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AUSTRALIA

# Megazone

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Entertainment Magazine

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## LARRY'S BACK!

➤ Exclusive! Al Lowe on  
Leisure Suit Larry 5!

### PLUS

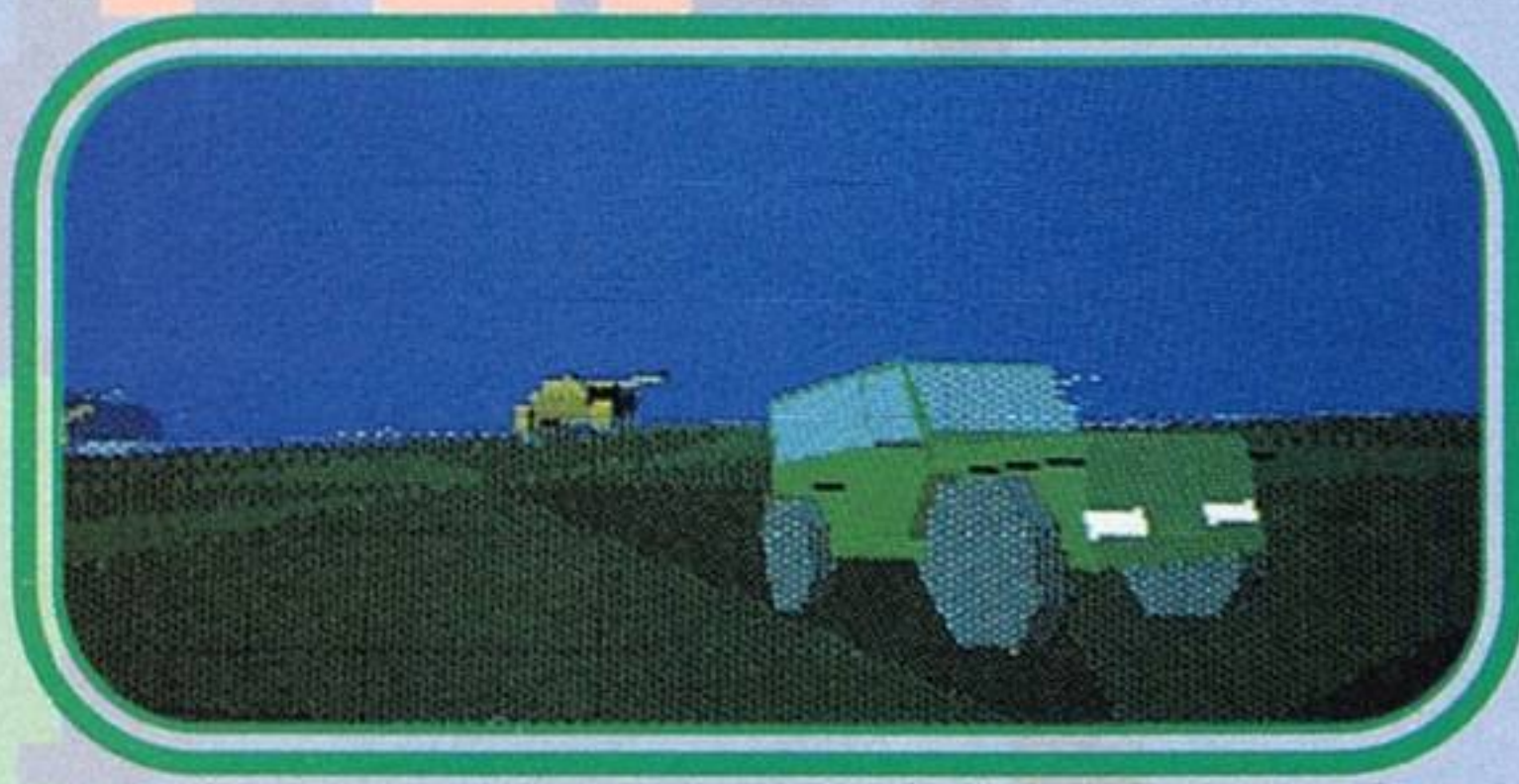
- The Rocketeer!
- Zone 3... Real Laser Games!
- Secret Weapons of the Luftwaffe, Asterix, and more MegaReviews!



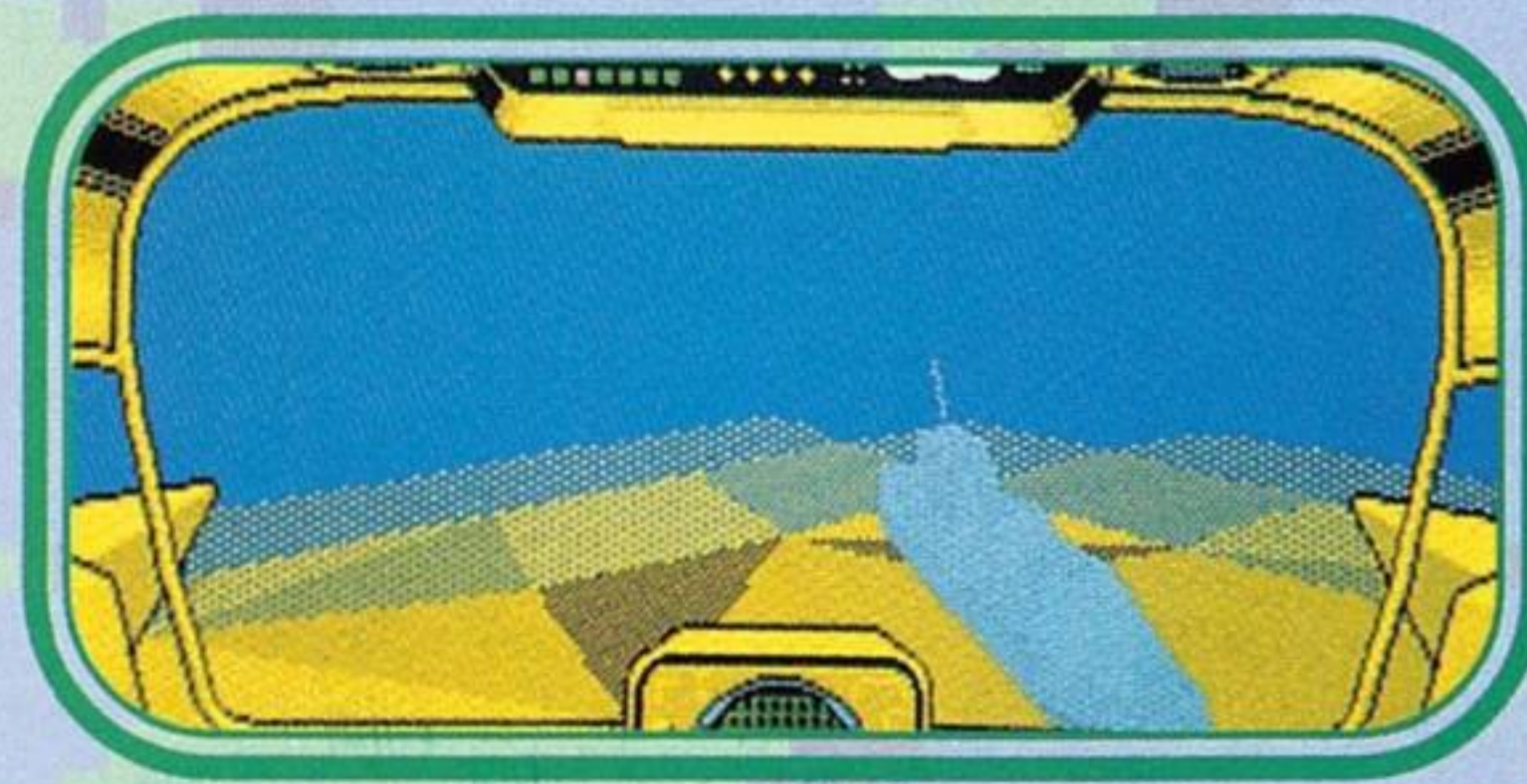
# FLAMES OF



**Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.**



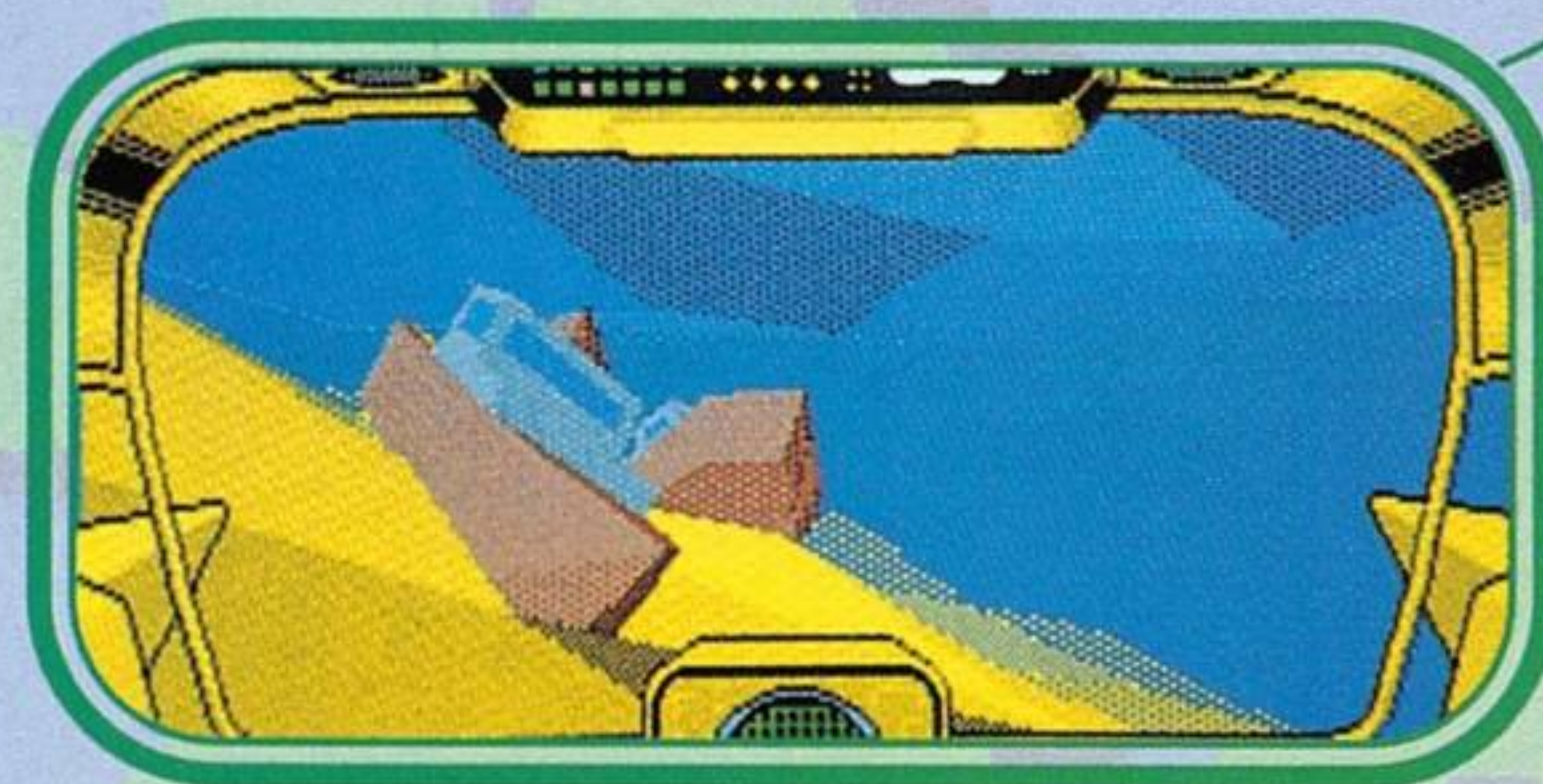
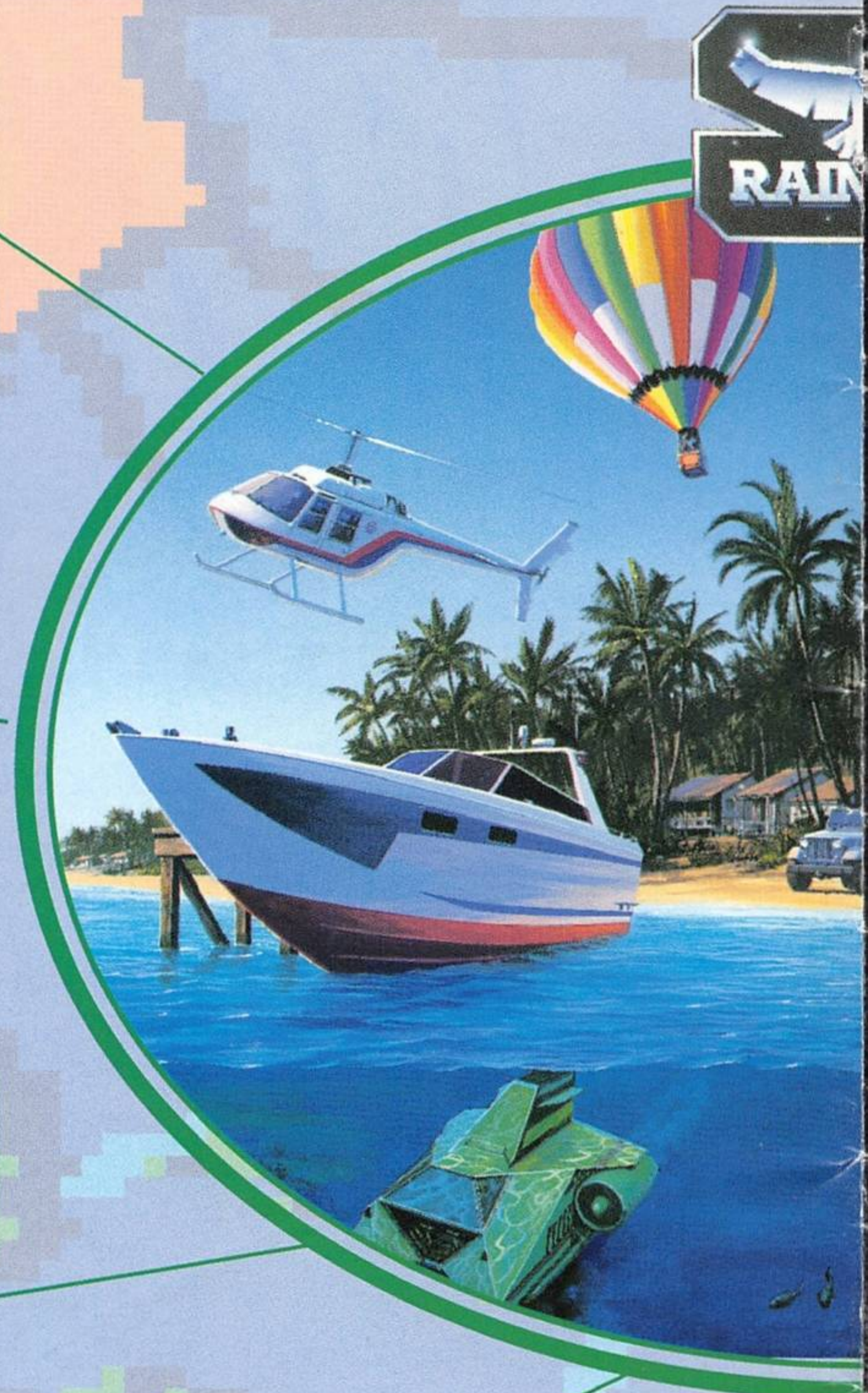
**Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.**



**The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.**

Screen shots shown are taken from the Atari ST versions. Actual scenes may vary by format

**Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.**



**Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.**

**TOTAL FREEDOM- FROM RAIN**

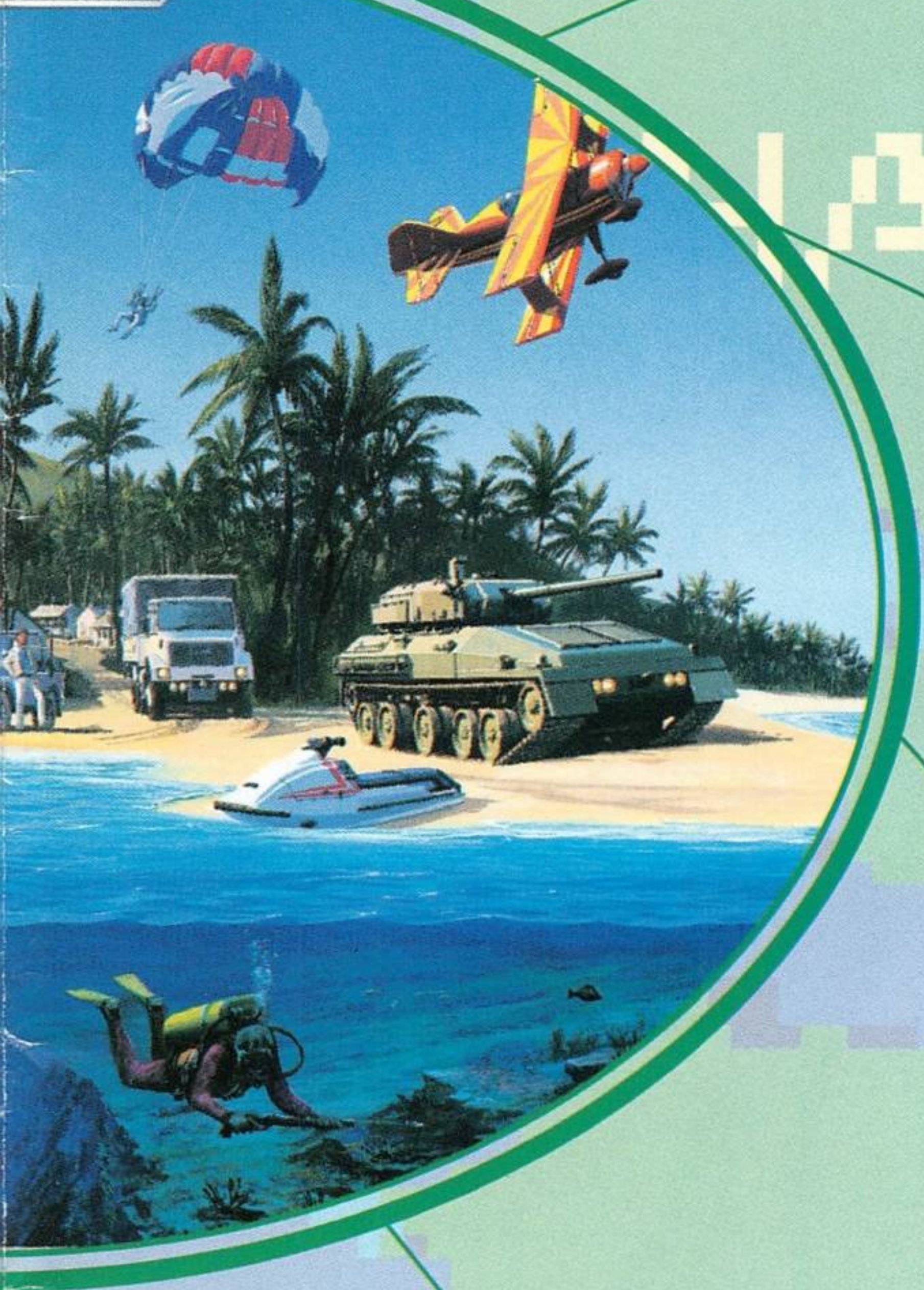
**(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + ( 4,000 characters X 22 modes of**

**RAIN**

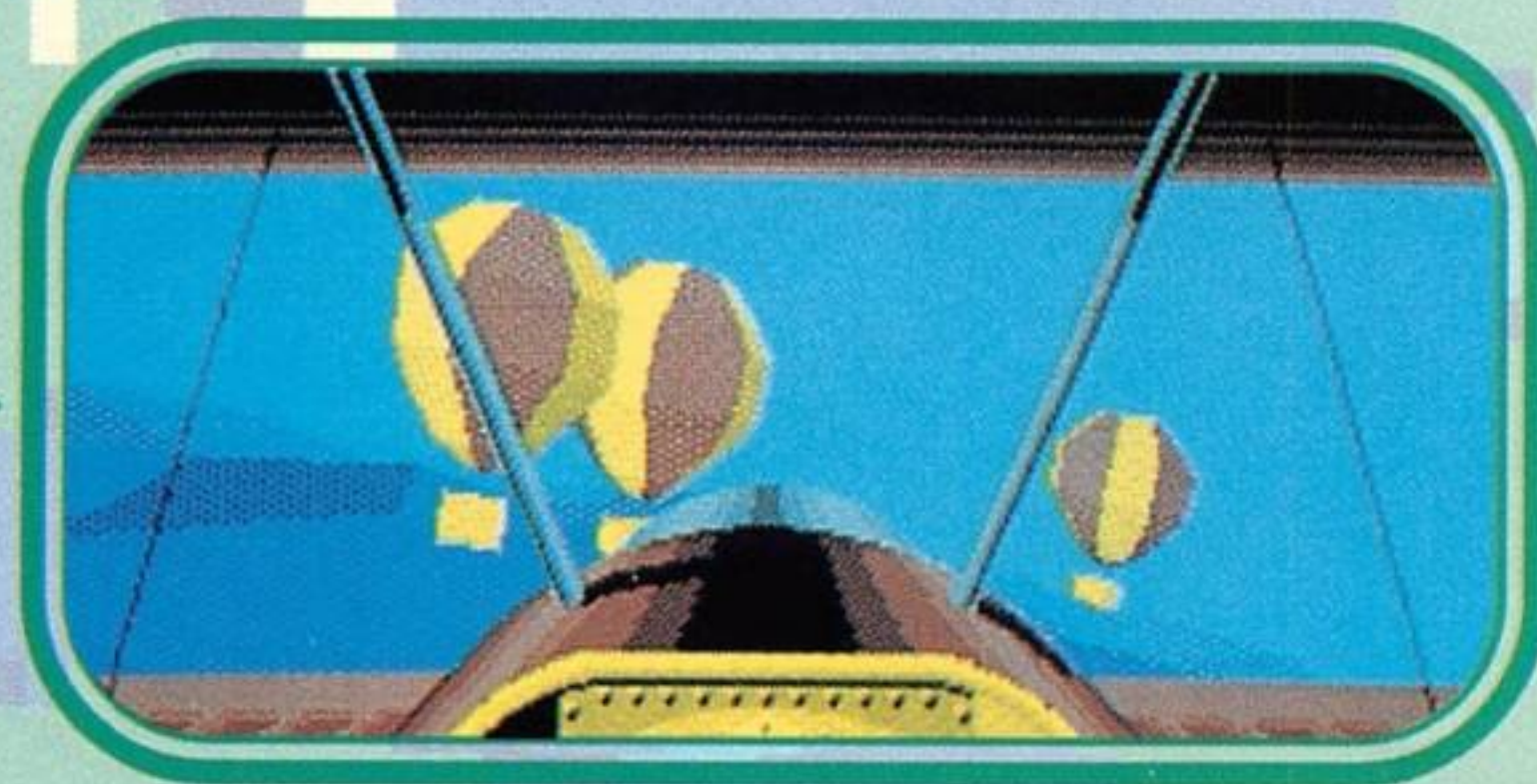
**MIDWINTER  
FLAMES OF**

# FREEDOM

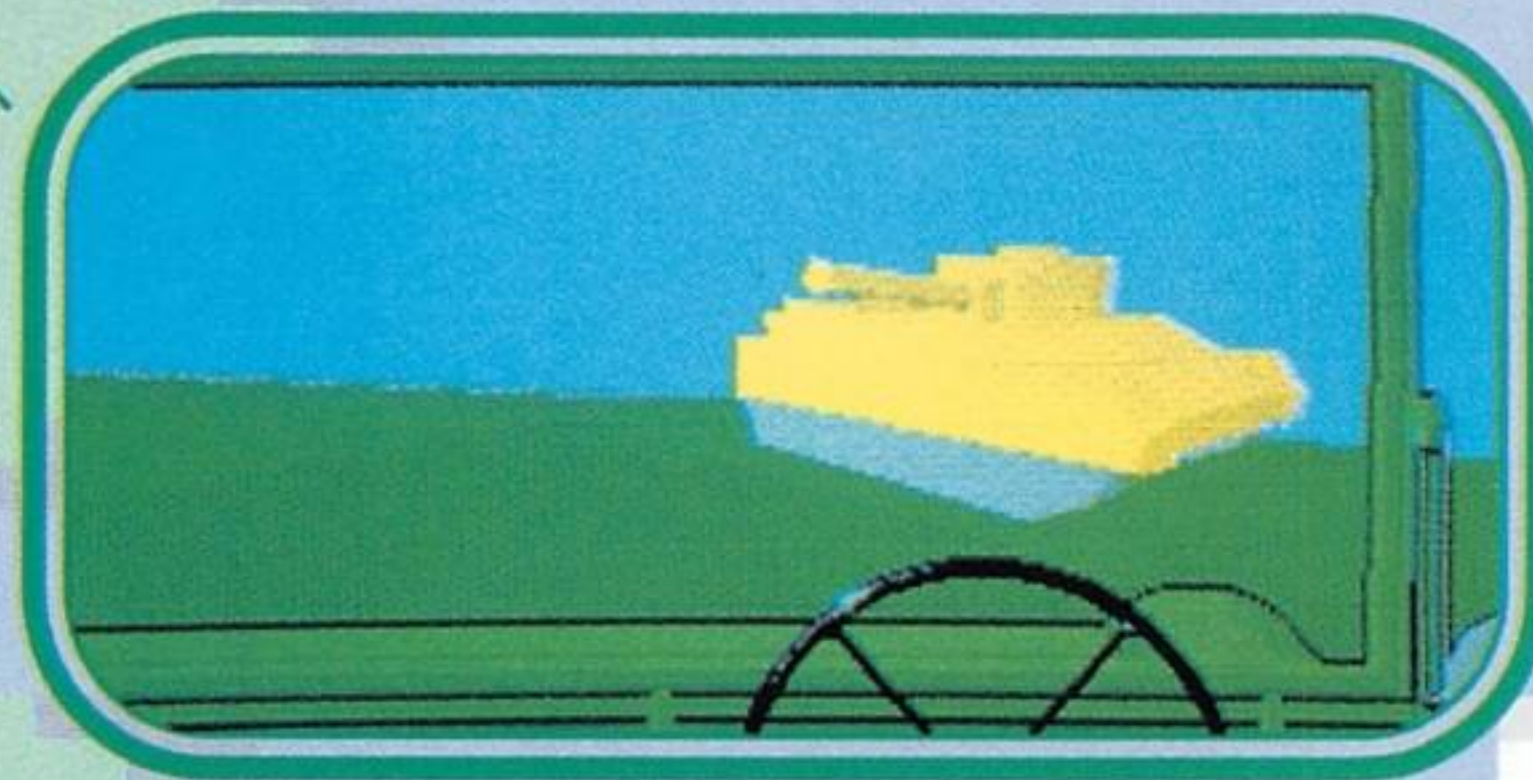
A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard !



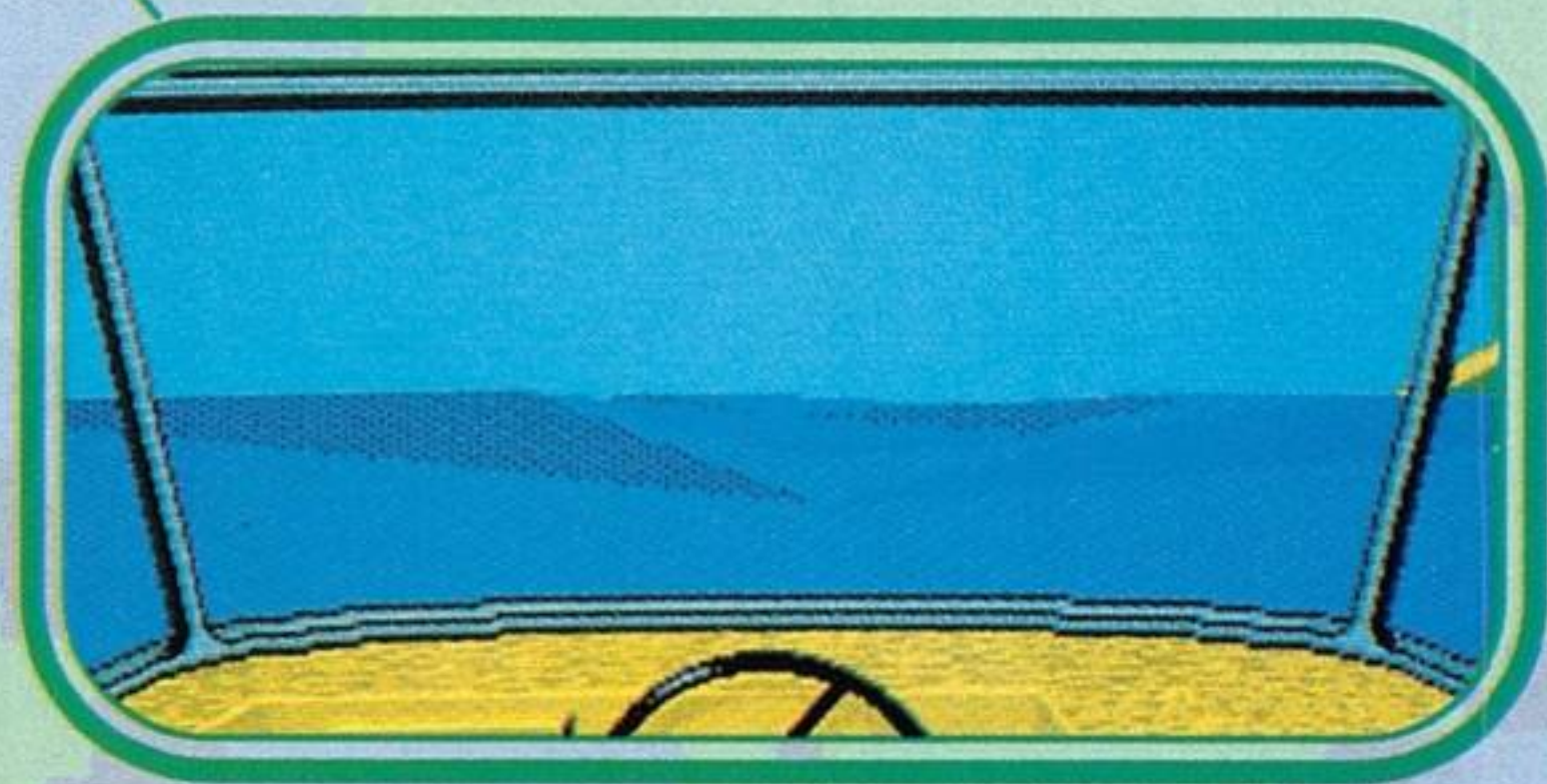
A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.



BIRD MASTERS OF STRATEGY

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

(transport X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

# THE TERMINATOR

The cult movie phenomenon batters its way into your home in the most relentless arcade/adventure game of all time! From the nightmare world of the future to the mean streets of Los Angeles, "The Terminator" takes you right to the very edge. Then pushes you over!



**BETHESDA SOFTWORKS**

A DIVISION OF MEDIA TECHNOLOGY LIMITED

© 1984 Cinema '84. A Greenberg Brothers Partnership. All Rights Reserved. Licensed by Hemdale Film Corporation. The Terminator is a trademark of Cinema '84. Bethesda Softworks is a trademark of Media Technology Limited.

For IBM and compatible computers. Visit your local retailer or call 1-800-677-0700 for details.

Yeah! Megafans!

Responses to our Mega-Survey are just flooding in... so many, in fact, that we've decided out of the goodness of our Mega-hearts to keep the comp open for just one more month. So if you haven't sent in the survey form below, we want your ideas now! Get cracking for your chance to win a Sega Mega Drive... one lucky reader will have a great Christmas when we announce the winner next issue! Remember, each reader can only enter this comp once.

You'll start to see some of your ideas and suggestions in the December issue of Megazone... we don't want to give anything away (except that Mega Drive), but you might have to look hard for us next time - especially around the cover area.

Now, when you filled out your forms you might not have noticed that on the other side of the card (between pages 60 and 61) is the best subscription offer we've ever had for Megazone... 6 issues for only \$14.99. That's less than \$2.50 an issue (all right, it's only just less... but it's still bloody good value!!) For much less than the cost of a game you'll get months of advice and news and MegaFun!

Muchas apologeticas to our subscribers and anyone who got last month's issue late... guess who had a virus in their database? But it's all hunky dory now •jç∞¶ •\$% ... I hope! - Ed

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Locked Bag 7 Rosebery NSW 2018**

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- 18 Rocketing Ahead!**  
Disney's film The Rocketeer is all set to be a hit on the big screen... and your computer monitor!



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All the latest news that fits, and lots of other crappy bits! Now includes Streetware and High Tech
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Keep those letters comin' in - we'll throw the crap ones in the bin! (Only kiddin)
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Oh, this one really is a load of total crap.

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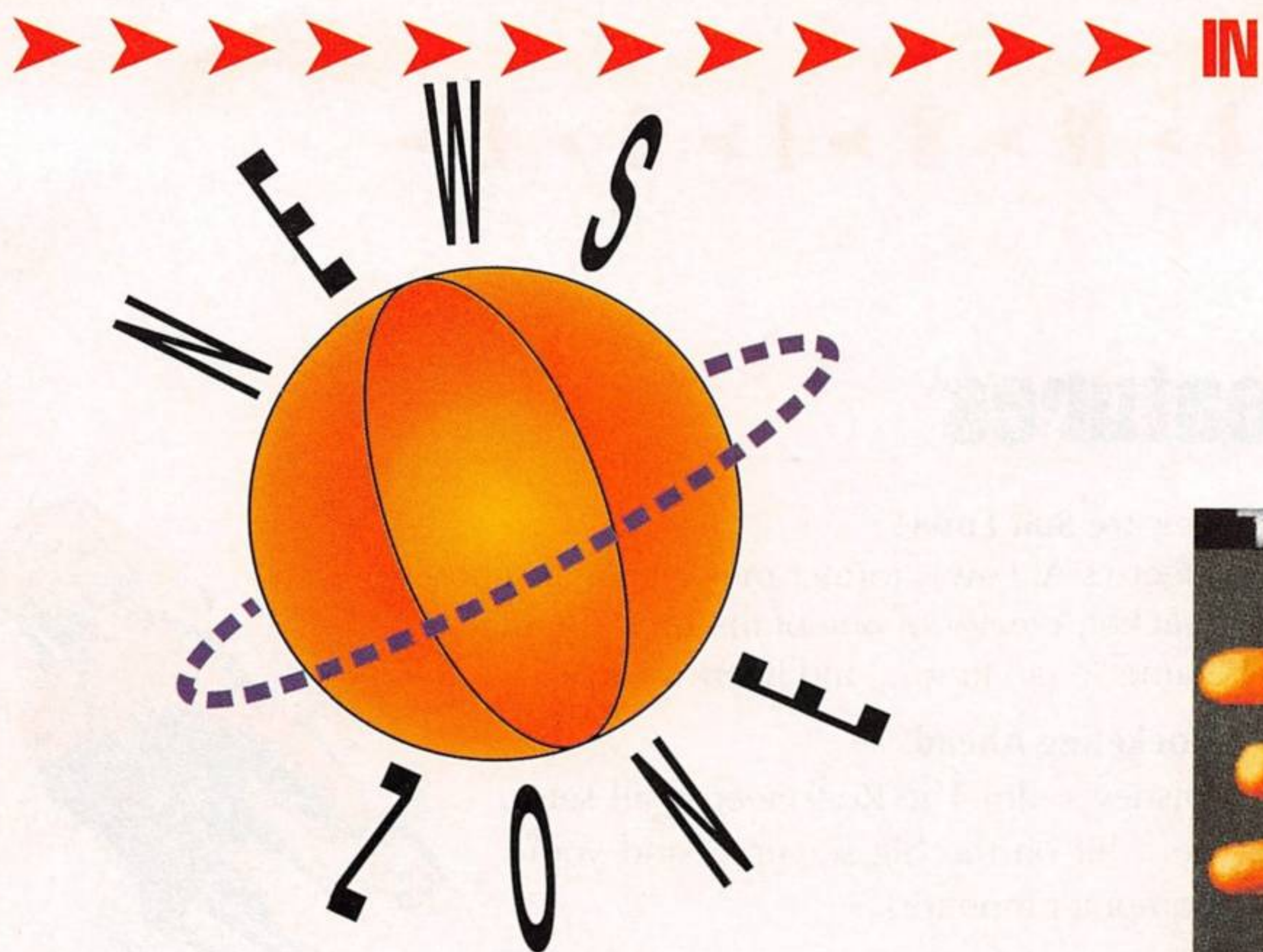
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## Call the ExTerminator!

THE movie has at last been released in Australia, and is still doing good business. He said he'd be back, and he is!

Terminator 2, the software, just like the film, concentrates on two Terminator units sent from the future... both doing their best to destroy each other.

Arnie's the good Terminator, and he

has to face a new, improved version of the cyber killer. Even when Arnie gets his head blown off, he's still able to come back to try to finish off his rival.

The computer action game to compliment the film will soon be here. From Ocean, the game combines action and strategy as you pit yourself against the evil Terminator with scenes and inspiration from the film. Plenty of excellent chase scenes and action sequences on foot and on the roads feature throughout the game with "puzzle sections" in between rounds, where the object is to complete some running repairs to Arnie's badly mangled body, and get extra points and lives.

One example is a slide jigsaw in which you have to piece together the Terminator's face. Put the ugly mug back together and a bonus is given if you finish within an allotted space of time.

Due for release around Christmas, Terminator 2 should prove to be as much of a winner as the film!



Above: A screen from Terminator 2... the software game.



## Give it a MerMiss!

How sad I was to learn that I'd missed The Little Mermaid when it appeared at the cinema. And how terribly upset I'm sure I'll feel when I miss the Capcom Nintendo conversion whenever its released. With wonderfully enthralling songs such as "Under the Sea" (which I'm sure is absolutely superb - wouldn't you agree Mr Collins?), The Little Mermaid promises a top time for girly swots. Anyway, for those of you who are interested in this nancy of a game, it'll be out soon....

Other Capcom Nintendo releases include UN Squadron, Final Fight and Ghouls 'n Ghosts on Super Famicom (not that we know when we're going to see it. Do we Nintendo?) For the NES you can look forward to Snow Brothers, Tail Spin and Mega Man 4.

Snow Brothers will also appear on Game Boy along with Mega Man in Dr Wily's Revenge and Who Framed Roger Rabbit. (Dr Wily's Revenge indeed, this is a respectable magazine !)

## Frogs with Legs

It seems the French are leading the way with software adaptations for the CDTV and CD ROM. Some Froggies have apparently been working for almost a year on creating Cruise For A Corpse, the popular Agatha Christie-style mystery, as a CD, with real actors and digitised settings.

And licensed from a popular French comic book Moebius comes a story of this powerful, yet sensitive warrior and the journeys he embarks upon in strange and unknown lands (sounds like me on the way to work each morning). Apparently the graphics in the comic are quite spectacular and the programmers are concentrating on making the game just as good... look out for these ones!

## Hedgehog crazy!

It seems our friends and neighbours in Japan have gone a little potty over a certain hot blue Hedgehog... reports are that Sega of Japan are producing Sonic T-shirts, Sonic notepads, and Sonic stickers as fast as they can and still can't meet the demand.

There's even a Sonic the Hedgehog bus... but the crazyness hasn't just hit Japan - apparently there's two Sonic busses you can catch in England! Two questions: will the Sonic bus craze hit Australia, and do they go as fast as Sonic does?



# Desert Storm hits CD Rom



Desert Storm is a collection of news reports, information and interviews on the Gulf war and its consequences.

Ever wanted to know exactly what went on during the Gulf Crisis with an up-to-the-minute account of the events?

No? Neither have I, really.

But Time Magazine, along with Warner News Media in the United States have gone ahead and released a multimedia magazine on the crisis anyway. Their CD-ROM is titled Desert Storm: First Draft of History, and it's an interactive multimedia story packaged in CD ROM form. Included are heaps of stories, reports, photographs and maps direct from the Gulf and presented in chronological order for you to run through as if it were happening as we speak.

The preparation of CD ROMS on current events is just one of the directions computer technology is taking. Time and Warner hope to have the system upgraded so that the information can be relayed as a direct news service to home recorders via satellites and cable. (Even more up to date than Brian Henderson. Sorry mate, but that's the way it is).

A Time Magazine spokesperson is said to have quoted "Multimedia has become a revolution, just as The Talkies and Technicolour revolutionised Hollywood. By developing new forms of information-rich entertainment from mixes of graphics, music, interactivity, animation, computer control, narration and video, Warner New Media is defining future home entertainment."

We here at Megazone tend to agree.

## Are you tired of mousing around?

Point & Click, Point & Click, Point & Click!!! I mean when mouses (or mice, depending on which school you went to) were introduced into gaming it seemed like "a good idea at the time". Don't get me wrong, I think it's heaps better than using your keyboard – but have you ever had a cramp in your index finger just when you were about to Zap the Mckracken out of an Alien Mindbender or Roger your best mate in a Quest for Space??

Well, dang blast it, it's happened to me (except the Roger bit that is) and darling the pain in my wrist, ooh er Kevin, it's just awful.

So, I'm sure all you mouseketeers out there in PC land will be happy to learn

that yet another development has occurred in the point and click department. Thanks to the Einsteins at ITAC Systems we now have Mouse-trak.

The Mouse track is a stationary track ball which takes the place of your traditional moving rodent.

What you get with your basic system is er ... um ... well, it's hard to describe, but apparently instead of what were used to, Mouse-trak is a two inch "phenolic" ball (whatever that means) suspended on stainless steel shafts and bearings and users don a wrist pad to cushion the hand.

Sounds absolutely peachy. If you're sick of trying to clear enough desk space to roll, it might be just the thing. The device should retail at \$200-\$300.

## PC video board brings your screen to life!



The SuperVideo Windows board allows you to display real-life video on screen at under \$2,000!

Real-time video is gradually coming to computers... soon you will be able to do your work or play a game while watching TV, videos or CD ROMs in a small window at the side of the screen! Real-time video is one of the key components of the much discussed Multi-media, which combines computers, film and sound to produce a total entertainment and productivity unit. Imagine a future where students will simply be able to point and click on an icon on screen, and it will spin to reveal a presentation on the chosen subject. In business, users will be able to create documents that have both text and video... imagine on-screen brochures or magazines!

PC users are now able to take advantage of the possibilities of some of the possibilities of Multimedia thanks to SuperVideo Windows, an add-on board for IBMs and compatibles running under Windows.

SVW can be used on a 16 colour VGA or 256 colour SVGA screen to display real-time video in a window which can be resized from full screen to icon size and still display crisp, clear images. SVW also includes Image Prep, a utility to convert file formats and compress large files.

Professional video software editing capability is available through and additional program called VEditor, which simplifies image capture and dumping back to video. SuperVideo Windows is available now for \$1895 from distributors Productive Professional Systems – call (02) 363 3278.

# Jaguar eats Panther!

Let's get it straight!

Lately there's been talk of the Panther, the newest of the 16 bit consoles, which supposedly is to be released by Atari. If so, the machine will be quite flashy. What with all that new fandangled technology and all. ie. a 16 Mhz Motorola 68000 microprocessor chip (said to be twice the speed of Mega Drive or Neo-Geo), custom chips for graphics features like hardware scaling and a stereo synthesizer chip for 32 sound channels. Digital sampling and digital filtering round out the combination.

That all sounds well and good but are we ever going to see it?

Maybe, maybe not. See, reports also say that Atari don't ever intend to release the Panther and that they've been saving all the hype for the Jaguar. The Jaguar, as it happens, is a whiz bang 32 bit machine said to be due for release sometime next year. Or the year after that, or the year after that, or the blade of grass next to that (Sorry, wrong commercial!)

Should the mysterious Jaguar be released, sources say it will be pretty-damned-impressive-indeedy! The colour palette will knock your polka dot spotted socks off, with an amazing 262,144 colours of which anything up to 8,384 could be displayed at once on screen.

Not only that, the little black box can simultaneously handle around 83,840 sprites at any one time without slowing down. And 3D shouldn't cause a problem 'cause inside the thing is a fairly sophisticated hardware maths capability.

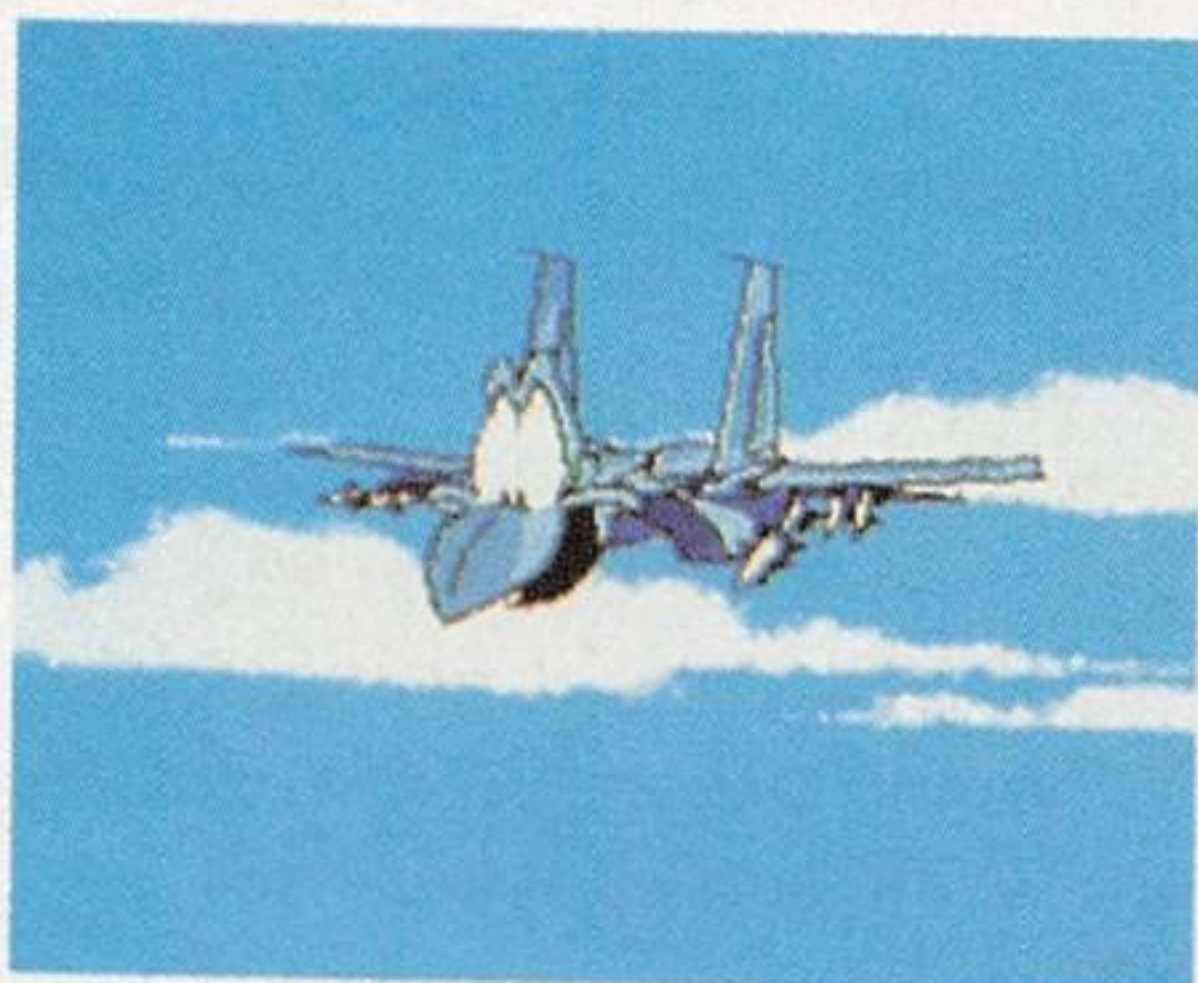
Heard enough yet? Well cop this. It looks like our little feline console will have four digital joystick ports, two analogue joystick ports and two light-gun ports making flight sims and two-or-more-player shoot 'em ups a game player's dream.

