozen different arcades, the place to go is Sega World in Bournemouth. It's not a particularly arresting sight from the outside, and it's not the largest arcade you'll have ever visited, but once inside, you'll soon realise that it's crammed full of Sega's latest, and greatest, coin-ops, and you'll have an absolute riot. If you're ever down Bournemouth way, you'd be a fool not to drop in. If you'd like more information, give Sega World a ring on 0202 316396.



Sega World, where you'll find all the greatest coin-ops in one place

Competition

If you're a big fan of Marvel comics, especially the Incredible Hulk ones, you'd be a fool not to enter our U.S. Gold competition immediately

Next month we'll be bringing you a review of the rather spiffing *Incredible Hulk* from U.S. Gold. In the meantime, however, those nice people at U.S. Gold have offered a rather splendid prize to give away to our beloved readers.

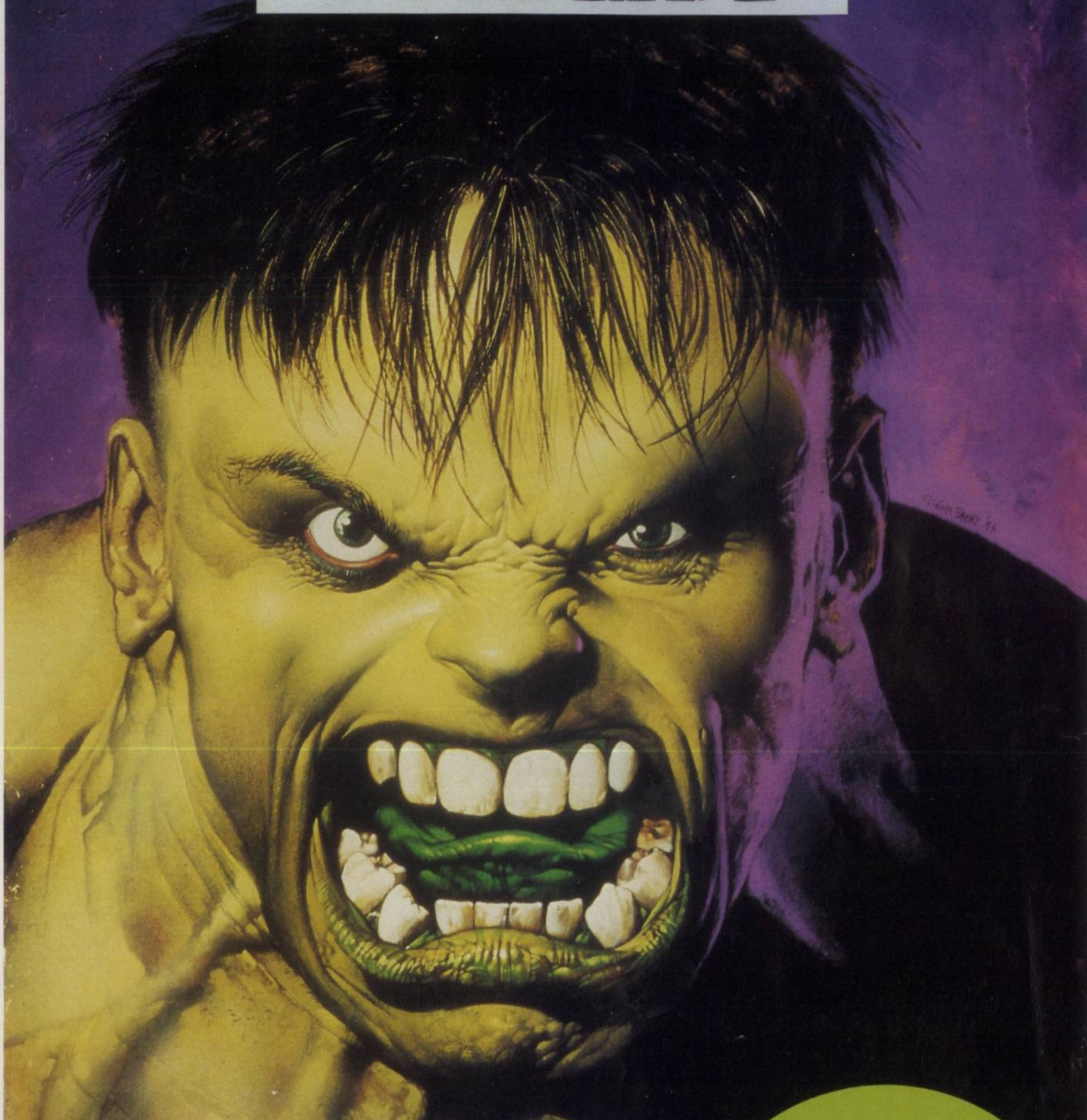
The artwork for the game is being created by Marvel themselves, and we're giving away a signed reproduction of this artwork, but the special thing about it is that it'll be the only reproduction in existence (a very limited edition indeed). What's more, the winner will also get a copy of the game and a smart poster too. But don't despair if you don't win it, because the five runners-up will also receive a poster as well as, wait for it, a free year's subscription to *The Hulk* comic book. How very splendid.

All you have to do is jot the answers to the following two questions on a postcard and send them to "HUGE AND GREEN WITH AN EMERALD, ER, SPLEEN" COMPO, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. All entries must be in by July 31, 1994 and the first six pulled out of the hat will win the prizes. Here are the questions:

1. What colour was The Incredible Hulk when he was first created?
2. What is The Hulk's catchphrase?

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HULK



RULES!

1. No employee of Future Publishing or U.S. Gold, or their friends or relatives, are allowed to enter.
2. Entries must be on a postcard and arrive no later than July 31, 1994.
3. No one who was present at the original bomb-testing site where Bruce Banner received the dose of Gamma Radiation that turned him into a monster may enter.
4. The Editor's decision is largely irrelevant.



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MIGHTY



This is Mighty Max himself, although he's magnified here. In "real" life he's actually two inches tall. Blimey

For this month's behind-the-scenes look at a game in the early stages of development, Will Groves visits WJS Design in Bramley to get the first official glimpse of Mighty Max on the Mega Drive

You may not have heard of Mighty Max yet, but don't worry. Even as we speak there are large people in even larger suits sitting around some of the largest tables in the world plotting to increase the profile of the less than legendary range of cheap 'n' cheerful, yet highly successful, play figures and vehicles.

Since the Mighty Max range took off, a cartoon series has been produced, and due to its even greater success has recently arrived on video from the States. It's surely only a matter of time before one of the terrestrial channels takes it up. And then, who knows? Mighty Max-ania might seem a bit unlikely, but stranger things have happened. Look at Culture Beat/Cappella/Enigma.

Ocean Software, the Manchester giants of the licensing world, are obviously fairly confident that Max will be marketable, since they paid the money for the rights and handed the project to WJS Design. We visited the opulent two-room Bramley offices of the development team and, settling ourselves down amongst the golden scatter cushions and overstuffed mink armchairs, chatted to Wayne Smithson, owner, managing director and nominal boss of the small development team about, well, Mighty Max really.

The game was actually in development long before Ocean came in with the licence: "It's a game that we've been working on for about twelve months and the licence fitted nicely," said Wayne.

FAIR OLD PACE

In essence, *Mighty Max*, or the shell on which it rests, is a collect-and-move

DETAILS, DETAILS

Title: *Mighty Max*
 Development company: WJS
 Publisher: Sony/Ocean
 Release date: TBA
 Cartridge size: TBA



SPRITEY MAX

The sprites you see over the next four pages should give you some idea of the sort of work that goes into this side of the game. Even the simplest character or object needs at least a couple of sprites, and for the major characters and baddies things get more complicated. And remember, these are just *some* of the frames for just *some* of the minor bits...





Oh dear. It's all very well being mighty and everything but you can't float



The volcano level is the first one, and it is your opportunity to learn the finer points of chucking heavy things on top of bad things



This is Norm, the nutter, and he kills everything. Goodo

his Mom, who's oddly enough "part of an ancient bloodline of heroes" and "can wield a Saxon longbow with the best of them") are Felix and Bee, two relatively normal kids who you can "be" in the game.

On top of all these family and friends, Max (who's mighty, don't forget) has two helpers, Virgil and Norman. Virgil - official title "Mentor to The Mighty One" - is a chicken who, according to Wayne "gets upset if you call him a chicken; he prefers to think he's more of an owl". Chicken that he nevertheless is, Virgil's job is to offer Max help in the form of advice.

Norman, on the other hand, seems to be much more Wayne's type of character. "He's a nutter," he says by way of explanation, "he kills everything that moves." Apparently Norman has two speed settings - "full speed ahead and full speed ahead".

PLOTTING AGAINST YOU

That's not all of course. Oh no. Where would a game be without the baddies? First up is the nastiest of the lot, Skullmaster. He's been imprisoned in the

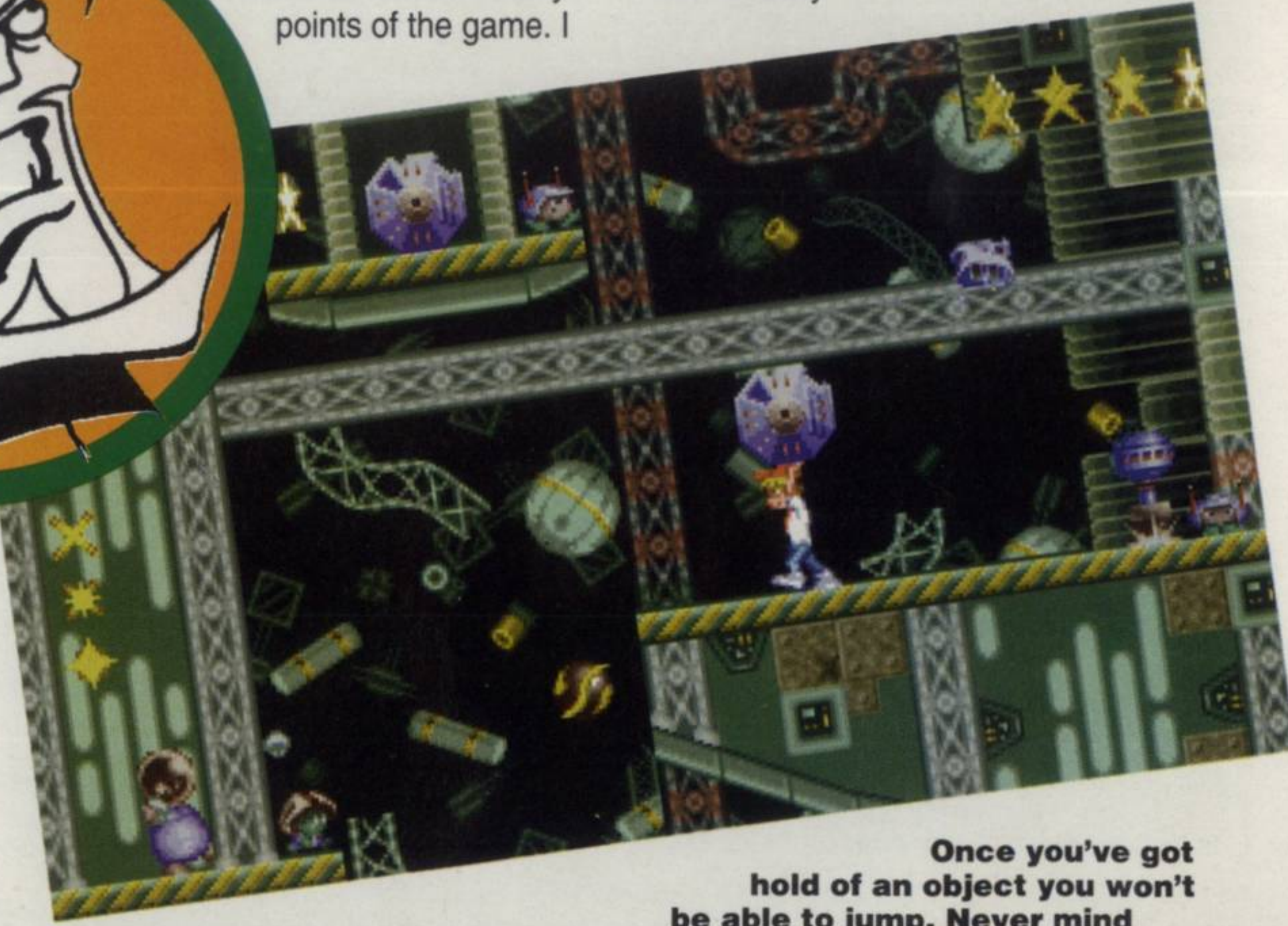
centre of the Earth or something and his only way of escaping and, of course, dominating the known universe, is to gain control of Max's cap. Odd that. Anyway, like Max, Skullmaster has plenty of help, chiefly from Warmonger, his "right claw man", and Lava Beasts, which he can send to the surface from his base at Skull Mountain through volcanoes. No, honest. That's the plot.

This all fits into the game much as you'd expect. Max (mighty, remember), Felix and Bee are all player characters, while Virgil and Norman are collectable power-ups, summoning the chicken and the nutter at tricky points of the game. I

don't suppose that anyone will be overly shocked if I tell them that Skullmaster and his henchmen populate the levels and generally hamper Max's progress. No? Oh well.

ONE-UPMANSHIP

What is slightly more unusual about *Mighty Max* is the two-player game. Each of you operates in the same area, via a split screen, collecting a different set of objects. You can either co-operate, race or bugger about depending on how you feel. We saw a far from finished two-player option but what we could tell was that it was undeniably good fun, with virtually



Once you've got hold of an object you won't be able to jump. Never mind





Max is also armed with a gun, just to be on the safe side. Look, it's a group of natives. Kill 'em. Kill 'em all. They started it, after all

every go descending into the kind of obstructive one-upmanship that can only end in tears. Just the sort of thing we like in fact.

Obviously, no matter how good the engine of a platform game is, and Max's looks good, the game will only ever be as good as the levels on which it's played. So how do you, um, do the levels? Wayne, bless him, explains: "Well, first of all we need to do a couple by hand in a program called DPaint, which basically takes forever. But once we've got used to those to get the mechanics of the game going we can then use a map editor, which speeds things up a bit. Basically, it allows us to first of all put down a rough level quickly and then

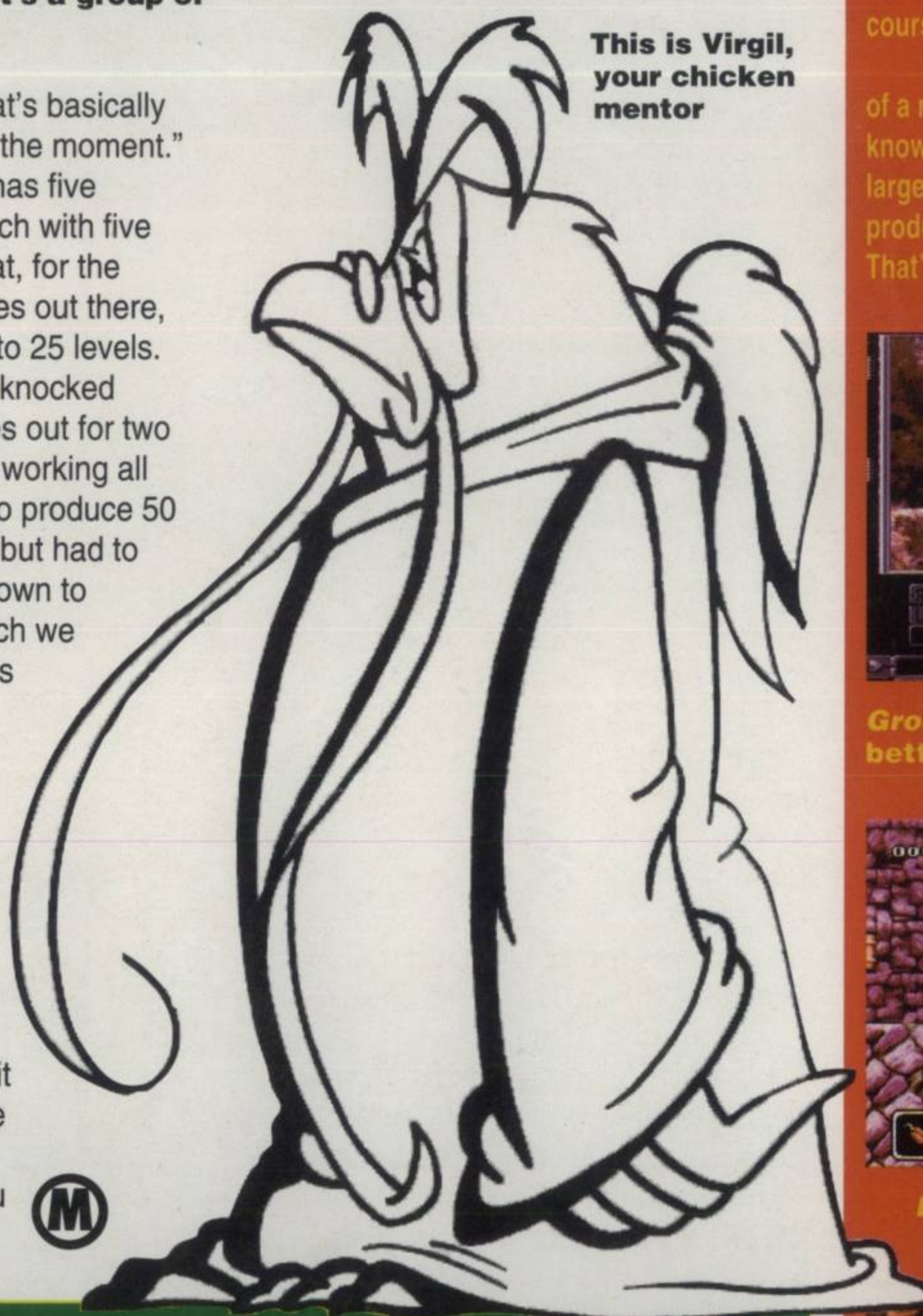
refine it as we play test. That's basically the stage we've reached at the moment."

The game has five themes, each with five levels. That, for the slower ones out there, adds up to 25 levels.

"We knocked ourselves out for two weeks, working all hours to produce 50 levels, but had to cut it down to 25, which we were less than pleased about," sighed Wayne.

At the moment, the game looks good, but we'll just have to wait for a bit until we

see the final fully playable game before we can tell you exactly what we think of it.



This is Virgil, your chicken mentor

THE BIG BOYS BEHIND MIGHTY MAX

Sony, as if you didn't know, is one of the biggest corporations in the world (who said Betamax at the back there?) and shaping up as one of the two or three big multimedia players emerging in the expanding world market. They already dominate the world movie market, with Sony Pictures Entertainment now established as the industry number one, and on the music side of things they've now acquired CBS, Columbia and Epic. In our own little niche they've also come in big. As well as snapping up Psygnosis, Sony Electronic Publishing has been behind many a big game: *Ground Zero Texas*, *Dracula*, *Hook*... the list is, if not endless, then long. In the near future, things don't look like slackening, with their forthcoming publications for the Mega Drive alone including *International Sensible Soccer Limited Edition*, *Battletoads & Double Dragon*, *The Flintstones*, *Elite*, *Fun 'n' Games*, *Addams Family Values* and, of course, *Mighty Max*.

Ocean, the Manchester giants, have a bit of a name for themselves as well. They are known largely for snaffling up some of the largest film licences around and have produced many games, mainly for the SNES. That's quite enough about them then.



Ground Zero Texas is one of the better CD games out



Dracula is the sort of big money licence small firms dream of



And here's Hook, which wasn't exactly low profile either



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The question we pose to our reviewers this month is simply "Why oh why oh why?"

JUST THE NINE GAME REVIEWS THIS ISSUE...

30 WORLD CUP USA '94
It's here, it's the officially licensed "product", and what's really surprising is that, according to Andy, it's actually good. No, honest, that's what he says.

34 DRAGON: THE BRUCE LEE STORY
Ever wanted to beat people up with style, grace and a certain amount of high-pitched screeching? You have? Well, go on then. Become Bruce Lee! Fight people! Beat them! Possibly!

37 RBI BASEBALL '94
Baseball games are all pretty much the same, and this one's no exception. Obviously. You can't actually have an exception to a rule, you know.

38 CHAMPIONS WORLD CLASS SOCCER
As sponsored by the Wales and Manchester United wunderkid Ryan "Brylcreem" Giggs. Maybe that end-of-season loss of form wasn't a coincidence. I'm not saying anything, mind.

40 HEAVENLY SYMPHONY
It's a Formula 1 racing game, and there are no orchestras involved, so why's it called *Heavenly Symphony*? Someone lost the plot here and, sadly, it shows.

42 BODY COUNT
Bullets, guns, death, violence and blood. What more could you want? Trains. Yeah they're in there as well. Yes and boats. Yes, yes, and motorbikes, and girders, and escalators, and jet skis. But nope, sorry, not so much as a sniff of a clock.

44 DRAGON BALL Z
Yet more one-on-one beat-'em-up action with an even more distinctly Japanese feel than normal. In other words, it's just a little bit further over the insane line than might be wise.

46 MORTAL KOMBAT CD
Pretty much the same old game but shiny and round like. We give it the once over, and a good rub down to boot. Hang on, what are we trying to say?

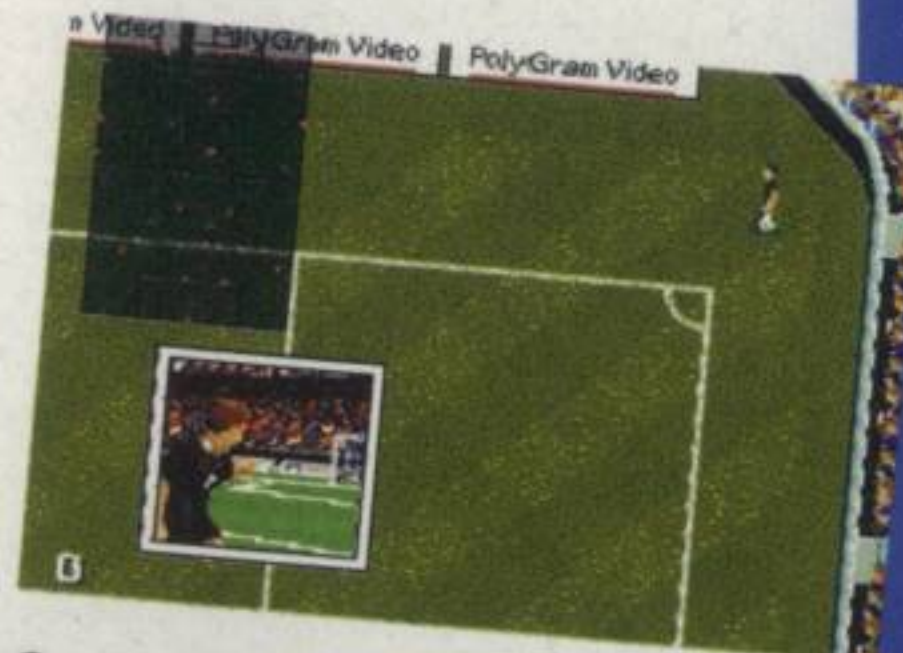
47 OUT RUNNERS
We've been asking for it for years and now after months of intensive programming effort the coin-op classic has finally made it to the little slot in the top of your Mega Drive and... oh dear.

ANDY DYER

"Why what? Why do I wear my pants on my head? They weren't pants they - it was, um, a new kind of hat from, er, France. It's a special football hat. That's why I was wearing it - it was when I was playing *World Cup USA '94* you see."



"Lots of tweakable options, so you can tailor things to your own tastes"



WORLD CUP USA '94 - PAGE 30

PAUL MELLERICK

"Why? Why not, man! I'm one mean mother on the highway to hell! That's right, baby, one way - no stops! Tea, anyone?!" Um, game of the month, Paul? "*Champions Soccer*, man! I'm taking it to oblivion with me!"



"Intensely frustrating game that doesn't provide a single element of fun"



CHAMPIONS SOCCER - PAGE 38

JOSSE BILSON

"The sum total of all human actions are as nothing when we consider the regenerative power of the universal being. Thus our actions can be of no consequence to ourselves. Reasons are illusory, and so is *Dragon*, even though it's good."



"The fighting is tough enough to be involving but not too tough to pick up easily"



DRAGON - PAGE 34

JON SMITH

"Um, is it a trick question? Oh, it is. Well, that's easy then. Thought you could fool me eh? It's simply because . . . um. That is, er . . . malfunction! Does not compute! Danger Will Robinson! Bzzt! . . . Crackle -fizzrrzzttt . @"



"An old-fashioned blaster in the true no-nonsense sense of the word"



BODY COUNT - PAGE 42

REVIEWS

QUICK KEY

- Does this import game come from the US or Japan?
- How many people can play the game?
- How many skill levels are there in the game?
- A good one this, how many lives do you have? Important too.
- Is there a battery back-up or password system?
- How many stages do you have to play?

Game Review



This is quite obviously a corner, and look, the referee appears in a little window to tell you as much. What an exciting game footy is



That arc of balls dictates the direction and power of the free kick. The steeper the arc, the further the ball will go. It's quite simple really

WORLD CUP

With *FIFA* and *Sensible* currently dominating the Mega Drive football market you may be wondering whether there's call for this game. Andy Dyer was sceptical too, but he is now confident that *World Cup USA '94* is a very worthy addition to a rapidly growing genre



U.S. Gold did research, and, apparently, people love strip editors



Options for wind, scanner, speed, offside, back passes, time, resol...



... Sorry, we ran out of room with that last caption. Still, it doesn't matter too much. Needless to say the game is absolutely crammed with options. This screen here enables you to decide on the formation of your squad

There was a time when there wasn't a soccer game worth talking about on the Mega Drive. Then it was announced that the US would be hosting the World Cup tournament and that put the way (sometime last year) for a whole heap of soccer carts to hit the market. The three most worthy of note were *Super Kick Off*, *FIFA International Soccer* from EA and the undisputed king of soccer games (in playability terms at least), *Sensible Soccer*. For most people, these three titles would be more than sufficient to satisfy their soccer playing needs, but now there's another title, and leaving aside the quality of gameplay just for a moment, it has one big thing in its favour. It's the official licence of the World Cup tournament and as such represents the only possible way in which any of us are going to get to see England even get a shot at the title.

The only way to see England get a shot at the title

CRUD-O-SCOPE
So here I sit with my *World Cup USA '94* cartridge in my Mega Drive and as I switch on a special little device I call my crud-o-scope it starts flashing and wailing to signal that there's a message waiting for me. I look at the little LCD readout on it and it says, "Beware! The game you have just plugged in has a licensed theme and, as such, may be a poor quality game hiding behind a rather flashy front end". Blimey, I've been warned. But, thankful as I am for the normally sound advice delivered by my crud-o-scope, I can on this occasion gladly report that U.S. Gold have bought themselves a licence and wrapped it tantalisingly around a somewhat deliciously well-crafted product. It's also rather a complex product too, so we'll work very methodically through from start to finish. As is often the case with soccer



At any time throughout the game you can press START and bring up this extensive list of options. Here, a substitution is taking place



Erm, and this is a corner. That's why everyone is standing around not doing very much. Um, oh dear. Footy screenshots are a bit boring aren't they?

USA '94



And here are yet more options. This game is absolutely packed with 'em

sims, icons, instead of text, have been used for selecting options. This is to make things nice and efficient, but also to overcome the problems of making the game understandable to as many people as possible with the minimum of translation (the textual parts of the game can be displayed in one of eight languages). All the icons feature the World Cup tournament mascot (it's a dog) and they are, for the most part, nice and obvious in the message they are trying to convey. Any that aren't obvious simply need to be looked up in the manual, and after getting to know them once, you won't forget them. So the interface with the player is about as straightforward as it could possibly be.

INDIVIDUAL CHARACTERISTICS

The first basic options you get are the game options, including a full World Cup tournament, a variety of friendly matches and a practice mode. Within these there are options for different types of practice (penalties, set pieces and so on), and the opportunity to



FORMATION FUN FOR ALL THE FAMILY

One of the most powerful features in U.S. Gold's game is the formation editor. By choosing a predetermined formation then editing it, you can prepare your team for almost any in-game occurrence. In some footy games, however well programmed, there will always be sweet spots around the goal mouth, from where you can almost always guarantee a goal. If you discover one in this game, you simply adjust the formation so that whenever the ball enters this area, the players automatically reposition themselves into a better defensive position. It's all rather clever really, so take a look at the following shots to see what the bloody hell we're wibbling on about.

First you need to choose your formation. There's a whole host of pre-defined formations so this bit is dead easy



The highlighted pitch area is an active zone. When the ball is in one of the nine zones the computer players move accordingly



Use the arrow icon to give the left-hand player 100% response rate



Now give the right-hand player only about a 50% response rate



You can even set it up so that the players all run away from the ball



As the ball moves from bottom to top, the two players respond accordingly



The left player moves right up while the right one only moves a little bit



You can do this for all set pieces (like corners) as well. Very handy

Game Review



Above: A very poor shot at goal. Hmm... very sad

Right: Another look at those in-game options for those of you who missed them on the previous page



There's that ref again. Only this time he's telling us it's a throw in, unless, of course, he's indicating the size of the haddock he caught last weekend

that, hurrah, England can finally take part. All the teams have individual characteristics (as do each of the players) in various areas, including tackling and goal scoring. You can also change the names of each and every player, which is a good thing because all the default names are fictional (for legal reasons no doubt) and U.S. Gold have also included a very functional strip customisation option because, apparently, that's what the punters said they wanted.

POWERFUL FORMATION EDITOR

Now, all this is very well, and it's admirable that the game is bursting with options and stats and stuff, but what does it play like? Well, before we get right into the actual physical gameplay, it's important to know about the set-up options which govern tactics and formation. U.S. Gold assure us that the game's formation editor (see the boxout on the previous page) is the most complex seen outside the more banal management sims you get on home computers. And as far as we're concerned, they're quite right. I can't really explain it adequately here, but when

you're setting up the game, it's possible to dictate where each and every player will run and how they will react to 30-odd different occurrence in nine zones across the pitch. Effectively, you could get every single player to constantly follow the ball like a group of flies around, well, you get the idea. Once you've decided all these things, it can all be saved in one of eight memory locations in the battery back-up. You'll get a vague idea of all of this stuff from this review, but it isn't until you actually start experimenting with it that you realise what a powerful editor it is.

LET'S PLAY BALL

So, now let's play a game. First of all let's look at the viewpoint. The pitch is viewed from overhead much like the *Kick Off* series of games and *Sensible Soccer*, so what it lacks in the atmospheric yet relatively slow pace of *FIFA Soccer*, it makes up for with speed and a more technically accurate translation of the real game. The sprites are small, but not as ill-defined as those in *Sensible Soccer*, so again it scores a few points above another of its competitors. I don't really

know what all this comparison is trying to achieve really and ultimately it isn't that important, but needless to say when the competition is this stiff, U.S. Gold's game in no way lets itself down in the visual department. One thing that needs to be said about the gameplay, and it's something that I could spend pages trying to explain and pinpoint, is that at the end of the day, it doesn't quite have the classic gameplay of *Sensible Soccer*, but it does have a brave stab at it and does include a huge amount of "tweakable" options so that you can tailor the gameplay to your own tastes.

A HAT TRICK

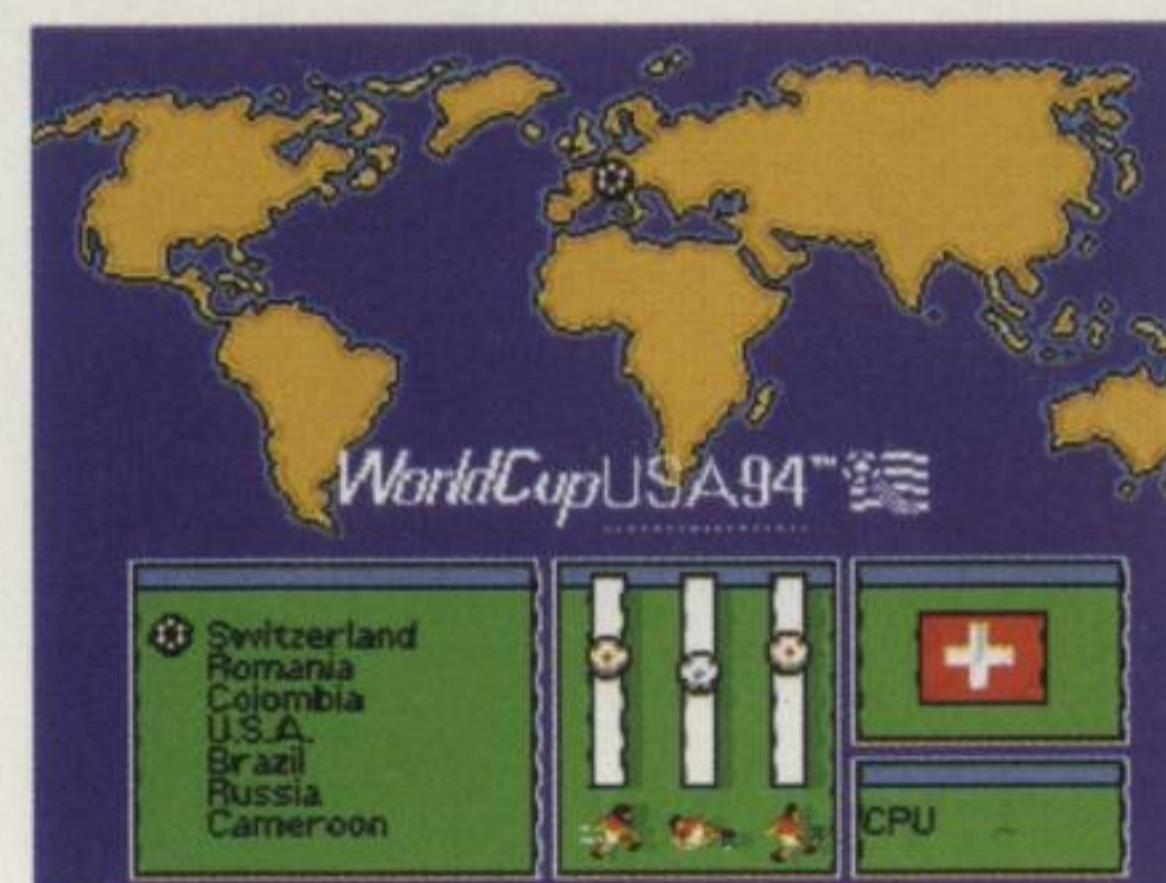
It's not the most accomplished game, but it's one of the top three, and, curiously, should successfully be able to attract the same audience that *Sensible* and *FIFA* have already enthralled. The gameplay is too stoppy-starty really, with the amount of fouls occurring a bit too high. Also, the computer teams movements are too predictable, but I guess that's what the formation editor is there for.

It's a good game with enough to keep everyone interested for a long time, but there are a couple of gaming flaws that even the number of options can't overcome. However, it does sit very comfortably just below *FIFA* and *Sensible* in the best-footy-game-on-the-Mega-Drive race and that is not something to be very ashamed about.

© Andy Dyer



The coin toss. A very exciting point in the game and, as you can see, we just got it right. Now all that remains is to score some actual goals



The teams (as well as individuals) have overall skill ratings



PUBLISHER: U.S. Gold

PRICE: £49.99

RELEASE: June '94

CARTRIDGE: 16 Mbit

CONTACT: U.S. Gold 021 625 3366



Up to four players. (It's Multi-Tap and 4-Way Play compatible)



Oh lord, there are so many ways in which to customise the game, um, skill is a requirement, yes



Lives, in soccer? Don't think so



Battery back-up enables you to save tournaments and formations



There's a full World Cup tournament

GRAPHICS 8

SOUND 7

GAMEPLAY 8

GAME SIZE 9

ADDICTION 8

"Not the ultimate gameplay experience, but this is packed with powerful features, and the licence has been beautifully exploited. Another gem for footy fans"

81 PERCENT

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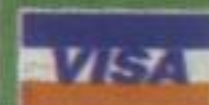
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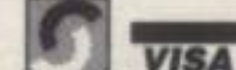
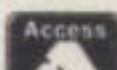
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DRAAGON: THE BRUCE LEE STORY

MODE 1

Mode 1 is the default fighting mode and has Bruce's basic, but let's face it impressive, collection of kicks and punches. As you can see, Bruce stands quite normally until you fling him at his opponent, when he contorts his body into all manner of bizarre positions for that satisfying bone-snapping contact.



MODE 2

Once you've hit your opponent a few times your Chi gauge passes the first mark, which allows Bruce to stand stupidly and zip about the screen at a phenomenal rate. Not only that, but repeated moves of any sort make for a lethal-looking blur finish. Oh, and he does a stupid little backwards roundhouse as well.



MODE 3

Once you've got Bruce really worked up he reaches for his Nunchakus and waves them about, repeatedly striking his opponent about the face and neck. Don't worry though, Nunchakus are those sets of two rods linked with a plug chain that nasty men in Asian back streets seem to swear by.



The three-way fighting leads to all sorts of picking-on-people fun

Until he had some sort of obscure and fatal Coca Cola and Aspirin-related mishap (or he was killed for revealing ancient secrets by monks with vibrating, delayed brain-death-inducing palms) Bruce Lee had seemed a pretty dangerous sort of bloke. Able to kill the most evil mob-handed and fiendishly armed of baddies with his bare hands, Brucey still had time to squeal like a dying cat. What a star. Still, his acting didn't look too special, but would *you* have told him?

A true scholar, Bruce used his highly dangerous feet and hands to entertain, and as far as I know never actually killed anyone. Still, what a nutter. I can see him now, eyes bulging and limbs flashing, screeching his way through crowds of chop fodder, dispensing instant and final justice. And, of course, for those extra special enemies there's the stamp on the neck, click!, squeaking haemorrhage routine. Top stuff.

A SERIES OF PUNCH-UPS

Dragon the game is a spin-off of the biopic of last year, but luckily it doesn't choose to deal with Bruce's spiritual development or his effortless transformation from the Little Dragon, as he was known as a child star, to his adult



The three-way fighting option really is the best part of the game

Bruce Lee was a Seventies icon, largely due to his becoming an Eighties corpse, and at last here's the official Bruce Lee beat-'em-up. Josse Bilson rips his shirt off, scratches his chest and screeches. Every morning



Or alternatively you could decide not to fight each other. Perhaps not



'Ave some of that! You're no match for my blurry foot trick!

status of full blown '70s icon. Neither does it choose to deal with the schizophrenia of being torn between two cultures, one modern and one ancient. Instead, *Dragon*, the game anyway, tells Bruce's life story as a series of punch-ups, from his early years, which he seems to have spent fighting US sailors in nightclubs, through heated rows with meat-cleaver-wielding chefs right up to his final confrontation with the evil phantom that was rumoured to have haunted his family for

Zippy experience with lots of roll somersaults and flashing feet

generations, killed his father and, ultimately, Bruce himself. In fact, just last year Bruce's son Brandon died in a "mind that blank gun is completely safe before firing it 't me" accident while filming in Los Angeles. Spook. Anyway, who better to feature in a beat-'em-up? No one, that's who, and it's a stroke of luck then that *Dragon* is one of the few games that can actually give *Street Fighter 2* a run for its money. As you go through Bruce's life and chart his development as a fighter you not unexpectedly come



Above: No, look, they're very old friends. No really, they are

Right: Smack! Take that! Bonk! and that! etc. etc. until someone dies. That's the basic point here



ARE YOU LOOKIN' AT MY PINT?

One of the many things that *Dragon* teaches us is that you don't have to go down the "are you lookin' at my bird" avenue to get into a bit of a rough and tumble. Bruce himself, judging by this game anyway, seems to have been a master at the tricky art of kicking off some bother. In our Masterclass, we show you just some of his advanced and imaginative provocation techniques....

First on Bruce's list of fight-procuring techniques is to go into any club full of drunken sailors. That's it really. You try it. If you still can't get a fight, take your shirt off and jump around a bit



For the next technique you need to find a suitably upmarket Chinese restaurant, or more likely your local curry house. Send your food back and wait

Perhaps the simplest technique is to pop down the local gym and simply ask for a fight. If this fails, find someone and ridicule their "haircut"



More advanced bover chasers might like to find some sort of ancient duelling pit and challenge the resident champion

Derek Griffiths (right) may not be as prominent a light entertainer as he once was but he's still up for a fight. If you spot him, slap him on the head. He loves it



This was a bit of a bad idea really, but let's persevere. Jumping on people's shoulders is sure to annoy

Darth Vader (right) is just the sort of evil bloke who doesn't need much encouraging. In fact, if you see him, run like buggery until you can't any more. See him, that is. Sorry



Game Review



A personal favourite of mine, the jump ten feet in the air and do the splits technique has been mastered by very few people. Wayne Sleep for one

across increasingly skilled opponents who all seem to have one thing in common. They all want to kill Bruce for one reason or another and as you know, in videogames the best, if not only, way to stop someone killing you is to kill them first. Bruce has a reasonably large collection of kicks and punches centred around a quick and slow one of each.

On top of these basics, certain direction controlled variations are layered. Jump in the air for instance and experience the thrill of a – wait for it – jumping kick, or press down and towards your opponent and execute a sort of shoulder spring kick. Best of all stun an opponent, jump, and when directly above press down and strong kick. Do it right and you land on your opponent's chest, stick your own chest out and do the old neck stamp routine.

Dragon certainly Gives Street Fighter 2 a bloody good run for its money

FLUID AND TOUGH

On top of all these variations there are also three different fighting modes. The normal default mode has the usual kicks and stuff, another allows a lot of blurry, bouncy, zippy experience with lots of roll somersaults and flashing feet. The final fight mode allows Bruce to get his Nunchakus out, although he seems

fairly useless with them. This variety of modes might seem a little excessive until you consider that the only person you can fight as

is Bruce and that you can't simply access these modes. They are dependent on a Chi gauge, with two notches, which increases with the number of hits you land and your fighting proficiency. Pass the first mark and you get to do the zippy stuff, pass the second and Bruce is gets his Nunchakus out. The fighting itself is



Hello. What's this? It must be Bruce dancing with a karate chick on a Friday night. He's in there



Yep, he's definitely in. A quick stop at casualty and back to his place



Oh bugger. It's another picture of the same two. Doobedoo la la la

fluid and tough enough to be involving, yet not so tough that a total beginner can't pick up a controller and have fun straight away. This is where *Street Fighter 2* is also a winner.

And as if the fluid and varied one-player gameplay wasn't enough you can fight as a two-player team, fight another Bruce, either a friend or the computer and even fight two friends in a three-way free-for-all kick up, which was always going to be good for a laugh. Sorry though, *Dragon* doesn't quite manage to reach the exalted levels of combined fluidity, variety and challenge of *Street Fighter 2*, but it is a very, very good effort.

© Josse Bilson



Midnight, outside the kebab shop is a good place to spot your town's resident Bruce Wannabes. I might be there later. With a bit of luck



PUBLISHER: Virgin

PRICE: £49.99

RELEASE: September/October '94

CARTRIDGE: 16 Mbit

CONTACT: Virgin 081 960 2255



One to three players, using either of the four-way adaptors



Three levels of skill: Normal, Tough and Arcade



You've got three lives



Nope, no password system and no battery back-up



Twelve levels of "Kung-Fu fighting"

GRAPHICS 8



SOUND 7



GAMEPLAY 9



GAME SIZE 8



ADDICTION 9

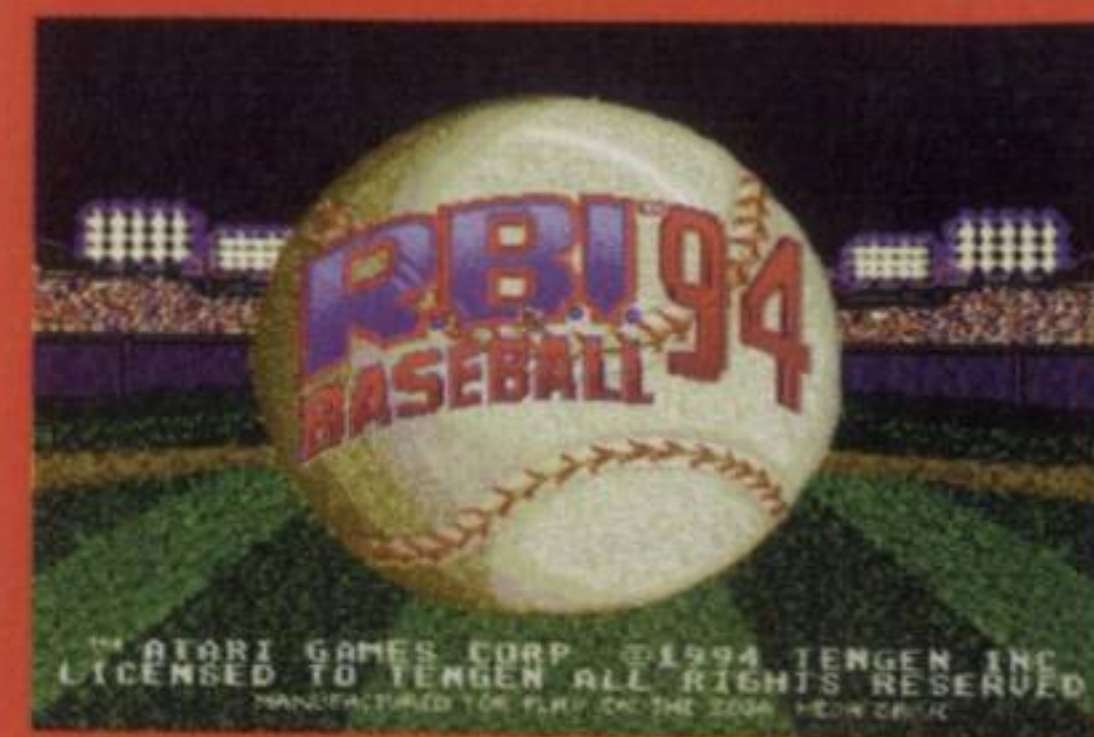


"A good effort based on what must surely be the best possible beat-'em-up licence, with none of that six-arms nonsense"



89 PERCENT

RBI Baseball '94



PUBLISHER: Tengen

PRICE: £49.99

RELEASE: Out now

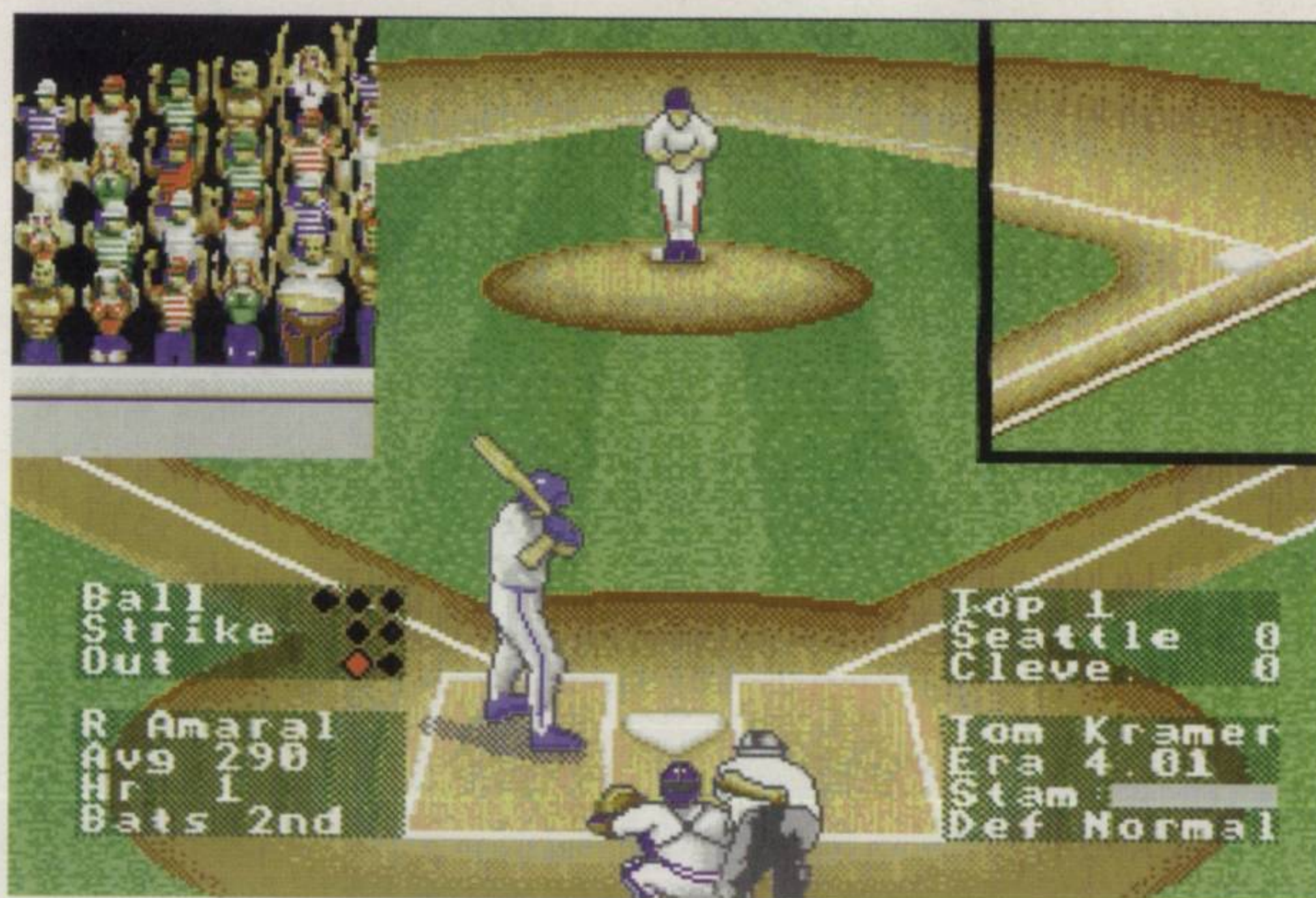
CARTRIDGE: 16 Mbit

CONTACT: Tengen 0604 790785

Well, here's a pleasant surprise. It's been quite a while since we've had a baseball game in for review. It used to be the case that every other game we had was a baseball sim, but recently they've sort of disappeared and it's all been footy games.

MELLERICK LOATHES THEM
The trouble with baseball games though, is that for one thing they really have limited appeal (not many people are into baseball in this country) and they seem to have this curious ability to either make you love them or loathe them. I personally love them, whereas Paul Mellerick loathes them. And if I'm perfectly honest, I must say that most of the people I know look on them with a relatively large amount of disdain and apathy. Also, of course, there's the fact that while I personally believe that baseball games translate really well into computer games, I have to admit that most of the baseball games out there are pretty much of an equal standard and all much the same (bar the seasonally adjusted statistics and team line-ups).

So what can we say about *RBI '94*? Not a great deal really. Obviously there are heaps of stats in there, all bang up to date, and no doubt if we were Americans, we would, at this point, start drooling at the prospect of being able to select the legendary Brad Stiffbat (made-up name) as one of our star batsmen. But no, we're British, and as such have little or no interest/understanding of the baseball phenomenon and so have to derive our enjoyment of this game purely from the gameplay, and I'm sad to report that it's no great advancement over any other baseball title.



Who wants to watch the baseball action when you can see an animated Mexican wave in that little box up there? Hmm... actually, then again

THE BATSMAN'S GROIN
True, it all plays slickly enough (the graphics are a carbon copy of what has become a standard in these games and the controls are as intuitively simple as they should be), but if you didn't know what you had just plugged into your Mega Drive, you'd be hard pressed to figure out just which baseball sim you were playing. There are a couple of things that make it slightly intriguing (but they're ultimately just

can hammer the ball into the batsman's groin and watch some animation of the ensuing fight. Amusing, but useless. Oh, and apparently the players are animated using rotoscoping to make them lifelike, although I had to read this on the packaging to notice, so don't go expecting *Flashback*-quality animation.

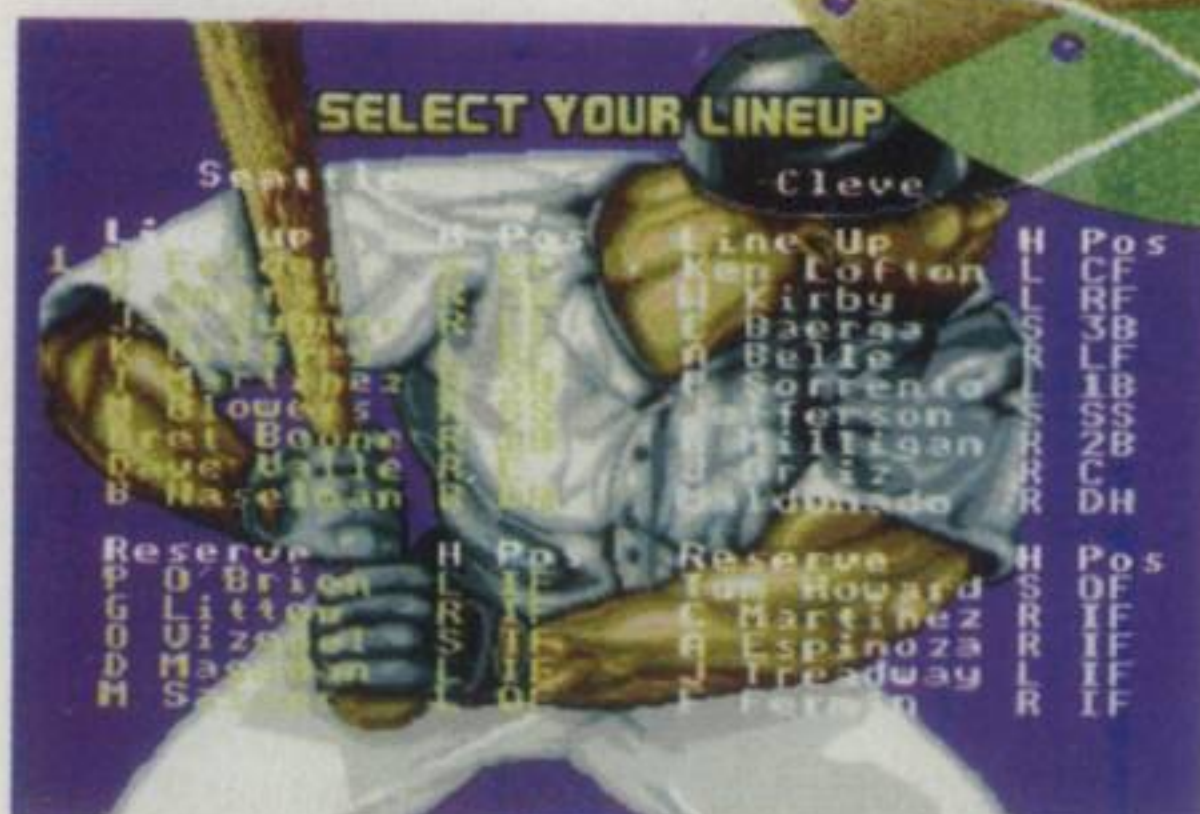
Much the same as any other baseball sim

So to conclude, there will be a few baseball fanatics out there who will be delighted about this

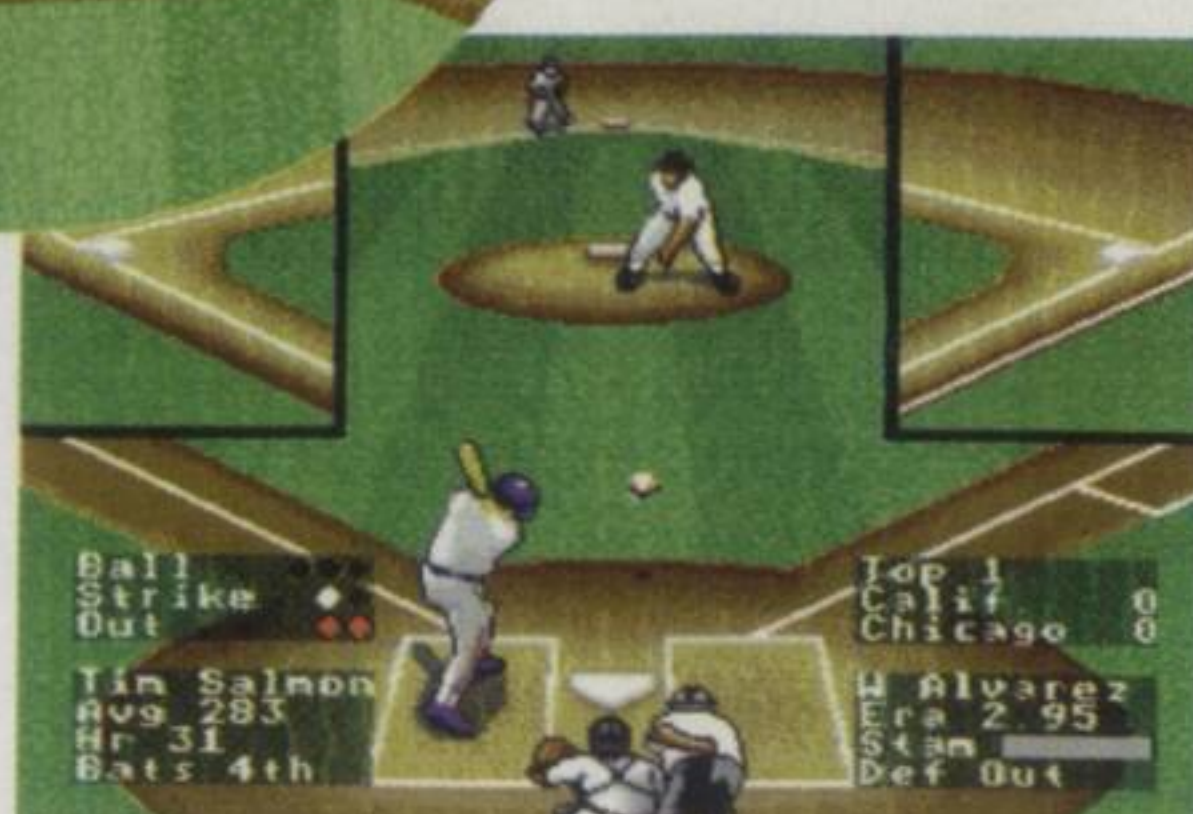
"update" and will no doubt go out and buy it and be glad they did. Anyone who doesn't own a baseball game should give it a test and either say "Yuk! What rubbish" and ignore it or "Wahay! Not bad!" and give it a go. I guess what I'm trying to say is "another baseball game, do as your heart (and wallet) dictates".

