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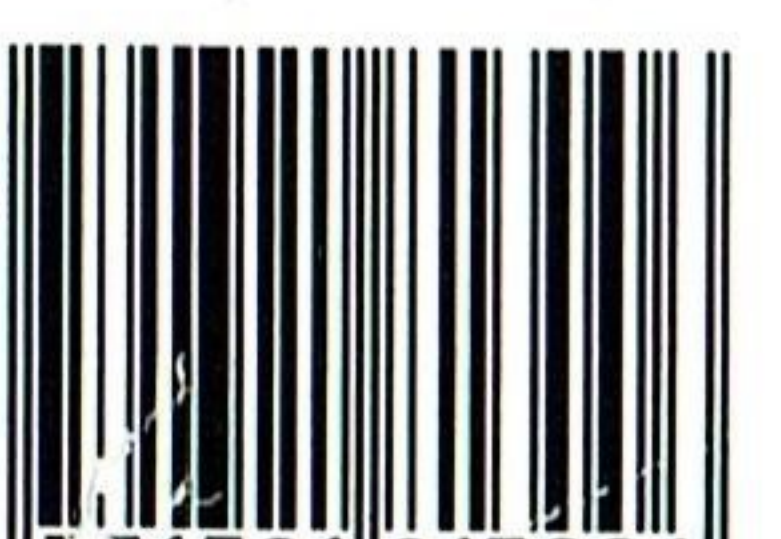
Sonic & Knuckles jackets and games

- ▶ **Clay Fighter**
- ▶ **Jurassic Park Rampage Edition**
- ▶ **F1 World Championship**
- ▶ **Combat Cars**
- ▶ **Havoc**

Reviewed: every 16-bit game ever!

Boogerman: it's our pick of the month!

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SEGA
MEGA DRIVE



MORTAL KOMBAT II

Available on Mega Drive September 9th



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*Recommended and
maximum retail price only.



Megazone Feature

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MEGA FILE

We've searched high and we've searched low to produce the definitive guide to Sega 16-bit gaming. And here it is – the most thorough guide to Mega Drive and Mega-CD games ever produced in Australia.

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JURASSIC PARK RAMPAGE EDITION

The original *Jurassic Park* was crap. Thankfully, this is a lot better.

24

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Platformer in which you have to rescue your babe who's been kidnapped.

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F1 WORLD CHAMPIONSHIP

It has some neat FMV, but steers like a Coles shopping trolley with two wheels.

28

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It's a bit like *Micro Machines*, only you can blow each other up. But does it make for a better game...?

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BOOGERMAN

A game based on our most unsavoury habits – burping, farting and bogie-flicking galore!

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CLAYFIGHTER

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SONIC & KNUCKLES

Two old enemies team up in the fight against Dr R. But is it any different from previous *Sonics*?

Mmm mmm...

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MEGA MOUTH

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Your chronological guide to what's due and when.

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Australia's only Sega agony aunt is there to listen to your problems, no matter how idiotic or perverse they may be.

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This game is easy – as long as you follow our fool-proof guide.

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In the days of old when knights were bold they didn't need playing guides. You lot must be wimps.

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If you subscribe to Megazone, we'll give you a game for free. How about that?

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REX VECTAR

The end of an era – yes, it's the last in the series for Rex Vectar. Will he and Jini finally get it together?

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END ZONE

Everything you ever wanted to know about fish but were afraid to ask.



And another thing!

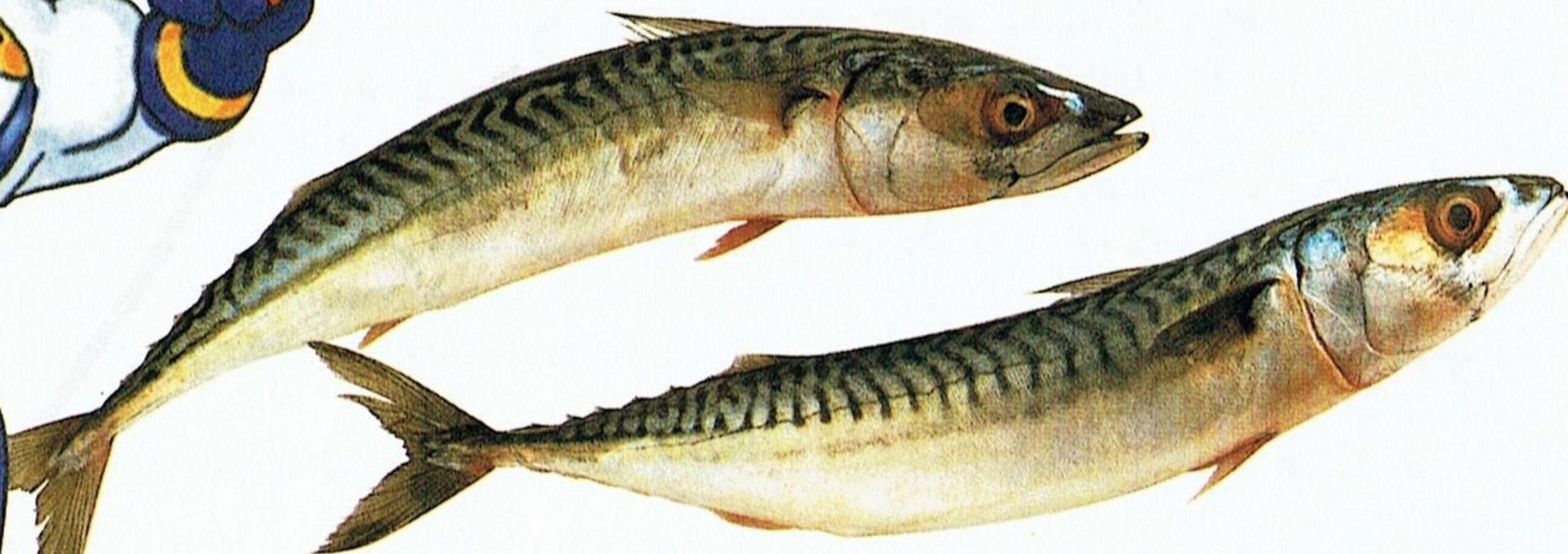
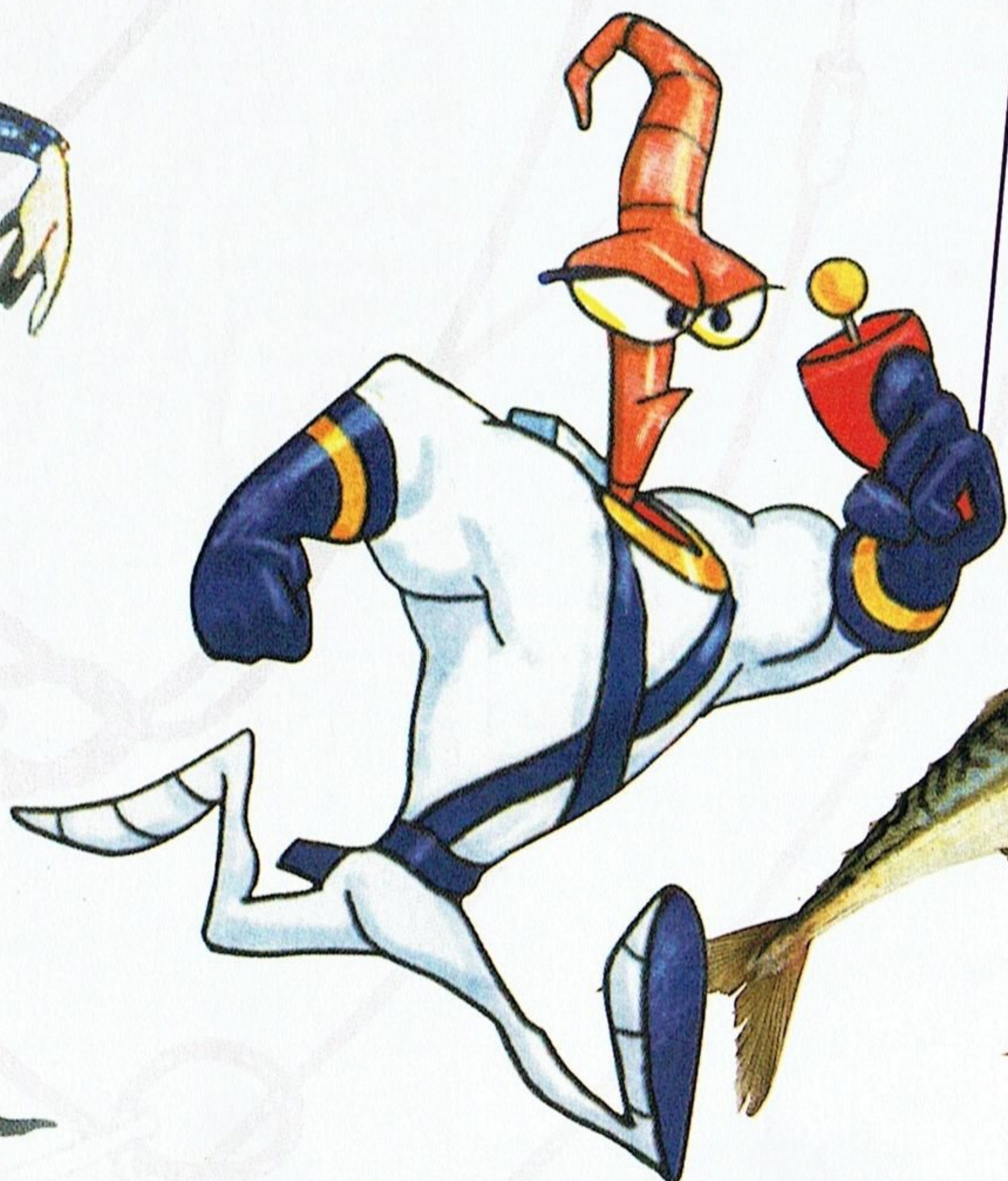
Sonic the Hedgehog has become Sega's company mascot over the years. And it's not difficult to see why: when first released, *Sonic* was fast and fresh. He stood head and shoulders above a lot of very mediocre games and is largely responsible for the sale of several hundred thousand Mega Drives the world over. It's what put Sega where it is today.