This bundle of goodies won't be out until sometime next year. All I can say is, let's have a look then Atari. Pleeeeeeeeeeeease !?!?!?



Apparently this would have been the inside of the Atari panther...

# At last! Anti-Lemmings!



You've heard of anti-war, anti-drugs, anti-christ, anti-social, anticlockwise, antisestablishmentarianism and anti Mary (Aunty Mary... geddit? Oh, get stuffed).

Now, it seems, someone is so peeved about the success of Lemmings that they've made a demo disk called, quite simply, Anti-Lemmings. It had to happen... Anti-Lemmings is a comic look at what would happen if your little Lemming friends got together with a couple of other games, including a Stealth Bomber. So if you have two spare megabytes of memory why not give it a run?

Almost all of the demented little suicidal critters from the original are included in the demo. However, the obstacles are slightly worse. I'll leave it up to your imagination what the nuke button does: anyone for Lemming soup?



## Make me an offer I can't refuse...

It's about time the mighty series of The Godfather books/films/TV adaptations was bought to the computer game enthusiast.

US Gold have certainly done their homework on this one. I wouldn't be surprised if they hadn't gone out and blown away a few rival programmers, just for a research purposes, you understand?

There's a choice of action and graphic adventure game versions due on the market some time in mid to late 1992. Both versions contain similar plots - the basic task is to destroy the other families, and stuff horse's heads in your enemies' beds.

In the adventure game, as any of three members of the Corleone crime syndicate, your objective is:

1. To find business for da family
2. To protect the operations, and
3. To keep yourself from becoming a cement shod ornament on the bottom of the Hudson River.

Interact with as many people as possible (friends and enemies alike) and convince them to "volunteer" information which will provide you with both clues and red herrings.

Decision making is left up to you, usually snap decisions based on information you've picked up along the way. Wrong decisions quite often proving fatal. Apart from visiting various, not-so-exotic, locations from the book/film/TV adaptation like Miami, New York and Havana, you'll also get to do a fair amount of "Shall I waste him for you Godfather?" and "I'm gonna make you an omelet you can't refuse."



## Atari Portables... Light weight, right mate!

Atari are in the spotlight once again with their new ST pad and ST book machines, which they claim have been produced "to design the most portable and friendly computer in the world"



**The ST book is a super-slim Atari-compatible wonder!**

The statement relates to both of these compact portables, which are set to offer some outstanding features. The ST book for example is a 'whopping' 35mm thick (that's less than my wallet on a good day). It's a 68000 based machine which takes up 297x210mm of space on your desk, and sports an LCD screen and a choice of 1MB or 4MB of RAM. With a standard internal 2.5 inch 20MB hard drive (which incidentally has already expanded to offer 60MB and increasing to 100MB by the end of 91)

The ST Book has an internal fax modem, plus other utility packages such as a diary, clock, calendar and database

The ST pad, similar in terms of its capabilities, offers the same peripheral ports, expansion bus, etc and is just as the name suggests, a pad. That is, the machine can be carried in the palm of your hand and it can read your own handwriting via a special stylus. Making it easy for us one finger hackers, no keyboard necessary. All in all these new STE's sound pretty impressive and I'm sure I'm not the only one waiting for more info and a look at them when they arrive in the land of Oz.

## More Virtual News

Here's a little snippet of info for you. Seems as though the Virtual Reality crowd weren't happy with just having a dumb old helmet and poncey glove to work with.

Now they've come up with foot pads which create the sensation of actually walking, or running. Other possibilities include a computerised version of Twister. But I wonder how they can create the feeling of honey and whipped cream all over your body?

## Through the LCD glass...

Ok, are we all sitting comfy square on our bottles? Good, then I'll begin. Once upon a time Lewis Carroll sat down, took some strange sort of substance, and began to write a story. Giant mushrooms, sherbet, caterpillars smoking peace pipes, disappearing cats and mad hatters indeed. Either he had an amazing imagination or was off with the Fairies (I think the latter may be the case).

Still, the tale of Alice in Wonderland had us all enthralled under our bed covers and has now appeared on the gaming scene.

This game looks trippy in more ways than one: the control system is called Magnetic windows, offering lots of win-

dow-based control, your basic functions will include;

- A session window-this displays input and responses.
- Menu Bar - for help function, loading and saving.
- Inventory window - for descriptions of any object in your possession.
- Map window - shows places visited and their entrances and exits.
- Exits - directing you to the best possible route to complete the stage.

The windows offer all standard features to move, resize close etc.

What a great idea .... ST Magnetic Scroll and Lewis Carroll together. Atari in Wonderland!

## Arcade Latest



Namco Limited of Japan have introduced their latest two player gun game to Australia. Called "Golly Ghost," the game is a 3D shooting game set in a ghostly haunted house.

Namco are world renowned for their high quality gun-based games and Golly Ghost really keeps up the tradition.

The machine introduces the latest in video gaming technology, called video diorama, which gives you both video and 3D figures in a composite screen.

The screen combines a video projection unit with a real electro-mechanical mechanism which sits in front of the image.

Real targets pop up at you, which you must try to hit with your super responsive electro-gun... this looks like a game to try now!

And Sega recently displayed their exciting new holographic technology at the Queensland Amusement Machine Operators Annual Conference.

Sega's first Holographic game is called "Time Traveller."

The game incorporates a laser disk unit which shows movie-like scenes in a 3D environment which is controlled by you, the player.

This game takes you backwards and forwards in time as you fight hordes of alien aggressors... the hologram allows projection of simulated 3D images projected through a cathode ray tube onto a parabolic mirror. This creates the image of 2D characters in a 3D environment. Definitely the cutting edge and one game to watch for!





### You can ring Morgan's Bell

Dear Megazone,

All these cheats are for the Amiga 500:

1. SUPERCARS - To get the fastest car and lots of money, type 'BIGC' instead of your name.
2. X-OUT - when you are in the shop buy the cheapest ship then buy the orange bullet and put it on the aliens mouth. You will now notice that you have \$50,000 to spend.
3. SHADOW OF THE BEAST 2 - Walk right until you come to the first guard. Press 'A' and type 'TEN PINTS'. You will now have infinite lives.
4. BEACH VOLLEYBALL - In a one player game type 'DADDY BRACEY'. Then press F5. You will now have infinite lives.

Yours faithfully  
Morgan Bell

*Dear Morgus,  
You ding-a-ling! Thanx for the tips.  
Ed.*

### Who's on first?

Dear Megazone,

I have some questions to ask you. Firstly, can I still buy games from December's issue of Megazone? Secondly, Recently I bought a Sega Power magazine and noticed they have a few pages with For Sale, Swaps, Help Offered, Help Wanted, Pen Pals and High Scores and so could you start that as well?

Lastly, I have a cheat for Teddy boy on the title screen press up down left right (maybe twice if it doesn't work) then go to 1p and press up and down 9 times then select a level from 1 to 50.

Also, congratulations on a great mag and please say if you have any new Sega games in stock and say the price.

Robin Harrison  
Birdwood SA

*Dear Rex,  
Firstly, I hate it when people say firstly.  
Secondly, we don't actually sell games,  
we publish a mag. Try your local retailers.*

*Thirdly, thanx for the tips on Teddy Boy and the suggestions.*

*Lastly, are you REALLY Robin from Birdwood. Stay chirpy!*

*Ed.*

### Wonderboy Wonders

Dear Megazone,

Great magazine. I especially like your reviews and how you give the game a mark (e.g. 94%). It's the first time I've seen this mag and would like to ask the following questions:

Are any of the Wonder Boy games available for IBM compatibles? If so, where can they be purchased in the Melbourne Metro area.

Also, is the game Bomb Jack out on IBM and where can I get it?

Peter D  
Sunbury

*Dear Pete,  
Sorry bud, Wonderboy is only available on Sega (except for Monsterland which was on the Amiga at one stage).*

*Bomb Jack, on the other hand, you can get for your IBM. You're in luck!*

*Try Pacific Microlab or Maxwells in Victoria.*

*Cop you later.  
Ed*

### What Sword??

Dear Megazone,

I read my first issue in April and I would like to tell you I thoroughly enjoyed it.

I've got a problem, in Wonderboy III The Dragons Trap. I'm puzzled, because I can't obtain the sword that enables you to change shape.

Also, I'm wondering if in your opinion the new Sega Mega Drive and adaptor and games are worth the expense?

Yours truly  
Brad Patterson

*Dear Brad,  
Here, what are you on about? You don't need a sword to change shape. All you need to do is go to a transforming room - found in various places through the game. The only way you change your shape with a sword is to use it to dispose of a few limbs.*

*Yes, I believe the Mega Drive and adaptor are worth the hard earned dosh. They're an investment in the future, plus you'll be able to play the 16 Bit version of Sonic the Hedgehog!*

*Horroo  
Ed.*

### Zak McCrack... Can Do!

Dear Megazone,

I bought my fourth edition of your mag. My family has an IBM compatible. To my disappointment I have only been able to locate Space Quest IV on either 5.25 high density disks or 3.5 size disk, our computer can only take 5.25 low density, Can you tell me where in Bundaberg I might be able to get Space Quest IV for our machine?

I'm also stumped on a game from Lucasfilm called Zak McCracken and the Alien Mindbenders. I hope you can print the designs to open the door in the sphinx and to unlock the second part of the yellow crystal from the statue in the temple. If not, could you tell me how to order a hint book.

In exchange for the hints I will tell you how to find the oasis in Kings Quest V:

When you have the fish go to the tree in which the bees have made their hive, throw the fish at the bear, and the queen will reward you with honeycomb from tree. Go into the desert: go one screen to your left, then down six. By now you are very thirsty: go over one to the left again and you should get to the oasis.

Also in Kings Quest IV, the bridle is on the desert island that you get to when you're out of the whale, it is in a boat that is beached.

Robert Carpenter  
Bundaberg

*Dear Bob,*

*To open the door to the secret chamber in the sphinx you simply read the hieroglyphics on the wall. Simple, eh? Except that only Annie can read them!*

*To unlock the second part of the yellow crystal from the statue, use the yellow crayon to draw a design on the statue's markings. Get the right design from the giant Mayan statue in the chamber on Mars.*

*If you have any more trouble, Zak McK Hint books are usually available from The Gamesmen in Sydney Ph(02) 580 9888.*

*If you don't have any luck try getting in touch with Zak's brother Phillip, or his cousin Pat McGroin.*

*Then there's his Auntie Sue Pladle, Phil McCavity, Ipee Nightly & Rusty Springs Say hello to your sister Karen for me.*

*Ed.*

# T I O N S

## See Sixty For... The Answers

Dear Megazone,

Firstly I would like to congratulate you on having such a great mag. But I would like to ask you for some information on Commodore games.

1. When will Lemmings come out on C64?
2. When will Hard Drivin' II come out on C64?
3. When will flight of the Intruder come out on C64?

I would be very thankful if you would publish this info.

Yours sincerely  
Graham Easton  
Buderim QLD

Dear Gra Gra,

Not quite sure about Lemmings, it's only available on Amiga and IBM as far as I know.

Hard Drivin' II is on C64 dual now. As for Flight of the Intruder, 'ain't available either.

Sorry chum, what can I do? It seems that C64 games are getting released later and later.

Ed.

## Fattie Steamboat

Dear Megazone,

I have just finished reading your August/September issue - unreal! Please put more console and arcade info in. I liked these sections. And the Mega Drive comp was cool.

I especially enjoyed the Hand Held articles as I will be getting a Game Gear for Christmas this year.

How many games are available on the Game Gear? Also, when will Spiderman be in the shops? Because it looks cool.

John (Fattie) Pervis  
Caringbah NSW

Dear Fattie,

Thanks for the crawly comments. At the moment, there are 10 Game Gear games available but by Christmas there'll be HEAPS of new games to choose from. As for Spiderman, it will be available around September.

I've played Spiderman and let me tell you, it's a bloody rip-snorter. Or web-slinger, as the case may be.

Ed

## Where do you get it?!!

Dear Megazone,

I've been a Lynx fan for 5 months. I've been asking for one for 3 months - and my parents won't buy me one. So I said I'll save up for one myself. I've got \$120 and I found a Game Gear for \$100. Could you please answer these questions.

1. Which is better, Sega Game Gear or the Lynx?
  2. When will the Super Famicom come to Australia?
  3. How much will it cost?
  4. How do you come up with such a great mag?
- Sean Bryden  
Eltham, Victoria

Dear Seamus,

You wanna let me know where you saw \$100 Game Gear - I could make a killing. Answers ....

1. We did a review last issue - check it!
  2. No-one knows 'cause Nintendo are keeping secrets.
  3. You guess is as good as mine (But I hope to find out soon).
  4. Sheer brilliance, and our tea lady.
- Ed

## MegaSlurp

Dear Megazone,

I've been reading your magazine since the first issue, and I think that the standard of articles and editorial has drastically improved in the last few months.

The reviews are getting better and better and information is a lot more up to date. The only thing that could improve Megazone now is to have it come out monthly again.

Now can I have a free IBM 386?  
All the best  
Tory Bevan  
North Sydney

Dear Tozza,

Thanx heaps for the compliments. I'm glad somebody notices our blood, sweat and tears! If we get more readers like you the mag will keep getting better and better and better and so-on and so-forth from here on in, hence forth, herewith, to whit to woo, , ditto. (Sorry got a bit carried away there!) As for the IBM - rack off!

Ed

## Letter of the Month

### Questions? Questions?

Dear Megazone

When you print up a review of a game, could you print next to the review how many mega-bytes it contains.

I have a few questions I'd be very pleased if you could answer.

1. Will there be any other 16-bit consoles coming to Australia?
  2. Will the 32-bit system ever invade Australia?
  3. And one last question. There is a black coloured booklet with pictures of Megadrive games which says that the Megadrive CD-Rom is due for release in Mid 1991. Is that true? And if so, is that the Australian release? Please answer, Please! Please!
- Adrian Wojcck  
South Australia

Dear Adrian,

Thanks for your suggestion - watch out next issue. Some answers:

1. Yes, most definitely. Nintendo seem excited about the Super Famicom but won't reveal any release dates as yet. (What a bummer!)
  2. 32-bit consoles look a little distant for the Land of Oz.
  3. CD a Rom a walking down the street. I see red, I see red, I see red! Well split my enz if CD Rom isn't out for sure by Mid '92. Where'd you get that brochure from anyway boy? It's only just touched down in Japan!
- Ed

Megazone wants to hear from you!

We'll read anything!

Send your letters, tips, photos questions or info to:

Megazone Communications  
Locked Bag 7 Rosebery 2018

**MEGA 10**  
is Megazone's Top 10  
up and coming games.  
Get your hands on these ones!

# MEGA

# 10

## Falcon 3.0 (General Dynamics)

**1** We showed you Falcon screen shots a couple of issues back, and it finally looks like the game will hit the stores in October. Falcon is set to be one of the best flight sims ever when it is finally released early next month.

Falcon 3.0 promises to take realism and accuracy to new levels... if you have a maths co-processor you will be able to use the 'high fidelity' option and experience true wind lift, drag, and manoeuvrability simulators as you fly. The realistic 3D terrain comes from actual military maps of three of the world's hottest trouble spots.. You choose to play in Kuwait, Panama or Israel... each area contains different objectives that call for different strategies.

There are three levels of play. You can compete in the Instant Action, Fighter Weapons School or a long term Campaign. You can also dogfight with a friend via modem or direct connecting cable.

A must for realistic flight sim fans!

Formats:IBM, AT, PS/2



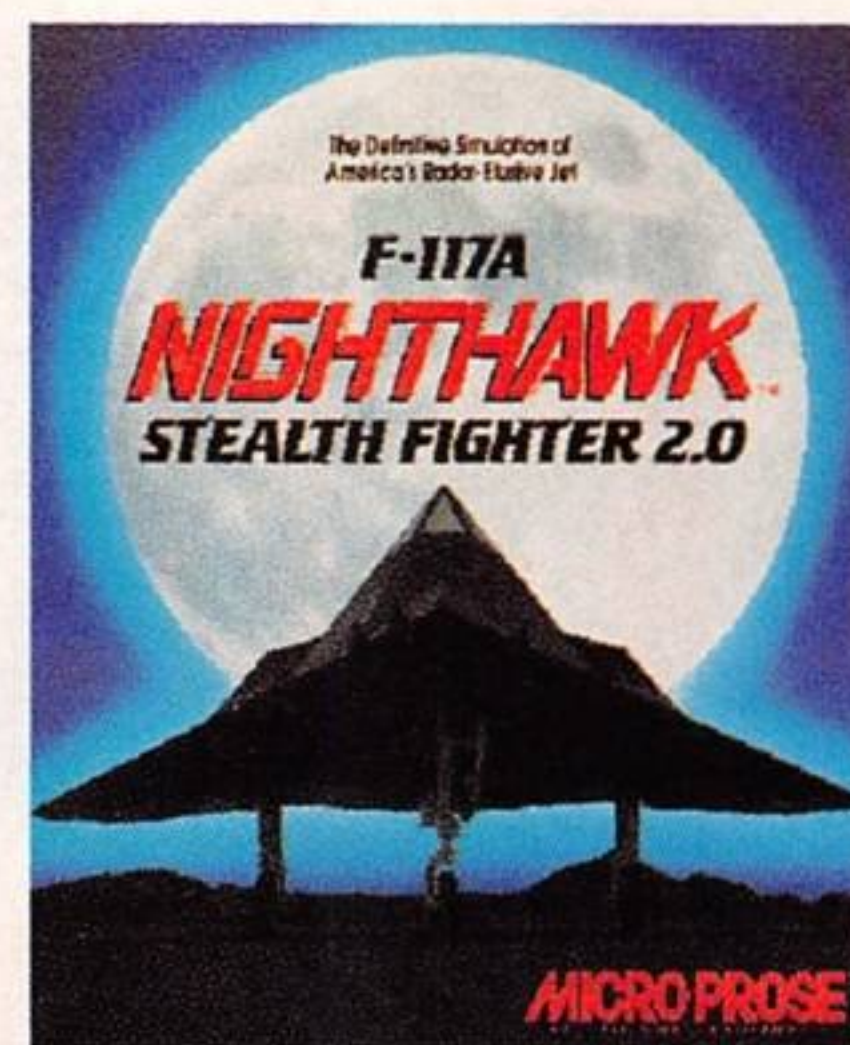
## L'Empereur (Koei)

**2** Koei's first strategy game focusing on Western Civilisation. In this epic, Koei carries you back to the turbulent time of the late 18th century. After the French Revolution, Napoleon and his troops attempt to gain control of Europe and the Near East.

Live the life of Napoleon as he rises to power, starting out as mere commander and eventually gaining respect as an Emperor. Organise your troops and lead them into battles against the super powers of the era, such as Russia, England and the Ottoman Turkish Empire, Napoleon was a hero of great ambition and distinction. Can you use your wits and strategy playing skills to live up to his reputation?

From the makers of Bandit Kings of Ancient China and Nobunaga's Ambition (see review this issue), L'Empereur promises to be a boner of a game. Geddit? Napoleon... Boner... oh, never mind.

Formats: IBM, Amiga



## F-117A Nighthawk (Microprose)

**3** F-117A heads into third spot with all the great features of the award-winning F-19 Stealth Fighter, plus more missions to fly, more worlds to compete in, more advanced weapons to fire, more dramatic explosions to experience, and all improved Super 3D graphics.

F-19 gave computer games the first close up look at America's radar elusive jet and was named Simulation of the Year by the Software Publishers Association in 1989. Now, in 1991, the "Black Jet" returns to your computer after a triumphant performance in the Persian Gulf War.

This is the one flight sim fans are hanging out for. Get ready... 'cos it's coming screaming onto your VGA screen real soon.

Formats:IBM

## Secret of Monkey Island II Le Chuck's Revenge (Lucasfilm)

**4** Ok, ok... So you've played Monkey Island I. You've been Guybrush Threepwood (I still think that sound like a disease), you've got those insults perfected, you've stuck your head in the pot from the kitchen and been fired from a cannon (oh, what a giveaway... don't say we don't give you the best tips at Megazone). You've become a pirate and you've even beaten the evil Le Chuck... or have you?

No way, me hearty! It's yo ho ho and a bottle of sequel as Le Spew is back: raring to ghost and waiting to make your life hell!

Monkey Island II has new islands, new characters and even better graphics and animation. There's even an item inventory. We published some screen shots last issue and Monkey Island II looks even better than the first, which has quickly become a classic! Watch out for this one around Christmas Time... just in time for a jolly roger in your Christmas stocking. (Come on guys, keep it clean - this is a family mag. Ed).

Formats: IBM

## Twilight 2000 (Microprose)

**5** The Aftermath of WWII Becomes Reality with Twilight 2000. Twilight 2000 takes place in the devastation of Poland after WWII. Players must not only survive, but must also complete missions to help rebuild society despite opposing forces. Because there is no higher command to give orders, gamers will decide their own actions and ultimately their own fate.

Twilight 2000 will consist of a character generation system, a character recruiting system, 3D vehicle simulator, and "to scale" overhead combat/exploration perspective.

This game has everything a computer role-player could want:-

- A gripping scenario with great freedom of action.
- An immense array of tanks and weapons.
- A vast territory to be explored, conquered and defended.
- And a villain that absolutely has to be defeated.

Formats: IBM



## The Adventures of Willy Beamish (Dynamix)

**6** Enter the wild world of Willy Beamish. From the creator of the classic Heart of China comes this original adventure comedy.

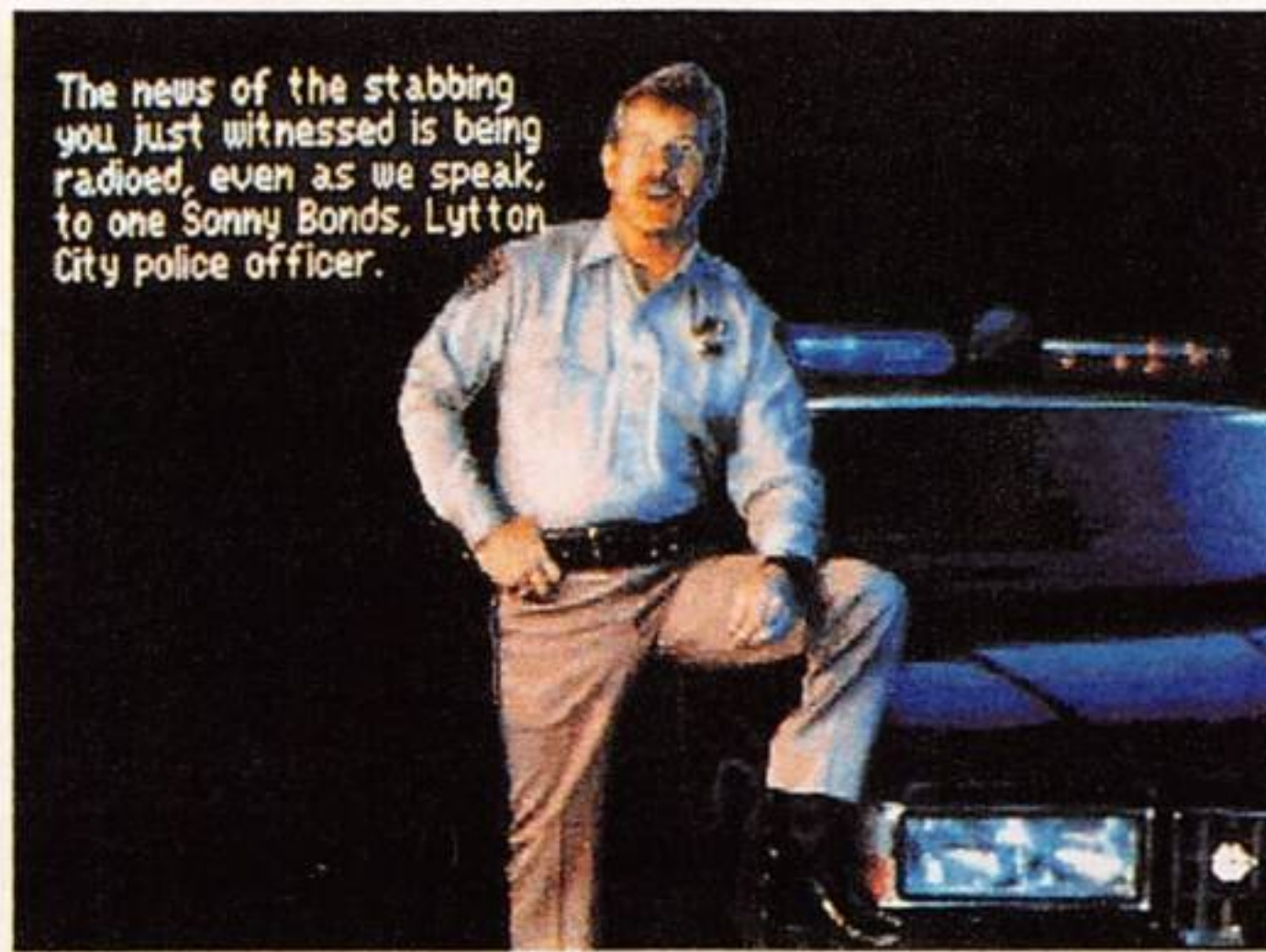
The Adventures of Willy Beamish boasts a breakthrough in awesome 265 colour graphics, 3D light-hearted animation and music-card compatible soundtracks. We've seen some great previews here at Megazone so far.

Adults and kids will both get into Willy's wacky adventure, as he meets a host of geeks, freaks, animals and creeps that will have you playing for hours on end! And wait 'till you see Willy's weirdo family!

Help Willy find first prize as he tries to... well, I guess you'll just have to play the game to find out.

Sorry. I'm a bit of a bugger, aren't I?

Formats: IBM



The news of the stabbing you just witnessed is being radioed, even as we speak, to one Sonny Bonds, Lytton City police officer.

## Police Quest III: The Kindred (Sierra)

**7** Always on the most wanted list, the Police Quest series is your chance to enter the world of cops and robbers for yourself.

Police Quest III combines real videos, real photos and superb digitised artwork with authentic American law enforcement procedures, forensics and crime lab investigations.

This game will take you as close to being a real cop as you can get (unless you are a real cop already, like J. Lenton... thanks for sending in the survey, Sarge!).

Travel the mean streets of crime in 256 colour graphics and Ad Lib card compatible digitised voice and sound effects – the background music is written by Jan Hammer, composer for Miami Vice!

Formats: Amiga and IBM

## Grand Prix (Microprose)

**8** In Grand Prix you experience the thrill of motor racing as you compete to become Grand Prix Champion of the Year.

The game will include 16 accurately mapped 1991 Grand Prix tracks and 26 cars of well known racing teams from Ligier and Leyton House through to the giants of McLaren and Ferrari. All cars will carry team colours and will start the season by reacting in accordance with their real life performance in the 1990 season.

As a true simulation, Grand Prix offers a challenge to all standards of player. Feel achievement from mastering the basics of handling the car, through to competing in, getting placed and winning races, attaining best lap time, winning the world constructors championship and the ultimate aim for any top class driver of getting placed in and eventually winning the world championship.

Combine this with four difficulty levels, pit stops, adjustable wing mirrors, gear changes, realistic 3D undulating tracks, weather changes etc and you'll get some idea of the magnitude of this superb product.

Formats: All

## Master Golf 3D (Bechesda)

**9** Microprose flight sims have long been seen as the best in the field. Now they are using their amazing 3D technology to explore another dimension.

The Golf game that simulates the essential - reading the course correctly and positioning the ball rather than the way you grip the club.

Features include:

- 1-4 players (selectable as either Human or computer);
- A variety of game types such as Strokeplay, Matchplay, Fourball, Skins etc;
- Four levels of play: Novice, Amateur (no handicap), Amateur (with Handicap) and Scratch/Professional;
- 10 ranked computer opponents to play against in head-to-head matches, each with their own playing style, performance characteristics;
- Save game feature allows players to come back to a game later;
- 6 different courses supplied with the game

Another dimension from the leaders in simulation software.

Formats: IBM



## Nova 9 (Dynamix)

**10** Space Warriors should get ready for a new universe of computer gaming. Nova 9 is a supercharged follow up to the best selling computer game hit, Stellar 7, from Dynamix.

The dazzling 256 colour graphics and 3D animation will explode onto your screen... these aren't computer graphics, they're works of art. You'll face new planets, angry enemy aliens, and super high-tech weaponry. You'll need good battle strategies to deal with these far away galaxies, where fast-paced close encounters are the only sort you'll find!

This looks like being the space game to watch out for! The music card compatible soundtrack will help send you on a fantastic voyage into the unknown.

Formats: IBM

# Leisure Suit

Al Lowe, creator of Leisure Suit Larry, is feeling pretty good. He's just completed the fourth game in the Larry series, called Leisure Suit Larry 5 (no, there isn't a 4 – you'll have to get 5 to find out why!); and he's putting the finishing touches on a series of programs for "goofing off in the office" called **The Laffer Utilities** (eat your heart out, Peter Norton).

Adam Griffiths spoke with Al on the eve of Larry 5's release in Australia.

AG: How's Leisure Suit Larry 5 going?

AL: Well, it's ready today. We're just finished going through it one last time to get rid of spelling mistakes and grammatical errors. We do that last just before we release a product. I'm really happy with it. *Is it a departure from the rest of the Larry series?*

It's both alike and different. It has the same sorts of objectives... in this case Larry has got an assignment he has to fulfil which is to interview three lovely women

for the job of hostess on the America's Sexiest Home Video show. Larry works for the show in a lowly position, and they decide they want someone to interview these women who won't make them look too glamorous. They need a geek. *Sounds like the perfect job for Larry!*

Well, it is. His assignment involves meeting Michelle Miliken (a sophisticated black woman); Lana Luscious (a professional mud wrestler and rollerskater) and Chi Chi Lambada (a former gymnast now

working as a dental hygienist). There's lots of different ethnic groups! I've been accused of having too many white women in my games in the past.

And at the same time Passionate Patty is back in her own plot which involves the FBI, who are chasing the porn bosses who are behind a bid to flood the market with filth.

*Is the plot as involved as we've come to expect from Larry?*

This is by far the most elaborate plot of any game I've done. It's the biggest game Sierra's ever released—we're pushing eight disks, and it'll take up 10 megabytes on your hard disk.

It's very intricate and interlaced. The scenes dissolve into each other in a cinematic way – the transition from Larry to Patty is achieved through Larry dreaming, then Patty comes to life. There are cinematic sequences and meanwhile... scenes all the way through.

*So will it take days to play?*

Oh sure. Weeks, months I guess, if you want. A good adventure game player will find it funny and challenging. But I try not to make things too hard. The difficulty level is pretty easy, because I want people to have fun and get to the next scene, not be stuck somewhere.

You can skip whole sections if you like. You don't have to play any of the Patty scenes if you don't want to, and she just won't complete her mission.

There are a total of 1000 points you can earn in the game, and we just discovered that you can finish the game with less than 150 of them. You still complete your mission, you just don't solve all the riddles. Also, there are lots of little hidden points you can earn just for doing some-

## Leisure Suit Larry 5



***A scene from Leisure Suit Larry 5... the new game sports an almost total point and click interface to bring it into line with the rest of Sierra's releases. Larry and Patty have been redrawn and the puzzles and sound round it out to make this Larry the best ever!***

In Leisure Suit Larry 5, Larry is sent out on field assignments working for America's Sexiest Home Videos. He must interview 3 of the most gorgeous women in America... and naturally Larry wants to make it an in-depth interview.

Along the way, our Leisure Suited friend finds crime and corruption as the bad guys and their evil intentions are revealed... they're out to fill the airwaves with filth. And when things get quiet, he dreams of Passionate Patty.

Larry's romantic dreams are

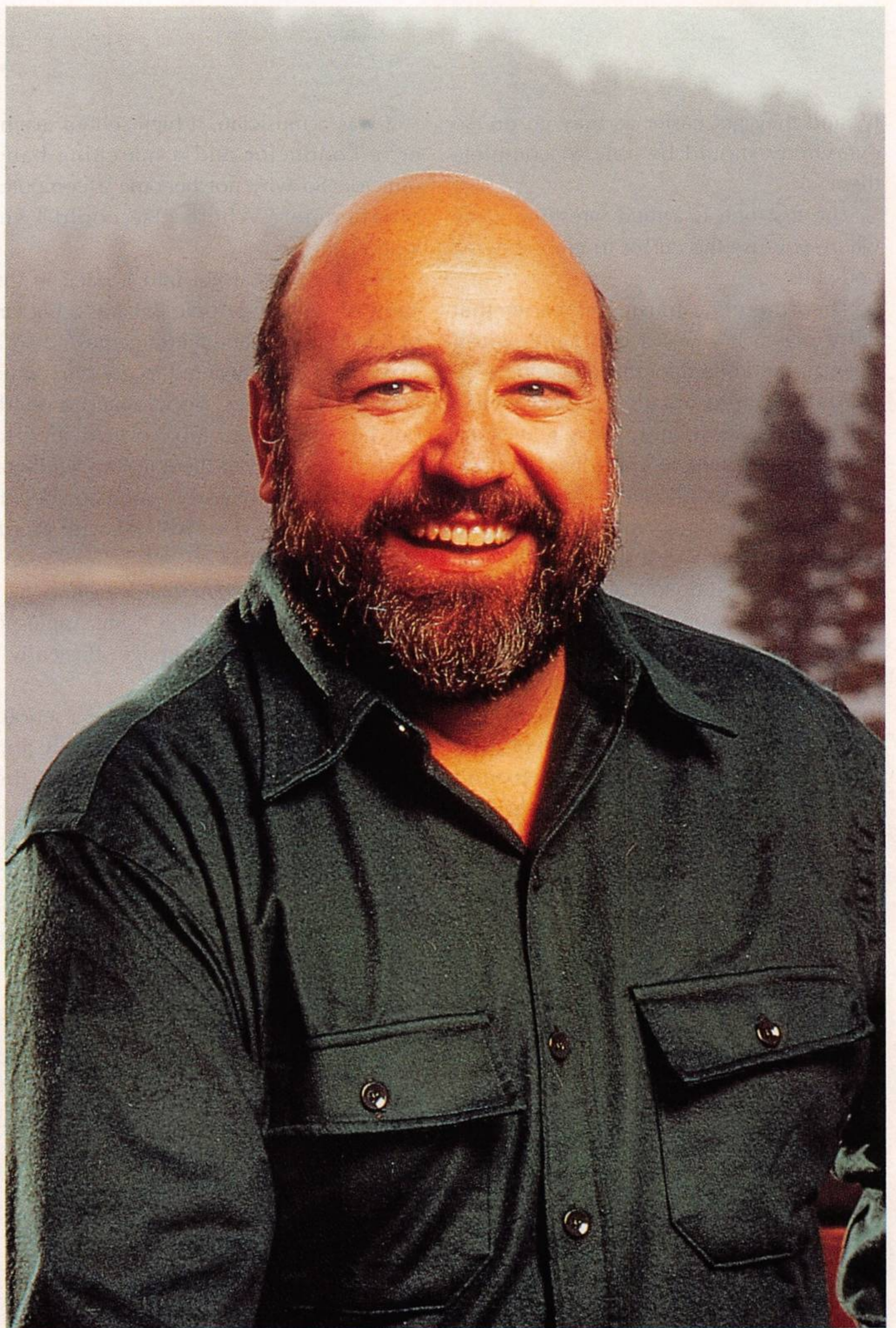
Patty's real-life nightmares! Each time Larry dreams, you'll be able to switch characters and become Patty, working for the FBI and taking on the underworld who are... you guessed it, out to fill the airwaves with filth.

In the end, the two plot strands come together... but Al Lowe wasn't telling us how. "All I can say is if you've done your homework everything will come together. There are times when I was writing it that I didn't think it possibly could... but it does. It's a great ending sequence."

# AI



**The Man and his creation...  
Laffing Al Lowe (note  
Sierras in background) and  
the new look Leisure Suit  
Larry, as seen in LSL 5... Is  
the man in the white safari  
suit soon to become the  
biggest selling adventure  
series of all time?**



thing funny.

And if you get bored I've included a fast forward button on the interface so you can just zap a scene forward like a video. *That sounds like a great addition. Is the interface all point and click (feel and grope) now?*

Yes. You don't have to do any typing at all. There's a couple of places where you may have to enter a number, but that's it. There's lots more animation... some scenes you can just sit back and watch. In this game I really tried hard to give people more plot and more intricacies. I want to tell a good story.

*So are you appealing to old Larry fans or a new audience?*

We're trying to appeal to a broader public. There are 30,000,000 PCs out

there that have never had a game run on them. Now, that's a shame.

And you can't make things too hard for these first-time buyers. The thing that bought it home to me was a friend of mine who bought the first three games. Now he's a Journalist and a Publisher and he runs his own company... he's a smart guy. He decided to buy the first three games. But he hadn't played games much before, and he couldn't finish any of them.

We need to make it simpler to appeal to a bigger audience.

*Do you want to become the biggest selling adventure game of all time?*

They tell me that we're pretty close to it, and that if Larry 5 sells well we will surpass Kings Quest as the largest selling adventure series by Christmas.

*There's some great satire and jokes in Larry 1, 2 and 3? Do you continue the tradition?*

Of course! Chi Chi is involved with the Tramp Casino, which is run by Donald and Ivana Tramp. And there's a sequence where Passionate Patty has to go to a rap radio station— KRAP, and she meets the rap band 2 Live 2 Screw.

At the end, Larry falls asleep and dreams of Casablanca... he's Humphrey Bogart and Passionate Patty is Ingrid Bergman.

*What are the other highlights of Larry 5?*

Well, there's the size of the plot, like I've mentioned. Then there are the three arcade sequences. Well, they're not really arcade games, they're kind of arcade send-ups. They're pretty easy to play, real-

ly, and they get easier as they go on, so everybody should be able to complete them.

The first one is a mud wrestling game where you use the cursor to grab at flying body bits.

Then there's a music synthesiser that Patty plays. It's like a real synth: you'll need a sound board for this one, too.

And the third arcade game is what I call a flight stimulator. Larry's airplane looks like it's going to crash. His life passes before his eyes.

Then there's the ending. I'm real proud of it because there are a whole lot of loose ends that are tied up in that sequence.

And there's wonderful music. Some of the sampled sound is great. I hired a Hollywood film composer to do the music. His name is Craig Safan and he's done music on *Stand and Deliver*, and *The Last Starfighter*, and background music for *Cheers*. It's not like the old days when I had to do all the music and sounds myself.

*Yes – you used to be a professional musician. How did you get started in the Interactive Entertainment industry?*

I was a musician, a high school teacher, a conductor and a marching band director. So why not become a computer programmer? Where else could I get work?

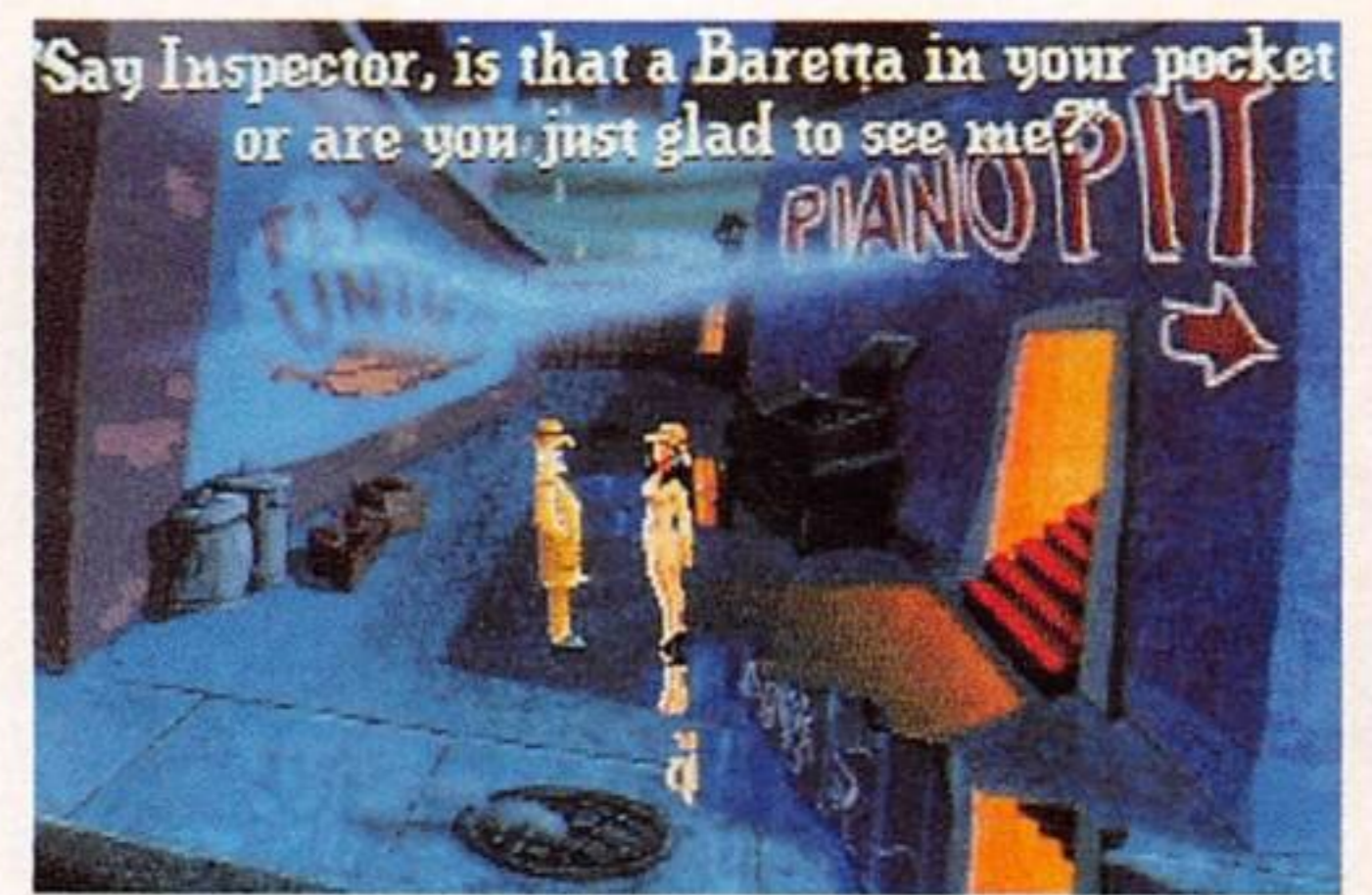
No, seriously, I got into it back in the early 80s with the Apple II. I was a big fan of Ken Williams and Sierra games. I had a 5 year old and I wanted to get him some educational games. So I looked around, but I couldn't find any so I decided to write one. I showed them to Ken Williams and he thought they were good and decided to buy them. I've worked with Sierra ever since.

*What did you program that first game in?*

I did it on the Apple II using Applesoft and some machine language. Basically I was an Applesoft hacker.

Well Ken Williams said "to be a serious programmer you've got to go out and learn Assembler", so I bought all the books I could find and taught myself. Then Ken said "you've got to be able to do C64," so I did. Then he said "you've got to learn C," so I got more books and learnt it.

It's been self-taught all the way. I've never had a lesson in my life.



**Passionate Patty makes an impact in the new Larry... her sub-plot eventually ties in with Larry's, but you can choose to skip these sections if you want to.**

*What have you worked on?*

I worked on lots of things back then. I programmed *Kings Quest III* and worked on *Kings Quest IV*. For a long time, being a musician, I wrote the music for everything we did.

On *Larry 1* I did almost everything. Writing, music, programming, production... everything except the graphics.

But now I concentrate on concepts and organising things. The larger we go the more it becomes like a Hollywood movie. I'm the director, so I have the final say if I don't like a sound or whatever, I change it. On *Larry 5* I'm director, designer, and screenwriter. I've done very little programming in it although I did do some. I couldn't help myself.

*Do you think that films and interactive games will eventually be combined?*

No. I think it's like Radio and TV. Radio didn't die when TV came along, it just changed. But I think people will start to want an Interactive experience.

*Which actor would you get to play Larry if you did make a film?*

Well, funny you should mention that because we're right in the middle of that now. We're doing a version of *Larry 1* on CD Rom and we're talking to some actors... it's a hard thing to do, though.

We thought seriously about using actors and video capture for *Larry 5* but we decided that the product is supposed to be humour, not titillation. We didn't want to digitise women, and I think Larry is funnier as a cartoon type of character. *But I thought it was supposed to be titillating!*

I don't want it to be sleazy... and although that's the image, when you play the games you realise it's not about that. It's about having a good time. I want people to be challenged, but not too much. And I want people to laugh and enjoy the experience!

## The Laffer Utilities



**The Laffer Utilities are a series of small programs specifically designed for the small office market. The Utilities offer everything from jokes to insults. And just in case you think it's all a bit Laffable... there are some useful programs, too.**

If you're a fan of *Leisure Suit Larry Laffer*, you're going to love his *Laffer Utilities*, due to be released in the United States for this Christmas. The *Laffer Utilities* are a collection of small programs: "the first utilities specifically designed for goofing off at the office," says Al Lowe, their creator.

"There's things like a poster maker, which will automatically just take whatever text you type and blow it up as big as possible, and a jokes database (with an adjustable Humour Level and Filth-o-meter). There's a "Where do you want to go for lunch?" program that

offers humorous choices.

So it's a mixture of useful and fun things. Like there's a phone extension database, where if people keep changing offices and extensions all the time, you just update their new number. That's useful, but people don't realise that I was sneaky. What I really did the extensions database for was to get the people in the company's names. When they put the names in to the phone extension program, it automatically updates the jokes so that their names appear in the jokes".

He's a tricky one, old Al Lowe, isn't he?



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1 **ST** 87%

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90%

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**COMPUTER** 87%

"This is the most involved 3D game I've ever seen."