© Andy Dyer

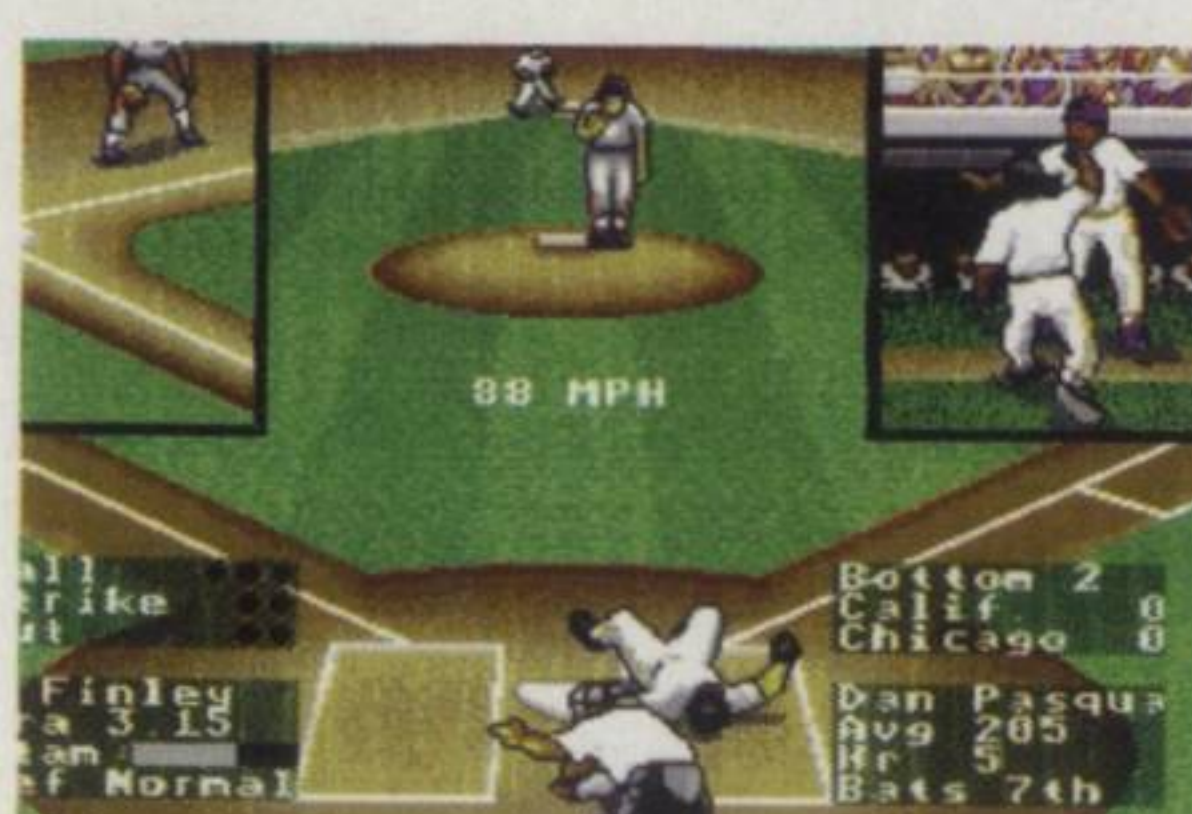
cosmetic touches), one of which is the crazy ball option which turns the sound effects into wacky noises so instead of the ball "thudding" across the field, it makes a "boing" sound. Also, when you pitch, you








What would a baseball review be without a stats screen? Interesting



Here's a thrilling shot of a pitch being, well, pitched. Gripping!



Throw the ball at the batter's gonads and a fight ensues. Funny!

-  One or two players whack their balls around
-  There are three skill levels
-  No lives; you ain't gonna die during a game of baseball!
-  There's a password system, so you don't have to do the 162-game season all at once
-  Single games or 80- and 162-game season

GRAPHICS	8
SOUND	8
GAMEPLAY	8
GAME SIZE	8
ADDITION	7

"The ratings reflect its performance as a baseball game. It's good, but if baseball doesn't stir your loins, then you might as well forget it"

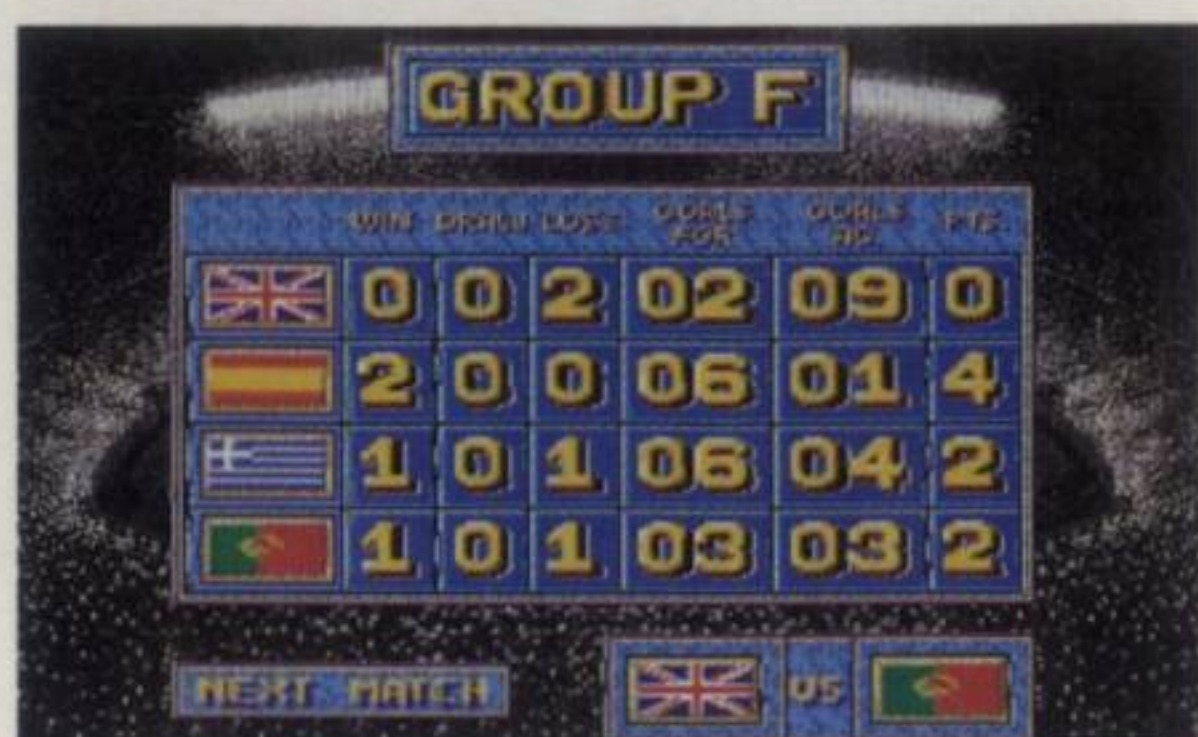


80 PERCENT

Game Review



And here's the obligatory, talentless TV presenter who will tell you all about tonight's match



Even though England are actually bottom of the table, the game shows them at the top. Weird!



If you don't want to see the radar or score, or if you don't want the sound, press START and get rid of them



At the start of each match you can pick your formation and the type of goalkeeper control you require



Check out how good the teams are (by looking at their attributes) and decide which one you want to play as. Nice strips as well

CHAMPIONS WORLD SOCCER

So then, Ryan Giggs is a top bloke; there's no getting away from that. He's loaded with cash, fancied by loads of women and possibly the best footballer in the world. Apparently, he's a nice bloke as well. But (I do love it when there's a but) he doesn't know the first thing about videogames. If he did, he wouldn't have lent his name to this appalling football game. Still, it's amazing how persuasive a nice fat licensing deal can be, isn't it?

ER, HELLO, IS ANYBODY HOME?

I don't mean to knock Mr Giggs, in fact I quite like him, but I have to say that this is one of the most disgusting games, of any genre, it has ever been my misfortune to come across. But just why is it so bad? Boy, am I glad you asked me that question...

When you spend 40 hard-earned quid on a game in your local W.H. Smiths

and then you leg it to the bus stop eager to shove your shiny new cartridge into your machine, does a thought ever enter your mind? You're really excited that you've got the hottest new piece of software going, but you're also a bit worried that because you didn't try it out in the shop, you may have picked a real turkey. This thought *should* enter your head if you go out and buy *Champions*.

Now tell me if I'm stepping out of line here, but I thought that football games had to comply to one golden rule in order to succeed. Surely the most essential ingredient for any sort of "game" is that it should be fun? If you don't get a kick out of it, you're not going to give a hoot about the three zillion options it can provide you with. And it's in this vital area that *Champions Soccer* fails so dismally.

THEY THINK IT'S ALL OVER... BUT IT ISN'T

When playing the game you get the



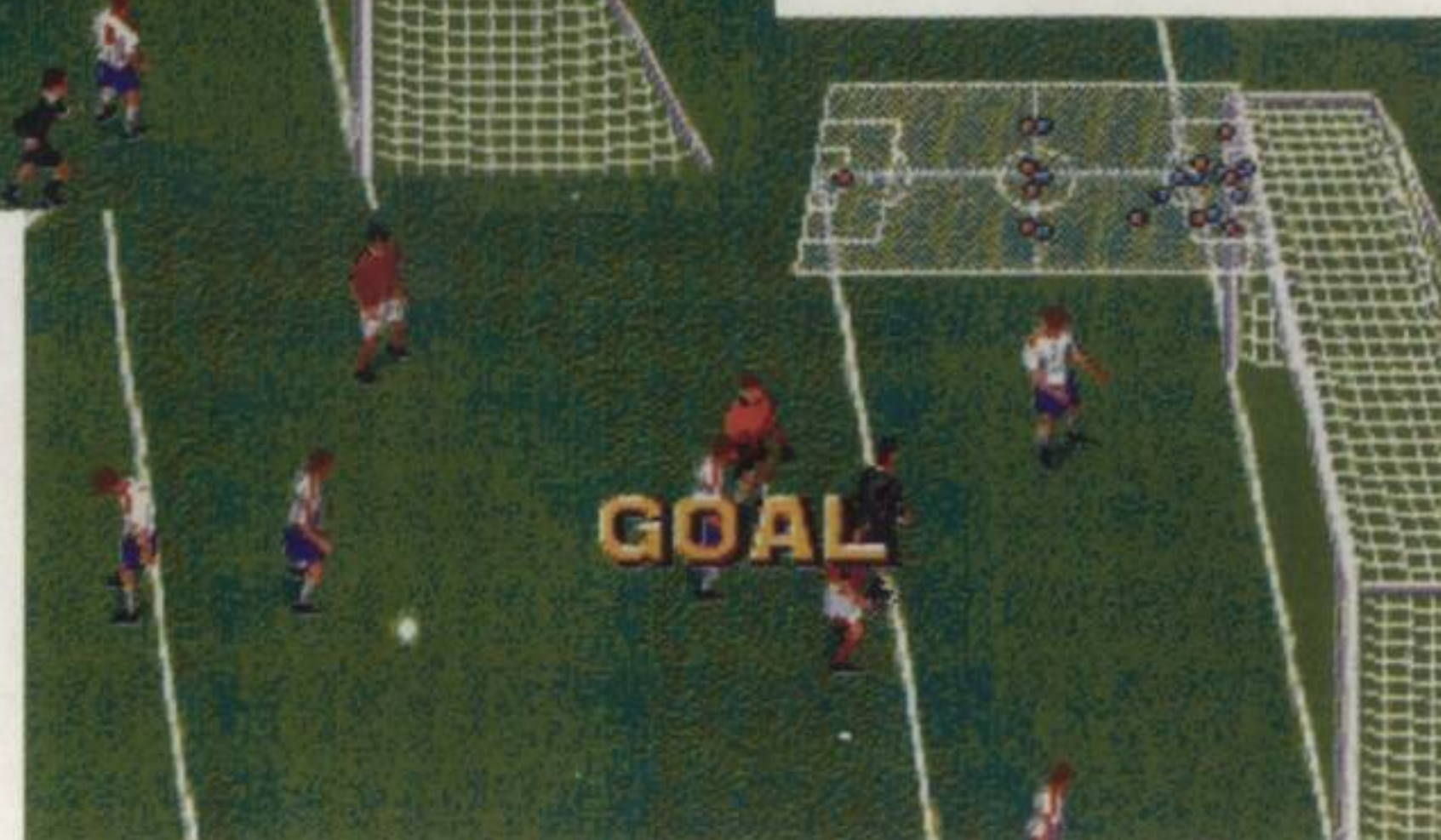
Plenty of players, but I'll be damned if I can see where the ball is

distinct feeling that it just isn't finished. The player animations are nice (the way they lean into passes) but it looks like some of the frames had to be taken out to increase the speed at which the game moves. This, however, can't be the case because the game moves painfully slowly. The ball movement is also strange in places: one second you're quite happily dribbling the ball down the field, you do a little shimmy (to trick the computer) and you move but the ball doesn't. Weird!



Right: Not very exciting I agree but then again the game doesn't have a replay option so you don't get to see again the great goal you just scored. There'll be no showing off in front of your mates here

Left: "And the defenders are completely dumbstruck as Greece puts another one in the back of the net and England are now 3-0 down, six minutes into the first half"



NS

So then, Ryan Giggs is now the proud owner of a League Championship winner's medal and an F.A. Cup winner's medal.

LASS

Impressed? Paul Mellerick isn't, because his computer game is appalling...

ENDORSED BY RYAN GIGGS



The goalie looks on in amazement, and the defender hangs his head

Fortunately, the control-and-shoot system is very simple: button A will hoof the ball, button B will lob the ball and button C will shoot the ball towards goal, but to determine the power of the kick you need to hold down the button. The longer you hold it down, the harder the kick. Don't get me wrong, there's nothing wrong with a simple control system, except when there are only two types of kick; a tap, that will put the ball three centimetres in front of you, or a hoof, which sends the ball up the other end of the pitch.

This problem could be overcome if the character selection and positions of the players (and the speed) were good, but they're not. And having the same button to shoot at goal (and perform special shots; headers, volleys, etc...) as well as select the players nearest the ball, just causes way too many problems when you've got four or five players in the box at once.

The problems don't end there either, because there's also the way the computer teams are able to link passes perfectly and always put the ball in the back of the net. And why, for heaven's sake, when you take a free kick outside your own penalty area do the computer players all rush to stand in front of YOUR goal and you face the wrong way? The list of crap aspects of this game really is endless.



That was a very deliberate and professional foul and I think this guy is looking at an early bath, which in English means he's going to get sent off

SORRY, RYAN, IT'S CRAP

Add all these problems together and you just get not only a boring and slow game of football but an intensely frustrating one as well. This game doesn't provide one single element of fun. I don't know why anyone would possibly want to buy this insult to cartridge-based software (it hasn't even really got Ryan Giggs in it for God's sake), but all I can do is warn you in the strongest possible manner that a game this bad might seriously damage your Mega Drive (after you've hit it a few times in anger). If you've got a spare 40 quid lying around the house and you're desperate for a footy game, get *Sensible Soccer* instead, and if you've already got that, you don't need another football game anyway. Oh yeah, and Ryan, *now* might be a good time to move to Italy and avoid the embarrassment of this dire little game.

© Paul Mellerick



Hang on... the guy in blue has the ball, and all the players in white are running away from him?



Er, right then chaps, when I blow the whistle you can, er, kick off...





PUBLISHER: Flying Edge/Acclaim

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 8 Mbit

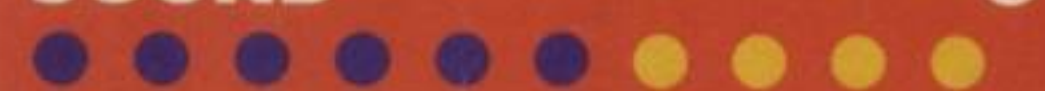
CONTACT: Acclaim 071 344 5000

-  It's a one- or two-player game
-  There are no skill options at all in this game
-  No, you ain't gonna die during this game of footy
-  You get a password after each match in the tournament
-  32 teams and a proper World Cup-type tournament to play in

GRAPHICS 7



SOUND 6



GAMEPLAY 1



GAME SIZE 5



ADDICTION 1



"Slow and sluggish gameplay, a stupid control system and just no fun at all. Why on Earth would you want to buy this?"



18 PERCENT

Game Review

COURSE SELECT



Have a look at the course on which you're going to race, and then choose the number of laps you'd like

TEAM SELECT



Obviously you want a fast car to race in and in 1993 they didn't come much faster than the Williams



Fancy a crack at Silverstone then?



我々のマシンなら1分32秒台は出るはずだ。目標グリッドは20番グリッド。

I think this is your team manager, but I can't be 100% sure

HEAVENLY SYMPHONY



As Paul Mellerick played through this game he couldn't get one question out of his mind - what the hell is so heavenly about it?

Now I've been playing Mega Drive games for years now, ever since the original machine was launched in Japan in fact, and I have to admit that I've got used to some of the strange Japanese ways. However, calling this game *Heavenly Symphony* has just thrown me. I just can't figure out why it's called that.

SO WHAT IS IT ALL ABOUT?

Thankfully, as you can tell from the screenshots, it's only the game *title* that's confusing; the actual game is just a CD racing FMV spectacular. (Oh dear, that sounds a bit ominous - Andy) And if you know anything about Japanese culture, you'll know that they love Formula 1 racing. This means instead of just a game, there's plenty of film footage from the 1993 season, and loads of room on the CD to put it in.

But before we delve into the "CD extras" side of things, let's talk about the game; not that there's much to talk about, it's just a straightforward F1 racing



If you are going to try to play this game, get ready to see lots of shots like this as you fly off the track and scare lots of Formula 1 racing fans

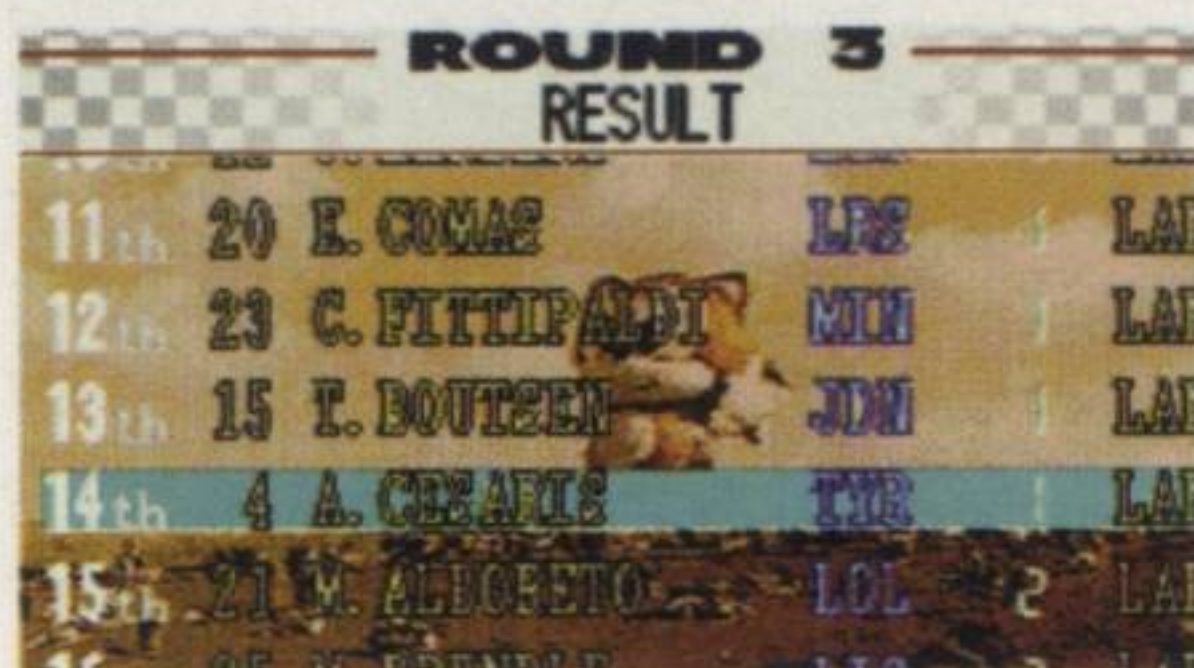
game taking the same viewpoint and options that games like *F1* and *Super Monaco GP2* have done before. But this is the official game of the 1993 season and because Sega have co-produced this with Fuji Television there are loads

sequences, and the quality of them isn't too bad at all either. Ah, but we were supposed to be talking about the game, weren't we?

Well, once you've got past the tons of intro and game set-up screens, all you've got is a 3D racing game, only it's a bad one. We all know that the Mega CD can do some nice scaling effects, but it seems that only the guys at Core Design (responsible for *Thunderhawk* and the forthcoming racer *Chuck Rally*) know how to do it properly. The programmers have shoved as much course detail in here as possible, and when you're on the track, racing around the course, it looks quite impressive.



Go into the pits and check out how everyone else is performing



Well, I did my best and I managed to finish in 14th. That'll do



How well you do here determines which car you can drive in the game



Looks like the car up ahead has run into a bit of trouble. And it looks like you're about to run into him



Oh, just look at the detail on the blokes in the pits. Oh, my mistake, it's bloody awful isn't it?

THE PICTURE SHOW

One part of the game which is spot on is the full-motion video. There are lots of sequences, which include all sorts of camera angles, crashes, near misses and loads of famous faces (look, there's Damon Hill, just below this text). Unfortunately, you have to play the game to fully appreciate these effects.



And here are some lovely examples of all that FMV in full effect

However, slide off the track (which you will do) and everything becomes very blocky indeed. And the detail on the men in the pits is just... well, it's the pits really.

WHAT, NO GAMEPLAY?

But then there's actual gameplay. Racing games need to strike so many delicate balances between speed, detail, cornering, control, weather settings and the like, that even if just one thing goes wrong, the whole game can fall apart. *Heavenly Symphony* somehow gets most of them wrong and so you end up with a complete nightmare of a driving game.

The first major problem is the oversteer. Now not having driven an F1 car, I can't tell you if it's realistic or not, I can only tell you that it plays badly. You swing the car into the corner at what you think is the right speed and nine times out of ten you oversteer and end up in



Ah, now this is one part of the game you're going to see too much of

the tyres. And then you spend about 40 seconds trying to move out but the game won't let you until you realise that you need to apply some acceleration and then touch the brakes to swing the car around (another touch of realism I presume). This wouldn't be too bad if

you only went off the track once or twice in a race, but with some dodgy collision detection on the other cars and a very silly

acceleration/deceleration/braking system to suss out, you're going to

spend a lot of time looking at the advertising notices placed on the side of the track.

And that's about it. The whole presentation of the game is cool, the full-motion video is nice and there's lots of it too, but when the gameplay sucks (and believe me, it does) there's really nothing more to be said. So I won't say anything else... I've finished the review now,

so you can go away... look, just take a look at the screenshots and then bog off... Go on, off with you...

© Paul Mellerick



In a (rare) moment of excitement you can possibly overtake someone if you can get round this corner without coming off the track. Go on, go for it



PUBLISHER: Sega (Import)

PRICE: £49.99

RELEASE: Out now

MEGA CD: WARNING - Works only on Japanese Mega Drive and Mega CD

CONTACT: Telegames 0533 880445



Just the one player, unfortunately



There are no options for changing skill levels



Er, no lives



You can save four games on the CD back-up RAM



The 16 1993 Formula 1 courses and a Sega practice course

GRAPHICS 7

SOUND 7

GAMEPLAY 3

GAME SIZE 8

ADDITION 1

"A flawed racing game which scores nothing in terms of playability. It is, however, very nicely presented"

37 PERCENT

Game Review

If blasting fun in the arcades is your idea of a good night out, Jon Smith reckons you'll enjoy this on your nights in...

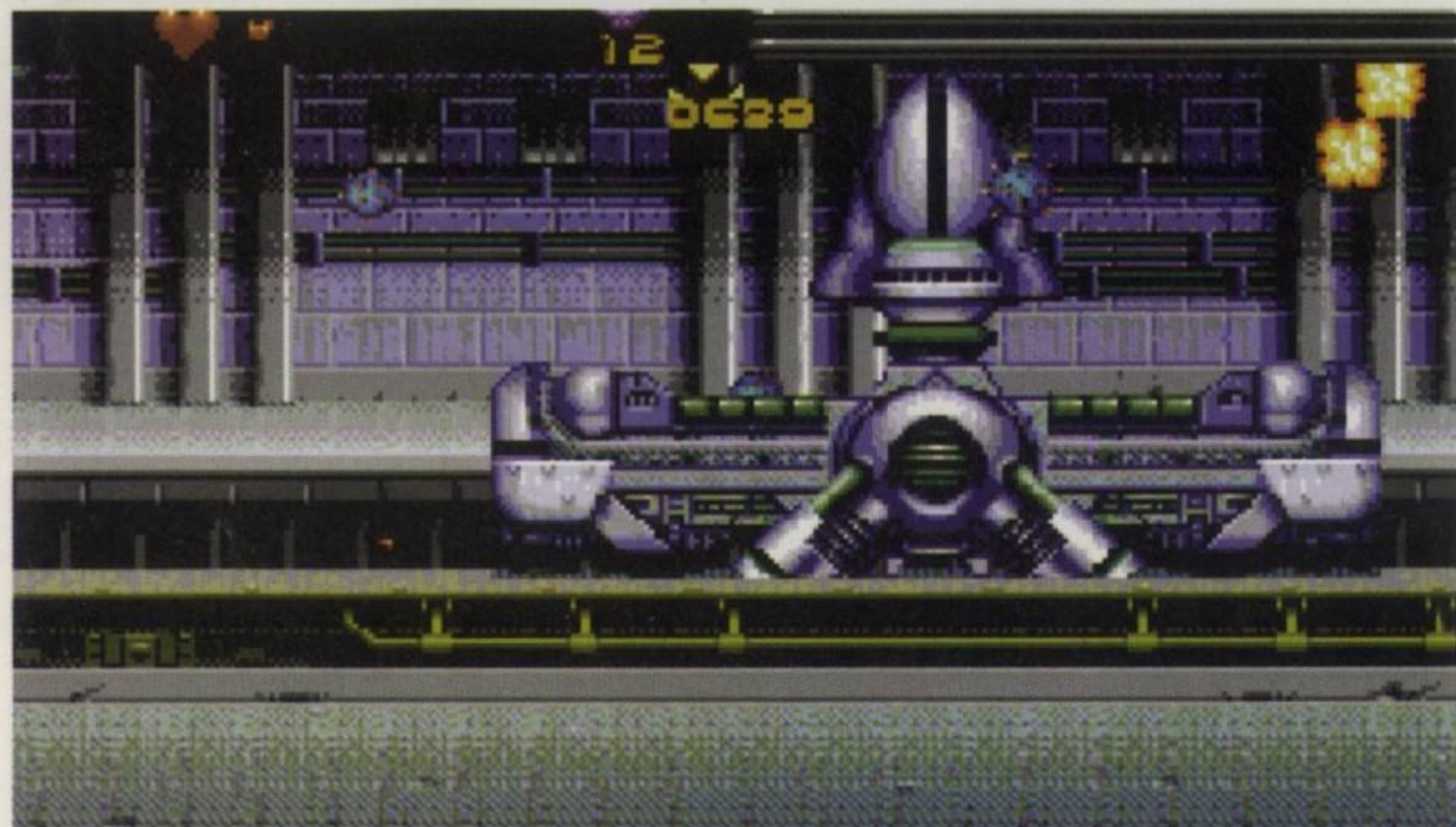


Here's a little test for you. What have all the baddies in these pictures got in common? Well there are some hanging from ropes and girders there...



But these seem to be zooming by on a variety of motor bikes and jet skis. Some are purple like before, but some are grey

Right, there are no ropes, jet skis, motor bikes or chain link fences here, so what's the common link? That's right they've all got guns and they're all gonna die



This particular machine zooms backwards and forwards, launching magnetic mines from either end. And these mines float!

BODY

Were you to follow the hero of body count – i.e. you – you'd notice two things: firstly, that you'd been following yourself – not an easy thing to do – and secondly, that if you wanted to count bodies, you'd be struggling to get past, well, none. You see, the baddies in *Body Count* aren't the boring sort that lie down when you kill them; they're the much-more-fun-at-parties disintegrate-in-a-burst-of-crimson-blobs type of people. Sorry, aliens. And robots.

How do you make them explode? Why, with a gun that, spookily, you never actually get to see. We're talking moving-sight *Operation Wolf*-style action through and through here, and although it'll never win any awards for originality, *Body Count* is superbly executed.

NICELY PACEY

The plot is the usual lame rubbish about alien invaders taking over the Earth, and



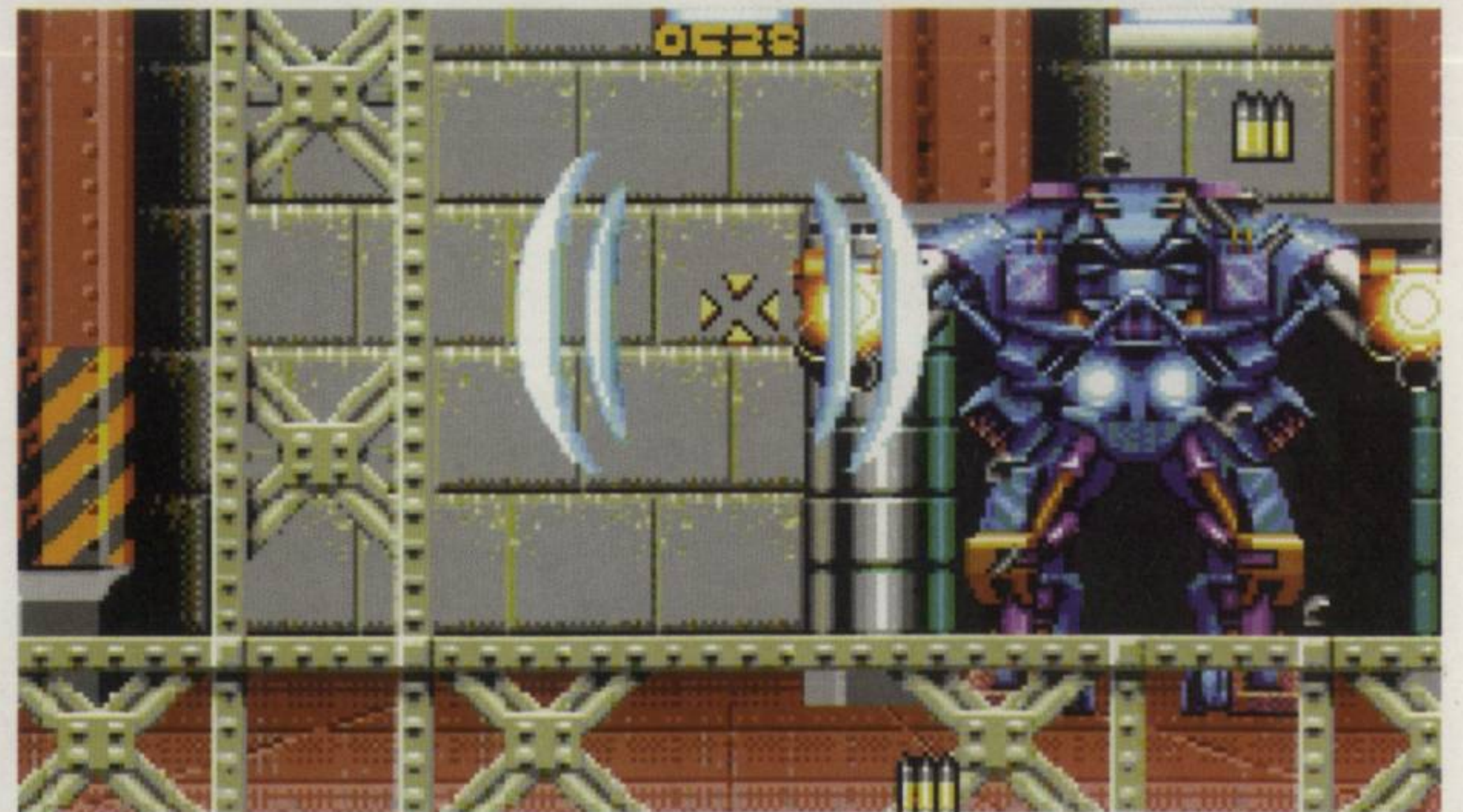
Wow, look at them. Two big dangling things with great big guns

your good self (and a friend if you like) are humanity's last chance. Yawn. So where have Probe, the developers, put any effort in? Well for a start, the

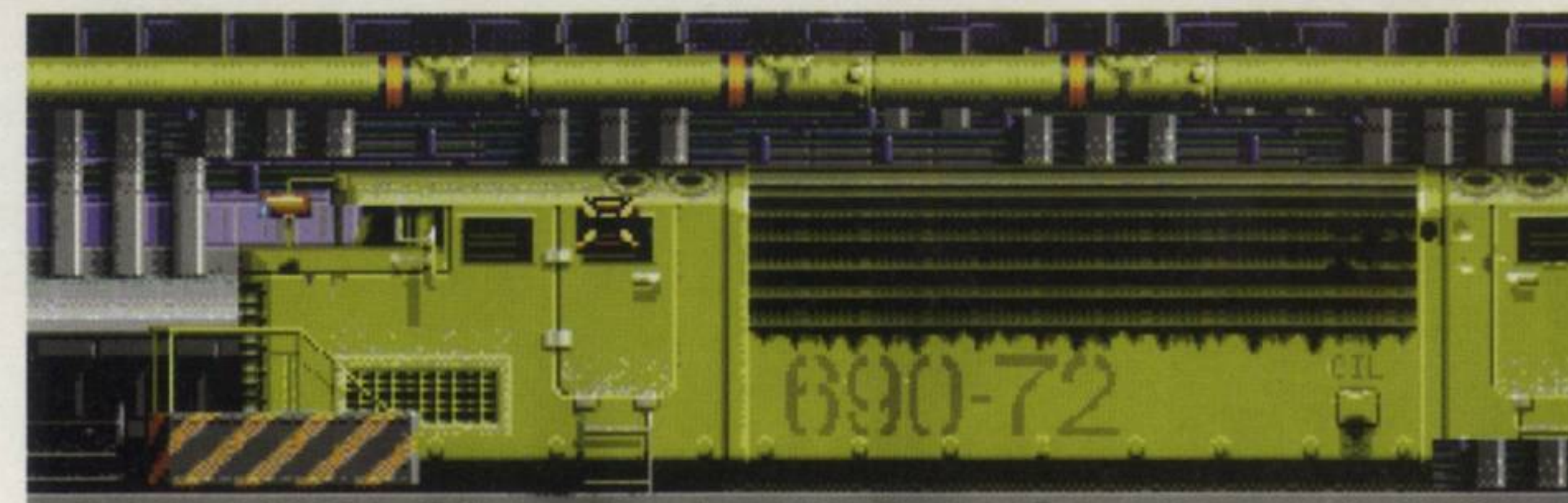
gameplay is nicely pacey, with enough going on to keep anybody occupied. The screen scrolls between different scenes, with

You've got a range of grenades and bullets which would make Arnie blush

various baddies en route, and once it stops there's usually some kind of face off which requires you to dispose of either a boss or a large, self-replenishing stream of lesser baddies at once.

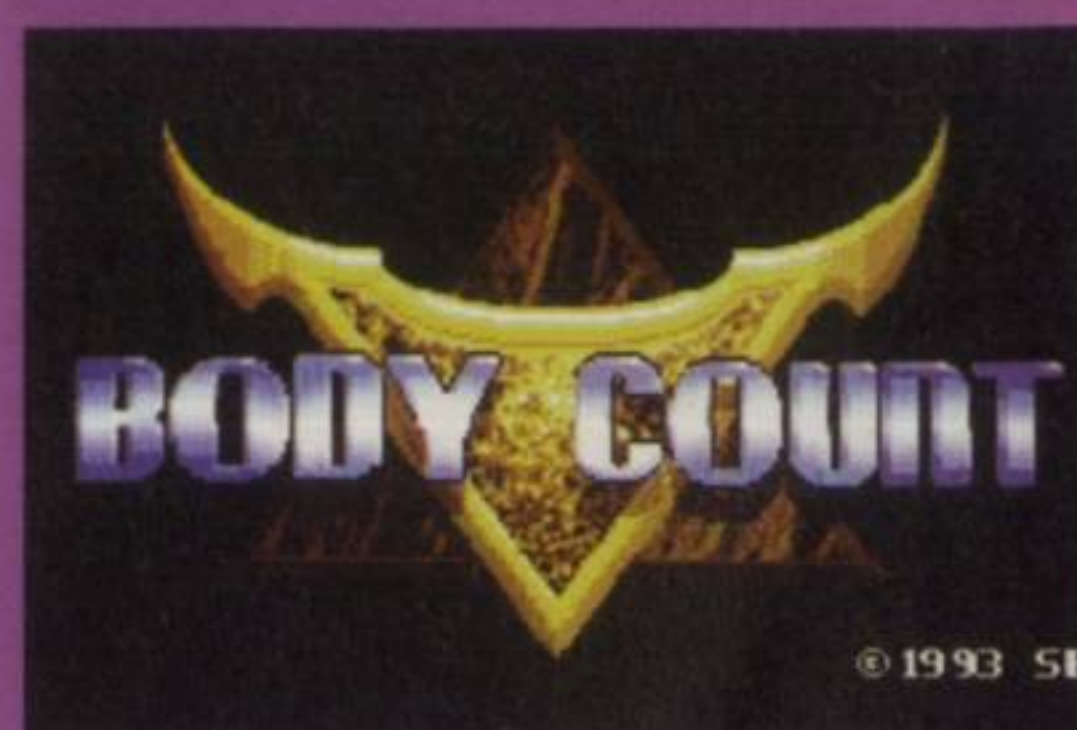


The first boss is easy enough to kill, provided, that is, that you've saved your grenades to deal with it. If you haven't, you might have to come back again



Look, it's a train and everything... with some, er, missile launchers

COUNT



A typical enough scene of bouncing blue aliens, huge robots and lifts

Naturally you do this sort of thing over a number of different backdrops to a variety of alien nasties, but the gameplay doesn't at any point depart from its tried and tested shoot-it-'til-it-pops formula. There are also the usual power-ups and bonuses falling from the top of the screen at intervals, offering things like temporary invulnerability, health, points and, of course, a range of grenades and bullets to make Arnie blush.

GENUINE ARCADE FEEL

Don't expect *Lethal Enforcers*-style sharp shooting though. *Body Count* is much more of a war of attrition, with far larger amounts of ammo to be shared around, more baddies at once and nothing that you need to avoid shooting. This is thus



See, a different arrangement of escalators, aliens, lifts and guns. You won't get to see the robot in the lift until you blow the door open. Better not then

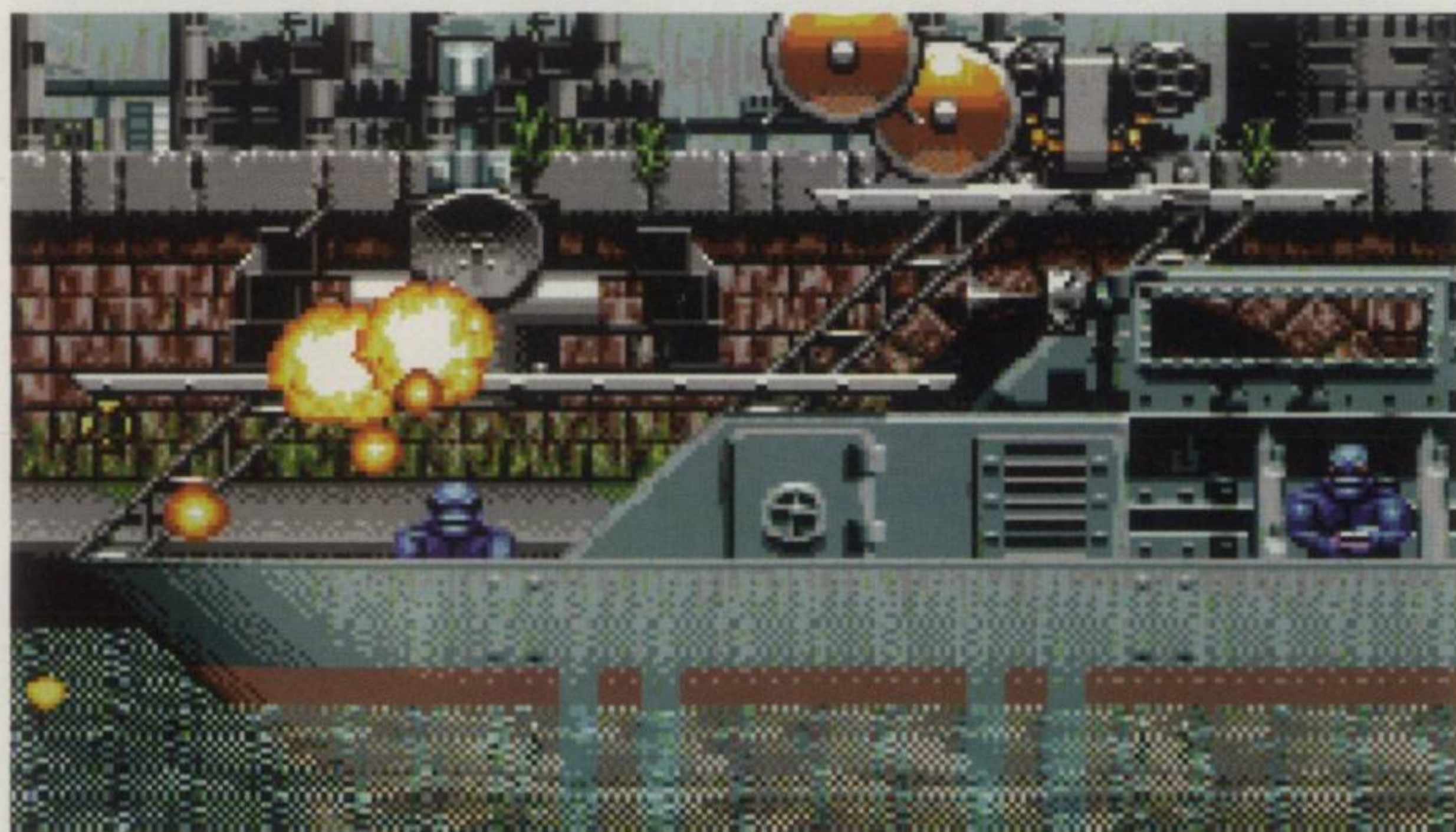
much more of an old-fashioned blaster in the true, fingers down, no nonsense sense of the word. In fact, *Body Count* is the proud owner of a genuine arcade feel, largely by virtue of not only the frantic blasting but also because of the amount of time that seems to have been put into the graphics. The enemies are all drawn and animated in a fairly convincing comic-strip style, but what's really rather worryingly satisfying is that you can not

only shoot the hell out of anything that moves but you can also knock chunks off just about anything you can see. Just about wherever you choose to shoot your gun, a bullet hole or dent will appear.

SLIGHTLY TOO SMALL

Hooray for all that then, but if you like a bit of depth or strategy to your games, you're looking at the wrong product here; *Body Count* doesn't offer anything other than oodles of adrenalised gun fun. The size of the game is a slight disappointment. Although it's far from easy, it shouldn't take too long to get through the five levels. That aside, *Body Count*'s about as good an example of good old-fashioned shooting mayhem as you'll come across.

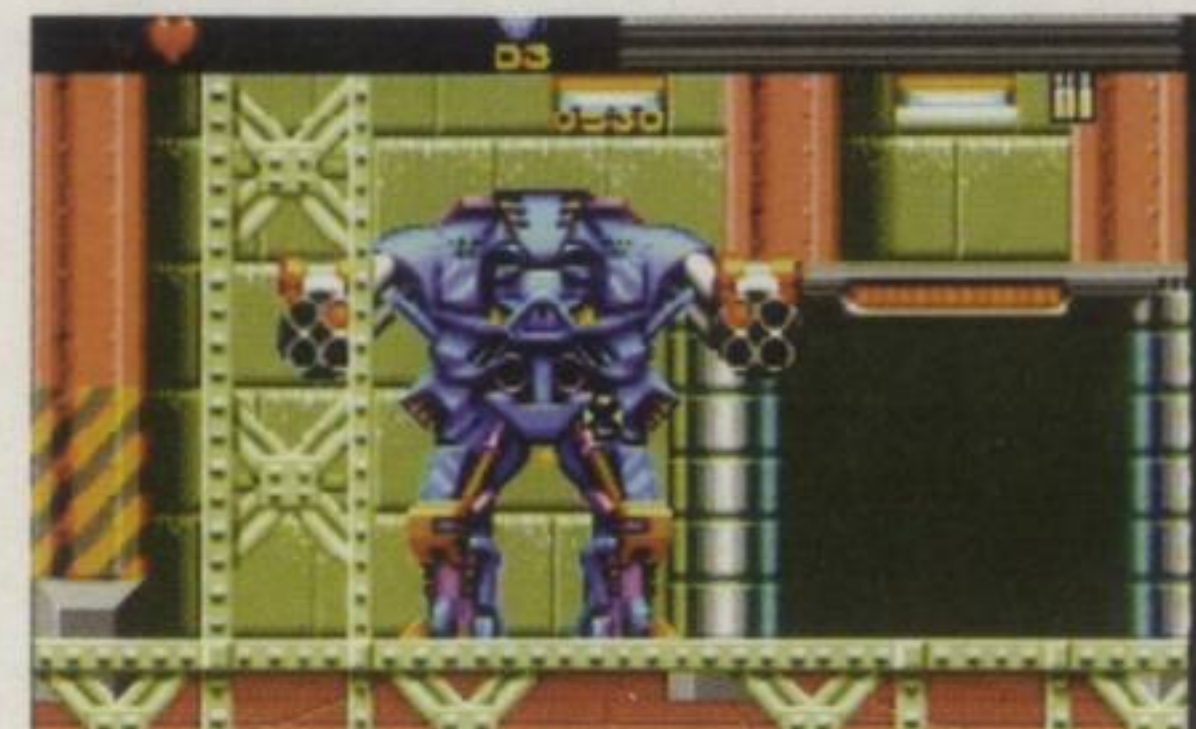
© Jon Smith



Does this look fair to you? You've got a gun and they've got a gunboat... several gunboats... with aliens... and heavy guns... and rocket launchers



Don't forget to shoot the blokes at the top. They get upset if you do



This is a big robot... with big guns... and big shoulders... and big knees... and you've got to kill him

PUBLISHER: Sega

PRICE: TBA

RELEASE: July '94

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000



One or two players; simultaneously, like



The usual Easy, Medium or Hard levels of skill



Five heart thingies and five continues

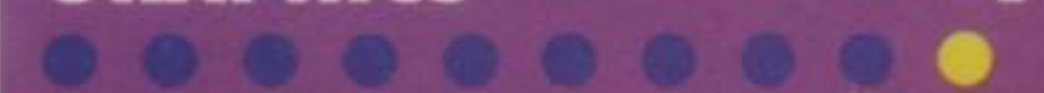


Nope, no password system here

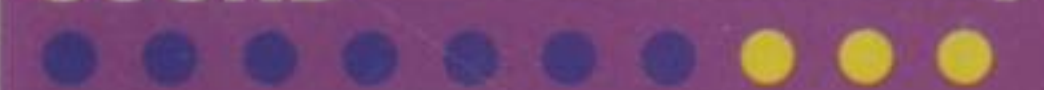


Just the five levels of death and destruction. That's not enough

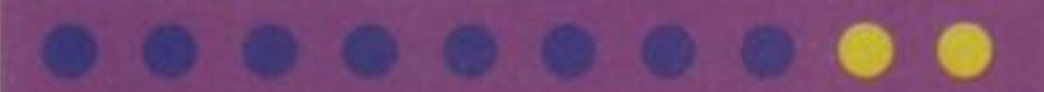
GRAPHICS 9



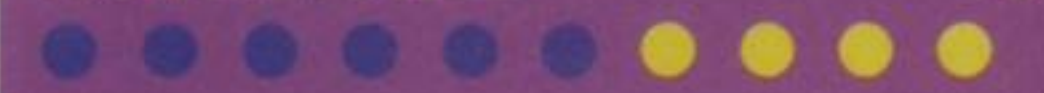
SOUND 7



GAMEPLAY 8



GAME SIZE 6



ADDICTION 8



"As good an example of a modern treatment of simple, good old-fashioned blasting as you'll get"



76 PERCENT

DRAGON

"No..." said Paul Mellerick impatiently, "it's not balls, it's Ball Z and it's not that bad." "Oh, right," replied Andy

Before I say anything, take a look at those screenshots... go on, take a proper look... right, from that you will have already guessed that this is a one-on-one beat-'em-up. It's not as good as *Street Fighter 2* (or *Super SF2* for that matter), it's not as good as *Mortal Kombat*, but it's still an interesting little game. And if you're still interested, then carry on reading this review. If not, turn the page and find something else to read instead.

MANGA NON-MANIA?

Ever noticed the Japanese Anime characters that appear in Mega Drive

games? No, thought not. That's probably because they tend to appear more in Mega CD titles (*Time Gal*, *Revenge of the Ninja*, etc.) and are very much a forgotten style of character on the Mega Drive. Interesting really when you think that Sega are a Japanese company. Mind you, the last Anime character to grace us with his presence on the Mega Drive was Ultraman, and we all know how awful his game was. Anyway, let's get back to *Dragon Ball Z* shall we?

There's obviously some convoluted and extravagant plot as to why these 11 characters are battling it out against each other, but I'm not up to scratch on my Japanese so we'll have to forget about that aspect of the game and get straight down to the fighting.

Ah, the fighting... well, there's not that much to talk about really, as it's pretty basic beat-'em-up stuff. You've got 11 different fighters, all with their own special moves, different backgrounds to



Your character (the one on the left) powers up for the start of the fight, but the big guy on the right isn't interested and cocks his leg at you instead

fight on and, er, well that's about it. But with *Dragon Ball Z* all your special moves are more extreme and Anime-related than in other games, and with some nice animation on the main sprites the whole atmosphere of the game is very impressive.

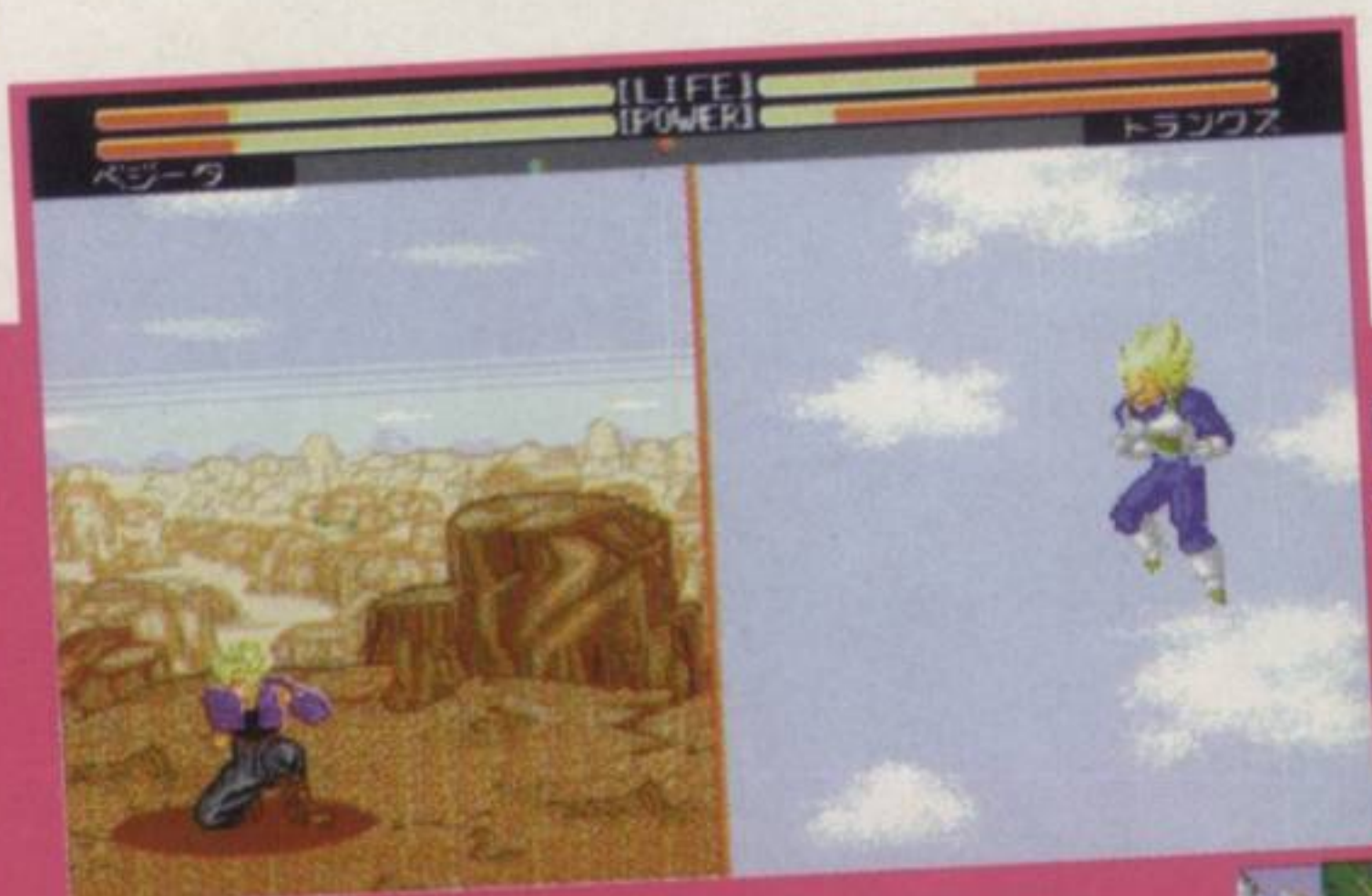
The game also plays to the comic book/cartoon feeling by doing some very clever screen-splitting antics when you move away from your opponent. You see, the main

fighting areas are quite big, and if you're in need of a break (to regain some energy on your power meter), you can run away. The screen will then break into two parts with a line down the middle. You can still

send your fireball (or suchlike) across to your opponent, but there will be a small time lapse as the projectile flies through the no-man's-land you can't see on the screen and



Ooh, he's in the air and connects with a lovely kick to the head



Player one is down on the ground, player two is in the air and they're both quite a distance from each other



Above: Get your super fireball to work and the screen splits to show you as much of the impact as possible

Left: Run under the player when he's in the air and the screen does an amazing flip. No really, it's amazing

LET'S SPLIT THAT SCREEN

So you've read the review and you're now wondering what the hell all the screen-splitting stuff is about, right? Right. And that's why I thought it might be a nice idea to do what's known in the trade as a boxout (so called because you get a few screenshots and a bit of text, put them in a box and take it out from the main review). And here it is. (Paul, you truly are a mine of completely pointless information - Andy)

When you first take a look at the game you may wonder why the backgrounds aren't very detailed and then when you move off-screen and the whole thing splits into two you realise the reason why. It doesn't enhance the gameplay or anything that drastic, but it does do something new with the beat-'em-up formula, and that's got to be a good thing. Imagine the same effects on something like *Super Street Fighter 2*. Now that really would be something worth seeing, eh?