Sonic & Knuckles is Sega's latest cash-in on the *Sonic* name. Effectively, it's *Sonic 4* (not including spin-offs like *Dr Robotnik's Mean Machine* or *Sonic CD*), and it shows. Apart from minor embellishments, the gameplay is basically the same as the original *Sonic*.

It's a fun game – read the review on page 34 – but it's about as original as the one about the chicken crossing the road to get to the other side. We've seen it all before. Perhaps Sega should take a good look at the innovations that made *Sonic* such a star in the first place, and when *Sonic 5*'s time comes around (and it will), make sure that it's something to get really excited about. Just like *Sonic* was all that time ago...

A quick word about subscriptions: we have a brand new offer this month that we're sure you'll find very interesting. Subscribe for 12 months and not only will you receive Megazone direct to your door, but we'll also send you a free game too (your choice includes the original *Sonic*). The games are from Sega's classics range and retail for up to \$40, so as you can see, it is a very special offer. For full details turn to page 63.

ADAM



MEGAZONE OP SHOP LETTERS

What do you want, blood?

The first thing I'd like to say is about violent video games. I agree with KJ (July 1994, 'Suitable for adults only') about how *Mortal Kombat* isn't violent. I mean, I rented it a few weeks ago, and I was a bit disappointed with the blood and so-on – and I'm a 13-year-old girl! Judging by the *Mortal Kombat II* review in the August edition, it sounds as if it will be much better than the original.

Anyway, onto some questions...

1. I will be going to Canada in January and I want to buy some new, cheaper games for my Mega Drive (like *Mortal Kombat II*). If I do, will the Canadian games work on my Australian Mega Drive?
2. Do you have any news on *The Lion King*? Will it be better than *Aladdin*?
3. How much would *Super Street Fighter II* and *Mortal Kombat II* be to buy?

Anyway, that's all I have to say to you guys. Keep up the cool, radical, excellent (etc, etc, etc) work!

Aura
Brighton East, VIC

Yep, we think anyone who's seriously offended by games like Mortal Kombat are wooses. Mind you, MKII had a pretty tough time of it getting classified and ended up with an MA15+ rating, so you're far too young to be exposed to such stuff (tee hee) ...

1. Unfortunately, Canadian Mega Drive games may be coded and so not work on your Australian Mega Drive. It all depends on the game, but our advice is not to buy unless you're absolutely positive that the game will work on a non-American Mega Drive (or Genesis, as it's known in North America).

2. We have. Check out Game Spy this ish...

3. Super Street Fighter II sells for \$189.95, while Mortal Kombat II would cost you \$149.95. Gulp!

Lovesick

Dear Megazone,

I just love your glossy cover that shimmers in the sunlight and the cheat pages in all their glory. Your pages are the key to my bookshelf's heart. Whenever I go to the newsagent I just can't walk past without buying you (which is unfortunate 'cos they sell you at the front and I can't always get my milk and cornflakes without buying the same issue several times). But I would gladly pay for you many times.

Love,
Renée
Launceston, TAS

What, is that it? Don't you actually want anything. You mean, it's not just the usual thinly-veiled butt-kissing routine with the mistaken hope that it will encourage us to answer the 57 tedious questions that follow? You really mean it? Aww. Bless.

MEGAZONE OP SHOP

Wanna truckload of tasty gaming treats? We got 'em. You want to delve into the high powered world of game trading with like minded Sega suckers from all over the country? Wanna sell your little sister's new pet kitten for cash and spend the loot on something flippantly irrelevant, like lol-lies? You are at the right place, buster. The Megazone Op Shop is a psycheledelic smorgasbord of gear with a gargantuan 'G'. If you want to place an ad in the Op Shop follow these instructions very carefully.

LIST your goods and prices clearly and whether they are 'For Sale', 'To Swap', or Wanted To Buy'. Don't forget to mention what system. If you are selling a lot of games, don't list them all. Matt gets bored typing them in and tends to fall asleep. And he gets real cranky when we wake him up. So just list the best ones.

WRITE your name, address, and telephone number on the same piece of paper. Only your telephone number will be published but we need ALL your details. Ads that do not include these details will not be printed.

INCLUDE a one dollar coin securely taped to your letter and wrapped in your envelope. Ads that come cashless will not be printed either.

MAIL your ad, your buck, and your details to

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

THE SMALL PRINT: We reserve the right to edit your ad how we like and with NO complaints from you. We also take NO responsibility for what happens during and after your transactions. Don't panic if your ad doesn't appear in the first issue on sale after you send it in. It has probably just got lost in a bizarre time warp that is too complicated to explain in this space but, if you've followed our instructions, then your ad will appear as soon as the aliens bring it back from Jupiter (which has had a bit of a bad time lately, you know...), unless they took it all the way back to the planet Wertyutuht. In which case, who knows? Well, Duane probably does but he's in a bad mood and not telling...

FOR SALE

MEGA DRIVE: Sonic 3 \$59, Street Fighter 2: Special Champion \$79, Super Street Fighter 2: New Challengers \$119, Sega Tap 4-Way joystick adaptor \$45, Megazones November and December 1993 \$2.

Tel: (03) 808 3798

GAME GEAR with five games inc. Lemmings, NBA Jam, Chuck Rock, Chakan and Sonic 2. With battery pack and AC adaptor, \$200-\$250.

Tel: (02) 810 6701

MEGA-CD: Time Gal \$60. Mega Drive: Fatal Fury \$50.

Tel: (02) 536 624

MASTER SYSTEM II with control pad and six games (from \$15-\$35) or the lot for \$180. Good cond. worth over \$350.

Tel: (067) 698 212

MASTER SYSTEM II \$60, Prince of Persia \$50, Populous \$40, Alien Storm \$15, Californian Games \$10. Lot for \$150.

Tel: (02) 534 2094

MEGA DRIVE: Jurassic Park \$40, Home Alone \$25, Columns \$15, Alex Kidd \$10 or

MOUTH ~~W~~ ~~E~~ ~~E~~ ~~M~~ ~~E~~ ~~G~~ ~~A~~ ~~Z~~ ~~O~~ ~~N~~ ~~E~~ ~~S~~ ~~H~~ ~~O~~ ~~P~~ ~~S~~ ~~H~~ ~~O~~ ~~P~~

...continued

On the books

To Mega Mouth,

I have a couple of questions for you. I own a Mega Drive. Can you please tell me what all the holes in the back are for: Ext, CHO-CH1 and the one in the middle of RF Out and AC Adaptor.