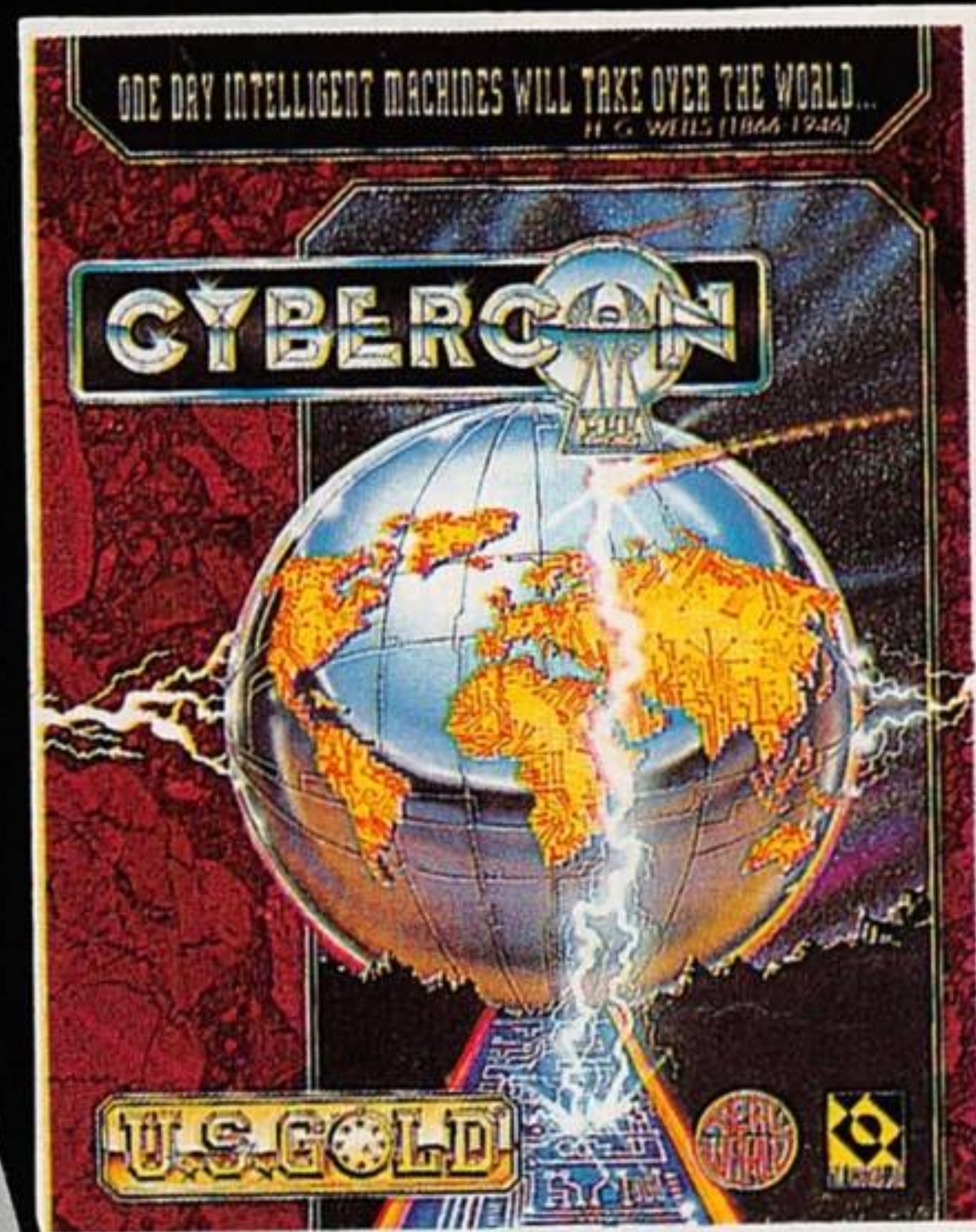
91%

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# Rocketing

The Rocketeer began life as a comic book in the early 1980s.

Now it's a Hollywood film, the biggest merchandising opportunity since Bart Simpson, and an upcoming software release from Disney.

Get ready to put on your backpacks, load up your software and blast off!

When comic artist Dave Stevens created the Rocketeer out of pen and ink, it's unlikely that he would have thought that 10 years later his character would be the subject of a \$40 million Walt Disney movie, put together under the watchful eye of director Joe Johnson.

But Cliff Seacord is an unlikely hero. Rocketeer, the movie, tells the story of Seacord, a struggling stunt pilot who is unlucky enough to find a surprise hidden by crooks in the back of his plane. It's an amazing flying rocket backpack— this is

the 1930s – Cliff has to learn to use it, to foil the plans of crooks, thieves... and Nazis.

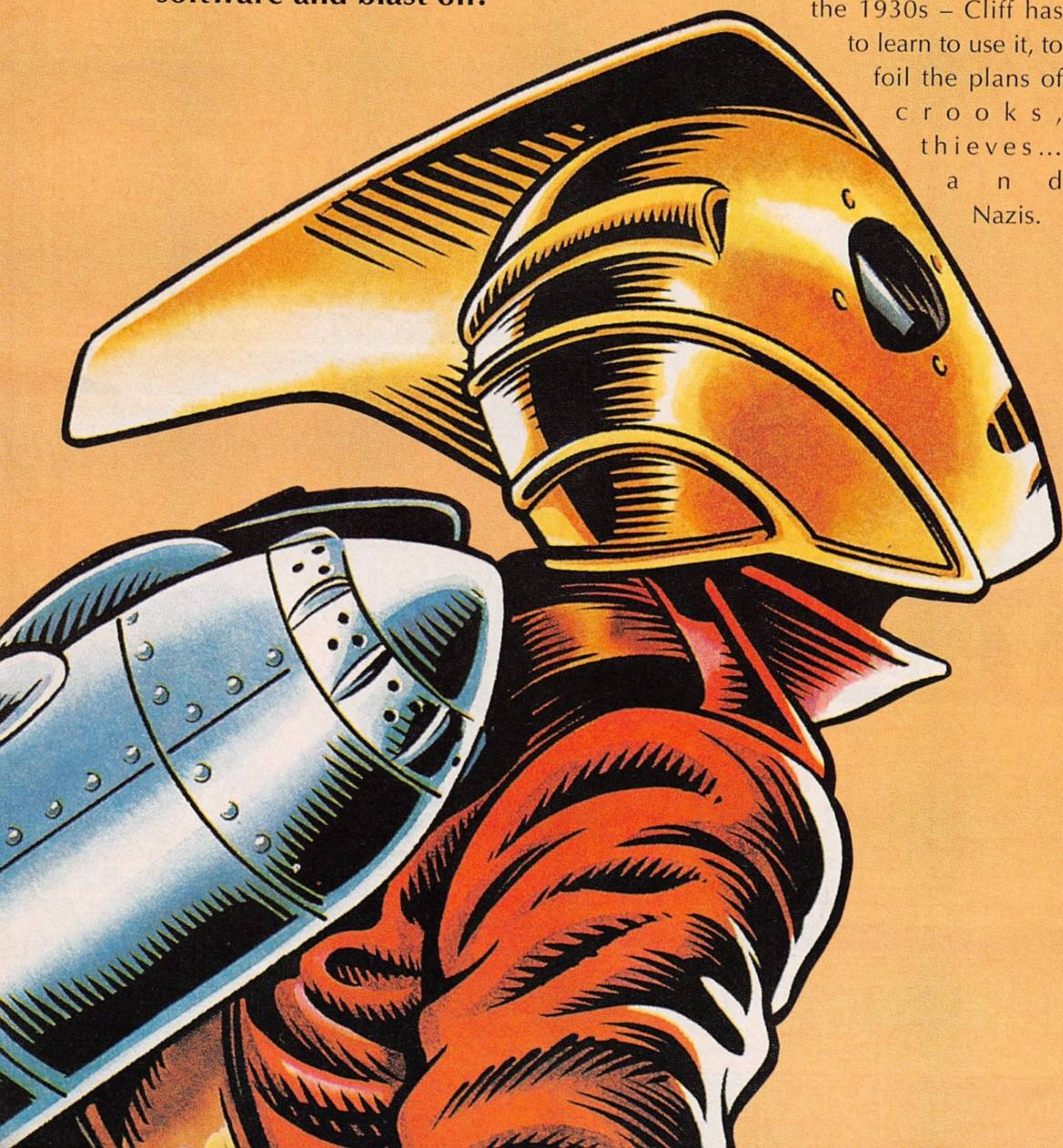
The film begins with Cliff Seacord hard at work at Bigelow's Air Circus, where he flies his faithful Gee Bee plane in air stunt shows. Winging over the rolling Southern California hills, handling the challenging craft as if it were a baby, Cliff is blissfully unaware of the action blazing away beneath him - action that will soon change his life forever. In a frantic get-away chase, two thugs are trying desperately to outrace a couple of G-Men, carrying a stolen device which could change the course of history.

As machine gun fire rends the afternoon air below him, bullets strike Cliff's beloved Gee Bee. Losing control, Cliff crashlands at the airfield, taking out a fuel tank in the process. Hoods, G-Men, Cops and airport personnel suddenly come swarming all over the field. In the drama, no one sees one of the thugs stash the stolen cargo in the cockpit of a plane - only for it to be discovered later by Cliff.

The moment Cliff unwraps the heavy object stowed in the cockpit, he knows he holds something very special in his hands. He is compelled to try it out and when it works and Cliff is able to fly, he knows he has found the answer to his financial problems with the damaged Gee Bee and to his relationship with his long suffering girl friend Jenny. He has become The Rocketeer!

But things don't quite work out as well as he'd hoped. The hoods (led by Eddie Valentine, the suave owner of the swanky South Seas Club) - want the stolen rocket-pack back. So does its inventor, Howard Hughes, not to mention the FBI, the US Army, Neville Sinclair (the famous, handsome, crooked film actor), and the most menacing force of all - the German Nazis!

Suddenly Cliff's desire to fly in the rocketpack becomes a drama with inter-



# Ahead!

national and personal danger. Sinclair kidnaps Jenny and holds her hostage in exchange for the rocketpack. Meanwhile, the G-Men are closing in on Cliff. Now Cliff just wants to keep the rocketpack long enough to rescue his girl from Sinclair.

What began as a dream of high-flying success has become a nightmare for the free-

wheeling young aviator who finds himself flying between the forces of good and evil. Soon he faces a showdown that holds not only Jenny's fate, but also the world's in balance.

Directed by Joe Johnston, who was responsible for "Honey, I shrunk the kids", the Rocketeer is powered by wit, style and adventure seen on the highways and airways of 1930s America.

Johnson, who began his film career in 1975 working at George Lucas' Industrial Light and magic on the original Star Wars, has created an entertaining Indiana Jones type adventure movie that will keep you interested all the way up to its exciting conclusion. Johnson won an Oscar for his special effects work on Raiders of the Lost Ark, and it shows in the film's great flying and adventure scenes.

Stevens set his comic in Los Angeles in the late 1930s, because, he says "Visually, there's no other period in American history like it. There were all kinds of wonderful things to look at - the buildings, the cars, the clothes". Rocketeer lives up to this visual challenge with a team of designers spending months creating an authentic 1930s feel. Cliff's helmet and rocket pack alone took two months to design and create.

“  
**Cliff's helmet and rocketpack  
alone took two months  
to design and create...**  
”

The film is faithful to the look and spirit of America in the 1930s: Johnson and his team even built a faithful replica of a popular Los Angeles meeting place of the period: the Bulldog cafe is a 12 meter high restaurant in the shape of a giant bulldog.

Many of these fantastic locations and sequences have been captured in digital

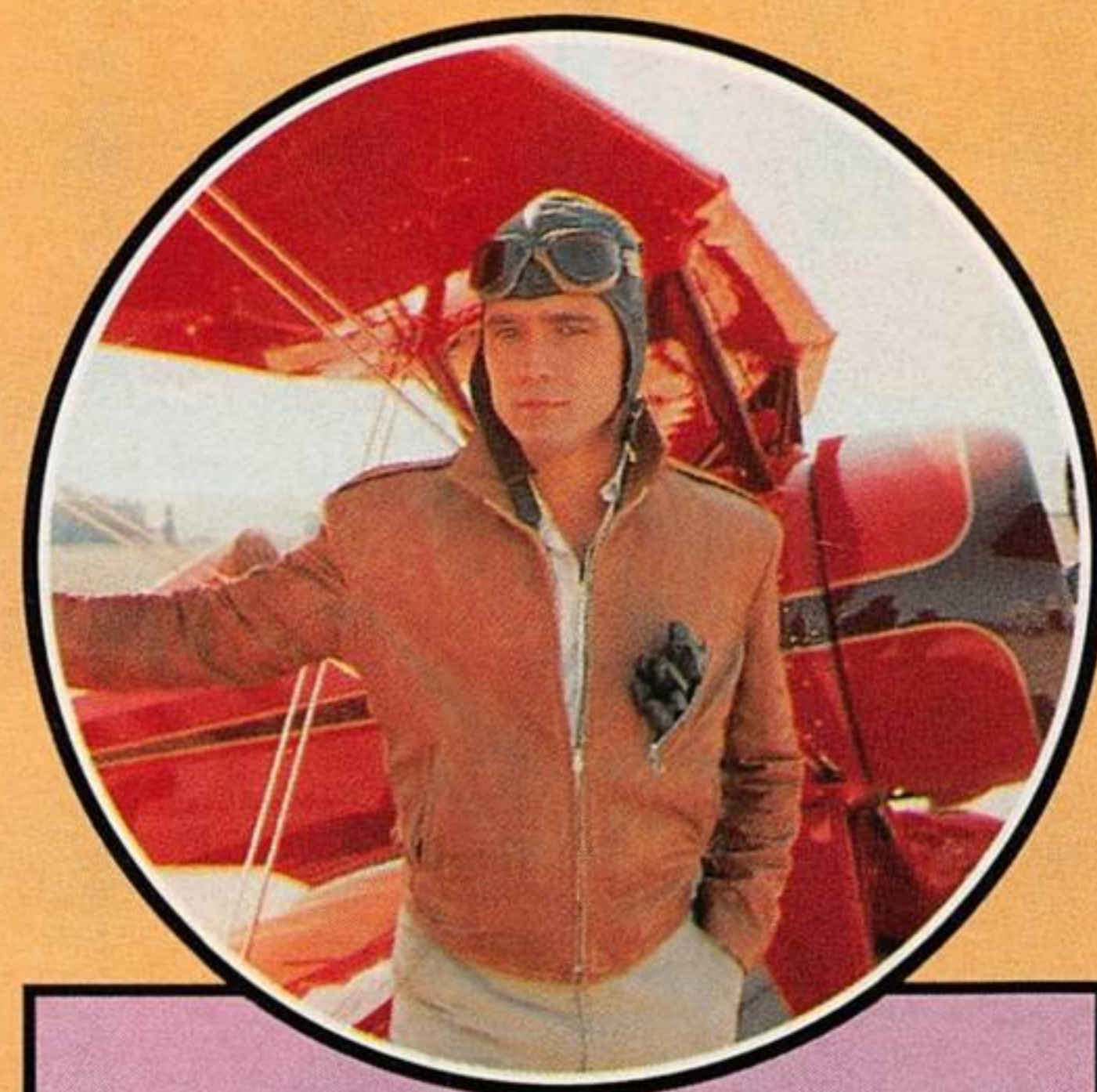
form for the Software release.

Disney Software, responsible for the hits Arachnophobia and Duck Tales, are soon releasing Rocketeer, the computer adventure game based on the movie. There is also a Nintendo action game coming up for consoles, put together by Bandai.

Megazone saw a couple of minutes of action from the game at the 1991 show, and it promises to be an extremely well produced game. Designed with 256 VGA colour and sound cards it, surprisingly, looked exactly like one of the movie's most exciting parts. Our hero was perched upon a huge Nazi air ship which was sent to steal the jet pack. The game had a clear, smooth animated fight scene where you control the Rocketeer against various villains. It promises to be a good mixture of arcade graphics and adventure.

The Rocketeer feature movie will be released in Australia soon, and Disney promises that the computer game will be a late November release on IBM compatible formats.

Questor have planned some superb promotions around the release of Rocketeer and hope to have a free movie offer pass in each game - stay tuned to Megazone for more!



### **Action!**

**Cliff Seacord (played by newcomer Bill Campbell), is a professional pilot who loves flying... and the high life.**



### **Adventure!**

**Seacord finds himself in lots of trouble when he finds a top secret rocketpack which makes him able to fly!**

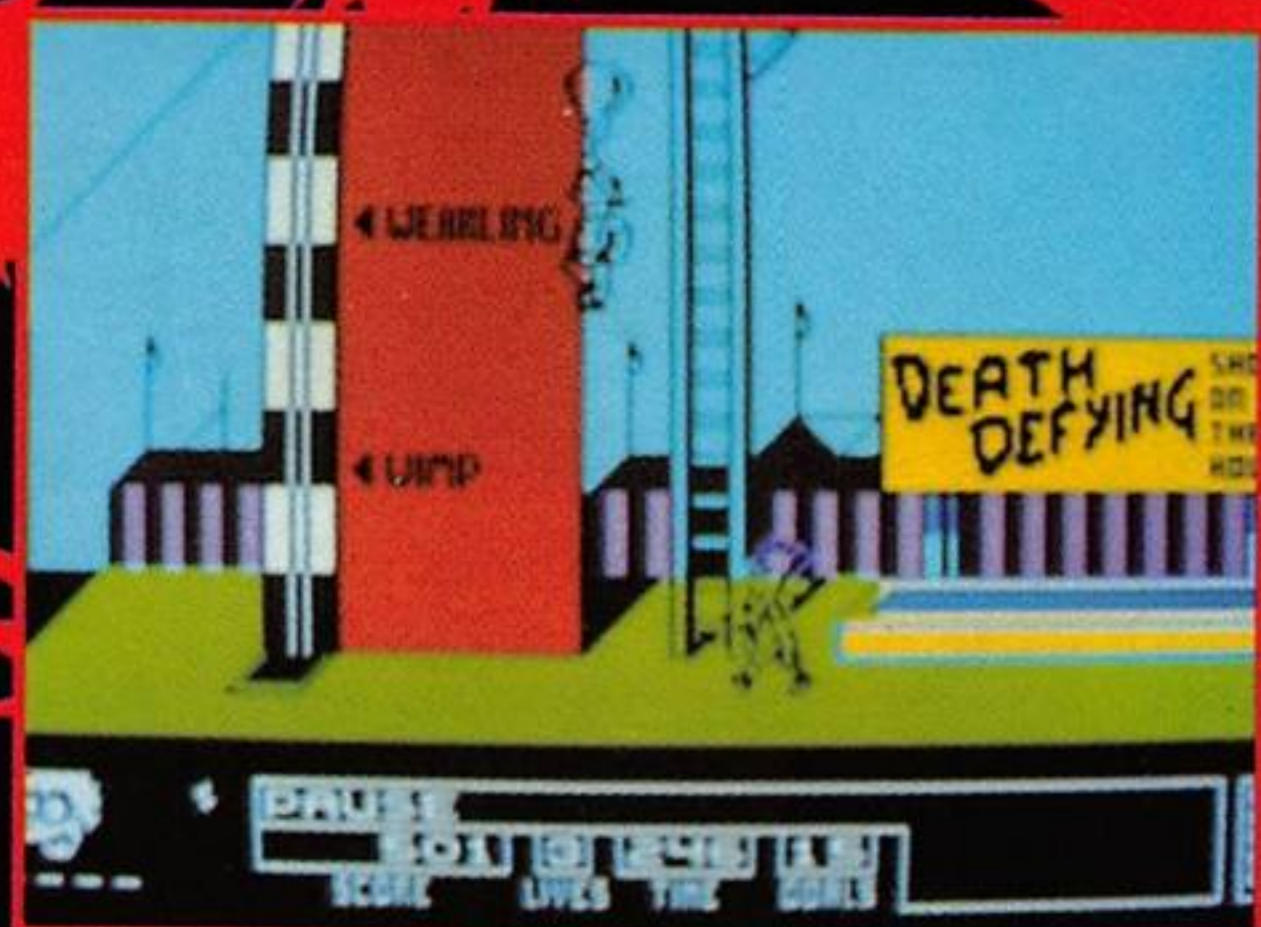
PHOTOS BY RON BATZDORFF



### **Software!**

**Disney Software have created an action adventure game faithful to the movie and its locations, like The Bulldog Cafe.**

# PLAY THE GAME MAN!



**Acclaim**<sup>TM</sup>  
entertainment, inc.

**ocean**<sup>®</sup>

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# Ninja Gaiden



Left: Ninja Gaiden is a faithful rendition of the original coin-op classic. There's plenty of high jumping ninja action as you battle your way through the vertically scrolling rounds. The great gameplay is backed by realistic colourful graphics where every pixel really counts!

It seems that everywhere you turn these days, there's a ninja waiting to get you: if it isn't Shinobi, it's Ninja Gaiden, another Ninja hero who began life as a classic coin-op. And you're going to find these ancient Japanese warriors even harder to get away from now that Atari have released Ninja Gaiden for the Lynx.

This game is a great arcade adventure that will keep you Lynxing for hours: there are three levels (at least that's all we've seen so far): you begin the game in the city and must travel its streets and face the fat Sumo at the end of the round. Heavy stuff!

Level Two is set in a house of games, with cards and boards as the colourful backgrounds. Here you take on the Blade Brothers at the end. You'll get real cut up about them.

In Level Three you take a walk through the local slums, and face the nasty dragon team. Boy, have they got bad breath!

Your character's variety of moves will astound you: this Ninja can perform High jumps, enemy flips, round kicks and rear swings... nothing too amazing here, but wait until you reach the bars which you must swing across to reach the enemy. You'll use the bar swing and the power pull to move yourself around and confront your foe.

Weapons include your Ninja sword and heaps of bonus power-ups... kick away telephone boxes, cans and containers for icons that will help you reach your goal.

Graphics on this game are superb, one of the best conversions for the Lynx so far. You enemies are realistically and colourfully decorated and the streets really come to life.

The only problem with this game is that you'll like it so much you'll keep playing and playing – but remember the ancient secret of the Ninjas: in order to succeed, first you must consider the flat battery... then the flat battery next to that... and then the flat battery next to that.

Ninja Gaiden...it's unreal. Please consider.

# Mickey Mouse



Left: Mickey Mouse: Castle of Illusion has been rendered on the small screen for the Sega Game Gear. Based on the Master System version, this title offers all the famous Mickey action which made him a Sega hit. Mickey's so nice, he doesn't even kill his enemies: he just bounces on them and they disappear! Ahh!

I suppose that by this time, you're all aware that the world's most famous Mouse has been hanging around the Master System and Mega Drive for a couple of months now, in his latest adventure "Castle of Illusion". Well, the good news for handheld gamers is that the game has been recently translated for Game Gear as well.

Following pretty much the same story line as both the other Sega formats, your job is to guide Mickey through perilous stages such as the Desert Factory, Library and the Clock Tower. Now Mickey doesn't just do this for fun (although you might)! He's out to save Minnie (his dearest love) from the wicket witch Mizrabel and one he reaches Mizrabel's castle you realise that it's not going to be easy!

The Game Gear adaptation, contains much the same characters as it's big brother on the Master System. But, don't let this make think you're going to get bored 'cause the gameplay is just as good, if not better.

Use the famous bounce attack by jumping up and pressing down when on top of an opponent: what a bummer!

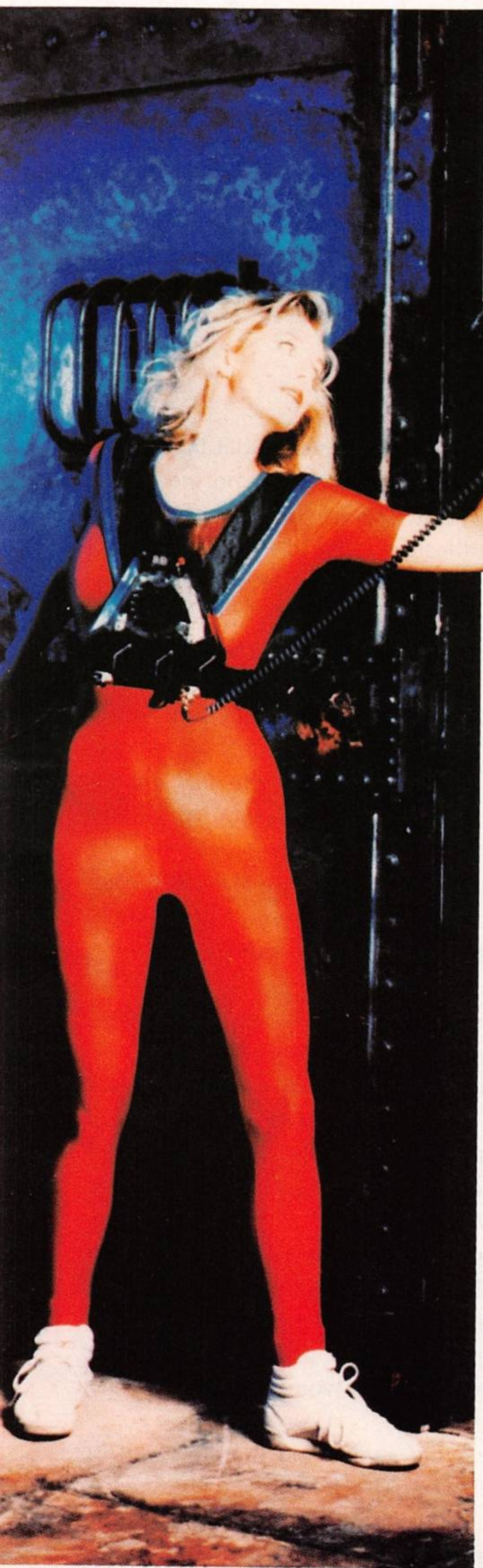
Throw your rocks, apples, bouncing ball, Mickey pots and even slices of cake at your foes to knock them out of your way. And don't forget, while you're at it, to collect the gems of the Rainbow. You'll need them to save Minnie and to advance to the final stage.

You'll face the evil jumping trees, toy men and flying foe as you advance through the levels: the layout is a perfect match for the Master System version, so you'll know the way already. If you've played the Mega Drive game, you'll be surprised at the differences and the new puzzles for you to solve and strategies to perfect.

You'll also be surprised that such good graphics can be shrunk to fit on the handheld screen!

Do whatever you want, just make sure you pick up this great Game Gear title before someone makes a movie about it.

# Laser Light...



Zone 3 Laser games offer you and your friends the chance to play real-life laser games in a futuristic laser maze. In Arcades and as stand-alone sites all over the country, Zone 3s are getting bigger and better as more and more people try this action game. Virtual reality? No way, man... that simulated stuff is for wimps.

**This is for real!**

Grab hold of your light phaser; strap yourself into your computerised power pack. Power up and check the digital read-out: you have full-strength, and no hits have been recorded against you. The central computer is turned on – monitoring your every move. You know your mission: you must defeat your enemies by shooting them more times than they shoot you. Hit the maze!

As your eyes grow accustomed to the darkness, you watch your friends scurry for cover, running to all corners of the space. The maze is full of twists and turns, and hidden surprises – you'll have to be fast to catch them! You take cover behind a doorway and wait. From the centre you hear the sounds of combat above the stereo system pumping out music. Suddenly, you see a figure edge around a corner. Hit your trigger and a beam of laser light rends the air between you and your prey. He's hit! You hear the sound of his power pack as it senses your shot and knocks him out of the game for a short time. You duck out of his sight... but watch your back! A beam of fiery light from another player catches you on the shoulder sensor, and your own power is momentarily disabled. Quickly you run to a corner and catch your breath...

The fight has only just begun. You're

playing Zone 3 Laser games – a furious fight with laser light.

**Different sizes, mazes and types of equipment means that no two Zone 3's are the same... and there are heaps of variations to choose from**

Zone 3 Laser Games are interactive games mazes installed in ten locations across Australia... with more on the way. Sites range from the first, in South Yarra, Melbourne, to the latest Zone 3 in Merrimbula, NSW, and each

Zone 3 varies in size between 1,200 and 5,000 square feet. In just five years, Zone 3's have established themselves as the largest and best laser games supplier in Australia. And they're expanding: there's still a lot of people out there who haven't played this real-life shoot 'em up yet!

Each site is different: some, like the one in Melbourne, are stand alone spaces; others operate out of Family Amusement Centres and arcades. There's even two mobile Zone 3's which are built into trucks and cruise around the country looking for players... you can find Zone 3s all the way from Victoria to Queensland! Different sizes, mazes, and types of equipment in each mean that no two Zone 3s are the same... and with heaps of variations of games to choose from, it isn't hard to see why there are some Zone 3 addicts out there who just keep on coming back for more.

"Zone 3's are a great place to meet

# Laser Fight!

before a movie, have a birthday party, or hold a social club outing," says the founder of the company, former electrical technician Patrick Holmes. What better way to relieve your frustrations with your boss than by blowing them away with your laser gun! (You can play as a group or as an individual, as teams or in an all-out shooting war.)

Holme's background in electrical engineering was what drew him to the idea of laser games. Three years ago, Patrick and his wife Katie returned from a trip to New Zealand with the first glimmerings of the idea which has today grown into the Zone 3 concept. "We saw it in Wellington and immediately wondered why no-one had ever done it in Australia. When we returned home, we found out that there was one site in Perth, but nothing in Melbourne or Sydney. So we decided to go for it!"

So Patrick began researching the technology, and a short while later had the basic equipment together. "The phasers aren't easy to put together and each unit has its own processor, so it took a while to get it all together. But soon we were able to open our first site in Melbourne. It's still going very successfully today".

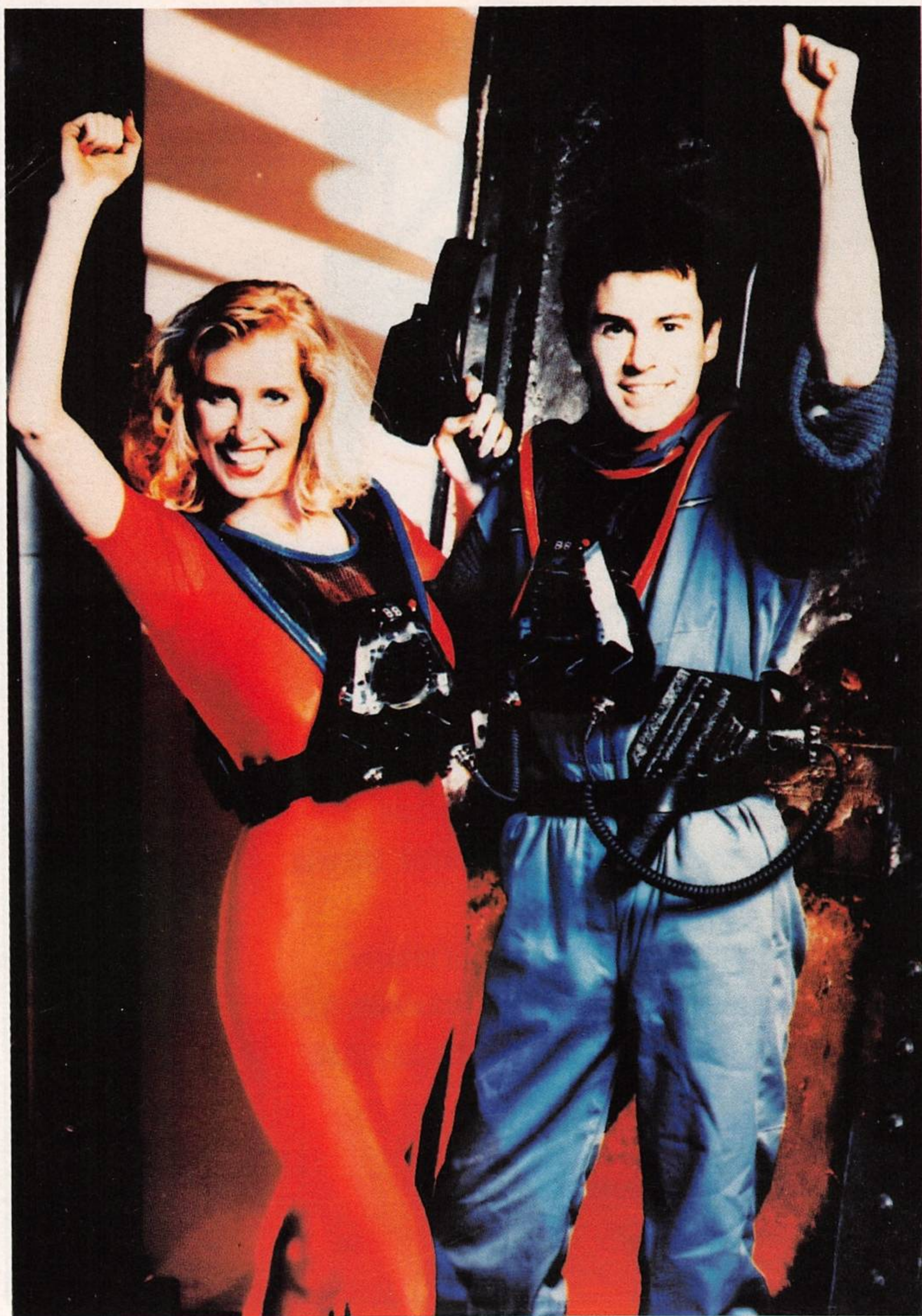
Patrick then decided to license the technology to other sites. "They provide the space and we will install and maintain the equipment for them. If anything goes wrong with any of the units, we can have replacements sent up straight away.

Zone 3 quickly built a reputation as the leading laser game in the country. Today, there are only a few sites operating in Australia that are not licenced and maintained by Zone 3. The Quasar company, which was operating in Perth, has since moved to the UK!

Laser games began in the United States but have since become more popular in Britain. "There's a lot of players in Britain, and over 30 sites. But our technology is as good as, and often better than theirs."

In fact, Zone 3 are currently negotiat-

**Zone 3 Laser Games offer the latest in worldwide Laser game technology... designed and manufactured in Australia.**



ing to sell their technology in Europe.

"We're just starting to see the idea boom in Australia. A lot of people are only just hearing about it for the first time. In a year or two a lot more people will know about Zone 3 and a lot more people will be playing it".

To play, you simply pay your money (between \$4 and \$6, depending on the site – concessions for kids are available) and climb in to your equipment. Operators will show you how to use your laser and demonstrate the read-outs on the power pack.

Your pack will have front and rear tar-

geting sensors, and an LCD display which gives you immediate, computer controlled game status and updates. Each pack is powered by a re-chargeable ni-cad battery and has its own micro-processor (the specifications of which are secret).

Your phaser is a handheld semi-conductor, helium neon or superbright LED unit with pin-point accuracy. Inside the maze you'll find electronic traps and sentinels with some hidden tricks, like the capacity to terminate players moving through a zone at the wrong time.

You can play by yourself or with friends: each maze can hold anywhere

between 8 and 20 people, depending on their size. Games last anywhere between 5 and 10 minutes, and you can always pay for more time if you want to stay longer! The basic game is a free-for-all, but the system can be altered so that each pack has a certain colour, and players can be in different team combinations. At the end of the game you can receive a computer printed certificate listing your total hits, and the hits against recorded against you.

Megazone played a quick round of Zone 3 at the new Timeout Family Amusement Centres in Sydney's Bankstown Shopping centre. The action was fun and exciting, with smoke machines and a sound track adding to the atmosphere. The maze was small, but dark and well constructed enough to simulate a high tech location.

We played for about five minutes, but it seemed much longer! Stephen Coghlan, the manager of the Timeout chain of arcades, said he had installed the Zone 3 because it offered a standard of live fun that couldn't be matched by console and screen based arcade hits.

"And it's great for families. Parents can take their kids and everyone can play together. It helps me to attract more family visitors."

Zone 3 is an Australian company, employing Aussie technicians and know-how. They will manufacture and supply their laser equipment to companies or centres under licence and they are happy to be contacted by anyone looking for more information. You can reach Patrick or Katie Holmes on (03) 807 3591.

Patrick Holmes is determined to keep at the head of the laser technology race. They've been talking to Laser gaming experts from England, and Zone 3 have so far ploughed most of their profits back into research and development, to create new and better technology for their loyal players. (Apparently a certain Melbourne soapy star plays every week!).

Patrick hopes to incorporate better hardware, software and maze design into his newer sites, and old locations are continually being upgraded. "So far we have redesigned the lasers, installed new traps and targets, and improved the computer control.

In the future we may include Virtual Reality effects or head-up displays... who knows where it could end up?" he says. "All I know is that you should get out there and try playing it now!."



### **Zone 3 Laser Game sites around Australia include (in order of opening):**

- 1. Fun Factory, South Yarra, Victoria.**
- 2. Factory Of Fun, Dandenong, Victoria.**
- 3. Phasor Strike, Belconnen, A.C.T**
- 4. Mobile 1 (currently on a Melbourne tour)**
- 5. Grundies, Surfers Paradise, Queensland**
- 6. Pleasure Beach Amusements, Rosebud, Victoria**
- 7. Zone 3, Shepparton, Victoria**
- 8. Mobile 2 ( Hyperdome, Brisbane at present)**
- 9. Time out Entertainment Centre, Bankstown, N.S.W.**
- 10. Top Fun Amusement Centre, Merimbula, N.S.W.**

### **And, coming soon...**

- 11. Zone 3, Cairns, Queensland**
- 12. Zone 3, Albury, N.S.W.**



# CHINA<sup>TM</sup>

## HEART OF

## OF

*From the company  
that brought you  
Red Baron and  
Stellar 7.*

BREATHTAKING GRAPHICS...



*Heart of China's* backgrounds are stunning in their realism and romantic period flavor. These pictures recreate the historic feeling of 1920's revolutionary China and other exotic game locations. All game characters are digitized from live actors for the ultimate in visual realism.



SUPERIOR CHARACTER INTERACTION...



At every point of interaction; every casual conversation, you'll be establishing relationships with game characters that will affect future encounters and crucial game events. Each *Heart of China* character has a unique personality and a long memory.

ADVENTURE, INTRIGUE ROMANCE...



You'll be propelled into the world of Lucky Jake Masters, Zhao Chi and Kate Lomax as they find themselves caught up in an international adventure that spans the globe from Hong Kong to Paris.

**Dynamix**<sup>®</sup>  
PART OF THE SIERRA FAMILY

# CONSOLE REVIEWS

*This issue features heaps of sequels... for the Mega Drive we check out the arcade adventure **Back to the Future III**, the futuristic team game **Speedball II**, and have a look at an under-rated classic, **Thunderforce II**. On the Master System we look at the upcoming **Asterix in Egypt**. Hot!*

## TOP 10 SEGA MEGA DRIVE

1. Sonic the Hedgehog
2. Super Monaco GP
3. Mickey Mouse
4. John Madden Football
5. Strider
6. Revenge of Shinobi
7. Fantasy Star II
8. Herzog Zwei
9. Thunderforce II
10. ESWAT

**Upcoming: Streets of Rage**



If you're into Sega Games, get into the Sega Club!  
For an incredibly low \$20 annual membership fee, you'll get these amazing benefits:

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  - Unlimited use of the Sega Hotline! • And more...
- Join now! Simply cut out the form below and send to:

**Sega Club Membership  
Locked Bag 7  
Rosebery NSW 2108**

## TOP 10 SEGA MASTER SYSTEM

1. Wonder Boy III
2. Ghouls and Ghosts
3. Mickey Mouse
4. Aerial Assault
5. Fantasy Zone
6. Super Monaco GP
7. R-Type
8. Super Tennis
9. World Grand Prix
10. Afterburner

**Upcoming: Asterix in Egypt**

## TOP 10 NINTENDO NES

1. Super Mario II
2. Gremlins II
3. World Wrestling
4. Nintendo Cup
5. Duck Tales
6. Rad Gravity
7. Mega Man
8. Snake Rattle and Roll
9. Track and Field II
10. Super Offroad

**Upcoming: The Simpsons**

I WOULD LIKE TO APPLY FOR MEMBERSHIP OF THE AUSTRALIAN SEGA CLUB

I HAVE ENCLOSED CHEQUE/MONEY ORDER FOR THE \$20 ANNUAL MEMBERSHIP FEE.

PLEASE CHARGE THE \$20 ANNUAL MEMBERSHIP FEE TO THE CREDIT CARD DETAILS BELOW

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ADDRESS

STATE  POSTCODE

PHONE NUMBER  T-SHIRT SIZE  SM  M  L  XL

CREDIT CARD NUMBER   BANKCARD  MASTERCARD

CARDHOLDER'S SIGNATURE  EXPIRY DATE

GAME CONSOLE SERIAL NUMBER

I own a  
 Sega Master System  
 Sega Master System Plus  
 Sega Mega Drive  
 Sega Game Gear

Forward by normal post to:  
**Sega Club Membership  
 Locked Bag 7, Rosebery NSW 2018**



# REVIEW

## MEGADRIVE



What kind of a name is Marty McFly anyway? It sounds like Louie de Fly's long lost cousin: "Marty McFly, Marty McFly, back from the future to you..."

This Mega Drive game gives you the chance to play the guy with the stupid name for yourself, and save the future from the past while meeting your grandson and falling in love with your daughter who turns out to be your mother. Or something like that – I've never quite understood these BTTF movies anyway.

You get to be Doc Brown, too (now, he sounds like some kind of shoe... what is it with these stupid names?). But not only that: you get four games in one!

Back to the Future III links four scenes from the movie, and you have to be suc-

be able to get through the first stage OK!!

### Scene 2

Marty's turn to practice his shooting. Not with a gun mind you - no such luxury! The scene is set outside a saloon, (No Keith, I said a saloon. Besides you had your hair done last week.) Everything seems just peachy. Mrs McGillucutty or whatever her stupid name is is offering you a plate. Little do you know that this is to be your form of defence against the dreaded Buford gang. Marty has to sling the plates frisbee style at six apparent magicians (at least they seem to be by the look of the way they keep disappearing). And once you think you've got everything under control, you prepare to throw a plate at a spot where you know one of the bad guys is about to appear, only to find

you've run out of plates and have to walk back

# Back to the Future III

cessful in each one to finish the game. Here's what happens in each sub game:

### Scene 1

You start as the Doc. You must ride a horse to rescue Clara Clayton, the young spunkette heading towards the canyon in the back of a runaway cart. Clara's destined for danger ie. a pretty awesome cliff face, and along the way, just to make things easy, you've got to dodge boulders, birds, knives and tomahawks, jump over crevices, broken bridges and crates – if you have time, why not try to pick up some of the objects that poor Clara has dropped along the way if you can manage to get rid of the bad guy on the horse behind you who just happens to have a mean pistol and if you managed that last paragraph in one breath then you should

through the line of fire to get some more.

### Scene 3

Marty tries his luck on a runaway train.

Starting from the caboose you have to make your way to the engine, punching out all the baddies along the way, while watching out for overhead lines and grapple hooks. Making it to the front carriage is hard enough without the time limit looming over your head and by the time you get there you've got to stop the train before it topples over the edge of another \*\$#@?!+!^ cliff.

### Scene 4

I've read that you have to use a six shooter in a shooting gallery in this scene... but, as for gameplay, well I don't quite know yet. But I intend to spend another six hours getting there tonight.

Graphics in all scenes are superb and the sound, while great to listen to, tends to be forgotten as you spend so much time on getting your co-ordination right and keeping an eye out for what's coming up.

This is a Mega Drive conversion of an Imageworks Amiga game. It's fairly similar to that version (although the order of scenes and some screens are changed). It's good to see that console owners are getting a taste of what the more expensive computers can do. And more games released on more formats means more choice for you.

You've seen the movie, seen the movie, seen the movie (well, there were three of them...), now play the game, play the game, play the game!



Above: Back to the Future III for the Megadrive. A conversion of the popular Amiga game, back to the Future III gives you the chance to play Marty McFly or Doc Brown in four sub-games. Here Doc races after Clara Clayton on his trusty horse.

## Megazone Rating

Game Play >>>>>>>>>>>>>

84%

Presentation >>>>>>>>>>>>>

88%

Graphics >>>>>>>>>>>>>

84%

Difficulty >>>>>>>>>>>>>

94%

Music >>>>>>>>>>>>>

79%

Lasting Interest >>>>>

90%

Sound >>>>>>>>>>>>>

80%

Value for Money >>>>>

88%

**TOTAL: Back to the Future III > 86%**





# SOME OF HITLER'S DEADLIEST WEAPONS NEVER SAW ACTION. UNTIL NOW.



Imagine the shock of American B-17 pilots when the first German jet fighters whistled past. The lumbering bombers seemed to be standing still, sitting ducks for radical aircraft years ahead of their time.

The twin-jet Me 262 unleashed a volley of 24 air-to-air missiles in less than a tenth of a second. It's

resemblance to today's Stealth bomber. **Were the Allies saved by Hitler's blunder?**

As you'll read in the 224-page historical manual, Hitler's demand for a blitz bomber delayed deployment of the Me 262s as fighters.

In *Secret Weapons of the Luftwaffe*, you can reverse that decision. And pit these

revolutionary weapons with the more familiar German Bf 109 and FW 190 fighters against the Eighth Air Force B-17 Flying Fortresses, P-51 Mustangs, and P-47 Thunderbolts. All technically, historically, and graphically authentic.

### Fly in the face of danger.

Desperate to stop the massive daylight bombing raids of the Allies, the Germans rushed their experimental aircraft

into service in late 1944. You'll experience the nail-biting terror of piloting aircraft that were as dangerous to fly as they were to the enemy.

You'll rock with the impact of a direct hit. Struggle for visibility through oil smeared, bullet-shattered canopies. Watch in horror as your engine burns. And wrestle for control against G-forces and rough wind conditions. All with the vivid realism of bit-mapped 256-color VGA graphics and room-rattling sound effects.



In *Secret Weapons of the Luftwaffe*, you'll do more than relive the air combat over Germany from 1943 to 1945. You'll decide for yourself whether these exotic superweapons could have changed the outcome of the war.

## LUCASFILM™ GAMES

A DIVISION OF LUCASARTS ENTERTAINMENT COMPANY

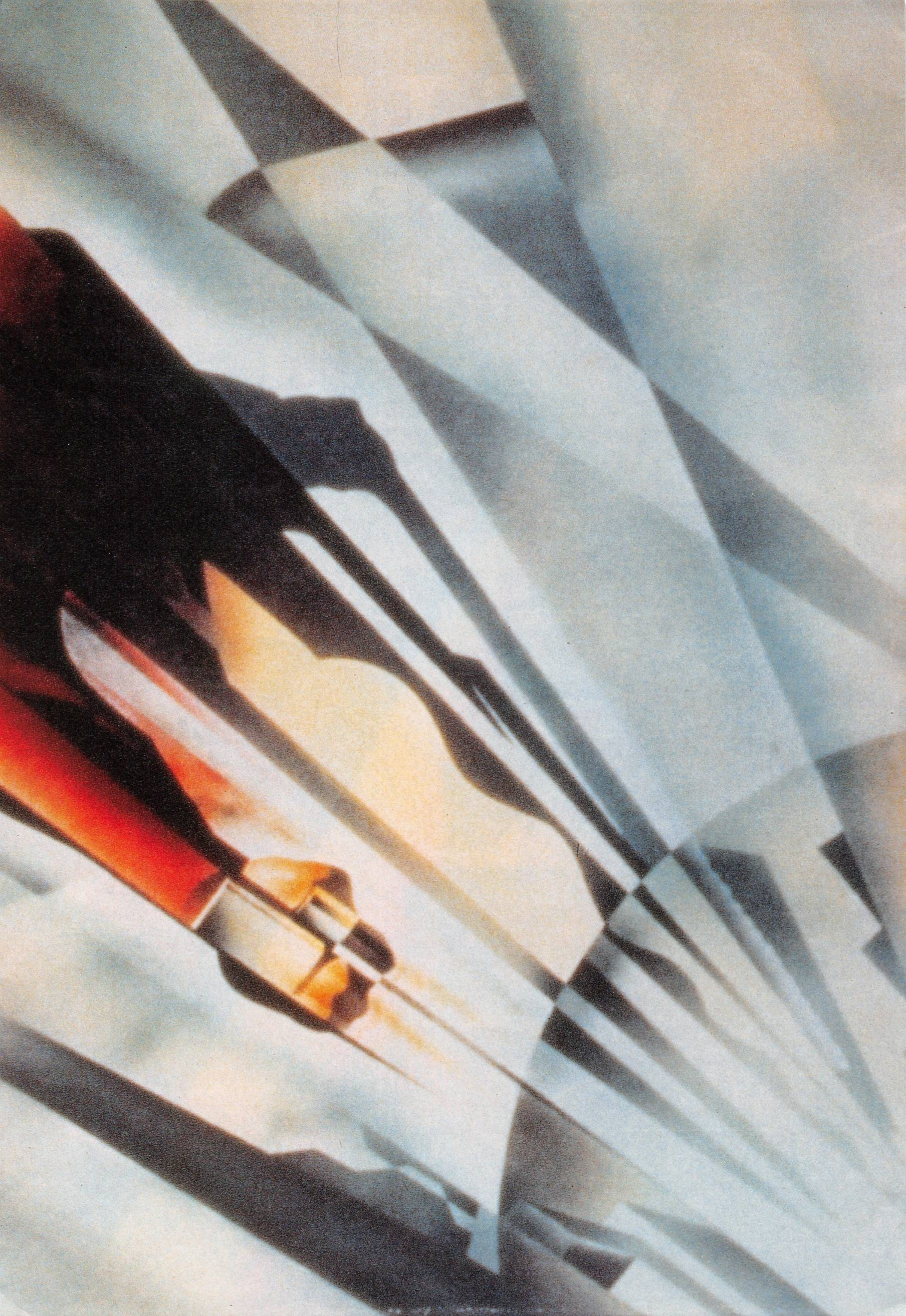
just one of the little-known aircraft you'll encounter in *Secrets Weapons of the Luftwaffe*.™ You'll also blast off at 16,000 feet per minute in the incredible Me 163 Komet rocket fighter. And pilot the remarkable Gotha 229, which bore an uncanny



THE  
ROCKETS  
HERE







# VIRTUAL WORLDS™

THE 3D GAME COLLECTION

In just five years Incentive Software have built a reputation for producing the very finest in 3D exploration games. Their development systems Freescape and Freescape 2 have become synonymous with quality, depth and playability. These four games represent the pinnacle of their success. We hope you enjoy them.