BALL Z



PUBLISHER: Ban Dai (Import)

PRICE: £45

RELEASE: Out now



CARTRIDGE: 16 Mbit

CONTACT: Telegames 0533 880445



One or two players



There may well be skill levels, but the game's in Japanese so I can't say for sure



You've got three continues



A beat-'em-up with a password system or battery back-up? Nah



There are 11 characters in the game

GRAPHICS 8
●●●●●●●●●●

SOUND 8
●●●●●●●●●●

GAMEPLAY 7
●●●●●●●●●●

GAME SIZE 7
●●●●●●●●●●

ADDICTION 7
●●●●●●●●●●



Apparently, all the fighting is about these capsules that give you all-seeing and all-knowing power



Another little taster of the end sequence, with you (the one with the hair) flying off in the capsule



In Japanese that must say something like "Come on then, if you think you're hard enough"

then connects. And while all this doesn't add a jot to the gameplay it does give the game that little bit more, er, something.

THE DOWN SIDE

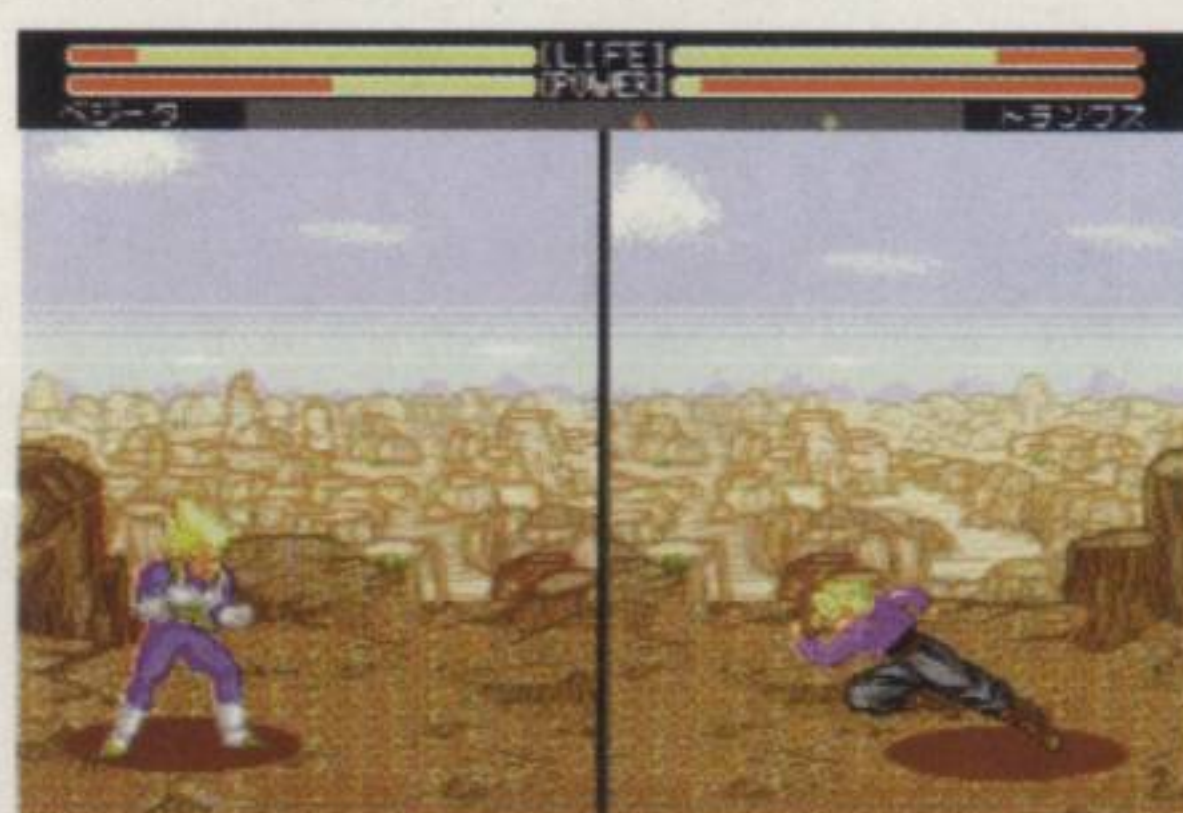
All sounds a bit good at the moment doesn't it? I mean, it's got all the moves and characters you'd expect, it uses some nice animation and silly screen-splitting techniques to provide a bit of atmosphere and then there are some really spectacular attacks. It's just a shame that the whole thing moves so very slowly.

Now this isn't slow in the sense that everything moves sluggishly; it's just slow in the sense that everything has been slowed down for some reason. The

attacks just don't happen very quickly – and there I was thinking that a beat-'em-up was supposed to get the blood pumping when all hell breaks loose between the two characters. *Dragon Ball Z* doesn't have this effect and as such loses the fighting edge it needs to succeed in this over-crowded genre. Yes, there's a certain element of strategy involved because you've got time to think about the move you're going to do next, but you lose the intuitive and instinctive feel beat-'em-ups should have.

It's by no means a poor game, and Anime or beat-'em-up fans will get a kick out of the game for the style alone. However, purist gamers will find it slow and awkward, and for a beat-'em-up that's almost unforgivable.

© Paul Mellerick



He may be running towards you, but you're more than ready for it



He's down and he's wearing a disgusting orange jump suit



What an arrogant git; his opponent lies knocked out on the floor, and all he can do is turn his back



That's either one amazing jump or he's the victim of a shoulder throw



A killer move this one if you can connect with it. It's a sort of fireball kick up in the air and then you follow through on the way back down

"A stylish and atmospheric beat-'em-up that would be a real contender if the whole thing wasn't so slow"

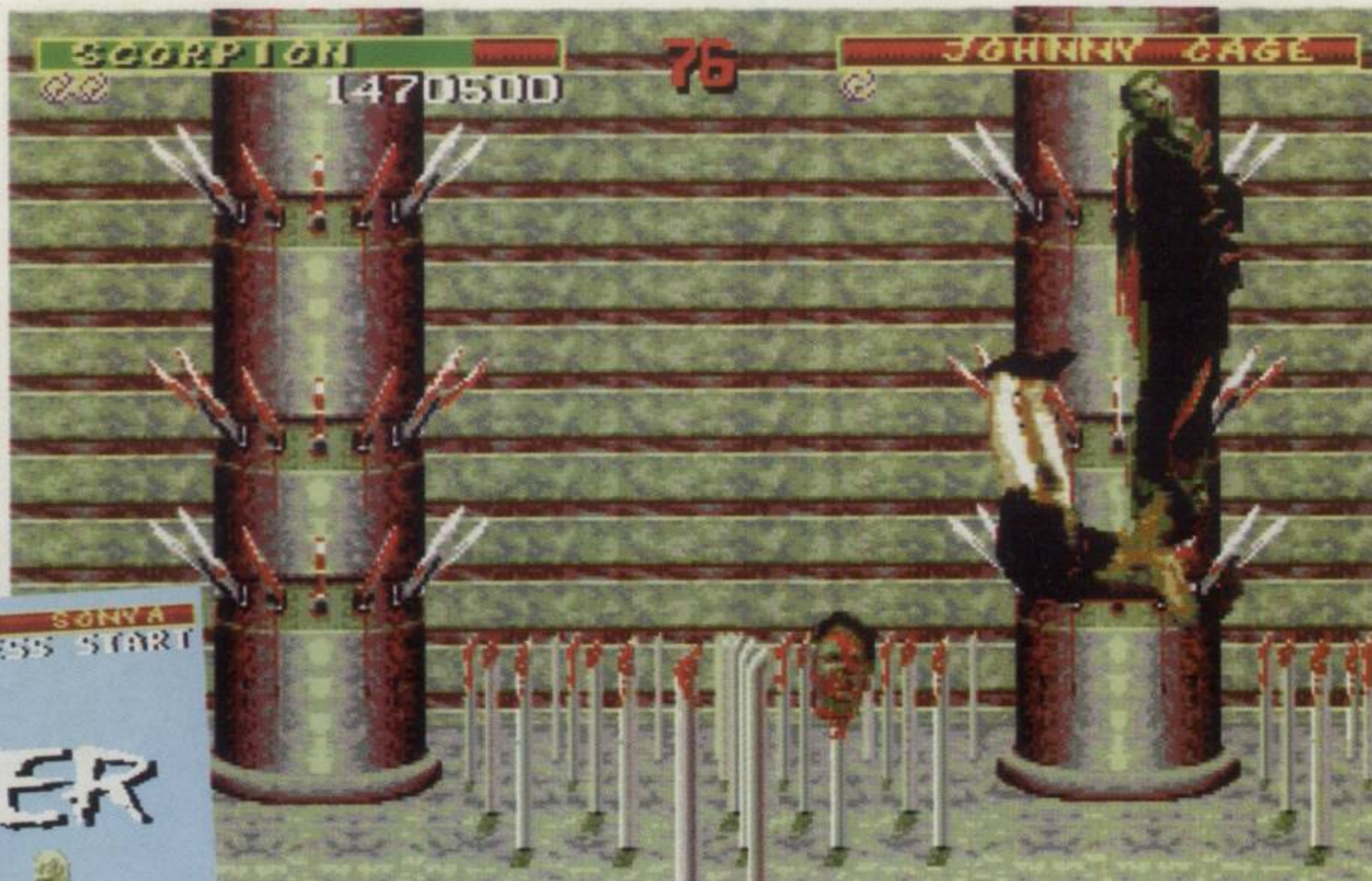


77 PERCENT

Game Review



Listen, you all know about these screenshots, so you do the captions



Above: Hur hur hur hur. He's dead innee? He's like stuck on loads of spikes and that. Hur. His head's come off. Hur hur



Left: Hur hur hur hur hur. Kill 'er. Hur hur hur hur hur hur

Personally speaking I always thought that *Mortal Kombat* was one the most overrated games ever released. Alright, so it had digitised characters, but didn't they strike you as being just slightly jerkier than a sewing machine in an earthquake? Well, they should have. The downside of using detailed photo images like those in *Mortal Kombat* is that you can't have the

flexibility of movement that a cartoon can get away with. And if the characters don't have the same freedom of movement, then, as far as I'm concerned, neither does the game. Now, inevitably, it's time for the CD version.

SLIGHT IMPROVEMENTS

We all know what benefits the CD can offer: great sound, streamed graphics and a phenomenal amount of storage space. What's been added to *Mortal Kombat* then? Some new characters? Lots of extra backgrounds? Um, no. None of these things are considered worthy of addition. Improved gameplay? Well, a little bit, yes. The game has been speeded up slightly and the animation has been slightly improved, with the addition of extra frames of animation. It's not much, but what we do get by way of compensation is some new music and the widely televised advert. Great.

While you can't really dispute the

Mortal Kombat advert's quality, and certainly not its effectiveness, you can wonder if it's something that you really covet, or whether it adds anything to the game. As it happens, the picture quality is fairly poor anyway.

HASN'T AGED WELL

To be fair, there's no indication that this release is intended to be some sort of sequel to the cartridge. It does worry me, however, that many punters may not appreciate this. Suffice it to say that if you've already got the cartridge, then you don't need this. If you haven't, have a Mega CD and want *Mortal Kombat*, then it's probably worth your while getting hold of this slightly enhanced edition.

At the end of the day though, you have to say that in all honesty *Mortal Kombat* hasn't aged well. The improved graphics and speed aside, this new addition does nothing to close the ever more obvious gap in quality between the gameplay of *Street Fighter 2*, or even *Eternal Champions*, and the digitised "fun" to be had from *Mortal Kombat*.

© Josse Bilson



Mortal Kombat The Movie and its many successful sequels? Right

MORTAL KOMBAT CD



One of the most hyped games of 1993 is now available on CD, but does it offer anything over and above the original? Unfortunately, Josse Bilson is the bearer of bad news



PUBLISHER: Acclaim

PRICE: TBA

RELEASE: June '94

CARTRIDGE: Mega CD

CONTACT: Acclaim 071 344 5000



One or two players can beat the characters to a pulp



Five levels of skill, ranging from Very Easy to Very Hard



Each match is a best of three. If you lose in one-player mode, you get six continues



No battery back-up or passwords



There are 11 characters to beat

GRAPHICS 8

SOUND 8

GAMEPLAY 7

GAME SIZE 6

ADDICTION 7

"Still a fine version of the original coin-op, but with *Mortal Kombat 2* and *Super SF2* just around the corner it's all beginning to look just a bit tattered around the edges"



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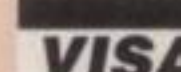
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If it's Monday, it must be Mega Play - more tips, cheats and Game Genie and Action Replay codes from the man they call Mr Helpful, Mr Helpful. Take it away, Harry!

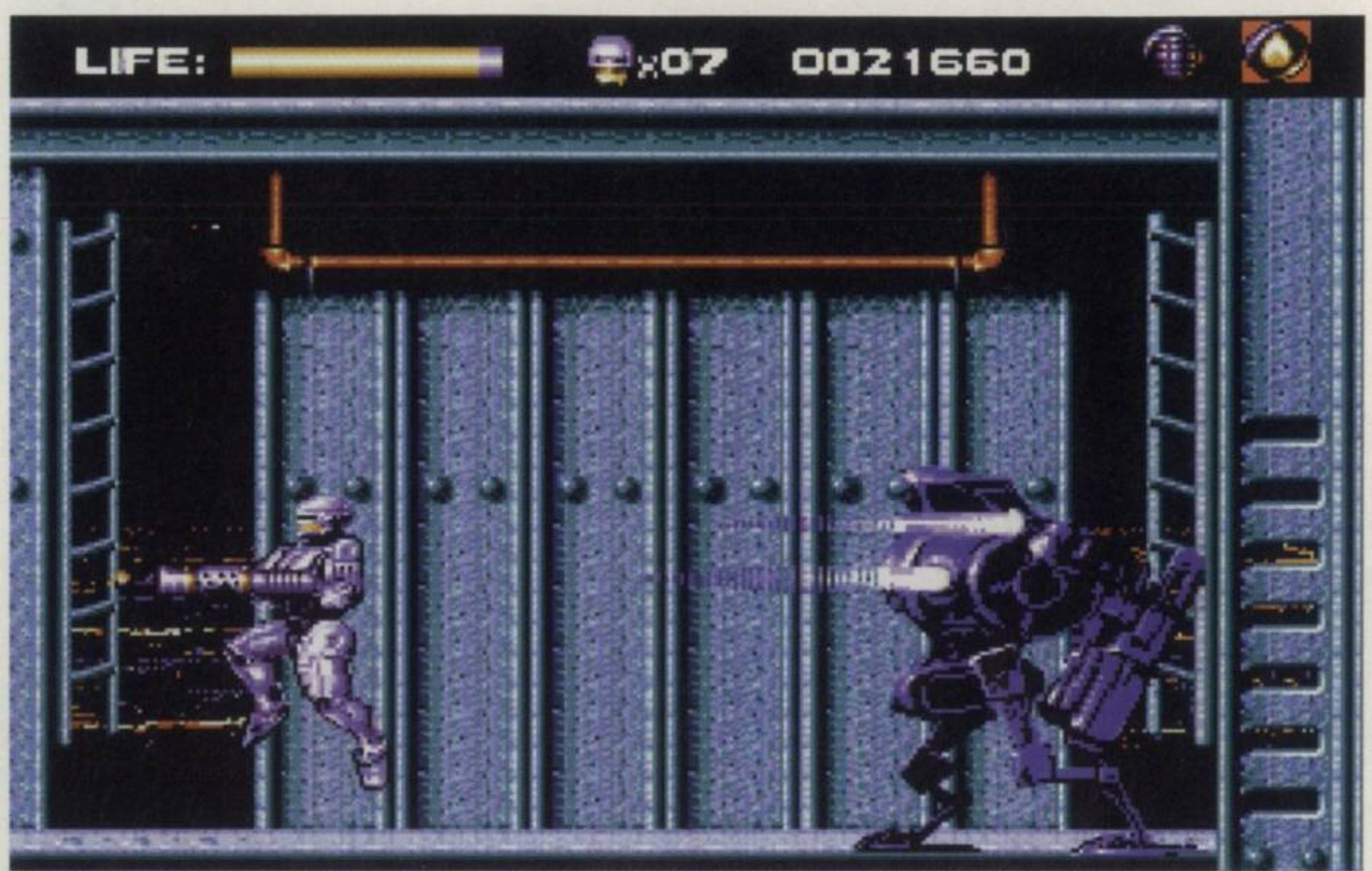
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You'll find more tips starting on page 69.

Robocop vs Terminator

For the third time in as many months *Robo vs Terry* has yielded secrets. This time we've got a cheat to give you 54 (yes, that's an incredible fifty-four) lives. Quite why 54 seems a logical number I don't know, but here's how to get hold of them anyway. At the very beginning of the game pause the proceedings and press the following sequence of buttons: C, C, A, A, B, B, C, C, A, A, B, B. Unpause and check out your lives indicator. Wahay!
Tim Burch, Kent



How many more cheats are going to be unveiled for *Robocop Vs Terminator*? Your guess is as good as mine, but frankly, I don't care because the game's a complete load of old crap

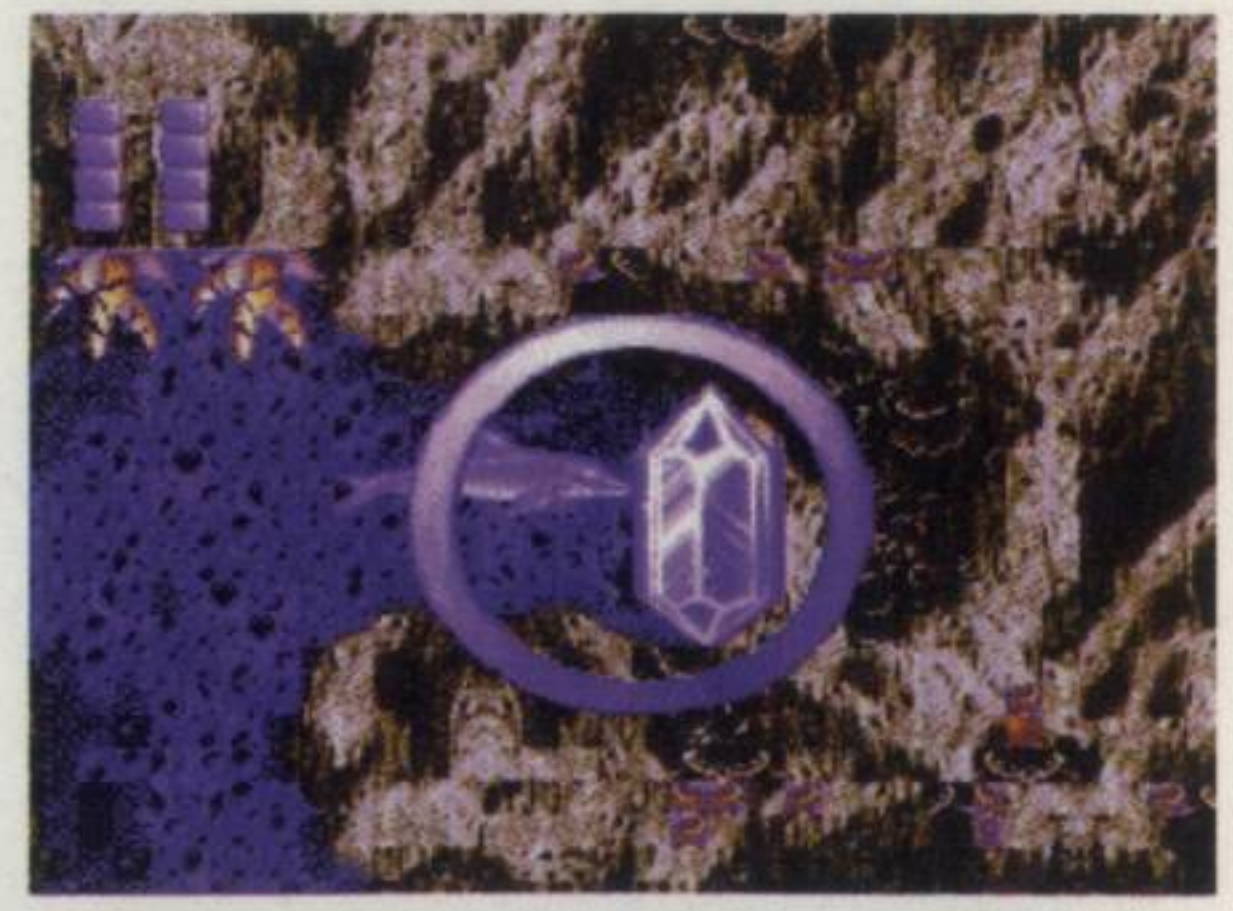
GUNSTAR HEROES

This is a handy little tipette for *Gunstar Heroes*. When you have flame and at least one different weapon, hold down B to fire the flame thrower and then press A. Keep B pressed and move by jumping. The flame will rather usefully stay in mid-air, killing any baddies while you bounce around the screen.
Steven Norton, Bristol



This, obviously, is a group of stylised American football types jumping around an equally stylised "tree". A common enough sight of course

ECCO THE DOLPHIN



Apparently, dolphins are highly intelligent creatures. Why haven't they got a football team then?

Bit of an oddity this one. On level ten of *Ecco* you'll doubtless have noticed a big blue whale. Apparently, if you park Ecco next to the whale and press C, A, C, B, C, C, C and B, you get to control the whale yourself. Can't get to the tenth level? Well just use our once only, full access code. Enter SIXAA and you should be able to go anywhere on the map.
Jane Astley, Watford and Greg Ferris, Birmingham

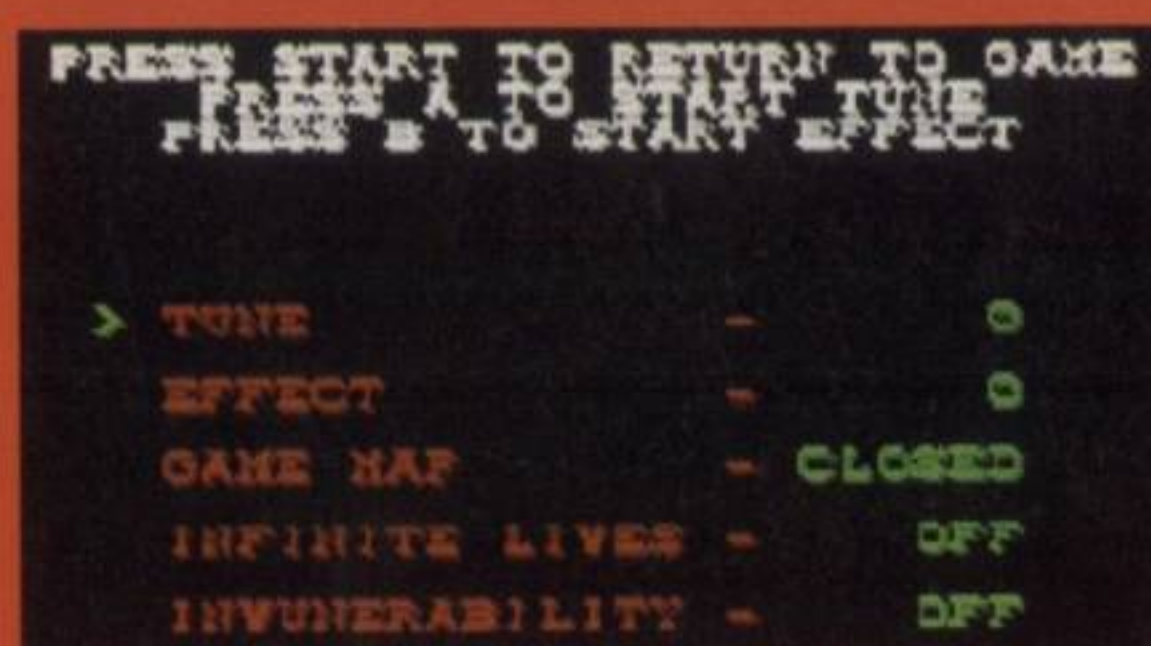
MEGA MEDIC ROLO TO THE RESCUE

Q You're my last hope. I've been playing *Rolo To The Rescue* solidly for some time, but I still can't finish it. Would you have any cheats or stuff?
John Martins, Bromsgrove

A Well, as it happens I have. When the screen showing the oh-so-cute inhabitants of the forest appears, ignore them and press diagonally **↖** while pressing buttons **A** and **C**. Keep these buttons pressed and hit the reset button with your foot. When the screen goes blank after a few seconds, press **B** and if you've done it all correctly, you'll find that a cheat menu appears, offering such useful options as seeing the whole map, infinite energy, etc...



Start pressing away now...



Get access to this rather nifty cheat menu...



And the world (of *Rolo To The Rescue*) is your oyster

TIME GAL

Just a quick one this. Pause the game and press **C** to skip to the next level.
Richard Williams, Norfolk



You'll probably want to skip scary-looking scenes like this, so just press **C**

PUGGSY CD Asterix And The Great Adventure

We've got some more codes for you now, this time giving you access to *Asterix And The Great Adventure*.

World 2: insula World 3: condor
World 4: vienna World 5: avalon
World 6: dulcis

David Skillen, Cumbria



A hermit crab is actually a fairly harmless creature, so don't worry

Right, it's now time to hit you with a code for *Puggsy CD*, which opens some secret levels.

123 765 444
177 075 537
457 337 735

You should find the previously inaccessible levels in the vicinity of the Aztec Temple.

David Wilcox, West Yorkshire



Using our codes, you can now visit any world you like, any time you like

SPIDER-MAN

Spider-Man, Spider-Man, does whatever a spider can! Er, ahem, didn't see you there. Here are some lovely level codes plus the locations of - count 'em all - 21 comic books.

Level codes:

1. Electro 2. Stables 3. Public 45
4. Pencil 6 5. Half 2 Life 6. Permanent
7. Kidney 2

Comic book locations:

1. Starret Leight Building
2. Harlem Meer
3. West 20th
4. Saint Patrick's cathedral
5. Bus Terminal
6. Civic Centre
7. Clarkson Street
8. East Harlem
9. Central Park Zoo
10. Court Street
11. Empire State Building
12. West Street

13. Bleeker Street
14. South of Power Station
15. First Avenue
16. Houston Street
17. Jilliard School of Music
18. Washington Street
19. Central Park North
20. Henry Street
21. Riverside Drive

Phillip Martin, Derbyshire



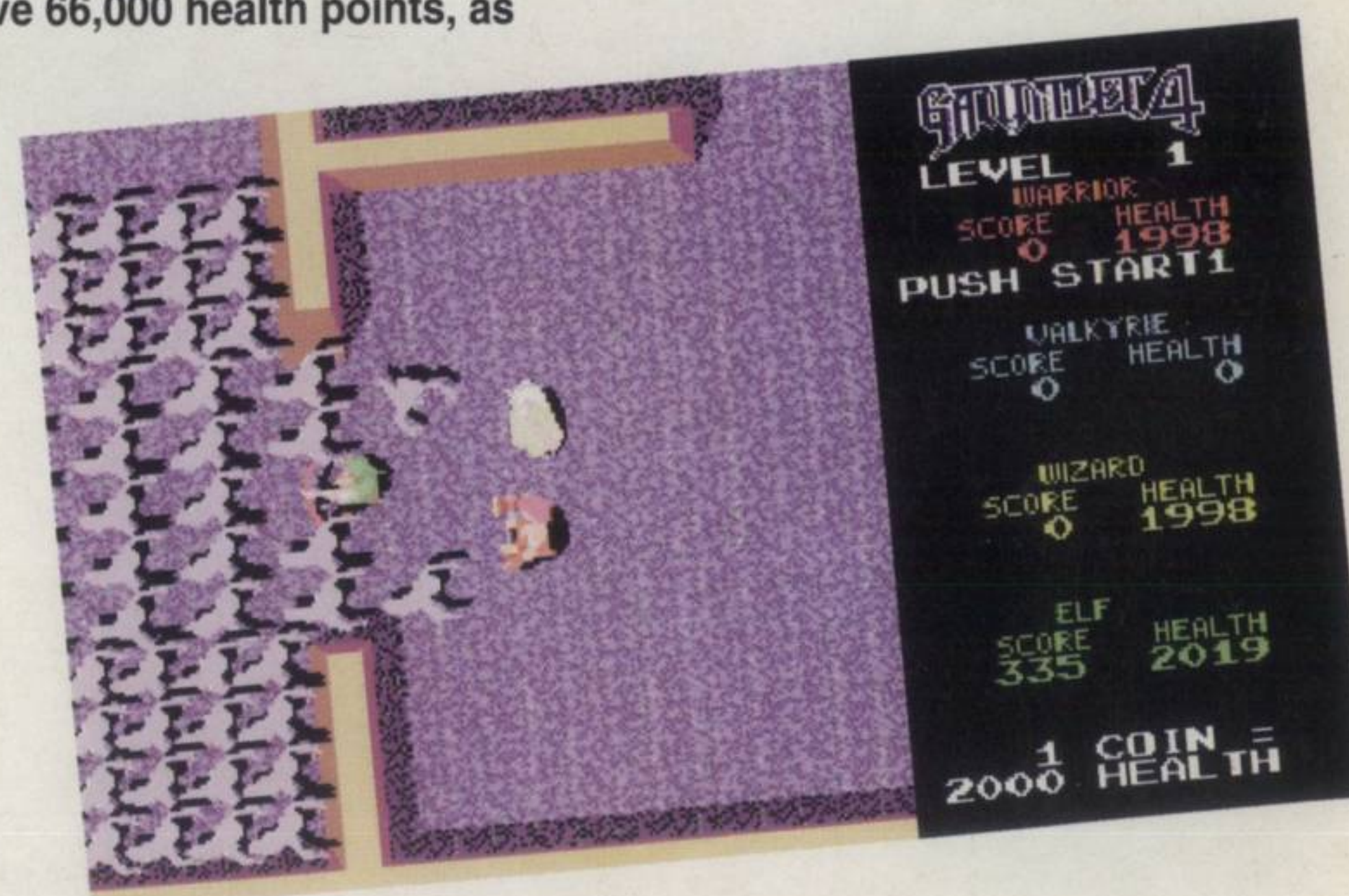
Hooray for tips. Now you don't even have to play the game to know the solution

GAUNTLET IV

In order to gain obscene amounts of health points just follow this tortuous routine. Choose your favourite player but - spook! - don't play him/her. Instead play the others in turn. Give each of them just 2000 health points and get them killed. Once all three of the other characters are dead, have a little cackle to yourself, pick your favourite character and keep pressing START. You should now have 66,000 health points, as opposed to the usual 18,000. And all because you killed your mates...

Richard Scothern, Rotherham

Top-down magic 'n' mystery monster slashing fun for all the family

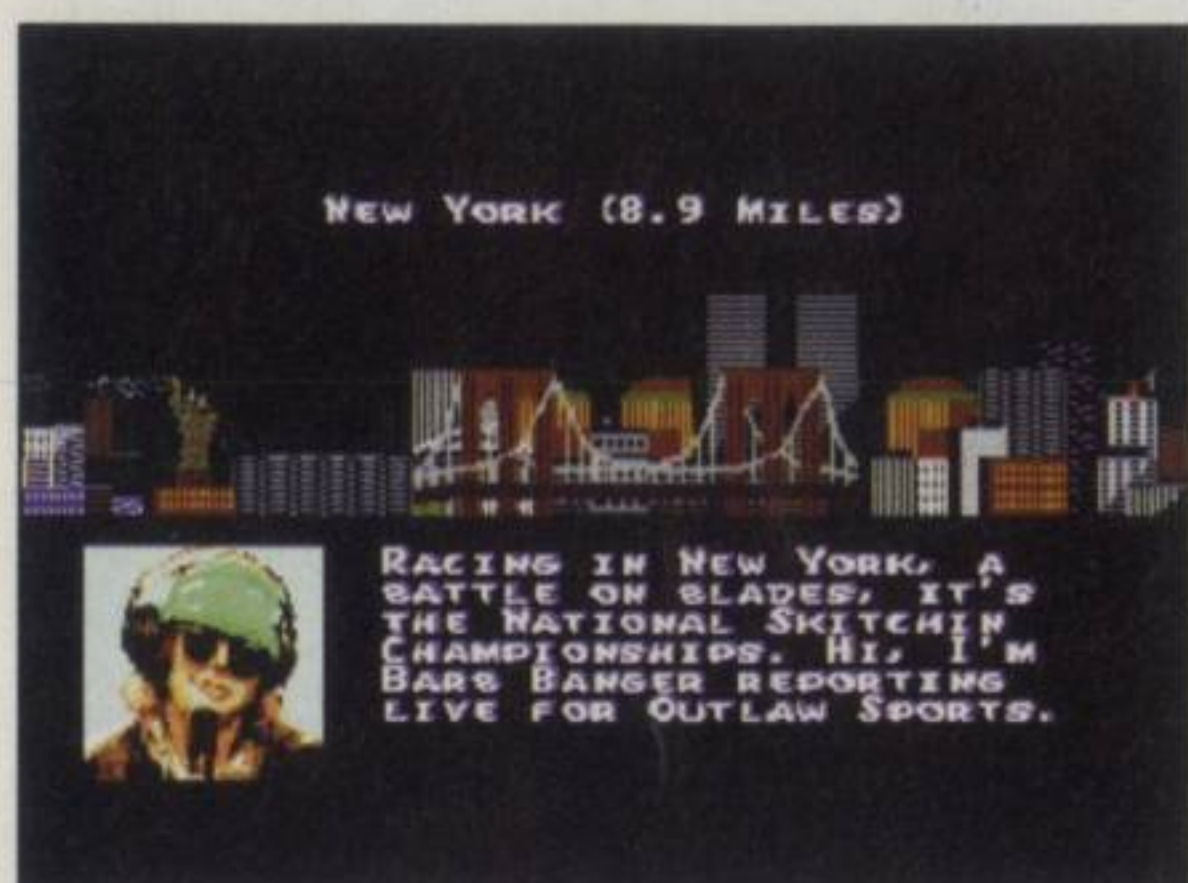


Tips

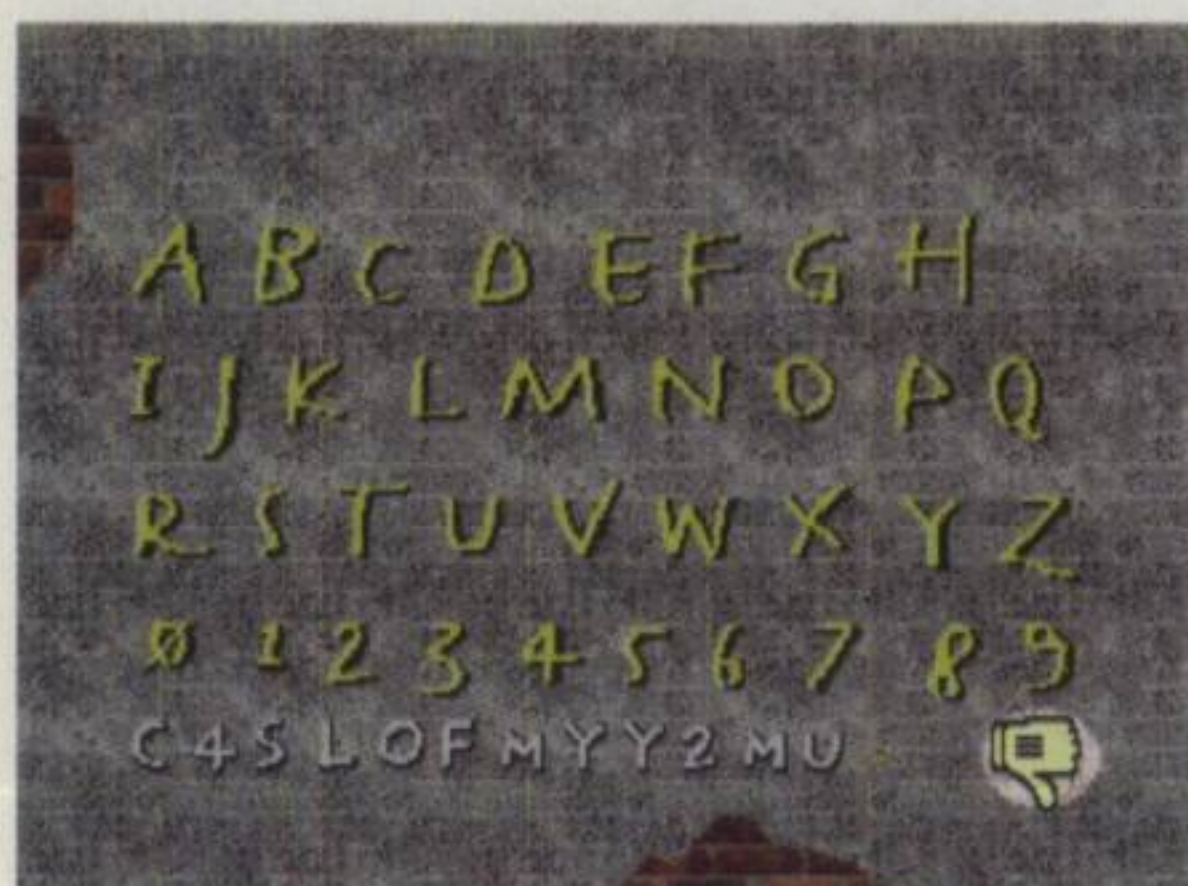
Skitchin'

Hooray for **George Cairns** of Bolton for sending us all of the level codes for *Skitchin'*, the game based on roller skates and violence.

- Denver - 329\$ - NKUZ PA5S ARYQ
- San Diego - \$376 - NL53 N03T SCXJ
- Seattle - \$395 - 0IQM OYV0 ABGJ
- San Fransisco - \$501 - RRXL HC40 GHBW
- Los Angeles - \$512 - RG2J YNSQ FT3Q
- Washington - \$491 - SJ04 QSUB ADV0
- Toronto - \$728 - 0TNL ZGWR 0BNK
- Detroit - \$789 - XLOE WY1K YBDJ
- Chicago - \$751 - CGQN NYMG ABHJ
- Miami - \$927 - BOH4 3NVX GB2Q
- New York - \$1277 - C4SL 0FMY Y2MU



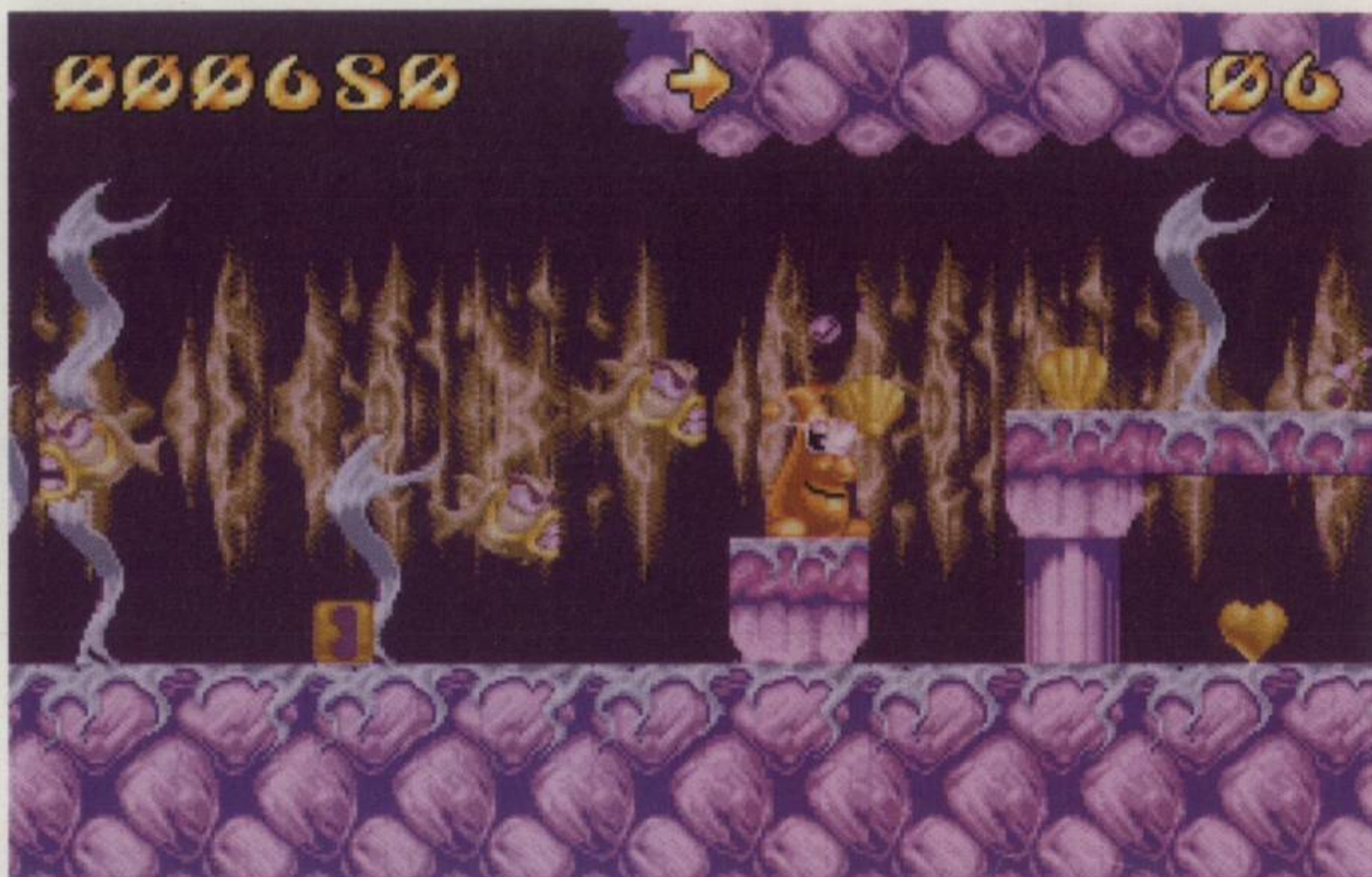
To get her (new York) with over a grand in your pocket...



... go here first and then enter the appropriate code

PUGGSY

Yet more alien puzzle shenanigans, this time courtesy of **Tim Burch** in Kent. Go to "a Secret Place" near the lighthouse. Take the letters C, H, E, A, and T from the "this is a secret room" message and put them down at the top of the level, near the exit. Now stack the letters up to spell CHEAT vertically downwards, pick them all up and take them through the exit. You'll notice that not only is Puggsy now green, but he's also endowed with infinite lives. Try other letter combinations for different things. HEROS, for example, gives a scrolling message.



Even though he's a peaceful extra terrestrial trying to get home, Puggsy's not above a little bit of cheating. Bless 'im, eh



Ice hockey. Skidding about being violent chasing a puck no one can see, more like

NHLPA HOCKEY

This is the sort of cheat that only an unnaturally meticulous knowledge of ice hockey could have produced. Choose the All Stars West as your team, go to the Edit Lines menu and change your team to:
RD - HOUSLEY RW - YZERMAN
C - REONICK LW - FEDROV
LD - CHEILOS

Get the spellings right and it should be impossible to lose. You should, in fact, win every game you play.

John Parret, Newquay

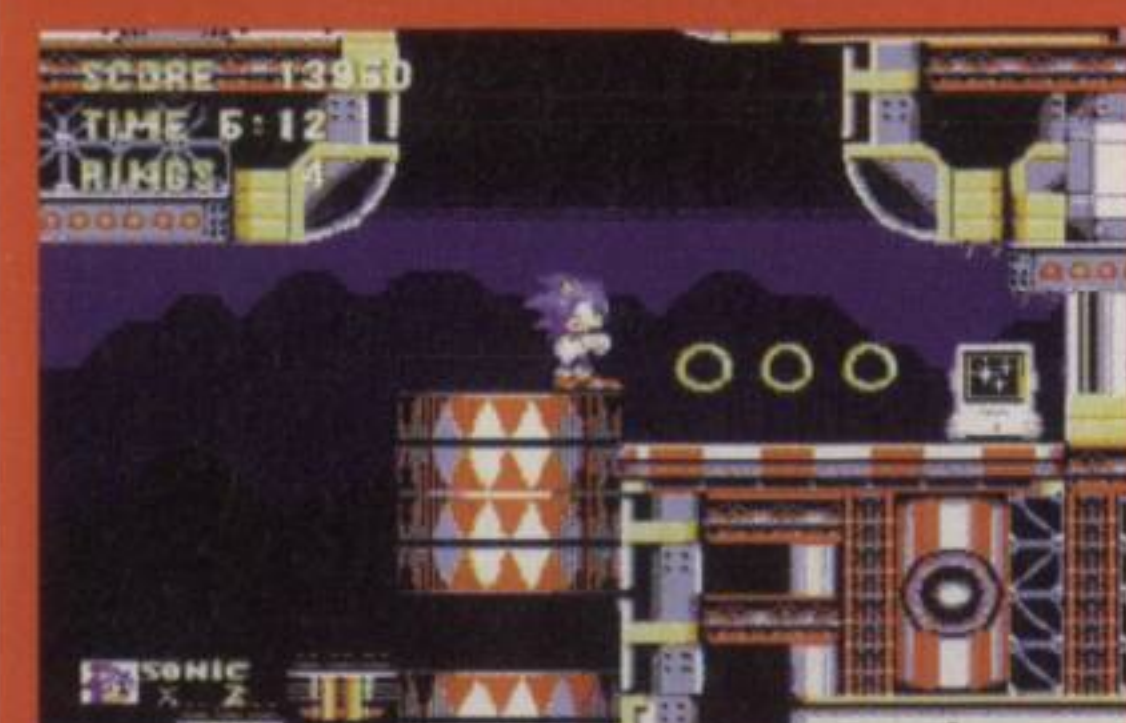
MEGA MEDIC SONIC 3

Q Towards the end of the second act of the Carnival Night Zone in *Sonic 3* there's one of those moving barrels.

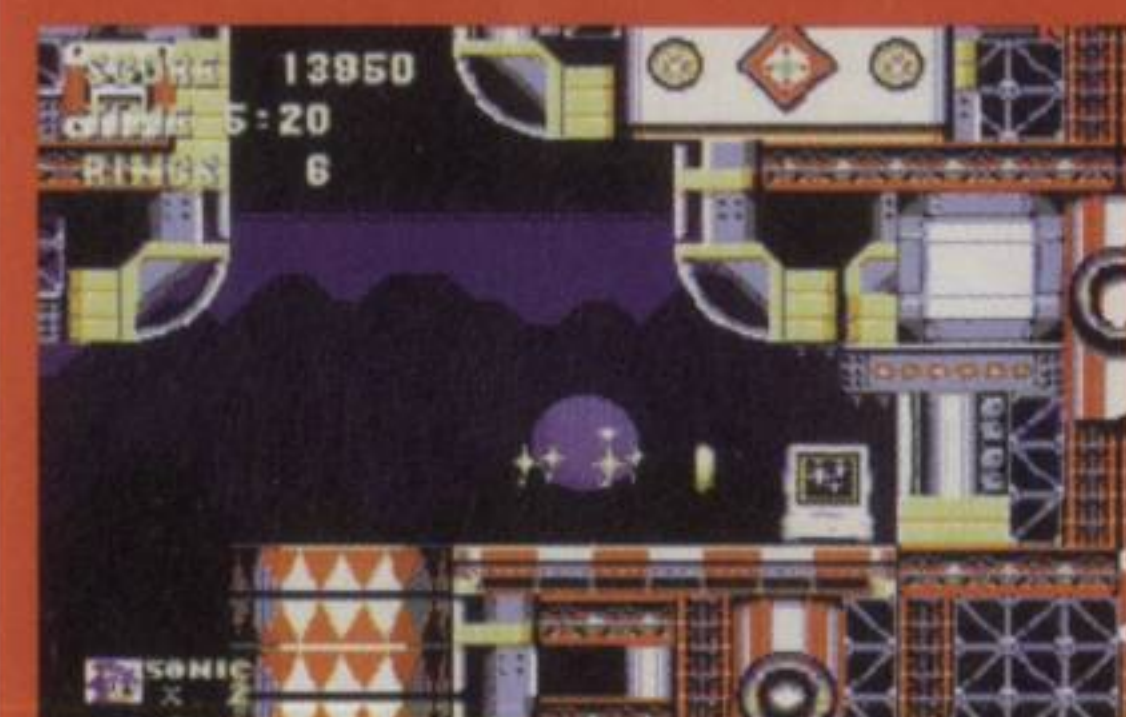
The problem is that there's no way through above and I can't get underneath. Help.

Tons of people, all over the place

A You do indeed need to get under the barrel, but it's no good trying to jump off at the bottom of its "swing". Instead, jump off as the barrel is on its way down, land on the ledge, wait for the barrel to go back up past you and nip into the gap. Alternatively, keep going up and down and wait until Sonic rotates to the right side at the lowest point and jump. You really shouldn't have any problems, you know.



Look, it's easy. When he's on the right side jump off

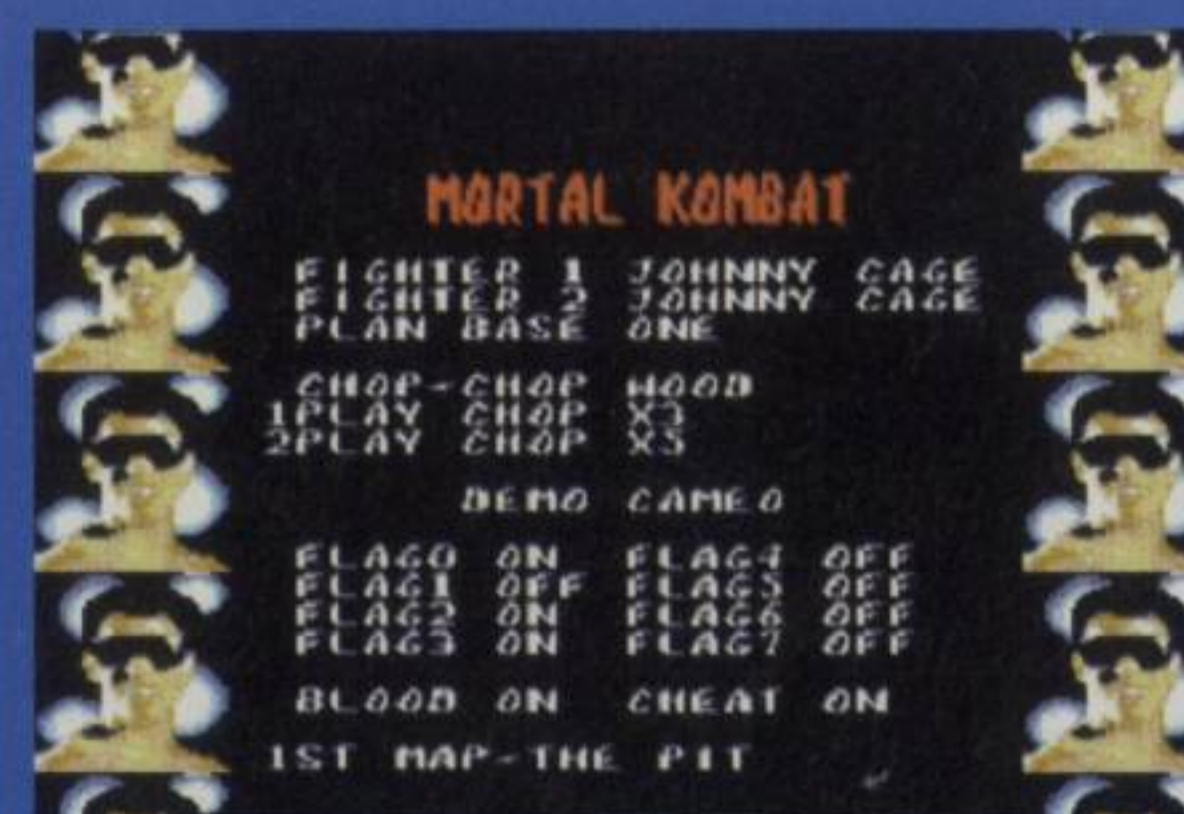


It's a bit like an Old London Bus in principle. Sort of

MORTAL KOMBAT

The game that keeps revealing secrets has yet again come up trumps. This time it's your chance to fight yet another hidden character, a bizarre amalgam of Sonya and the Reptile. Now pay attention, because this gets a bit complicated. First of all, activate the DULLARD cheat (on the options screen press ③, ③, ③, ③, ④, ③, ③) and switch flags 0, 2 and 3 on, set the plan base to on, and the first map to "the pit". Now play your way through to the second endurance match, beat the opponents with a double flawless and death move. You should now come face to face with Reptile. Greet him with one hit and "Reptile Sonya" should bound into view and give you a pasting with her wide and varied collection of moves. Note that the cheat doesn't seem to work if you play as Sonya or Scorpion.

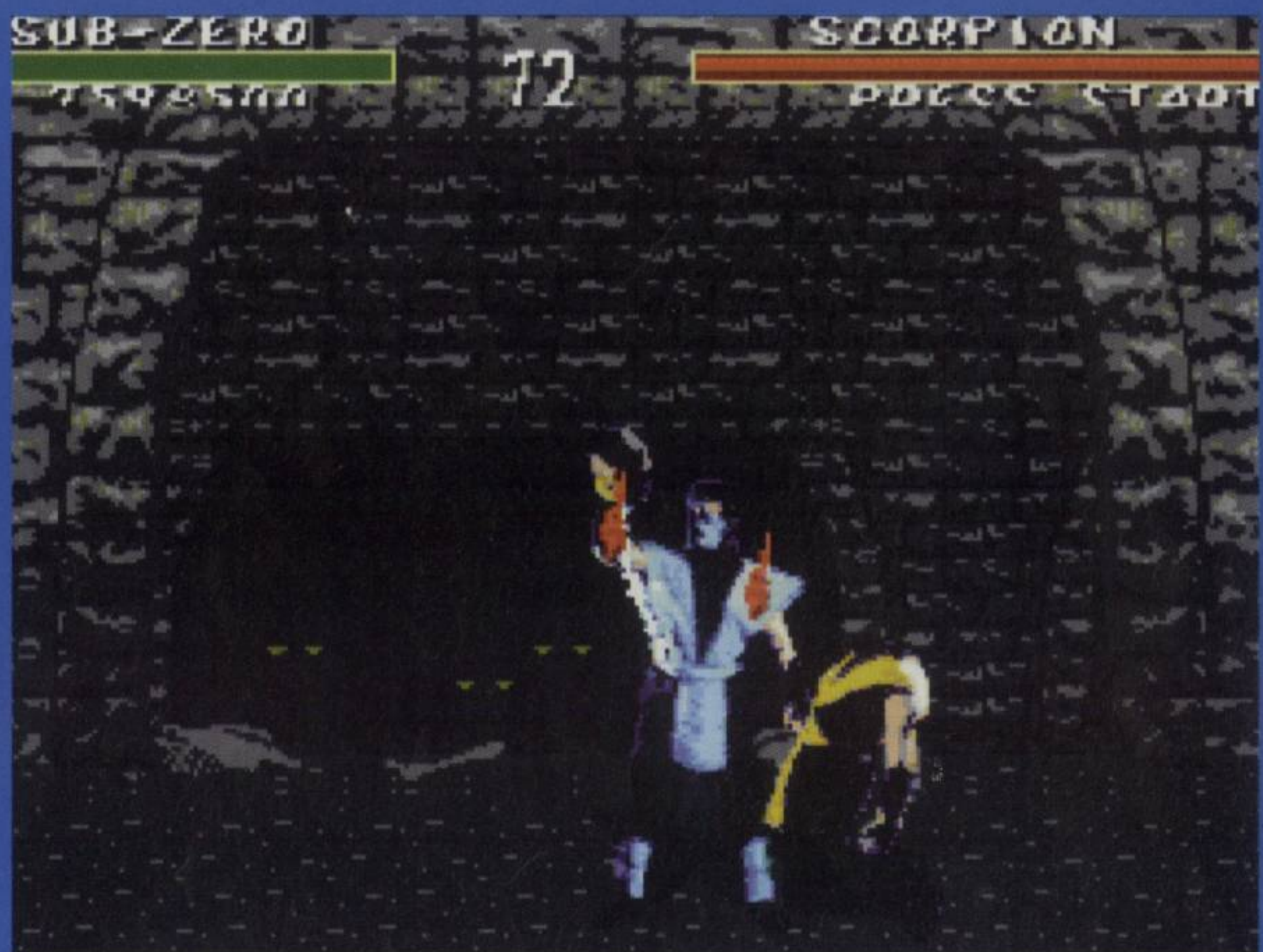
Marc Irvine, Dundee; R Powar, Coventry; Amrit Nagi, Middlesex; etc. etc...



Um, look, we haven't got it yet...



... but we're sure it must work because we got it from so many...



... separate people. They couldn't all be lying, could they? I'm worried now. What have I ever done to deserve this?

SONIC 3 GAME GENIE SPECIAL

AWHACA92 – Never lose rings
 AJ3ACA7A – Infinite lives
 AAYACWB6 – Jump much higher
 BL4TAAH4 – Start with ten lives
 NR4TAAH4 – Start with 99 lives
 SCFTBTT4 – Three chaos emeralds needed for Super Sonic
 ACGAAA8t – One blue sphere needed for Chaos Emerald
 AA6T AAXC – This already legendary code gives you not one but four extra treats.