Also, I've looked everywhere for the *Sega Mega Drive Hints, Cheats and Codes* for over 100 Games book by Carlton Books you mentioned in the March edition of Megazone. No bookshop has heard of it where I'm from - can you tell me where I can get it?

Also, where can I get a Sonic T-shirt from?

Michelle

Ipswich, QLD

Curious, aren't you? 'Ext' stands for external, and is for connecting various bits and pieces - such as a modem - to the Mega Drive. But there's nothing widely available in Australia that uses it. CHO-CH1 is a channel switch. If the reception on the TV isn't too hot, try flicking the switch with a pen or similar blunt instrument. The 'other one' is for video output. You can buy a cable to enable you to connect it straight to a VCR or monitor.

The book is distributed by Orion Book Distributors, phone (02) 600 6368. Give them a call and they'll be able to tell you where you can get it locally.

Acme Merchandising has an excellent range of Sonic T-shirts. They don't operate a mail order service, but tell us that there's a shop called 'PJT and Stuff' in the Central Plaza in Ipswich that carry Acme lines. If they don't have any Sonic shirts in stock, they'll be able to order them for you.

Life on Mars

Dear Megazone,

Could you answer some questions please?

1. Will you be reviewing Mars and Saturn games when they come out?
2. Will there be a sequel to *Rocket Knight Adventures*?
3. How many megabytes can a Mega Drive handle?
4. Is Mars going to be better than Mega-CD? If so, why the price difference?

Mark

Urunga, NSW

1. You betcha! Rest assured that Megazone will be first to cover any new exciting Sega developments.

2. Yep. It's called Sparkster, and it's coming soon.

3. Cartridges have leapt up in size over the past year or so - Super Street Fighter II runs to five megabytes. The only real limit on cart size is the amount of money it costs to make them.

4. Not 'better', just different. The Mars (32X) has custom hardware to allow you more complex games, while the Mega-CD lets you load bigger games from CD. Sega plans to release Mars games on CD as well as cart.

Old news

Dear Mega Ed,

Congratulations on being 100% Sega! Anyway, let's get down to some questions.

1. How about having reviews of old games?
2. Is Sega going to make *Sonic 4*?
3. When will *Bubsy 2* come out?
4. Is *Itchy and Scratchy* out yet and if not, when will it come out?
5. Are there any good basketball games other than *NBA Jam*?
6. In America, they have Sonic cards, toys and board games. When will they come out here?
7. Does the six-button pad work only with fighting games?
8. When *Daffy Duck* comes out, will it be worth getting?

Conall

Elsternwick, VIC

1. It must be your lucky day! It just happens that we've reviewed every single Mega Drive game to grace these shores this very issue! They're not quite as in-depth as we'd normally go in a review, but they're designed to give you an at-a-glance idea of whether an old title's much cop or not.

2. They've made it! Sonic and Knuckles is, effectively, Sonic 4. Check out the review on page 34. It's due for release on October 18.

3. We've seen a preview version, and we'll bring the review hopefully next issue. It should be available any day now...

4. It's scheduled for release this month. Look, why not check the Game Guide for this type of information? That's what it's there for...

5. Yes, MLBPA Basketball from EA and Hyperdunk from Konami ain't bad, but we still reckon NBA Jam is king.

6. There are various Sonic goodies available. Look out for a feature soon...

7. Any game can be programmed to work with a six-button pad, it's just that beat 'em ups tend to make the most use of it because they have complex moves requiring extra buttons.

8. Dunno 'til we review it.

any three for Bubsy (must have box).

Tel: (056) 278 253

MEGA-CD: Batman Returns, Sega Classics Arcade Collection, Cobra Command/Sol Feace, Time Gal, Road Avenger, \$80 each.

Tel: (067) 224 198

MEGA DRIVE: heaps of games in top condition for sale or swap; Landstalker, Mortal Kombat, Lethal Enforcers, Street Fighter 2, and more.

Tel: (03) 850 3152

MASTER SYSTEM II and seven games, pad, joystick, AC adaptor, nine mags, all boxed. Sell the lot for \$180 ono or swap for SNES games and accessories.

Tel: (089) 451 246

MASTER SYSTEM II boxed, with joypad, plus four games, \$100. Bargain!

Tel: (03) 885 1750

MASTER SYSTEM: Super Monaco GP \$35, Where In The World is Carmen Sandiego \$30, or swap both for Sonic 2 or Sonic Chaos. Winter Olympics \$70 or swap for Mortal Kombat.

Tel: (052) 817 212

MASTER SYSTEM II with built-in game, two joy sticks, rapid fire unit and seven games, \$200.

Tel: (071) 299 163

MEGA DRIVE: Street Fighter 2 \$90, Columns \$10, Alex Kidd \$15, Mega Games I (Super Hang On, Columns, World Cup Italia) \$40, Sonic 2 (no cover) \$25.

Tel: (02) 607 7710

LYNX: No games, 6 AA batteries needed with warranty certificate and manual.

Tel: (002) 487 015

MASTER SYSTEM II with manual, cords, eight carts including Taz-Mania, Populous, Wonder Boy 2 and Indiana Jones, \$180 ono.

Tel: (08) 264 9454

MEGA DRIVE: Sonic 2 \$25, Golden Axe 2 with level select \$50 or will swap for a six-button joy pad.

Tel: (089) 324 289

MEGA-CD: Sonic \$90, Mega Drive Sonic 2 \$45. Both brand spanking new. Will sell both for \$120 or swap for MK with Jungle Strike or SFII

Tel: (077) 834 772

GAME GEAR with 10 games, carry case and AC adaptor all in original boxes. Excellent condition, \$850.

Tel: (03) 439 4993

MASTER SYSTEM II with two pads, Sonic 1 and 2, Wonder Boy, Terminators, Choplifter, Land of Illusion and Vigilante. \$200.

Tel: (054) 478 833

MEGA DRIVE: Jurassic Park \$65, Home Alone \$35, Columns \$20, Alex Kidd in Enchanted Castle \$10, or lot for \$120.

Tel: (056) 278 253

MEGA DRIVE: Bulls vs Blazers \$40 ono or swap for Tiny Toons.

Tel: (02) 875 1126

C64 C 128 gear and Macintosh gear.

Tel: (08) 339 5033

MASTER SYSTEM II with five games and two control pads, \$200, or Mega Drive with no games.

Tel: (079) 738 373

MASTER SYSTEM with 13 games including Mortal Kombat, Taz-Mania and Asterix, \$400 ono.

Tel: (046) 559 144

Off the planets

Yo, dudes at Megazone,
I have just read about the new Sega Saturn in your mag and am seriously considering buying one. I have also read about the Mars which updates the system I already have but I'm still stuck deciding which is best for me. I own a Mega Drive and am not sure whether I should stay with Mega Drive and buy a Mars, or sell my MD and put the money towards a Saturn. If I do buy a Saturn, I'm afraid that I might not be able to rent games for it because I've never seen a Mega-CD game for hire. Do shops actually rent CD-based games? Do you think I'm crazy or just Sega obsessed?

Louis Babinard
France via Glebe, NSW

Bonjour Louis. Je suis aller a marche à puce, aujourd'hui, as they say in Gay Paree.

Well, you are in a pickle, aren't you? We can't really advise specifically as we haven't actually seen either machine yet. However, this is what we do know. The Saturn is going to be more powerful with more impressive technical specifications than the Mars. It follows that Saturn games should be better.

However, the Mars will be with us by December or January, all going well. It's going to be about another year before the Saturn is available.

Sega says it's going to put the Mars unit into rental, just as it does with games. Maybe you should keep hold of your Mega Drive for the time being, rent a Mars to see if the games are much cop, and only think about upgrading to the Saturn once it becomes available. Sega's rental scheme covers CDs as well as carts, so they should become more widely available from rental outlets.

It came from Mars

Dear Mega Mouth,
I know I don't have to tell you how good you are, except that I buy your magazine more than occasionally (every month). I would like to ask...