What the press have said:

## DRILLER

One of the best ever – 90%  
– ZZAP! 64

Dazzlingly original – 963 – ACE  
Generation 4 (France) – 98%

## TOTAL ECLIPSE

All the addiction and challenge you can handle – 907 – ACE  
Incentive have done it again – 93%  
– CRASH

Micro Hobby (Spain) – 90%

## CASTLE MASTER

The best Freescape game yet – 90%  
– C&VG

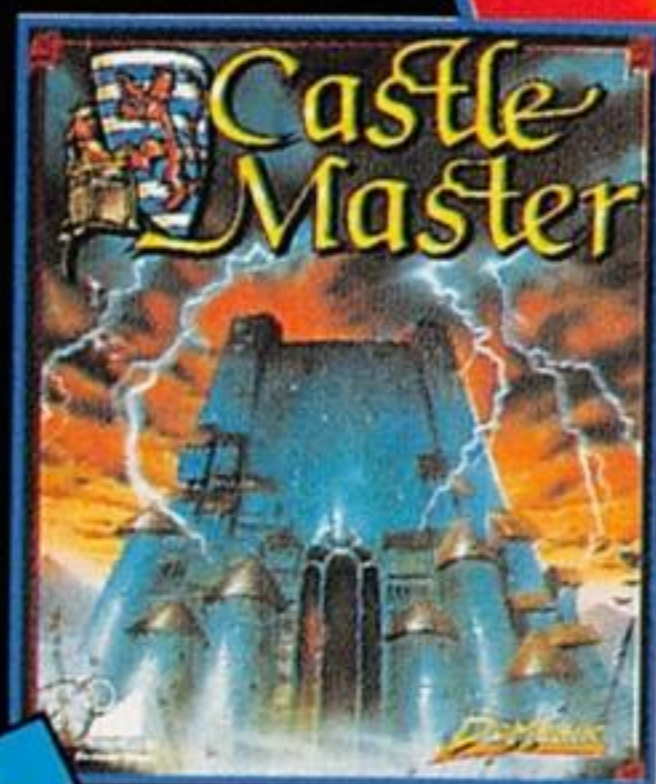
Easily the best – 90% – THE ONE  
Joystick (France) – 96%

## THE CRYPT

The Crypt has never before been released. An immaculate follow-on from Castle Master, Incentive at their very best.

**AVAILABLE ON:** IBM PC 5.25" & 3.5", Amiga, Atari ST, CBM 64 cass. & disc., Spectrum cass. Amstrad cass. & disc.

Screenshots taken from Amiga version.



# DOMARK



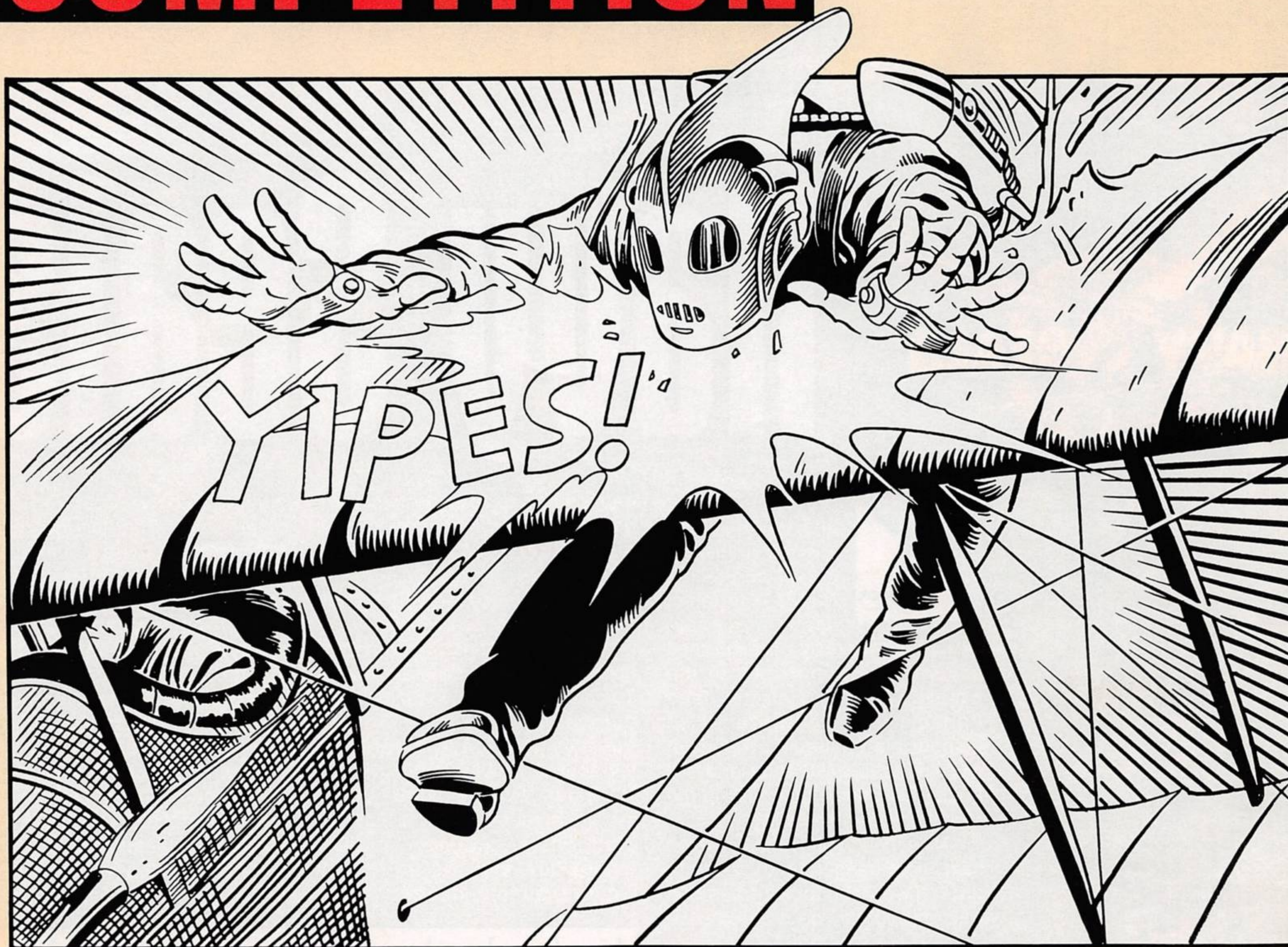
# The Crypt

CASTLE MASTER II

All games designed by Ian Andrew. Castle Master and the Crypt programmed by: Chris Andrew, Paul Gregory and Sean Ellis  
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# THE ROCKETEER

## COMPETITION



WIN WIN WIN WITH MEGAZONE!  
FREE SOFTWARE!

You'll probably have noticed by the look of the big black and white box above that this month's comp is a colouring in rampage.

Want to win a free copy of the upcoming Rocketeer software when it's released? For your chance to win in either IBM-compatible or Amiga formats, simply colour in this cool Rocketeer picture and mail it to us here at Megazone.

Scanned and digitally coloured pics are acceptable – you must send us a B&W or colour print-out of your work, as well as your artwork on a floppy disk.

And for all you who think colouring in is a girly wirly, namby pamby, sissy thing to do - stop complaining and break out those textas! It's worth it for a free game!

Send your stuff to  
**Megazone Rocketeer Comp**  
Locked Bag 7  
ROSEBERY NSW 2018

AND THE WINNERS ARE...

Winners of last months Heart Of China Comp were:

Gordon Craick Belgrave VIC  
Shannon Christie Eatons Hill QLD  
Charles Gutjahr West Brunswick VIC  
Michael Marini West Brunswick VIC  
David Redmond Mount Isa QLD  
Val Hutchinson Shepparton VIC  
John Mahon Bli Bli  
Justin Woo Melbourne VIC  
Adrian Griffiths Alfred Cove WA  
Chad Turner Coorangbong NSW

Congratulations! Especially to Adrian ... being a long lost cousin of the editor sure helps! (Only kidding...) The answers were, of course 1) Heart 2) China 3) Dynamix/Sierra. And we couldn't have made it any easier than that!

We're still waiting for the shirts to arrive, but they should be in this month. So be patient - why not colour in The Rocketeer while you're waiting?



# Navy SEALs

PLATFORM



SEALS — Sea, Air and Land. These are the men who make up the US Navy's elite force. Just recently, they've successfully accomplished several tough missions in the waterways of Vietnam and Panama. They were also responsible for freeing American citizens held in Grenada and still found the time to take part in the recent action in the Gulf.

Now though, they must take on their most dangerous missions to date. Two, top secret missions which could only be accomplished by a team of highly trained specialists. The first will take place in the Gulf of Oman, where their main objective is to rescue the crew of a recently shot down helicopter. The location is secret and so is the whereabouts of the captives.

The second and final mission involves a trip to the worn torn city of Beirut, where a dangerous stockpile of missiles must be concealed before they get into the evil hands of terrorists.

Only the SEAL team have the experience, power and military

capabilities to take on two such daring missions. You take control of five SEAL personnel and hold the fate of innocent lives in Ocean's latest tie-in of the all action film Navy SEALs.

The two distinct missions are split up into eight separate levels. To complete a level you must plant detonators on all the Stinger missiles and leave before the current time limit expires.

Each level is made up of several screens and is a mass of platforms, ladders, crates, explosives and the extremely vigilant enemy guards. I say

vigilant simply because, unlike other games from this genre, the guards have a fair amount of intelligence and they also act incredibly human.

For instance, they don't just run left and right, they actually stand on the spot and twist their heads to survey the surrounding area. If they catch sight of you, they open fire, usually with a great deal of accuracy. Therefore, the best tactic is to approach with caution and make your move while heads are turned.

There are two ways in which to kill the guards. The first is to simply



A C T I O N I N F O

	<p><b>NAVY SEALS</b>  <b>OCEAN</b>  <b>TEAM: J. MEEGAN &amp; B. EARL</b></p>	
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*Navy SEALs is one of those games that could have been excellent, but unfortunately, is let down by a few annoying quirks. For instance, I wouldn't expect a highly trained commando to jump off a couple of crates and lose half his energy. Apart from these few faults you've effectively got one of Ocean's best platform romps. The animation on the main sprite cannot be faulted and the graphics throughout are of a very high standard. Overall, a competent attempt, yet very frustrating in some places.*



**SEALS — SEA, AIR AND LAND**



Mission one begins when you come ashore at the harbour of the terrorist base. Each of the Stinger missiles needs to be detonated before you leave this level.



The flame thrower is a lethal weapon and converts most guards into a pile of ash. It's also a silent weapon and doesn't attract the attention of other guards.



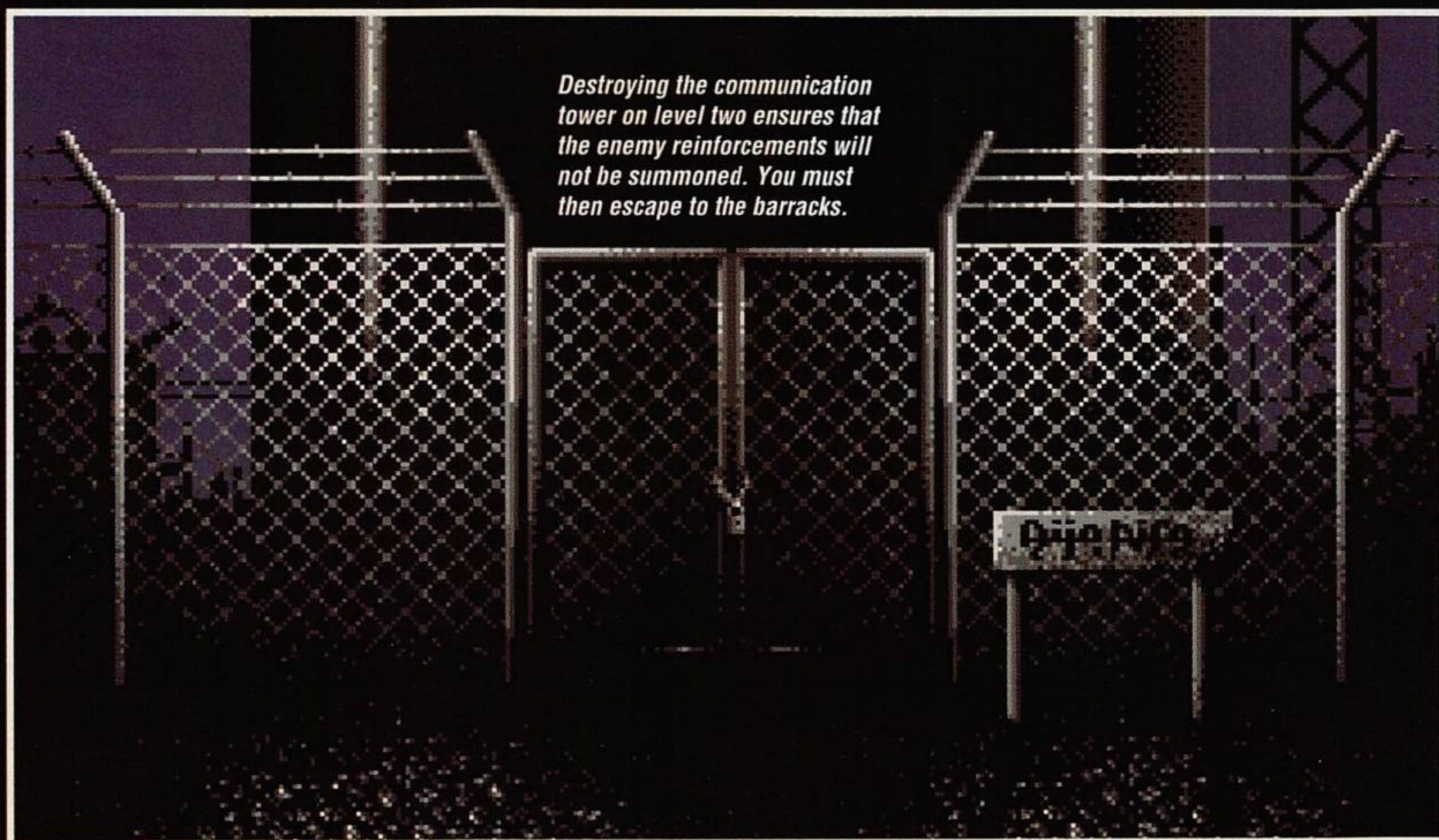
The lift shaft on level two has a ladder running down the middle, so it's possible to get around without the lift. Ensure though, that the lift has already passed.

dive in and knife them. Although this method is effective, it does consume a lot of energy. The best way in which to kill them, is to pick them off from distance using a weapon.

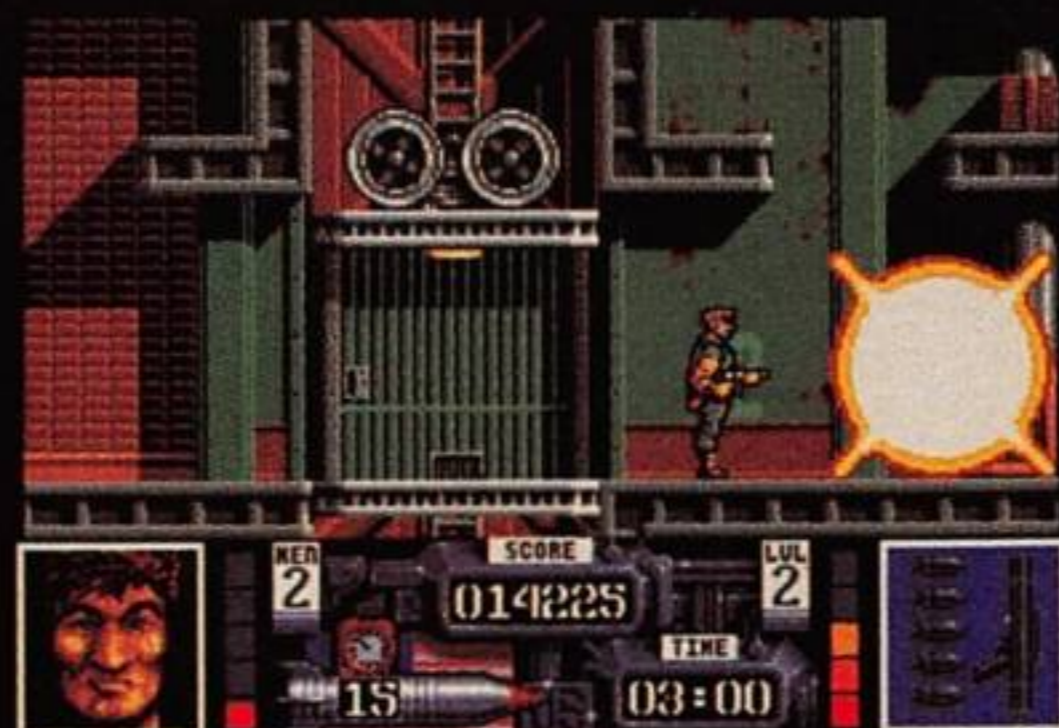
You start the game with a hand gun, but this can be replaced by a number of weapons found in specific crates. The first pickup weapon is an M-16 assault gun, which in general, is not much of an improvement over the pistol. Moving up the ladder, there's the flame thrower, which is certainly powerful, yet fairly expensive. The best weapon is by far the rocket launcher, which wipes out the contents of the entire screen. However, ammunition is very limited.

Control is achieved using the joystick and you've got various moves at your disposal. Being an agile lot, these guys can do more than just run and jump. By pushing up on the joystick, you can grab on to a platform and swing or pull yourself up. This is a very good move for creeping up on the enemy, as they very rarely expect you to appear from below.

OVERALL  
SCORE  
**80%**



Destroying the communication tower on level two ensures that the enemy reinforcements will not be summoned. You must then escape to the barracks.



The most powerful weapon is the awesome rocket launcher. When it's fired, every guard on the screen is wiped out. However, you only have five rockets at your disposal.



The lift provides easy access to all parts of level two. Unfortunately though, you'll probably waste a lot of valuable time waiting for it to arrive.



The extra weapons can be found in crates and are revealed by shooting them open. On certain levels, such as this one, you're spoilt for choice.



Most of the guards simply stand on the spot and fire only when they've spotted you. The best thing to do is to sneak up behind them when they're looking in the opposite direction.

## PICK A WEAPON

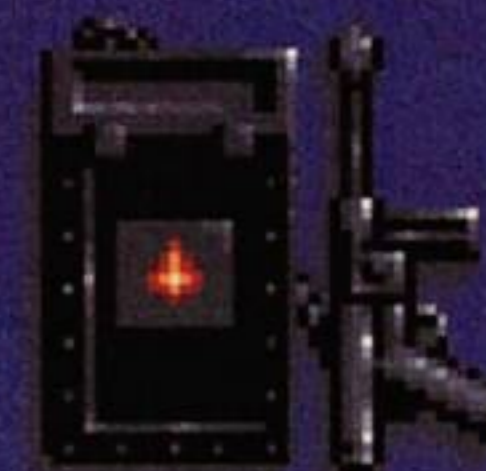
PISTOL



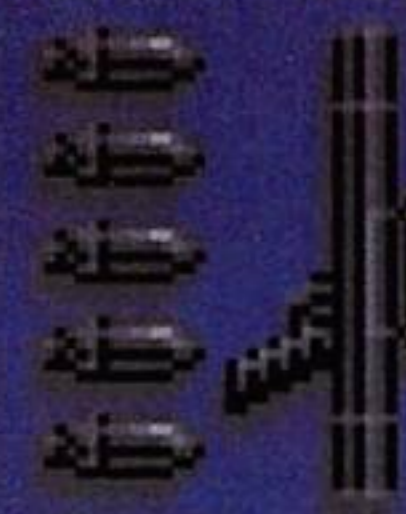
FLAME THROWER



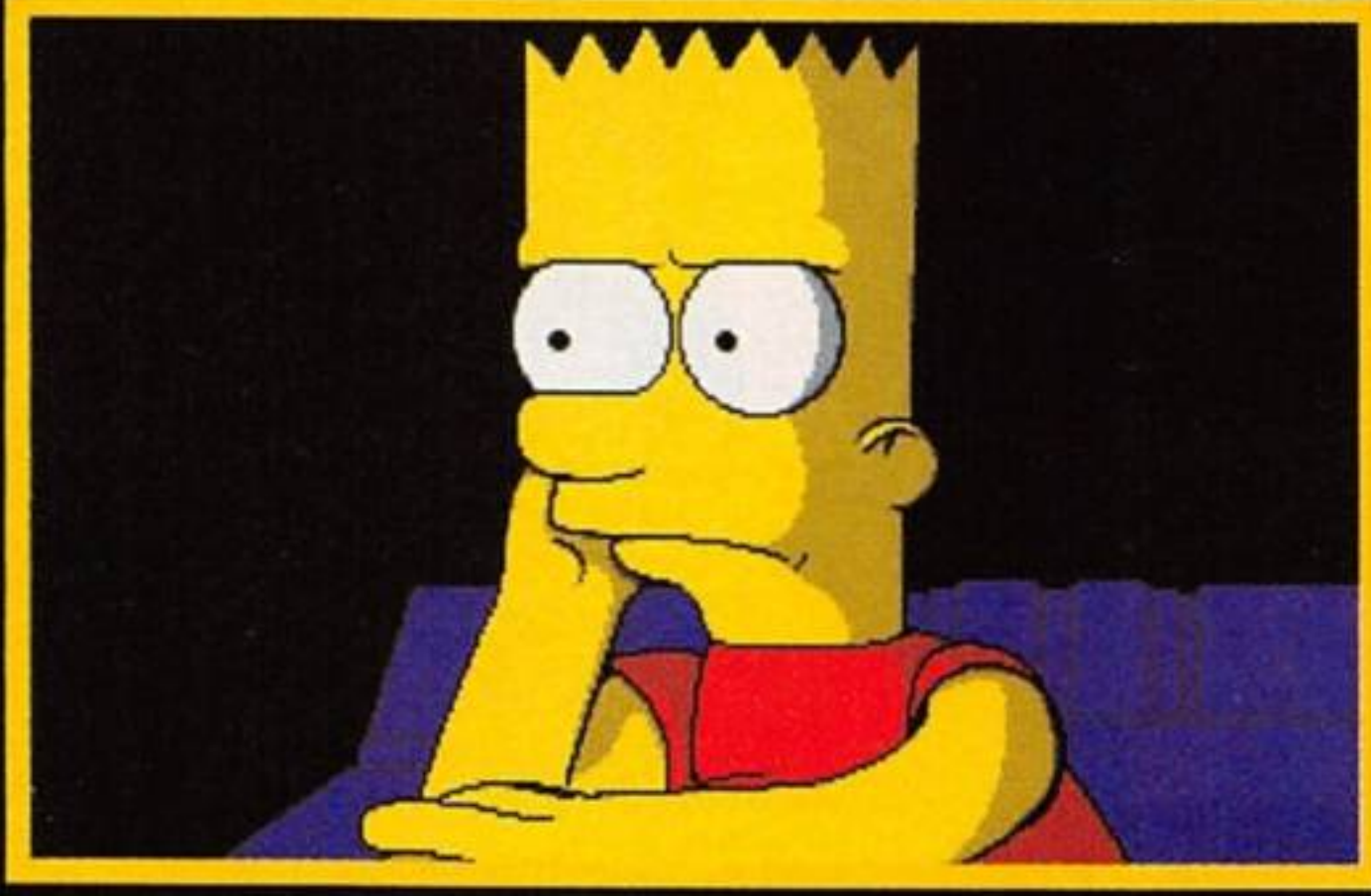
M-16 MACHINE GUN



ROCKET LAUNCHER



# PANIC ON THE STREETS OF SPRINGFIELD



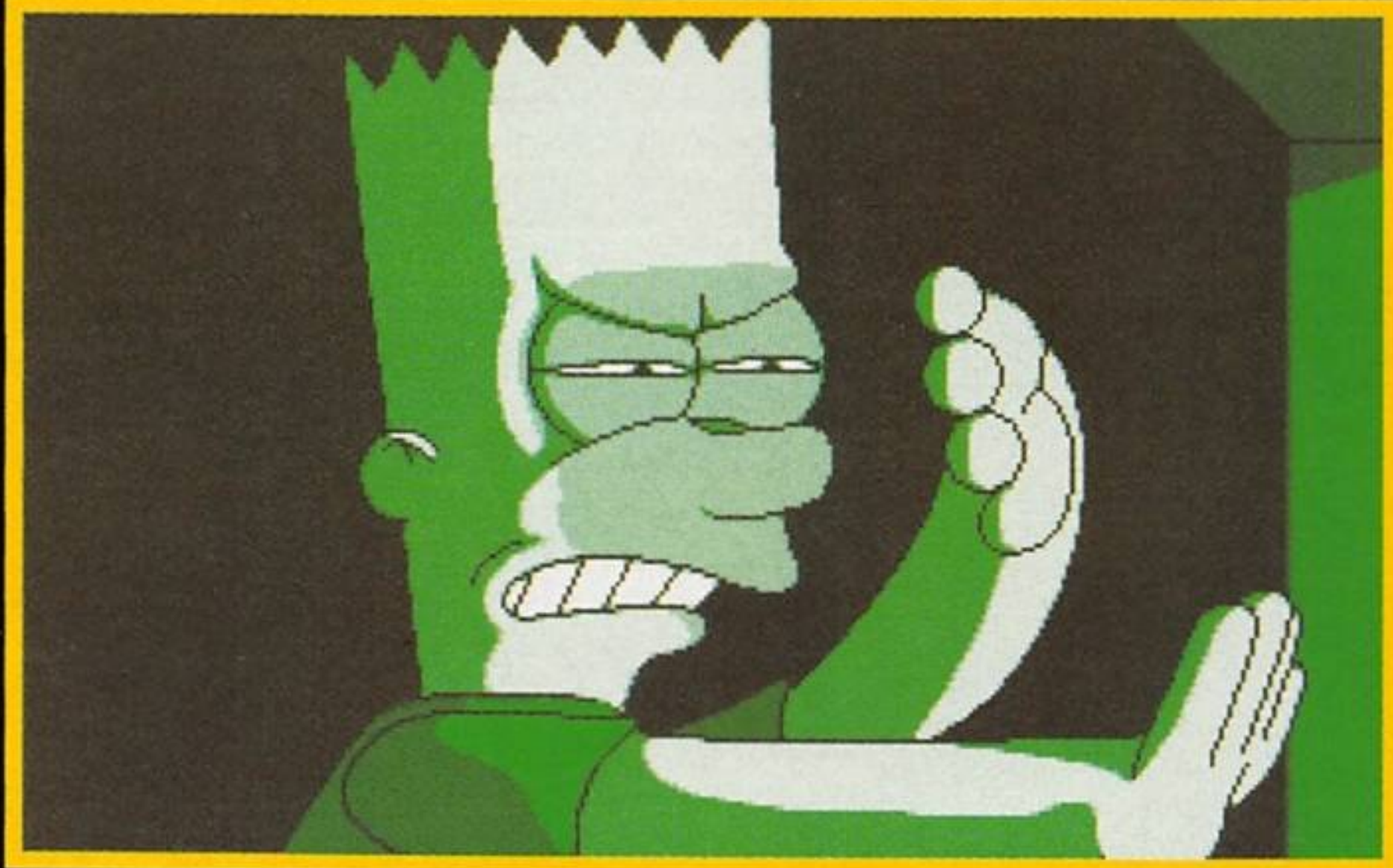
*It's a peaceful night in Springfield and poor old Bart is extremely bored. With his hand positioned firmly under his chin, he contemplates his next move.*



*Looking out over the garden through his bedroom window, he fails to excite himself in anyway and hopes that very soon, something out of the ordinary will happen.*



*Suddenly, his prayers are answered. Before his very eyes, an unidentified flying object soars through the night sky and positions itself above Bart's garden.*



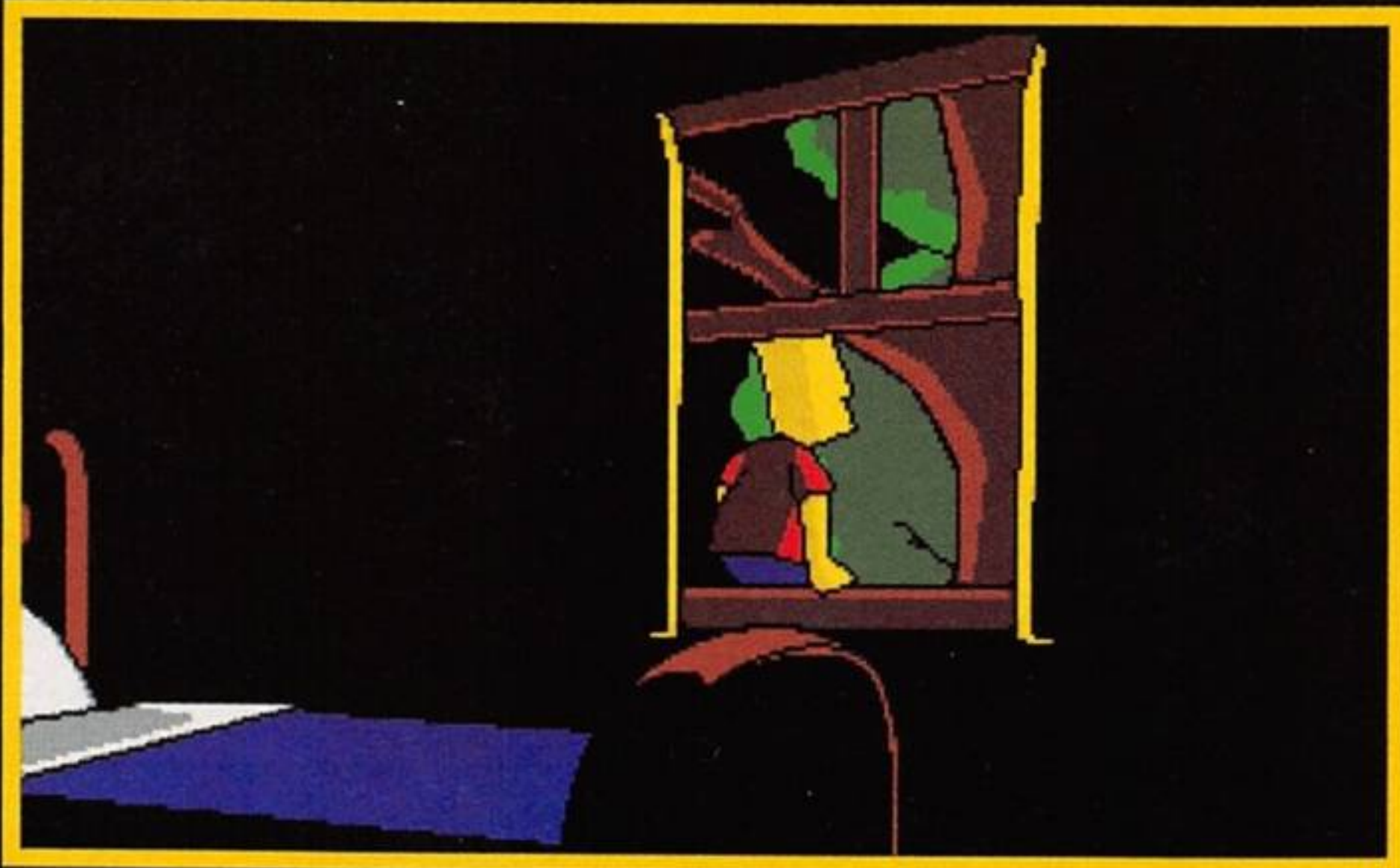
*Covering the white of his eyes, Bart remembers his cool dude shades were on the bed behind him. Scrambling for cover, he grasps his shades and climbs back to the window.*



*Placing the shades over his eyes, he sighs with relief as through the hazy green light, his sight began to recover. Fortunately, the space craft remains in position.*



*At first he thinks his eyes reality - several mutants innocent civilians.*



*The spaceship disappears as fast as it arrived. The mutants simply merge in with the rest of the people passing by. Bart remains and gathers his thoughts.*



*Without any consideration for his own safety, he leaps from his bedroom window and sets out on a mission to save the world. Well, Springfield anyway!*

# The Simpsons

## Bart vs the Space Mutants



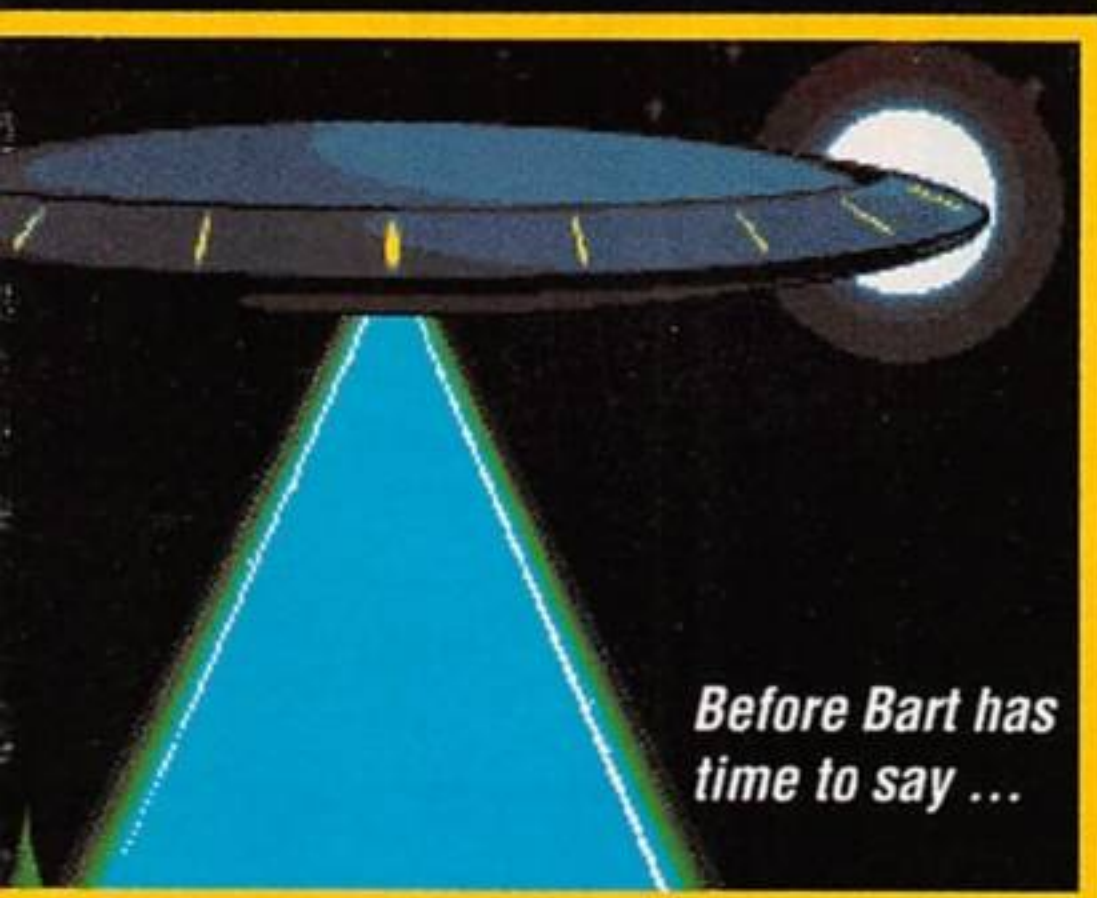
ARCADE ADVENTURE

Bart Simpson is one of those irritating characters who appears everywhere, just like the Turtles did in 1990. Wherever you go, whatever you do, it's guaranteed that you'll see Bart somewhere.



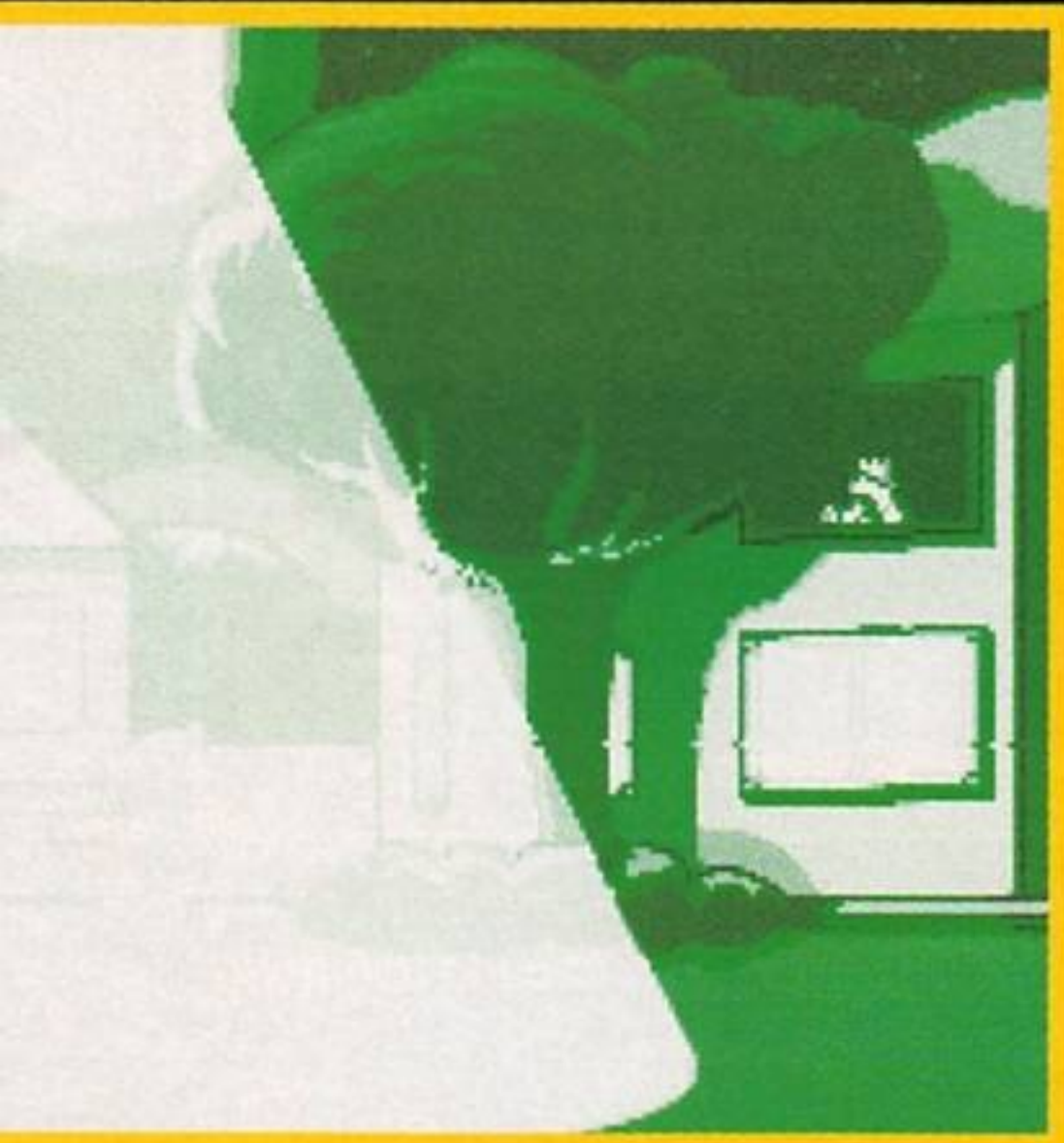
Whether it be in a shop window, on the television or on the toilet roll you're just about to introduce to your pristine bottom, you can be sure of his presence.

Apart from his records though,



Before Bart has time to say ...

"Hey! My name's Bart Simpson, who the hell are you?", a bright green light appears from the floor of the craft.



deceive him, but soon his dreams become from outer space, disguised to look like



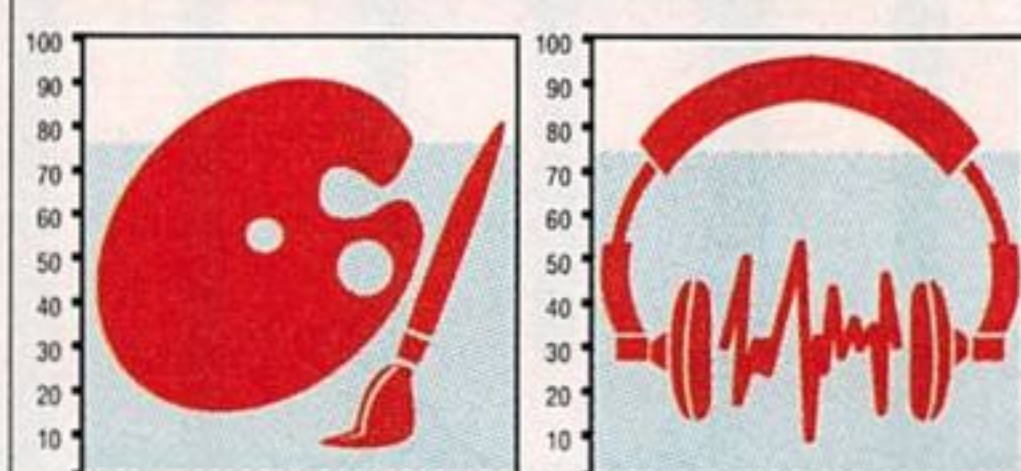
which are of course naturally crap, the actual cartoon is quite enjoyable. But let's not get too carried away, because this breed of unidentified aliens which are slowly taking over Springfield may well wipe Bart and the rest of his spiky haired friends off the face of the Earth for good. With any luck they'll succeed, but for now, let's concentrate on saving the innocent people of Springfield. (Something tells me that Pete isn't a fan of Bart - Ed.)

It goes without saying that you take control of Bart who is the only person in the world who can distinguish between a mutant and a human. You can do this simply



ACTION INFO

THE SIMPSONS  
OCEAN  
TEAM: ARC DEVELOPMENTS



Usually, games with a massive licence are unfinished, bugged and generally, sub-standard products. Therefore, I didn't really expect anything special from this offering. However, I must admit to being totally deceived. To begin with you've got a stunning intro sequence which takes up a full disk. This sets the scene perfectly for what is a cute and fairly addictive arcade adventure style game. If you're into Bart Simpson, it'll definitely appeal. If not, ignore the hype and play the game.

by wearing the X-ray specs which can differentiate between the two races. Somehow, you must convince the rest of Springfield that your sightings are true and hopefully get the backing from the rest of the family.

To achieve this you must jump on the heads of civilians to reveal the mutant inside. Each time you get one, a letter in the name of one of the Simpsons is revealed and when it's completely spelled out, that family member will help you combat the end-of-level guardian.

However, this is not the only problem you face. The mutants are determined to conquer the world and they're building a machine to prove it. To construct the ultimate weapon they've targeted various goals in the street that can be used. You must find some way in which to destroy, hide or re-colour them.

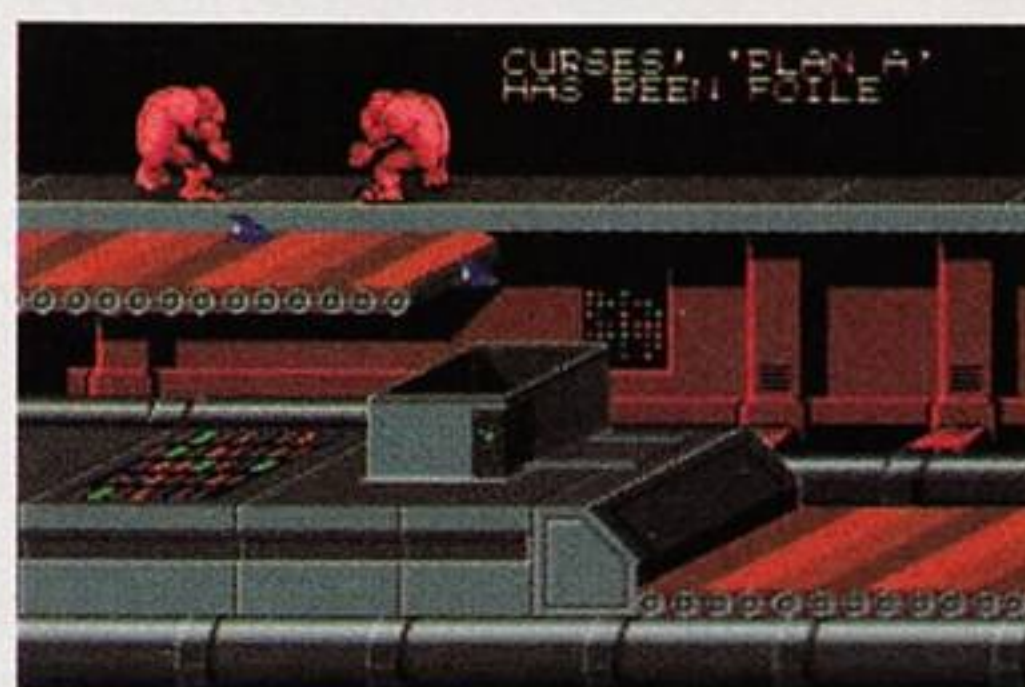
Upto three weapons can be used to help you, and various other objects can be bought. For instance, the spray paint will colour everything red and, therefore, confuse the aliens who are looking for purple objects.