Enter the code and press START when Sonic wiggles his fingers, to get a level select. Once into the level select you can get to the level design by choosing a level and pressing **4** and START. Now press **3** to change Sonic into a ring, then **4** to change the object and **C** to place it. **3** turns you back into Sonic.

To transform yourself into Super Sonic just turn Sonic into a TV, place the TV using **C**, press **3** to turn back into Sonic and jump on the TV.

And that's not all. To play the game in slow motion just hold **3** down.



Using the level design function you can turn into Super Sonic



Alternatively, just mess about a bit until you get bored

Sonic 3

Perhaps not surprisingly, *Sonic 3* seems to have stimulated the cheat equivalent of a Piranha feeding frenzy – just look at all those Game Genie codes over there on the left! And in case you missed the non Action Replay level select in last month's MEGA CITY, here it is again. When the SEGA logo disappears and the screen turns blank quickly press **4**, **3**, **3**, **3**, **4**, **3**, **3**, **3**. If you've done it correctly, you'll hear a chime. When you reach the title screen press **3** and you'll see the Sound Test option and away you go. (Thanks to the legions of people who have sent this in, including **Mathew Peat** and **David Webster**)

ANGEL ISLAND	1 2	28 US	1 2
HYDROCITY	1 2	2F US	60 30
MARBLE GARDEN	1 2	CF US	1 2
CARNIVAL NIGHT	1 2	BONUS	1 2
FLYING BATTERY	1 2	SPECIAL STAGE	1 2
ICECAP	1 2	CRIMINAL TEST	YAB
LAUNCH BASE	1 2		
MUSHROOM HILL	1 2		
SANDOPOLIS	1 2		

The level select from *Sonic 3*, including non-existent levels



Unfortunately, you'll still have to win the final. Drat

BULLS VS LAKERS

What was that you said? You want some codes for *Bulls Vs Lakers*? Well bully for you... I mean, okey dokey, skip. Here they are; and there are loads of them too...

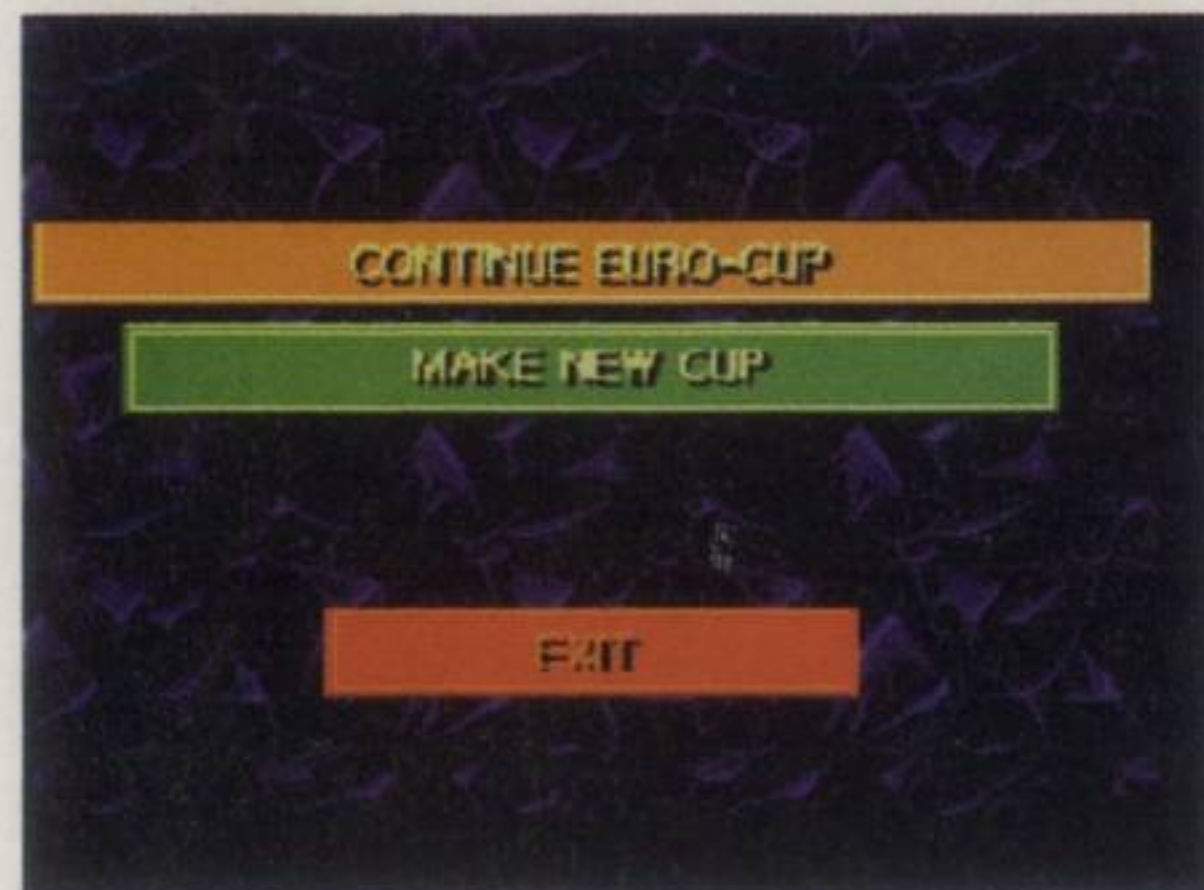
Bulls Vs Suns – KXOVPBBB
 Lakers Vs Pistons – NLOWFBLL
 Blazers Vs Celtics – DBOBPBBC
 Jazz Vs Bucks – WVOB5BBB

Bucks Vs Blazers – CDOBFBFB
 Celtics Vs Lakers – DNOZPBFB
 Rockets Vs 76ers – 120BFBBB
 Spurs Vs Hawks – 1GOBFBBB
 Hawks Vs Lakers – T40BFBBB
 Knicks Vs Lakers – TFOBFBBB
 Suns Vs Bulls – ZOV5BBB
 SuperSonics Vs Celtics – GQOBKBBJ
 Pacers Vs Blazers – PO0BFBBB
 Warriors Vs Hawks – O6OV5BBB
 76ers Vs Lakers – J8OV5BBB
 Pistons Vs Jazz – 15OV5BBB

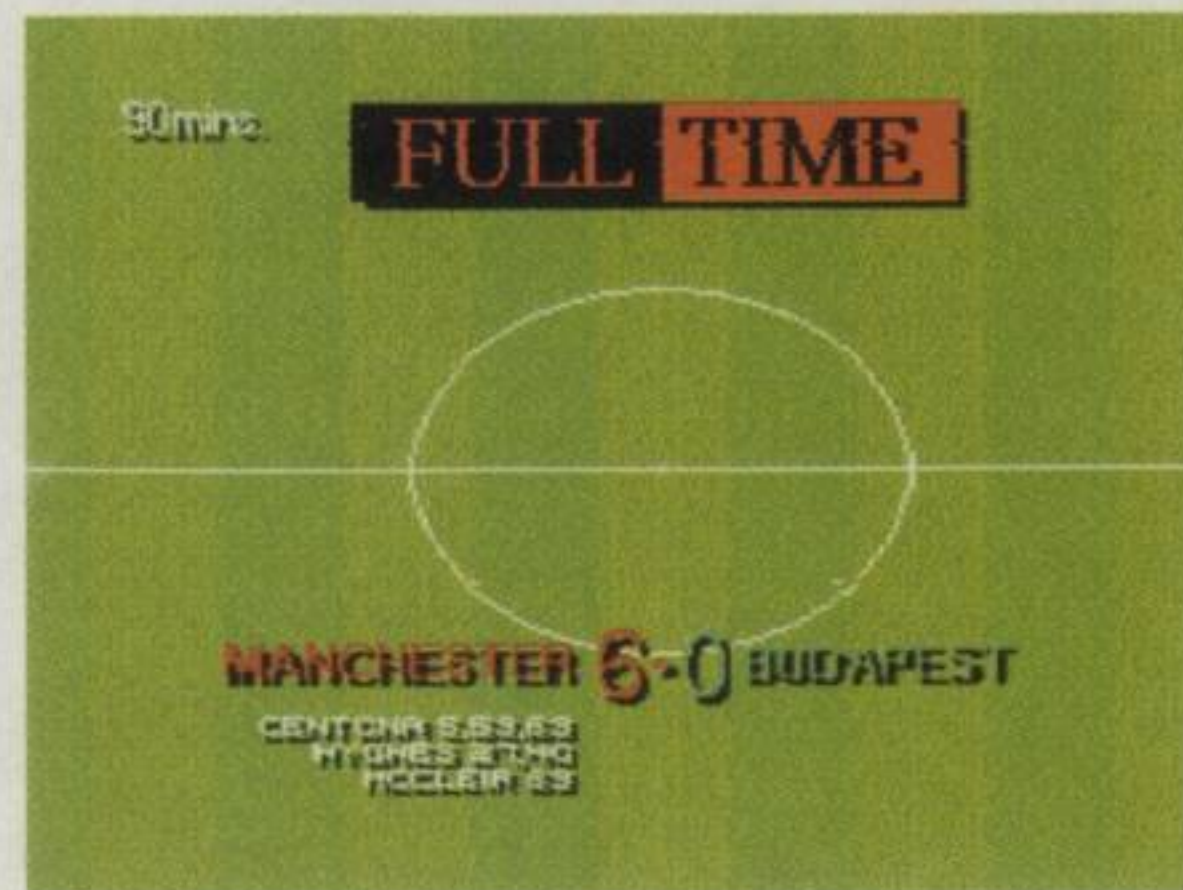
Sensible Soccer

You want to play the Euro Cup on *Sensible Soccer* but you're a bit too crappy to play it on Hard. What do you do? You could a) practise and practise until you get good enough to hold your own and finally win the cup on Hard mode, giving yourself a sense of achievement and greater self esteem, or b) follow this simple sequence, play the cup on Easy level and finish it quickly?

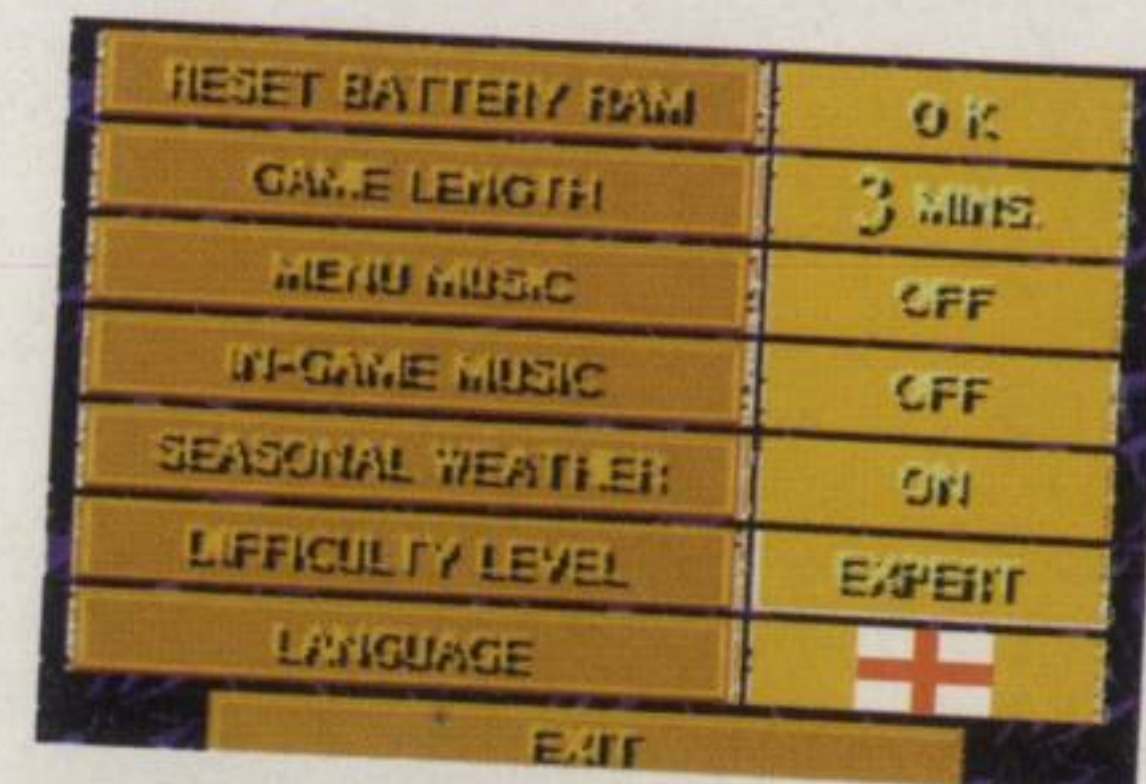
Go to the options screen and select Expert level, exit and go to club teams, selecting Euro Cup, pick the teams and abort when the first round is shown. Next go all the way back to Options and change the difficulty to Easy. Go back to clubs, select Cup and you'll see "Continue Euro Cup". Select it and you can play the Cup on Easy.



Follow the convoluted steps outlined above to play the Euro Cup on Easy mode



And results like this become a frequent but life-affirming reality, or something



The options screen from *Sensible Soccer*. Oh joy

NO ONE'S A WINNER!

None of the tips which were sent in by readers this month were really good enough to warrant a prize. We don't want you getting complacent you see; we want your best efforts *all* the time. So try a bit harder, and you could find yourself winning a cart. Send your tips and cheats to MEGA PLAY, MEGA, 30 Monmouth Street, Bath, Avon BA2 2BW.

GAME GENIE AND ACTION REPLAY CODES

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

GAME GENIE

The Addams Family

RHOAR6VA – Infinite lives
 A5ZTRA6T – Infinite hearts

Battletoads

C3BTAA5A – Infinite lives

Sonic Spinball

AW7T4A5L – Infinite lives

Superman

BVPA4A48 – Infinite power
 BDFAAA2R – Infinite continues

ACTION REPLAY

Streets of Rage 3

FFDF6C0032 – Unlimited energy for player one
 FFDF8B0005 – Infinite lives for player one
 FFE06C0032 – Unlimited energy for player two
 FFE06C0032 – Infinite lives for player two

Dracula

FF096F0005 – Infinite health
 FF09790006 – Infinite life
 FF0AAF000A – Infinite missiles

Lethal Enforcers

FFA09F0005 – Infinite lives for player one

ToeJam & Earl in Panic on Funkatron

FFA9290001 – Infinite funk
 FFA9210001 – Infinite funk vacs
 FFA91B0001 – Infinite super jars
 FFA91F0001 – Infinite panics
 FFA9270003 – Infinite continues
Kevin Timberlake, Hemel Hempstead

Zool

FFEA670005 – Infinite lives
 FFEB6900BD – Stop the clock
 FFED530003 – Permanent health bar

Wiz 'n' Liz

FF07070003 – Player one infinite lives
 FF08AF0003 – Player two infinite lives
Vince Lambert, Spalding

So then, what's weird and wacky in the world of Mega Drive gaming this month? Well, you tell us. Oh... you did. Well then, Paul Mellerick's kindly collated your contributions, and here they are...

Yes, this is the part of the magazine where we print your discoveries of weird little in-game happenings, as well as set you some silly challenges. We share these things with you in the hope that they will spice up your tired old carts and give your gameplaying life new zest. We also hope that they will further inspire you to come up with yet more crazy goings-on of your own. Anyway, enough of the preamble, let's get wacky...

WACKY CHALLENGES

Another month slips by, and yet another selection of wacky challenges come along. I must admit, I'm a bit disappointed with the contributions we've received this month, so I can only hope that you'll all do better for the next issue.

1 STREETS OF RAGE 3

No doubt there'll be lots of people who will have gone out and bought this game, so we thought a challenge was rather appropriate. What you've got to do is simple. Select Easy level and finish the game, but you're only allowed to use two lives.



My, that's some party piece you've got there matey

2 SONIC 3

You know the snowboarding bit on the Ice Cap Zone? Well, try to get down the side of the mountain on the board without collecting any rings at all. No, not one single shiny little gold ring. There, you should find that a bit on the difficult side.

Graeme McCoy, Eltham, London



Skate Sonic skate, like a hedgehog on a skateboard. Or something

3 SENSIBLE SOCCER

Select Beginner level and then, during a game, pass back to your keeper and see how many goals he can score. Alternatively, try scoring 40 own goals in one match.

B Khanna, Kings Langley, Hertfordshire



A challenge for every goalkeeper who'd like to get on the score sheet

4 SUB TERRANIA

You may need some help to do this challenge; if you do, you can turn to page 58 and follow through our complete solution to this top blaster. You see, the challenge may be simple to describe, but it's not so easy to do. From the start, collect four Sub-Modules without losing a life. And that's it.



Ooh look, it's that Sub Terrania game. Spooky or what?

5 GHENGIS KHAN II

The first thing you have to do for this challenge is slot in this top-quality strategy game, then get to know the basic game structure. Now all you have to do is invade a territory and win, so that it then becomes yours.



Does anybody out there actually play games like this?

WEIRD AND WONDERFUL HAPPENINGS

The whole idea behind this little section is to discover things in games that either the programmers have deliberately left in for us to find or that are bugs, which just do something strange when you come across them. And this month's selection of weird happenings is a perfect example of such things. So enjoy them, show them to your mates, and then see if you can find anything similar in the other games that you've got. Send your discoveries in to ARENA at the address in the yellow box over there on the right. You never know, you might even end up with your name printed in MEGA, and then your life would be complete!

1 WIZ 'N' LIZ

Don't think you're very good at *Wiz 'n' Liz* then? Want to show the world just how crap you are, eh? Well, pause the game and then press **A**, **B** and **C** together and you will be allowed to enter your name in the not-very-impressive Low Score table. And a big phooey to you as well. (Paul, I do think you've finally lost it - Andy)

Peter Butler, Brackley, Northants



2 ROBOCOP V TERMINATOR

It's time to uncover one of those completely useless and stupid weird things that happens in a game. Walk off a ledge (or jump, just make sure you're not standing on anything) and then press **A**, **B** and **C** together and hold them down. Now laugh yourself silly as Robocop stays in mid air.

Graeme Donaldson, Dalkeith, Midlothian

3 DR ROBOTNIK'S MEAN BEAN MACHINE

By plugging two joypads into the Mega Drive, you can play about with the letters on the title screen of this game. This, apparently, can provide you with hours and hours of endless fun. I don't know, here at MEGA we'd rather just have a damn fine bout of the game!

Richard Vernon, Essex



BUNCH OF FIVE: STUPID GAME NAMES

Further to our request in last month's ARENA for your "bunches of fives", we are now happy to bring you the first in our new series of five stupid things to do with Mega Drive games. This month, our thanks go to **David Whittam** in Essex for his list of silly game titles.

1 GREENDOG: THE BEACHED SURFER DUDE

Greendog is a silly enough name, but what about that subtitle. This deserves the accolade of stupidest game title ever.

2 COSMIC SPACEHEAD

Just who comes up with stuff like this?

3 BIMINI RUN

"Bikini" Run would be understandable, but what is a Bimini?

4 TWO CRUDE DUDES

Oh yeah, very funny.

5 WARRIORS OF THE ETERNAL SUN

Very Dungeons & Dragons and just plain stupid.

6 THIRD WORLD WAR

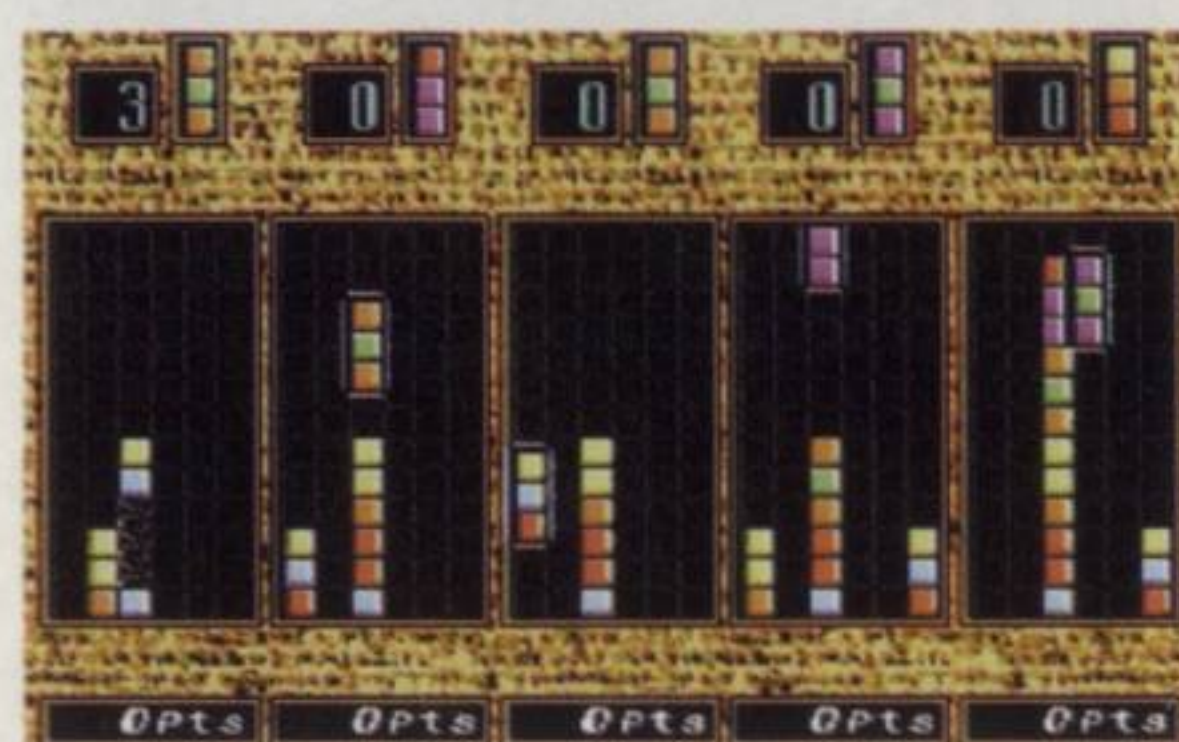
This is a top strategy game, especially for the megalomaniacs among you. But instead of trying to successfully unite the world and all that peaceful rubbish, see how quickly you can *cause* the Third World War. Personally, I find a couple of nuclear attacks work wonders. You'll also find it easier if you start as one of the superpowers.



And welcome to the news, on the day everyone died...

7 COLUMNS 3

This is a tricky enough game in one-player mode, and it becomes hideously troublesome in five-player mode, especially when you're the only person playing the game. That's



Er, I don't know where to put my next piece. Can anyone help me?

right, a five-player game, five controllers but only one pair of hands. See how many points you can score. That should keep you busy for a while.
Stephen Carter, Witney, Oxon

8 MARKO'S MAGIC FOOTBALL

This is a top football challenge in a special keepy-up type of way, which means we want you to practise your heading skills. By bouncing the ball on your head you can then fire the ball in any direction you choose. Once you've got this technique sussed, see just how far you can get in the game. Yep, that's right, see how far you can get by using only your head to take out enemies.

CART WINNER

Phew! With all these different sections in ARENA it's getting very difficult to select a winner. Once again our eternal thanks go to Electronic Arts for supplying this month's cart to... wait for it, wait for it... *Peter Butler* from Brackley in Northants. But, and this is a big but, Peter didn't tell us which EA game he would like so if you're reading this Peter, give us a ring and we'll sort something out.

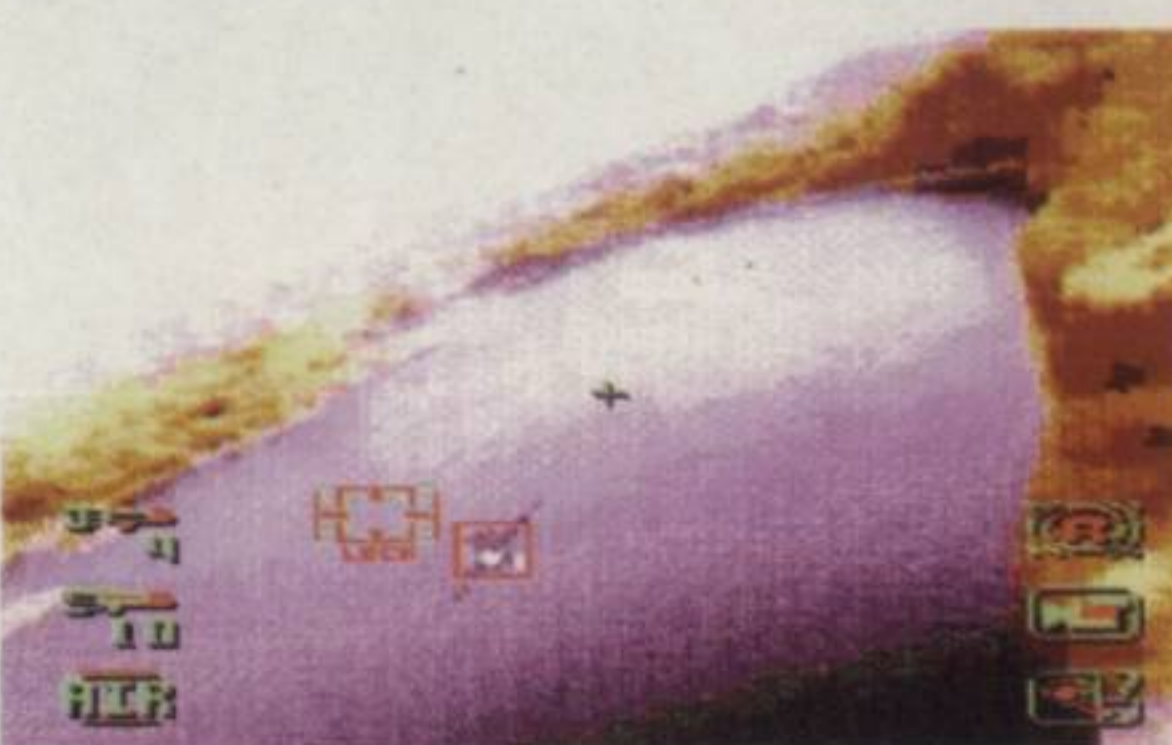
And as for the rest of you, get your thinking caps on and come up with wacky challenges, weird happenings, top five silly things and crazy codes and then send them to ARENA, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

9 LETHAL ENFORCERS

So you think you're pretty good when it comes to accuracy do you? Think around 80 or 90 percent is cool. Well, try to complete the first mission with the lowest possible accuracy. Yep, take out all the enemies, waste lots of bullets and try to get something in the 20s if you're really good... or bad, actually.
Koh Chung Wei, Singapore

10 TOMCAT ALLEY

Try to get through the first two missions of the game using the bigger missiles with the slower sight. This will mean anticipating the flight path of the enemy fighter a lot more, and you're going to have to be quick on the fire button as well.



Select the big missile you dolt!

GAME OVER

SUB TERRANIA

To back up our beautiful, nay gorgeous, six-page complete solution to this top shoot-'em-up, we thought you might like to see what all the fuss culminates in. And, of course, that means the lovely end sequence... and here it is.



What's going on here then?



My, that's a nice planet you've got



And that's an even nicer ship

CONGRATULATIONS!!!

During the campaign to free the subterranean mining site, you have made yourself worthy to carry the most distinguished title within our system of ranks. You have proven to be a brave and cool minded warrior and if a similar situation should arise, we hope you will face the challenge....

Cue Cliff Richard...

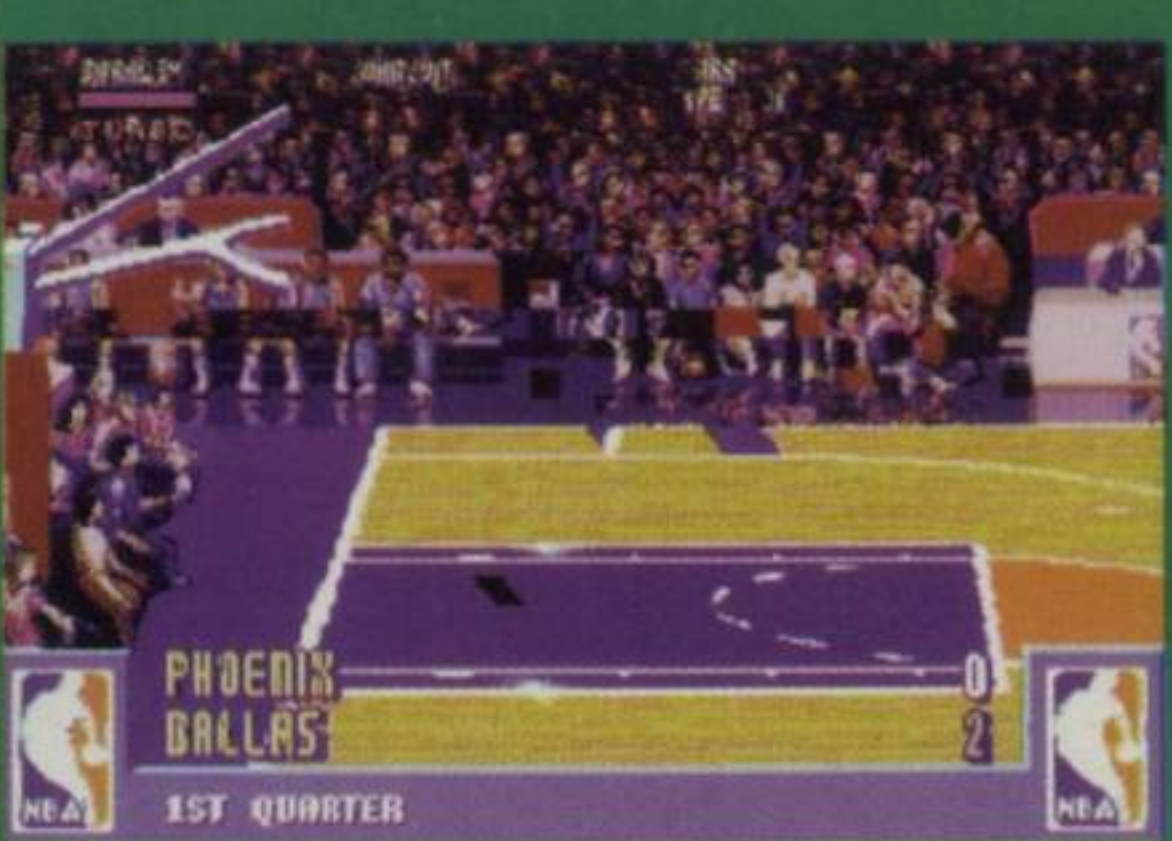


4 SONIC 3

Wanna see something really funny? Well, finish any first act so the signpost falls down, and hit it a few times to keep it up in the air. Now pause the game so that you can see the signpost. If you get it right, you will see a picture of Knuckles, only he'll be blue instead of his normal colour. Wild, huh?
Richard Vernon, Essex

WACKY CHEAT CART CODES

An incredible plethora of ingenious codes have descended upon the hallowed pages of the section known as ARENA this month. And this means that there are, er, quite a lot I suppose. And because we like to reward efforts of gargantuan proportions, this month's prize goes to **Alun Davies** from Royston in Herts. He sent in literally loads of serious and not-so-serious codes for *John Madden '94* and if only ARENA was three pages long instead of two, I could have printed them all. For all his hard work, Alun has won himself a copy of *NBA Jam*, courtesy of those nice people at Dattel Electronics. Let this be a lesson to the rest of you - you won't get anything for nothing, so start sending in those codes.



You can't see them but they're there

ACTION REPLAY CODES

Sonic Spinball
FF035 E0000 - One player only game
B J Kenny, Telford, Shropshire

NBA Jam
FF003 31D31 - All players are invisible
Gerry Ross, Perth, Scotland

John Madden '94
FFDC7 E0001 - 257 downs
FFE8C F0003 - Two-minute game
FFB01 D00FF - Nothing on pitch
Alun Davies, Royston, Herts

Street Fighter 2: SCE
FF81D 50005 - Countdown stops at five
B J Kenny, Telford, Shropshire

GAME GENIE CODES

Mortal Kombat
AXDA AA5L - Turbo Kombat
BWXA ACEE - Sub Zero slide = Instant Fatality
4WXA AC32 - Sub Zero slide = Morph character
Kevin Kelly, Douglas, Isle of Man

Aladdin
32CB 0230 - Get hit, gems go up/invincibility
Marios Stavrou, Hendon, London



RA GAMES ASTER

Super SF2, Mortal Kombat 2, Shaq Fu, Micro Machines 2, Earthworm Jim, Theme Park, Elfmania, Battlecorps, RBI Baseball '94, Combat Cars, Heavenly Symphony, Dr Hauzer, Spectre...

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BEFORE YOUR
MATES.**

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**THE FIRST
SNES REVIEW**



**WORLD
EXCLUSIVE**

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30TH JUNE. £2.25
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SUB TERRA

PUBLISHER: Sega

PRICE: £44.99

RELEASE: April '94

CARTRIDGE: 8 Mbit

MEGA SAYS: If you want to fly around in a subtly retro way, but still need the Nineties thrills of power-ups, stupid firepower, massive sprites, etc, then you could do a lot worse than *Sub Terrania*.

86%

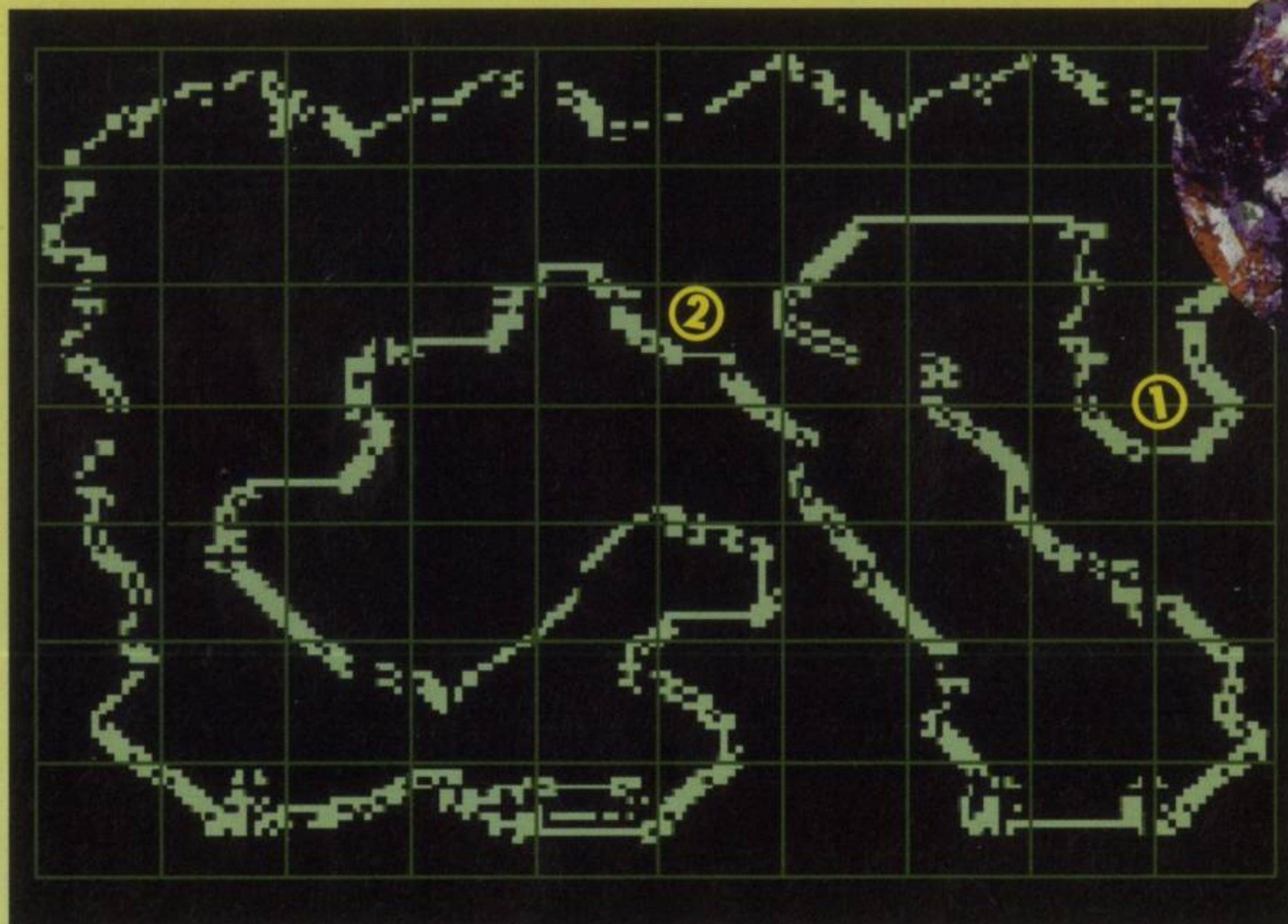
This may not be the most immediately difficult shoot-'em-up there's ever been, but you're certainly going to need some guidance to get through the later levels. And that's where our six-page complete solution comes in. Study the maps, follow the text and then impress your mates with your ability to fly straight through to the end sequence

MISSION ONE

Mission one, as you'd expect, is simple enough. It's basically a chance to get to grips with the controls, offering a minimum, token hostile force and plenty of fuel in a fairly small area.

The men can be found to the far right of the first area. To take out the robot on the way, although there's really no need, either fall past it on either side or try to maintain a firing position directly above. The gun pods that look like old-fashioned security cameras shouldn't give you too much trouble either. Just stay at an angle where its three lasers can't get you.

Get the extra life at ② before you shoot the platform to the right, or it will blow up. Then go all the way left, down and right to get the sub part.



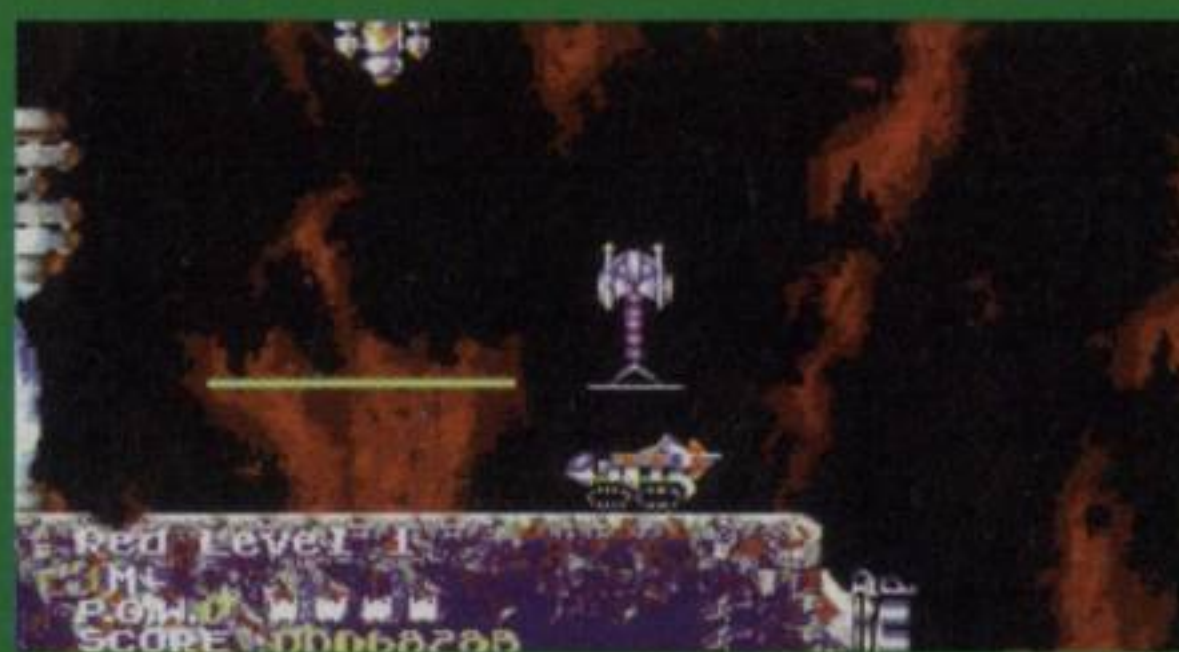
① Each of the first six levels has hostages somewhere. Yep, they're those little Lemming-esque guys on the left



② The first and easiest extra life in the game is next to the start



① The first mirror is directly below the start



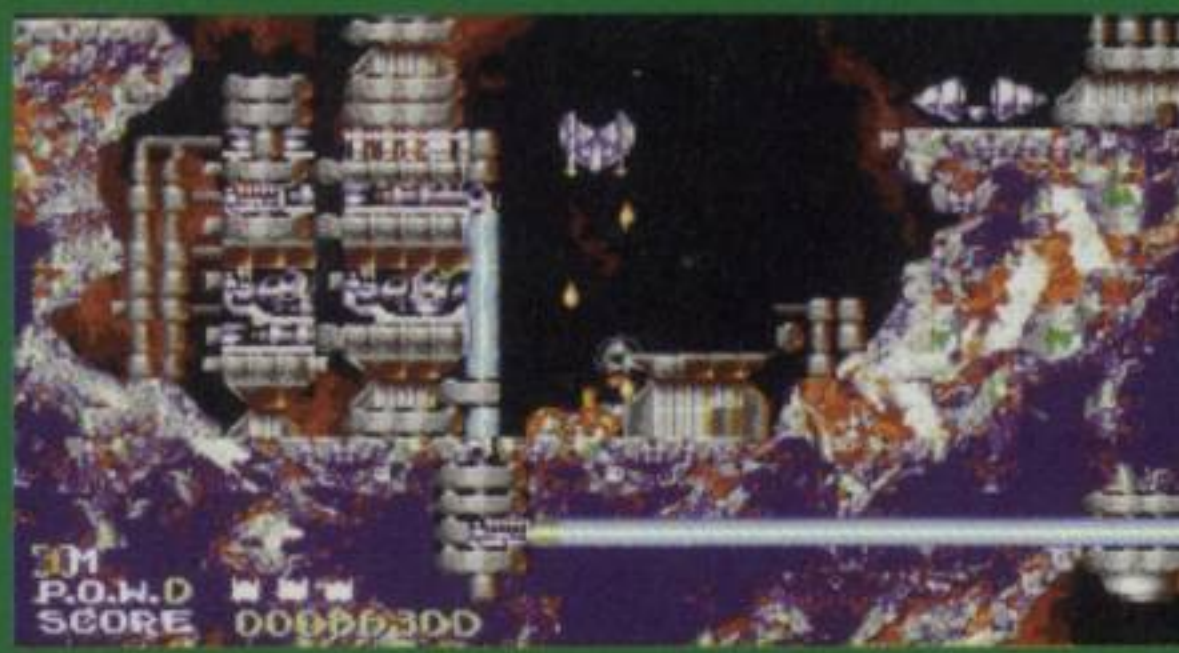
② Take it round the top and drop it on the truck



③ Hit the switch and nip back round the top for mirror two



④ Use it to destroy this otherwise indestructible wall



⑤ Blow everything up and get the final mirror



⑥ Next, hover directly above the truck

MISSION THREE

Fuel is scarce on this level so whenever possible use gravity to drift to your next destination. The first mirror is directly below the start (①), so fall down the canyon and shift to the right slightly until you see it. Don't pick up the fuel.

Fly back over the top, taking out the laser on the way, and drift down to the truck. Select the mirror before you get there and drop it on to the truck (②), being careful of the laser. The mirror probes which circle round are inconvenient but don't damage your shields.

Land on the metal platform to the right of the laser, hit fire and you'll turn off the force field protecting the entrance to the cavern below. Fly back up, right, down, then left to point ③. Try to get round without picking up the

ANITA

MISSION TWO

Fly left and down, upgrading your weapon, and get on to the right rail, using this position to shoot the bouncing thing. Get on to the left rail and travel right up to ②. You can blow up this wall and the laser inside from the rail, allowing fuel conservation and a steady vantage. Then fly in to pick up the extra life.

The head is easier to kill than it looks. Essentially there are four bits you need to destroy. Take out the "tail" at the bottom and then go up to the top of the cavern and drift down one side or the other, taking out the faces on either side. Once those are gone, shoot the top of the head a couple of times and

it should die and come to rest just above your starting point. The top left-hand wall should now be down. Before you take on the head, or if you're in trouble during your attack, there's a shield at the top right of this level (④).

To get into this cavern (⑤) you'll have to drift down past it several times while shooting at the robot. Keep drifting past and shooting until the robot's gone, and nip in to get the missiles. The more missiles you can accumulate during the early stages the better. At the bottom left is another sub cavern (⑥). Either stay clear and shoot the bouncy thing as it emerges or nip in after it to get the missiles.

Once the head's gone you can get to this level's hostages and sub module (⑦).

① These rails are pretty handy, as they give you a secure position from which to shoot



② Use the left rail to destroy the left wall and laser beyond



③ The head likes to think he's pretty tough, but he isn't



④ The shield top-up, should you need it, is here



⑤ The right-hand cavern has some missiles you'll need later



⑥ The pit at the bottom left of the screen also has some missiles



⑦ Finally, get the sub and men and return to base



fuel in front of the entrance. Pick up the fuel inside, grab the mirror and retrace your steps as economically as possible.

Once you get back round, land behind the truck, wait for the mirror to stop swinging, and for the probes to fly past and fly slowly upwards until the laser is deflected and destroys the large wall to the left (④). While the wall is being destroyed, select the mirror and drop it.

Fly into the cavern and start shooting the buildings (⑤). Shoot either side of the blue line to shut off the laser's forcefield and to the right to discover the third and final mirror. Collect the fuel at the last possible moment, pick up the mirror and deflect the laser back on to itself. Now drop the mirror and go and get the men and the sub.

As you enter this cavern (⑧) make sure your weapons are fully charged so that you can destroy the ceiling laser before any harm falls the hostages' way.



⑦ The laser will self destruct, giving you access to the cavern



⑧ Pick up the pieces and nip back to the start



Complete Solution

MISSION FOUR

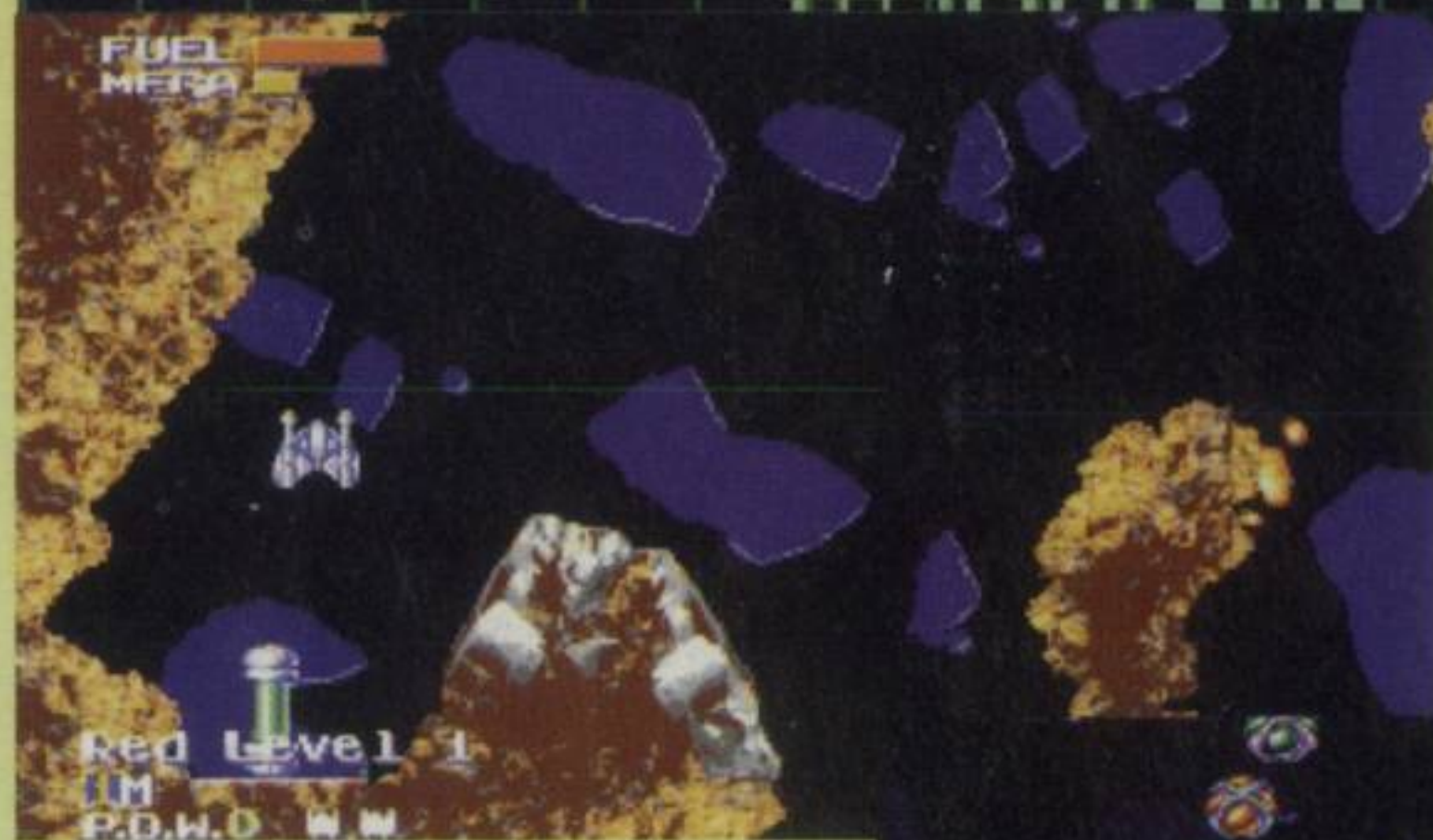
The first thing you'll see on this level is this power-up (①). You should be aware that you go up one level if you get one of the colours that you currently have, but that you'll stay on the same level if you change colours. Go right, shoot the truck, and remember that fuel for when you need it. The monster is just below, but go

right first to shoot the robots and get the missiles hidden in the buildings.

Go to ②. Stay clear of the tail and you should be OK.

Shoot your way down this stack of buildings (③) in order to collect an invaluable extra life.

Shoot the next stack of buildings down to ⑤ to get the sub part, then go to ⑥ for the hostages. Go back to base.



③ Right: Destroying these buildings will get you an extra life

① This is the first of the weapon power-ups that change colour. If you pick up the colour you have, then you move up one level

② Stay clear of this monster's tail and you should be OK



MISSION SIX



There are two power-ups on this level, positioned at the bottom of each rail (①) and (②). Make sure you pick up the hostages at point ②.

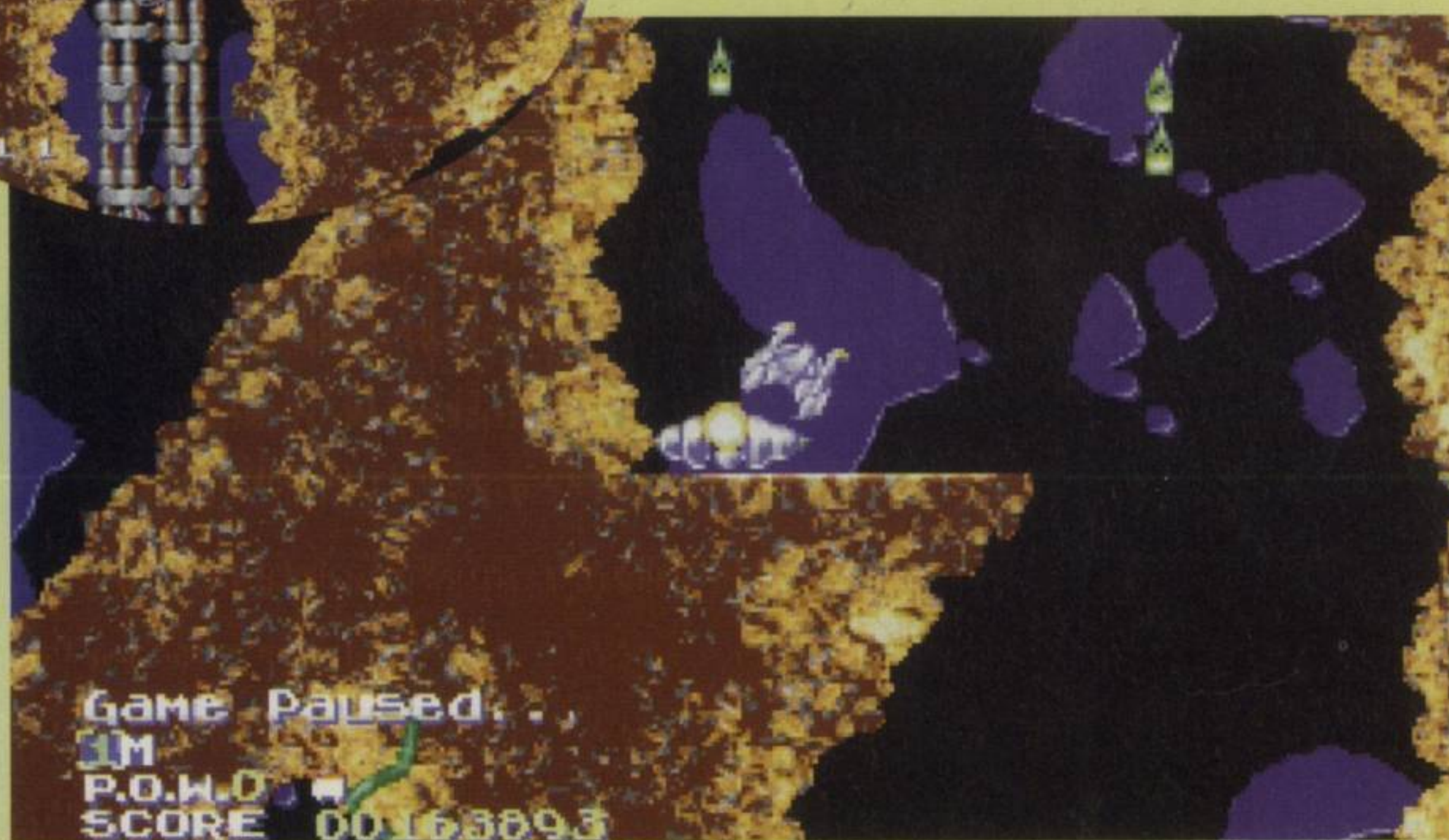
You have to go down here (③) to pick up some hostages, so why not get the extra life?

Before you take on the robot, you'll probably need fuel and shield top-ups, so blast your way into this cavern (④) as quickly as possible. Get the shield first and then pick up the fuel.

The best way to deal with the robot is to try and stay directly above it (⑤), right at the top of the cavern, blasting downwards. Next take out the guns at either end of the flat ground, park up and wait for your mates to hop in. Now go through to the left cavern (⑦) for the sub part. Job done!



④ Below: there's fuel at the top right and bottom of the level



MISSION FIVE

You'll find the power-up you need at the top right of the level. Make sure your weapons are powered up and one accurate blast should get rid of the rocket launcher (②).

Go to point ③. Select the anti-shield weapon and blast the plant twice. Once the shield drops (it takes a second or two) blast away at the buildings until the core is exposed.

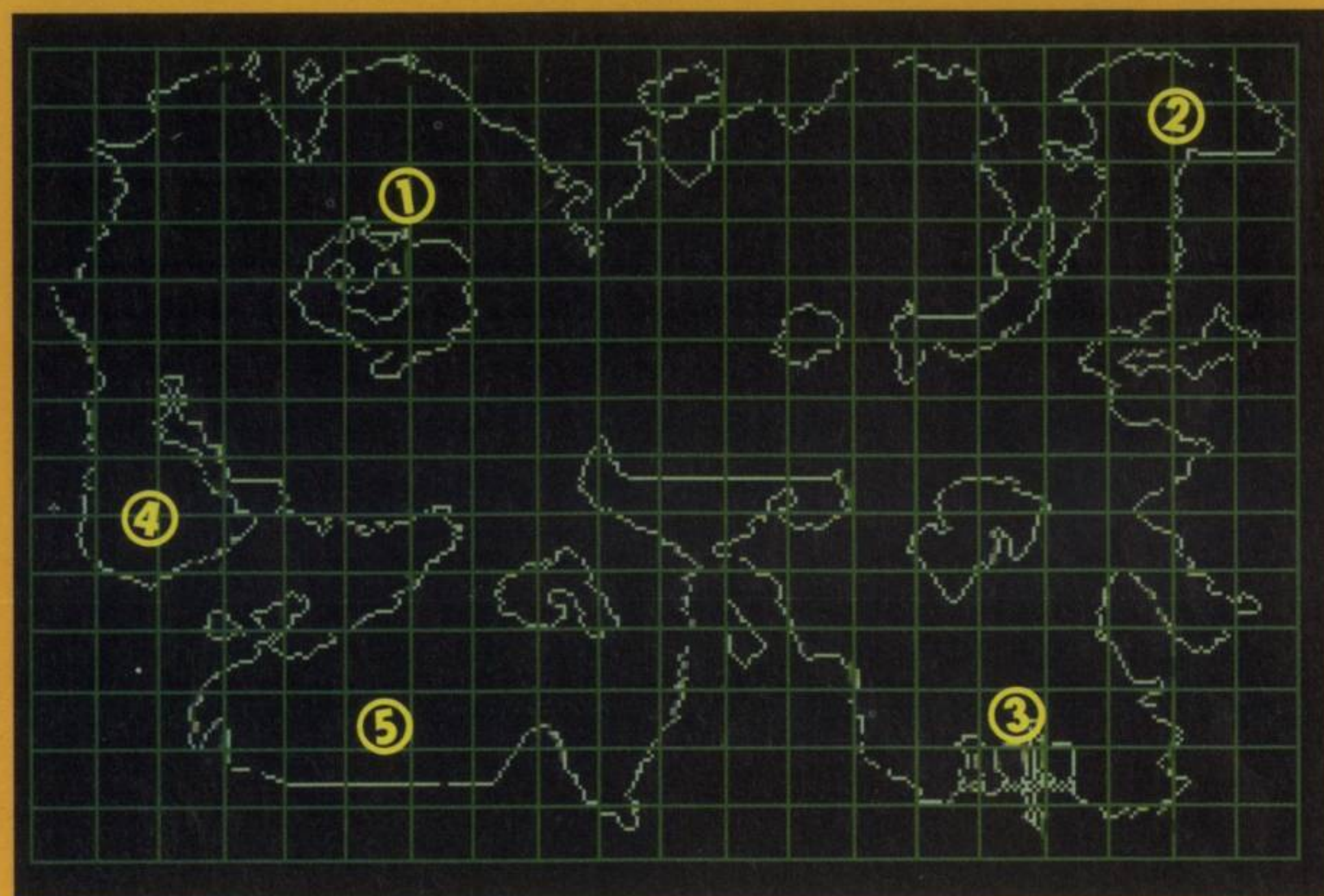
Take the core, make sure you've got plenty of fuel and drop it on to the beetle (④). Drift down and pick up the sub. Next head right, picking up the men as you go, and fall into the left bottom cavern (⑤). Collect the rest of the men and return to base.