1. Will the so-called Mars be able to give ordinary Mega Drive games better graphics and a vivid 3D look?
2. When will the Saturn be available and what is the latest estimated price?
3. I have heard that a new sound system for Sega and Nintendo (sux) called Vivid 3D that gives 3D sound throughout the room through two speakers. Can you say when it will be released and how much is it?

Antony
Bronte, NSW

1. Yes.
2. Our best guess is Christmas '95 and between \$600-\$800. But nothing will be certain for ages yet. We've had millions of letters on the very same subject. We'll let you know as soon as we have anything more concrete. Trust us.
3. Quite a few of Sega's games have such a system. It's called Q-Sound and is built into games like Ecco. You don't have to buy anything else, just need to plug your Mega Drive into a stereo and position the speakers on either side of you.

It fits

Dear Megazone,
How ya going? I am a Sega Head in trouble. My mum is going to buy me a Mega-CD, but you can only get the Mega-CD II now. I was wondering if the Mega-CD II would fit the original Mega Drive.

Darren
Willagee, WA

No worries. The Mega Drive and Mega-CD II will work together just fine.

WORRIED ABOUT THIRD WORLD POVERTY?



Do you have something to say about the continuing crisis in the Balkans? Have a solution for the problems in Rwanda? Then, please, write a letter to another magazine!

But if you have something to say about games, have written a nice poem about things Sega, or would simply like to ask a member of staff out on a date (you pay) why not write to us? The address:

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

TO SWAP

MEGA DRIVE and games for Gameboy and games or sell for \$150.
Tel: (070) 681 824

MEGA DRIVE: Street Fighter II for Jungle Strike. Final Fight and Road Avenger CD for any good Mega-CD game apart from Thunder Hawk and Mortal Kombat CD.
Tel: (070) 981 361

MEGA DRIVE: DJ Boy or Batman for any Sonic except the first, Dune, World of Illusion, Chuck Rock 1 or 2, Aero the Acrobat, Dashin Desperados, Kick Boxing, FIFA Soccer or Sumo Fighter.
Tel: (057) 273 589

MASTER SYSTEM II with nine games, two pads, Light Phaser, like new for Mega Drive, SNES or \$360.
Tel: (06) 258 9631

Commodore 64 with over 30 games, disc and tape, boxes of programs, books, and parts. Missing a key. Swap for Mortal Kombat and \$50 or Mortal Kombat and Bart for Master System, or sell for \$120.
Tel: (051) 661 601

MEGA DRIVE: Populous, Budokan, PGA Tour Golf or Altered Beast for Micro Machines. No instructions.
Tel: 602 3703

SONIC Spinball, requires Foreign cart converter or Genesis. Swap for Skitcin' (must be Australian only). Or sell for \$65.
Tel: (07) 350 1836

MEGA DRIVE with Sonic 2 and Spiderman plus two control pads to swap for a SNES with one or two pads and either MK, Super Mario All-Stars, NBA Jam, Super Mario Kart or F-Zero.
Tel: (043) 681 207

MEGA DRIVE: Alex Kidd and Columns together or Decap Attack, Kid Chameleon or World of Illusion (all boxed with instructions) for Micro Machines.
Tel: (07) 398 8190

WANTED TO BUY

MEGA DRIVE: Phantasy Star 3 and Shining Force.
Tel: (03) 850 3152

MASTER SYSTEM II: Casino Games, Out Run, Pacmania.
Tel: (02) 684 4539

MEGA DRIVE: Street Fighter II, not more than \$100.
Tel: (07) 300 6397

MEGA DRIVE: Rocket Knight Adventures, Ninja Turtles, Hyperstone Heist, Fatal Fury, Micro Machines, Aladdin, NBA Showdown 94. Any one for under \$50 each or will swap Altered Beast.
Tel: (057) 652 211

MEGA DRIVE: Fatal Fury and X-Men. Will pay \$120.
Tel: (03) 763 2430

GAME GEAR Jap import cart. One of those with lots of games in it eg 54-in-1 or 32-in-1. Will swap for Mega Drive games or buy for more than \$80. Plus, Pro CDX adaptor for Mega-CD, will swap for Mega Drive games or buy for more than \$35.
Tel: (089) 531 608

Is it worth it?

Hey Mega Mouth,

Firstly, good on ya for going 100% Sega. I bought your mag two years ago after a friend recommended it to me. I have been buying it on and off ever since. Enough arse-licking, here are the questions.

1. Could you give me Sega's address?
2. I have not seen *Mortal Kombat II* Pretty dorky, I know, but are all the same fighters in it?
3. If I already have *Mortal Kombat*, is it worth buying?
4. I am also looking for a puzzle game. What is *Bubba 'n Stix* like?

**Renton
NSW**

1. *Sega live at: Sega Ozisoft, Locked Bag 7, Rosebery, NSW 2018.*
2. *No. Sonya Blade and Kano have gone, but five new fighters take their place: Kitana, Mileena, Jax, Kung Lao and Baraka. There are now 12 fighters in all to choose from, rather than seven, plus hidden characters.*
3. *That's the million dollar question. There's no doubt that *Mortal Kombat II* is better, with more to explore and so on, but it is an extremely similar game. The characters from the original behave in exactly the same way, but there are all the new ones to learn and a few secrets to discover. For some people, it's going to be a 'must-have', but you might want to check it out first before you shell out for it.*
4. *Well, we liked it.*

Get the picture

To Megazone,

I am a new user of Sega and have only bought one of your magazines. I am confused with some of the Sega appliances I have bought recently. Could you please answer the following questions.

1. About three months ago, I bought a Sega Game Gear. On the television advert, it said you can watch TV on the Game Gear. I have tried everything, but it won't work. Is there something wrong with my Game Gear?
 2. I recently bought a Mega Drive with *Sonic the Hedgehog*. I don't know how it works because there is a cord which has the letters RF above it but I don't know where the other end goes. Also, how can I play when there isn't a screen on the Mega Drive? Is there a plastic cover that can come off that is covering the screen?
- Please answer these questions. I have spent a lot of money on Sega and I want to get my money's worth.

**Eugene
Murray Bridge, SA**

1. *You need a special adaptor – the Sega TV tuner – to pick up television programs. The Game Gear can't do it on its own.*
2. *Oh Eugene, you're a bit of a doofus, aren't you? You need to plug the Mega Drive into a television to get a picture – that's precisely what the RF cable is for. Read the manual that came with your console. Instructions on how to set it up are within.*

Proof: idle threats get results!

Dear Megazone,

This would have to be at least the fourth letter I have written to you and not one has been published. I have decided to do something about this. I'm going to personally ring up each and everyone of your mothers and tell all of them to give you a good spanking. Now that we understand each other, you'll answer my questions, if you will...

1. I'd like to be a computer programmer and write games, but I don't know what areas I need to pass. For example, maths, computers, science... Could you tell me?
 2. If I were to create a game for the Mega Drive, what equipment and programs would I need and how would I go about getting them?
 3. How do you work out your hints and tips? Are there any special methods to working out codes or are they just sent in to you!?
 4. Will *NBA Jam* be coming out on Master System?
 5. Could you give me a list of the issues you sell?
 6. In *Sonic 2* on Master System, how do you get the Chaos Emerald in the Sky High zone?
- Thanks for publishing this (don't forget – smack! whack! thwack!).

**Adam
Frankston, VIC**

Your idle threats don't scare us. Much. Oh, alright then. We'll answer your questions just this once...