The addition of object manipulation helps to give the game an arcade adventure feel. Otherwise, you've effectively got a horizontally scrolling play area with a few platform and shoot 'em - up elements thrown in for good measure. Oh and Bart Simpson as well!

OVERALL SCORE  
**78%**



Towards the end of level one, a purple bird remains perched on the top of a statue. The only way in which to get rid of it is to ignite a firework and knock it off.



The mutants work through the night in an attempt to build a world beating machine. Unfortunately, their latest offering failed to perform, so it's back to the drawing board.



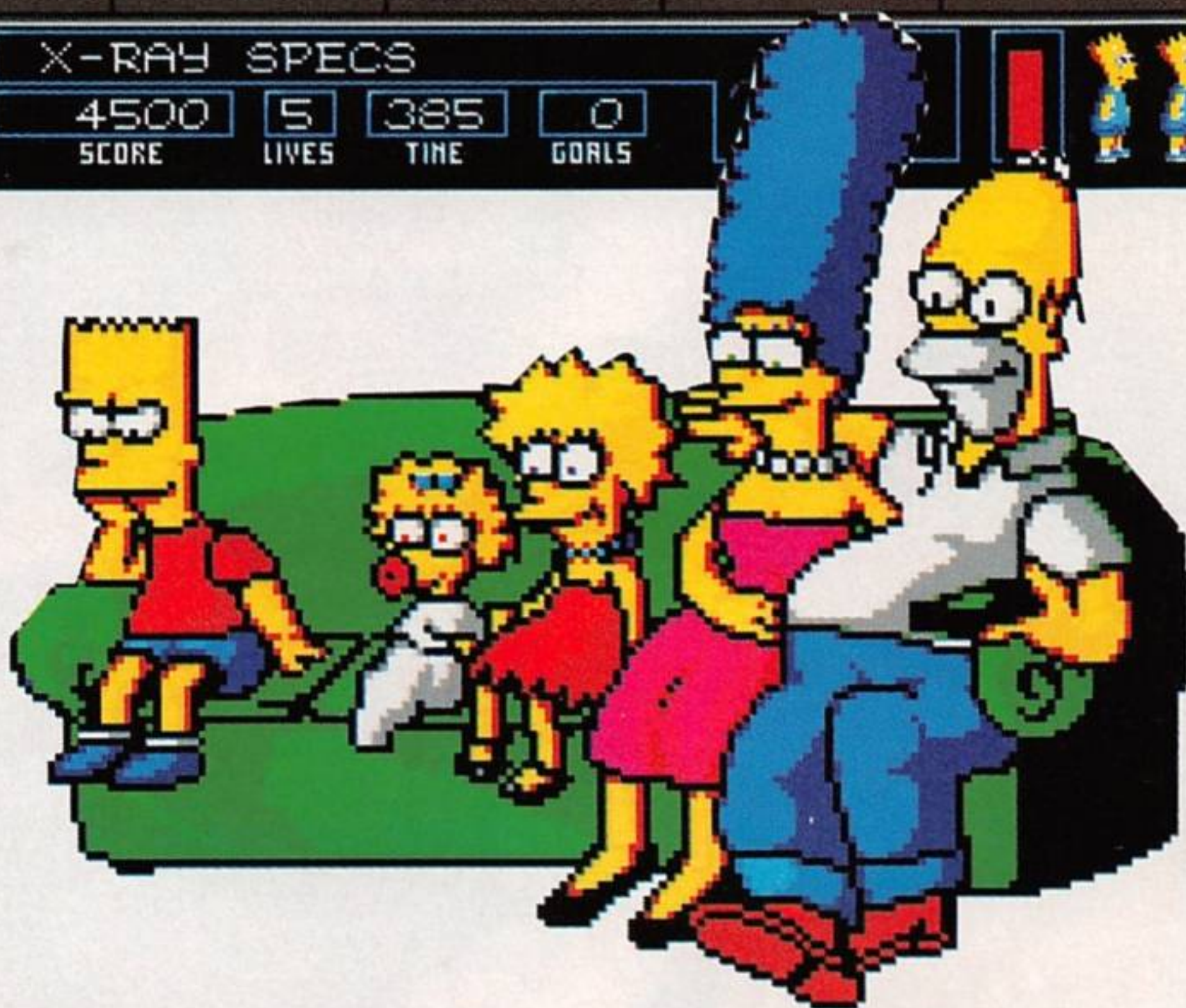
There's only one pair of X-ray specs in the world, and they belong to the one and only Bart Simpson. These allow him to distinguish between humans and mutants.



The best way in which to cover up the colour purple is to paint it red. A spray can solves that problem, but how the hell will Bart scale that building to reach the plant pot?



At the end of each level, a fearsome guardian lies in wait. Fortunately, you've revealed all the mutants, so Maggie has come to your assistance.



# Atomino



The intro screen tells you the task that must be completed to progress onto the next level.

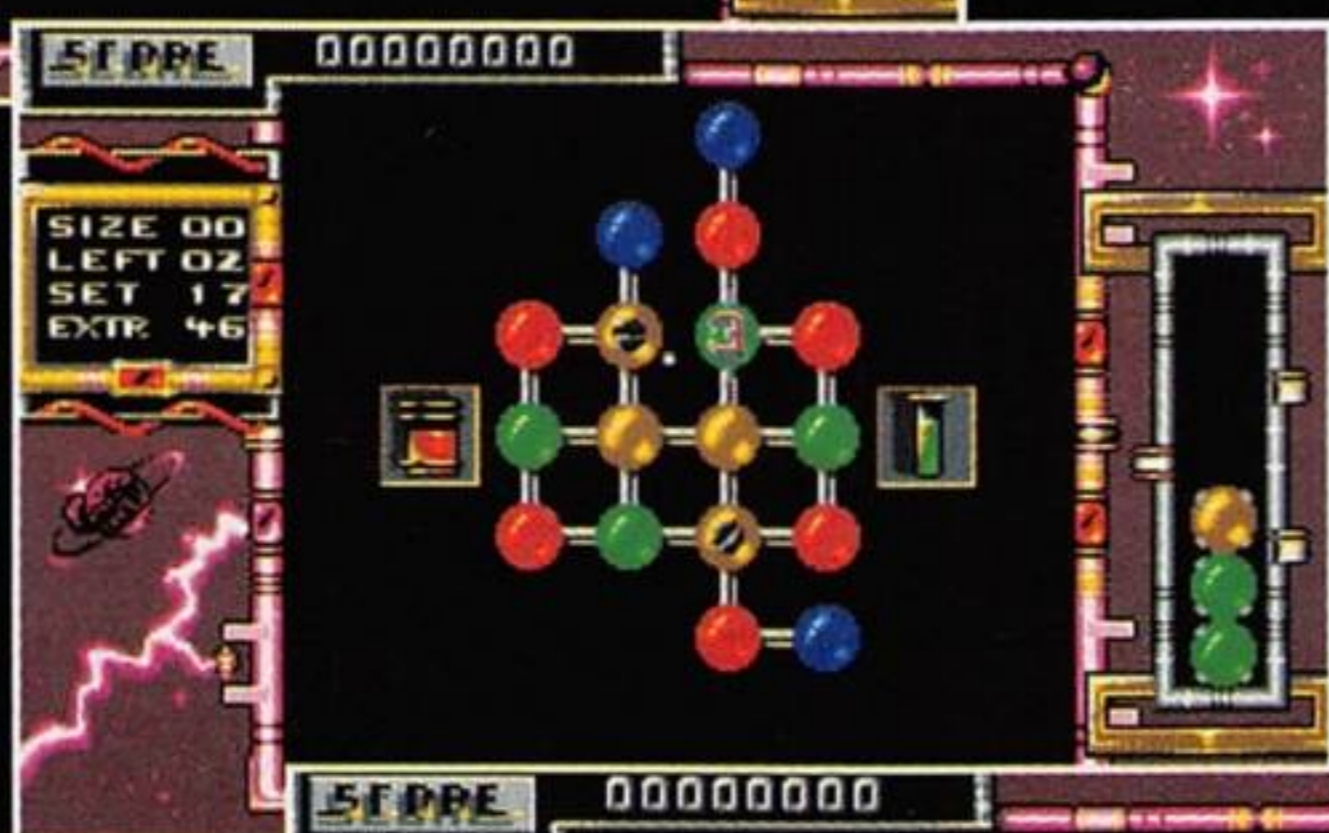


You must remove the two screwed down atoms by forming a molecule around them.

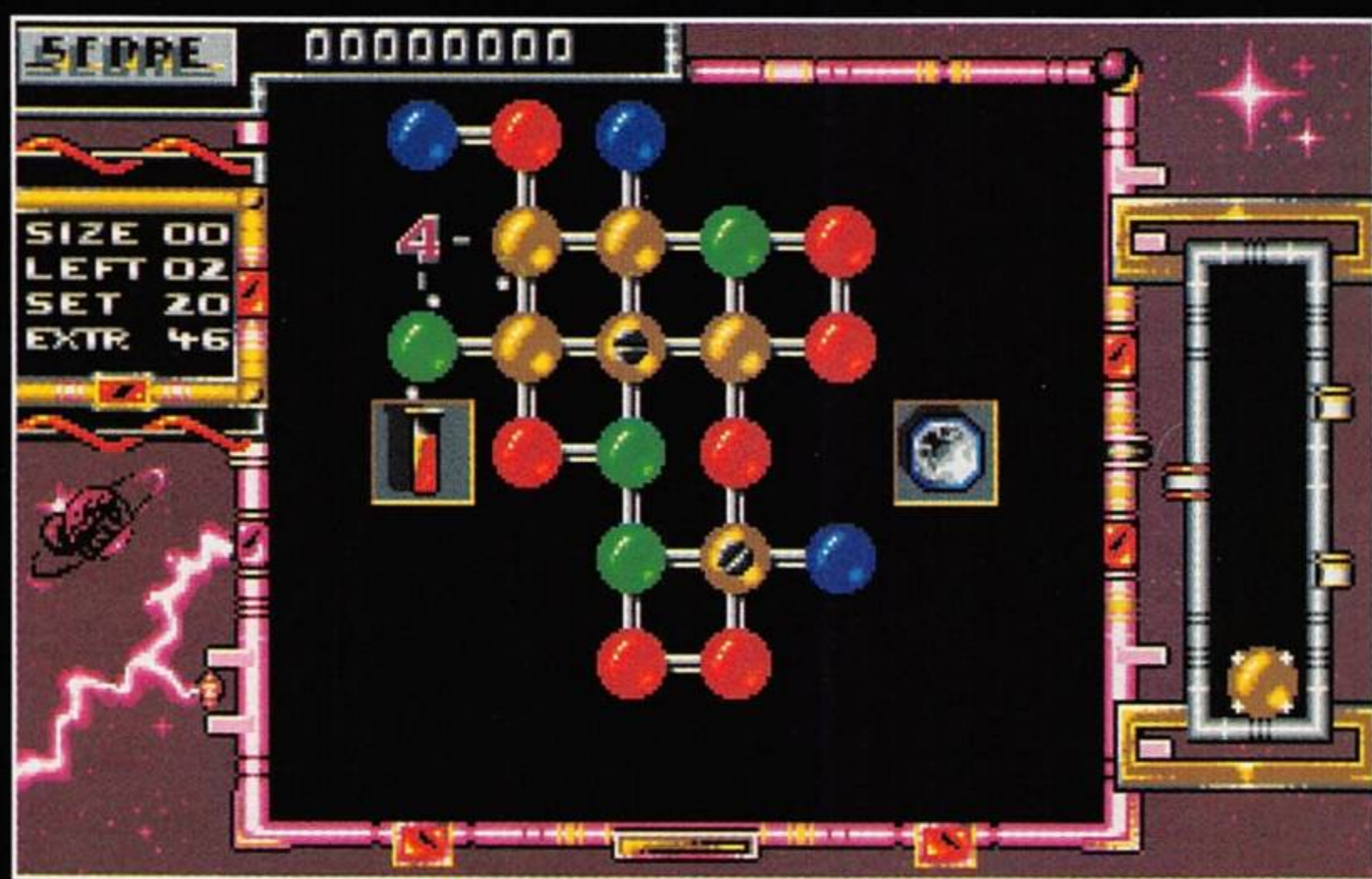
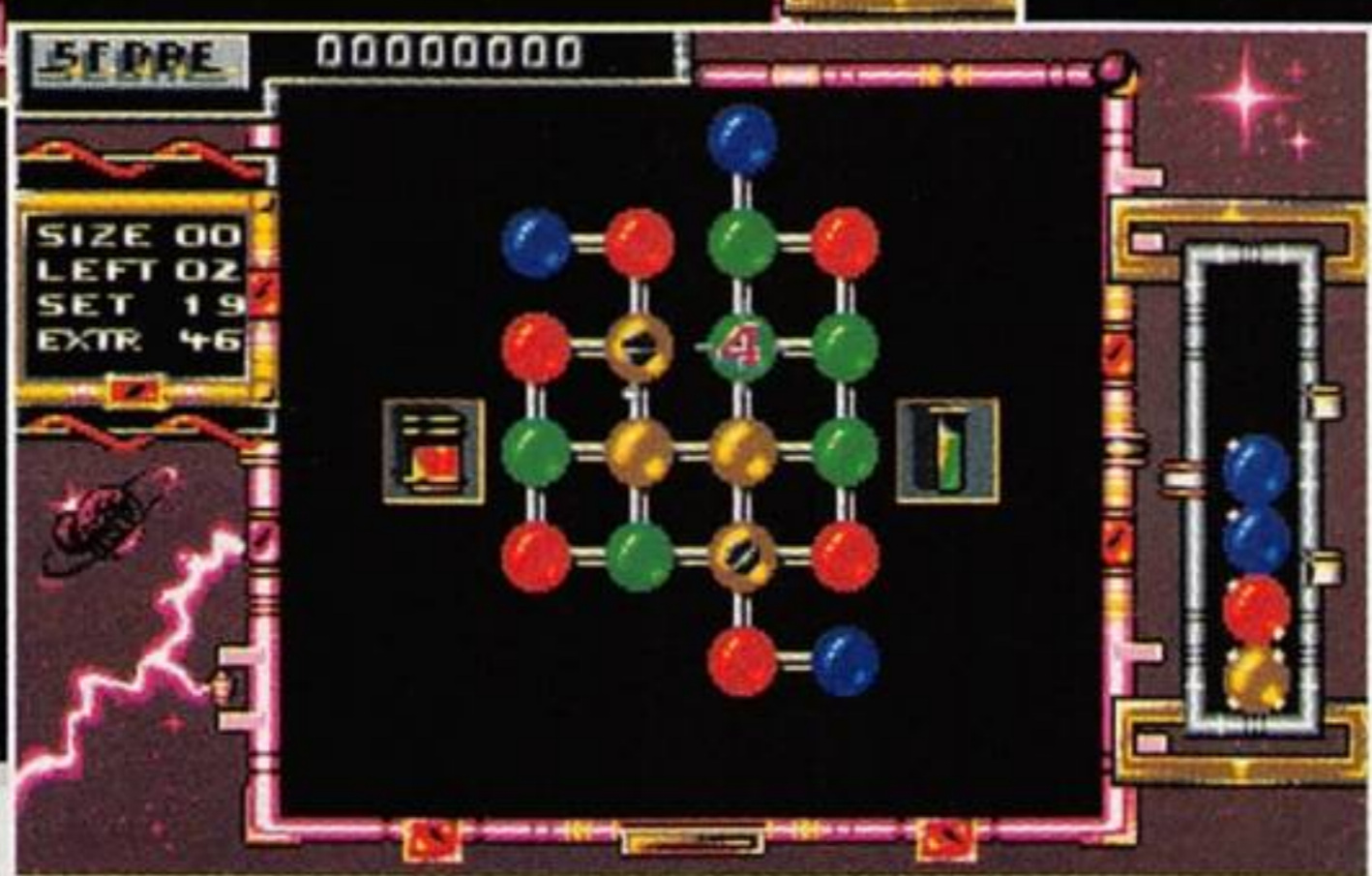


The atoms are now integrated into a larger, semi-formed molecule and things look to be going well.

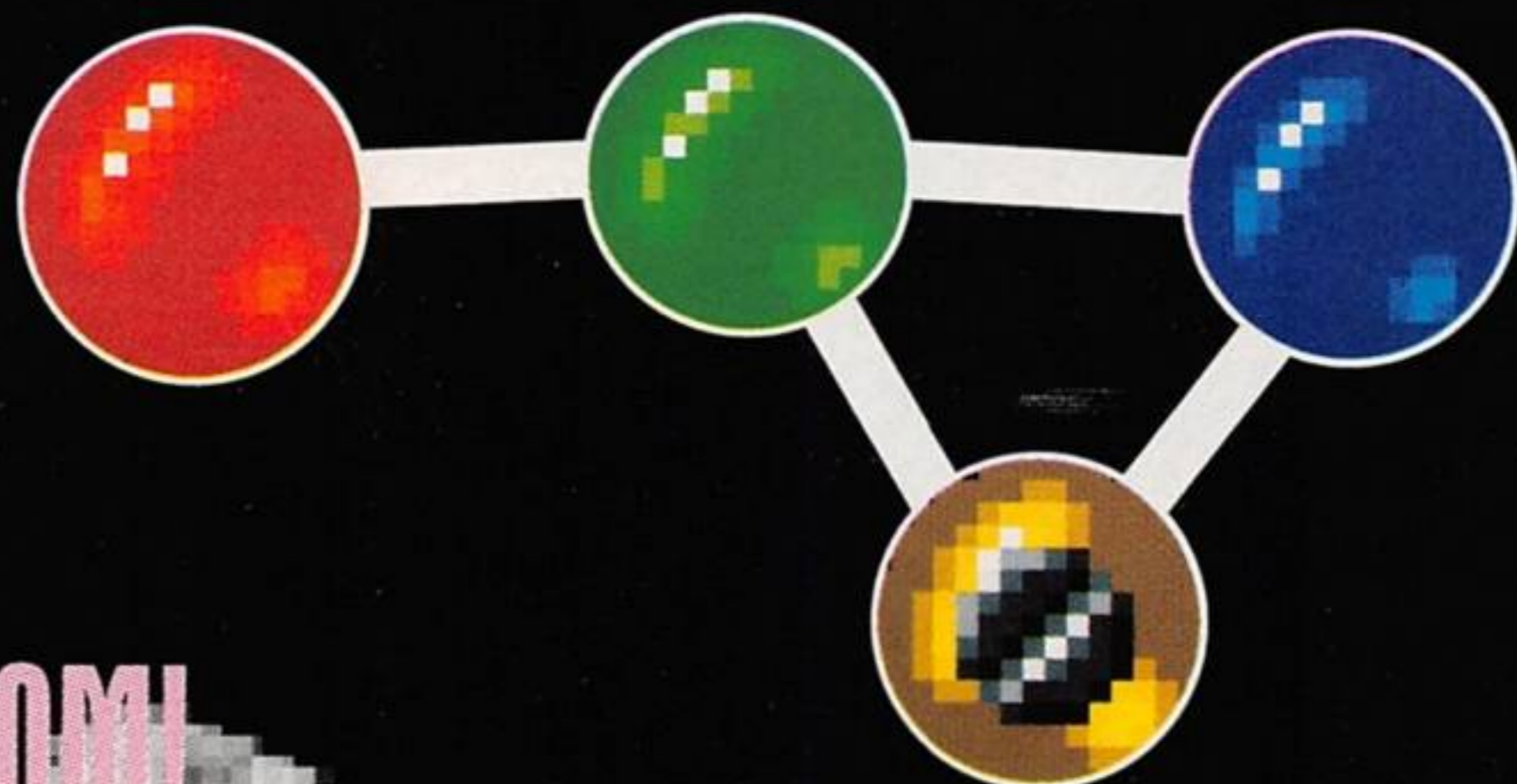
Almost finished but you are left with a single spare valence that is causing problems.



After adding a few more atoms the molecule is nearly complete. Just add a four-er here to use up the spare valence.



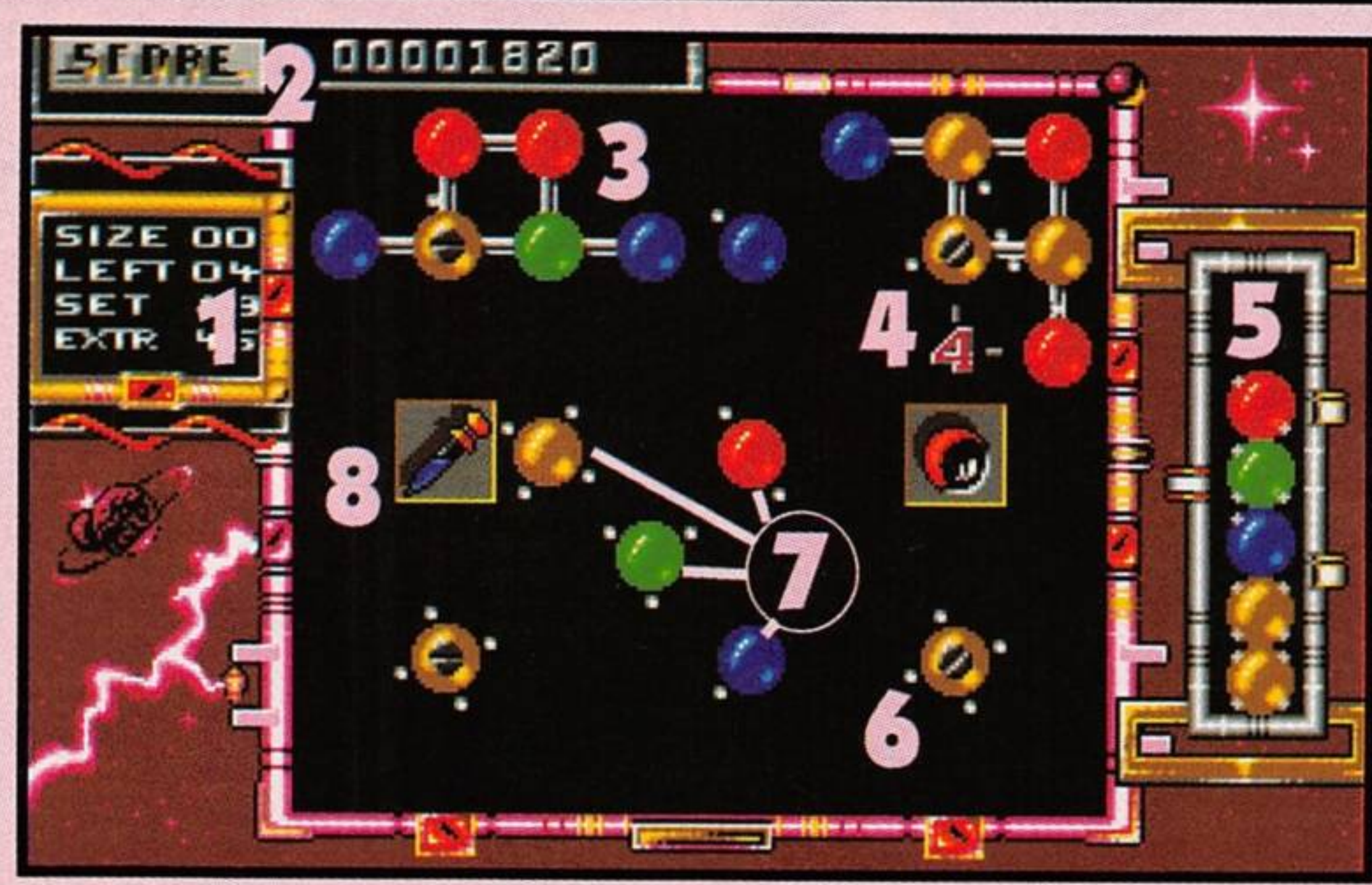
The pit at the side of the screen can hold up to six atoms at one time. As the game progresses the atoms will slowly fill up the pit. You have to use them fast enough to stop them reaching the top.



## UP AND ATOM!



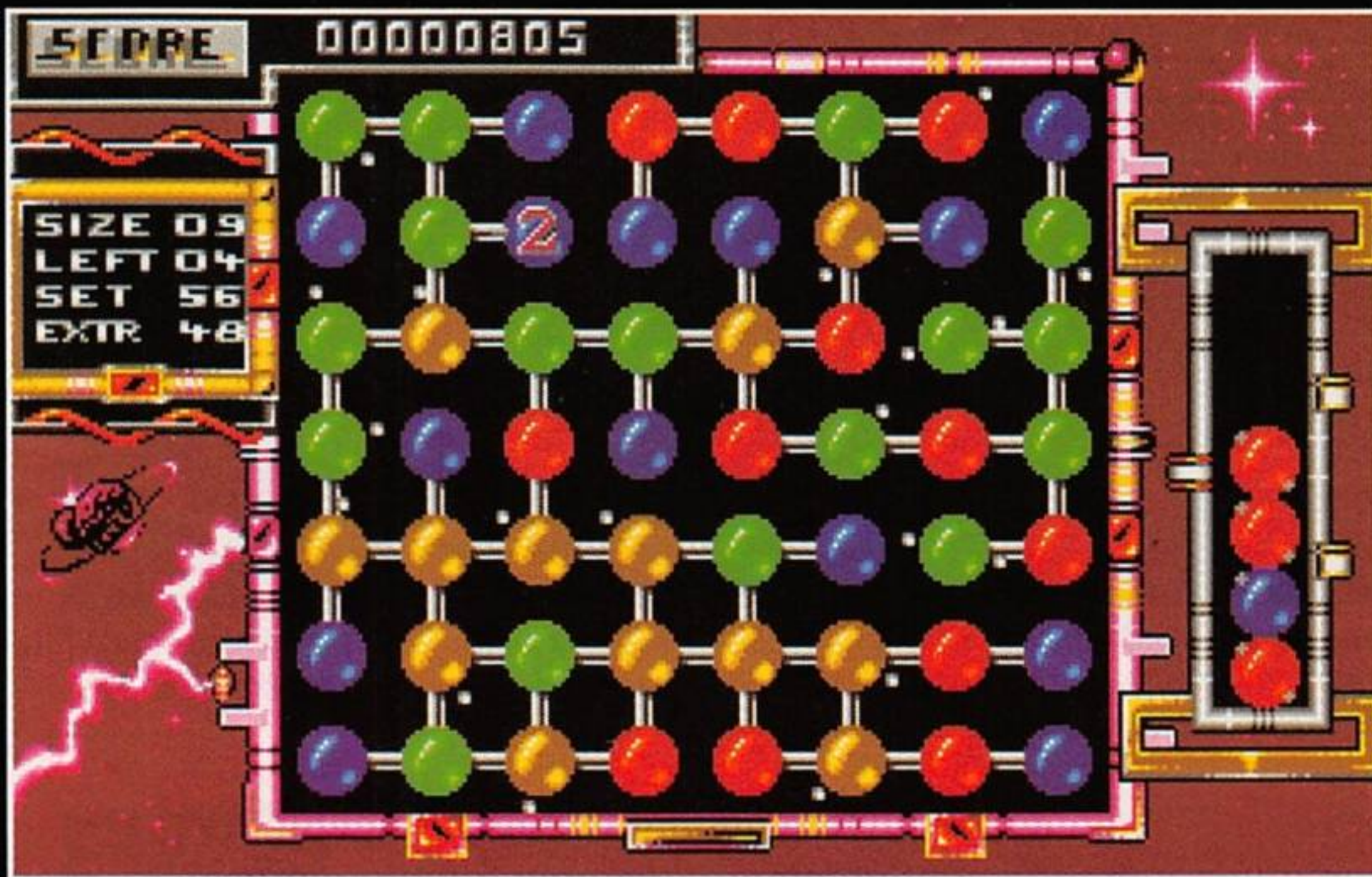




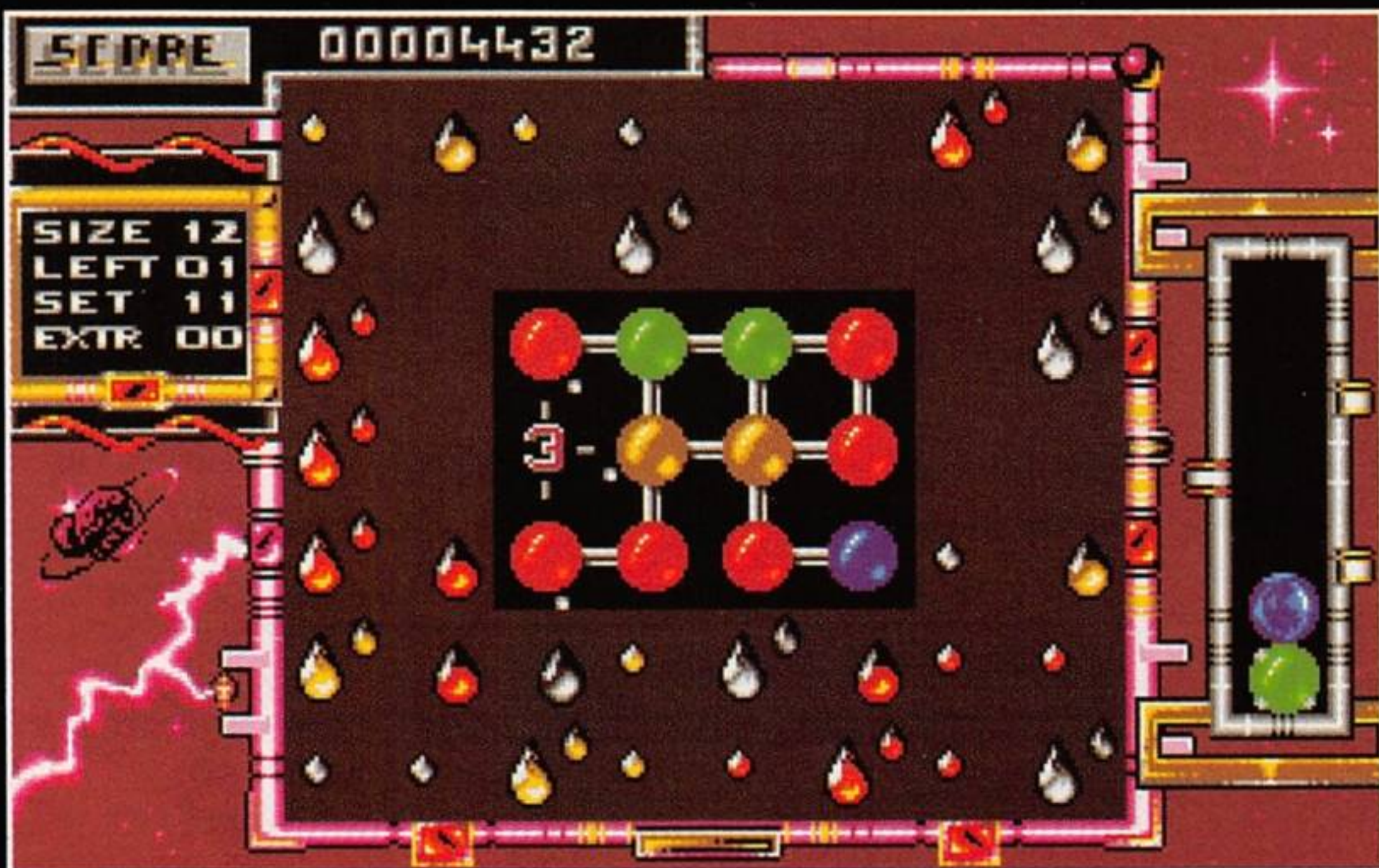
# MOLECULE MADNESS

- 1) **STATISTICS:** Details on the number of atoms used, the minimum number of atoms in each molecule and so on.
- 2) **SCORE:** You score for each atom placed and completing levels.
- 3) **CONNECTOR:** When two atoms meet they merge together via a connector.
- 4) **NEXT ATOM:** Indicates that next atom to be placed has four valences.
- 5) **PIT:** As the slowly falling atoms fill up the pit you will run out of time.
- 6) **FIXED ATOM:** These atoms cannot be swapped and can only be removed as part of a full molecule.
- 7) **ATOMS:** One, two, three and four valences atoms.
- 8) **OBSTACLE:** These blocks restricted the places that atoms can be placed.

After rushing into things at the beginning of the level you are now left with a screen full of atoms with a plethora of spare valences. To complete the level you must connect all the valences just by swapping the atoms.



For some levels you have to construct a molecule that exactly fits a given shape. The biggest problem is fitting four and three valence atoms into these restricted areas so that they are still usable.



PUZZLE AND QUIZ



Lightening flashed across the sky, silhouetting the dreaded castle Frankengrime for a few brief moments.

Rain poured onto the roof and gurgled down the drains. The Gargoyles ran for cover under the eaves. Despite popular belief Gargoyles are as timid as mice and big storms scare them.

The thunder, rain and wind turned the barren hill tops into a truly miserable place. The storm had been hanging around the area for months now, waiting for just the right moment to unleash itself for that perfect dramatic effect. After understudying hurricanes and whirlwinds it knew all about drama and it wasn't going to miss the opportunity to prove itself. Rumbling ominously it peeked into the castle dungeons.

Inside the Doctor squinted into a glass phial as the clear green liquid it contained bubbled violently. He knew it wouldn't be long before his concoction was ready. He practiced a cackle for the big moment. Hobbling over to another bowl (he would have skipped but the damp was making his rheumatism play up) he checked another steaming potion before pouring some into a test tube.

The storm was getting excited now. The moment of the big crescendo was imminent. The lightening was ready to be thrown, the thunder was waiting restlessly and the wind was hiding behind a nearby wood. When the cue was given all hell would break loose.

With shaking hands the senile scientist mixed the two ingredients. He laughed loudly and held his hands to the air, ecstasy coursing through his body. He had created a new atomic substance the likes of which had never been seen before. The world was his! Explosions, flashes of brilliant light and deafening noises, none of these things happened. It was rather disappointing really. More like a feeble "phut" sound.

The storm looked on with

disgust. All this effort just for a fart. To cheer itself up it stomped off to a village and wrecked a few houses. In fact it was so upset it gave an annoying little brat disturbing dreams about yellow travel routes and old hags with red shoes. That always made it feel much better.

Back inside the castle the Doc was rather worried. The atoms of the nascent substance were growing at an alarming rate. Unless he managed to rectify the problem fast then something very bad was going to happen. He was quite sure what but he didn't really want to find out.

In a panic he started linking random atoms together. After a while they started to form their own molecules. It was working, they were stabilising. If he could keep it up he may just save the situation.

This is where you step in. Taking on the role of the scientist as he desperately tries to rescue himself from certain oblivion your task is to take the random atoms that you are presented with and connect them together to form complete molecules.



Each atom has one to four valences (connectors) that allow it to be linked to other atoms. For example an atom with three valences can be joined with three other atoms. The trick is to link all the atoms together so that there are no free valences. Simple stuff.

Things get tricky when restrictions are placed on your molecule building attempts. The most basic of these is time – you have to use up the atoms as fast as they are generated. Other problems come in the form of limitations on the number of atoms available, fitting the molecules into certain shapes and having some atoms fixed in certain positions.

The joker atom hasn't a fixed number of valences. All you have to do is place it at any point and it will mould itself to fit with the other atoms already present. Very handy in tricky situations.

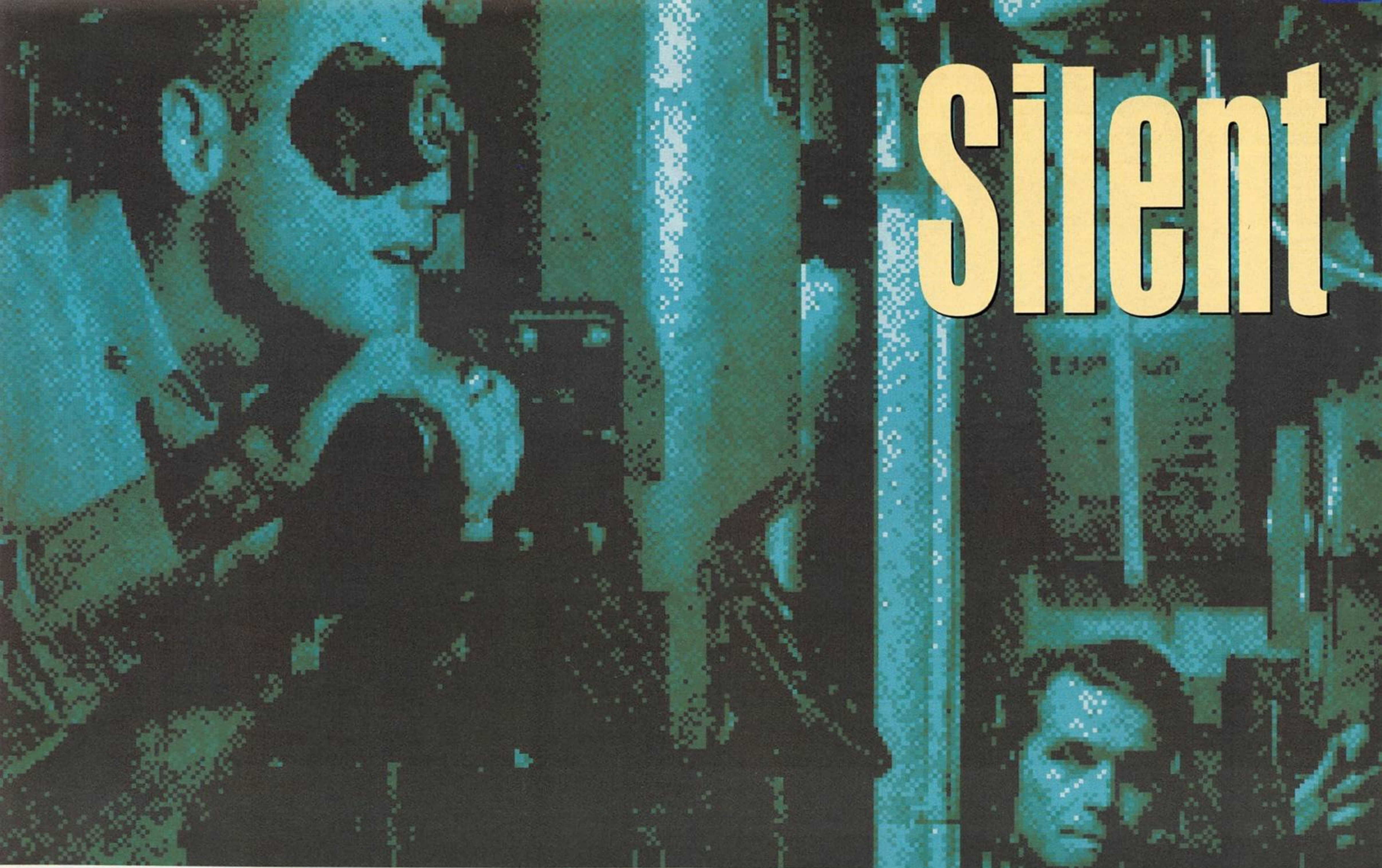
**OVERALL SCORE**  
**76%**

A C T I O N I N F O

**ATOMINO**  
**PSYGNOSIS**  
**TEAM: PLAY BYTE**

Puzzle games are appering in thier multitudes at the moment, more every day. So how does Atomino compare to the competition? As is usual with Psygnosis the presentation is immaculate. Sound, graphics, intro sequence and packaging are all top notch. The gameplay is interesting and easy to get to grips with, although I feel the lastability is questionable. Atomino won't be causing a big stir in the games world but it is worth looking at if you are a puzzle fan after some molecule madness.

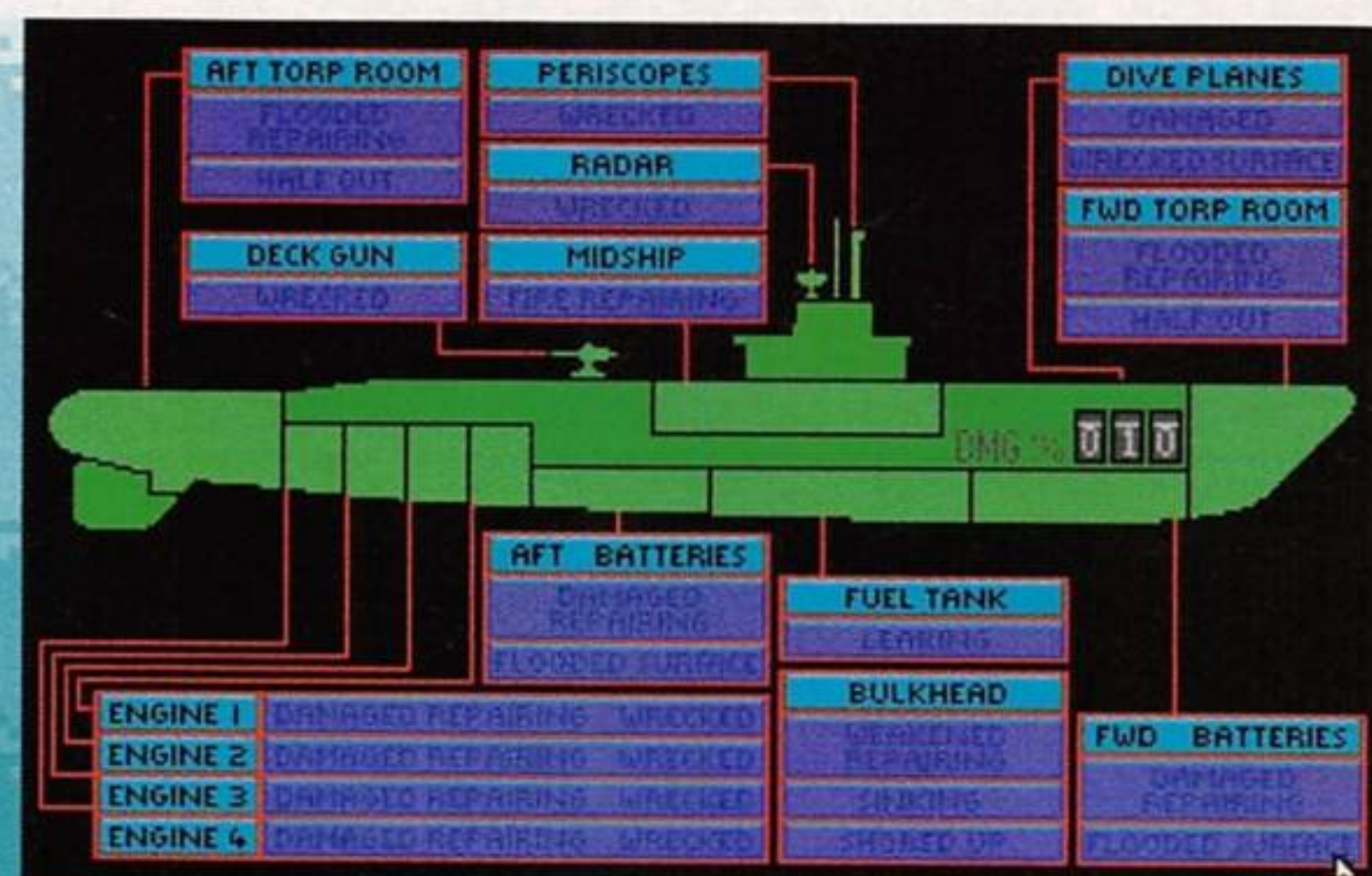
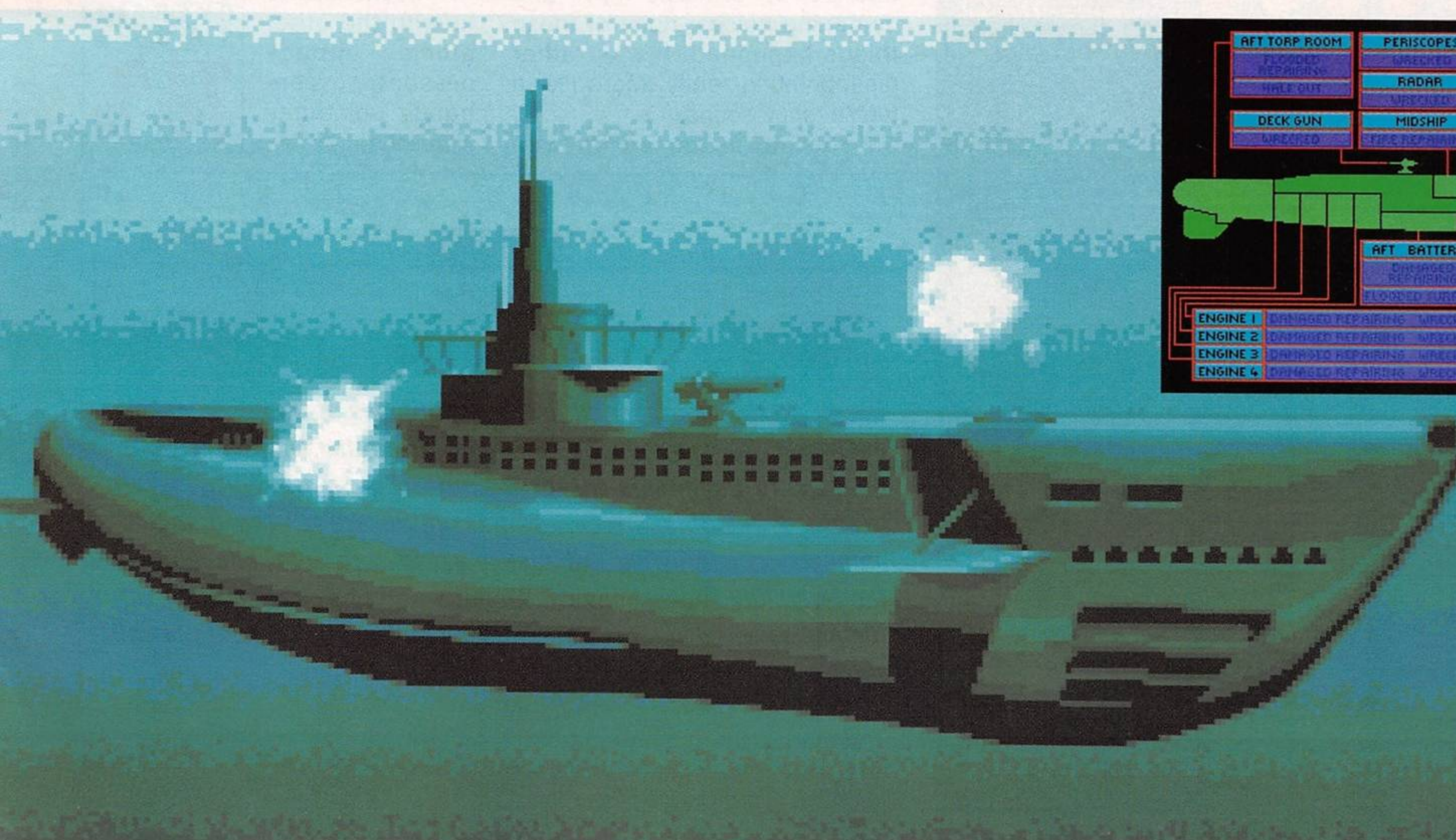
# Silent



Checking the periscope you can see that the target you have been following is a tanker. They are easy targets, often sunk by a single torpedo, so just line up the sights and fire away. Beware of any escort ships though.