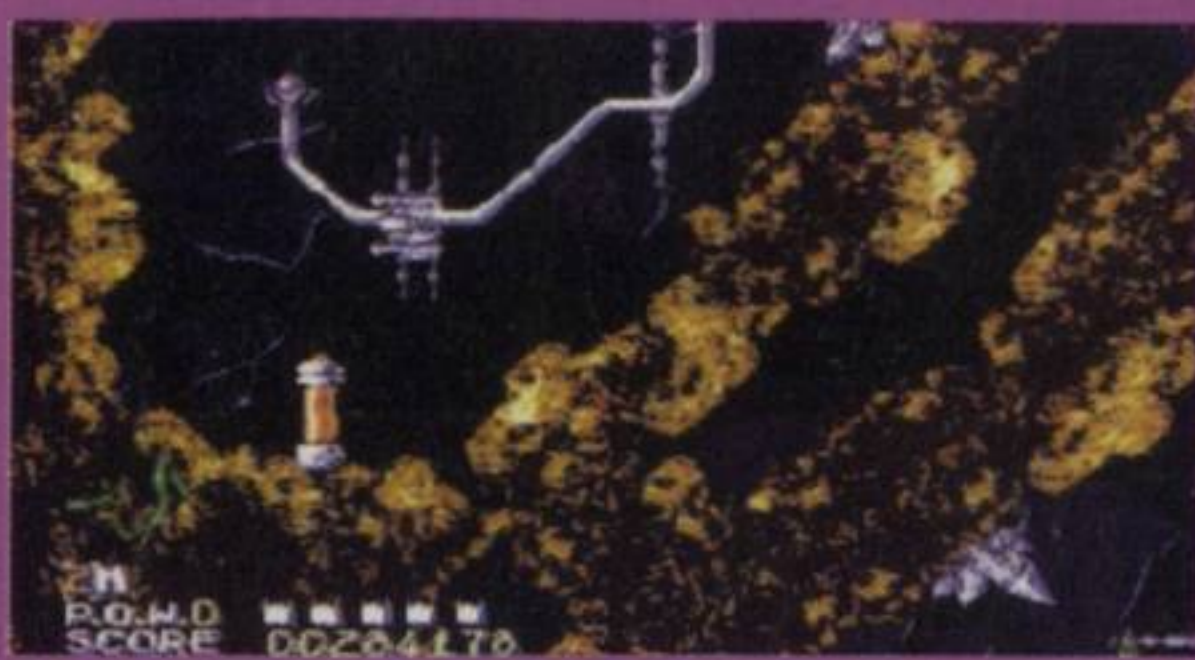


① Sit on the pad and shoot the circling ships before you set off



② These anti-shield thingummies are vital to the mission





① Remember to get the power-up as soon as it changes



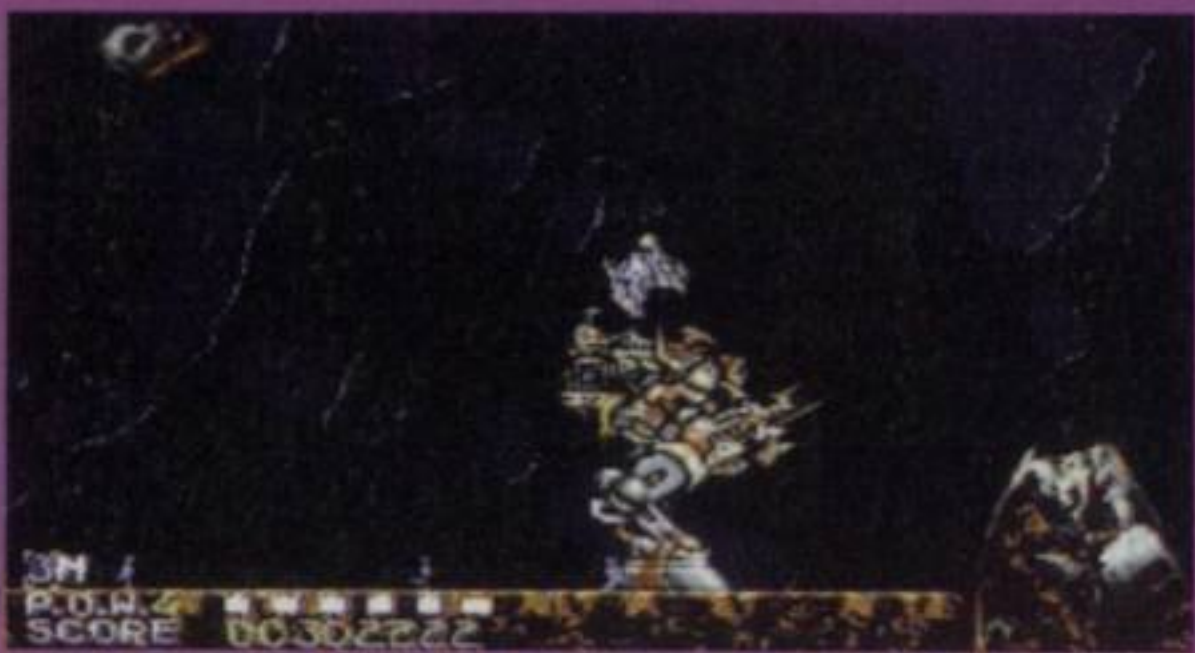
③ Get the fuel and the power-up before you continue



④ You might need this shield top-up before taking the robot on



⑤ Stay well above the robot and, um, shoot it



⑥ This is what he looks like after the full treatment



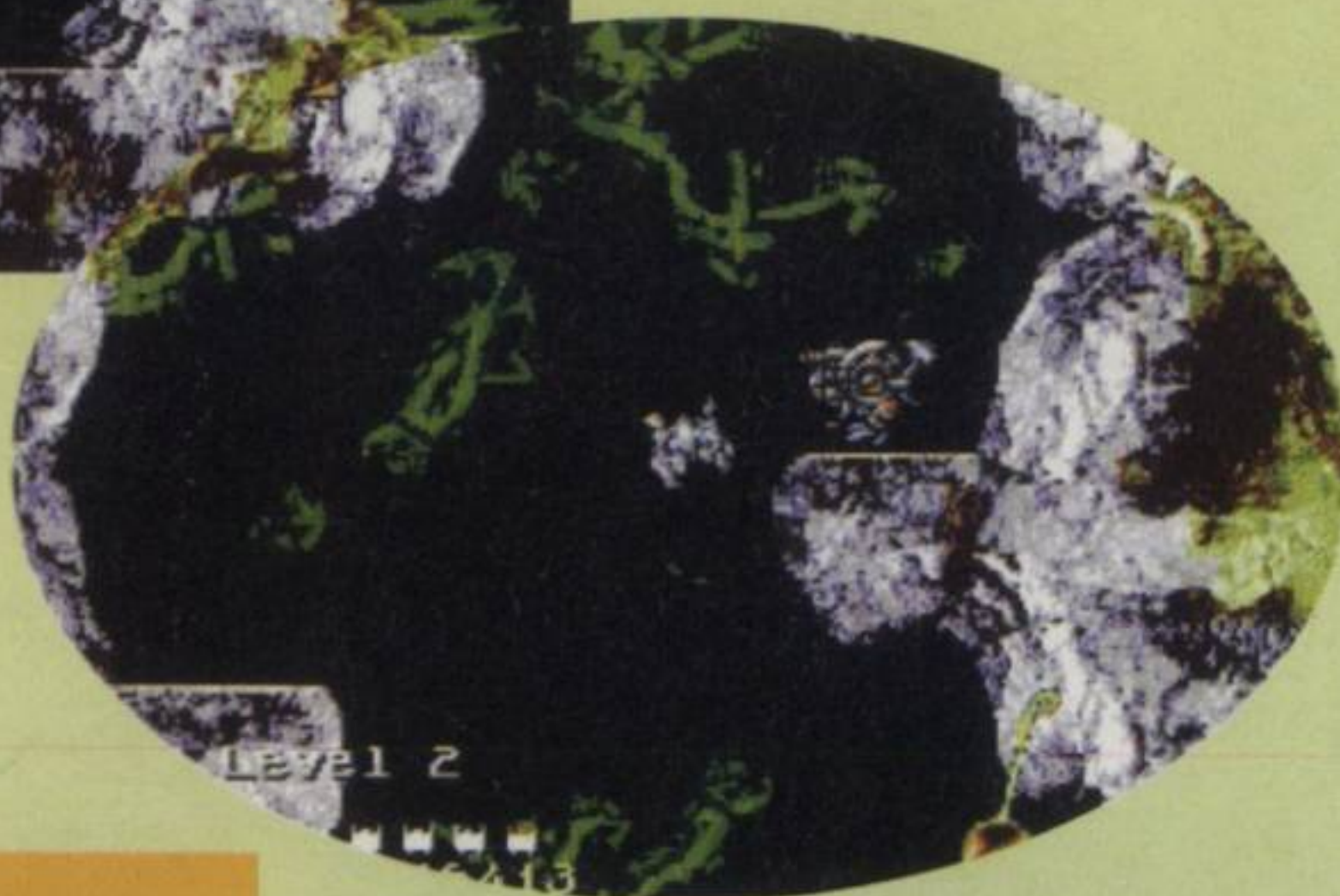
⑦ Grab the sub and get back to base

MISSION SEVEN



① Above: To the right of the start you'll find some more missiles

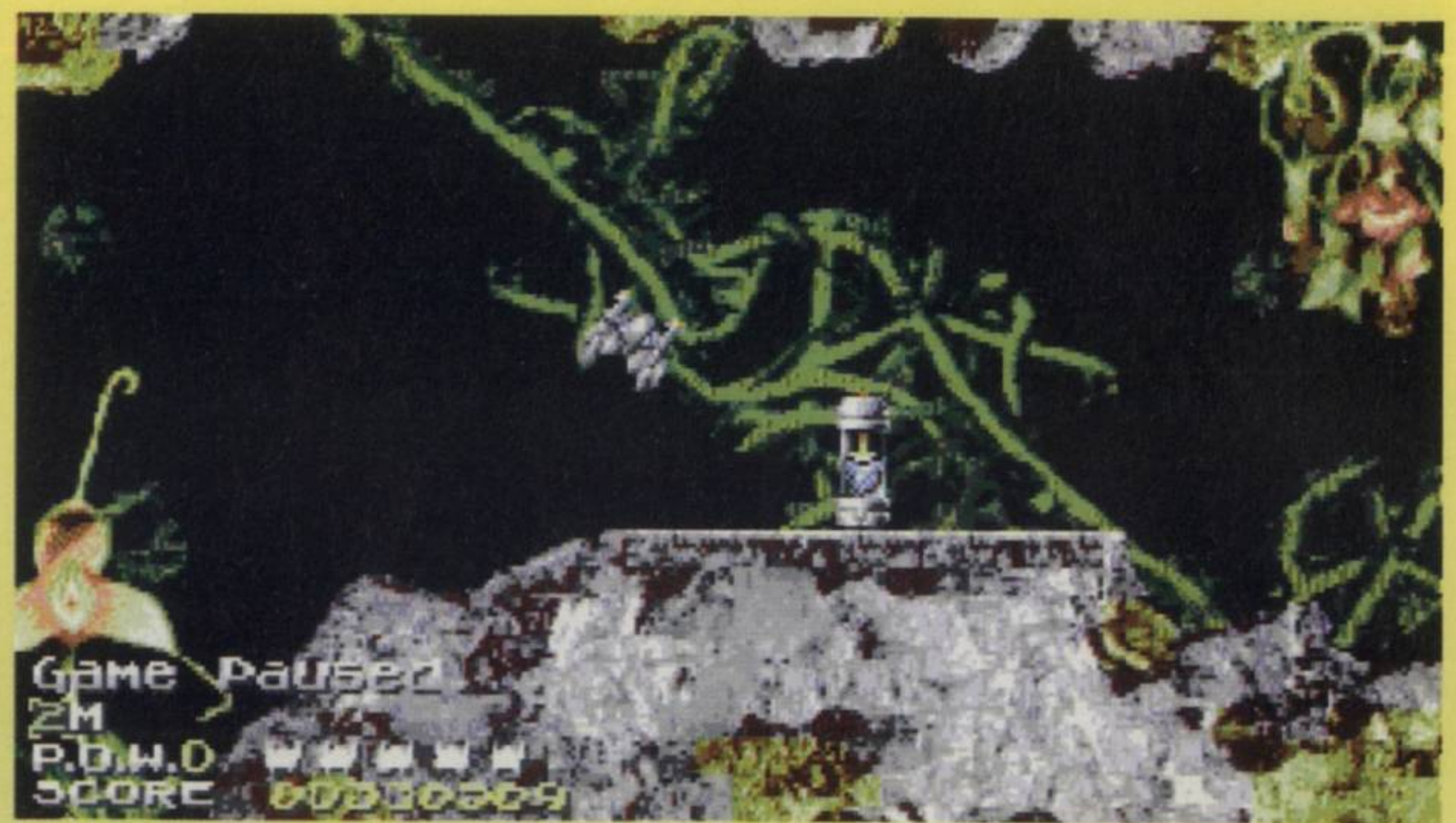
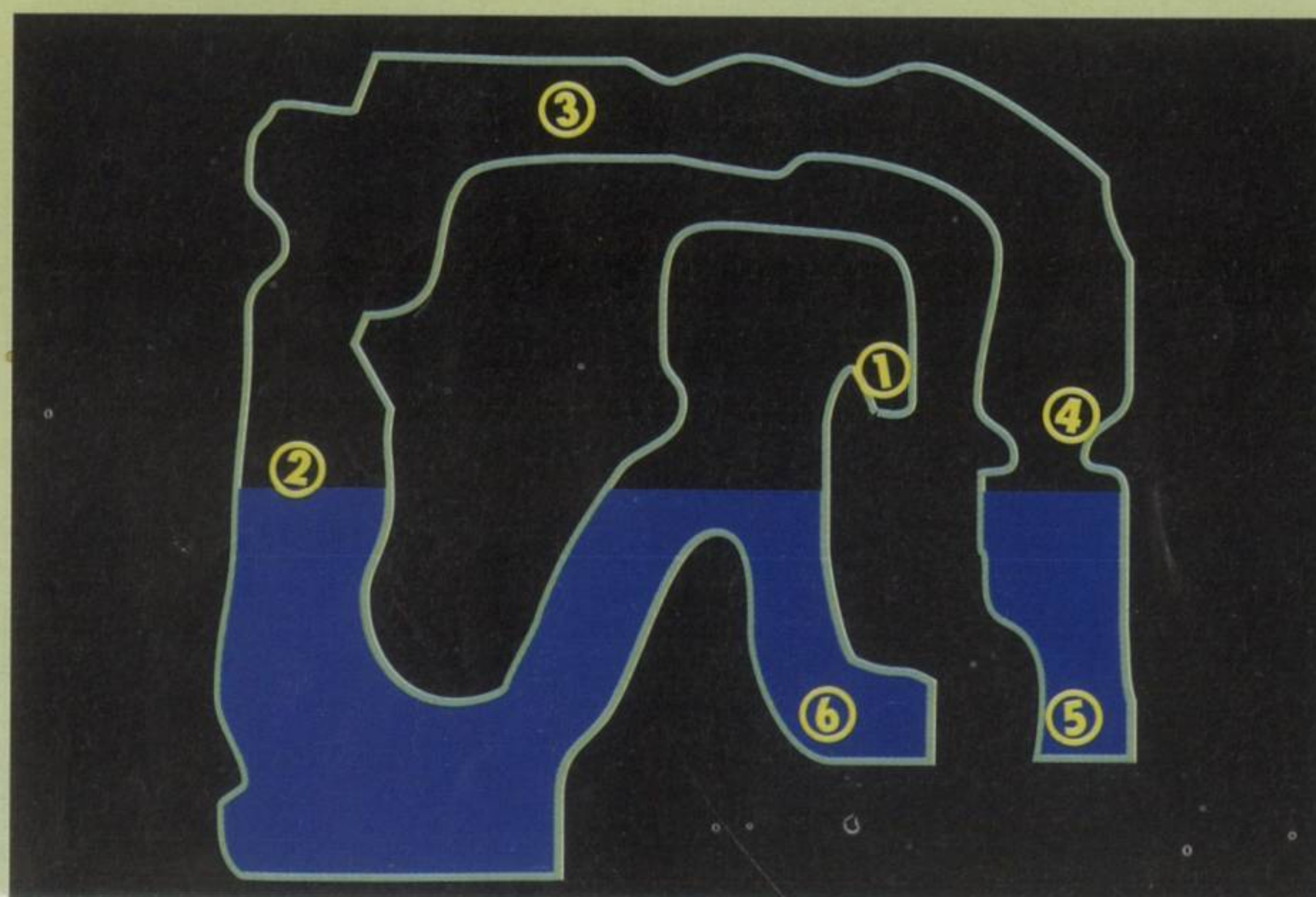
② Below: Use missiles as you go up past these hyperactive mechanical flea machines and then go right to get the anti-pressure device



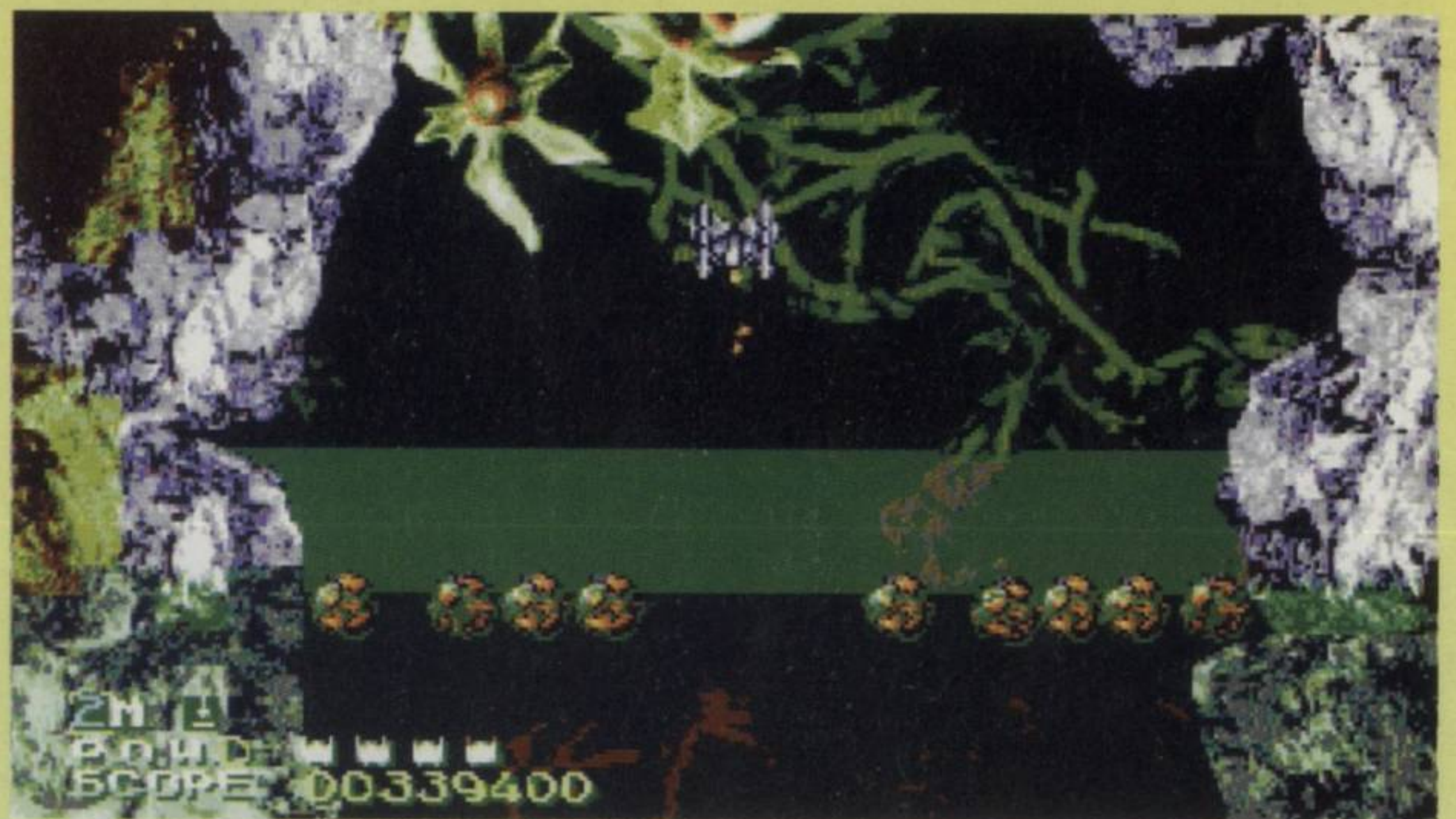
③ Destroy the power station to get the core...



④ ... to drop on the beetle to get the sub



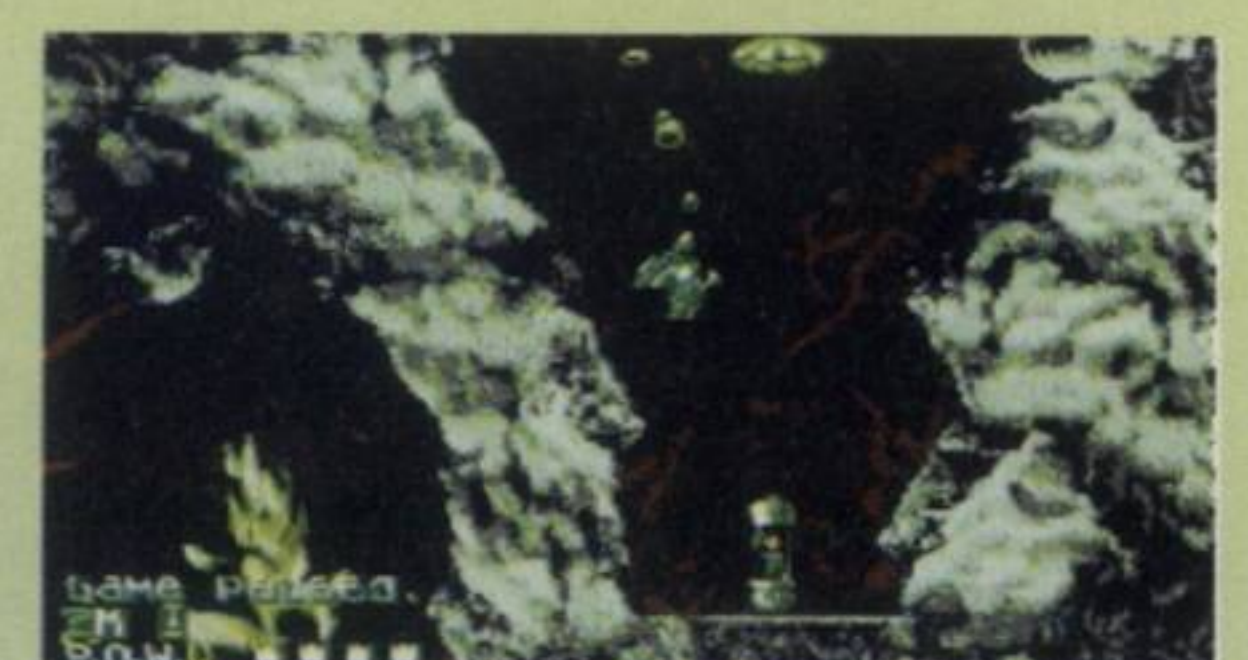
③ The anti-pressure thingummybob is unlimited and allows you to conserve fuel by enabling your ship to sink in water



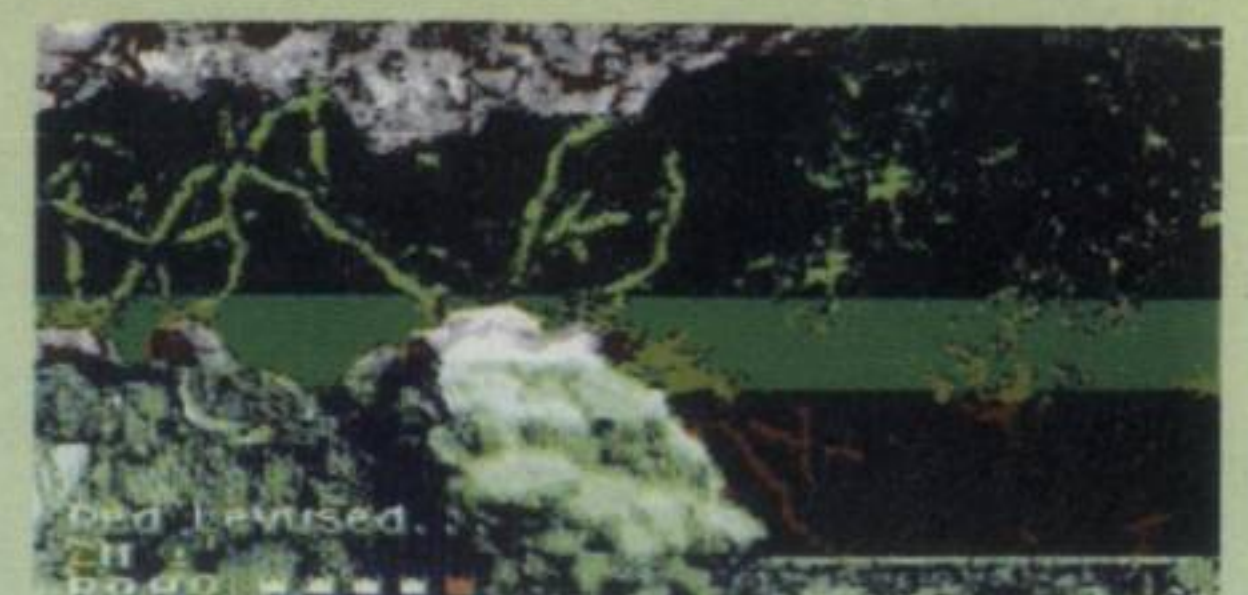
④ You have to shoot the round things in the corner to break your way through to the water

Go right to get the missiles. Drop down under the launch pad. Drop into water, take left vertical tunnel. Fly up out of water, kill jumpy things and spider. Go right and get anti-pressure device. Continue right. Shoot the round thingies to make them drop through the rock barrier below. Fall down, pick up the fuel on the way and make sure you blast a way through the now floating thingies before you try to enter the water. Once in, blast the rest away before moving on.

Use the anti-pressure device to fall down to these tube bombs (Ⓞ), pick them up and float back up, expending as little fuel as possible. When you break the surface, use your momentum to get over the rocks in one smooth, quick and economical bound. Once you've got the tube bomb go down the right-hand channel below the start (Ⓞ) and drop it on to the green pipe. Move away from the blast and wait for the water level to drop. Go left to exit the level.



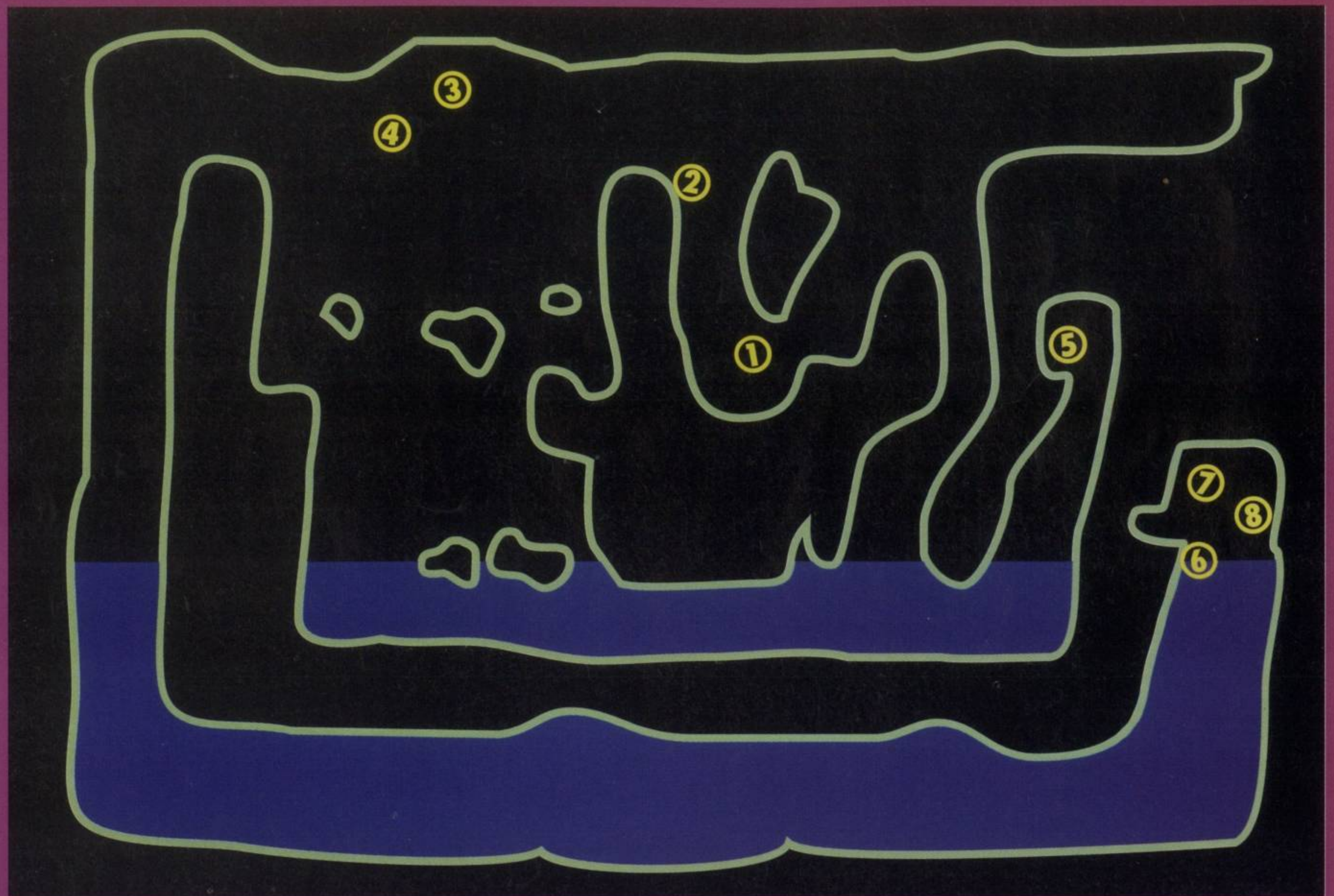
⑤ Sink down to the bombs, pick them up and float back up



⑥ Finally, drop the bomb on the tube and head left to the exit

MISSION EIGHT

Travel down from the start and into the water. Go right and up the first vertical tunnel. Go left and shoot bouncy thing. Go left, get the fuel (1), then up and left. Shoot the flashing blue light (2) to turn this section of the forcefield off and fly to the left to take out the section there (3). Go down and you're back at the start. Go down into the water again, go right, and go up the second tunnel. Get the lasers (5). Go back to the start. Go up and left then down into the water and keep going right to the end (6). Get the fuel (6), enable the laser (7) and shoot at the pod on the right. Hit it until the laser runs out. Shoot the same pod with normal fire and the exit will appear.



1 By the time you reach the fuel you'll need it rather badly



2 Straight up and you'll find a shootable forcefield switch. Go through, fly left, and you'll see another switch



3 Above: Shoot that one, obviously, and depending on whether you already have the lasers go left or down



4 Left: More switch action here folks



5 Right: the lasers can be found in the second cavern to the right

INFINITE LIVES

If you've got an Action Replay, then get infinite lives for this top blaster. Use either of the following codes: FF00350005/FF00370005



Use the codes and you can crash as much as you like



6 Get the fuel, because by the time you get here you'll need it



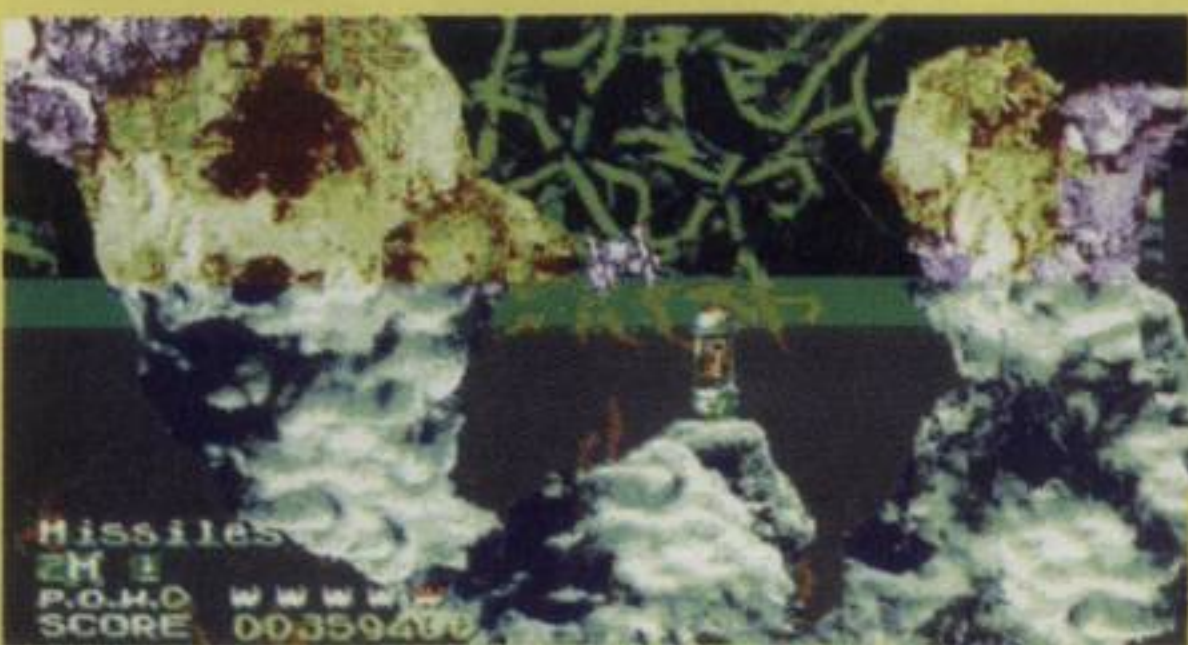
7 Get the lasers on the go. Keep firing until the lasers run out...



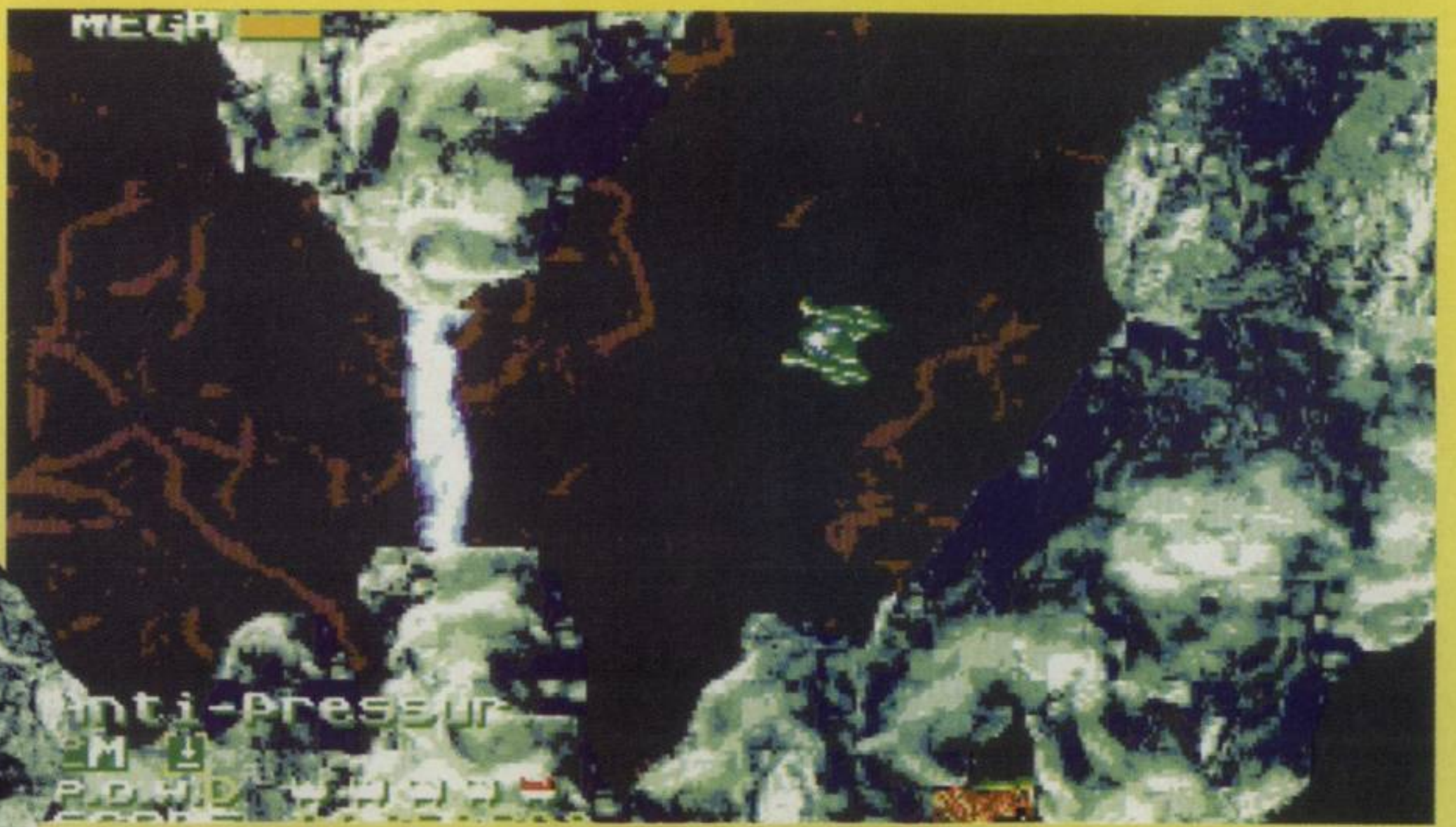
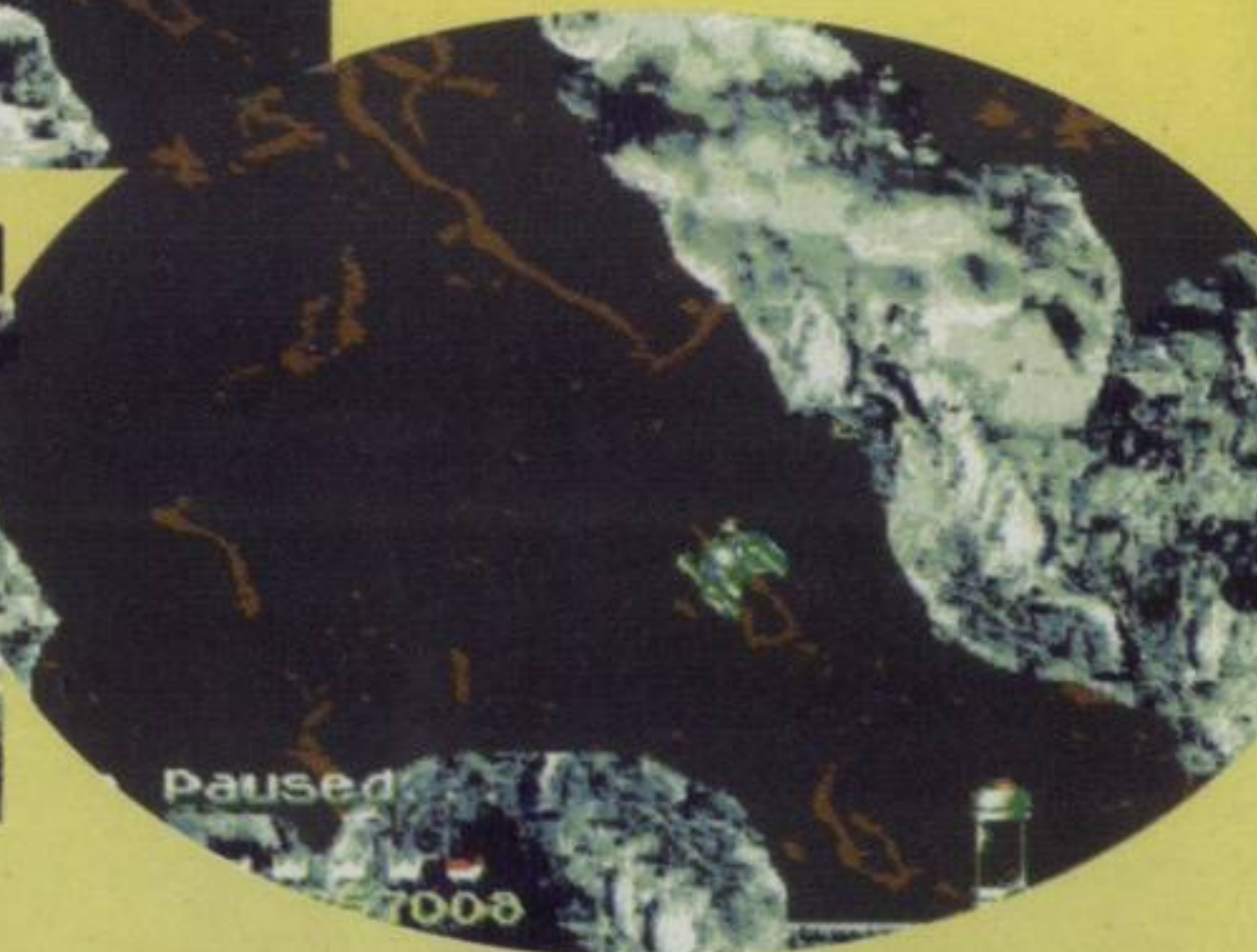
8 ... and shoot the pod thing on the right a few times to open the exit and go right. You have now exited the level. Well done and bravo



① Left: The nuclear crystal effectively gives you infinite fuel and on this level you need it

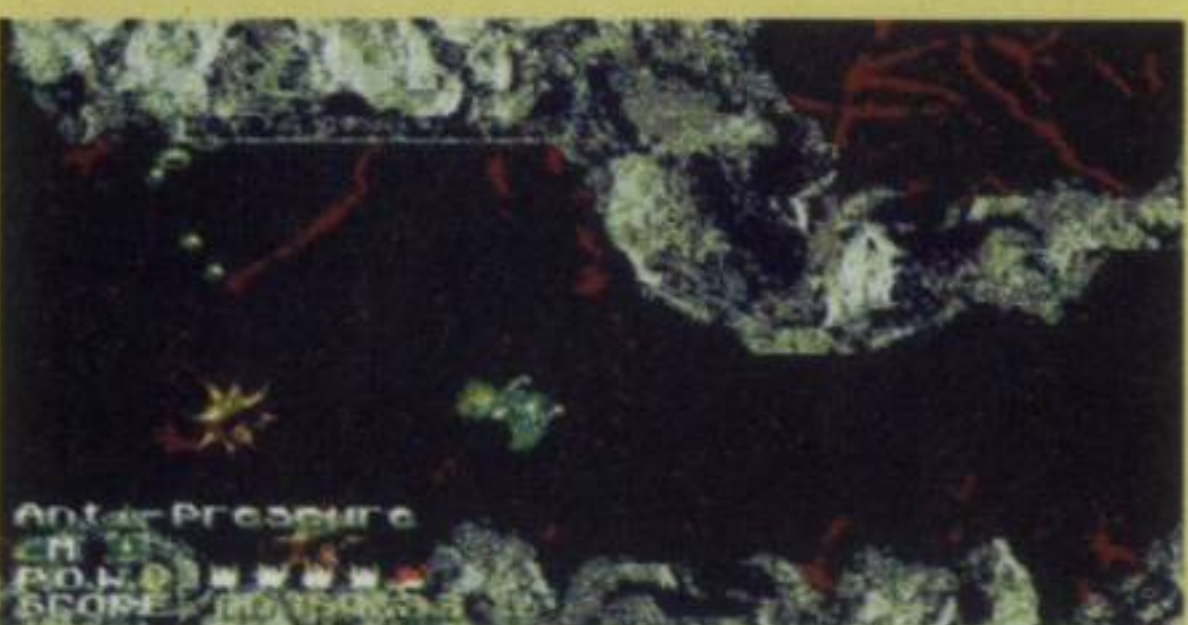


② Below: In another cavern, to the right of the crystal, you'll find another extra life

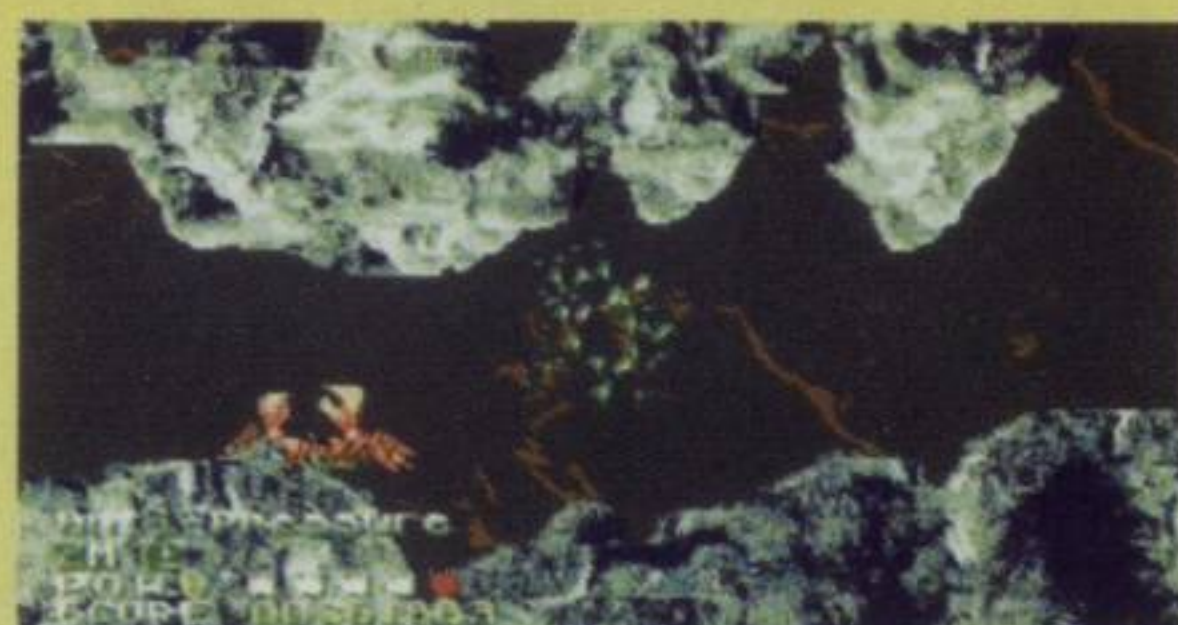


③ This gate can't be opened unless you go and get the key which you'll find up and to the right a bit. Well, go on then. No time to waste

④ Once you pick up the key the gate is open



⑤ There's nothing you can really do about this trap



⑥ Use your missiles to destroy the crabs if you have real trouble



⑦ You shouldn't have come up here before you'd...



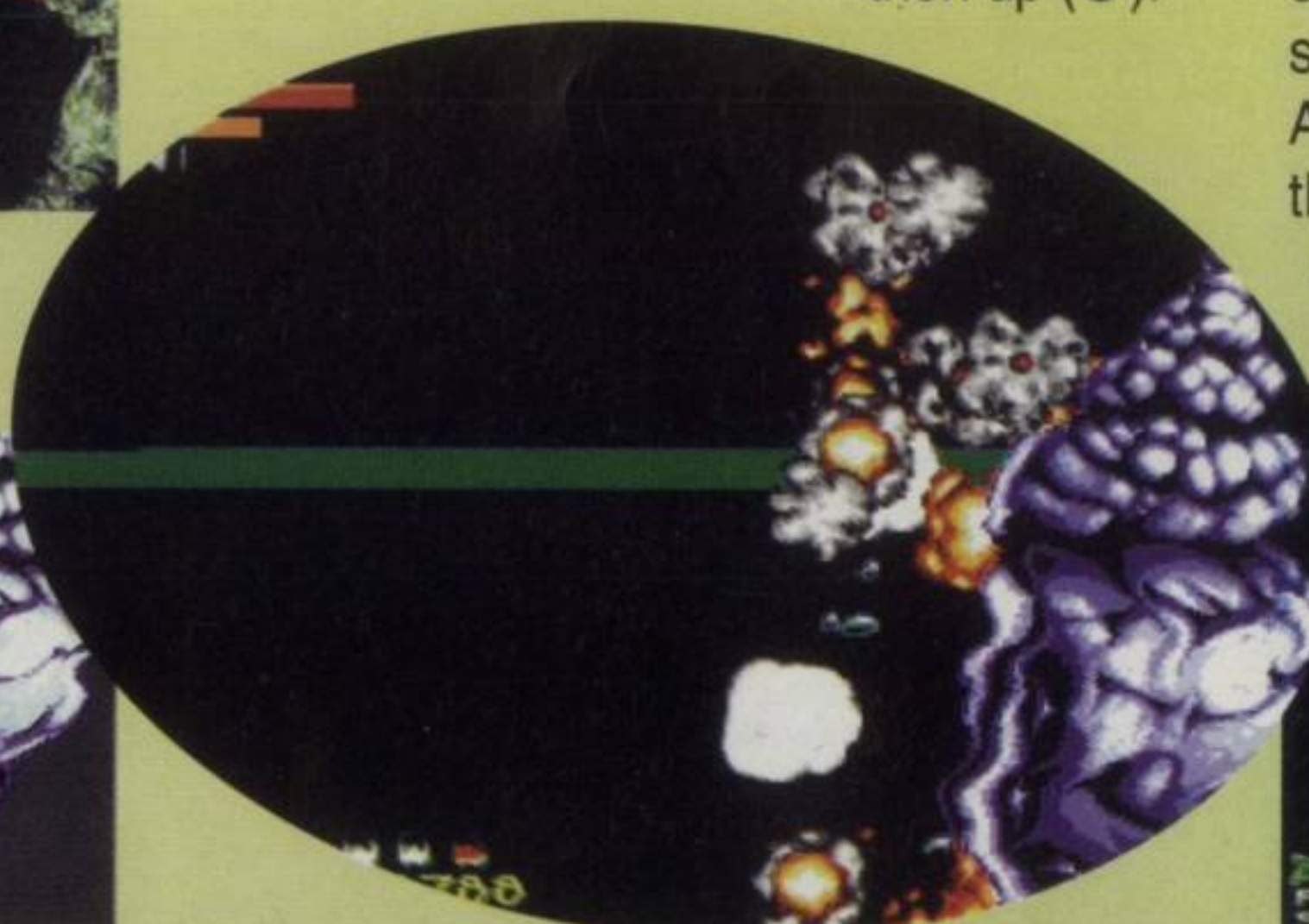
⑧ ... gone to the far right and floated up to get the key



⑨ You surface here. Carry on to the right until you reach the boss



⑩ This is the boss's first and more deadly incarnation



⑪ Afterwards he becomes a still not altogether harmless thing



⑫ A giant shrimp thing in fact. Stay out of the water if possible

MISSION NINE

At the start of the final level, dive into the water on the left and use your anti-pressure device to get at a nuclear crystal (①) and an extra life (②). The crystal retards the rate of fuel consumption dramatically, so it's best to get it first. Go back to the start, go right, down into water, immediately right. Don't go down but right, up out of the water, left and get key (④). Go back down into the water, go down, left (③). Carry on left, go down, and keep going right past points ⑤ and ⑥. Go up to get the key (⑧), then down, left and up to where the barrier was (⑦). Go left, then up (⑨).

Carry on to the right and you'll end up having a heated discussion with a not entirely pleasant shell creature. There's not much point trying to avoid these things as you'll probably bump into the wall anyway and they don't do all that much damage.

As bosses go, this one's particularly tough. There's no really effective way to avoid his attacks, but it's best to keep moving and use the missiles that you've saved throughout the game. You have saved your missiles, haven't you? Hooray! He's dead. Oh dear, no he's not. When he comes out of his shell (bless him) try to stay out of the water to avoid the shrimps and sort of shoot at him. A lot. And that's it. You've done it. Now watch the sweet (and very short) end sequence. Well done!



FOOTBALL GAMES

With the release this month of the official World Cup Mega Drive game, Josse Bilson takes a reflective look at football simulations, and wonders whether the genre has still got better things to come

There's a common problem. Just how do you go about cramming 22 athletes, a ball and a crowd of thousands into a tiny plastic box? Well alright, it's not exactly common, but it would be a problem.

I'll start again. How do you simulate a game so fraught with speed, unforeseeable dynamics and tactical elements? Eh? Well, a few years ago the general rule seemed to be "don't bother". Of course a tantalising whiff of cash from the World Cup in the USA and the flourishing Japanese league might just get things up to speed. Thus Electronic Arts, an American company known for sports games based on such evidently pointless activities as American football and ice hockey, deemed it worth their while, in cash terms, to contribute their own excellent version of The Beautiful Game, *FIFA International Soccer*.

From a more obviously British point of view, and forsaking flash 3D graphics, *Sensible Soccer*

FIFA Soccer was one of the first footy games of real quality

The quality of games has improved due to increased competition

offers tiny men, a tiny ball and, as far as I'm concerned, the best, most playable and atmospheric footy-based fun on any system. These two games appeared virtually simultaneously and we couldn't separate them. They each offer a completely different experience, having only a thematic link, and we wholeheartedly recommend both. And now as the summer arrives, so does the

actual official, logo-heavy World Cup football game. And *Kick Off 3*. And *Goal*. And *Ryan Giggs Champions*.

Of course, it wasn't always like this. When I were a lad and all this round here were footy fields, a decent Mega Drive football game was about as common as

shoes for elephants. We had *Italia World Cup '90*, an appallingly slow and awkward top-down game that took its graphics straight from the roller ball arcade game but incorporated none of the fun. We had the much better *Ultimate Soccer*, which was one of the first footy games to offer the plethora of options that are part and parcel of the latest titles and

gameplay that was actually quite fun in a quick and bouncy way.

Earlier in the year things reached a nadir with the release

FIFA's only serious rival - Sensible - offers teams galore



The players in *FIFA* are real characters; when there's no ball in play the keeper has been known to entertain everyone with his Superman routine



Recreate the atmosphere of a clash between Leicester and Aberdeen



Hooray! It's the official game of the 1990 World Cup and it's crap!



Formation editors seem normal now, but they never used to be



No! No! No! I refuse to believe that Pele had anything to do with it

of not only the worst footy game yet conceived, but possibly the most disappointing licence ever to crush youthful enthusiasm. Pele, surely the greatest and certainly the most famous player ever, put his name to an abysmal game, with crippled players and mind-warpingly strange perspectives. Yep, the man who met two Popes, at their request, and stopped the Nigerian Biafra war for two days so that both sides could see him play, let us down.

But, as I said, things are now looking up. When the world's most popular sport meets the world's largest consumer market there's bound to be some fallout, and the quality of games has improved dramatically as a result of increased competition. If, as many people seem to fear, the Americans finally take to the sport, the quality of footy games can only continue to improve. Surely.