1. *You don't need any qualifications as such, but you do need to learn to program, so doing subjects like Computing (or whatever they call it) is a good idea.*
2. *To write stuff for the Mega Drive, you'd need to be officially licensed by Sega – not easy. The only practical way is to become part of an established – and already licensed – programming team.*
3. *We rely on our dear readers to come up with the lion's share of our tips. If you have a particularly juicy cheat, send it to us at the address on the Hints & Tips page!*
4. *Yes. It's scheduled for release in October.*
5. *We have back issues from October '93 onwards. They cost \$4.95 each, plus \$1.25 added to the total order for postage.*
6. *There's a place for these sorts of questions, and it's not here. If you're in need of help with a game, then write to Agatha, our agony aunt. She'll do her best to sort you out. (We've passed your query on and we're sure she'll get round to answering it.)*

Claudia Schiffer gaol bait shock

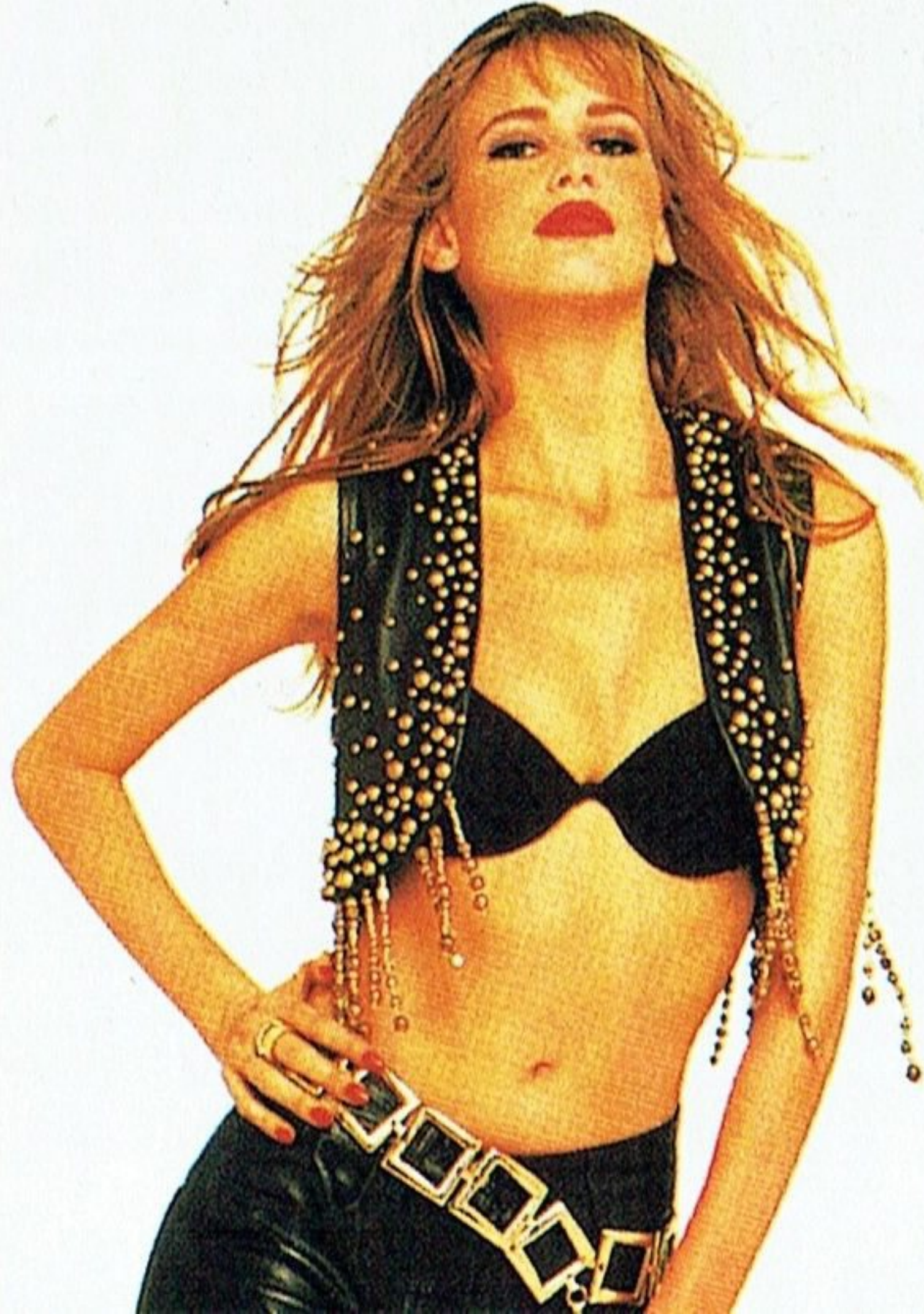
Dear Mega Mouth,

At @\$%!@# last! A mag that is Australian (I hate those bloody Poms), not a pile of shit and one that doesn't talk down to me! Stuck here in gaol, I've obviously got a little bit of time on my hands. There's nothing I like better than a few good rounds of *Street Fighter* or *Mortal Kombat*.

I can beat the crap out any of the blokes here, on and off the console. Not that I'm a violent type at all – it's just that the spirit of competition really fires me up. That's part of what I've got to say to you @\$%kwits. Violence in games is essential and intrinsic to playability. And not of any real moral concern. They are only goddam games for Christsake!

It's dickheads like the pro-gun lobby (just look at the NRA in the US) who are far more to blame for the proliferation of violence than guys (and chicks) who play games.

▼ **Claudia Schiffer shows the best use for a joypad.**

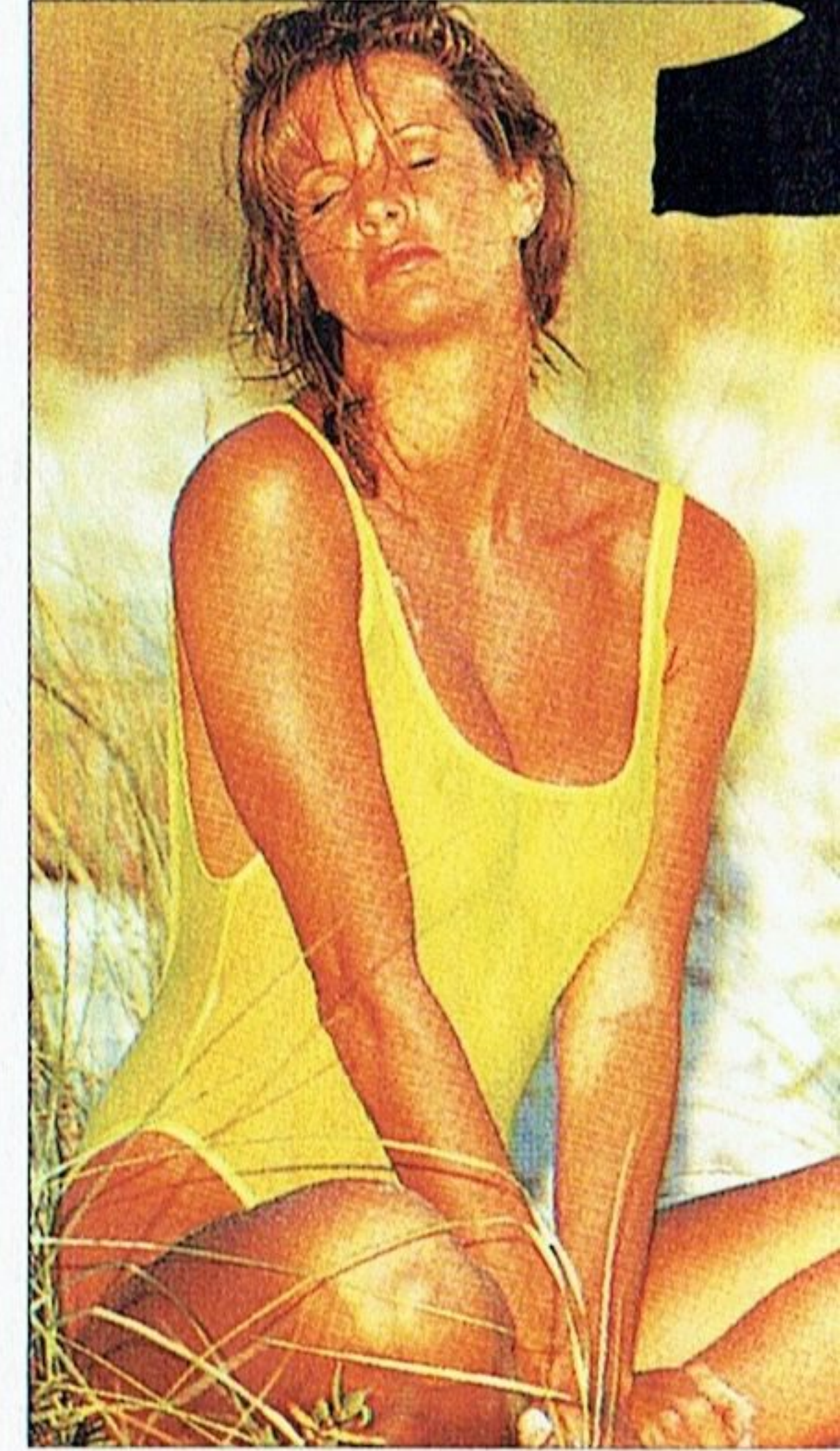


That's all. Except for this question. Who's the best: Claudia Schiffer or Elle MacPherson?
**Vinny,
Melbourne**

Well Vinny, you certainly have raised some valid points and some that we at Megazone are equally concerned about. Don't get your tits in a knot at us though, we're on your side – games and digital blood go hand in glove. Most people know that violence in video games isn't mirrored in society.