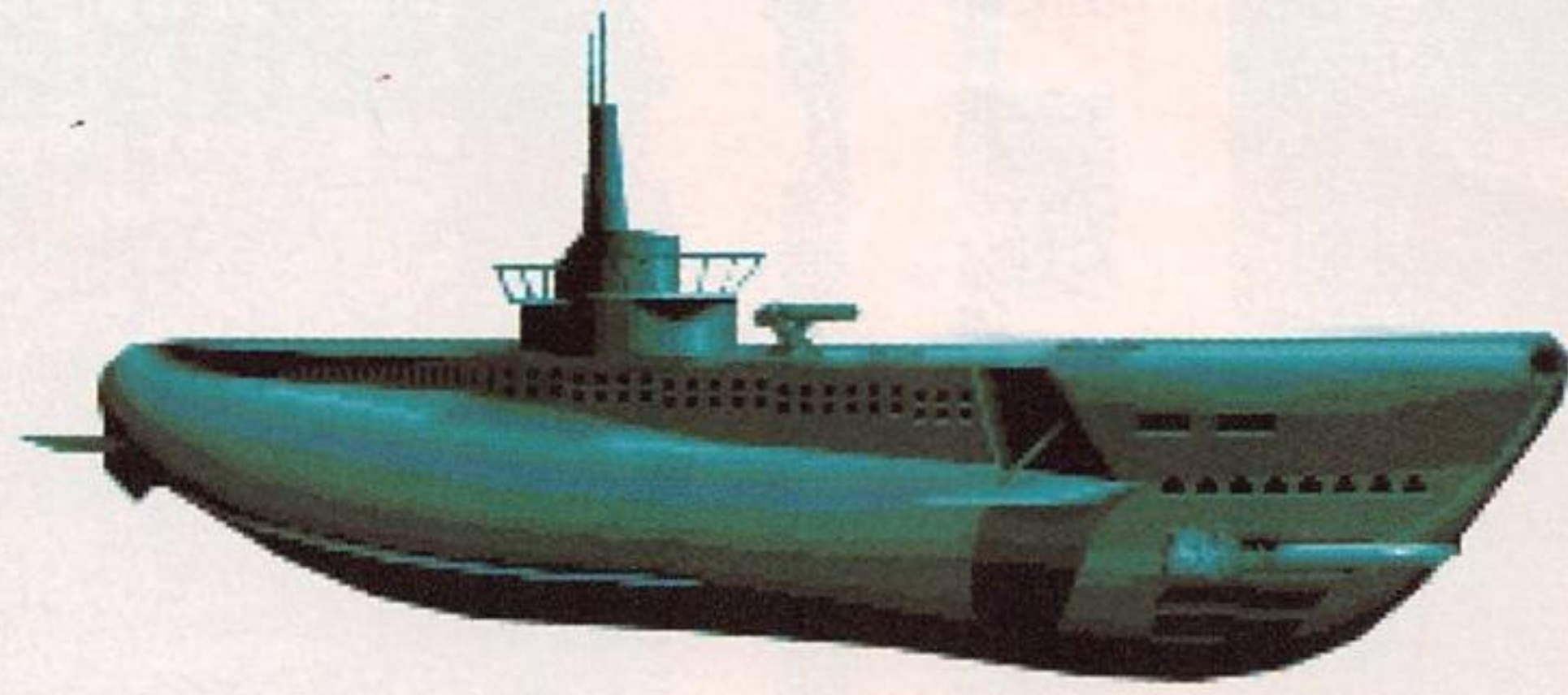


Following a direct hit from one of your torpedoes a tanker is ablaze. The shot hit the bow of the ship but has failed to cause enough damage to make it sink. A solid hit to the sides can often break a ship clean in half.



(Above) The damage control screen allows you to check up on the condition of your submarine. Hits from depth charges can cause whole operating systems to malfunction. A faulty engine, damaged torpedo tubes, leaking fuel tanks or a breached hull can seriously effect your mission.

# Service II



LAND AND SEA SIM



The role of the surface navy is to achieve control of the seas and oceans so that they may be used by

cargo ships to resupply ground troops. If the shipping lanes were to close any battles fought on foreign lands would rapidly be lost, the troops lacking equipment and supplies.

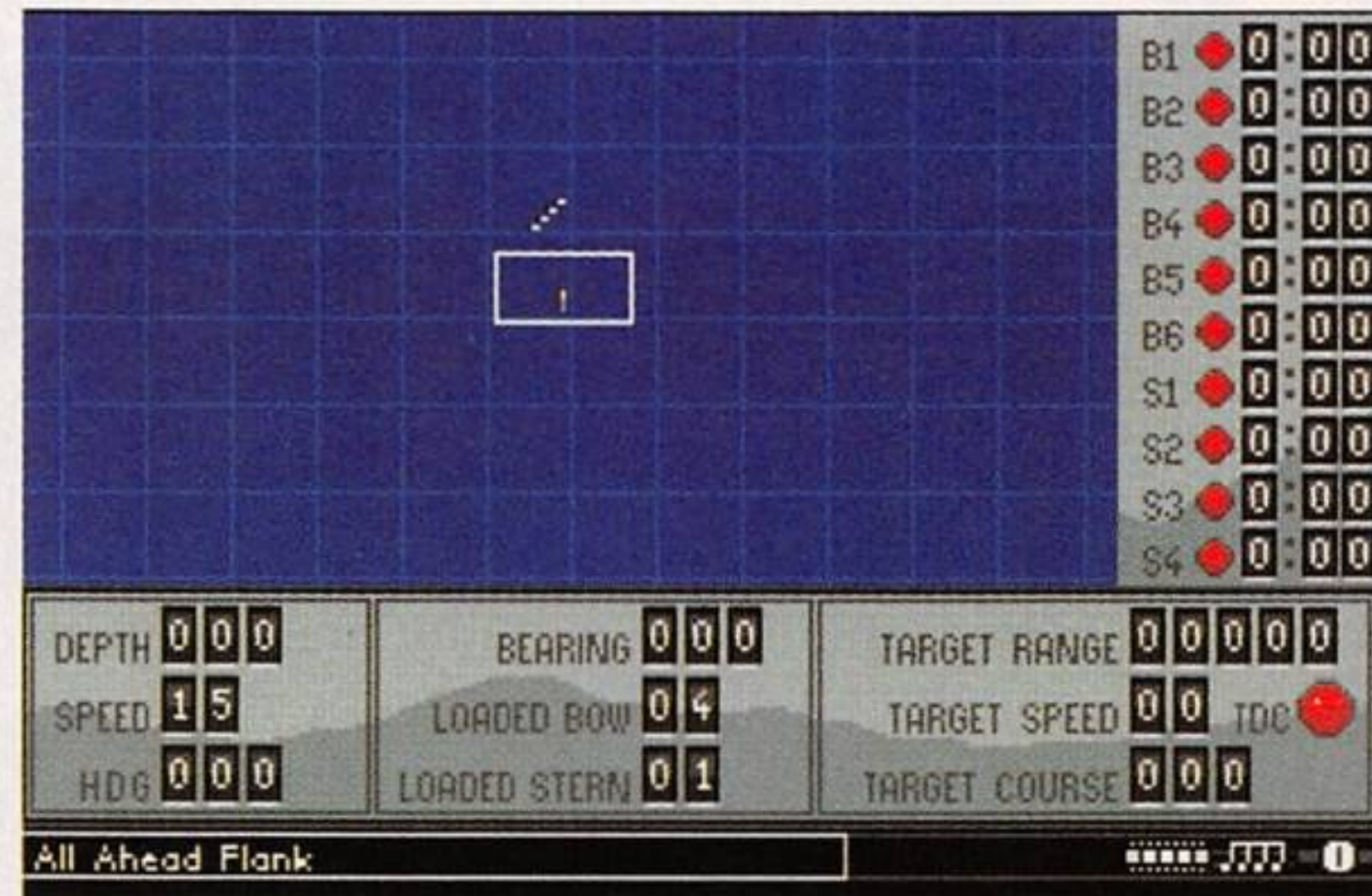
The submarine is the perfect weapon to do just that. A single sub can wreak havoc amongst a whole convoy, destroying thousands of tons of equipment before disappearing into the murky depths of the water.

In World War Two submarines were instrumental in America's victory over Japan, eliminating both supply convoys and warships in

large numbers. The enemy aircraft carriers were large and tempting targets for the proficient sub commander. Destroying a combat vessel of that size would considerably aid the war effort.

After eluding the escort vessels the attacker need only wait patiently in the middle of the convoy for the perfect moment to attack. As surface vessels rely almost exclusively on sonar to detect submarines a good commander can hide among the sound generated by the convoy he is attacking with little fear of detection.

After launching an attack and either damaging or destroying the carrier the sub must make its escape. All enemy ships in the area will be aware of the presence of the vessel and will be hunting it.



The map room allows you to see the latest positions of any contacts the sonar room has. Old contacts will have their probable positions plotted so that you can make your tactical decisions. The torpedo tubes timers can be seen on the right hand side of the screen.

Active sonar will be searching the water and depth charges will be dropped on any possible contacts. The commander, if at possible, must evade detection.

More often than not the sub will have been detected by the enemy escort ships when it fired. The commander will use a zig-zagging course, possibly using decoys as well, followed by long periods of silent drifting to break contact. He will then dive deep and move away from the battle area at a slow speed.



Silent Service II places you in the commander's seat of a hunter/killer submarine during World War Two. It is the sequel to the critically acclaimed Silent Service (never have guessed would you?) and is based closely on its predecessor.

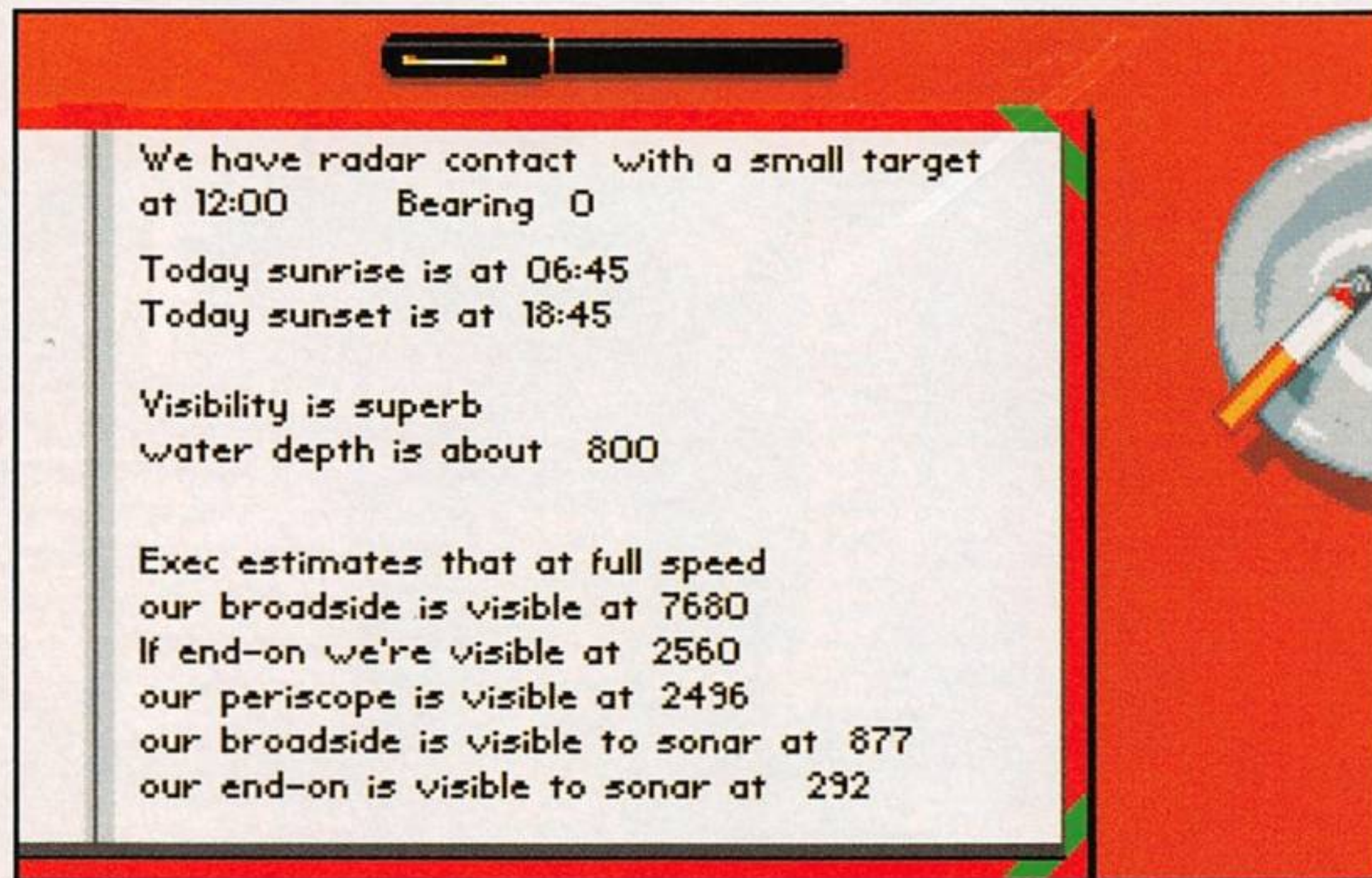
You have several different missions to choose from. They range from shooting practice against stationary targets, through single missions based on historical events, to a full military campaign in which you develop a career as a submarine commander. The more realistic you make each scenario the harder it will be. In real life a large proportion of the torpedoes fired didn't explode when they hit their targets.

The playing areas have been meticulously mapped and plotted. They have been expanded to include not only the North Atlantic but the South Pacific as well. Here you can take command of a German U-Boat and attempt to sink Allied shipping.

During combat you have full control over the submarine and its crew. Using maps you can manoeuvre into attack positions. The periscope can be used to get a visual confirmation of the target while the torpedo room prepares to fire. The engine room should be visited regularly as the gauges found there often show tell tale signs of wear and tear that may prove fatal during battle.

The best commanders were able to destroy thousands of tons of shipping without being detected. They would then re-engage the same convoy several hours, or even days, later and sink any remaining ships. These people became heroes, can you?

OVERALL SCORE  
**87%**



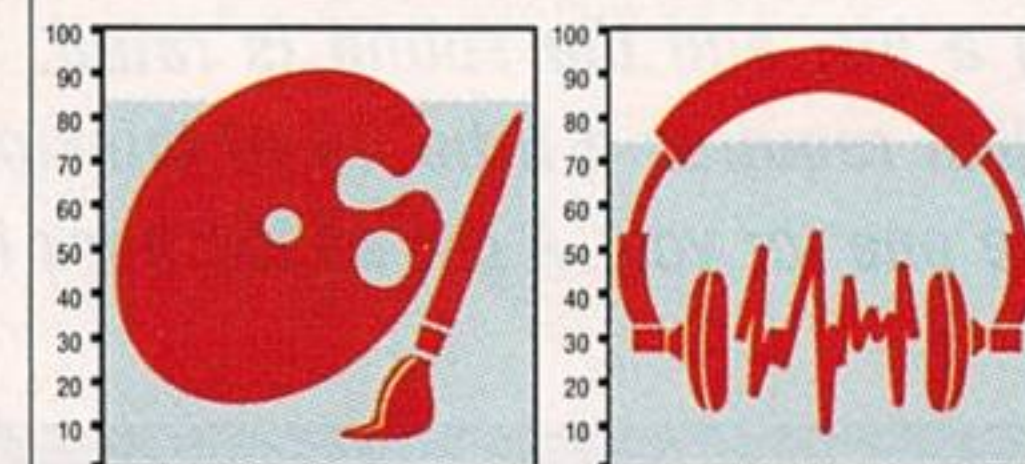
Before you enter combat you will be given a full briefing on any contacts that have been acquired. Weather and sea conditions, possible contact types and numbers and enemy positions are just some of the factors taken into consideration.



The patrol briefing gives you details of the types of encounters that you can expect to come across in your area. Things don't look too very good, as a friendly base has just fallen to enemy attack.

## ACTION INFO

### SILENT SERVICE II MICROPROSE TEAM: SID MEIER



I was a big fan of Silent Service and spent many a night tracking a Japanese carrier. I was therefore looking forward to the arrival of the sequel. To start with the control system and gameplay are basically the same. However the graphics, sound and general presentation have improved considerably. If you also take into consideration the extra scenarios and options available you have a worthy successor. Whether you are new to submarines or a veteran of the old game, Silent Service II is an essential addition to your games collection.

# Elf



While out doing all the jolly sorts of things elves do Cornelius' girlfriend, Elisa, has been kidnapped by the evil Dark Lord (an original title for such a character).

Unfortunately the Dark Lord isn't exactly the elves' best friend, mainly due to the hideous experiments he inflicts on any creatures that happen to fall into his clutches. So, it's only a matter of time before the



Dark Lord starts his ghastly experiments on Elisa – aaargh!

The only person who can save her is Cornelius (in fact he's the only person who wants to). He is equipped with a magical ring that has been passed down through the generations of his family. This ring enables him to cast small spells that inflict damage on its target.

Fortunately, there are ways of increasing the power of this ring so that Cornelius will stand a better chance against the minions of the Dark Lord, but doing this is no easy task. Dotted around the various levels of the game is a selection of Magic shops that can provide extra spells needed for the ring.

But nothing's free, and if Cornelius wants the extra spells he's

going to have to pay for them – but with what? Well, the currency in this world is a bit strange, and if he wants to buy anything he's going to have to collect some pets! Yes, pets. Luckily, there are quite a few of them jumping and flying about the place so he shouldn't find it too hard to collect them. The hard part is deciding what to buy.

There's a large selection of things to buy at the shop, ranging from advice (which usually tells Cornelius not to pick his nose) to some mega weapons that will make short work of the various baddies. But there is still yet another problem. Even though Cornelius can pay for the spells the magician needs the various herbs required to make them. So, Cornelius will have to collect a number of different herbs while he's out there trying to catch the pets.

Now he's got his weapons, but

what does he do next. Well, this is where the adventure bit starts. On the first level there are just a couple of items lying around (a chicken and a bowl of seed to be precise) which he must use to gain other objects off a number of people who reside in the game.

But let's not forget that while Cornelius is attempting to do all this there is an ample supply of nasties all trying to put an end to him. Will Cornelius be able to save Elisa with only his ring to help him, or will he run of time leaving Elisa to a fate worse than Brookside? Oh, and by the way. Just in case any of you mass murdering psychos out there have already started to drool at the thought of being able to blow away the innocent and ever so cute little rabbits that bounce around, but the more you kill the less of the end sequence you see.

OVERALL SCORE  
**87%**

ARCADE ADVENTURE



You usually associate top ranking film licences with the mighty Ocean, or at the least the superb coin-op conversions. But Elf is neither of these and for once it is an original product that looks to be pretty good. The game is an arcade adventure, and although there are quite a few of this type of game to choose from, not many of them are really any good.

In case you hadn't already guessed you play the part of an Elf, a rather nice little chap going by the name of Cornelius. But even the nicest guys can turn nasty if subjected to the right circumstances, but at this moment Cornelius is in the best frame of mind.



A C T I O N I N F O

**ELF**  
**OCEAN**  
**TEAM: DAMIAN SLEE**

Although there are quite a few arcade adventures about there aren't that many good ones. However Elf is a first class product that once mastered (which doesn't take long) is amazingly addictive and worthy of anyone's collection. The graphics are good, although the flip-screen scrolling lets it down a bit, and the sound is rated. If you're after a good action game that requires a little bit of thinking power as well, this is definitely the one for you. A pat on the back to Ocean once more.

Rest in Peace is not something that happens in this game. When you die a gravestone will appear to mark the spot, and each time you get near it your ghost will come out and hassle you.

There are plenty of these doors scattered around the level, but if you want to make use of them you're going to need some money, or pets in this case. And if that wasn't enough, you've got to supply the herbs as well.

A bridge links two giant tree tops together allowing you to gain access to the otherwise unreachable areas. But check those bridges carefully because some of them are a bit dodgy.

There are no elevators around here, so if you want to get to the higher ground you're going to have to use the ladders. But you'll have to be careful as you are extremely vulnerable – you could lose a lot of energy or maybe even a life!

Although this chicken may not look that useful, it certainly is! This is one of the many objects that you're going to have to use to bargain with. Use them wisely and you'll eventually make it to the Dark Lord's lair and hopefully manage to save your girlfriend Elisa.

Pets are the currency in this world and if you want to get your hands on some spells then you need as many pets as you can carry.



This is the man you want to do a deal with. But what can he want? If you do manage to supply his needs he will open a door that leads to the next part of the game.



Yet another object lies waiting to be collected, but what on earth could this bowl of seed be used for? Maybe some hungry bird would appreciate it, and you never know you might get something in exchange.



After gathering as many pets and herbs as possible you enter the shop and see what there is to offer. Killing the nasties should be a cinche after this.

This is one of the many flying meanies. They all represent some danger, but this genie is slightly more deadly than the rest due to his speed. But you do get a reward if you manage to kill him.

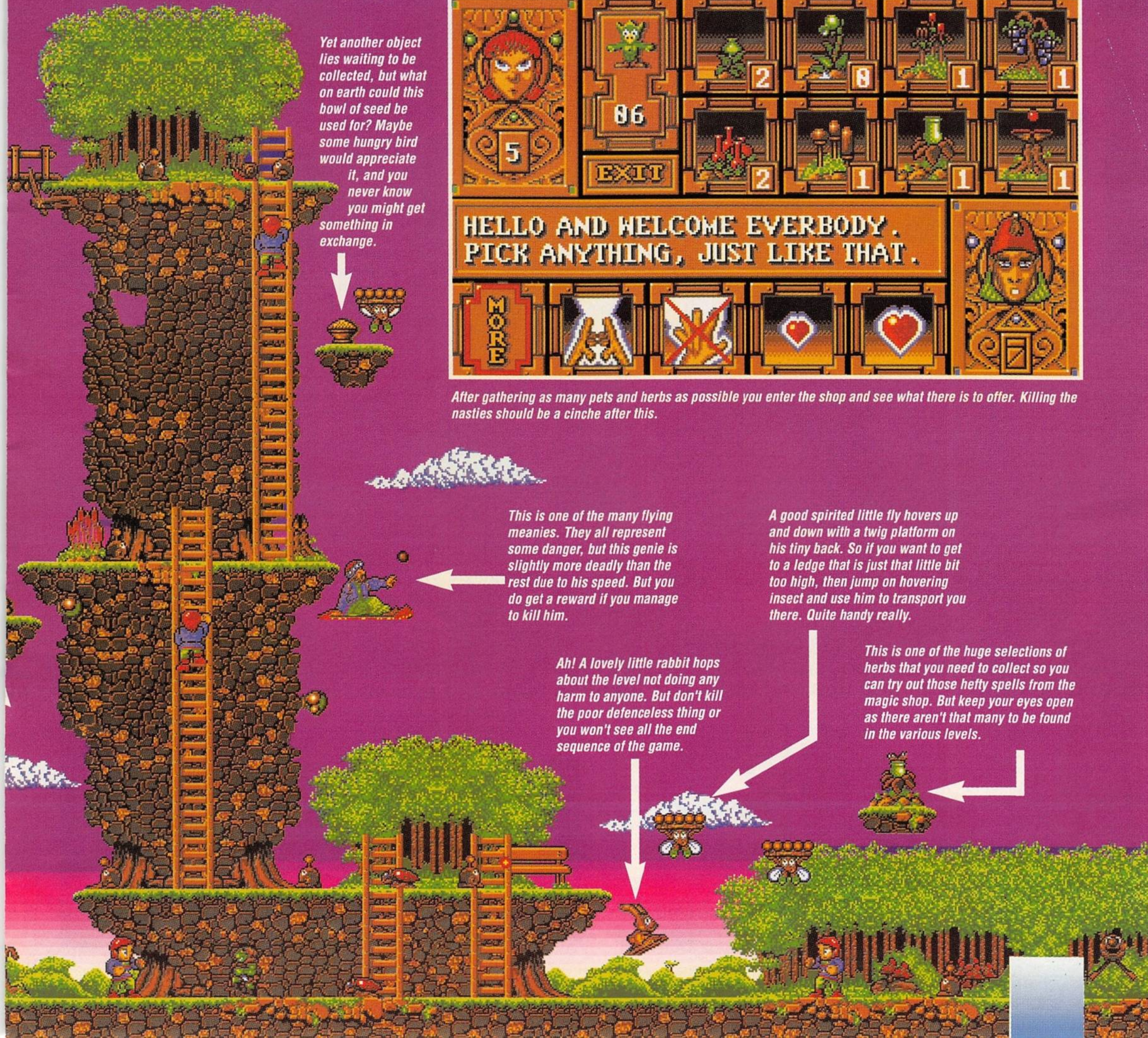


A good spirited little fly hovers up and down with a twig platform on his tiny back. So if you want to get to a ledge that is just that little bit too high, then jump on hovering insect and use him to transport you there. Quite handy really.

Ah! A lovely little rabbit hops about the level not doing any harm to anyone. But don't kill the poor defenceless thing or you won't see all the end sequence of the game.

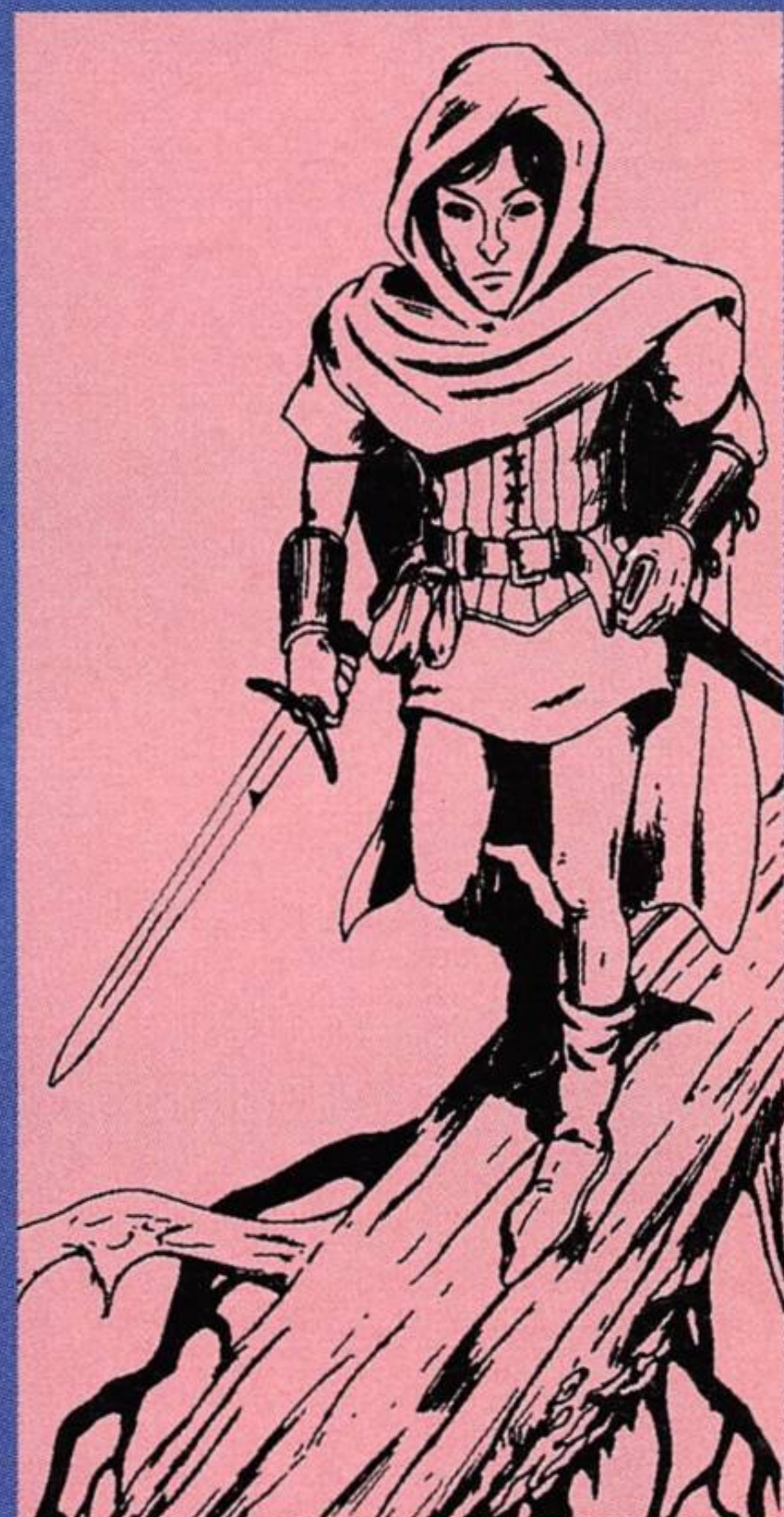


This is one of the huge selections of herbs that you need to collect so you can try out those hefty spells from the magic shop. But keep your eyes open as there aren't that many to be found in the various levels.





Ocean's latest arcade adventure is quite a toughy, but once you know what you're doing and where you're going it becomes a lot easier. So here are some maps of the first few stages to get you on your way. We haven't given you any advice on what to buy from the shops because we didn't want to take away all the challenge, and besides it's not exactly hard to work out what's best and what's not (like the advice). So load up the game and kick some butt.

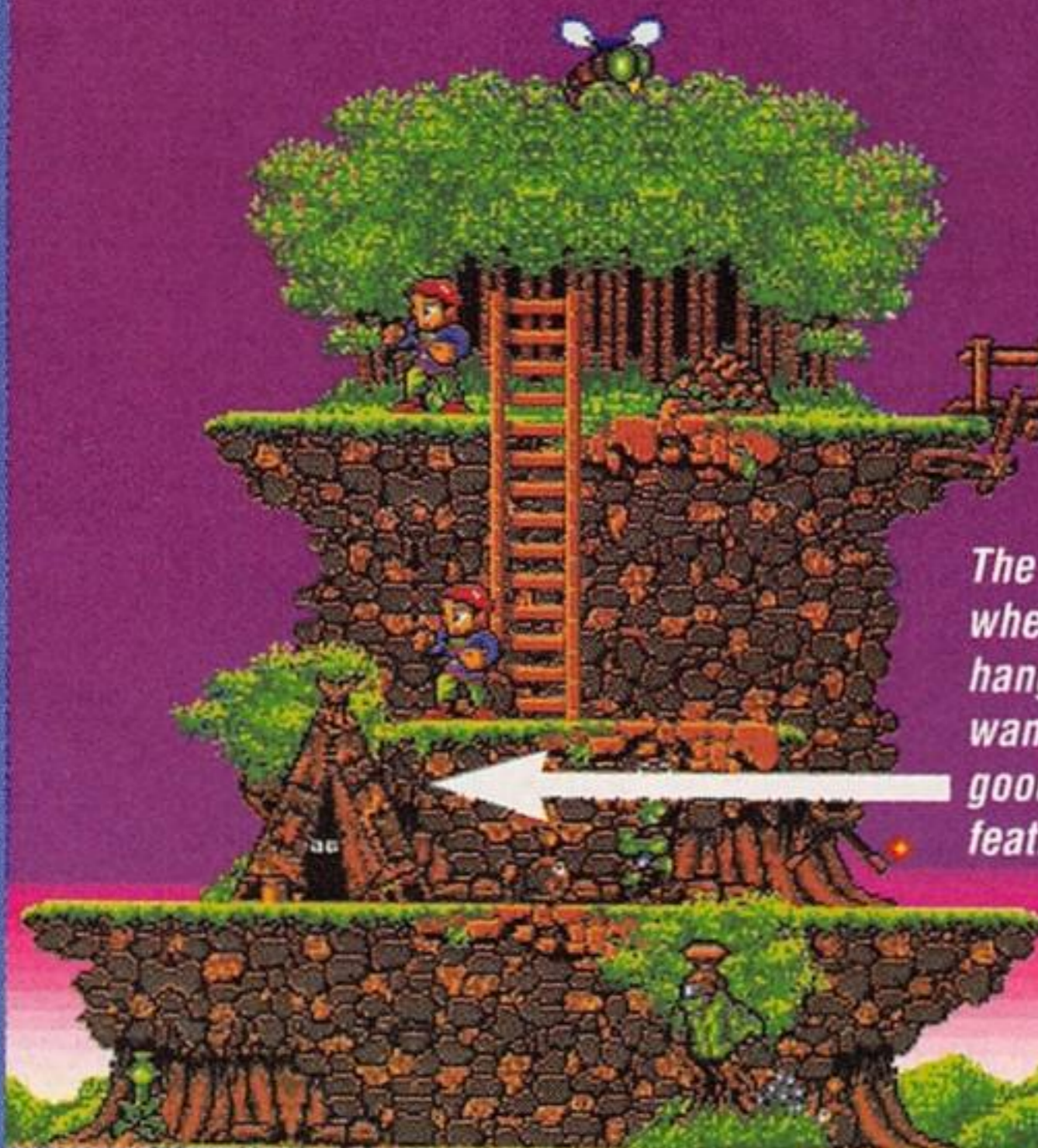
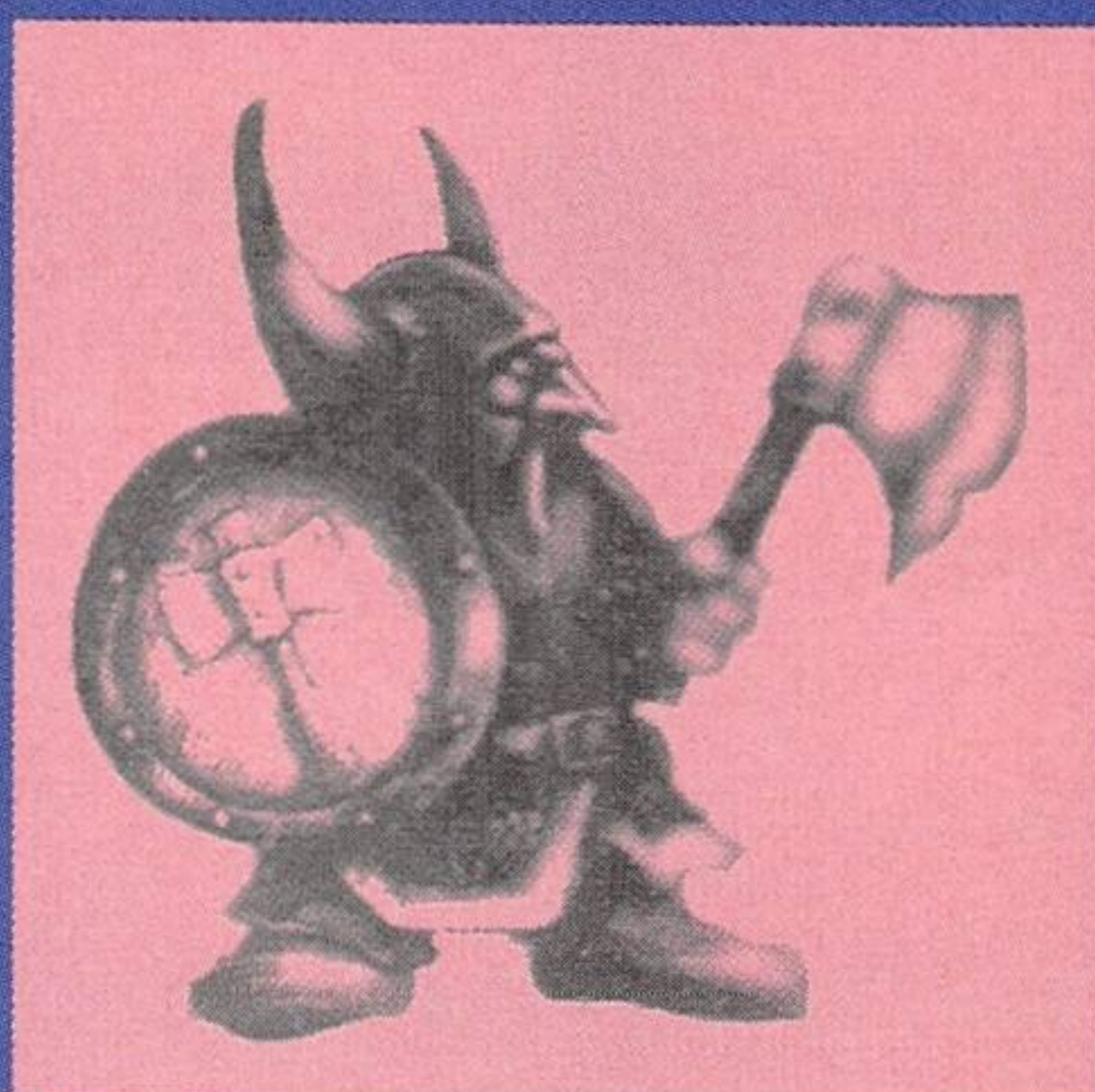


## STAGE 1: FINGER LICKIN' GOOD

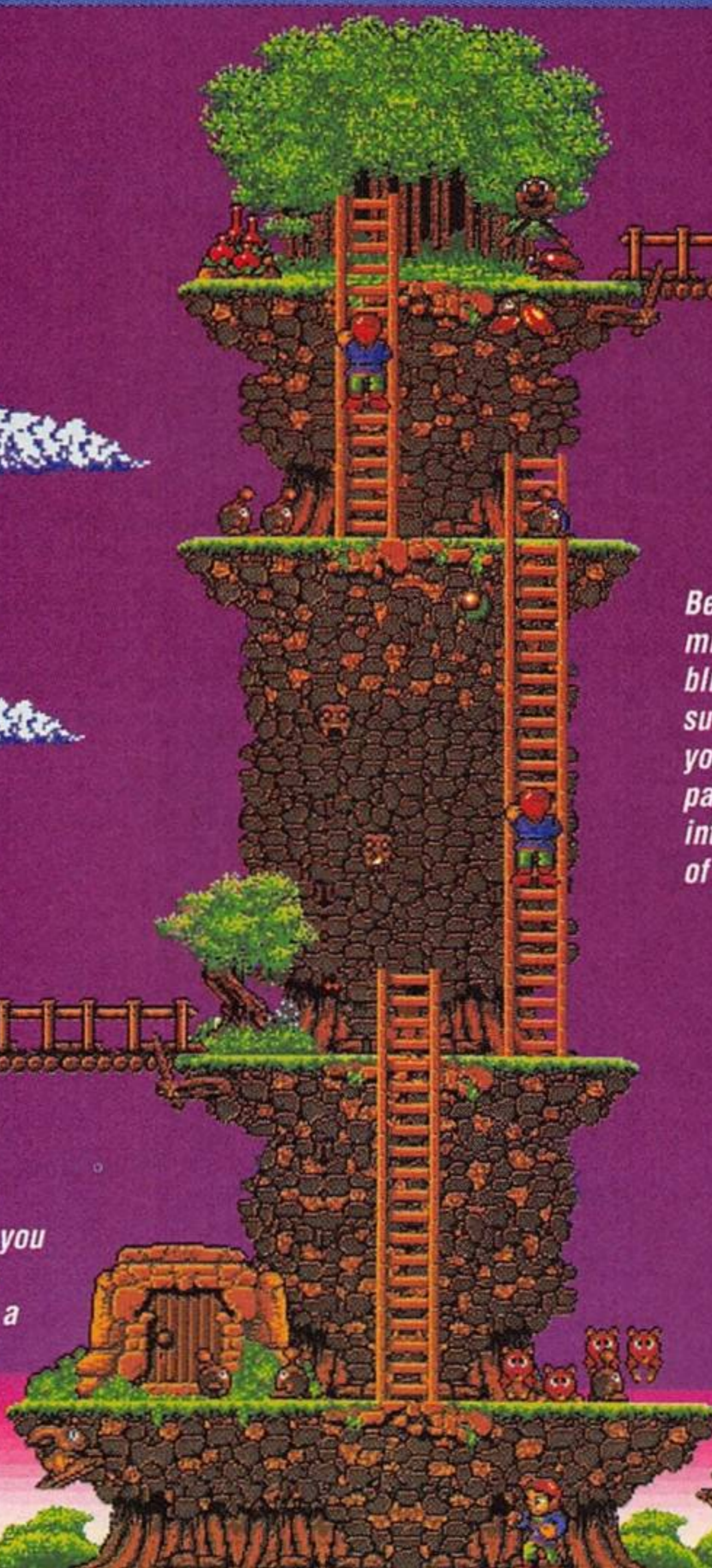
Right! The first thing you want to do is collect the bowl of seed and the uncooked chicken. Now go to the owl in the bottom left hand corner of the stage and give him the seed. He will immediately tuck into the scrummy stuff and accidentally drop a feather in the frenzy, which you will automatically

collect. This can now be given to the Indian in the wig-wam in exchange for an old newspaper. Rush to the toilet and give the paper to the rather desperate man inside (wait a while for some humorous descriptions) to gain some matches and now you

are ready to try your hand at some cooking. There's an unlit fire at the top left hand corner of the stage - light this with the newly acquired matches (use the matches) and then cook your chicken (use the chicken). you're now ready to bribe the guard so that you can get to the next stage.



The wig wam is where the indian hangs out, and if you want to get in his good books bring a feather with you.



Bernard Matthews missed this little blighter, but make sure you don't if you want to get past the guard and into the next level of the game.



nts and tips and hints and tips and hints and tips and hints and tips and tips and hints and tips and hi

## Hints & Tips

### TANGRAM

Yes, I know this game is very easy, but we've provided these codes to save you playing through the earlier levels. As you will probably notice, the later levels are not really any harder than the first.

- 10. 07274
- 20. 14278
- 30. 81093
- 40. 47672
- 50. 27277

### POWERMONGER

Although I never got a chance to really get into Powermonger it nevertheless made a big impression on the rest of the gang. But even though I didn't play the game I could see that it certainly proved a challenge. So here's a small tip that should help you out a little. When you wish to invent in double quick time, click Invent and when your men leave click on it again. This often makes a catapult almost immediately. This cheat only works once on each island.







PLATFORM



As you turn and wave to friends a tear swells up in your eye and a lump gets caught in your throat. The rest of the tribe is relying on you so you must be strong. Shouldering a club you set out on a long journey as your mind wanders back to the events of yesterday that lead to you having to leave the village...

The heads of departments of the T-Bone tribe were all clustered around the roaring fire. Light danced across the walls of the cave, casting weird shadows from the clubs, hammers and strange red lizards that the assembled cavemen carried about their person.

The leader rose from his ornate Bron-tosaurus skin throne and began to speak: "We, the T-bone tribe have faced many dangers before. Through guile, cunning and teamwork we have always managed to overcome these difficulties."

(The worst involved the Chieftain's cart unexpectedly rolling down a large hill just before a battle with a rival tribe. As a result he ended up head first in a swamp, killing a small species of newt that was just wondering if the evolution thing was really worth all the effort. But worst of all he became the laughing stock of the neighbourhood. From that day on a law was passed declaring that all wheels should have flat sides carved onto them.)

The Leader continued: "However, we are in the middle of our greatest crisis at the moment." He pointed to a square cave painting on the wall that was criss crossed with blue, red and black lines. Nobody was quite sure what it was supposed to be but nevertheless it still looked very impressive.

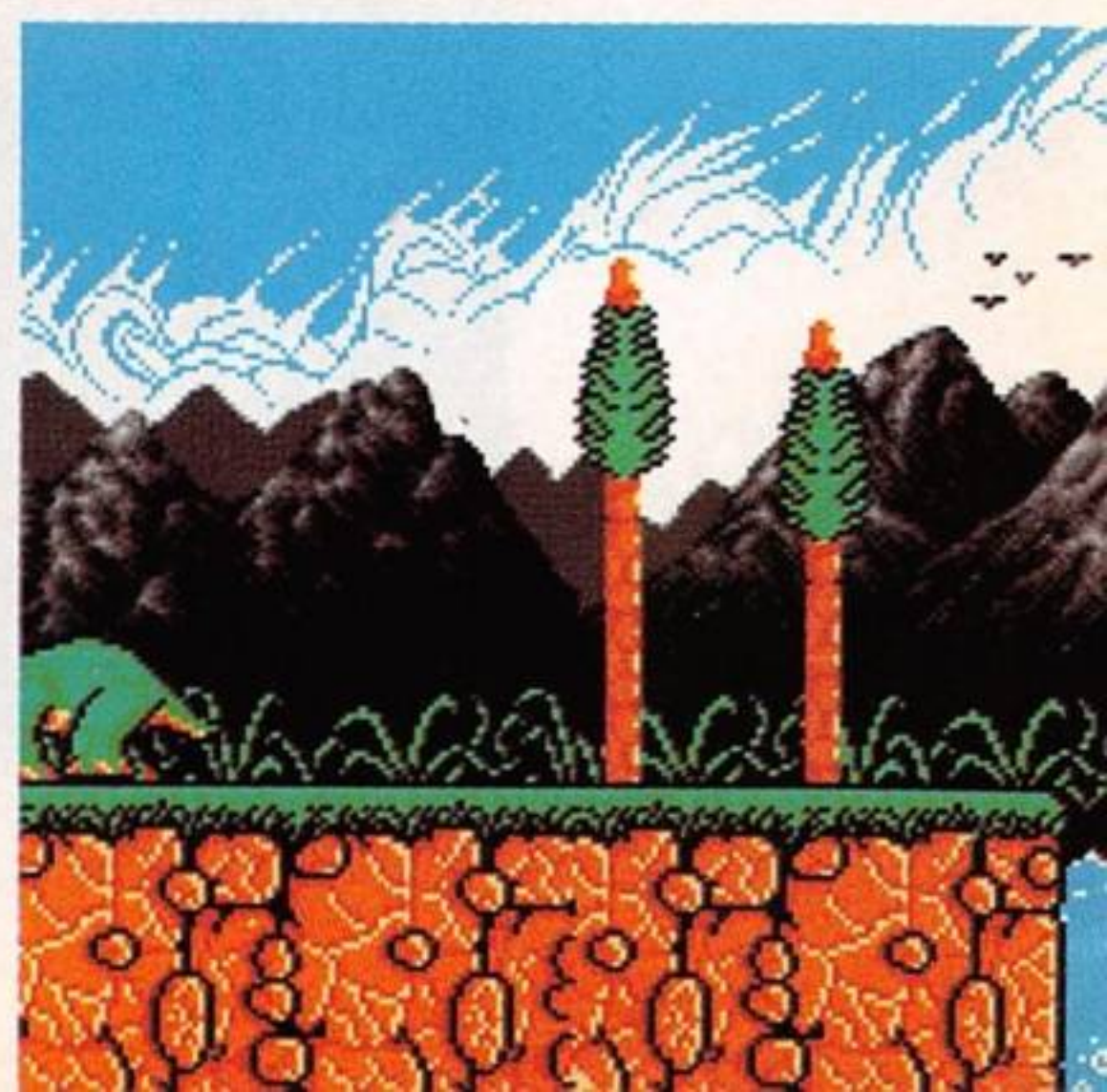
"From this graph of projected production and consumption of supplies you can see that in a few days we will run out of food.

# Pre



By the end of the week half of the tribe will be dead!

I have considered asking other tribes for assistance. However, we still haven't returned the Moonstone's lawnmower and we aren't talking to the Beechams because they play their radio too loud so it seems unlikely that we will receive any aid."