World Cup Italia '90 actually seemed fun to me. I think I need help



Above and below: Ryan Giggs Champions is one of the latest in the seemingly unstoppable flood of footy releases on the Mega Drive



This is Kick Off 3 but I really don't know what's going on here

CHRONOLOGICALLY SPEAKING

Footy, eh? It's a funny old game. You might set out to make a great simulation but it's not as easy as you'd think, as you'll see if you browse down the scores below. If you get it half right, the game will always be fun, but get it wrong, and you're in trouble...

GAME NAME	RELEASE DATE	MEGA RATING
Italia World Cup '90	June '90	35%
Euro Club Soccer	July '92	77%
Tecmo World Cup '92	February '92	37%
Super Kick Off	March '93	79% (Issue 6)
Pro Striker (Import)	June '93	68% (Issue 10)
Tecmo Cup Football Game	July '93	74% (Issue 10)
Ultimate Soccer	August '93	93% (Issue 11)
Sensible Soccer	December '93	94% (Issue 15)
FIFA International Soccer	December '93	94% (Issue 15)
Pele	January '94	12% (Issue 17)
Sensible Soccer CD	June '94	94% (Issue 21)
World Cup USA '94	June '94	81% (Issue 22)
Champions World Class Soccer	May '94	18% (Issue 22)



Euro Club Soccer was the very first half decent footy game out



Tecmo's hit game "Football Disco Big Fun" took the world by storm

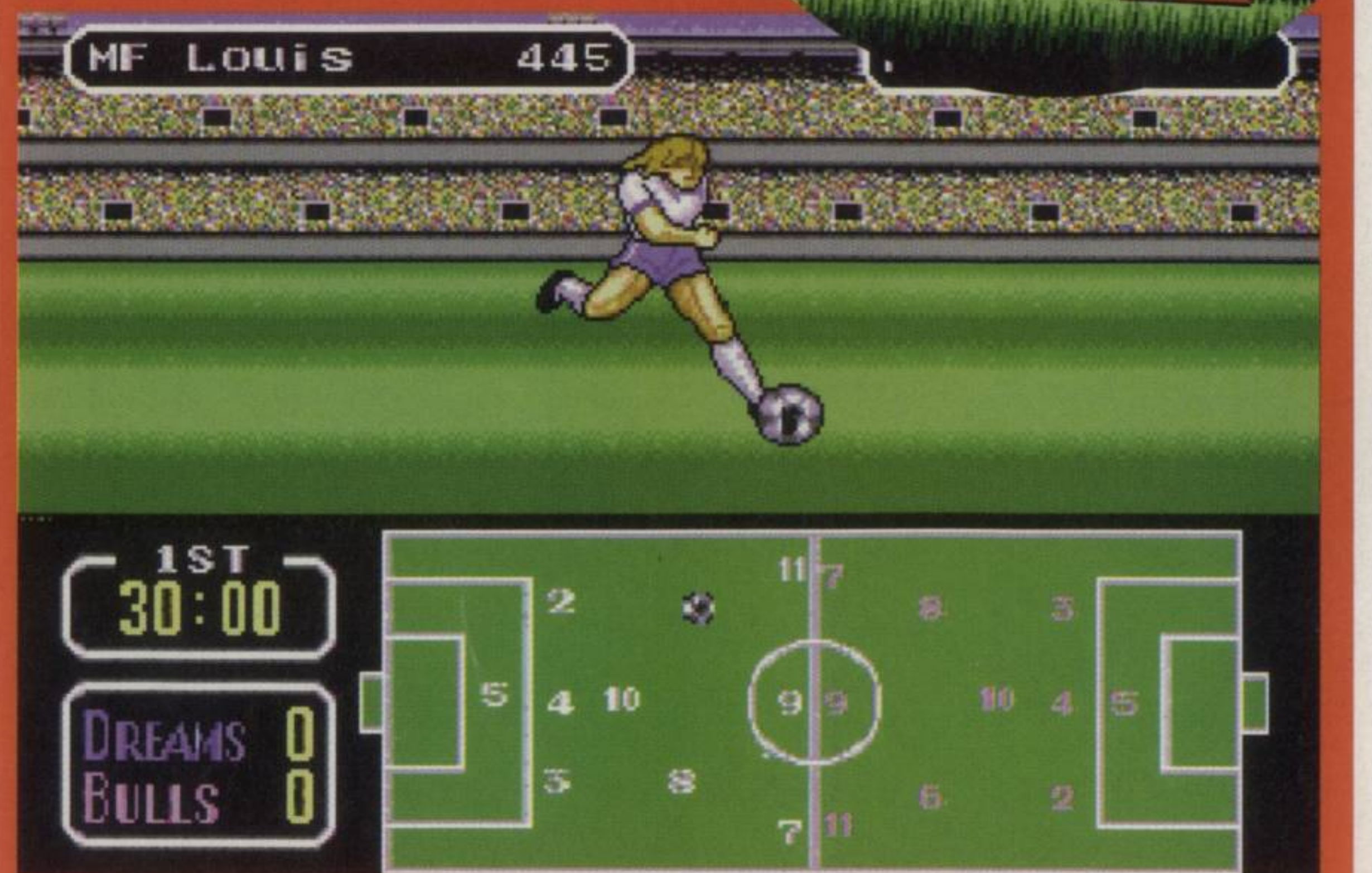


Read our full review of World Cup USA if you want to know more

FOOTY GAMES WITH A DIFFERENCE

It could only have come from Japan. Tecmo Cup Football Game is a soccer RPG. Flowing along at quite a rate it presents you with a series of choices and gives a graphical representation of their consequences. Marko's Magic Football takes the game on to - gasp! - platforms.

Marko's Magic Football and Tecmo thingybob are both pretty tangential takes on footy games...



... I mean, come on, what real football team would be called the Dreams, for instance? Eh? On well, it's still an OK game, I suppose

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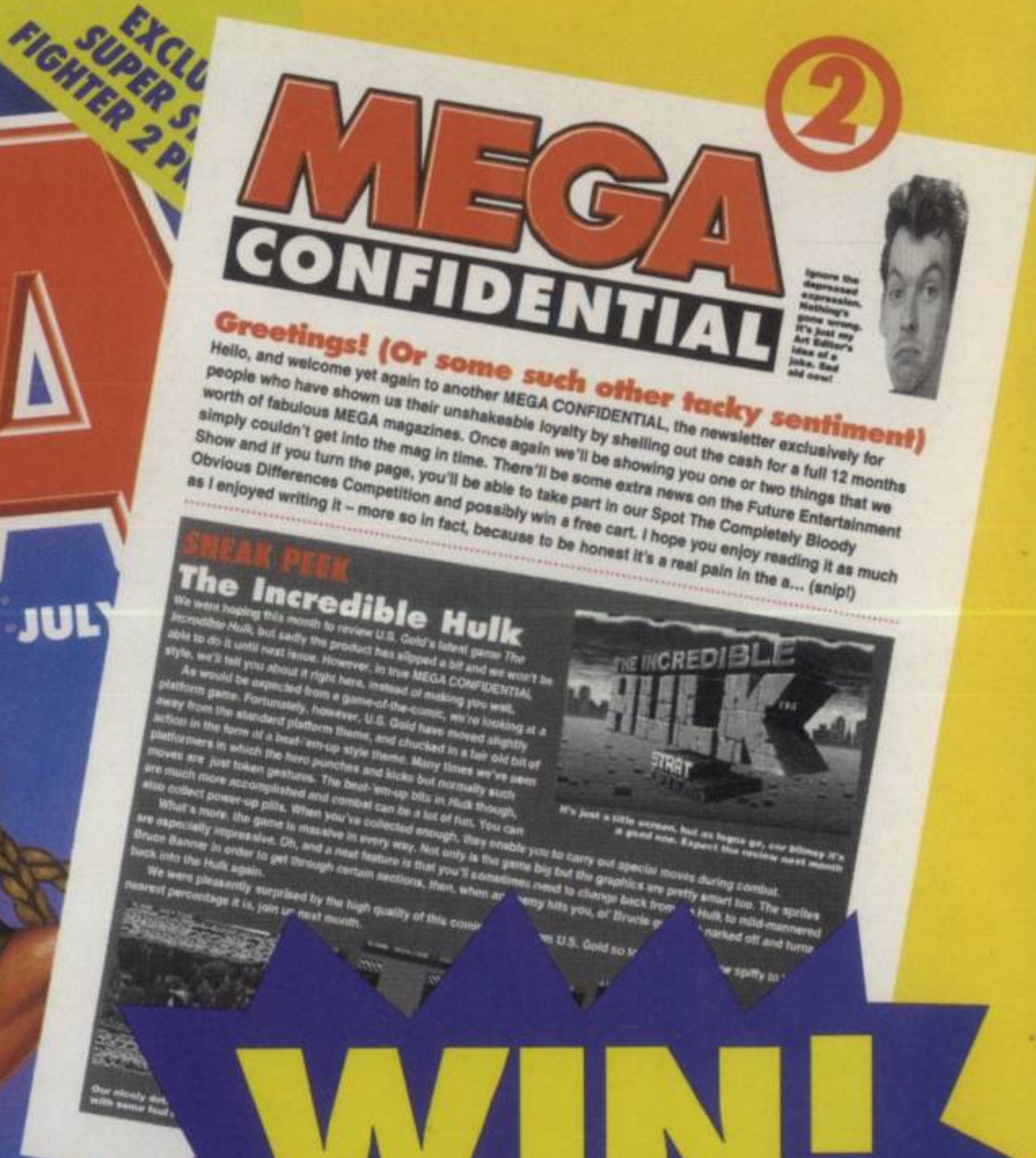
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the exclusive preview
Super Street Fight



MIGHTY MAX! (Shown actual size)
MEGA takes an exclusive
look at this vertically
here



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Hello, and welcome yet again to another MEGA CONFIDENTIAL, the newsletter exclusively for people who have shown us their unshakable loyalty by shelling out the cash for a full 12 months worth of fabulous MEGA magazines. Once again we'll be showing you one or two things that we simply couldn't get into the mag in time. There'll be some extra news on the Future Entertainment Show and if you turn the page, you'll be able to take part in our Spot The Completely Bloody Obvious Differences Competition and possibly win a free cart. I hope you enjoy reading it as much as I enjoyed writing it - more so in fact, because to be honest it's a real pain in the a... (snip)



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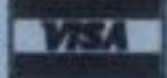
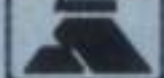
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Some of you out there still seem to be confused about the purpose of our Top 100. Basically, this listing contains what we at MEGA consider to be the best 100 Mega Drive carts of all time. You don't have to agree with us, but if you like the look of a particular game, you may be able to pick it up cheaply through our reader ads. So stop complaining; we're doing you a favour!

TOP 100 MEGA DRIVE GAME POSITIONS

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Landstalker	20	ToeJam And Earl 2	13
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Lethal Enforcers	35	Virtua Racing	2
LHX Attack Chopper	68	Winter Olympics	65
Lost Vikings	22	World of Illusion	50
Lotus 2	62	X-Men	39
Mean Bean Machine	10	Zombies Ate My	
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TOP 10 MEGA CD GAME POSITIONS

Double Switch	8	Lunar the Silver Star	7
Dune CD	9	Sensible Soccer CD	2
Final Fight	6	Silpheed	4
Jurassic Park	10	Sonic CD	3
Lethal Enforcers	5	Thunderhawk	1

1. MADDEN NFL '94 (INC. JOHN MADDEN FOOTBALL, JOHN MADDEN '92 AND JOHN MADDEN '93)

Publisher: EASN • Price: £49.99
Reviewed in Issue 14 of MEGA



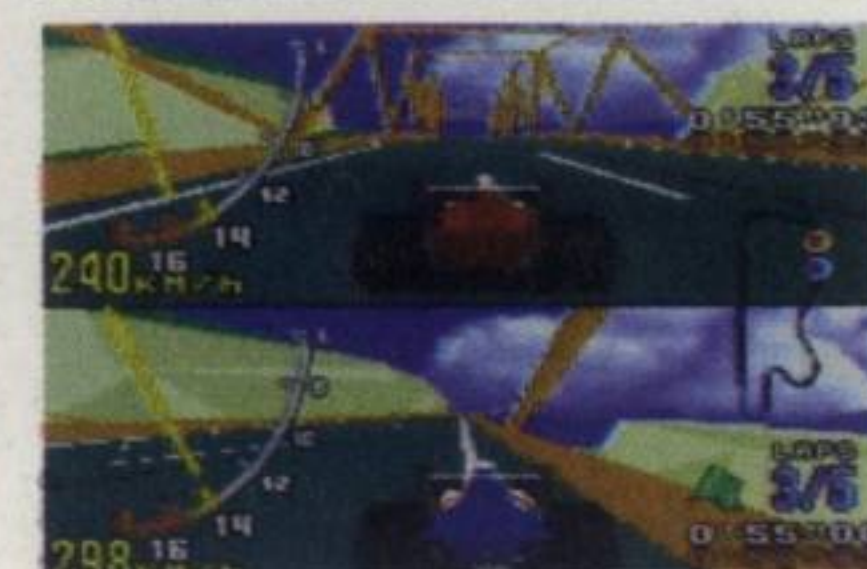
Although Madden '94 is quite different in terms of graphics to the other three previous games, it's still basically the same game. But with the addition, finally, of a league, the sponsorship of the NFL (so you get all the real teams), more plays, and loads more stats, this is the definitive version of the game.

MEGA says: For two-player head-to-head action this is simply unbeatable, and now with the addition of a league and proper play-offs, the one-player game is so much better as well. Some people might like the old graphics compared to the new ones, but that's only a minor niggle.

FOR SALE: John Madden '93
£25/Swap for F1 or Flashback - 0204 694431
£20 - 0492 623990
£15 - 0283 48688
£20 - 0702 520427 (after 6 pm)
£20 - 061 483 4426
FOR SALE: John Madden '92
£10 - 0708 703429
£15/Swap - 0375 844813
TO SWAP: John Madden '92
Swap for X-Men - 0392 217978

2. VIRTUA RACING

Publisher: Sega • Price: TBA
Reviewed in Issue 19 of MEGA



There's not much you can say about this game which hasn't been said already, except that (even knowing the game was to incorporate the super DSP chip) nobody expected it to be quite this brilliant. The graphics are amazing - they move so well it's frightening - and the gameplay is almost identical to that of the arcade coin-op.

MEGA says: The split-screen mode is cool, the one-player mode is cool, the graphics are cool, the sound is cool... you get the picture.

3. ALADDIN

Publisher: Sega • Price: £44.99
Reviewed in Issue 14 of MEGA



Just when you thought that all platform games were the same, along comes this. Using every trick in the book, inventing a few more and then adding some of the best graphics and sound ever seen or heard in a game, this is going to give you hours and hours of enjoyment. This should sell loads because of the film tie-in, but for once both the game and the film are amazing.

MEGA says: With the arrival of games like this, the boundaries of platform games are now really being pushed to the limit.

4. STREET FIGHTER 2: SPECIAL CHAMPION EDITION

Publisher: Sega/Capcom • Price: £59.99
Reviewed in Issue 14 of MEGA



Not the amazing force of a game it is on the SNES, simply because there are so many good games for the Mega Drive already. However, this is still the best beat-'em-up ever and it's also an amazingly playable game that anyone, no matter how incompetent, can enjoy. With that special Turbo mode, the chance to control all the bosses and the bonus Elimination match-up to play, you're never going to get bored, and that's a promise.

MEGA says: This 24-Mbit game is a polished, playable and spot-on conversion of the arcade machine. It's a bit on the pricey side, but you'll still be playing it this time next year.

FOR SALE: Street Fighter 2

£35 - 041 337 3591

£35 - 0935 78705

5. SONIC 3

Publisher: Sega • Price: £59.99
Reviewed in Issue 18 of MEGA

Sonic's back (again) and there's yet another new character. Knuckles the Ant-eater is tricked by Dr Robotnik into thinking that Sonic is trying to steal the Chaos Emeralds (not our Sonic surely). This sets us up for another Sonic platform adventure of the calibre we've come to

expect. The graphics are nicer, the levels three times larger and the whole thing is full of Sonic-isms.

MEGA says: If you like Sonic, and you want the best Sonic game there is, you're going to have to pay for it.

FOR SALE: Sonic 3

£40 - 0784 242654

TO SWAP: Sonic 3

Swap for NBA Jam or Streets of Rage 3 - 081 573 4401

6. FIFA INTERNATIONAL SOCCER

Publisher: EA Sports • Price: £49.99
Reviewed in Issue 15 of MEGA



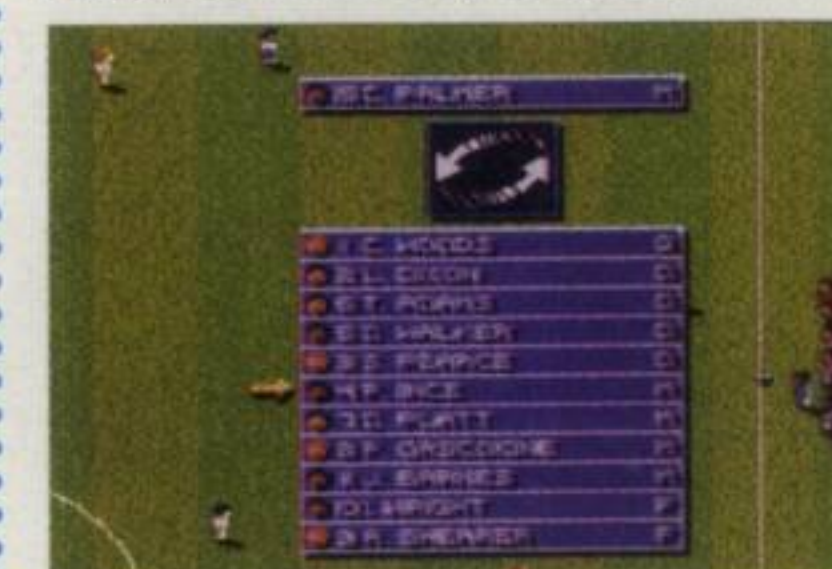
After almost three years the Mega Drive finally gets a top football game. It's all here; a league, international championships, fantastic gameplay, great graphics, superb sound and loads of atmosphere.

MEGA says: EA Sports come up with the goods once again and with that lovely 4-Way Play adaptor you can even get three of your mates to play at the same time. But wait, what about the other fabulous foxy game below?

WANTED: FIFA International Soccer
Will swap for Rainbow Islands - 0604 648077

6. SENSIBLE SOCCER

Publisher: Sony • Price: £39.99
Reviewed in Issue 15 of MEGA



Yep, we thought long and hard about this, but we couldn't separate the two games. And the reason for this? Well, even though they're both football games, they go about the task in very different ways and are both good in very different ways. Sensible Soccer is a faster-paced game than FIFA International Soccer, with some seriously good gaming options. So we've decided to give them both the same position in the TOP 100.

MEGA says: If you're going to buy a football game, it has to be one of these two. Try them both and see which one best suits your gaming needs.

FOR SALE: Sensible Soccer
£25 - 0784 242654

8. NBA JAM

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 18 of MEGA



It's been said "that you cannae change the laws of physics", and while that may be true it doesn't mean you can't mess about with the laws of basketball. And that's exactly what NBA Jam does brilliantly.

There are no confusing stats to get in the way, just pure arcade action and loads of fun. And with that lovely simultaneous four-player game it's fun for all the family.

9. FLASHBACK

Publisher: US Gold • Price: £39.99
Reviewed in Issue 9 of MEGA

Stick some nice animation into a game, and most people will tend to get very excited about it, ignoring the rest of the game completely. With Flashback though you can sit down, watch the animation and then get completely involved in a great arcade adventure.

MEGA says: This is in many ways a perfect game. It's absolutely amazing to look at, it sounds brilliant, it's tough, involving, easy to control and thoroughly addictive.

FOR SALE: Flashback

£12 - 0793 523638

£20 - 0742 367678

TO SWAP: Flashback

Swap for Fantastic Dizzy - 0501 743950

10. DR ROBOTNIK'S MEAN BEAN MACHINE

Publisher: Sega • Price: £39.99
Reviewed in Issue 16 of MEGA



Right, let's get one thing sorted right from the off; this may appear to be a twee and horribly cute game, but it's also the Mega Drive's top single- or two-player puzzle game. Ingeniously devised so that as you play you develop a gaming strategy, this is one of those games that, because it's been well programmed, is just as good with a mate as it is when you're trying to

TOP 10 MEGA CD GAMES

There's a new entry at number two this month. Whoopy-doo. Unfortunately, there's still nothing much else happening on the Mega CD front.

1. THUNDERHAWK

Publisher: Core • Price: £39.99
Reviewed in issue 13 of MEGA



Take one look at the amazing graphics for this game and you'll see that the CD (as a machine to blow everyone's socks off) has finally made it. But it's not only the graphics that make this game stunning. With non-stop adrenaline-pumping shoot-'em-up action you're gonna get a real kick out of this. You really are going to love it. MEGA says: Although we've all been blown away by the graphics, there's an immensely playable and addictive game in here too.

2. SENSIBLE SOCCER CD

Publisher: Psygnosis • Price: £29.99
Reviewed in issue 21 of MEGA



Right, now we all know that *Sensible Soccer CD* is just the cart game with a couple of FMV sequences and loads (and I mean loads) of sampled sound, but you can't get away from the fact that, along with *FIFA Soccer*, this is the toppest footie game money can buy.

MEGA says: It's so cheap on the CD it's almost worth buying even if you already own the cartridge. OK, maybe not, but you get the point.

3. SONIC CD

Publisher: Sega • Price: £44.99
Reviewed in Issue 13 of MEGA



We all expected it to be good, and it is. The game is still very much *Sonic* but it now has some depth. To finish this you're actually going to have to play the game. Oh, and the graphics on the special stages are stunning.

MEGA says: Ever since everyone who bought the original *Sonic* finished it in a couple of days we've wanted a *Sonic* game with a challenge. Well, we had to wait for the CD version to provide it, but at least it's finally here.

FOR SALE: Sonic CD
£23 - 071 587 5116

(Continued on page 72)

Formula One courses, battery back-up for ten games and a simultaneous two-player game, *F1* has all the right ingredients to make it a top ten game, and indeed, that's where it is.

MEGA says: Thrills, spills and a lot of crashes. That's what's in store for you with this game. For speed freaks and Ford Fiesta owners alike, this is a must buy.

20. LANDSTALKER

Publisher: Sega • Price: £49.99
Reviewed in Issue 14 of MEGA



Our hero Nigel must combat all manner of strange beings and solve intriguing puzzles if he's ever going to find King Nole's treasure in what has got to be one of the most eagerly-awaited games ever. A large, brilliant and new-style RPG that will appeal to experienced gamers and novices alike. Superb!

MEGA says: Paul has actually been playing this for ages, and he doesn't usually like role-playing games. So that's a recommendation if ever there was one.

WANTED: Landstalker
0495 307656

21. THE JUNGLE BOOK

Publisher: Virgin • Price: £44.99
Reviewed in Issue 20 of MEGA

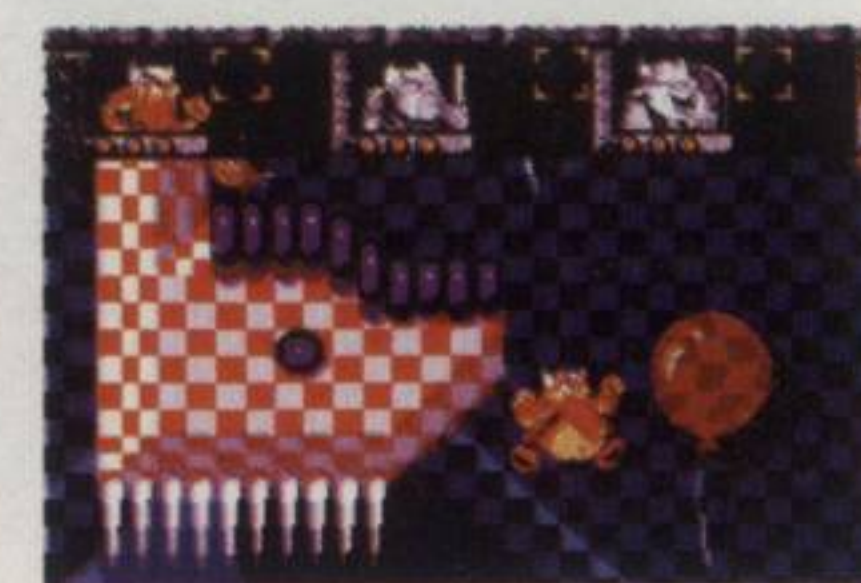


A lovely film turns into a lovely game. It sounds too good to be true, but in the Disney tradition everything turns out brilliantly in the end. The graphics are astounding and that doesn't mean just the main character animation; the background and foreground graphics are excellent and there's a top platform game (with a bit of a challenge) to play as well.

MEGA says: They don't come much better looking or with better gameplay than this... but then again, *The Lion King* is due out for Christmas...

22. LOST VIKINGS

Publisher: Virgin • Price: £39.99
Reviewed in Issue 16 of MEGA



Imagine, if you can, a three-character-orientated puzzling platform game in which you must control each of the abilities of the three sprites in order to get them out of each level. Now add some incredibly top puzzles, some cool graphics and the odd bit of humour and you've got a game that taxes the old grey cells, takes a while to play through and is a real blast while you're doing it. Welcome to *Lost Vikings*.

MEGA says: When this came in, it took Jon Smith days to leave it alone, and if that's not a recommendation, we don't know what is.

23. LEMMINGS

Publisher: Sega • Price: £39.99
Reviewed in Issue 2 of MEGA

This game has got 180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and an easy control system make this a must for all gamers.

MEGA says: It's addictive, brain teasing and once you get into it, you'll be reluctant to get out again.

FOR SALE: Lemmings
£25 - 0784 242654

24. ECCO

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA



Once in a while a game comes along that is just that little bit different to the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deep underwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits.

MEGA says: It brings a whole new realm of gameplay to the Mega Drive. It's tough, beautiful, and an absolute joy to play.

FOR SALE: Ecco
£26/Swap - 0603 737583 (after 5.15)
£25 - 0704 546843
£18 - 0284 728036
£18 - 071 225 3420
TO SWAP: Ecco
Swap for *Road Rash 2* - 0501 743950

25. STREETS OF RAGE 2

Publisher: Sega • Price: £44.99
Reviewed in Issue 4 of MEGA

You won't find a better beat-'em-up on the Mega Drive (except for *Street Fighter 2* of course) and it's even better than some arcade ones too. Improvements on the original include two new characters (Max and Skate), a head-to-head mini game, amazing graphics and playability as well.

MEGA says: You won't find it tough enough if you play on easy level with loadsa continues. So if you're a hotshot gamer, do yourself a favour and play the game on hard level with only a couple of continues.

FOR SALE: Streets of Rage 2
£20 - 0235 832452
TO SWAP: Streets of Rage 2
Swap for *Cool Spot* - 0748 884657

26. QUACKSHOT

Publisher: Sega • Price: £39.99

Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia* should have been. It looks lush, sounds lovely, and it's action-quacked (sorry) from start to finish.

MEGA says: It's quite an old game now, but it's one of the better Disney licences and we think you should get it!

FOR SALE: Quackshot
£15 - 0742 367678
£15/Swap - 0206 575549
£20 - 0920 877341 (ask for Kev)
£15/Swap for *NBA Jam* - 0342 850724
£15 - 0272 771996

27. DAVIS CUP TENNIS

Publisher: Domark • Price: £39.99
Reviewed in Issue 12 of MEGA

We've waited ages for a tennis game which will knock our socks off - well here it is. It's fast, intricate, and it has a lovely technical learning curve and a stonking two-player option.

MEGA says: Definitely more of a two-player game than a single-player-against-the-computer one, this will bring out the real competitor in you.

28. COOL SPOT

Publisher: Virgin • Price: £39.99
Reviewed in Issue 9 of MEGA

This ultra-cool, cute and loveable little dude sits brilliantly inside this fabulous platform game.

MEGA says: Playable, cute, large, difficult game with a great soundtrack.

FOR SALE: Cool Spot
£10 - 0793 523638
£20 - 0474 853315

29. GAUNTLET 4

Publisher: Tengen • Price: £39.99
Reviewed in Issue 13 of MEGA



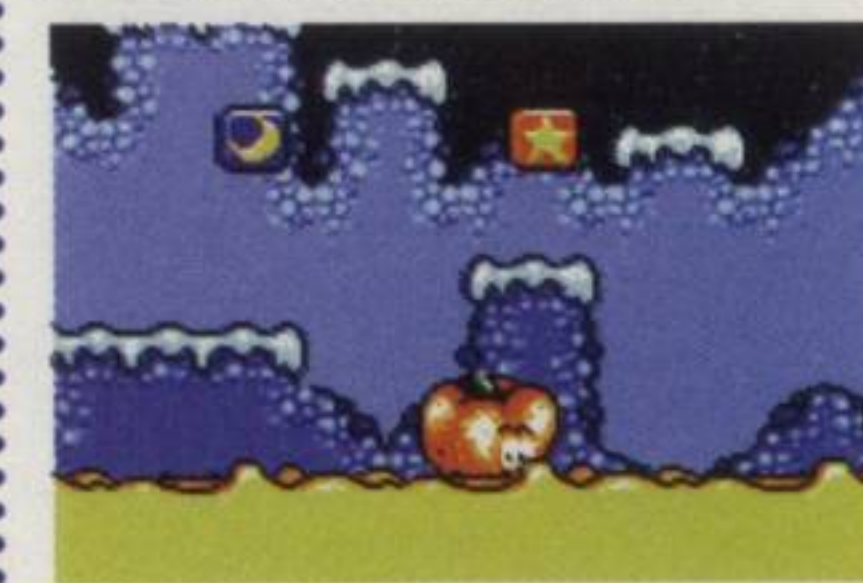
What an amazing coin-op *Gauntlet* was. Many a misspent youth has been spent shoving ten-pence pieces into the mammoth arcade machine. And now those days are back. And by adding three different modes and using the four-player tap for maximum hilarity, it's even better than ever.

MEGA says: A top arcade game gets the conversion treatment and actually ends up being better than the coin-op.

TO SWAP: Gauntlet 4
Swap for *Winter Olympics* or *Chaos Engine* - 081 892 9728

30. JAMES POND 3: OPERATION STARFISH

Publisher: EA • Price: £49.99
Reviewed in Issue 14 of MEGA



The first *Pond* was OK, the second was OK as well, but a bit better than the first. *Pond 3* is loads better than the second and very good to boot. There is large Mario-style gameplay in the usual platform style, but with loads to do and lots of levels to do it in, this is another seriously good platformer for the Mega Drive.

MEGA says: Andy hates the other two *Pond* games, but he loves this one. Looks like it's third time lucky for old Jimbo.

31. ROLO TO THE RESCUE

Publisher: EA • Price: £39.99
Reviewed in Issue 5 of MEGA



Platform games can be found in

abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then, when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game.

MEGA says: Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out, and bosses to defeat.

FOR SALE: Rolo To The Rescue
£15 - 0742 367678
£20 - 0279 842 087
£20 - 0784 242654

32. TINY TOONS

Publisher: Konami • Price: £39.99
Reviewed in Issue 8 of MEGA



Cute, big and easy to play, this platformer has got it all. With a password for each level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores very highly in all gameplaying areas.

MEGA says: Fast, colourful, cute, playable... the list of qualities in this game is endless.

FOR SALE: Tiny Toons
£20 - 0742 367678
TO SWAP: Tiny Toons
Swap for *Mean Bean Machine/Flashback* - 0392 217978

33. SHINING FORCE

Publisher: Sega • Price: £39.99
Reviewed in Issue 10 of MEGA

We all complain when games are too easy to finish and we also complain that the hardest games to complete, RPGs, are boring. Well if you're of that ilk, you should definitely check this out 'cos you're in for a surprise. It's got cute characters, a do-the-right-thing storyline and gameplay most games can only dream about.

MEGA says: Very soon we're going to have to stop taking the mick out of role-playing games, because they're getting quite good now.

WANTED: Shining Force
071 486 6247

34. MEGA-LO-MANIA

Publisher: Virgin • Price: £39.99
Reviewed in Issue 6 of MEGA

Ever wanted to know why a "God-game" is called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.

MEGA says: Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

FOR SALE: Mega-Lo-Mania
£25 - 0235 832 452
£26 - 0603 737583 (after 5.15)
£20/Swap - 0204 694431
£22/Swap - 0375 844813
£20 - 0784 242654
£22 - 0375 844813

4. SILPHEED

Publisher: Sega • Price: £39.99
Reviewed in Issue 13 of MEGA



Touted as the most amazing graphical game yet to appear on the CD, *Silpheed* has been slightly upstaged by *Thunderhawk*. Still, the speed and realism of this space shoot-'em-up can't be overlooked. Addictive, fun, and stunning to look at (but not as stunning as *Thunderhawk*). MEGA says: If this and *Thunderhawk* are the shape of things to come, we're in for a real treat.

5. LETHAL ENFORCERS

Publisher: Konami • Price: £54.99
Reviewed in issue 15 of MEGA



There are several advantages that the CD version has over the cartridge game; price, speed and music. But it's the same game, and a top one too. Blast those enemies as they come on the screen, and work through the ranks of the police force as you deal with crime in your own special way. MEGA says: A top CD and a real hoot. And it's £10 cheaper than the cartridge version. Not bad.

6. FINAL FIGHT

Publisher: Sega • Price: £44.99
Reviewed in Issue 8 of MEGA



The arcade gameplay in this game moves this CD conversion instantly into classic status. Including as much fighting action as you could ask for and a simultaneous two-player option, this should satisfy the appetite of any CD gamer. MEGA says: Fight, fight and then fight some more (if you're still alive). It looks good, plays like a dream and should quieten those Mega CD critics.

7. LUNAR THE SILVER STAR

Publisher: Working Designs • Price: £44.99
Reviewed in Issue 18 of MEGA



When the Mega CD first appeared, the Japanese started working on some incredible RPGs; they
(Continued on page 74)

45. SKITCHIN'

Publisher: EA • Price: £49.99
Reviewed in Issue 18 of MEGA



If you're after a new game, but want something a bit different from the usual stuff, try *Skitchin'*. A cross between rollerblading and *Road Rash*, this street-wise race game sees you racing across America, beating up other Skitchers, and hanging on to as many cars as you can. The higher element of strategy over *Road Rash* is welcome, but the game loses something of the in-ner-face action of its relative.

MEGA says: *Road Rash* addicts who can't get enough will die for this. The rest of us will just enjoy playing it for a while.

46. THUNDERFORCE 4

Publisher: Sega • Price: £39.99
Reviewed in Issue 1 of MEGA

The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics get in the way of the action — there's too much going on on-screen at any one time.

MEGA says: Looks great, lots of blasting action, looks great, solid shoot-'em-up action, looks great and, er, nothing really that could be described as particularly different from its predecessors. It's a great-looking game though.

47. MORTAL KOMBAT

Publisher: Acclaim • Price: £49.99
Reviewed in Issue 13 of MEGA

Another stunning and very popular coin-op gets the conversion treatment and loses very little in the process. Obviously the graphics aren't as sharp as they were, but they're still good. The playability is cool and with all the death moves intact, this will satisfy any fight fan's appetite.

MEGA says: A cool beat-'em-up, but it's too easy in one-player mode.

FOR SALE: *Mortal Kombat*

£25 — 0474 853315

£35 — 081 518 3448

£30 — 0935 78705

£25/Swap for *Landstalker* — 061 483 4426

TO SWAP: *Mortal Kombat*

0793 523638

WANTED: *Mortal Kombat*

£20 — 0803 537811

48. BUBBA 'N' STIX

Publisher: Core • Price: £49.99
Reviewed in Issue 19 of MEGA



Games don't come much more bizarre than a platform puzzler starring a kid and a stick. Luckily though, this is an intelligent kid and a very pliable and friendly stick, and so if anything gets in Bubba's way, the stick can handle it. And with some very ingenious puzzles, lots of ways to use the stick and the usual comedy graphics which Core always do so well, this is destined to be enjoyed by many people.

MEGA says: Although there are only five levels in the game, they are long and very tough indeed.

49. BOXING LEGENDS OF THE RING

Publisher: Electro Brain • Price: £44.95
Reviewed in Issue 16 of MEGA



Boxing games don't usually hit the mark, because they are either badly programmed, try to do too much, or don't incorporate enough stuff. *Boxing Legends*, however, has all the punches you'll need, some top middleweight boxers and a comprehensive but easy-to-use control system.

MEGA says: The two-player option lets you get rid of some pent-up aggression.

50. WORLD OF ILLUSION

Publisher: Sega • Price: £39.99
Reviewed in Issue 3 of MEGA



This game is way too easy in one-player mode, but for its brilliant two-player game it earns this position. It's gorgeous, hard, interactive fun.

MEGA says: Don't for a moment think about buying this unless you've got a mate to play it with.

FOR SALE: *World of Illusion*

£19 — 071 732 7714

£22 — 0252 23603

51. STREETS OF RAGE

Publisher: Sega • Price: £34.99

If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question *Streets Of Rage* doesn't have to answer, because it's great stuff. Lovely backdrops, loads of athletic fighting moves, excellent two-player action and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy, for example) all go together to make this one of the best games in the genre.

MEGA says: This is well worth a look.

FOR SALE: *Streets of Rage*

£20 — 081 518 3448

£15 — 0702 520427 (after 6 pm)

52. CHAKAN

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA



A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive.

MEGA says: Very nicely done, but similar to lots of other stuff already on the market. All you long-term Mega Drive owners will have seen it all before, but you newbies should check it out.

TO SWAP: *Chakan*

0752 550042

53. F-15

Publisher: Microprose • Price: £39.99
Reviewed in Issue 12 of MEGA



This game is definitely the best flight sim on the Mega Drive and as such gets its place here above all the rest.

MEGA says: Very technical and very realistic, if you like flight sims.

54. ASTERIX

Publisher: Sega • Price: £39.99
Reviewed in Issue 14 of MEGA



Cartoon characters don't come with much more of a cult following than Asterix, and so a game starring this Gallic hero was bound to happen. Yes, of course it's a platform game, but it's a good one so that's OK. Having the option of controlling Asterix or his sidekick Obelix is a good idea and there's that lovely little clock ticking down as you play the game. At times things do get a bit frustrating, but Asterix is still very playable.

MEGA says: Very cartoony, very wacky and good platform stuff, but just too average compared to some of the Mega Drive's other software.

55. ZOMBIES ATE MY NEIGHBOURS

Publisher: Konami • Price: £39.99
Reviewed in Issue 14 of MEGA



Some games are strange and some are really strange. *Zombies* (for short) is way above strange and borders on the surreal. Select your character, rescue your neighbours and kill those zombies. Very much a kitsch version of *Gauntlet*, this is just as manic and just as much fun.

However, there are 55 levels and tedium may well set in after a while.

MEGA says: Very good fun and much like *Gauntlet*, but, unfortunately the levels are all a bit samey.

56. TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

Publisher: Konami • Price: £35
Reviewed in Issue 7 of MEGA

Now that Konami are in the Sega business we can look forward to some cracking games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game.

MEGA says: OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game really great fun to play.

57. SIDE POCKET

Publisher: Data East • Price: £35
Reviewed in Issue 2 of MEGA

A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

MEGA says: We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.

58. POWERMONGER

Publisher: EA • Price: £39.99
Reviewed in Issue 5 of MEGA

If you're looking for some serious head-scratching stuff and you like to dominate, *PowerMonger* could be for you.

MEGA says: This game is very in-depth and very tough.

59. SHINOBI 3

Publisher: Sega • Price: £39.99
Reviewed in Issue 13 of MEGA

This is so much better than *Revenge of Shinobi* that although it isn't exactly a great leap forward in gaming terms, it's still a stonking game. Don't expect anything but ninja-related platform action and you won't be disappointed.

MEGA says: If you like ninjas and platforms and you reckon you're a bit of a hard geezer, this game is most definitely for you.

60. ROCKET KNIGHT ADVENTURES

Publisher: Konami • Price: £39.99
Reviewed in Issue 12 of MEGA



This is a top-class platform game and there's no doubt that newcomers Konami definitely know their games. With some very nice graphical touches, difficult stages to think about and some very original ideas, this is a constant surprise the more you play it.

MEGA says: It's easy to slag off games for not being very original, but what do you say when a game is? Er... see what we mean, we're lost for words.

61. FANTASTIC DIZZY

Publisher: Codemasters • Price: £39.99
Reviewed in Issue 13 of MEGA



These Codemasters chaps can do no wrong. After the success of *Micro Machines* they've taken little Dizzy (the egg that made them famous) and come up with this lovely Mega Drive game. Use all your arcade adventure skills to solve the puzzles and save Daisy.

MEGA says: Although you may think of a *Dizzy* game as being too simple for a console like ours, this turns out to be a refreshing change and a good game too.

62. LOTUS 2 (INC. LOTUS TURBO CHALLENGE)

Publisher: EA • Price: £44.99
Reviewed in Issue 15 of MEGA

Although sequels are usually better than the original (and graphically, this one most

were popular over there but unfortunately they were never translated. *Lunar* is one game, however, that made it over here. A classic RPG with a fantasy scenario involving cute children with big eyes and loads of monsters, this is one game you'll lose several weeks of your life playing. MEGA says: Using the CD storage space to its best abilities, this RPG is a real treat.

8. DOUBLE SWITCH

Publisher: Sega • Price: £49.99
Reviewed in Issue 18 of MEGA



With improved production and actors like Corey Haim and the lovely Deborah Harry, *Double Switch* is basically a more polished *Night Trap*. The gameplay is the same, but the pace is pumped up, and the fun element is straight from the Benny Hill School of Comedy.

MEGA says: Those wanting more *Night Trap* thrills will have their appetite more than satisfied by this.

9. DUNE CD

Publisher: Virgin • Price: £49.99
Reviewed in Issue 14 of MEGA



Very spooky and moody, *Dune* follows the film very closely, which is a real bonus. It's a character-interactive RPG in which you've got to talk to everyone, remember that information and act upon it. A first class role-playing game which uses the CD's capabilities to produce some nice flying effects, loads of speech and some mean and moody FMV taken from the film.

MEGA says: A classic role-playing game that intrigues and then rewards your efforts. Satisfying and difficult too.

10. JURASSIC PARK

Publisher: Sega • Price: £39.99
Reviewed in Issue 18 of MEGA



You'd think that a big licence like this would go straight for the gaming jugular (all platforms and weapons), but instead it goes for a more gentle approach, taking place after Dr Grant and everyone have escaped from the island. It throws you right in at the deep end and, using your brain and some arcade skills, you've got to complete your mission. MEGA says: A change of pace from most CD games, but not a role-playing game as such.

74. SPEEDBALL 2

Publisher: Virgin Games • Price: £34.99
Reviewed in Issue 1 of MEGA



This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means that for an all-round sporting experience this is hard to beat – especially in two-player mode.

MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), *Speedball 2* is about as good as arcade sports games get.

FOR SALE: *Speedball 2*
£20 – 0702 520427

£15 – 0283 48688

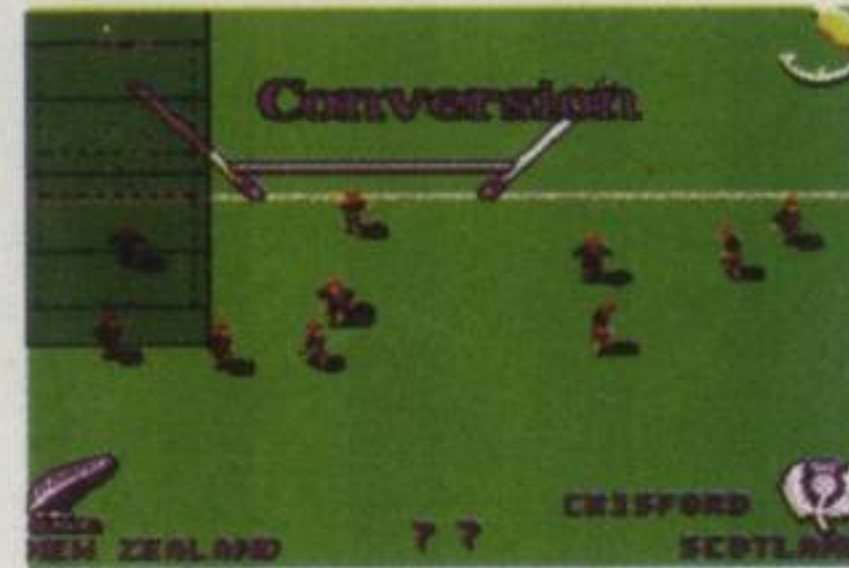
£20 – 0702 520427 (after 6 pm)

TO SWAP: *Speedball 2*

Swap for *Int. Rugby* – 0501 743950

75. INTERNATIONAL RUGBY

Publisher: Domark • Price: £39.99
Reviewed in Issue 11 of MEGA



Rugby isn't the first sport that springs to mind when you think of console games, but thanks to Domark, all you rugby players can not only get your fix of the action, but you can enjoy it as well. With all the international teams you could dream of, a World Cup tournament, friendlies, the obligatory two-player game and more stats that you could shake a large mathematician at, *International Rugby* will satisfy a lot of people.

MEGA says: A lot of people may be put off by the fact that it's rugby, but don't worry; the game is not overly difficult to understand, so you can enjoy a good old romp in one- or two-player mode.

76. SUPER KICK OFF

Publisher: US Gold • Price: £39.99
Reviewed in Issue 6 of MEGA



The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.

MEGA says: It plays well and there are loads of options in there too. To get the best out of the game though, you'll have to play this with another person. Check out *FIFA* and *Sensible Soccer* first.

FOR SALE: *Super Kick Off*
£18 – 071 225 3420

77. RANGER X

Publisher: Sega • Price: £39.99
Reviewed in Issue 10 of MEGA



With no big licence behind it or even the privilege of being a coin-op conversion, you could be forgiven for categorising *Ranger-X* as just another dull shoot-'em-up. Well don't, because with the help of some lovely original gameplay and graphical touches, you can't help but be drawn into the proceedings.

MEGA says: Don't categorise this without trying it. It's a tough and original blaster that gets more exciting and challenging the more you play it.

TO SWAP: *Ranger X*
Swap for *Sensible Soccer* or *Zombies Ate My Neighbours* – 0283 48688

78. PETE SAMPRAS TENNIS

Publisher: CodeMasters • Price: £44.99
Reviewed in Issue 21 of MEGA



There are several aspects to this top game: it plays really nicely and it's got loads of tournaments and options and things, and it's the first J-Cart game, which means four people can play simultaneously without the need for an adaptor.

MEGA says: A good tennis game, lifted above the ranks of ordinary games by the brilliant invention known as the J-Cart.

79. POPULOUS 2

Publisher: Virgin • Price: £39.99
Reviewed in Issue 12 of MEGA



As this enters the Top 100 it pushes out the original *Populous* (there can only be one God game and this is it). *Populous 2* improves on the original in all areas, and there is more than enough for everyone who couldn't get enough of *Populous*.

MEGA says: It's a real toss up between this and *PowerMonger*, but we think the latter comes out just ahead. But hey, if you're rich enough, why don't you buy them both?

FOR SALE: *Populous*
£15 – 071 225 3420

80. EX-MUTANTS

Publisher: Sega • Price: £39.99
Reviewed in Issue 6 of MEGA

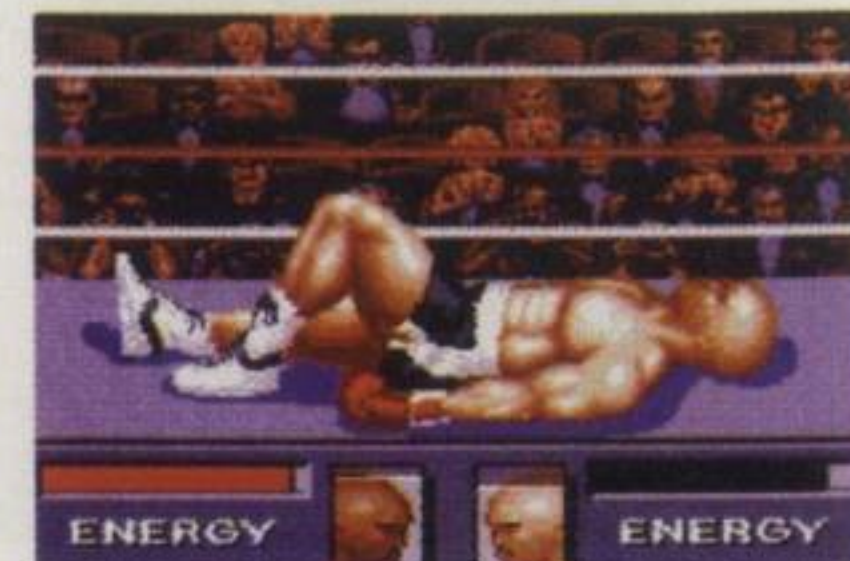
This is another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again, it's nothing to set the originality fires burning. It is very playable though, and fairly tough in places.

MEGA says: Although the comic book is not that well known, the game *does* succeed on its comic book feel. It's not the most original game in the world, but it is

surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

81. GREATEST HEAVYWEIGHTS

Publisher: Sega • Price: £39.99
Reviewed in Issue 17 of MEGA



For some reason, the sport of boxing seems to be the in-thing at the moment in terms of gaming. But when you see this game you may well be struck by a touch of déjà vu. The reason is simple; the graphics engine and main set-up are from a game called *Evander Holyfield's Real Deal Boxing*, but its gameplay has been drastically altered, which is a good thing. The game moves at a fast pace and there are plenty of boxers to fight, tournaments to enter and even the choice of eight all-time heavyweight boxers.

MEGA says: The one-player mode becomes rather tedious after a while, but the two-player bash gives the game some life.

82. ROLLING THUNDER 2

Publisher: Sega • Price: £39.99

A direct copy of the arcade version, this basic shoot-'em-up does what every shoot-'em-up should do – makes you come back for more.

MEGA says: Simple, and some may say boring. But stick with it for a while and you'll find a highly playable, spot-on arcade conversion.

83. ANOTHER WORLD

Publisher: Virgin • Price: £39.99
Reviewed in Issue 6 of MEGA



This game has got gorgeous graphics, puzzling gameplay, and it's even quite difficult at times. It's also got lovely presentation, brilliant movement and controllability and a plot most novel-writers would die for. *Another World* is a fabulous game because of all these ingredients.

MEGA says: Great game, but once you finish it you'll never come back to it.

FOR SALE: *Another World*
£18 – 0993 881254 (after 6 pm)

84. BUBSY

Publisher: Accolade • Price: £39.99
Reviewed in Issue 12 of MEGA



Ever since the appearance of *Sonic*, platform games with characters behind them are the norm. And the characters don't get much weirder than a bobcat called Bubsy. With the usual protect-the-world-from-nasties plot, jumping around

platforms and big scrolling levels, you couldn't really use the word original to describe this. It is playable, however, but just not as smooth as *Sonic*.

MEGA says: A polished and very playable platformer that would have gone down a storm about a year and a half ago, but these days it just isn't top-grade enough stuff.

FOR SALE: *Bubsy*
£20 – 0935 78705

85. MEGA TURRICAN

Publisher: Data East • Price: £44.99
Reviewed in Issue 20 of MEGA



Sometimes the only thing that really matters when you're playing a game is what we call the fun factor. Now this doesn't apply to everything, because although a game may be fun to play, it can also be awful in other respects. This isn't like that, with no pretensions to being anything other than what it is. A fine romping shoot-'em-up to give your life a much-needed fun boost.

MEGA says: This is a very polished little number and we all like a good shoot-'em-up don't we?

86. MIG-29

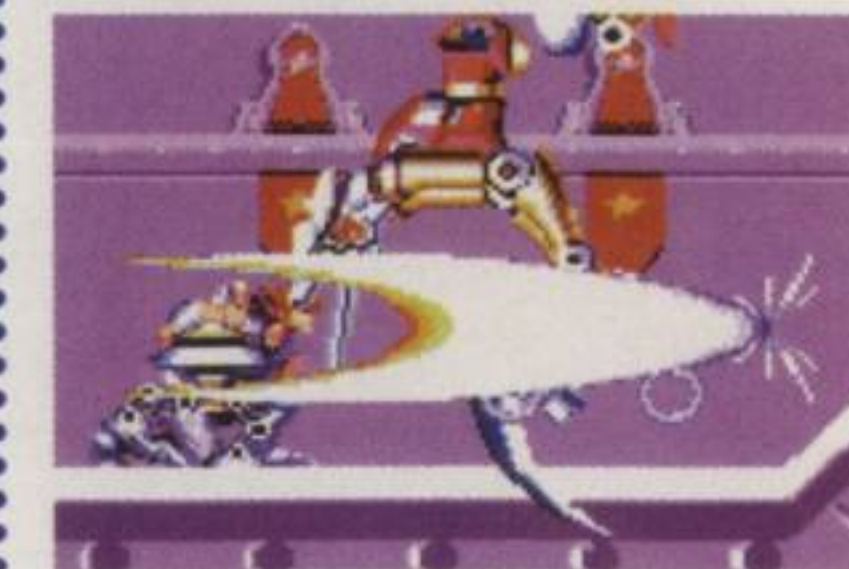
Publisher: Domark • Price: £39.99
Reviewed in Issue 9 of MEGA



The more they say you can't do something, the more you try to do it. At least that's the way it works with flight sims on the Mega Drive. This famous PC sim has been simplified for the Mega Drive, but still provides you with a great flying experience. MEGA says: Although this is a great achievement, as a game, it does fall a bit flat along the way. It is in no way your typical console game, but it's definitely worth a look from the more cerebral among you.

87. STRIDER

Publisher: Sega • Price: £19.99



Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.

MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is one of the games that'll make them go "gosh, wow" the most.

88. ESWAT

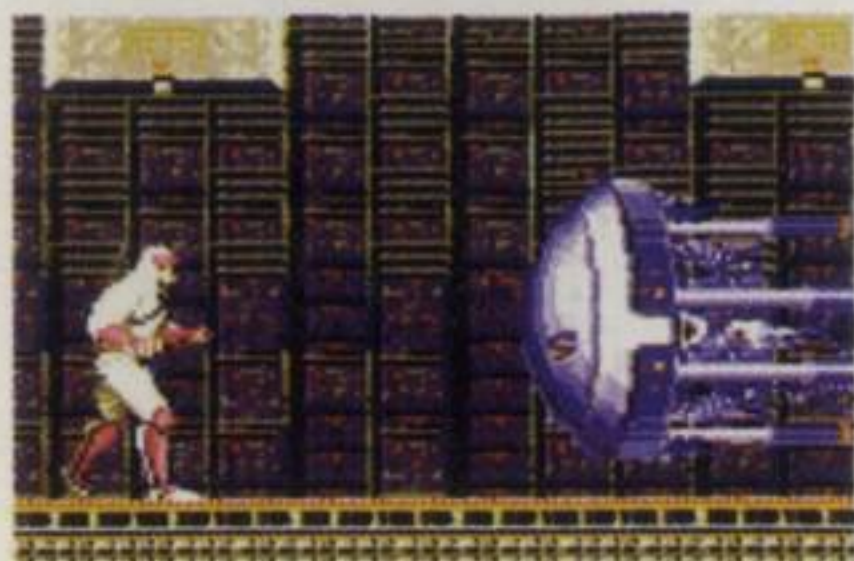
Publisher: Sega • **Price:** £34.99

Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the very end.

MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

89. REVENGE OF SHINOBI

Publisher: Sega • **Price:** £19.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you'll have seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

MEGA says: *Revenge of Shinobi* is super stuff, with top special effects and very special gameplay.

90. KID CHAMELEON

Publisher: Sega • **Price:** £34.99

Kid Chameleon is an ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did *Sonic The Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember – you don't have to be great to be good.

MEGA says: This is a bit old now, but if large cutesy platform games are your thing, then *Kid Chameleon* might be the game for you.

FOR SALE: *Kid Chameleon*

£18 – 061 483 4426

TO SWAP: *Kid Chameleon*

0752 550042

MEGA says: Sega try again to top *Madden*, but they fall just short. However, this is definitely worth checking out if American football is your thang.

FOR SALE: *Joe Montana '93*

£20 – 0372 842168

FOR SALE: *Joe Montana*

£9 – 0708 703429

MEGA says: As the Mega Drive gets on a bit and more software comes out, games are getting stranger and stranger. Some work, some don't. This one does.

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0752 550042

The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There are lots of puzzles, lots of gameplaying fun and lots of cartoony graphics in here.

MEGA says: *Krusty's* is one of a rare breed of game: a licensed title that manages to combine a big name with a more than decent game.

93. TERMINATOR

Publisher: Virgin • **Price:** £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it.

MEGA says: Lovely game, but there's not nearly enough of it.

FOR SALE: *Terminator*

£20 – 0702 520427

£15 – 0702 520427 (after 6 pm)

94. AFTERBURNER 2

Publisher: Sega • **Price:** £34.99

The arcade version of *Afterburner* threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. You never know though, you might enjoy it enough without the jiggling. **MEGA says:** *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* first.