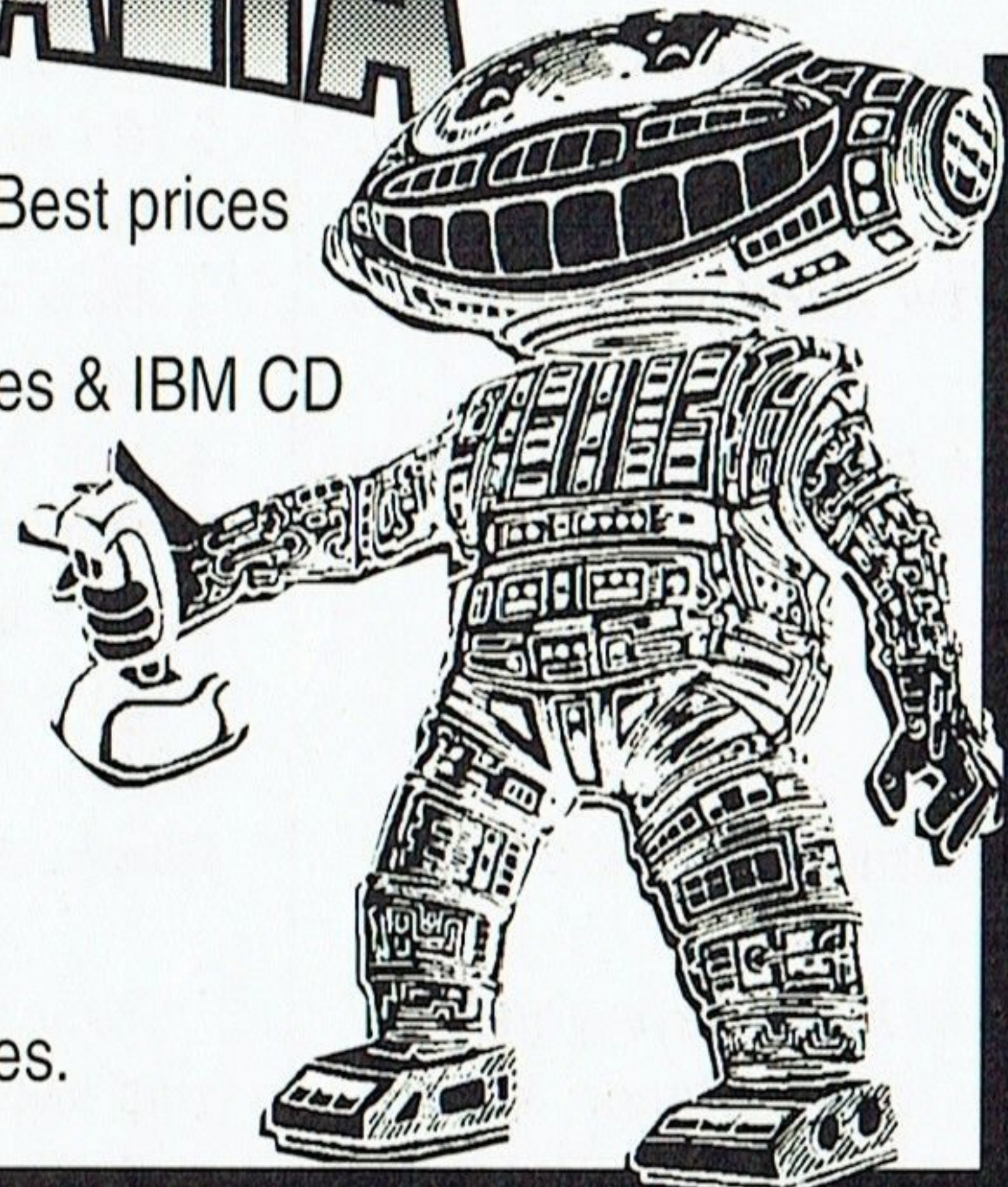
Speaking of juggernauts Vinny, that really is a toughie! Haven't you got with all that stuff about objectifying women? Shame on you!

Psst – it's no secret that we at Megababe mag have the hots for Cammy. But Claudia or Elle? That's a stiff one to answer in such a small space. And you're the one with the 'time' on your, erm, hands.



▲ **Elle adds her ten cents to the violence-in-games debate.**

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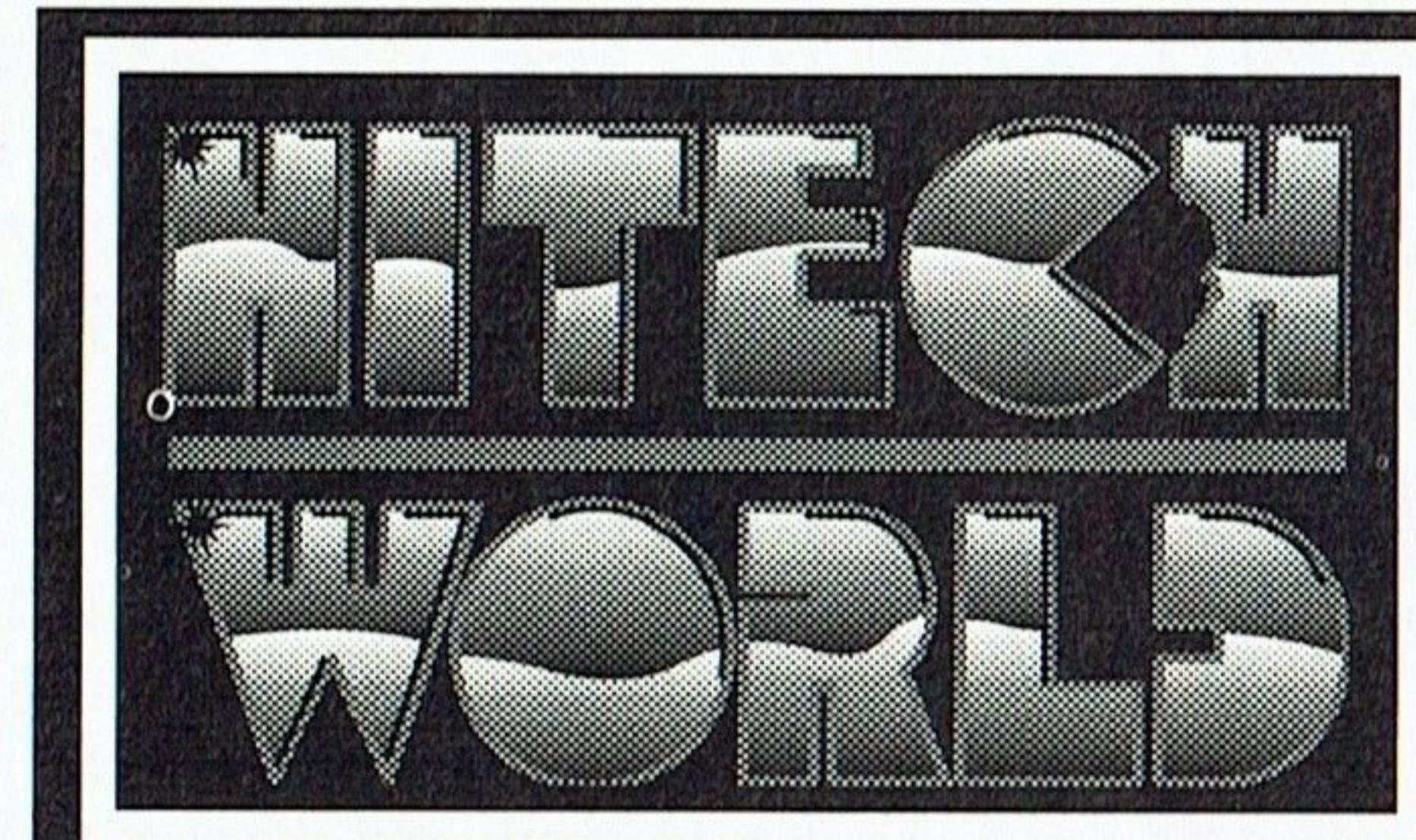
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Newszone

SEGA DITCH 8-BIT

All good things come to an end, and it seems this is the last year we'll see new 8-bit games in Australia. Come Christmas, Sega Ozisoft will no longer distribute any Master System or Game Gear titles in this country.