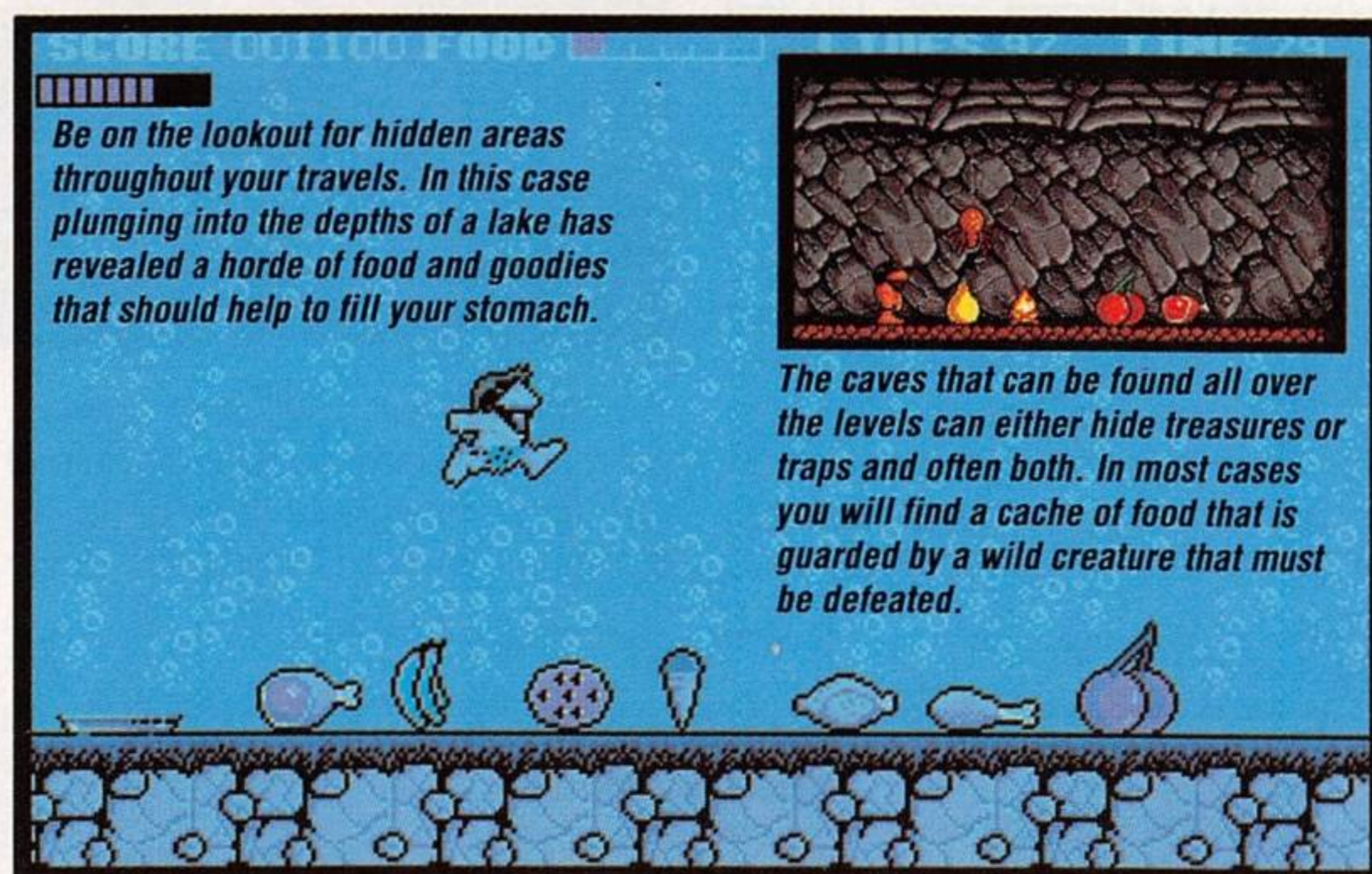




# historik



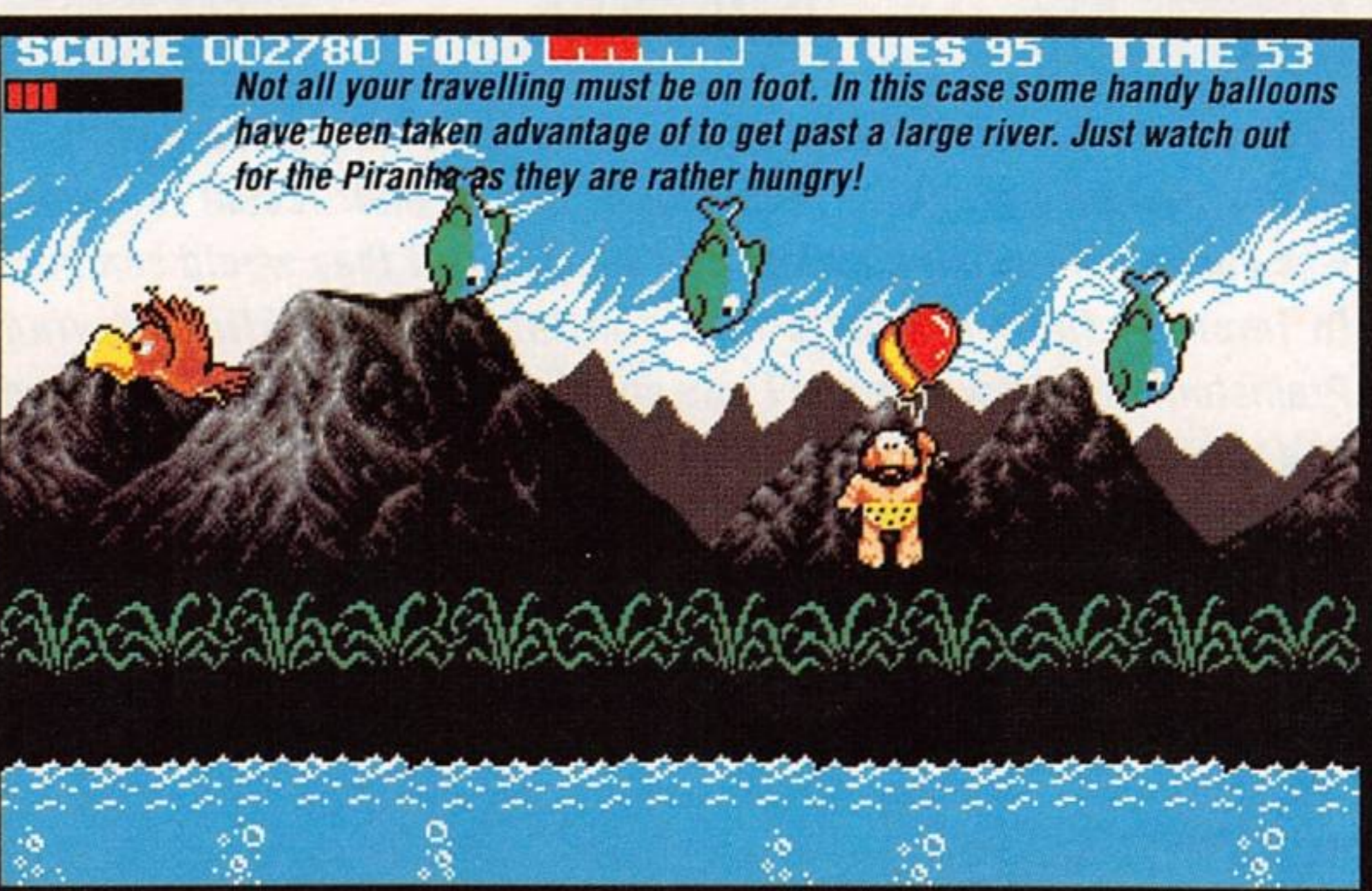
Your reason for this adventure is to gather food for your family. Using a large club you should whack any creature you come across until it falls to the ground in a daze then shove it into your sack for later consumption.



Be on the lookout for hidden areas throughout your travels. In this case plunging into the depths of a lake has revealed a horde of food and goodies that should help to fill your stomach.



The caves that can be found all over the levels can either hide treasures or traps and often both. In most cases you will find a cache of food that is guarded by a wild creature that must be defeated.



Not all your travelling must be on foot. In this case some handy balloons have been taken advantage of to get past a large river. Just watch out for the Piranha as they are rather hungry!



The forests of Klatchican offer a different problem to the cliffs you previously encounter. Rather than jumping from ledge to ledge you will have to swing through the branches. Vines often allow you to climb higher in the trees.

"Ecshcushe me," the Head of Age Concern spoke, "You shaid that half of the tribesh will be deadsh?"

"Yes, that is quite correct."

"Well, whatsh about the other half?"

"Er, how can I put this? They will become members of the Diners' Club and will enjoy, erm, spe-

cial eating privileges. It is all part of my plan to reduce the impact of this catastrophe."

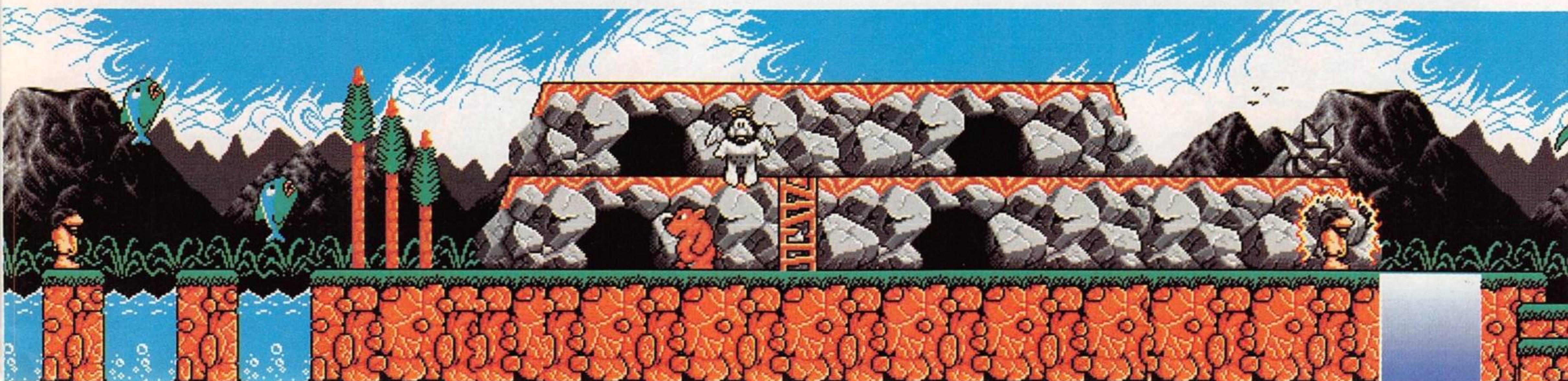
"Sho how doesh one become a member of thish Dinersh Club then?"

"Well, we need the more youthfull members of the tribe to continue its great tradition so they will be considered and the less spritely of

you will, of course, be the main meal!"

The cave suddenly became full of rather decrepit people all trying their best to look as if they have trouble buying rude magazines. (Actually, most of them do but only because their lumbago gives them gyp when they reach up to the top shelf of the newsagent.)

"Yaarg!!" Just as the words left the old man's mouth (along with his false teeth) he toppled over backwards into a pile of walking sticks. Suddenly a roar of disapproval erupted from the crowd, especially from those who considered themselves among the more mature portion of the congregation.

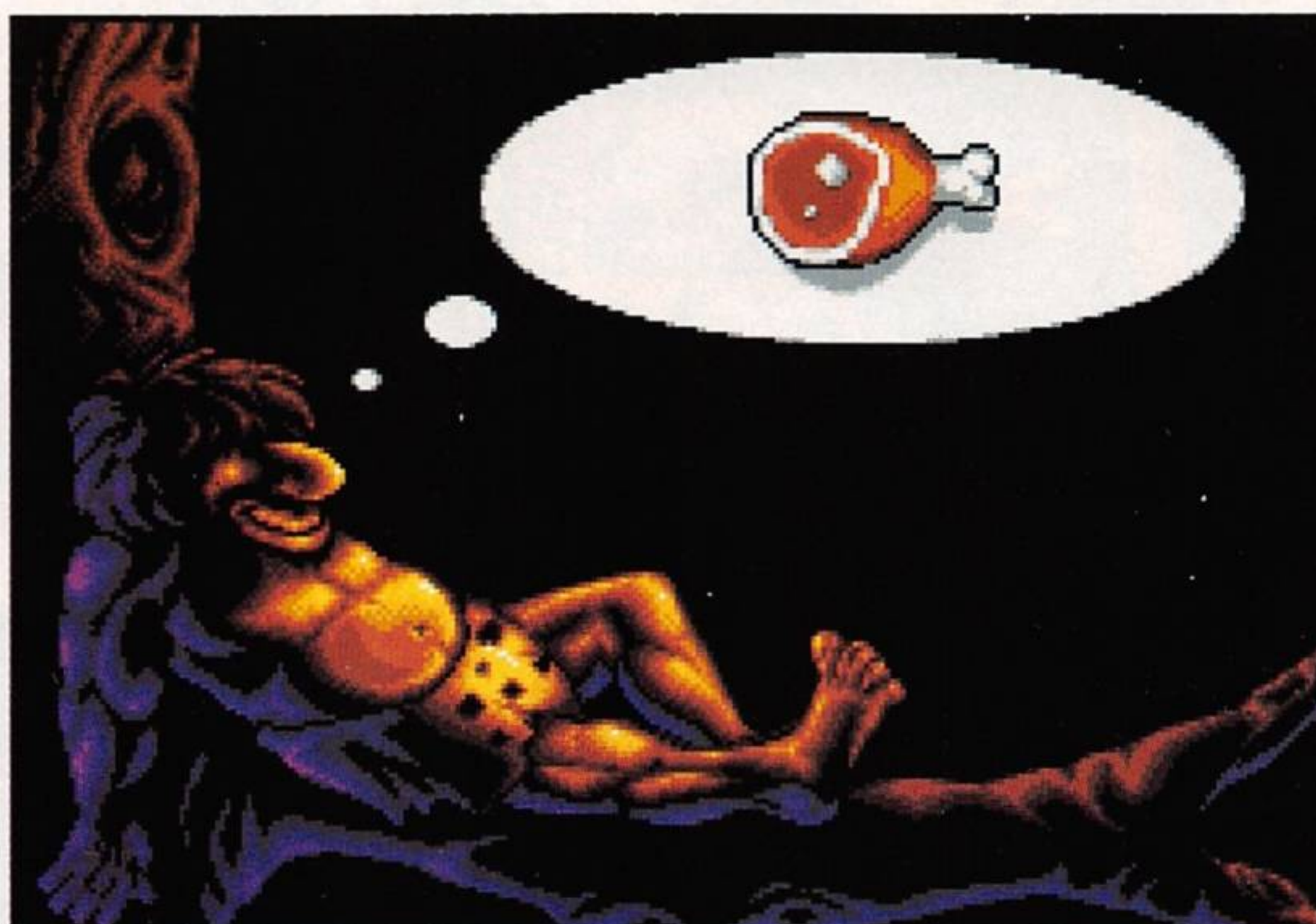




The leader had to shout to make himself heard above the din: "I see no other alternative. Unless another source of nourishment is discovered the ent..." He stopped in mid-sentence and fell face

down on his desk, scattering paper clips and felt-tipped pens. The last thing he remembered was the sight of a walking frame gracefully arcing across the sky and striking him squarely on the forehead.

So here you are. You have left the tribe to explore far away lands in an attempt to gather as much food as possible. You couldn't bear to take a bite out of your grandparents. Besides, they always buy you a big present on your birthday.



Throughout 150 plus screens there are several species of animal that, in some way or another, make a decent meal. Using your trusty



club you must smack the little rascals over the head and stuff them into your bag for consumption at a later date. Sounds simple, eh? Not on your nelly.

For a start not all the creatures that you encounter are stupid and slow. Some spit fireballs, others throw rocks. The more intelligent of them home in on your position while others wait in caves for you to walk by before attacking. On top of this there are puzzles that must be solved before you can proceed.

At the end of each level awaits a large guardian. Each has different strong and weak spots. To progress into the lands you will have to defeat them in mortal combat.

**OVERALL SCORE**  
**85%**

A C T I O N I N F O

**PREHISTORIK**  
**TITUS**  
**TEAM: CYBELE**

Titus do not have a good reputation when it comes to the quality of games that they produce. Battlestorm, one of their recent releases, was above their usual standard and I hoped that they would continue to improve their products in a similar manner. After playing Prehistorik for a few minutes I was not disappointed. Graphics, sound and gameplay are all outstanding. My only complaint is that the puzzle element could have been taken a little further. A must for any platform or arcade fan.



At the end of each level you will have to face a huge monstrosity before you can proceed. To defeat this maternal Dinosaur you will have to repeatedly hit her over the foot while avoiding her brat-like children.

The interiors of some trees hold surprises. Many have multiple levels and mazes of platforms. Explore thoroughly so that you don't miss that odd item of nourishment that can mean the difference between starving and having a full stomach.

**UGHH!**



**GURU MEDITATION:** This harmless bloke carries a bonus that will help you through the game.



**BABY DINO:** He will grow up to be a man-eater but is harmless at the moment. His mother is always nearby though!



**STELLA:** This carnivorous plant much prefers human flesh to swallowing flies.



**BALOR:** These hungry bears take at least three good hits before they fall unconscious.



**PTERIYAKI:** This parrot has an identity problem. He thinks he's a kamikaze pilot!



**BOA-DEE-SAUCE:** You won't know this little rascal's coming until he springs upon you.



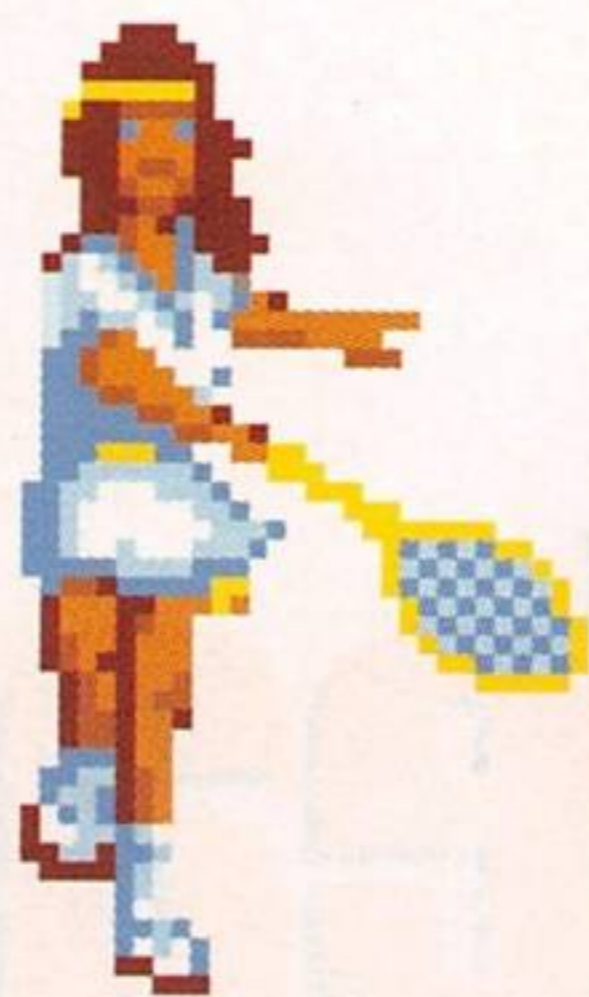
**SKWIREL:** His favourite past-time is to continuously bombard you with his extra large nuts.



**FLAMODACTYL:** This bird towers above you and pecks your bonce with his hard beak.



**PYRO-TAX:** This fat ball of yellow hair spits fire if you wander in front of him.



# Pro Tennis Tour 2

SPORT SIM



Pro Tennis Tour has been around for some time and has a reputation for being a worthy tennis simulator. The sequel, named, erm, Pro Tennis Tour 2, has appeared from UBI Soft and it expands on the original somewhat.

Before you even pick up the racquet and pretend to play your favourite song on an electric guitar you can adjust the settings of your game. Do you want to play on grass, concrete or clay? Male or Female players? Just one set or an entire tournament?

You may either play all on your own (Oooer) or invite your mates around and using a joystick adapter have up to four playing at the same time (Oooer again). If you know someone who is a loud-mouthed yob and claims to be twice as good as everybody else you can make them prove it by arranging a two against one match.

As well as altering the sex of the players you can also adjust the characteristics of each individual. Forehand, backhand, power, services and underwear can all be changed to suit your playing style. Practice will increase your ratings with every shot that you make taken in to consideration. And when you switch off your computer does all your hard work go down the lavy? No, you can save your best players on to a disk allowing

you to return to them the next time you play.

The action starts when you step on to the court; The crowd starts to shout your name before you have even hit the ball (in your dreams!). Serving is achieved by positioning a target where you want the ball to land and then hitting the fire button. If the other player cheats and manages to return one of your shots you must quickly intercept the ball.

By moving the joystick in the appropriate direction you can direct your hits. Success at these fancy shots vary with the skills of each player - an experienced player will be able to influence each shot more than somebody who has never

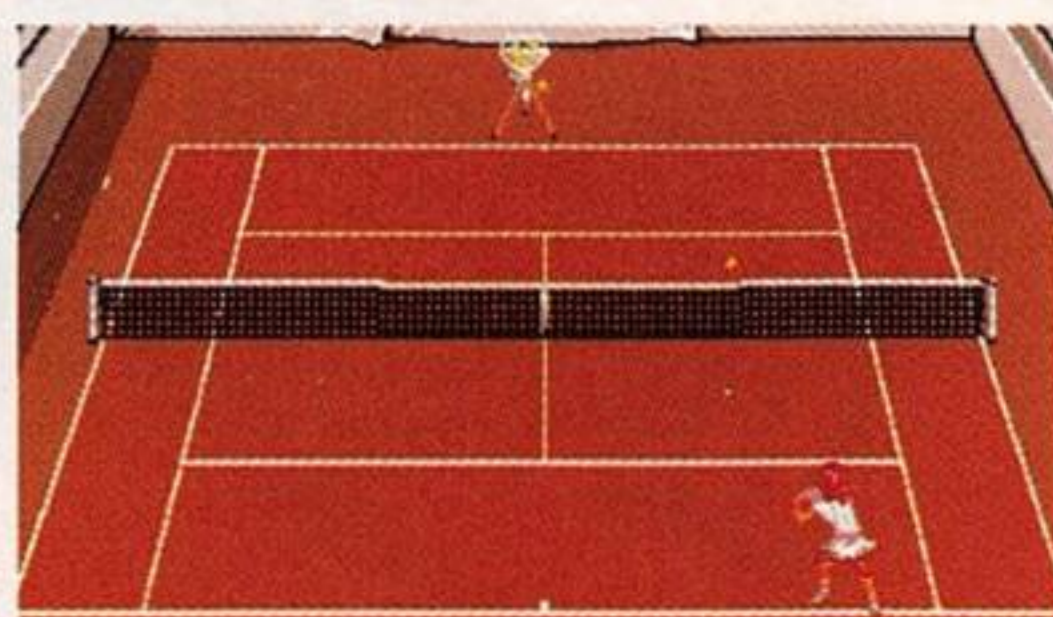


picked up a racquet before.

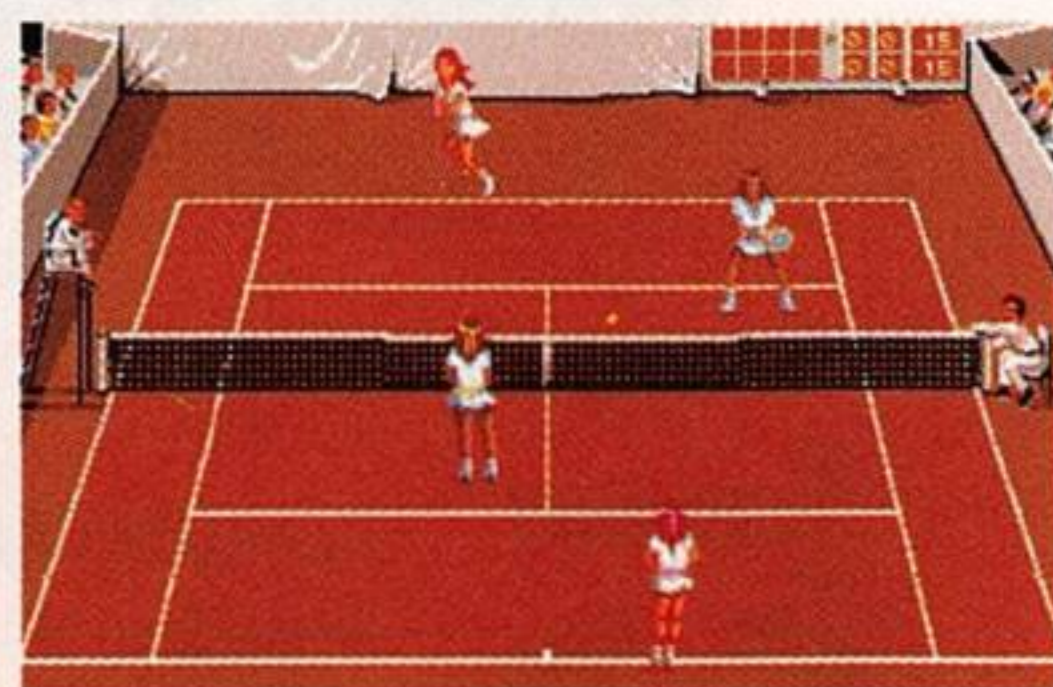
Gaining the privilege to hold the golden cup aloft as the crowd loudly applaude will take split second timing and fast thinking. For the winner there is glory for the loser there is only death! Actually that last bit is a fib but it made the finishing paragraph more exciting!



Just one of the many options screens. You can adjust the skills of each player to suit your individual playing style. If you think you have got a future champion you can save the player to disk for future games.



After selecting a basic character you can build up your skills using the training mode. The machine can be programmed to set up the type of shot that you want to practice or can be set on random.



By using an adapter you can have upto four players on the court. Team work and coordination will increase your chances of victory and the losers can have a good argument over whose fault it was.

A C T I O N I N F O

100  
90  
80  
70  
60  
50  
40  
30  
20  
10

## PRO TENNIS TOUR 2

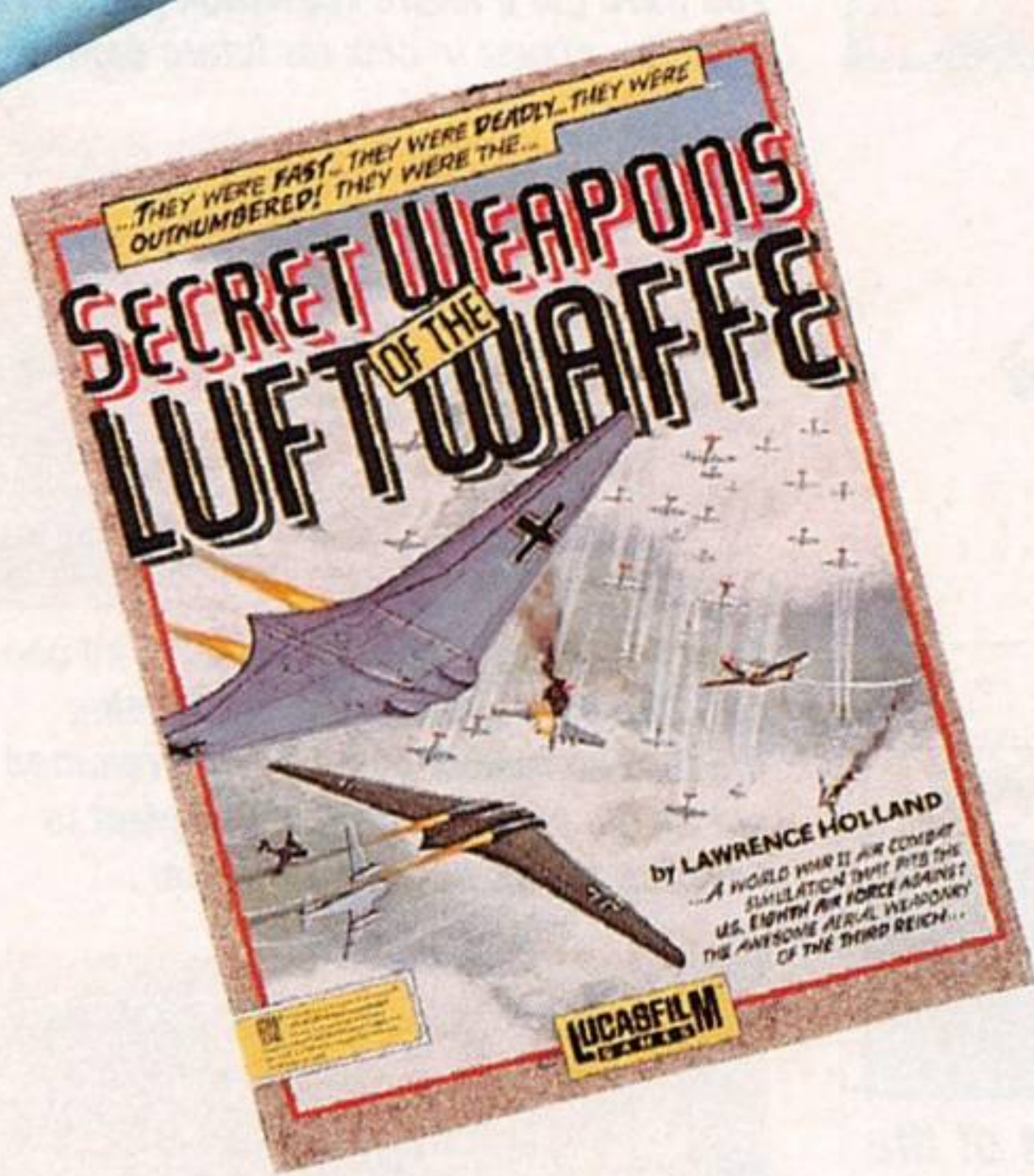
UBI SOFT  
TEAM: BLUE BYTE

100  
90  
80  
70  
60  
50  
40  
30  
20  
10

*Pro Tennis Tour 2 isn't radically different from the other games of the same genre, but it does add more options. The animation on the characters is exemplary and in general all round presentation is good. Sound is the weakest part of the game but is still adequate. The plethora of options is amazing - I can't think of anything that has been missed. Whether you fancy just hitting the ball around for a bit of fun or want to get some practice in for Wimbledon, this is the game for you.*



# Secret Weapons



Lucasfilm's latest air combat offering proves that an excellent product can be improved upon! Secret Weapons is not just a new mission disk for Lucasfilm's previously released Battle of Britain simulation – it is a totally enhanced and revised programme pitting the might of the U.S. 8th Air force against the German Luftwaffe's most advanced fighter aircraft!

Set in the last two years of World War II, with the allies taking the offensive from the Axis forces, the player has the option of fighting for either side.

Any of the nine different aircraft featured in the game can be flown. The U.S. forces have P-47 and P-51 single seat fighters as well as the B-17 "Flying Fortress" bomber at their disposal. German forces are represented by two prop driven fighters, the BF-109 and the FW-190, as well as three of the most sophisticated fighters of the war. These three are the Secret Weapons: the ME 262 jet, the ME 163 rocket powered plane and the GO 229 jet powered flying wing. Historically the development of these aircraft was too late in the war to have a great effect on the Allied offensive. But Secret Weapons gives you the opportunity to change history: with these planes at your disposal anything is possible!

A hefty manual devotes a major section to the historical background of the game. It includes personal anecdotes and many original photographs. The rest of the 225 page manual is devoted to flying and game instructions, combat tactics and descriptions of the aircraft and their weapons. For those who really enjoy getting into a simulation the documentation is faultless. For those who prefer a quick start a separate reference guide is included.

There is a wide range of missions to choose from for each plane. Most are based on historical events of the war, but some are "what if" interpretations of history that avoid the dryness of simply replaying what happened by offering some unique challenges.

Mission objectives are displayed on screen along with a detailed map. As a welcome improvement to Battle of Britain the map can be magnified and scrolled revealing the fighting area in detail. Clicking on a point of interest pops up a window containing a photograph and intelligence information of the area. Enemy and friendly aircraft can be identified, and the map can be called up in flight to check aircraft positions and locate ground targets. All in all a great improvement!

Once thoroughly briefed you're into the cockpit and away. With most missions starting in the thick of the action it is advisable to use the special training missions first (I learnt this the hard way). The view out of the cockpit is beautiful: 256 colour VGA with graduated sky and terrain. Ground detail is well represented with realistic cities, roads, railways and rivers. Ground targets (including bridges, factories and bases) are 3-D filled polygon structures. There are no hills but once the action starts up it doesn't seem to matter!

The interior of the cockpit is represented in great detail. All the gauges, levers and instruments you need are there. Look out the side window and you'll see the wing, there where it should be.

In a departure from the 3-D polygon graphics of most air combat simulators, bitmapped sprites are used for the flying aircraft. Starting off as tiny dots in the distance, approaching planes quickly grow into detailed aircraft complete with camouflage, markings and fiery tracer bullets. When hit the planes smoke and break apart in a most satisfying manner. Bomb hits produce great explosions. These graphics are really superb.

Secret Weapons involves true seat of the pants flying. Remember this is World War II – there is no radar or fire and forget ARRAMS. Machine guns, cannons and simple rockets are the weapons of the day and visual sightings must be made through your radar. Dogfighting requires tactics and skillful flying to line up a good shot.

## THE VERDICT

**Gameplay: 8.5**  
**Graphics: 9**  
**Sound: 8**  
**Lastability: 9**  
**Documentation: 10**  
**OVERALL: 93%**

**Reviewed on:**  
**IBM compatible**  
**Software by: Lucasfilm**  
**RRP: \$79.95**

**Amiga version also available.**

# of the Luftwaffe

An expert mode allows separate control of the rudders for advanced manoeuvres... if you think you're up to it.

Being hit is as much part of the action as bringing down the enemy is. In *Battle of Britain*, hits reduced control and speed and produced a bit of smoke. Now bullets rake across the windscreen and visible damage appears on the wings. Try limping back to base with oil slowly splattering the screen and fuel leaking all over the place... it's a real challenge. You can bail out if the damage is too bad: watch your plane plummet to earth from the safety of your parachute.

*Secret Weapons* involves bombing which is as well simulated as the dogfighting. The B-17 allows you to switch roles, from any of the eight gunning positions to the pilot or bombardier. Single seat fighters are used on divebombing and strafing missions too.

The realistic graphics are sometimes let down by a disappointingly slow frame rate. When using wild manoeuvres it can be downright jerky. But the level of ground detail can be suppressed to speed things up slightly. The EGA graphics mode is good enough not to interfere with the gameplay but simply cannot be compared to the crispness of the VGA screens.

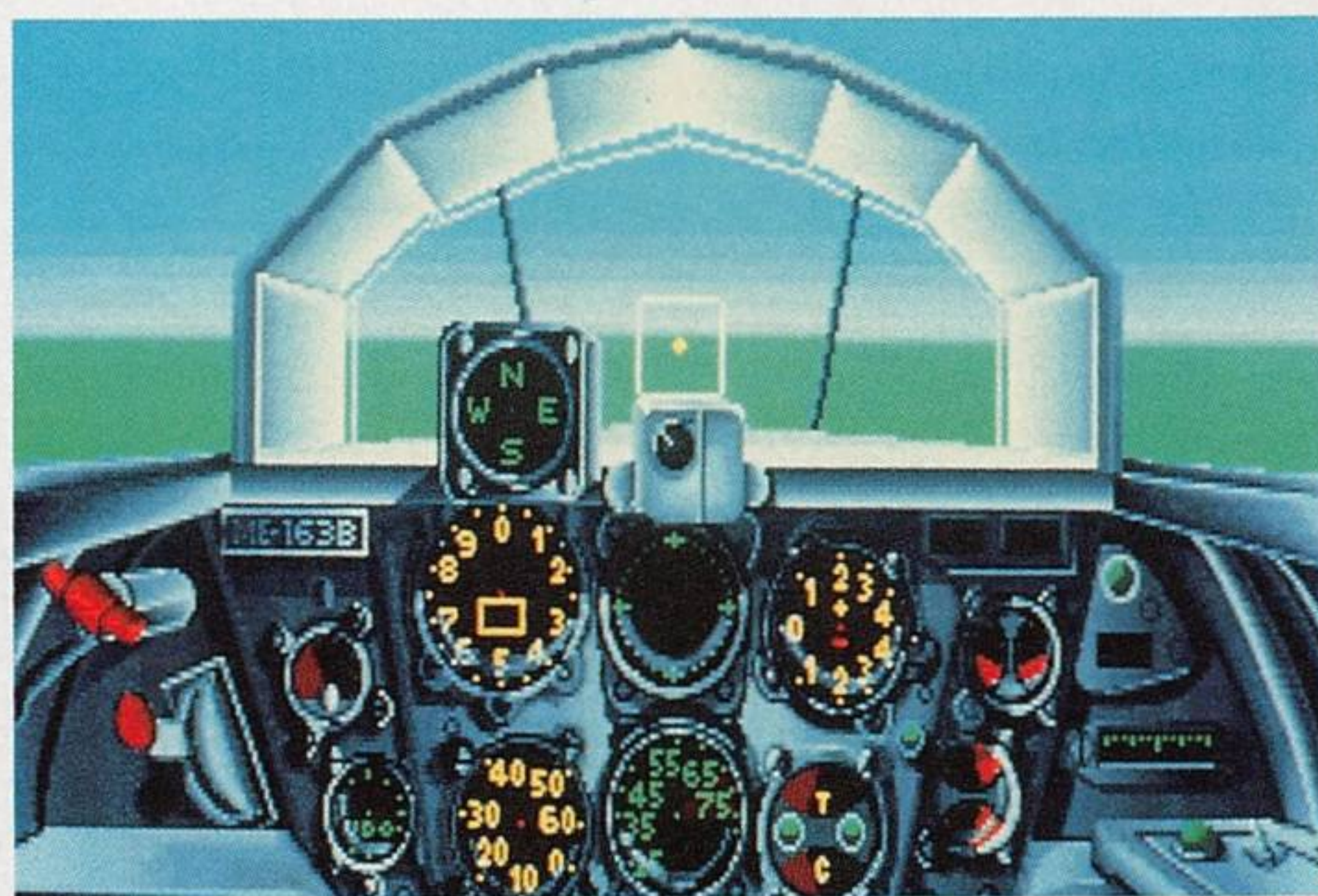
To hone your skills or to just sit back and watch the action, Lucasfilm have included a gun camera which films your actions and allows you to watch them back to improve your strategy using VCR like controls. Several viewpoints are offered including chase, target, bomb and free. The free mode is useful for exploring ground installations and examining enemy aircraft in detail – look out for the V-1 flying bombs near their launching strips.

*Secret Weapons of the Luftwaffe* combines top graphics with great gameplay... it's a highly recommended game. With its wide range of missions long term playability is ensured. It is one game I know I will still be playing next year.

• Thomas Hastings

## IN THE COCKPIT

**US Air Power takes on the might of the German Superweapons in this latest flight sim from Lucasfilm games, creators of *Battle of Britain*.**



**You can control the Me 163 Komet, the secret weapon developed by Nazi scientists in a last ditch attempt to swing the war in their favour. The Komet climbed at 16,000 feet per minute.**



**You can also choose from Messerschmitts, Gothas, Focke-Wulfs, or the P-51 Mustang, P-47 Thunderbolt or B-17 Flying Fortress bomber.**



# HINTS

## Atomic Robo Kid

Amiga

For all weapons and infinite lives type TUESDAY 14TH on the title screen to access the menu. On the enrolment screen, type CIARAN for infinite weapons or, type THE DIDY MEN for automatic landing and press return.

## Batman

Amiga

For infinite lives just type in JAMM - and you're set for lives! Easy!

## Budokan

Mega Drive

To defeat Tetsuo Okabe in Match 5 and Miyuki Ikeda in Match 8, choose the Bo before the match. When the match begins, press and hold down any button while holding down left. You can then block all attacks from your opponents while standing there. As you block attacks, your Ki will grow. Wait until your Ki has reached its limit, then strike a blow to your enemy. They'll won't last!

## Double Dragon II

Nintendo

During mission 3 when the door of the chopper opens, press START, wait three seconds, then START again and you will be able to continue!

## Enduro Racer

Master System

To select rounds follow these steps - During the title screen, move the direction pad UP, DOWN, LEFT and RIGHT. After doing this, a small number will appear on the top-right portion of the screen. The numbers range from 1-10, these are the game rounds. Select the one you want by moving the Directional Pad up or down - you know the drill!

## Escape from the Planet of the Robot Monsters

Amiga

When you come to an end of level monster, stand at the top (beside the door) and waggle your joystick. Use all of your bombs and squeeze through.

## Fighter Bomber

Amiga

To select any mission type BUCKAROO as your pilot name.

Go for it, buckaroo!

## Forgotten Worlds

Amiga

When the title screen appears, type in ARC and press return. Pressing 'S' will now take you straight to the shop and 'N' to the next stage.

## Ghostbusters

Amiga

Take a look at the later stages of the game by following these steps ... turn on the machine, and when the workbench hand appears put the game disk 2 in the drive. This will cause the hand to disappear for a little while, when it reappears, take out the disk and replace it with disk 1. Now after all that load the game as per normal, but when you are playing the game press ENTER on the numeric keypad and you will be able to skip to the next stage.

## Gunsmoke

Nintendo

On the title screen, press button A four times, SELECT four times, RIGHT twice and then START. There you'll have it - a machine gun with 300 bullets!!!

## Phantasy Star

Master System

Follow these directions to get to the top of the Baya Malay Tower and you can't go wrong!

1. Forward - Open door - Noah - Open - Forward - Forward - Right - Left - Right - Stairs
2. Forward - Forward - Stairs - Down
3. Right - Right - Right - Right - Right - Right - Right - Stairs - Down.
4. Forward - Forward - Stairs (Miracle key) - Left - Forward  
Open chest turn around - Left - Left - Stairs
5. Left - Right - Stairs - Down
6. Forward - Left - Stairs - Down
7. Forward - Stairs - Down
8. Left - Left - Open door - Right - Stairs

- Up

9. Right - Right - Stairs

10. Left - Forward - Stairs

11. Left - Stairs

12. Left - Stairs

13. Right (Do not run from attacker)

Right - Right - Stairs

14. Forward - Forward - Left - Stairs

15. Turn first corner - Second corner

turn Left Disarm trap - open six doors you will be on top of Baya Malay - we hope!

## The Killing Cloud

Amiga

Try these codes for size:

Mission 2 - A66TRDEX

Mission 3 - 2WWTR7EX

Mission 4 - Q44FRCE2

Mission 5 - 3XX8RCCM

Mission 6 - XXX8VCCN

Mission 8 - W38VCAM

Mission 9 - 63QTGDEX

## Nitro

Amiga

Before starting type your name in as MAJ to fill up fuel and cash. Type GAS at any time during play and you will be taken to the next gas station. Fill 'er up.

## Narc

Amiga

When the game begins, walk right until the first dustbin appears. Kneel down in front of it and shoot it until it goes blue to get infinite lives.

## Night shift

Amiga

Check out these level codes -

2. cherry/banana/banana/lemon

3. banana/cherry/pineapple/plum

4. pineapple/lemon/pineapple/pineapple

5. pineapple/pineapple/lemon/cherry

6. cherry/plum/plum/pineapple

7. cherry/pineapple/lemon/banana

## Outrun

Master System

For a sound effects test, at the BGM

# & TIPS

HINTS & TIPS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS > HINTS & TIPS >

selection screen, push the directional button "RIGHT" "LEFT" "DOWN" and "UP", then select the BGM with button pushing the directional button in the direction that you want. If you want to increase the Time Meter, when you're listening to the BGM, after the sound effects test, push the directional button "UP" "DOWN" "LEFT" "RIGHT" "RIGHT" "LEFT" "DOWN" and "UP". Then push either button while pushing the directional button "UP" or "DOWN", and you will increase your time 80 or 70 seconds.

## Rainbow Island

Amiga

Hammer in these codes for special effects:

BLRBJSBJ - gives you fast feet  
RJSBJSBR - for double rainbows  
SSLLRRS - for fast rainbows  
BJBJJRS - for hint A  
LJLSLBS - for hint B

## Robocop

Amiga

Power up by holding down SHIFT and typing ALEX MURPHY. Press fire on the joystick and every time you press the left mouse button your power will be restored!

## Robocop 2

Amiga

On the title screen type in SERIAL INTERFACE then during the game press 'F9' to restore energy or 'F10' to skip levels.

## Revenge of Shinobi

Mega Drive

Level 8-2 - Getting out of the Labyrinth alive! Here's how....

When you first enter the maze, move to your right. Jump over the first circle door. Go down to the right to the little lower room and enter the next circle door you come to. Next, you must enter the circle door immediately to your right. While you are doing this, hold the directional pad right, so that you land on

the ledge on the other side of the door without falling down into the pit. Now, move to your right. Jump over the first circle door. When you come to a dead end move left, crouch, and jump down through the small opening. Grab all the special power-ups in the area, and you'll be able to beat Neo Zeed at the end of the game. Go back up through the small opening. Head straight up, jumping from each wooden platform. When you reach the top, go to the left. Keep on going left until you cannot go any further, then turn right. Hidden high above this room is a power-up. Go right and take the far right circle door. Now, move to the right until you come to a wall. Jump up and over the wall through the opening. As you go down the other side drop straight along the edge of the wall, so you don't land in the door at the bottom. Jump over the door and move to the right. Enter the door to the far right. Now you're between two crates! Move to the left, crouching underneath all of the walls. Go into the first circle door you come to past the rifle sniper's. Finally, go left and battle the flying Ninjas. Take the far left bottom door and you're out of the maze - finally! Phew - got that?

## Sonic The Hedgehog

Mega Drive

During Act 2 of the Marble Zone, stay on the block when you reach the lava spurts. After the third spurt, you can jump through the wall on the left & there you'll find 20 rings and an extra Sonic! Thanks to Aaron Scott (and his Dad) from Valentine NSW for that one.

## Supercars 2

Amiga

When in the game options screen, delete PLAYER 1 name with the backspace, then do the same for PLAYER 2. Now enter PLAYER 1 name as "Wonderland" this will give your automatic qualification on any track. Now enter PLAYER 2 name as "The Seer" this gives you a full complement of arsenal throughout the game.

## Super Monaco GP

Mega Drive

Try this Super code:

0156 5402 1000 9000 0008 R113 4567  
89AB 0CDE F000 0000 0080 0000 0000  
2100 E3CC

Thanks to Joe Feldman for that one.

## Super Hang-On

Amiga

To make your bike faster following these steps... When you get to the novice leaderboard type YH50 as your name. Not only will your bike go faster but you'll have a machine gun and better road holding!

## Total Recall

ST

When Arnie's face appears at the start, type: 'LISTEN TO THE WHALES SING'. The screen will flip and you'll have infinite energy.

## The Spy who Loved Me

Amiga

Type MISS MONEYPENNY during play then press 'F10' and you'll be able to skip levels.

## Wizball

Amiga

Pause game and type RAINBOW. when you restart, press 'C' to fill cauldron, 'S' to skip level and 'T' to complete the game.

We love Hints & Tips here at Megazone - If you would like to share your discoveries with other gamers - Drop us a line!

Send your deepest & darkest secrets (Game wise that is ) to:

Megazone Hints & Tips  
Locked Bag 7  
Rosebery NSW 2018

# ADVENTURE ZONE

## G'day...

and welcome to the second installment of Adventure Zone, the section catering for all you guys interested in adventure games, role playing and strategy games.

This month Conrad Yiasoumi joins me by reviewing Nobunaga's Ambition, a tasty wargame, and Sean Cooney looks at the second part of the computerised version of that old RPG game Traveller... MegaTraveller II.