95. BLASTER MASTER 2

Publisher: Sunsoft (Import) • **Price:** £40

Reviewed in Issue 12 of MEGA



A traditional shoot-'em-up in the sense that you've got to wipe out everything you come across, this one works better than the rest of the pile for having a bit of strategy thrown in. It's very similar in pace and difficulty to *Ranger-X* and well worth a look if you're bored with the normal shoot-'em-up.

MEGA says: As the Mega Drive gets on a bit and more software comes out, games are getting stranger and stranger. Some work, some don't. This one does.

96. DECAP ATTACK

Publisher: Sega • **Price:** £39.99



Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll

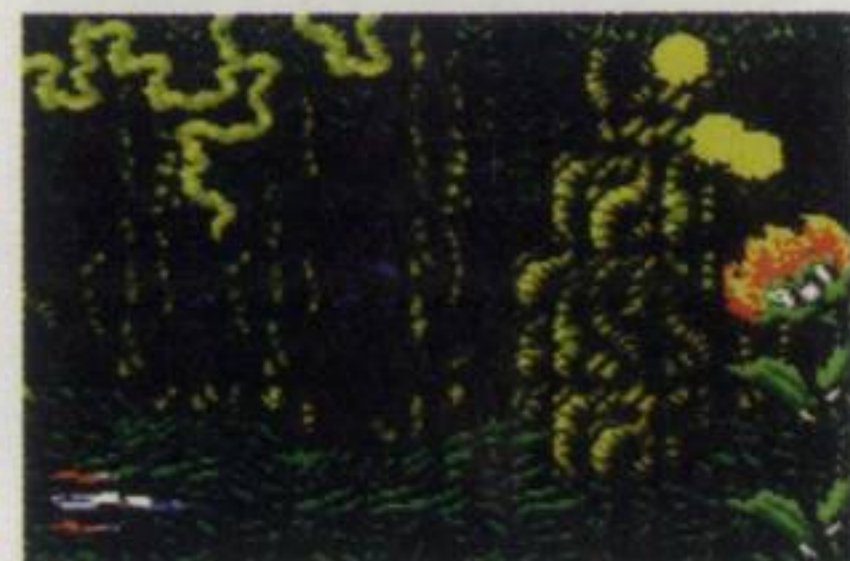
suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

MEGA says: Ropeyish graphics, but don't let that put you off this funny platformer.

97. THUNDERFORCE 3

Publisher: Sega • **Price:** £35.99



Of course, with *Thunderforce 4* now available, it might seem a bit ludicrous to rush out and buy this. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. You'll also be missing out on the chance to make your mates go "Wool!" at some of the best visual effects on the Mega Drive.

MEGA says: *Thunderforce 3* is an incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's just so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre would be better off checking out *Hellfire* or *Aero Blasters* first.

98. DRAGON'S FURY

Publisher: Tengen • **Price:** £39.99

Reviewed in Issue 1 of MEGA



This is the best pinball game you can so far get for the Mega Drive. Get a copy today, or miss out on...

MEGA says: ... classic pinball action which shouldn't be missed.

FOR SALE: *Dragon's Fury*

£15 – 041 337 3591

99. CYBORG JUSTICE

Publisher: Sega • **Price:** £34.99

Reviewed in Issue 9 of MEGA

Walking along level after level of other Cyborgs, beating seven shades of shimmering metal out of them and then repeating the process may not sound like the best game idea in the world, but thanks to some fabulous gameplay and graphics, it soon turns into a really good romp.

MEGA says: A fab off-the-wall beat-'em-up which has the very nice addition of allowing you to take the bits from the Cyborg you've just beaten up and use them as part of your own armour.

100. AQUATIC GAMES

Publisher: EA • **Price:** £39.99

Reviewed in Issue 1 of MEGA

James Pond is taking part in the Aquatic Games. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for the younger gamers.

MEGA says: It's button bashing all right, but not as we know it.

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£25/Swap – 0206 575549

(Jap) £10 – 0223 60338

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£18 – 0993 881254 (after 6 pm)

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- Reviews of *Mega-Lo-Mania*, *Another World*, *Ecco The Dolphin*
- Solutions to *Rolo* and *T2*

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- Feature: *The Miracle Keyboard*

- Reviews of *Turtles*, *Night Trap* (CD), *Sherlock* (CD)
- Solution to *Thunderforce 4*

ISSUE EIGHT

- Reviews of *Tiny Toons*, *Mutant League Footy*, *Final Fight CD*
- Solution to *Spider-Man*

ISSUE NINE

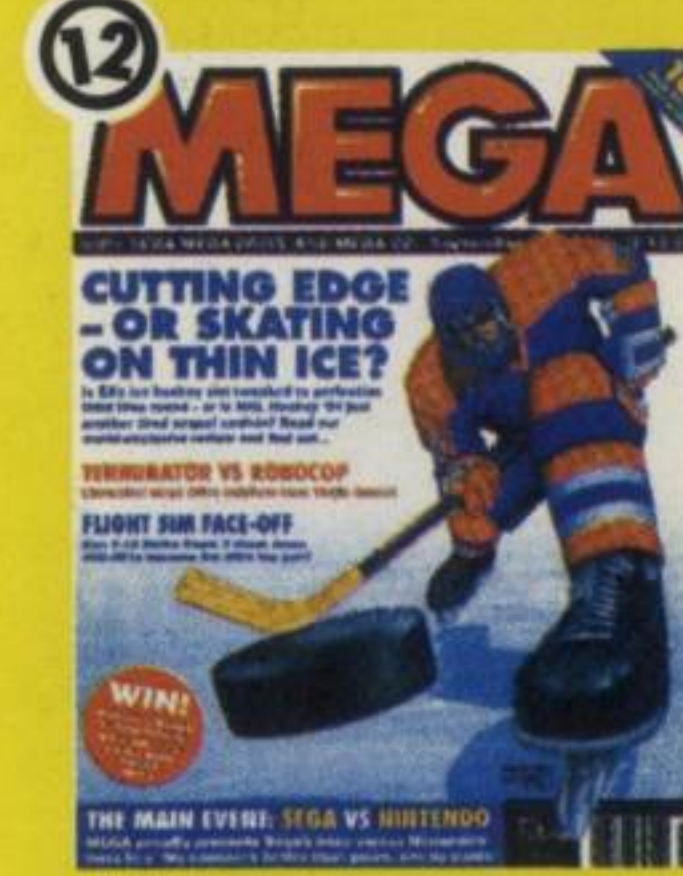
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- 24-page *Street Fighter 2* feature
- Reviews of *King Salmon*, *Ranger X*, *Splatterhouse 3*, *Tecmo Cup Football*
- Solutions to *Another World* and *NHLPA '93*



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- Reviews of *Sonic CD*, *Thunderhawk*, *Gauntlet 4*, *Shinobi 3*, *Mortal Kombat*, *Dizzy*, *Chuck 2*
- Solution to *Shining Force*



- *David Perry* interview
- Film licence feature
- Reviews of *Street Fighter 2*, *Aladdin*, *Asterix*, *Landstalker*, *James Pond 3*, *Zombies*, *Dune CD*, *Madden '94*



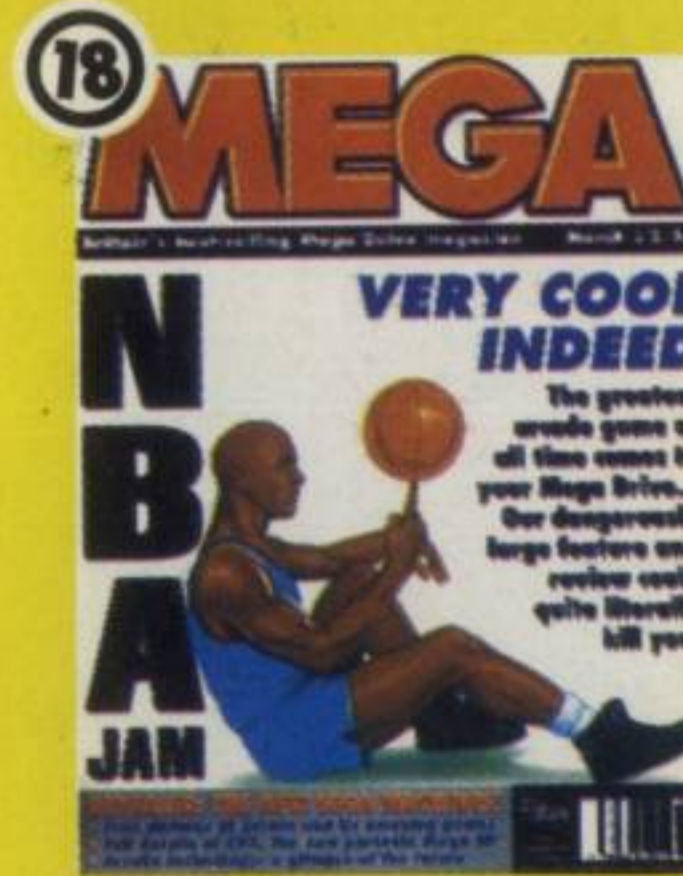
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- Reviews of *Eternal Champions*, *Winter Olympics*, *Microcosm*, *Chuck 2 CD*, *Ground Zero Texas*, *Puggsy CD*, *Columns 3*
- Joypad round-up



- Feature: *Sega coin-ops*
- Reviews of *NBA Jam*, *Sonic 3*, *Skitchin'*, *Lunar (CD)*, *Euro Tour Golf*, *Dragon's Lair*, *Jurassic Park CD*, *NHL '94*
- Solution to *Cosmic S'Head*



- Hype feature: *The Great Cock-and-Bull Swindle*
- Reviews of *Virtua Racing*, *Chaos Engine*, *Bubba 'n' Stix*
- Solution to *Fantastic Dizzy*
- Feature: *Cheat cartridges*



- Exclusive review of *The Jungle Book*
- Feature: *The Art of Animation*
- Reviews of *Sub Terrania*, *Bare Knuckle 3*, *PowerMonger CD*
- Solutions to *Sonic 3* and *Sonic Spinball*



- *Syndicate* preview
- *Dave Perry* introduces *Earthworm Jim*
- *The Great Discounting War*
- *Virtua Racing* player's guide
- Reviews of *Star Trek*, *Marko*, *Sensible CD*

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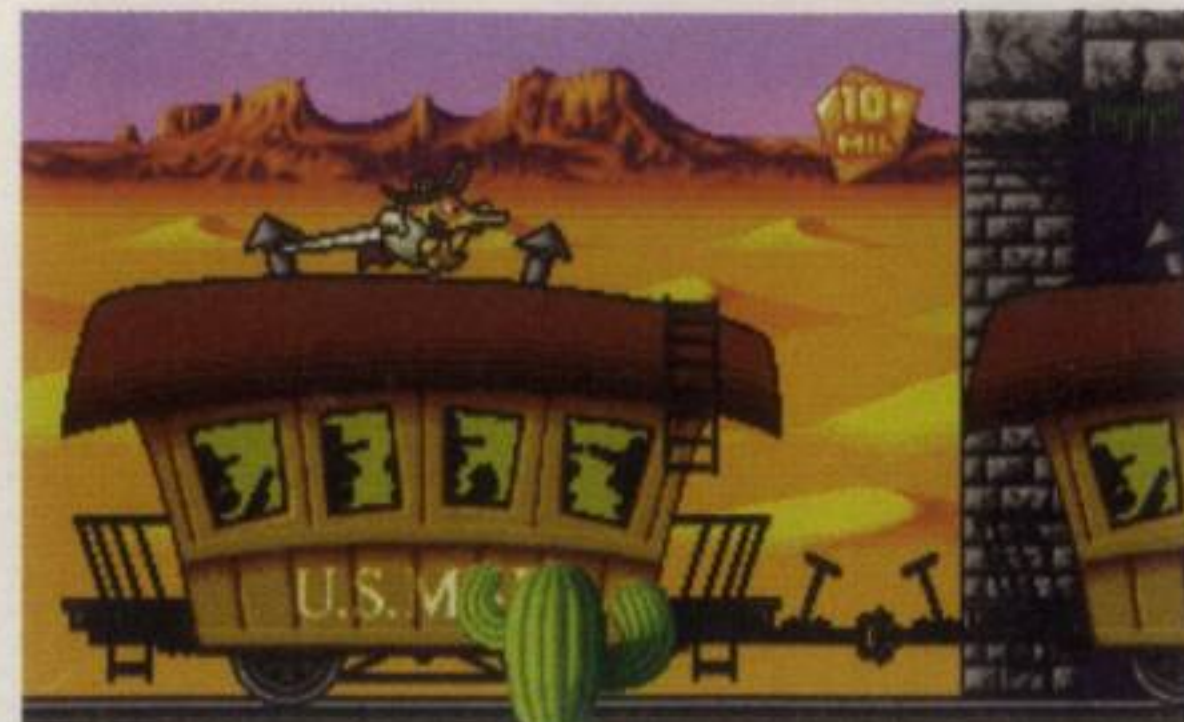
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PSYCHO

Paul Mellerick kicks off this month's eight-page previews section with an early look at the development of two of Codemasters' up-and-coming titles, both due for release in September...



There's much more to the game than just five pinball tables...



... as these two shots of different sub games prove

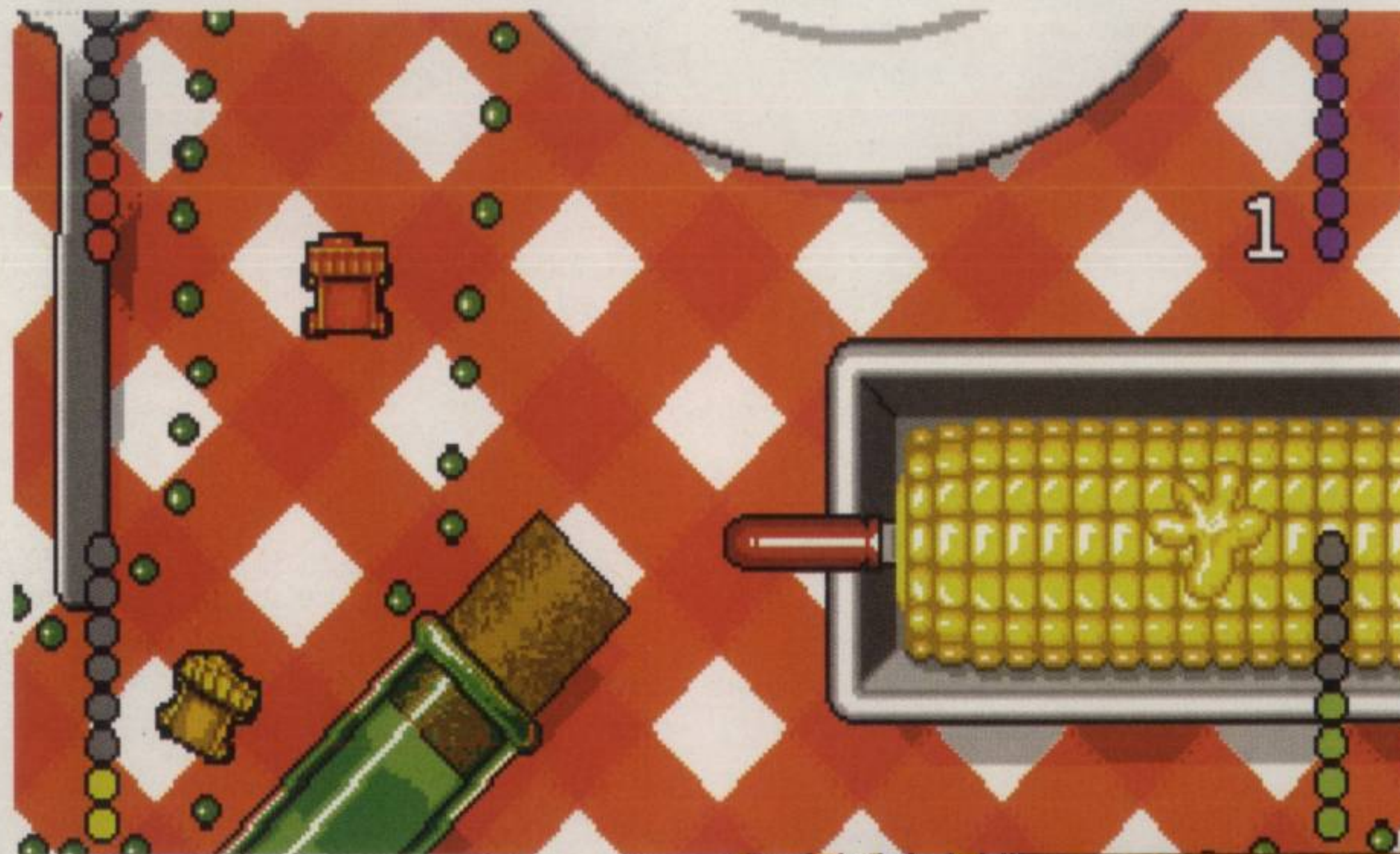
So you like *Micro Machines* do you? Of course you do. And this is why we thought it might be a good idea to not only take a look at the sequel (called *Micro Machines 2* surprisingly enough) but also to take an exclusive look at *Psycho Pinball*, a title which is also being programmed by the original *Micro Machines* team. Intrigued? Thought you might be.

Psycho Pinball

Right then, let's start with this weird-sounding game. Imagine all the wackiness and originality of *Micro Machines* combined with the intricacies of a proper pinball table. Got that? Well, that's only the start, because *Psycho Pinball* hasn't just got one pinball table, it's got five. And then there are the sub

games that appear on each table as well. Hold on, this is getting a bit complicated isn't it? Let me start again.

What we've got here is a mathematically correct (apparently the programmers spent two years getting the geometrical movement of the ball right), bells-and-whistles, knock-ye-socks-off pinball table – all in one cartridge. Hang on a minute though, we've already got some top pinball



My my, that corn on the cob looks very tasty doesn't it?



Don't know about you, but I reckon that Porsche looks pretty nice



Are you ready for some hot beach action in a Baywatch-type way?

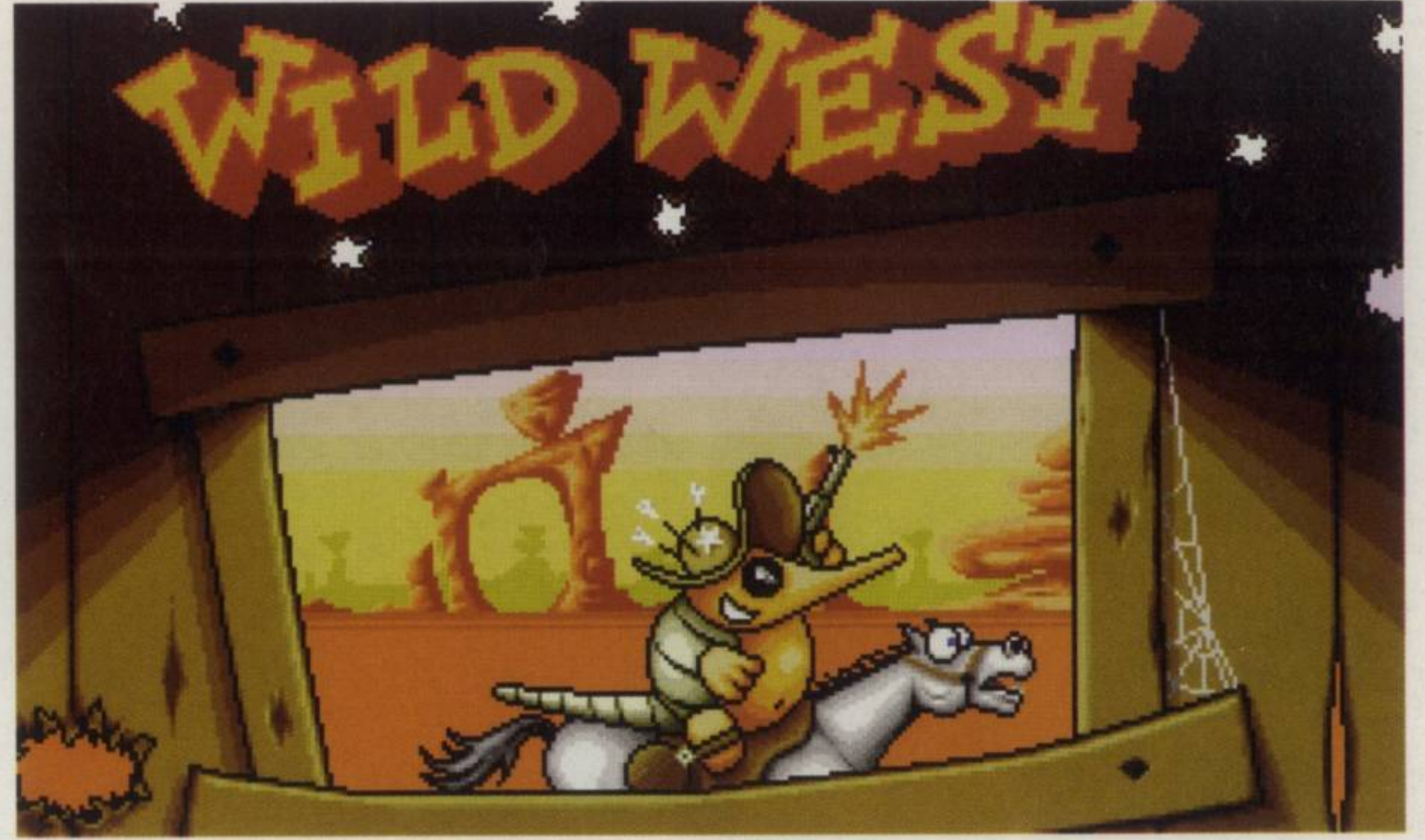


As you drive around this level you'd better watch out for all sorts of paint problems, including little spillages that will not doubt cause much slippiness

PINBALL



Any idea where this is? You're inside the belly of a whale, of course. (Oh, of course - Andy) Now pop those balloons and be careful of those crabs



Our mate Psycho (apparently a cross between an armadillo and a mad Graphic Designer) does love the old Wild West. Yeeeeeeehaaaaaaah!

games (*Dragon's Fury* and *Sonic Spinball* spring immediately to mind) so do we really need another one? CodeMasters obviously think so.

And when you think about it all, Mega Drive versions of pinball have so far been very much games rather than simulations. So if you can mix a decent simulation of the game

with everything a console game can add to it, you're going to have one mean game on your hands. And that's the thinking behind *Psycho Pinball*. You get one major table to start on, and from there you can access four other tables, all with their own themes and bonus sections to get to grips with. And just to make the whole thing even more exciting, there are plenty of

flashing lights to give you the right pinball-playing atmosphere.

With the ball movement already in place and the final touches being put to the level design as we speak, the game is well on schedule for its September release. It should be a goodie, but then it will have to be if it's going head-to-head with CodeMasters' other BIG autumn release, *Micro Machines 2*.

Micro Machines 2

The team programming *Micro Machines 2* thought the best idea for this sequel was to give us more of the same, so they have simply doubled everything which was in the original game. For a start, four people can play. Thanks to

the J. Cart we can now have Turn Over



Whoa! We're talking BIG wheels



Four times the fun, that's the idea of a four-player game



MICRO MACHINES 2

CodeMasters Special



As with all pinball games the whole idea is to score points, and so a high-score table would be a definite plus. Here's one they made earlier

four-player games without the need for an adaptor, and *Micro Machines 2* is ripe for multi-player fun. Then there are 54 different tracks, spread over something like 17 different terrains and landscapes. Oh, and we mustn't forget that with each terrain there will be a different vehicle for you to control – yep, everything from VW Beetles to Stock Cars.

But this sequel isn't simply a matter of more cars, more courses and more players (although that would be enough for most people). Nope, there's been some serious re-thinking on the level-design front. Although the original is an amazingly fun game to play, there's not much interaction with the levels. Apart from the odd bridge to jump over and obstacles to avoid, everything is very static – *Micro Machines 2* changes all that. There are the simple things, like toppling dominoes which act as obstacles next time you come round to them, and then there are the clever things, like real people taking shots on a pool table as you race around it. There will also be warps, hidden routes and even power-ups to make things even more interesting.

Many normal racing games really only come into their own in multi-player mode, but that is where *Micro Machines 2* is different. Far from ostracising single players it welcomes them into a one-player league system, where they start from the bottom and have to work their way up the table with the ultimate goal of reaching the top spot? Yep, I think it's a pretty smart idea too.

And just to round thing off nicely; the graphics have undergone a real facelift, there will be a battery back-up to store lap times, and even some different multi-player modes. Phew. And that, I think, is about that.

Both of these games are due for release in September and it looks like the end of the year is going to be a very good one for CodeMasters, but you never can tell, which is why, during the next couple of months, we'll take another look at both these games and see just how all these gaming ideas have been implemented. Until then, have a look at the way both games are shaping up graphically and start saving those pennies.



As you can tell from this selection of screenshots, there are going...



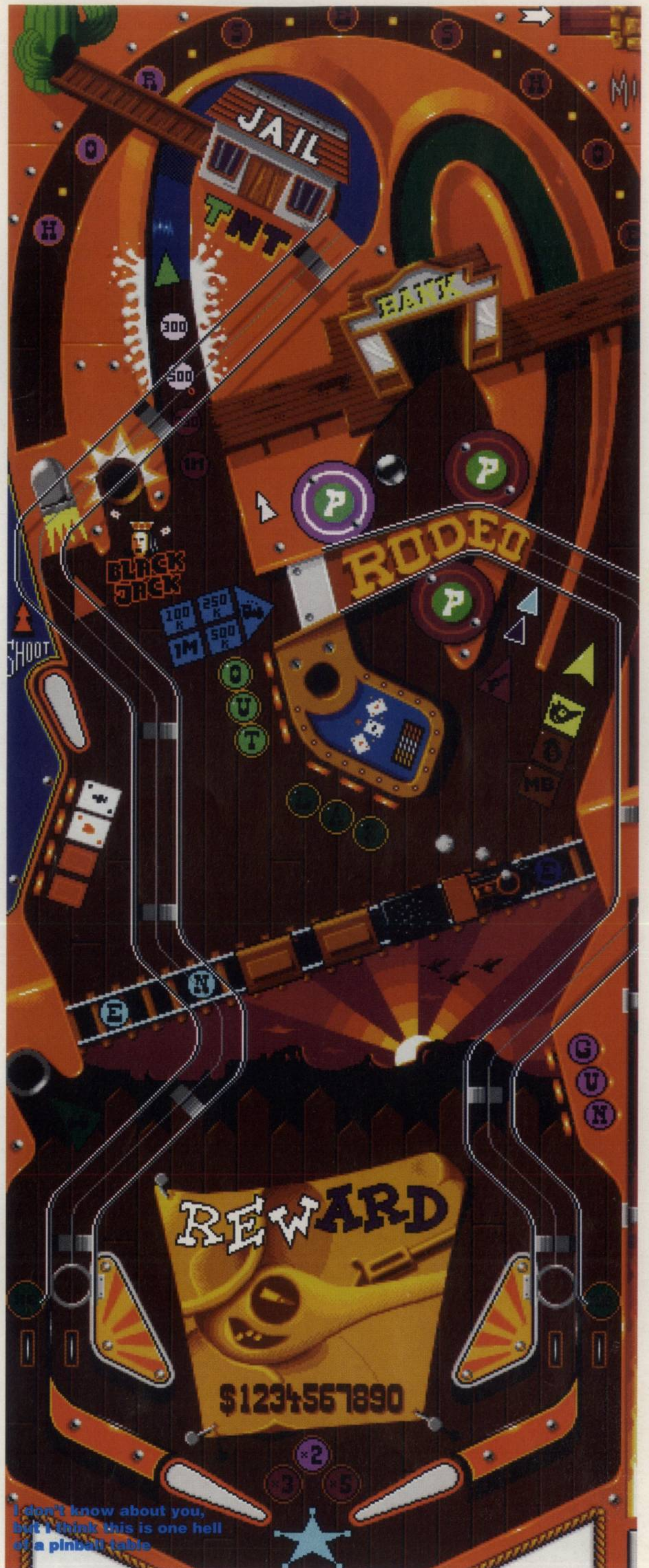
... to be plenty of different types of vehicles for you to master



A four-player game is going to get very hectic, but it'll be fun as well



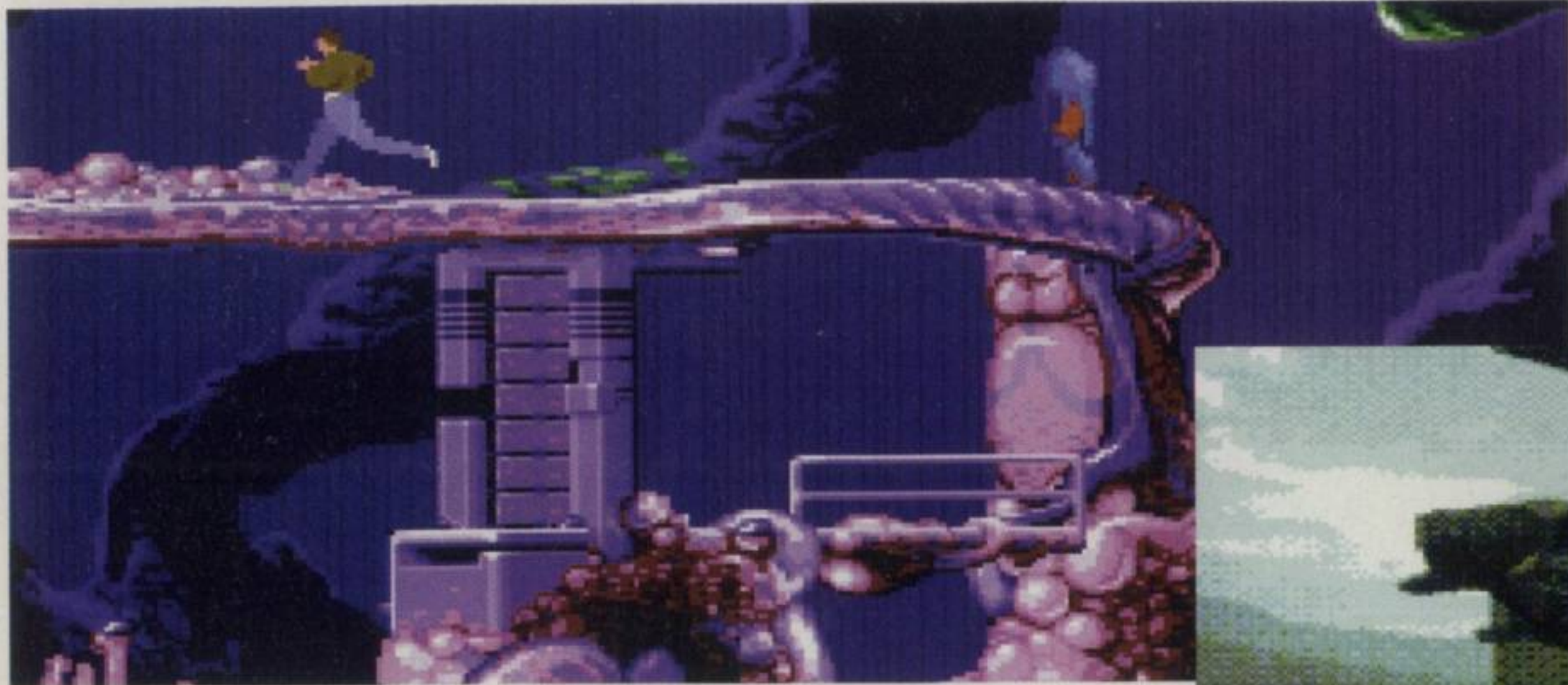
No this isn't a shot from *Psycho*, it's *MM2*. Confused? Yep, I am



I don't know about you, but I think this is one hell of a pinball table

FLASHBACK

CD



The game is just the same as the cart version, but we thought we'd show you a screenshot of it anyway



As some friends of mine might say if they were typing this caption instead of me... "Not bad, eh?"

So you like Flashback then, yeah? Got a CD as well? If you have, boy are you in for a treat...

Sony • Autumn

When it comes to games which use the capabilities of the Mega CD, the market isn't altogether bursting with examples. Apart from stuff like *Thunderhawk*, the driving bit in *Batman Returns* and the FMV action of *Tomcat Alley* there's little to get excited about.

But hang on a minute, what if you have a CD game, the cartridge version of which is already a stunner? All you would have to do is spend lots of time working with Silicon Graphics Workstations to add some stunning cinematic sequences, then spend some more time in the sound studio to create some amazing effects. And before you know it, you'd have one top-quality game made even better for the Mega CD.

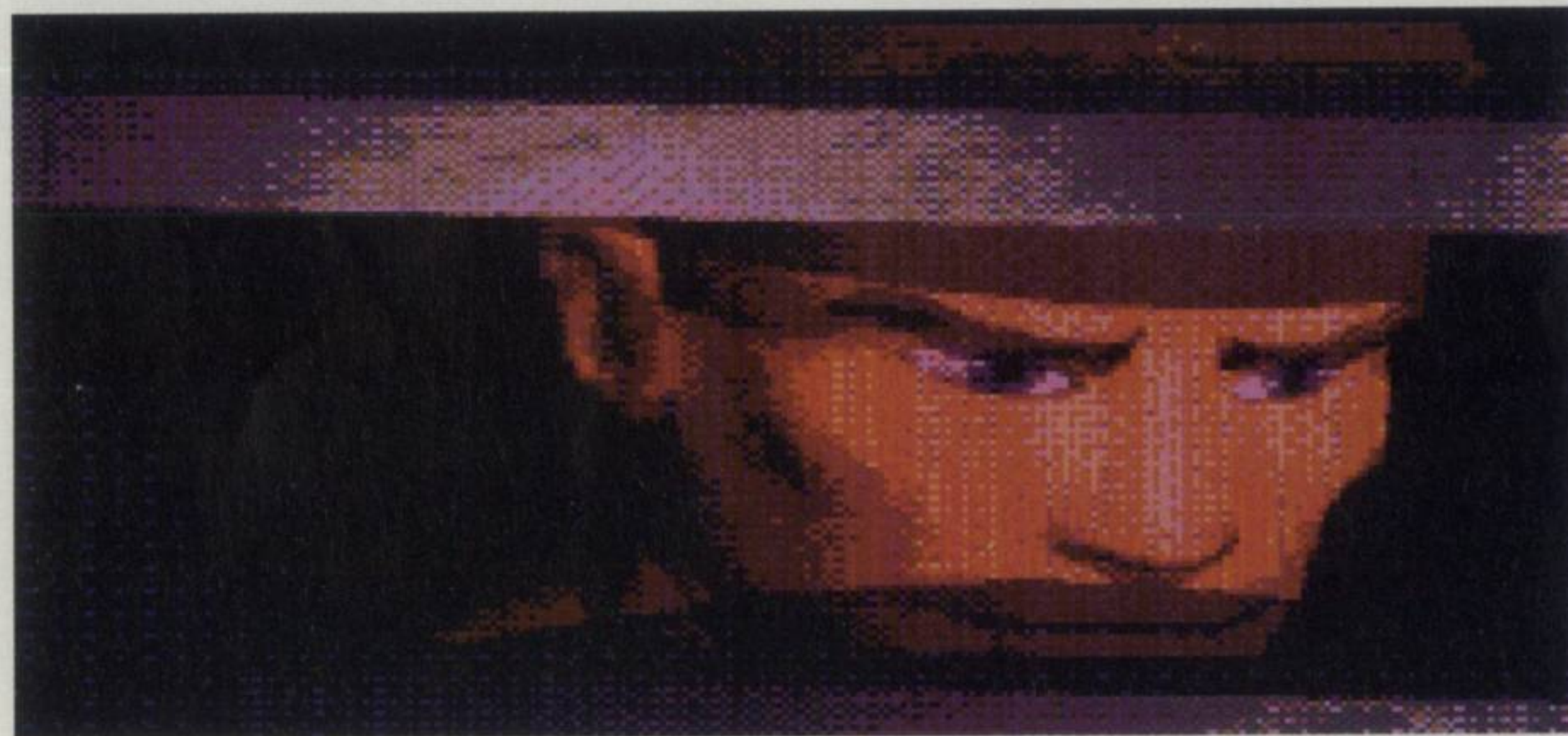
And that's exactly what we look to be



There are plenty of atmospheric scenes like these two...



... which add something very exciting to the whole process of playing



Oi, Conrad. I don't mean to, like, butt in or anything, but if you stare out of that gap much longer, someone is going to see you

having here. The game is the same (no more levels or anything) but what you get for your money (the price has yet to be confirmed) are some amazingly cool scene-setting sequences with equally amazing sound. We'll leave you with a few examples of those stunning visuals and with the assurance that we will review the game as soon as possible.



And here's a shot from the smooth opening demo



If you step into one of those green fume-type things, you'll die, like this

UP 'N' COMING

Although things are traditionally a bit quiet at this time of year we've definitely got a decent amount of software (and good quality software at that) coming up over the next few months. What was that? Oh, you don't believe a word of it eh? Well then, check out this month's previews diary (that's this blue column which runs down the next three right-hand pages). There, that'll show you.

JUNE

Streets of Rage 3 - Sega
Reviewed in issue 20 - 72%

More of the same *Street of Rage* action really and very disappointing when you consider just how much could have been done with it. However, it's worth a look if you haven't come across any of the previous *SOR* games.

Dune 2: The Battle for Arrakis - Virgin
Reviewed in issue 16 - 80%

We've waited a long time for this game to hit the streets and, bar some major natural disasters, this top strategy game should be available for you to buy as you read this.

World Cup USA '94 - U.S. Gold
Reviewed in this issue - page 30

So the World Cup is under way then (or around this time anyway) and England aren't in it (hee, hee). Don't despair though, because there's more than enough options in this game to keep you going until we qualify for the next World Cup.

Jungle Book - Virgin Interactive
Reviewed in issue 20 - 90%

Finished *Aladdin*? Can't wait for *The Lion King* to come out at Christmas? Then get your Disney platform-related fix with the very excellent *Jungle Book*.

Marko's Magic Football - Domark
Reviewed in issue 21 - 85%

He's Marko, the game has a football in it and it's magic as well. Yep, in something of a departure from the norm, this one uses a football (and the various skills involved with football) to attack all the enemies and then defeat the evil mad scientist. Definitely worth a look for serious platform addicts.

Pete Sampras Tennis - CodeMasters
Reviewed in issue 21 - 88%

Not content with releasing a decent tennis game, those clever CodeMasters people went and added two extra joypad ports to the cartridge so you can have a four-player game without paying for an adaptor.

Prize Fighter (CD) - Sega
Reviewed in issue 18 - 48%

A nice attempt to do something different with a boxing game, but the gameplay doesn't live up to the fast atmospheric black and white FMV.

Double Switch (CD)
Reviewed in issue 18 - 81%

A very entertaining game in the usual FMV mould, but thanks to some over-the-top action, and plenty of it as well, this game is lifted well out of the doldrums and should please most Mega CD owners.

Dragon's Lair (CD)
Reviewed in issue 18 - 80%

It probably won't take you long to get through, but we guarantee that you'll have fun doing it - unless, of course, you're dead, in which case we don't recommend it at all.

How do you say Psygnosis? Sig-no-sis? Syg-no-sis? Or even the dreaded Pes-ig-no-sos? Frankly, who cares? Just read on to find out about two of their games which are scheduled for an autumn release...

FLINK &



So far dragons seem to play a large part in *Second Samurai*



See? It's another dragon! Two out of two screenshots, we make that

With high profile games like *Microcosm* under their belts and the business muscle of a certain Sony behind them, Psygnosis are the sort of software house that should be taken seriously. Not surprising then that when we heard they were working on several new games, all scheduled for autumn release, we decided to bring you an early look at two of them. Check out the news pages for first glimpses of other games in the latest batch...

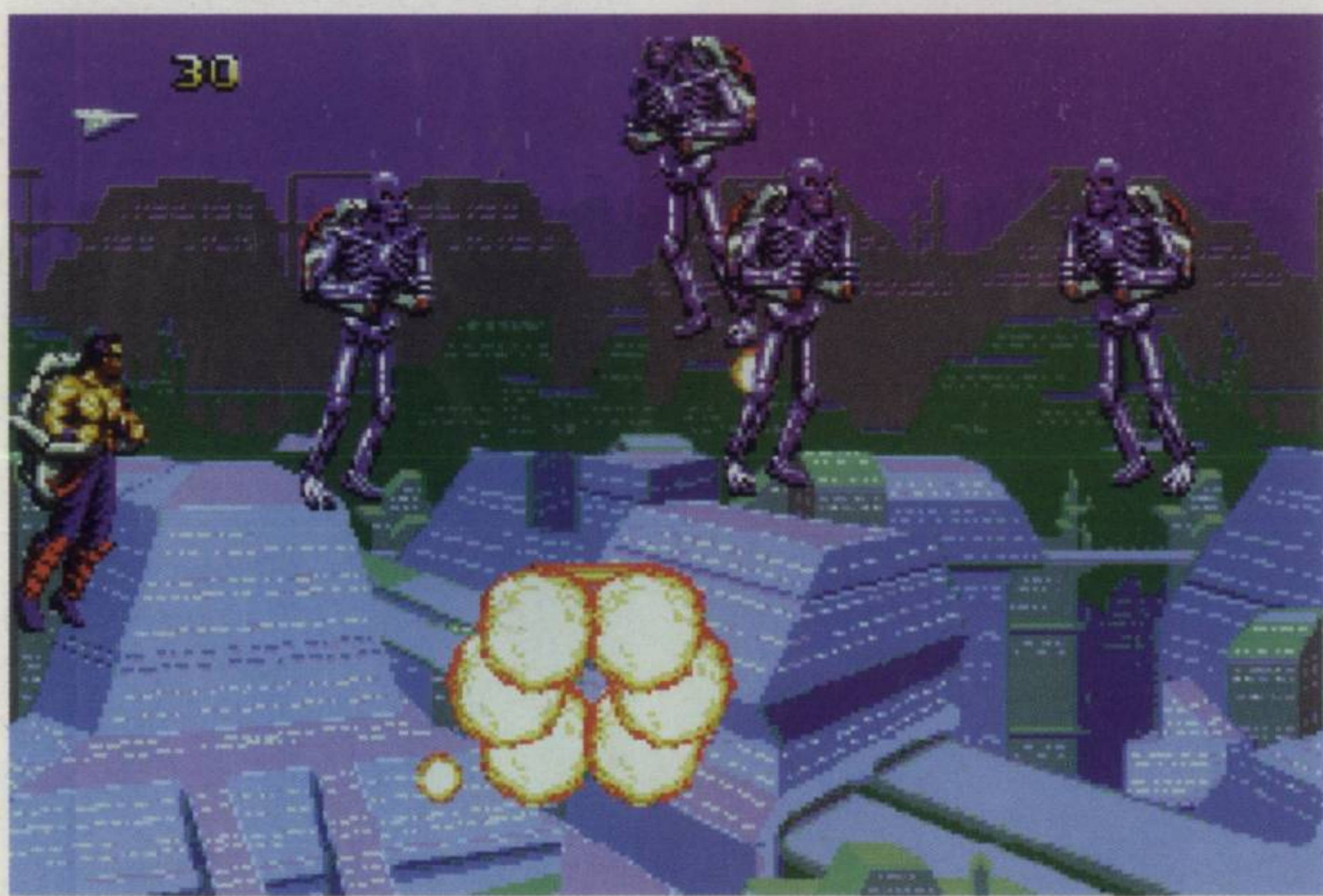
the screenshots, you should know exactly what sort of game we're going to get. Strangely, what you can't tell is what the game might look like once it's finished. All the major sprites, including the players, are scheduled to be completely redrawn before release, although it's probably safe to bet your

Second Samurai

The first of Psygnosis' autumn releases is *Second Samurai*, in which there's no lack of resorting to the old fashioned tactic of bone-on-bone-roundhouse-ahoy fighting fun to set things off nicely. If you take a look at



The characters may end up looking very different from this picture, but as long as they kick things hard I'm sure we'll cope



The rocket backpack section in *Second Samurai* seems a bit out of place to me. Still, if you are gonna use fantasy and magic, why not sci-fi too?

The Grand National-style racing section (above) is one of the many sub games being considered, while (right) the rest of the game looks fairly traditional



SECOND SAMURAI



The blue teapots in *Second Samurai* contain magic for you to use



Of course, there's the usual belligerent natives to deal with

psychotic Grannie's antique wooden leg that a certain amount of bulging muscle will be retained.

The sub games, like the racing bit and the ridiculously anachronistic jet pack section, will be retained in one way or another. Apparently, Psygnosis are keen to include these and other sub games to set *Second Samurai* slightly apart from the herd. While it received a good reception when it first arrived on the Amiga about three months ago,



More sci-fi stuff. This time it's a head by a box. Obviously

Second Samurai faces much tougher competition on the Mega Drive. We'll let you know how it fares when we get ourselves a copy in the near future.

Flink

In *Flink* a large cloud has enveloped your village, or something, and, as any fool could tell you, the best way to get rid of it is to jump around, from platforms to platforms, over baddies onto baddies, collecting information and various other objects along your merry bouncy way. This should come as no surprise to anyone, but what might cause a couple of second looks is the quality of the graphics and the stunning animation.

Flink is actually brought to the Mega Drive by the team that produced one of



All this and bosses too. What will they think of next?

the best-looking Amiga games yet, *Lionheart*, and as such we could have expected the graphics to take a prominent role in the game's attractions. Among the things we couldn't have foreseen is the spell-making element, whereby three different objects mixed together create a spell of one sort or another. Largely a case of trial and error, this ability to make magic will play a large part in the solution of the final game and hopefully add a little depth to what, despite all its looks, still plays like a fairly standard platformer at this early stage.

Just keep your fingers crossed that what looks like being a high-quality platform magic-'em-up game emerges unscathed from production with more than the lovely visuals, displayed on this very page, to recommend it.



This, obviously, is the map screen of *Flink*. As you complete each stage, the cloud retreats and more and more of the landscape is revealed



Jumping, climbing; *Flink* does it all



Whenever you pick up a scroll you get one of these info clouds



You can't see it here but the water dragons sort of zoom at you from the background



See, more of the village is revealed, including such beauty spots as "F" and the breathtaking "I"

UP 'N' COMING JULY

Rock 'n' Roll Racing - Virgin Interactive

A racing game with a Rock 'n' Roll soundtrack. It doesn't sound too impressive does it? But first impressions can be misleading and with plenty of character, plenty of weapons and even more tracks to race on, this could be a real riot.

Mario Andretti Racing - Electronic Arts

This guy once won the Formula 1 World Championship and then went on to win the Indy Car Championship as well, so he should know how to make a decent game. Only time, and a finished copy of the game, will tell.

Battlecorps (CD) - Core

If you get something right (like the graphics in *Thunderhawk*), why change it? And that must be the thinking behind Core's latest title, because it looks a lot like the aforementioned game, but works on a completely different gaming idea.

Dragon: The Bruce Lee Story - Virgin

The film isn't too bad and with some top three-player beat-'em-up action the game isn't too bad either. Check out the review for more details.

Combat Cars - Accolade

A nice and cheerful overhead racing game with enough weapons, cars and tracks to keep even our man Mellers happy for a while. And with the two-player mode you can even take on your mates.

AUGUST

Skeleton Krew - Core

We took a very early look at this a month or so ago, and we'll hopefully have some more information for you very soon.

Soul Star (CD) - Core

Another CD-based game that uses the *Thunderhawk* graphics principle, this promises to be a spectacularly graphical shoot-'em-up with tons of action to get your gaming teeth into.

Chuck Rally (CD) - Core

This game is undergoing a few changes as you read this and so the release date has been put back. We'll have more news on it for you next month, so keep reading MEGA.

Itchy & Scratchy - Acclaim

This is another game that has suffered a slide down the release schedule. Apparently the programmers are not happy with quite a few aspects of the game and need more time to work on it. More news when we get it.

Fun 'n' Games - Sony

This is a game designed especially for kids. Hide this information from your Mum in case she gets any strange ideas about buying it for you.

Brett Hull Hockey - Accolade

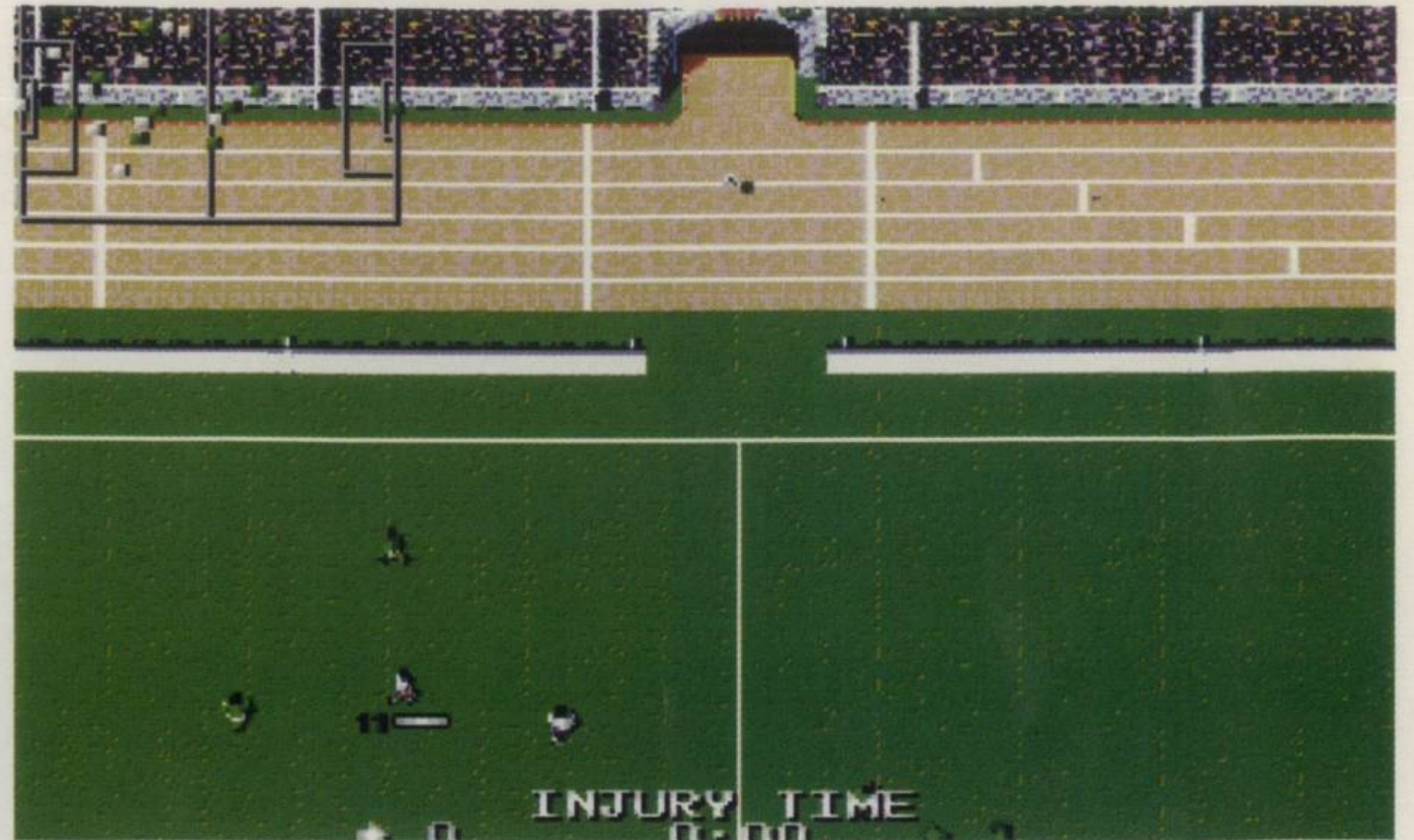
Nothing wrong with this game, except that at this time of year (i.e. the middle of the summer) people don't really care much for ice hockey. Come the end of the summer, people may well be gagging for it.

Links (CD) - Virgin Interactive

Golf on the Mega CD, with loads of digitised courses and loads of options. But is it a good golf game on the CD? Looks like it might be. More news and maybe even a preview next issue.



I don't know what you reckon, but that looks like a goal to me



Here's an example of the faraway overhead viewpoint. Nice stadium, eh?

A NEW NAME FOR GOAL!

So what do you think of the name GOAL! then? We at MEGA think it's OK but it appears that it isn't going to be the final name of the game, and so Virgin Interactive (the people bringing out the game) want you lot out there to think up a suitable football title. Send your ideas for the game name to: IT'S A FUNNY OLD TITLE, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. Get your entries in by July 31 and we'll forward them to Virgin. The winner gets fame for life, for having named what we expect to be a top-selling Mega Drive game. Oh, and there'll be a prize up for grabs too.

GOAL!

Tired old football quote number 334: "It's a funny old game, football." (Get on with the preview you tiresome git - Andy) (Sorry boss - Paul) And now, on with the preview...



It's in the area... I think the ref's pointing at the spot... it's a penalty

Virgin • October

Just how many football games do we need? I mean, OK, this time last year we were all getting a bit fed up with the serious lack of any decent football-related cartridges but now we've got *FIFA International Soccer*, *Sensible*, *Ryan Giggs' Champions*, etc. And GOAL! will be the next



game to join this ever-increasing list.

Ah, but wait, GOAL! is being programmed by a bloke called Dino Dini (Yeah, so? - Andy). Well, Dino is the same top programming geezer who came up with the fabulous *Kick Off* and *Kick Off 2* for the Amiga. And without a doubt those games started the computer football game revolution. But we've already had *Super Kick Off* for the Mega Drive anyway, so what's GOAL! got that the others haven't?

Actually, it hasn't got anything new, but it has got everything you'd expect a football game to have. On the gaming side of things, you've got two viewpoints (a close-up overhead view and a really faraway overhead view), the usual aftertouch controls and the ability to trap, header, scissor kick or even chip the ball to your own requirements.

Once you've got used to all the controls and stuff, you can then get to grips with the options. There are four different pitches, six different kit styles to choose from, 80 different teams, and all manner of league and cup competitions to play as well. And if you fancy staying up all night editing all the information and putting your own name in your fave team, you can do that as well. But what about the gameplay?

Well, the early version we looked at



Here's the main menu. Chock full of lovely options isn't it?

moves very nicely indeed and allows you to play a pretty good game as well. We'll have to wait and see just exactly how the finished version works before we pass complete judgement, but it looks like it's going to be another contender for the number one football game spot.



We're so far away I can't even see what's going on here



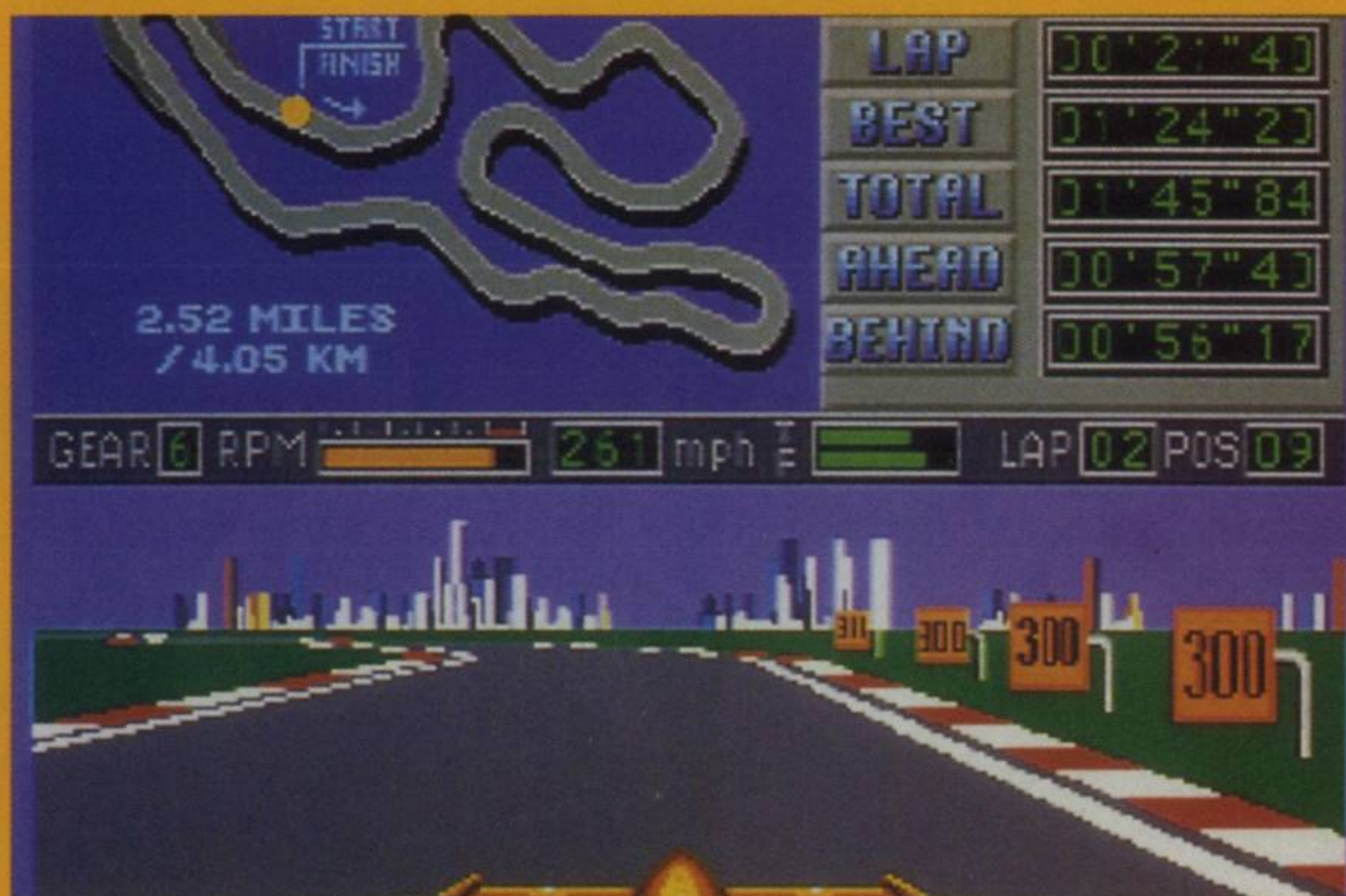
If you wanna change the names, this is the screen for you

MARIO ANDRETTI RACING

EA • August

I'm sorry, but I absolutely refuse to resort to any jokes about playing Mario games on the Mega Drive...