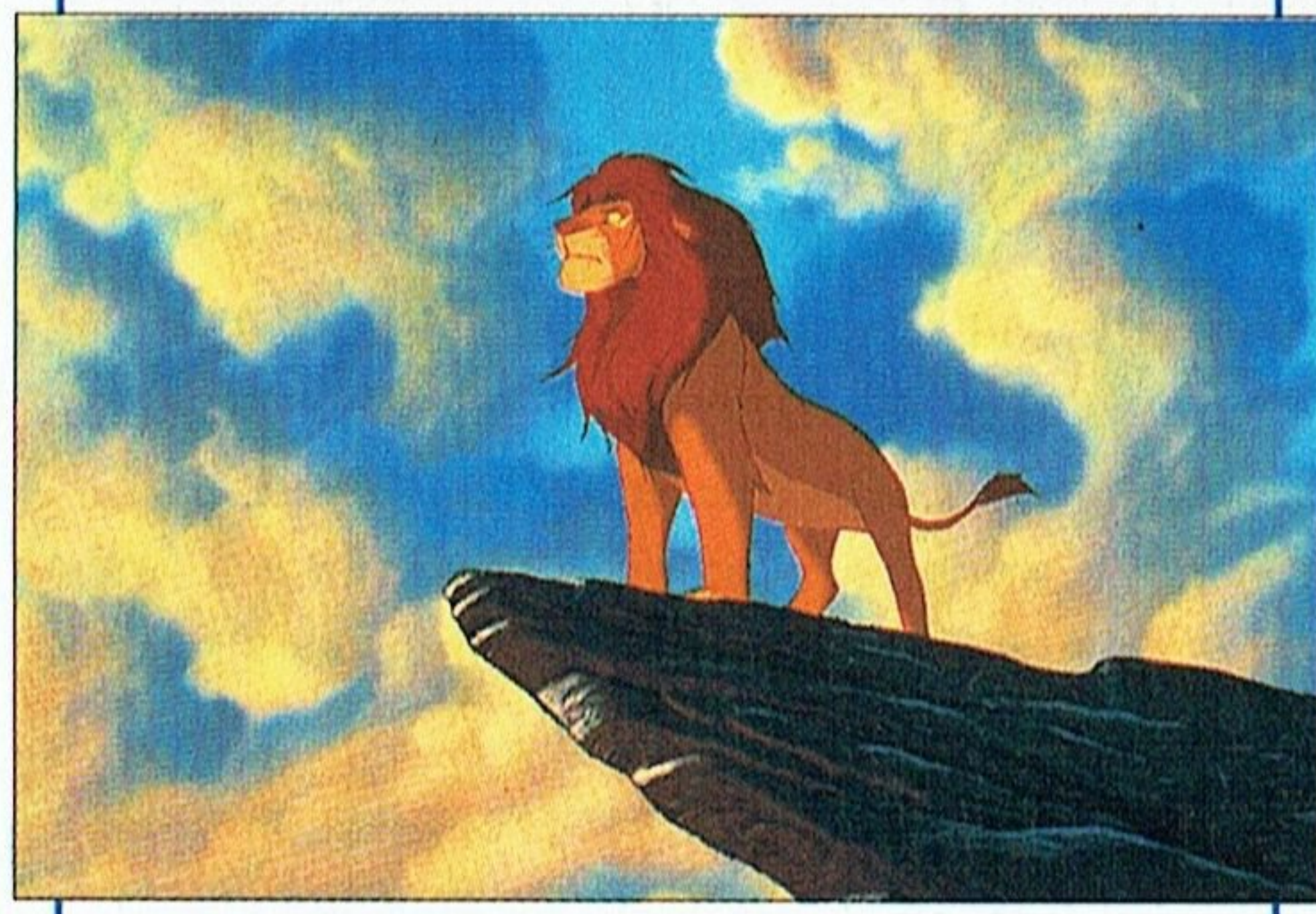
TRICKLE

We've seen the number of games released for these formats slow down to a mere trickle over the last year, and though there'll be a handful coming out over the next few months in the run up to Christmas, come 1995 there'll be no new games.

Reasons for this are several-fold. Most importantly, they're simply not selling in the numbers that they used to. A significant number of users have already upgraded to 16-bit consoles like the Mega Drive. It's getting increasingly difficult to find programmers willing to develop for the aging technology too, with the prospect of exciting new hardware just around the corner.

BORING MEDIA MOMENT

Business 'types' in Hollywood certainly are purring over the fact that *The Lion King* movie raked in US\$42 million in the first weekend of release. This is a lot of money. Megazone says: "Where is our 1%?"



▲ A Game Gear, yesterday. Which is what GGs are. History, that is.

BAD RUN

The 8-bits haven't had a bad run, mind. The Master System was originally launched in 1987. The Game Gear, which appeared in Australia in 1991, is basically a miniaturised Master System with a built-in LCD screen.

Both use now-outdated technology similar to that which ran early home computers including the Spectrum and Amstrad CPC (they use the same Z80 processor which simply can't keep pace with the lightning-fast RISC-based processors at the heart of the next generation of game consoles). Indeed, in the next year or so, we'll see lots of exciting changes with ultra-advanced consoles appearing.

DIARRHOEA

Understandably, 8-bit owners will be upset that nothing – or, at best, very little – new is to be released for their machines. But there's still a great range of old software available for rent or that can be picked up cheaply from budget eranges like Sega Classics. Megazone will continue to support these machines – while games are still available for them – and will endeavor to bring you any reviews and pass on any hints and tips we receive. But perhaps it is time that you finally upgraded to 16-bit (or above...)

SEGA GO SPORTS MAD

Sega has launched a new home for its sports-based games. The 'Sega Sports' banner will be 'flagged' over new releases like *Pete Sampras Tennis* and *World Cup USA 94* as well as other sporting titles like *NBA Jam* and golf titles.

MARS

More games will be released on the label to co-incide with the launch of Sega's new baby, the 32-bit Mars, and is seen as a way of tapping the potentially lucrative adult gaming market.

URANUS

"Many parents are interested in games the kids play but think they are too complicated for adults," said Kevin Bermeister, Sega's Aussie chief. "But with these games older players can have the time of their life."

He dismissed claims that gaming discouraged people from playing real sports by pointing to Sega's sponsorship of NBL teams and the company's involvement in junior basketball development.



▲ 'Big-spending adults giving us their gaming dollars? We'd like to see that!' says Sega.

Newszone



▲ Surprisingly, The 'Scorps' aren't the ugliest combo in rock. Ya seen Gwar?

Useless fact corner

The soundtrack to *World Cup USA 94* was 'done' by 'quaint' German heavy metal mothers (sort of) and monsters of rock, The Scorpions. Crazy enough, they also made up a song for the German national team at the World Cup. Megazone demands: "Zwei koch Becks' Bittel!"



◀ OK, OK. It was the only pic of a pizza we had handy.