I'll still be around for some hardcore adventure stuff next issue... so hang on in there!

Anyway, on with adventure! If you've got anything interesting to say, any adventure game tips to send in, any problems to ask; whatever... the address for correspondence is

**Adventure Zone**  
**38 Greenvale Drive**  
**GREENVALE VIC 3059**

Please remember to tell me what computer you own, and if you want a personal reply you must enclose a stamped self address envelope. Oh, and as they say in the United States... have a nice day.

### Free Software!

Every issue I'll be giving away a free game to one deserving Amiga or C64 owner for the best letter, so get writing!

### More mail!

Not exactly tons of letters received from last issue, therefore, I expect double the amount this time round.

About the only person I couldn't help out was nine year old Matthew Cullin who's stuck in Hero's Quest II: Quest for Glory. If somebody could send me a few hints or a solution for Matthew it would be appreciated.

## NEWS

Monkey Island II and Indiana Jones II (both sequels) should be with us any day now, IBM versions first though.

IBM owners shouldn't be waiting too long either for Ultima VII, which should be ready soon.

Police Quest III has been through testing and is almost ready... its looking good for IBM and Amiga owners.

This month must be Sierra month because they've also got The Adventures of Willy Beamish, which looks like it will set new standards, and Conquests of the Longbow (The Adventures of Robin Hood), which looks like it will cash in quite nicely on Kevin Costner mania.

## MARIO'S TOP 5

5 current Adventure games that I wholeheartedly recommend:

### 1. The Secret of Monkey Island

Probably the best adventure game ever. You haven't lived until you've played it.

### 2. Eye of the Beholder

And you thought Dungeon Master was good!

### 3. Eye of the Beholder

Still the best D&D-type game available for the Amiga.

### 4. Search for the King

Brilliant 3D adventure. Highly recommended.

### 5. Ultima IV

One of my favourites. Get it, so you know what Part V is about (see next issue).

## SOLUTION TIME!

Each issue I'll publish a solution to an adventure or RPG. If there's a particular solution you want, please write to me and ask for it! I will also publish your solutions if you send them in. This month's game is part of what you'll need to do to succeed in the hugely popular Secret of Monkey Island.

### THE SECRET OF MONKEY ISLAND SOLUTION – SOME HINTS

Follow the shopkeeper after you've asked him about the swordmaster. Switch mugs when trying to transport the grog. Simply pick up the idol when underwater. On the island, rotate the prehistoric art so that when you push the rock off the cliff it hits the banana tree. You'll need to blow up the dam using the gunpowder and the flint. To escape from the native's hut, closely look at the floorboards. Use the leaflet on navigation to get the head from the natives. On the ghost ship, use the compass to get the key.

But what is the rubber chicken with the pulley in the middle for???

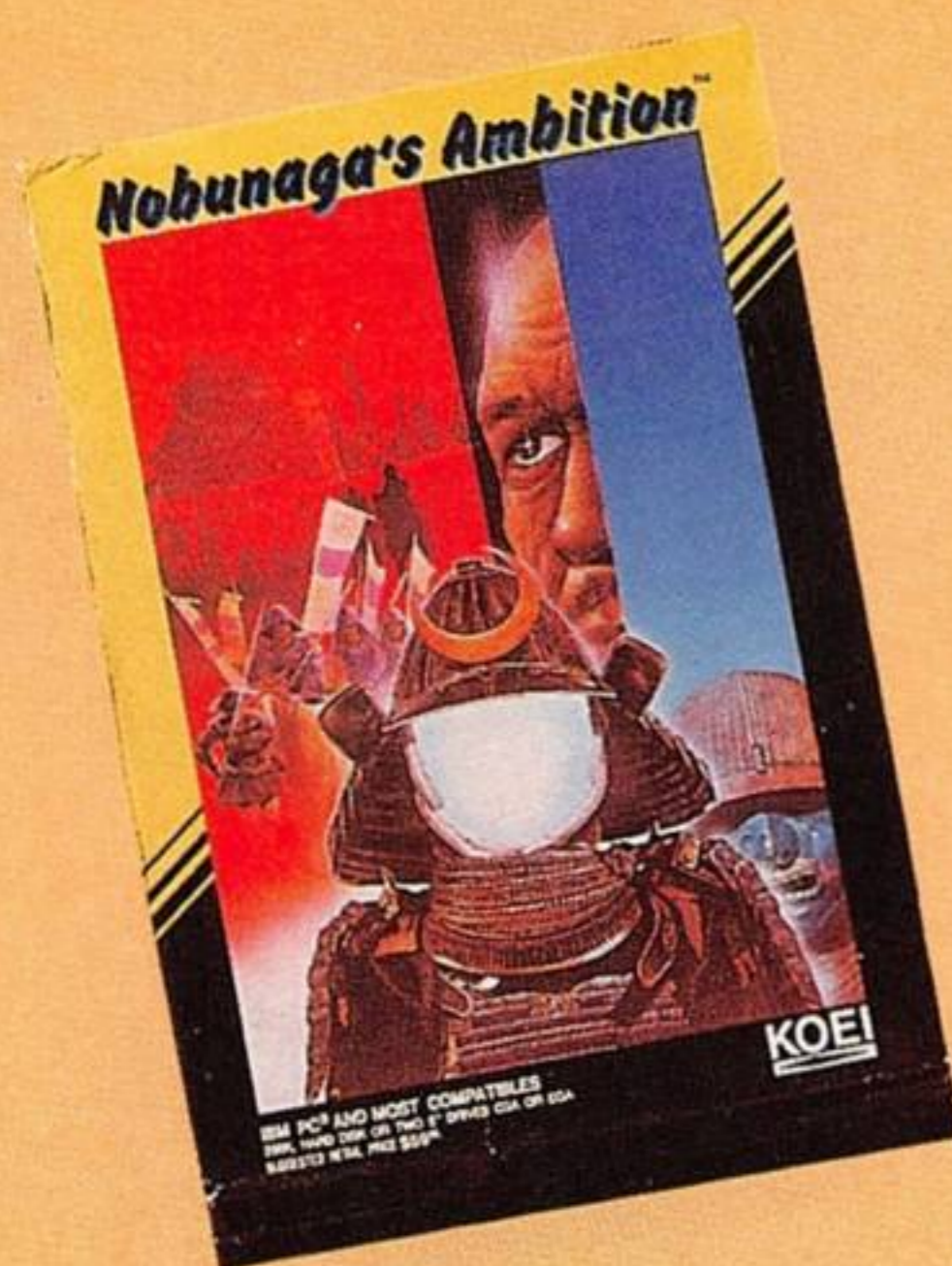
## DESIGN WORKS COMPUTERS

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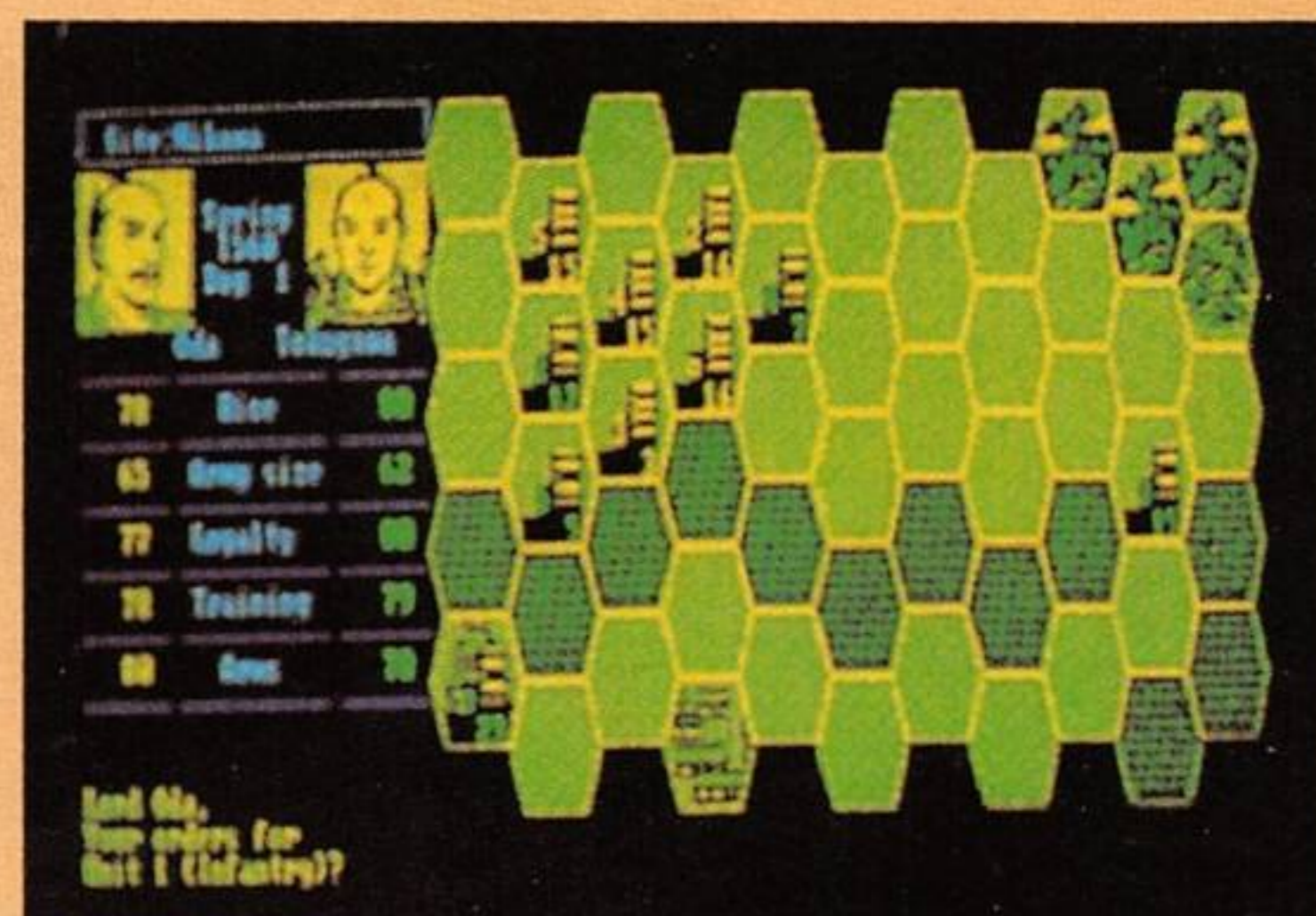
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**Greenvale Victoria 3059**





So what is Nobunaga's ambition? Simply, to rule all of Japan. You control one of 50 fiefdoms and must manipulate its peasants and armies to win further territory. An icon-driven system gives you control over most aspects of this fascinating strategy game.



# Nobunaga's Ambition

**N**obunaga's Ambition is a complex strategy simulation of military conquest. Oda Nobunaga is credited to have been the man responsible for starting the process of unification in Japan in the 16th Century. Had he not been cut down by an assassin at the age of 43, he would have almost certainly fulfilled his ambition of creating a central Japanese empire.

Taking the role of Oda Nobunaga or one of fifty other warlords, the objective of this game is to unite all of Japan under your control. You can play in one of two scenarios. The first involves conquering 17 fiefs of central Japan, while the second scenario provides the massive task of uniting all fifty fiefs of Japan. (Good luck to you if you attempt this one!).

Start up involves choosing the number of players, (up to 8 friends can join in), the difficulty level and the name of each warlord. Each player must roll dice for his warlord's personal parameters. These values can all be increased (or decreased) during the game.

Taking control of your fief, your initial aim is to create a steady economy for your fief to fund the expansion of the warlord's armies. This is done by using the commands under the economic menu. Your orders can include commands to change taxes, increase the value of the town, cultivate the land, and give rice or gold to your loyal subjects. These orders all have varying positive and adverse effects. For example, increasing the town value to gain more produce from the peasants decreases peasant wealth and therefore peasant loyalty.

Once the economy is up and running the warlord can expand his army by recruiting men. The army can be trained, fed, bought firearms and given extra rice or gold so they can become a powerful force. Once more men are recruited, loyalty and training values decrease dramatically, thus more time and gold must be spent training and increasing loyalty again. Once you have a good sized army, however, you're ready to go to war!

Warfare involves a hexagonal map showing landforms including mountains, hills and the castle and town of the fief. Actual combat is a simple affair of clicking on the enemy unit with an adjacent unit of yours.

Superiority of numbers isn't the only factor in deciding the victor. Loyalty, the amount of training and the amount of firearms each side has are all factors. Also, strategic thinking can win a battle against opponents of greater numbers. Successfully attacking a neighboring fief places it under your control. Conquer all the fiefs in Japan and you win the game. Simple!

Actually Nobunaga's Ambition is anything but simple. I spent many games contemplating hari kiri after attacking a fief, and losing it the next turn by the relentless attacks aimed at me from the computer controlled warlords. This becomes tedious when you must make the tiresome task of rebuilding your army again. This game isn't for the faint hearted. In one of my games I had acquired quite a few fiefs and was ready to take on the the rest of Japan, when suddenly my warlord died of old age!

The graphics and sound are nothing to write home about, but anyone buying this game won't be expecting to be blown away by the graphics and sound: they will be looking for a good storyline and interesting strategy.

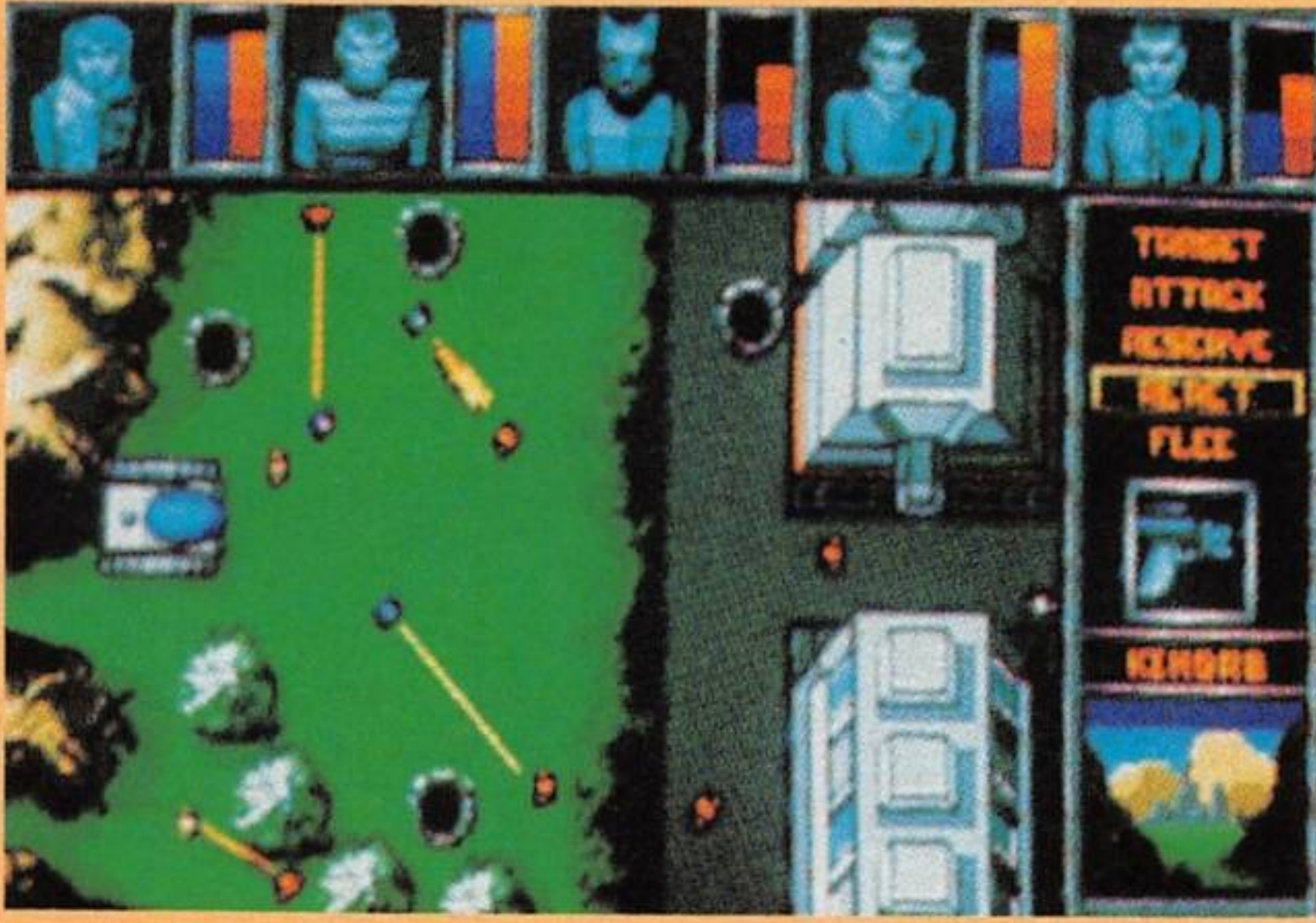
I wholeheartedly recommend this game to any die hard strategist looking for a tough, complex, but simple to play wargame. If you're into Ancient Japan you will get hours of enjoyment, and if you're not, you will be by the time you finish! Nobunaga's Ambition will keep you entertained for quite a while. The main problem is the price - at just under \$100 I doubt whether the average computer users could afford such an expensive piece of software. I guess all you have to do is find a couple of friends who want to play it with you...

• Conrad Yiasoumi

## THE VERDICT

**Gameplay: 8.5**  
**Graphics: 7.5**  
**Sound: 7**  
**Lastability: 8.5**  
**Documentation: 9**  
**Overall: 82%**

**Reviewed on: Amiga**  
**Software by: Koei**  
**RRP: \$99.95**  
**PC version also available**



**MegaTraveller 2 continues the successful MegaTraveller series, based on Traveller, the Science Fiction/ RPG world's answer to Dungeons and Dragons.**

**Traveller has a status screen showing all five of the characters under your control, and offering you many options to deal with the situations you encounter on over 100 detailed worlds included with the game.**



# MegaTraveller 2

**M**egatraveller 2 is one of the best adventure games to come to your computer screen this year. If you like excitement, strategy, challenge, death and destruction, sleepless nights, and most of all heaps and heaps of fun, then this is the game for you.

So get ready to hit jump speed as we set off in Quest of The Ancients.

Approximately 500,000 years ago, there lived a peaceful, gentle, and intelligent alien race known as the Droyne. This particular species became one of the most powerful in the history of the universe, but passed away leaving only legends and stories behind them.

One particular legend was passed down from story-teller to story-teller. It was the tale of a Droyne born as a mutant who had an incredible level of intelligence.

This Droyne discovered the secret to eternal life and decided to build a large starship to set out, discover and explore the mysteries of the universe.

However, in order to succeed in this endeavour, he needed to create a superior race like himself. He therefore fathered 20 children, and each of these fathered 20 children. He became known as the Grandfather; and his family we now call the Ancients.

The ancients prospered, and using their superior intelligence, they created astonishing new technology, located and explored new worlds, created new species... and discovered the planet Earth.

After 400 years the Grandfather grew tired and granted himself a long and well deserved rest. However, upon his return

some time later he discovered that many of his offspring had grown independent, willful, even dangerous. He therefore had little choice but to devise a complex plan to eliminate his descendants.

After a bloody and vicious war lasting two thousand years (so the legend says) the Grandfather destroyed each member of his clan. He then disappeared. Was he killed by a secret survivor? Did he commit suicide? Did he even exist? Will anyone ever know?...

While on holiday in Rhylanor, you visit the ruins of the ancients. All of a sudden all hell breaks loose. The ruins spring to life, machines begin to activate, and a filthy disgusting slime begins to pour from a series of pipes around the structure.

You capture all this activity on film, including two shadowy figures leaving the ruins in a hurry.

Back at your hotel, you show the film to a group of friends. The slime is highly toxic and is killing everything in its path. You were lucky to get out alive!

The imperial Government is offering a half a billion credit reward to anyone who can stop the flow of the deadly slime. It is up to you and your friends to stop the Ancient site and save Rhylanor before it is destroyed.

The Ancients have been silent for 300,00 years ... until now. Now it's up to you to discover their secrets.

When playing MegaTraveller II, you control five characters through on-screen pictures. You create and role play the central character, and each of the other characters has their own responses under your overall control.

You can also equip and maintain your spaceship. Its type and status can help you earn money and valuable time in your quest.

The graphics are fair to good, but it's the interface and gameplay that will really hook you. The world of MegaTraveller 2 is immense and well-populated... a heck of a lot of thought and effort has gone into this game.

Animation sequences that help to tell the story are sprinkled throughout, and fight and spaceflight sequences are nicely handled through their own controls and variables.

A great package for fans of the original and other space adventures. And even if you're not, why not give this one a go? You won't be disappointed.

• Sean Cooney

## THE VERDICT

**Gameplay: 9**  
**Graphics: 9**  
**Sound: 8**  
**Lastability: 9**  
**Documentation: 8.5**  
**Overall: 88%**

**Reviewed on: IBM**  
**Software by: Paragon**  
**RRP: \$89.95**



### Boyz II Men Cooleyhighharmony

The American rap music scene has two main divisions, incorporating distinctions in style based upon the geographical differences between East and West. On the West Coast, rappers such as Ice-T, NWA and Young MC lead the charge. But on the East Coast, the spotlight is on Bell Biv Devoe, Sudden Impact and these guys - Boyz II Men.

West Coast rappers are more hardcore: but East Coast style is to play with vocal harmonies and raw, colourful musical arrangements. The latter is what Boyz II Men are all about. Side one bears stylish vocal presentation, a harmonious vocal triumph. Side two offers a fruitful display of hip hop rhythms and vibrant samples from Public Enemy and James Bond. Check these guys out.



### Martika - Martika's Kitchen

Martika emerged onto the music scene in 1989 with the huge ballad "Toy Soldiers" which was followed by the hit singles "I feel the Earth Move" and "More Than You Know". Now a few years on, Martika has focused herself to build on the initial strength gained from her first album. She's moving in the right direction with the single "Love...Thy Will Be Done", a track co-written and produced by Prince, one of four tunes he laid his royal hands upon.

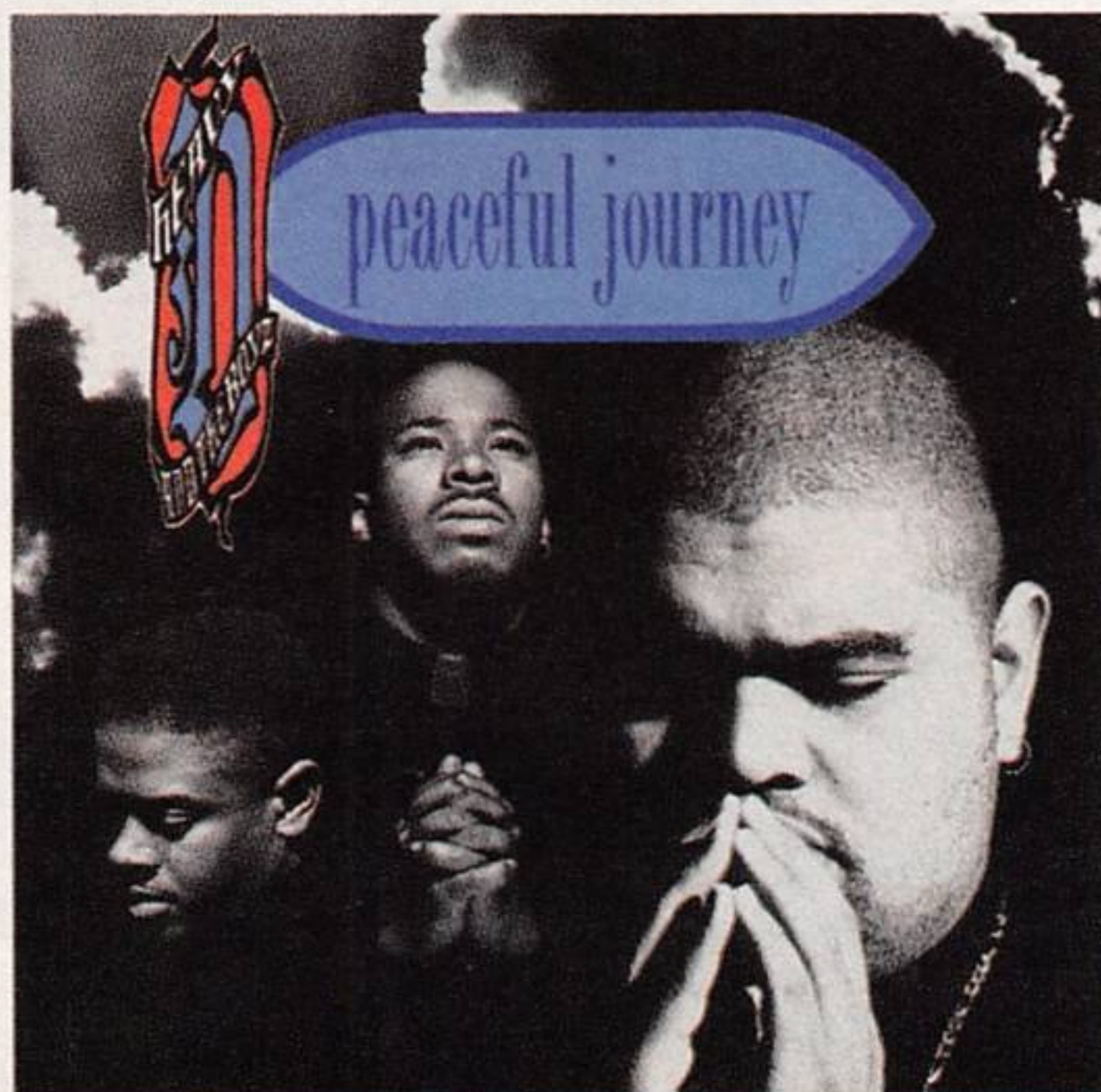
With Prince hanging around, the album has a high funk element. Combine this with the popular style featured on her self titled debut LP, energetic tunes and hearty ballads, and don't be surprised if Martika's aim to achieve the same levels of success as Madonna becomes a reality.

### BANANARAMA POP LIFE



### Bananarama - Pop Life

The well known UK female pop trio Bananarama resurface with a new album titled "Pop Life" - something the trio have been living since the early 80's. Four albums and one greatest hits compilation down the track, Bananarama here change in both image and sound. The first three singles from the album have had major chart success: "Preacher Man", "Long Train Journey" (a cover of the Doobie Brothers Classic) and "Only Your Love" are followed by the new single "Tripping On Your Love". Another brilliant Bananarama album - contemporary and, dare we say it, mainstream if you like that sort of thing.



### Heavy D & The Boyz - Peaceful Journey

The hevster's back in '91 with an album that's looking like his major success in the mainstream market. Covering "Gamble and Huff" and his own written and produced track "Now That We Found Love," Heavy D has seen a Top 10 hit in almost every country. Production on the album is very smooth, almost all tracks are co-produced by Heavy D.

With help from well known producer Teddy Riley who has produced acts such as Guy and Redhead Kingpin, you can tell that the album has a new jack swing flavour. Fourteen tracks in all - a definite must.

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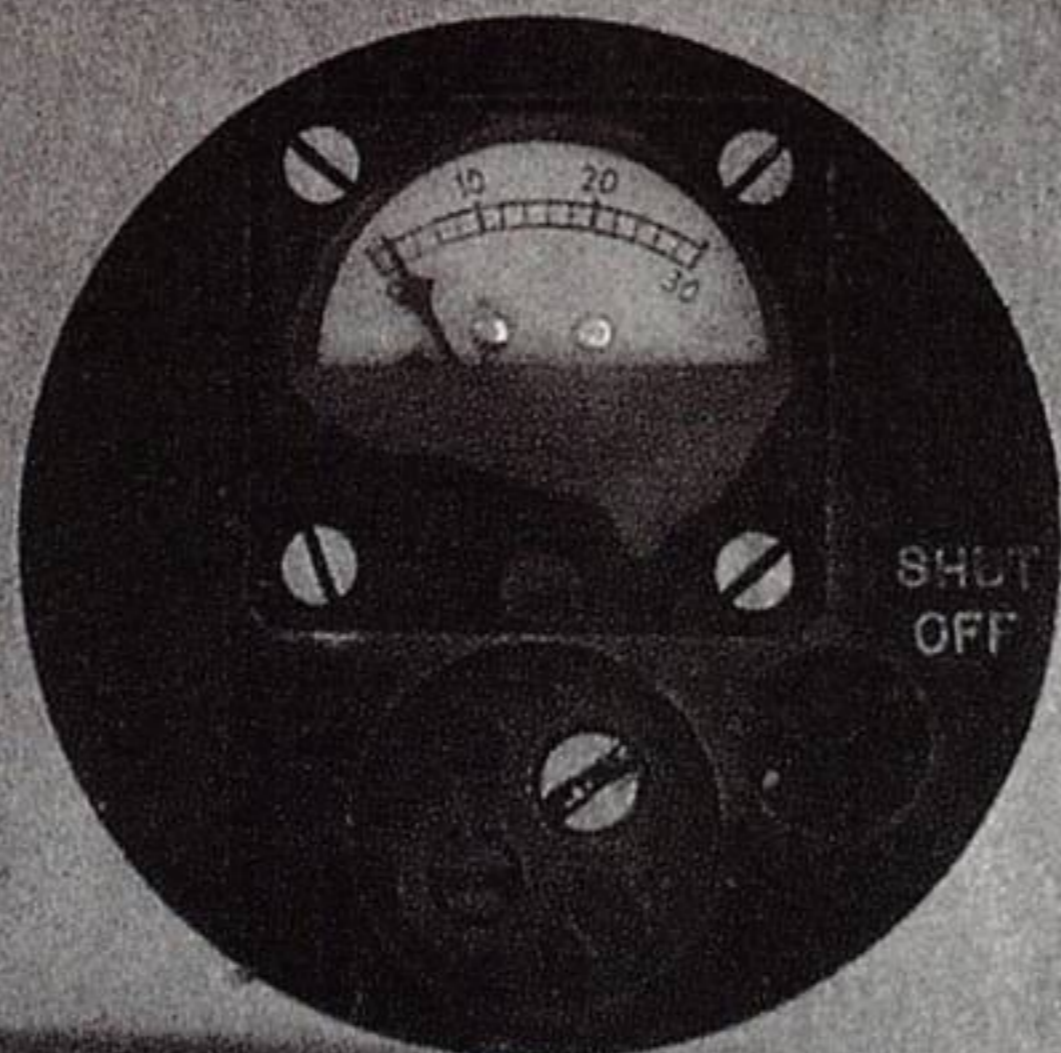
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# VIDEO

## REVIEW

### LA STORY



LA story is both a comedic celebration of life in LA as only star and screenwriter Steve Martin could imagine it and a unique modern love story. Martin reunites with producer Daniel Melnick for the first time since their immensely popular film, Roxanne.

In LA Story, Martin plays Harris K. Telemacher, a television weatherman who is stuck in a relationship with a girlfriend he has little in common with and a job he is embarrassed by. One day Harris receives a message from a mysterious source : a freeway sign with more than traffic reports on its electronic mind. Via digital readout, the sign tells Harris that changes are coming to his life and the weather will be the cause of them.

The forecast proves to be true when Harris tapes his Saturday weather report before the weather report has begun ("This is LA - What's going to change?) and is fired when it turns out to be wildly inaccurate. Coming on top of the news that his girlfriend is having an affair with his longtime agent, he should be devastated.

Harris, though, is delighted. Now he can replace his agent, look for more satisfying work, part with his girlfriend while coming off "like the good guy" and try to attract the attentions of English journalist, Sara McDowell (Victoria Tennant) whom he met over a classic LA brunch.

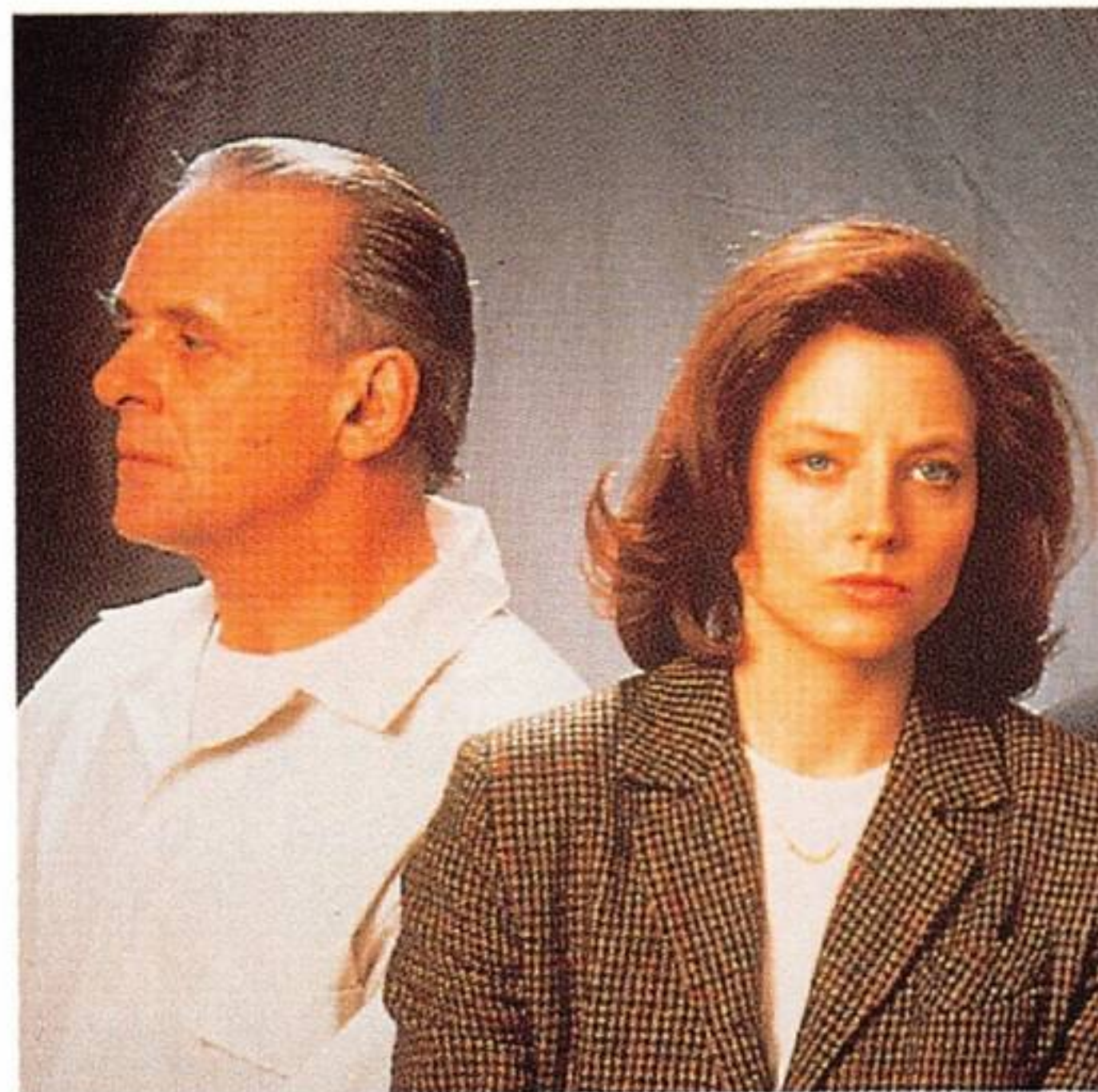
On assignment in LA, the intellectual and slightly eccentric Sara is succumbing to

the offbeat charms of the city and people she's been sent to cover for the London Times. At the same time, she is attracting the romantic interest of Harris K. Telemacher, who soon discovers himself face-to-face with the very real possibility of finding happiness.

Stars: Steve Martin, Victoria Tennant, Richard E. Grant, Marilu Henner, Sarah Jessica Parker.

Rated: M

### SILENCE OF THE LAMBS



Prepare yourself for the most rivetting, mesmerising and terrifying two (2) hours of your life!

Based on the terrifying best seller, everything you've ever heard is true.

The Silence Of The Lambs is an electrifying experience that will stay with you for many a sleepless night to come! Featuring acclaimed performances from Anthony Hopkins & Jodie Foster.

Anthony Hopkins portrays a hypnotic and horrifying psychotic - Dr. Hannibal "The Cannibal" Lecter.

Jodie Foster is tough yet vulnerable as an FBI trainee, Clarice Starling, who is sent to interview Dr. Hannibal in a maximum security institution.

Dr. Hannibal & Clarice form a bizarre relationship & Hannibal holds the answers to capturing a serial killer who is on the loose.

Stars: Jodie Foster, Anthony Hopkins, Scott Glenn

Rated: M

### THE TWO JAKES



Much has changed since we last saw Jake. The war has come and gone, 1948 Los Angeles teems with optimism and fast bucks. But there's one thing Jake knows hasn't changed - "Nine times out of ten, if you follow the money you will get to the truth." And that's the trail he follows when a routine case of martial hanky panky explodes into a murder that's tied to grab for oil - and to Jake's own past.

Stars: Jack Nicholson, Harvey Keitel, Meg Tilly, Madeleine Stowe, Eli Wallach, Ruben Blades, Frederic Forrest, David Keith, Richard Farnsworth.

Rated: M

### GHOST DAD



Bill Cosby stars as a man who is caught between and here and the hereafter in this warm-hearted family comedy directed by Sidney Poitier.

After a fatal accident he returns as a ghost, he must learn how to be seen and heard so he can take care of his family.

Stars: Bill Cosby, Denise Nicholson, Kimberly Russell, Ian Bannen

Rate: PG



Video Reviews compiled  
by Stuart Slater



# ASTROLOGY

Fractured fortunes, with Athena Starwoman's long lost lovechild Crystyl Balls.

## AQUARIUS

January 21 – February 18

You will feel trapped and watched by others...as if something fishy is going on. Oh... hold on, that's AquariuMs.

## LEO

July 23 — August 23

This month, you will find a lover called Amber, move to Nimbin and have two children called Gossamer and Morningstar.

## PISCES

February 19 – March 20

What's that strange, fishy smell? It's you, stinkbreath. Go and wash your mouth out with soap and your underarms out with Lysterene. Phhhew!

## VIRGO

August 24-September 23

Take a good look at yourself in the mirror and ask, "Why, why was I born?" Put a banana in your left ear. Others will then be sure to ask the same question.

## ARIES

March 21-April 23

This month, take some time out to do meditation or yoga. If you are in a relationship, experiment by using the Karma Sutra. Good karma! It suits ya!

## LIBRA

September 24-October 23

October is a good time for you to try to bribe influential people. Send \$10 to Crystal Balls c/o Megazone and I'll say something nice about you next issue.

## TAURUS

April 24- May 21

You are ruled by Venus, the goddess on a mountain top. This month, you will feel as if you are burning like a silver flame.

## SCORPIO

October 24-November 22

Scorpios are spiteful and vicious but often like being tickled on the tummy with long feathers. Or maybe not.

## GEMINI

May 22-June 21

This month sees an unexpected windfall. The wind will blow so hard that you will fall. How unexpected.

## SAGITTARIUS

November 23-December 22

Beware of strangers entering your life, especially if he is a clown eating hamburgers standing under two golden arches.

## CANCER

June 22-July 22

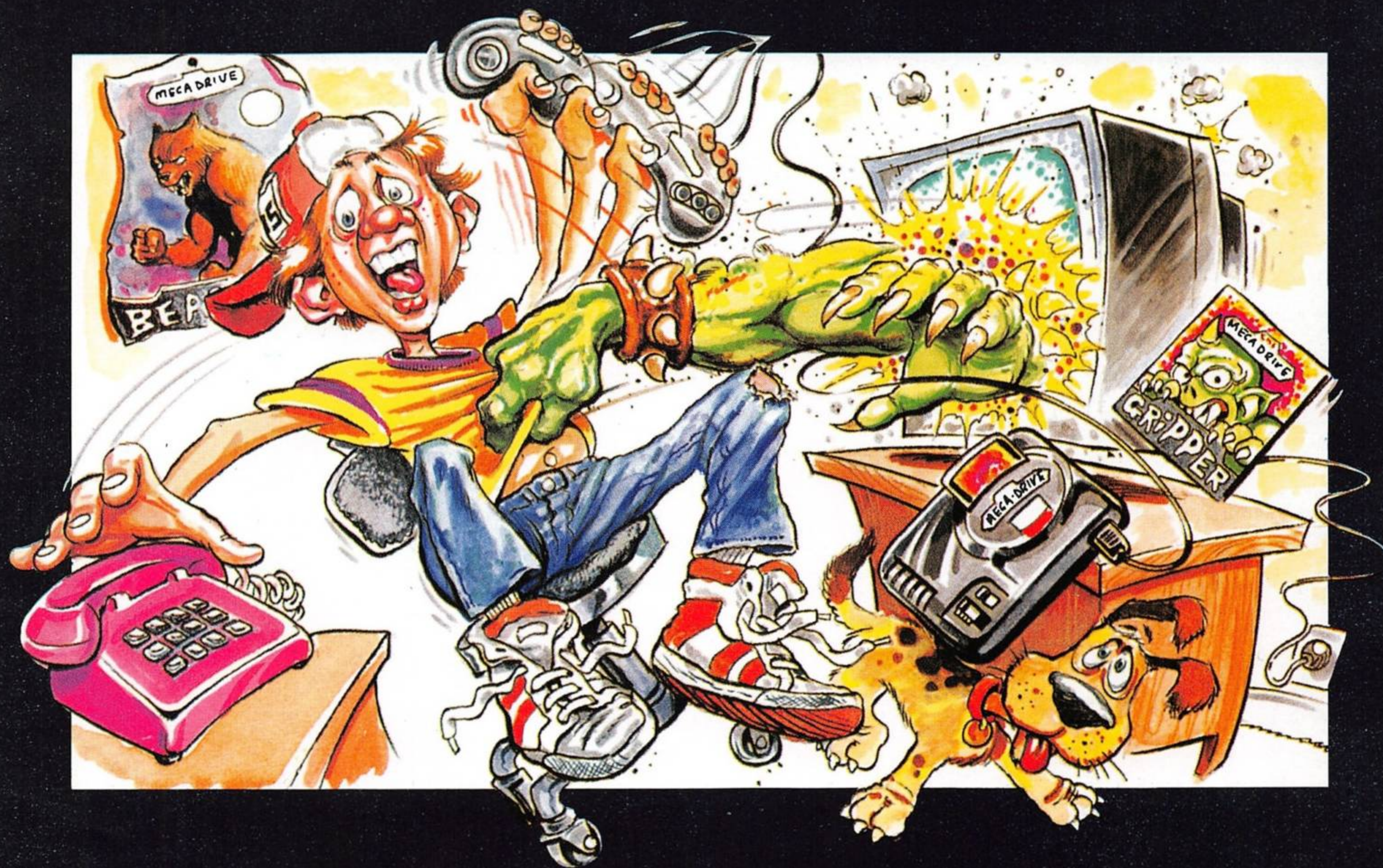
A long forgotten lover will come back into your life, and you will suddenly understand clearly why you have tried so hard to forget them. Sucked in.

## CAPRICORN

December 22-Jan 20

You are two-faced, superficial and deceptive scum - you know who I'm talking about, Horace. Oh, my balls are fogging.... See you next time, star crossed lovers. C.B.

# Who ya gonna call?



# Sega Hotline

**S**tumped on a game? Need some extra lives? Can't get to the next level without getting zapped? Piece of cake! Just call the Sega Hotline on (02) 663 8788. 10am-7pm

We're plugged in and ready to roll 7 days a week with top technicians and serious Segaheads waiting to answer your questions and solve your problems. Well your game problems anyway!

So release your baby sister from your stranglehold, stop threatening to burn the house down and give us a call at your next frustrated moment!

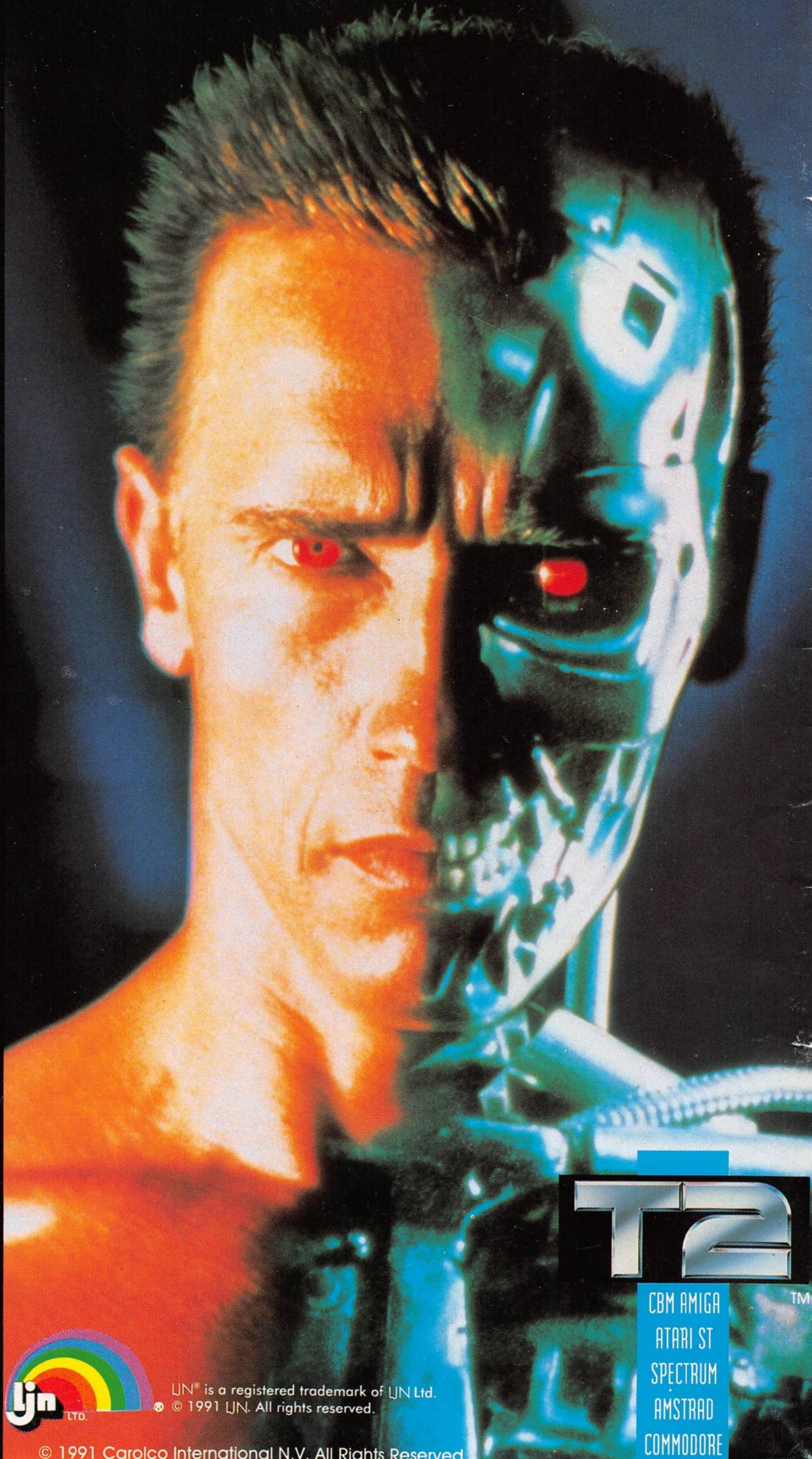
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