Andretti, eh? Nice name, and a nice bloke apparently. He's also a bit good at driving fast cars around big, mainly circular, courses faster than everyone else. In fact, along with our very own Nigel Mansell he's one of the few people to have won both the Formula 1 and Indy Car championships. So it's obvious he knows what he's on about, which is why EA thought it would be a good idea for him to make a



Well, that's a lovely map of the course and a nice view of the road ahead

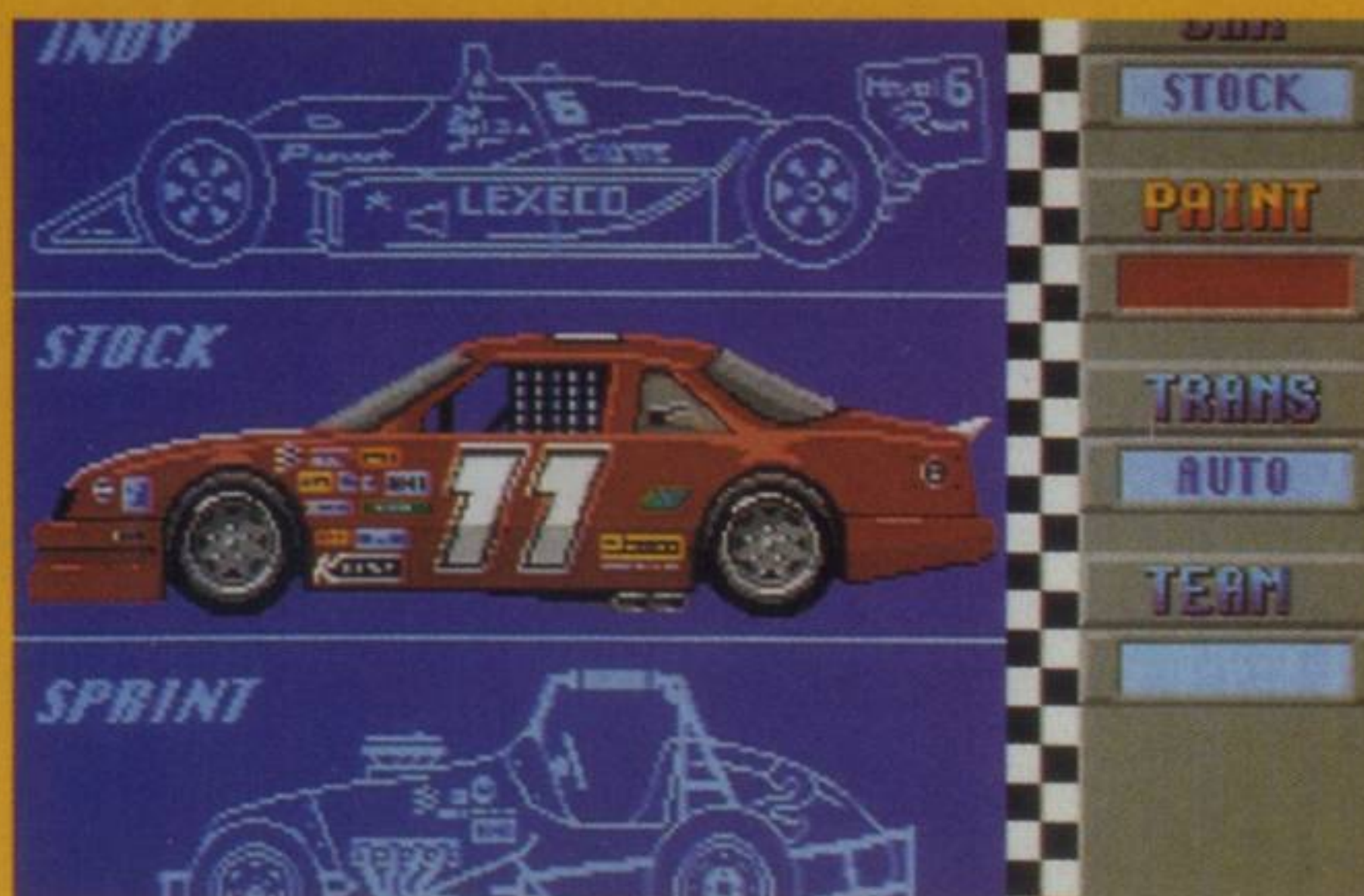
racing game. And here it is.

But hold on a minute, do we really need another racing game? We've already got the amazingly cool *Virtua Racing*, and if you're into the world of Formula 1 racing, there's the more than excellent *F1* to play around with. Ah, but if a game can come up with some new ideas like a full career mode, a few viewpoints and even some different types of cars and tracks to race on, then surely it must be worth taking a look at?

Yep, in their usual thorough fashion, EA have come up with options galore to keep even the most fanatical racer happy. As well as all the different tracks, viewpoints and even cars to race in, you've got a split-screen two-player mode so you can beat your mates, and also a training mode so you can practise your favourite track under the guidance of the man Mario himself. Anyway, enough chat, we'll have a full run-down on the game in the next issue.



Lovely blue skies and an almost open road. Dreamy



So which of these three cars do you fancy then?

UP 'N' COMING SEPTEMBER

Jimmy White's Snooker - Virgin Interactive

Another one of those games that everyone can't wait to get their hands on. (Baggsy I get to review it - Paul)

Micro Machines 2 - CodeMasters

Imagine the original *Micro Machines* doubled in every aspect and you'll have some idea what this sequel is going to be like. (Baggsy I get to review it - Paul)

Psycho Pinball - CodeMasters

We've had an early look at this (along with *Micro Machines 2*) at the beginning of this previews section and it looks like a top game.

Kick Off 3 - Imagineer

Unfortunately this game didn't manage to get finished in time for all the World Cup malarkey so it's now been put back until the start of the next football season.

Wolfenstein - Imagineer

We're talking top PC game in Mega Drive conversion here and if they can get the 3D scaling and scrolling routine to work properly, this should be one hot little number.

Mighty Max - Sony

We've managed to get an exclusive early look at this game, so turn to page 24 and read it.

Flashback (CD) - Sony

This is the cartridge game with some very impressive atmospheric sound and Silicon Graphics Workstation-generated animated scenes. Turn to page 81 for a look.

Kawasaki Super Bikes - Domark

This is a bike game from the same people who brought you the fantastically speedy *F1*.

Monster Trucks - Acclaim

Unless you've got satellite TV you won't know anything about this at all. Still, the game might be a good laugh.

Bubsy 2: Still No Pants! - Accolade

With loads more levels and some sub games for you to play as well, *Bubsy 2* is shaping up to be an interesting platformer.

The New Breed - Accolade

Yet more Silicon Graphics tomfoolery with some very sexy characters in this straight one-on-one beat-'em-up.

Speed Racer - Accolade

The American cartoon hero is having a few problems finishing off his game, but it should be racing over this way soon.

Flink - Psygnosis

Gorgeous graphics and a cute character. All we need now is some gameplay and we'll have a top platformer on our hands.

AND BEYOND...

Urban Strike - Electronic Arts

Come on, you all know what this is going to be about. Lots of shooting, lot of explosions and then lots more shooting.

Syndicate - Electronic Arts/Bullfrog

We took an early look at this top action/strategy game last issue, so if you want to know more about it, look at issue 21.

Theme Park - Electronic Arts/Bullfrog

You get to control all the arcade and business aspects of your own Theme Park and make lots of money.

Elite - Sony

The classic 1980's computer game gets the console treatment. This should keep you out of mischief for a while.



When everyone's appetites for information have been satisfied, there still remains one unanswerable question: Why didn't Andy Dyer comb his hair before that photo was taken?

THINK ABOUT IT

Dear MEGA, I know you've discarded the idea of getting rid of the Top 100 loads of times but I have an alternative idea. I think you should do Top 10s of different categories; for example, Top 10 RPGs, Top 10 sports games, Top 10 beat-'em-ups, etc. Think about it, that's all I'm asking.

Secondly, in issue 19 you said write in to comment about the high prices of games such as *Virtua Racing* and *Sonic 3*. Well, I bought *Sonic 3* after reading your review but I hadn't read how much it cost. I just went to a good trustworthy store and bought it for £45. Only after buying it did a friend say it was supposed to be more expensive so I had another look at the review and saw that it gave a price of £60. Please explain!

John Monach, Sheffield

Dear John, There are dozens of different ways a buyer's guide could be presented, and we just happened to choose the Top 100 method. An awful lot of work goes into it each month, and it would be a mammoth task to change it completely. Now, it's not that we're too lazy to do that but, to be honest, no matter how we present this sort of information, we'll always get people writing in saying "You said game X is the best ever, but I've played game Y and I think it's great, blah, blah, blah". The fact is, you can't please all of the punters all of the time, so for the moment at least, the Top 100 will remain as it is. However, you might be interested to know that next month MEGA will be changing a bit. We're not going to say any more about it than that, but expect some pleasant surprises next issue.

As for the cart pricing thing, you'll no doubt have seen our pricing feature in the last issue, which explained why many expensive carts have been discounted. There's something of a price battle going on in the shops at the moment so while Sega are still charging the same amount for their carts, shops like Our Price and Future Zone are taking anything up to £20 off the price of a cart. **Andy**



DECENT PACKAGES

Dear MEGA,

1) Is it true that *Virtua Fighters* will be coming out on cartridge but you'll need a Master System style converter (costing more than £100) to be able to play it?

2) When is *Cannon Fodder* due out, and will it have the same brilliant intro music as on the Amiga?

3) If Sega and EA are working together to produce a 4-Way Play adaptor that will work on future four-player games, will the old adaptors still work?

4) I have recently bought a Mega CD and am wondering if the new software for the Saturn (such as *Daytona* and *Virtua Fighters*) will work on the CD?

5) Is there a definite release date for *Mega Race* yet?

6) Will there be some decent art packages coming out for the Mega CD?

7) Will *The Settlers* be coming out on the Mega Drive or CD? If so, when?

Steven Calver, Lower Willingdon



Cannon Fodder. Not exactly a promoter of love and peace

Dear Steven,

1) No. Er, I mean yes, but, um, no. *Virtua Fighters* will be coming out for a machine called the Mars. It'll be a very powerful machine, but because it will cost a lot of money (£250?) good old Sega have also made the Mega Drive 32, which is, very basically, a Mars which plugs into the Mega Drive. It'll cost only £150, which is very reasonable for what will hopefully be the first of a new generation of 32-bit machines.

2) *Cannon Fodder* will be coming out in November, and who cares about the music if the gameplay is as brilliant.

(Good god man, get your priorities right.)

3) Actually, no. I think what's happening is that developers will make the games compatible with both systems so that people who have already bought one or other adaptor won't have to buy another one.

4) The Mega Drive 32 will also work in conjunction with the Mega CD, so it is hoped that developers will make CDs with both straight

Mega CD games and special Mega Drive



Virtua Fighters will appear on the Mega Drive 32 add-on. Scrummy!

STRAIGHT TO THE POINT

• If all these Super Consoles will be able to do flawless arcade games, how come the arcade machines cost a fortune?

John Short, Barnsley

At one time arcade machines had the advantage of containing masses of chips for producing the stunning results we're all used to. These days, a lot of their power comes from mass storage on chips, which is quite an expensive thing. With the drop in chip prices

and the introduction of CD, mass storage is now a much cheaper business. What we'll see in the near future are almost perfect coin-op conversions, due to cheaper chips and CD ROM, but there will still be the access time disadvantage that the arcade games won't suffer. Furthermore, a coin-op cabinet is chock full of very expensive hardware, such as the cabinet itself, built-in monitors, sturdy joysticks, coin slots, hydraulic mechanisms (sometimes) and it all adds up to a very expensive piece of kit. **Andy**

• When is *Bomberman* coming out for the Mega Drive?

Noddy And Big Ears, Toyland

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

Once again it's time to show you a Mega Drive in human clothing and pretend to find it amusing. This month, **Chris Edwards** from Gwynedd has sent us his weight-training Mega Drive and thinks that we're going to send him *Skitchin'* for what amounts to about five minutes' effort. And he's right. If you want a cart, send your piccies to Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW

A Mega Drive lifting weights? Or a console sellotaped to a bench?



5) Yes. *Mega Race* is due to hit the shops in October.

6) I can't be sure but I doubt it. Consoles really aren't built for doing artwork on. For a start, as a drawing tool a joypad is useless. Also, the Mega Drive doesn't really have enough colours to make any artistry worthwhile. Finally, there's no way to output your work on to paper or into games or anything. I'm sure a few people would find pleasure from an art package, but it would probably never sell enough units to make it worthwhile.

7) The MEGA team absolutely adores *The Settlers*, but apparently no one seems interested in doing a Mega Drive or Mega CD version at this moment in time.



The Settlers. A superb game, but no plans for a Mega Drive release

IT'S MASSIVE

Dear MEGA, Why is it that nobody except me rates *Warriors Of The Eternal Sun*? It's bleeding great. It's probably the best game I have ever bought. Admittedly it took a short time to get into, but once in I was hooked and it took a good few months of solid playing to complete. The things in its favour are:

- The plot is good.
- The graphics are ace (the only first-person perspective adventure on the Mega Drive I think).
- It's massive.
- The fight sequences are very well executed - two types overhead when outside and first person inside.

Please reconsider your damning opinions - 45% indeed! And tell the masses how brilliant it really is. If nobody knows about it, nobody will buy it and there will never be a sequel.

Tim Henley, Bristol

Dear Tim, Could it possibly be that, well, it's not actually that good? Perhaps it's just a strange quirk within the game, some aspect that no one could ever pin down, but that appeals to you in

particular and very few other people. It happens. No one I know likes baseball games, but I really enjoy them. Sometimes I'm a bit embarrassed about it but there you go, I can't help it. After reading your letter I asked a few people if you could be right and they all said

"Nah! The game's crap". Never mind Tim, if you enjoy it, that's all that matters. And don't worry about there not being a sequel. There are still plenty of other high-quality RPGs out there. **Andy**

PORKIE PIES

Dear MEGA,
1) Will *Super Street Fighter 2* or *Road Rash* come out on Mega CD?
2) Are Sega making a *Street Fighter vs Mortal Kombat* game? I ask this because my friend's sister was invited to Sega to see Sega's new technology and she apparently saw *Street Fighter Vs Mortal Kombat*. I'm not sure whether to believe my friend. Can you tell me if he's telling the truth?
Hardeep Singh Takhar, Southall



SF2 still hasn't made it to CD, so it's doubtful about Super SF2?

Dear Hardeep,
1) Even *Street Fighter 2* hasn't come out on Mega CD yet, so the chances of *Super Street Fighter 2* making the transition are very slim. As for *Road Rash*, nope, sorry, it's cartridge only.
2) I do believe your friend is a bit of a purveyor of porkie pies. Apart from the fact that the two games are direct competitors, can you imagine how crap it would look



Turn Over

BLAGGED!

This column practically runs itself these days, so we won't try to justify its existence this time; we'll just plough straight into the mire of sadness...

"While reading your charts page I noticed that you mentioned my late husband Percy Thrower, which I think is good as he didn't get that much publicity while he was alive. However, if you don't send me a copy of *NBA Jam*, I will have no option but to sue you."
Mrs P Thrower, Rochdale

As you can see, we've given up even trying to find vaguely clever BLAGGED! letters. However, the thought of old Mrs Thrower playing *NBA Jam* made me chuckle a bit so you win this month's cart. And here are some more letters from non-winners.

"I noticed that there was a 'full to the brim' feeling in my underpants and a mysterious green liquid was flowing down my left leg. I was just about to crash when, fortunately for me, I suddenly remembered I had only been playing *Virtua Racing* on my friend's Mega Drive."
Andy Bramwell, Lincoln

Far too disgusting for even my foul sense of humour, so no prize there. Speaking of no prize...

"Trapped... deck damaged by ICE... cannot log out of cyberspace... data retrieval impossible... ROM cartridge must be replaced... *Shadowrun* unit required... help me... please..."
Neil McGrory, Strathclyde

No sorry... cannot comply... your entry was... abysmal...

"I am writing to you to tell you about this craving I have for April O'Neil, friend of the Teenage Mutant Hero Turtles. I can't concentrate on my school work..."
Alexandra McClean, Bath

I can't imagine a copy of *Tournament Fighters* would improve your school work, so, once again, it's a big "bog off!" Time for one more...

"Let me rid you of your sins. Do not let the Devil's physical being control your life any longer. Cast out your carts and be rid of all evil."
Reverend Bloxham, Blackburn

Oh dear, I wish I hadn't bothered. Send your entries to BLAGGED!, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW, and please try to make them a bit more intelligent than the ones listed above. Thanks. **Andy**

Er, very soon. We haven't heard any news of an official UK version but our US sources have already seen a version of the game up and running so it should be out on import before you can say "Blimey, it's autumn already". Let's hope it's as good as the undeniably brilliant Super NES version. **Andy**

• When you reviewed *Super Kick Off* you gave it 78%. When you reviewed *Ultimate Soccer* you gave it 93%, so how come in your Top 100 *Super Kick Off* is in position 75, yet *Ultimate Soccer* finds itself at 77?
Tim Ames, Surbiton

There's a very good reason for that. Paul? (Eh? Wha... - Paul) Oh look, the fact is at the

time *Ultimate Soccer* was the best thing around and rather excellent in its own right, but since then the market has been flooded with excellent footy games so now the whole situation has been, well, "re-jigged" a bit. Simple as that. **Andy**

• Does The Mega Drive 2 take every brand of game?
B Glaister, Darwin

It can do, but only if you buy an adaptor that enables you to run import games. Unfortunately, even with the introduction of a new Mega Drive, Sega still insist on keeping the US, Japanese and UK markets very much separate. **Andy**

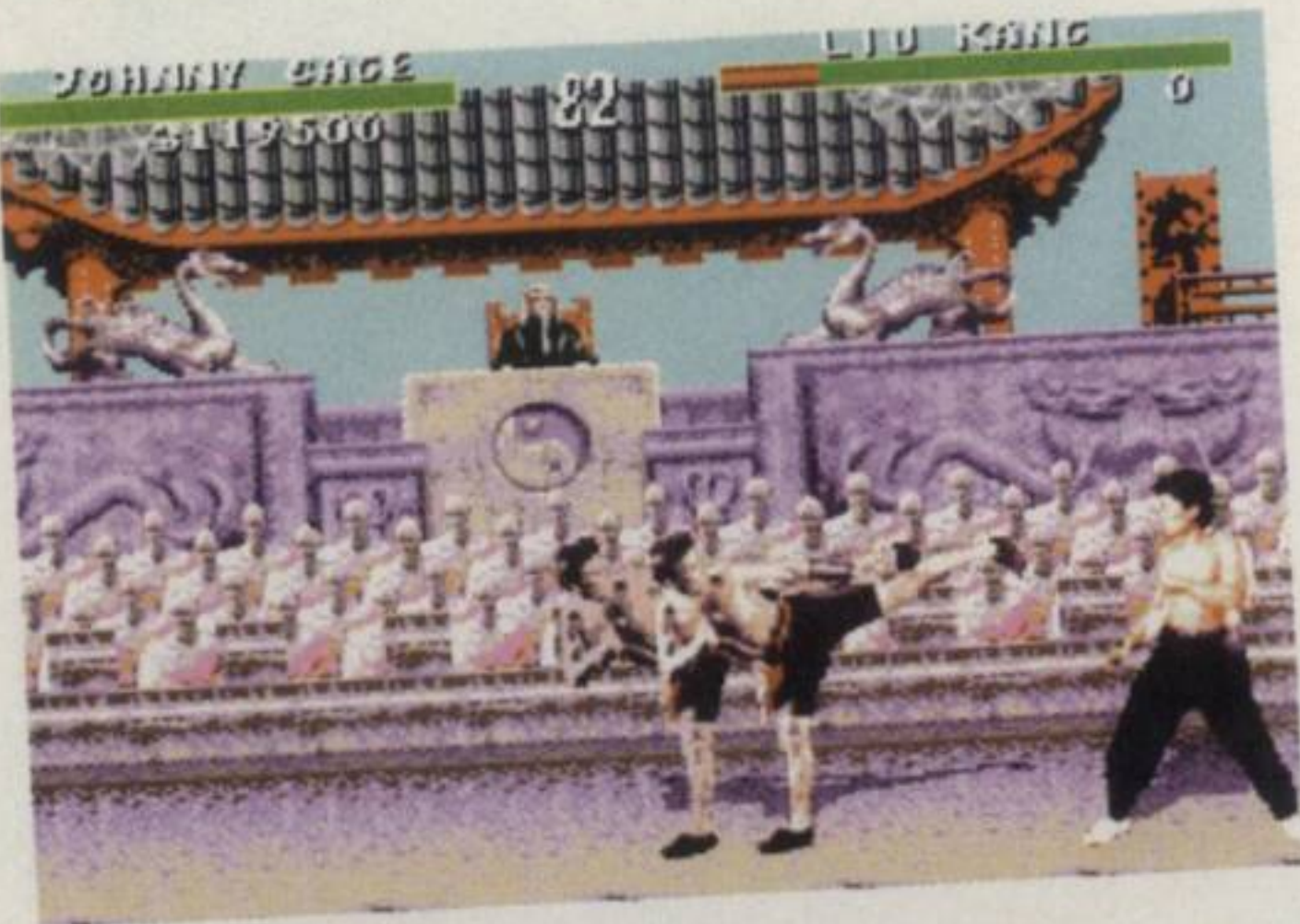
• What's the point of buying a Mega Drive 32 when the Saturn will be out not long afterwards?

Paul Johns, Streatham

It all depends on how much money you have and what you actually want from a system. The Mega Drive 32 will be quite a powerful machine and will provide a relatively inexpensive way to play arcade quality games at home while retaining compatibility with all the old Mega Drive stuff. The Saturn is very much a multimedia machine which will be able to run digital videos, operate across a phone network, maybe even make the tea, and as such will cost a whole lot more too. **Andy**

Letters

if you had *Mortal Kombat's* little digitised people next to *Street Fighter 2's* cartoony fighters? **Andy**



It's unlikely that we'll ever see a *Street Fighter vs Mortal Kombat* game

MEGA ON "THE STREET"

Dear MEGA,
As a great MEGA fan, I felt it necessary to point out something of great

importance out to you. If you watched Coronation Street on Friday 29 April, you will clearly have seen, during a conversation between Rita and Audrey, copies of MEGA on the newsagent shelf. As I've pointed out this piece of blatant advertising, could I possibly have a copy of *NBA Jam*? Thanks!

John Edwards, Glasgow

Dear John,
Actually, a friend rang me up and told me about this while that particular episode of Coronation Street was on, but well done for noticing it and taking the trouble of letting us know. As for you getting a prize, I'm afraid that won't be possible at all. It was hardly a feat of epic proportions on your part was it. Nice try though, and keep enjoying the mag. **Andy**

STILL WAITING FOR MONKEY ISLAND

Dear MEGA,
When will Mega CD owners be able to buy some good RPGs, like *Monkey Island 1* and *2* for the English console? I only purchased a CD because supposedly 50% of CD games were going to be RPG or strategy type games, and up until now I have been very patient waiting for them. What has gone wrong?
D P Emmerson, Barnsley

Dear D P,
We asked Sega about the possibility of a UK version of *Monkey Island* coming out but there don't appear to be any plans at all for it. If you really want to play the game, the only real option is to get a CDX adaptor from Datel (Tel 0782 744707) and buy an import version of it. And, of course, if *Monkey Island* isn't appearing, you can bet your bottom, er, pound, that *Monkey Island 2* won't be coming out either. Sorry. **Andy**

do so until the end comes.

On a happier note, I bought *Sonic 3* for £45 and was unable to find any store selling it for the £60 you thought it cost; in fact, I was almost beat up by the manager of a Virgin Mega Store because he wouldn't sell me the £60 version.

I also found a shop which hires all the latest games for £3 a week in Belfast's Botanic Avenue. This has saved me a load of money and probably cost Sega a few quid.
Michael Hegasty, Belfast

Dear Michael,
Tragic though it may sound, there are no plans as yet to do a Mega CD version of *Sim City 2000*, which is a shame, because various PC games mags believed it to be one of the best PC games of all time. On a similar note though, there is the excellent *Theme Park* from Bullfrog to look forward to, so maybe we shouldn't be too upset. **Andy**

ARE THEY ANY GOOD?

- Dear MEGA,
- 1) Is *Star Wars* on the Game Gear any good?
 - 2) Will it be coming out on the Mega Drive?
 - 3) I have just bought *Shining Force* but then I found out that *Shining Force 2* was out in Japan. Is this any good? When will it be out in England?
 - 4) Will *Another World 2* stay on Mega CD or will it be coming out on Mega Drive?
 - 5) When will *Cannon Fodder* be out on the Mega Drive? Do you think it will be as good as the Amiga version?
 - 6) What sort of game is *Cosmic Spacehead*?
 - 7) Will the *Empire Strikes Back* come out on the Game Gear?
- Mark Cotton, Surrey**

Dear Mark,
1) Have you written to the right magazine? Alright, alright, we'll ask our friends at Sega Power about the Game Gear version of *Star Wars*. Is it any good boys? (Er, no. It's a bit crap actually - Sega Power). Ah well, there you go.

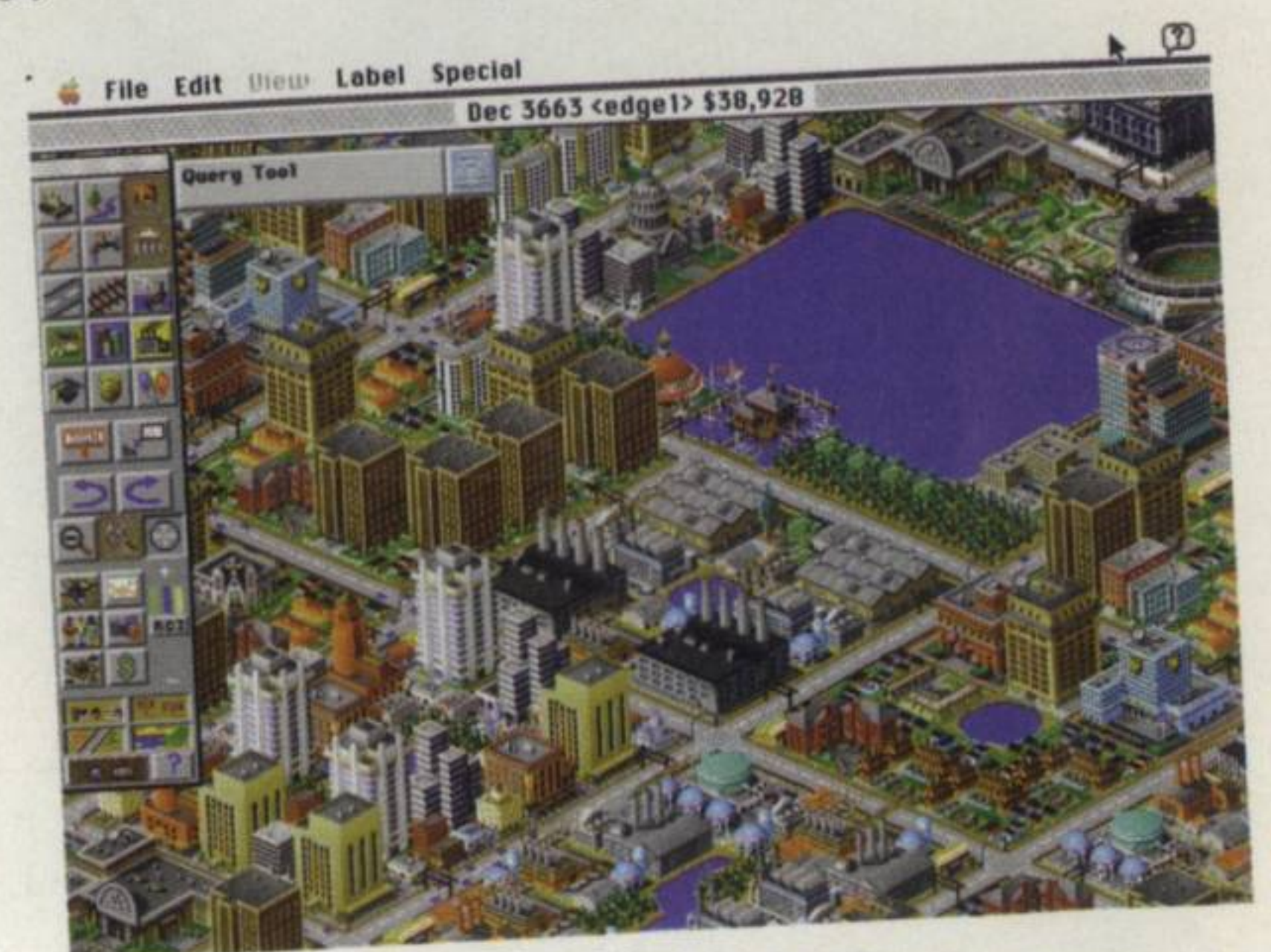


So what did happen to *The Secret Of Monkey Island* then eh?

SIM CITY 2000 ON CD

Dear MEGA,
I recently had the pleasure of playing the game I believe could be the ultimate human creation, *Sim City 2000* from Maxis. If you've played this game, you'll understand how I feel, and you'll understand how I felt when time forced me to turn it off and return to reality.

As a Mega CD owner I beg you to tell me if a Mega CD version is in development and if not, why haven't you been phoning Maxis, begging them to start a Mega CD version? Why aren't you chaining yourselves to the gates of 10 Downing Street, threatening mass suicide if Johnny doesn't use his international powers to save humanity from the possibility of never experiencing this game? Could it be that the Mega CD isn't up to the level required for this game, or is the creeping evil of communism once again threatening world peace? Whatever the reason, some people are suffering and will continue to



Sim City 2000. The best game in the universe ever. Allegedly



Dear MEGA

I've bought every MEGA mag since the first edition way back in October 1992. Generally, I am, like many others, quite pleased with the magazine and think it is the best Sega mag going. It has all the latest reviews and news, a good selection of hints and tips, and on the whole it has all the ingredients needed for a good, long-lasting mag.

However, the topic I am concerned about is the number of pages in the magazine. Back in October 1992 there was a total of 100 pages in the mag. But over the last few months the number of pages has deteriorated to a mere 92 or even less! I mean, I get more pages in me bloody Mayfair!

Now I don't know what the problem is down there at MEGA but SORT IT OUT! And don't try to get out of it by saying you're trying to save paper and conserve the environment, because I won't believe you.

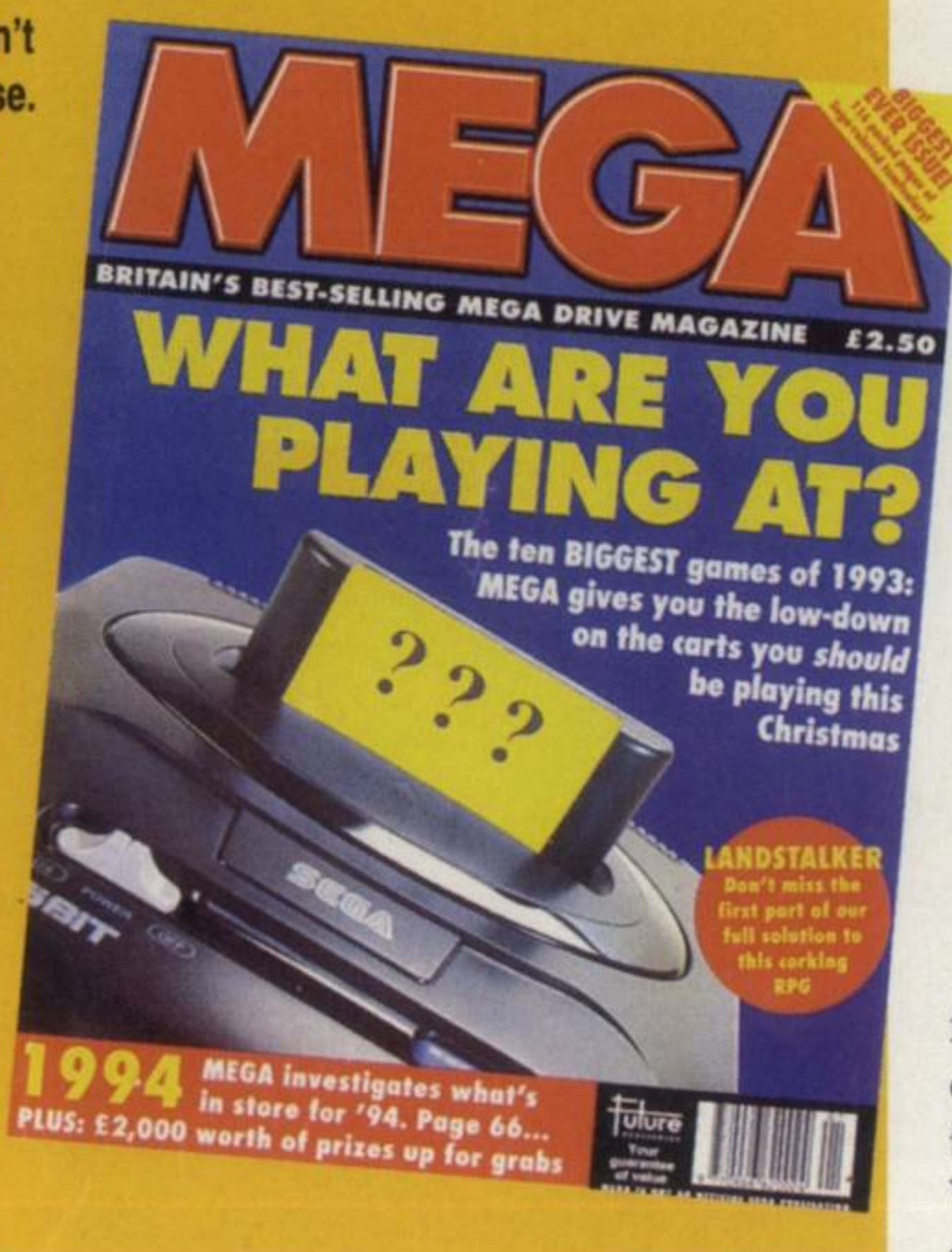
I've raised this point because I feel it is very important, because at £2.50 an issue I, and I'm sure many other people, expect more pages.

Karl Marx, Powys

Dear Karl (if indeed that is your real name),
Just a couple of points to start with. MEGA is currently at 92 pages, and has never been less than that. Also, the most pages we've ever had was 116, and that was around the traditionally busy Christmas time, with a 20-page feature on the best games to buy (a feature that wouldn't normally appear in the issue). The thing is, and it's something that people outside the mag industry won't know about, is that issue size is pretty much dependant on the amount of advertising we get in.

Summer has always been a quiet period for games mags (because most companies release the bulk of their games during the winter period) so you'll also find that in the summer, advertising drops, and so does the number of pages. If this didn't happen, magazines wouldn't make any money at all, and they'd have to close. Another point to consider is that if you have a mag of 116 pages, with 20 pages of ads, that leaves 96 pages of editorial. A 92 page mag with 8 ads leaves 84 editorial. It's still quite a drop but understandable when there's simply not as much to talk about. We could expand the reviews section, but would people want to read a three-page review of a crap 20% import game just so that they could have more pages? No, I doubt it. If you really think that the mag is of a poorer quality, then that's a shame, but if it's simply a case of how fat it feels, then try not to think of the size. Concentrate more on the coverage, and the quality of coverage you're getting. **Andy**

MEGA. Still the best value for money (according to a quick vote we just had in the office)





Dear MEGA,
Along with this letter I also wrote another seven to you, and just for all that attention I

thought I'd ask for a copy of either *Sonic 3*, *ToeJam & Earl 2* or *Lemmings*.
Aaron Kellett, Gosport

Dear Aaron,
Not only are you a tedious and recurring thorn in MEGA's side, you are also rather a sick individual judging from some of the stuff you sent us. We implore you, bog off! *Andy*

2) It's not your day is it old boy? We regretfully inform you that *Star Wars* will not, to our knowledge, be coming out on the Mega Drive. However, *Rebel Assault* will be coming out on Mega CD in the not-too-distant future.

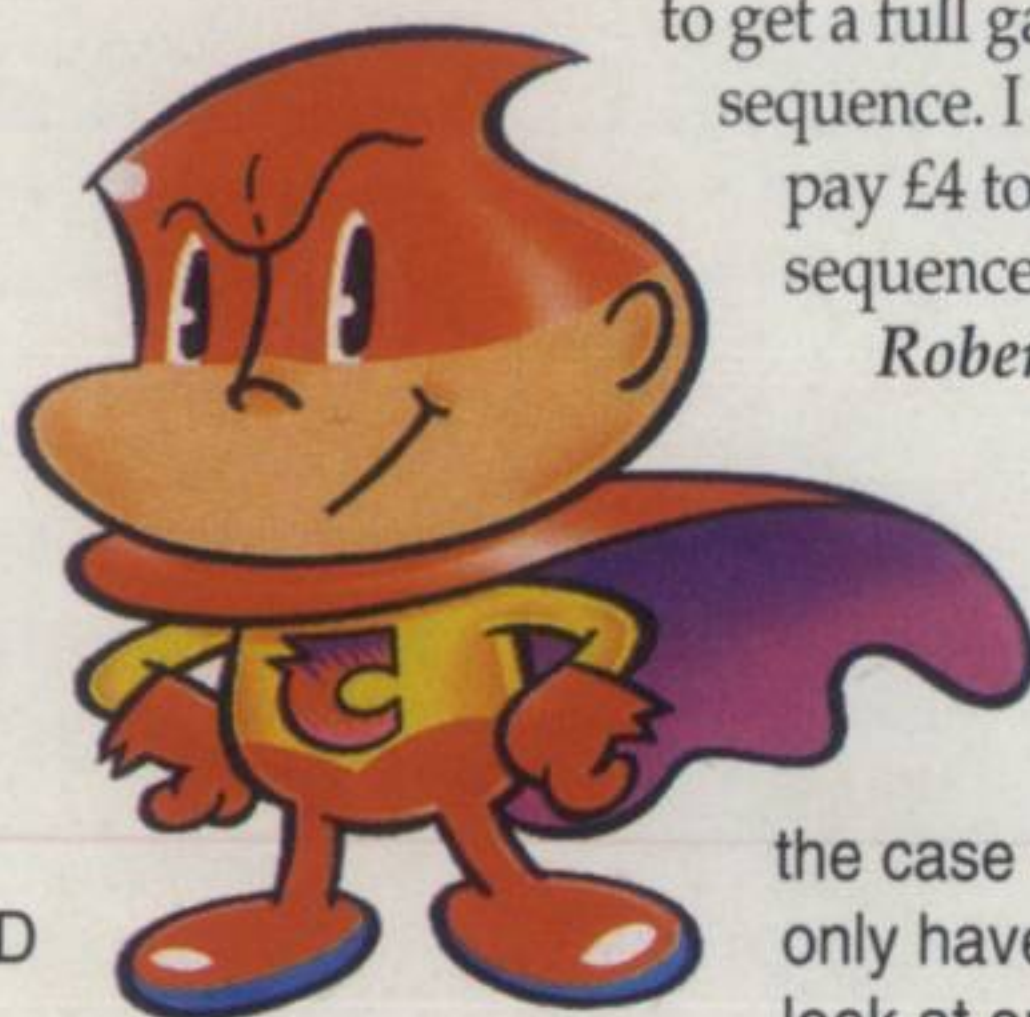
3) It looks like it'll be a corker, but we'll have to wait for the US version before we can review a copy that we'll be able to understand.

4) Sadly, there's no indication that *Another World 2* will come as a stand-alone cartridge game. Tragic, but irreversibly true.

5) Yes it will, in October, and yes it will.

6) A sort of point-and-click adventure which is fun, but not that big or difficult.

7) You have written to the wrong mag haven't you? Try a general Sega magazine, rather than a Mega Drive and Mega CD only one. *Andy*



Cosmic Spacehead.
Nice game, but a bit easy

MANGA MERCHANDISE

Dear MEGA,
I'm wondering if you could help me please?

I live in Brisbane, Queensland, Australia, and am an avid MEGA magazine reader. I have recently noticed that you have been advertising the Manga videos (animated Japanese) for very low prices! I say very low, because I have tried to purchase them here, but the only place that has them is a comic shop I visit frequently, and they won't let these goodies out of their hands until I fork out 60 Australian dollars for them. Can you believe it? I've also recently seen these videos advertised in another Sega magazine (some non-descript magazine that couldn't possibly challenge yours) for the price of £11.95. I worked out that that was the equivalent of about 22 Australian dollars.

I was wondering if there was any way I could purchase these videos directly from the UK. Could you possibly give me an address or help me

in any way? If you could, I would be eternally grateful.

James O'Donoghue, Queensland, Australia

Dear James,
Hmm... not strictly a Mega Drive or Mega CD related question is it? Still, we're always willing to help here at MEGA so why don't you try ringing Manga. They're the UK's biggest distributor of Anime videos. You can contact them on 081 748 9000. *Andy*

TIPS AND TAILS

Dear MEGA,
Have you ever considered giving a tips book away with the magazine, which contains every cheat printed in MEGA?

On the subject of end sequences, I recently spent ages completing *Micro Machines* and when I finally did, what did I get? A nice little picture of all the machines together perhaps? No. Maybe even a little story about how Jethro (my character) went on to live a happy life? No. I got a picture of him coming out of a cup, followed by a heap of credits. Surely there was room on the cart for more? This is really ridiculous - normally games have a cinematic end sequence. If we

splash out £40 for a game, we expect to get a full game with a proper end sequence. I for one would gladly pay £4 to £5 extra for a decent end sequence and a few more levels.

Robert Smith, Elgin

Dear Robert,
We have thought about various cover-mounted gifts, but in the case of a tips book, well, you

only have to look at our

Top 100 pages to see that they contain a very substantial list of tips which cover most of the ground that needs covering. As for the end sequence thing, yes, it's a real bummer when you don't get a decent ending. We think dispensing with a good intro but providing a good game followed by a rewarding end sequence is the best way to go about it. However, paying extra cash for a decent end sequence and extra levels is dim. Where would you stop? "Cor I'd pay £100 for a ten-minute end sequence and double the amount of levels!" Nah! *Andy*

A FAKE LETTER

Dear MEGA,
I think your mag is excellent but something is bothering me. I've been reading it since issue one, and while it has changed a bit, it's still very much the same as it was nearly two years ago. I

was just wondering whether you had any plans to change it at all.
Fictional Blokey, Bath

Dear Fictional,
Funny you should say that. You are right in saying that MEGA is not quite as fresh as it might be, so next month expect your shiny new copy of MEGA to both look and read a bit differently. Essentially, it'll still be the same excitingly informative thing that it's always been, only a whole heap better with new bits and bobs and a fresh new approach. Make sure you're here; it'll be a right royal roller-coaster ride of, er, something else beginning with "R". *Andy*

CELEBRITY READERS

Dear MEGA,
I know the shooting stars competition is officially closed and I'm not asking for prizes but here are a couple of piccies anyway. I know Ryan from Home And Away is an Aussie but he is sort of a celebrity. Bianca from EastEnders is British and a celebrity.

Rob Mosley, Peterborough



Ryan. Famous Aussie from Home and Away



Bianca. That bird off EastEnders who was stupid enough to let Tricky Dickie sh...

Dear Rob,
We don't know what to say really. Er, thanks very much. Although we're a bit disturbed about the Bianca shot. After all, the last thing she had in her hands was Tricky Dickie... yuk! Thanks for taking the time to send us the piccies though. *Andy*



WRITE TO US...

... if you've got any questions to pose or interesting comments to make. Address your post to: MEGA MOUTH, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

ARNE'S SOMEWHAT SERIOUS BIT



Dear MEGA,
I am writing to you to try and help you rectify a mistake. In your reviews, you usually tell us (the readers) the memory of every cart. Well, I have noticed

that you insist on saying that a cart is 8MBit, 16MBit, 24MBit or whatever. As you know very well, a Bit is the smallest way a computer stores data and is equal to 0 or 1. A group of Bits makes a Byte, and this is the correct way to express the memory of the carts: 8MBytes, 16MBytes, 24MBytes. The Sega machines must keep the designation BITS because of their processors: 8 Bits for Master System and 16 Bits for Mega Drive. *Renato Santos Alquati, Brazil*

Dear Renato,
Good point, and I'm sure other readers are confused too, but I'm afraid you've got it all wrong. A Bit is indeed a single unit of data: 8 Bits make a Byte, 1024 Bits make a Kilobyte and 1024 Kilobytes make a Megabyte. So a Megabyte is one million bits of information. When the videogames scene was all Amigas and Atari STs, machine capacity and size of games were all represented in Megabytes. However, for some reason, cart manufacturers decided to use Megabits, meaning an eighth of a million Bits.

Now, maybe one of the reasons is that while an average sized game on a home computer took up over a Megabyte on disk, consoles (because of their hardware capabilities and custom graphics chips) could squeeze a similar title into far less space. So rather than use fractions of a Megabyte they opted to use whole units of Megabits. Ultimately, we don't know, but the bottom line is that MBit is as legitimate a term as Megabyte and further has nothing at all to do with the 8Bit and 16Bit processing power of the machines themselves. Phew! *Andy*



Above:
The 16Bit Mega Drive and Mega CD



Right:
A cart that contains MBits, but not, curiously, MBytes

MEGA DO STUFFS

The mag's finished, but do we sit back and relax? Do we go home? NO! We crack straight on with the next issue... (Actually chaps, I'm not sure I can be arsed. Let's get some beer - Andy)

**MEGA
ISSUE 23
ON SALE
THURSDAY
21 JULY**



Look out for a review of Core's lovely looking *Skeleton Krew*

When we do finally get around to doing the next issue, we're really going to have our work cut out for us. If you haven't gathered already, now's as good a time to tell you about MEGA's facelift. Basically, we've been doing the same old thing for nearly two years, so we decided it was time for a bit of a change. In essence the mag will remain the same, but we'll be sprucing the whole thing up both design-wise and editorially. We'll be ditching some stuff, adding new bits, and hopefully ending up with a much fresher, and much more enjoyable mag, but still maintaining the quality and breadth of coverage

**NEXT
MONTH
LOOK OUT FOR
THE ALL-NEW
MEGA**



The Incredible Hulk. A bit green but quite a nice bloke underneath

that we've always tried to provide. But enough of that, let's tell you what actual stuff will be contained in these hallowed pages this time next month.

REVIEWS

As per usual, we never quite know which games we'll get in for review until the last minute, but this month we're in the fortunate position of knowing three certainties. We've done the exclusive preview of *Super Street Fighter 2*, so naturally the review will follow next month. Also, we'll be bringing you the review of the somewhat luvverly *Incredible Hulk* from U.S. Gold. And Core's *Battlecorps* will be in here too.

PREVIEWS

Last month we said that we'd have the exclusive preview of *Cannon Fodder*. Well, things went slightly awry and we couldn't do it, but we've now been reliably informed that we can do it next issue. It'll still be

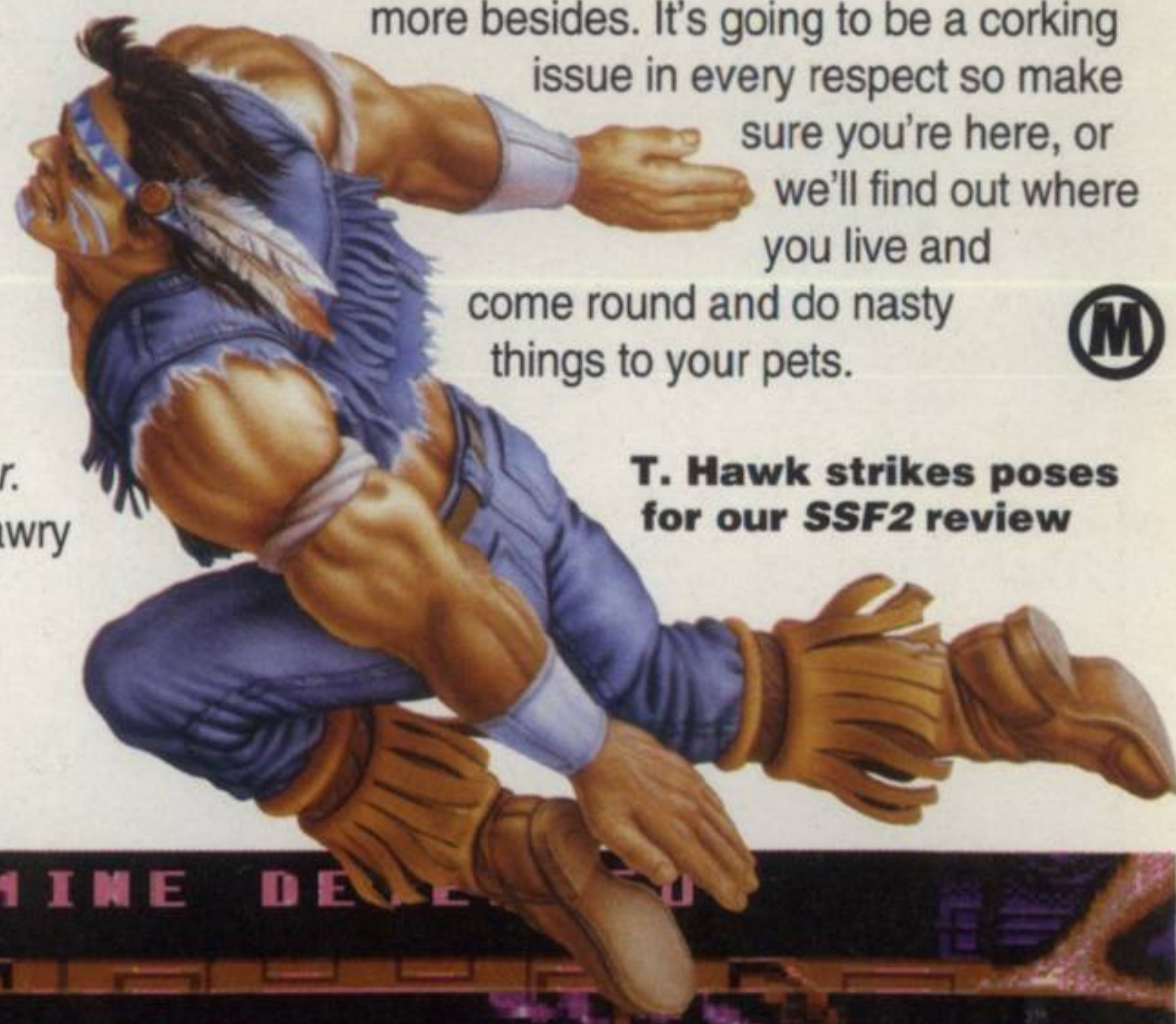
BIG DAY OUT

Time for our third set of clues. Remember, these clues will ultimately lead you to an English city where the MEGA team will be spending a day in the summer. The first person to spot us when we're there will get a heap of prizes and maybe get to share a drink with us. It's all rather simple, and don't worry if you've missed any of the clues, because we'll be re-printing them all in a couple of issues' time.

This month you could do far worse than to take a brief, fleeting glance at Bishop's Stortford. And if that isn't enough, my eighth is in gargantuan, but not in enormous, and my sixth is in Willy but not in Wonka.

Simple huh? Anyway, that's all you're getting for the moment, but be sure to seek out this little box in the next issue cos we'll be giving you the final set of clues.

exclusive, and it'll be bloody brilliant. And with luck we'll also be able to bring you an early look at *Mortal Kombat 2*, *Links CD*, *Space Ace*, *Skeleton Krew* and heaps more besides. It's going to be a corking issue in every respect so make sure you're here, or we'll find out where you live and come round and do nasty things to your pets.



T. Hawk strikes poses for our *SSF2* review



Battlecorps, Core's other game storms on to our review pages next issue. The graphics look set to blow even *Thunderhawk* out of the water

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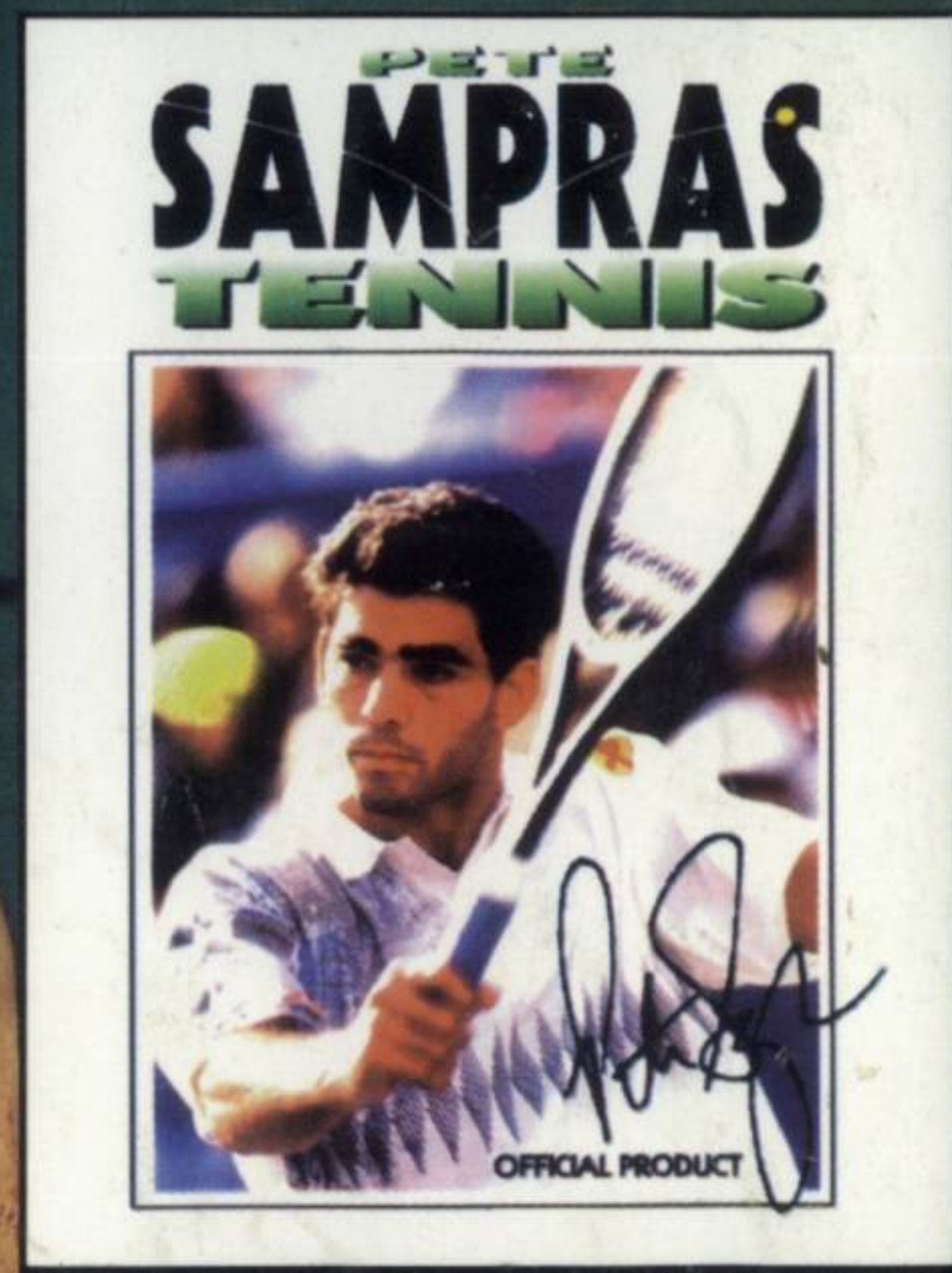
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