SONIC stumbles through City to Surf

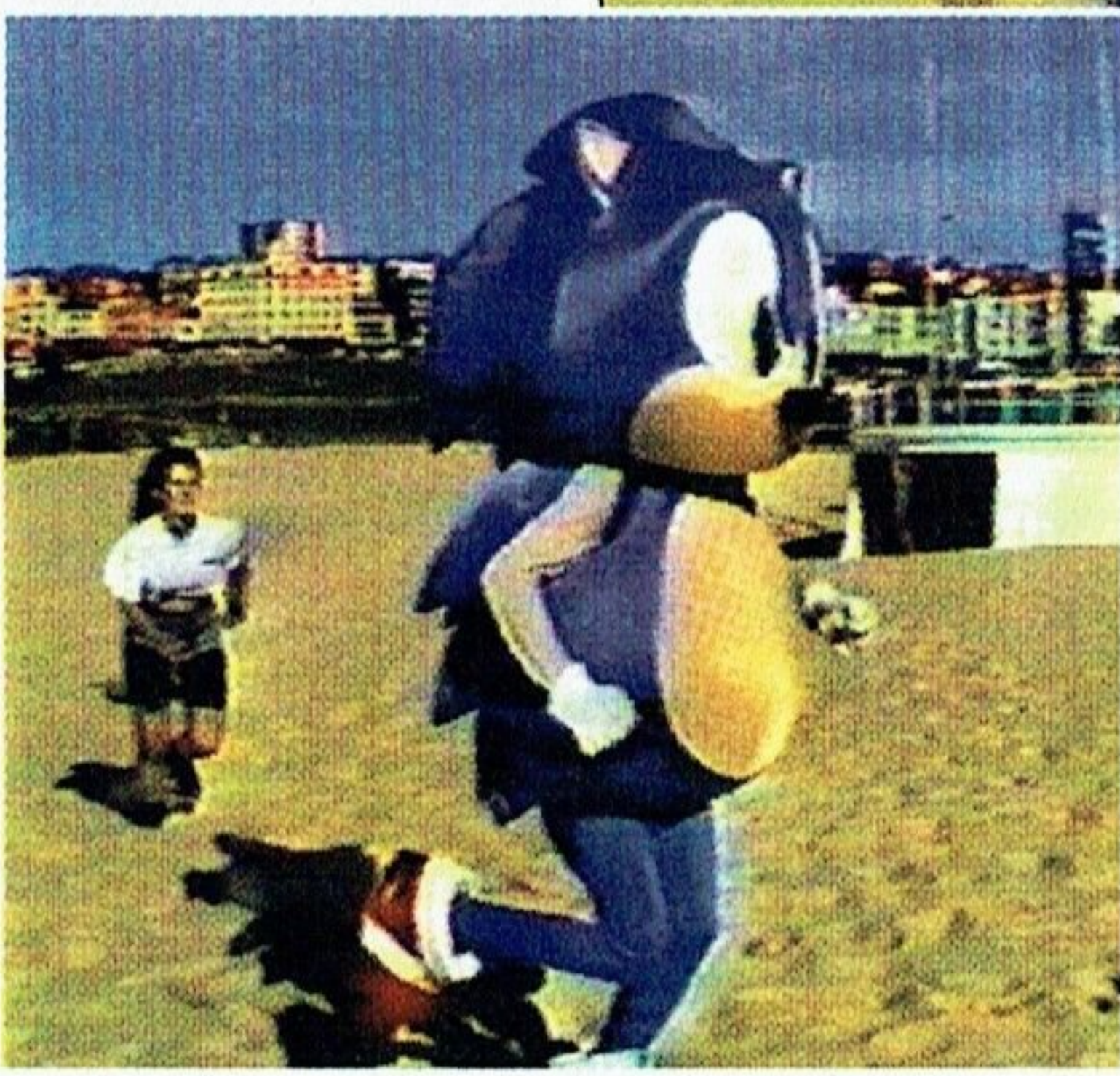
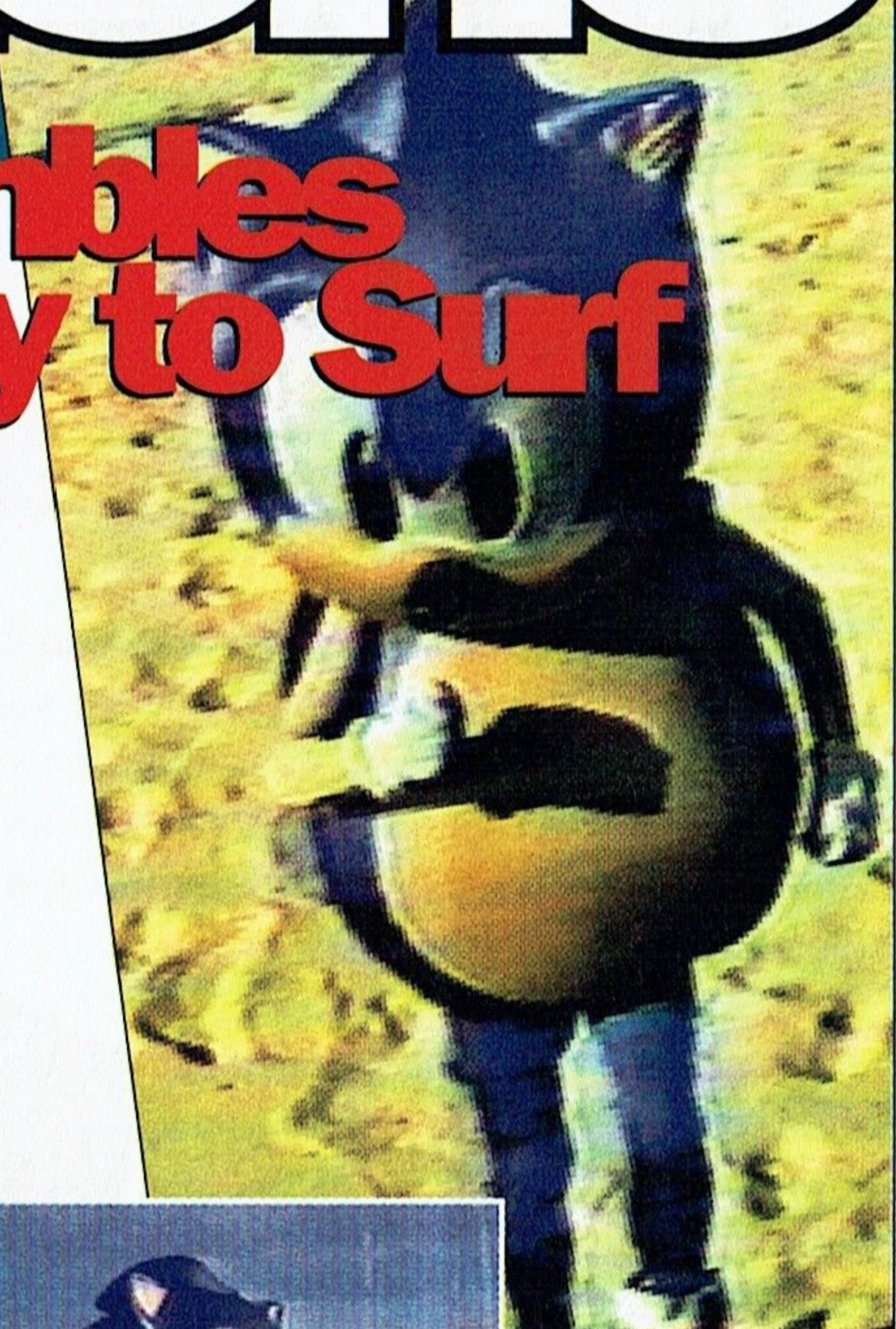
Sydney's annual City to Surf, held last month, had an unusual entrant this year. Among the crowd was a six-foot-tall spiky blue hedgehog...

BONDI BEACH

You might have expected Sonic to have left the rest of the pack standing, what with him being the fastest hedgehog alive and everything, but disappointingly he took over 170 minutes to complete the 14 kilometre course that stretches from the city centre to Bondi Beach – not enough to qualify for a ranking.

BONDI HOTEL

But Sonic was not deterred by his poor results. We caught up with him in the bar of the Bondi Hotel. "Had to take it easy, mate," he explained while downing his seventh consecutive bottle of Carlton Cold. "If I were to use my special abilities it would have created a slipstream effect that would have endangered the other participants," he added, stubbing out a cigarette on Tails' forehead.



▲ Don't panic, kids. It's only a silly person dressed up in a big blue suit. You can see jobs are scare in the '90s, so stay in school.

SEGA to make games in Oz

Sega Ozisoft – the Australian arm of Sega – has set up a research and development department in Australia to create new games.

NEXT GENERATION

Known as Sega Australia New Development (SAND), the team is working on new projects for Sega's next generation 32-bit hardware.

Although the team is new, behind-the-scenes background work has been underway for the past year. Development is in its most

preliminary stages, and it's likely to be at least 18 months before anything is actually on the shelves.

STAR TREK

It's all very hush-hush at the moment, and projects have been deemed 'top-secret' (cool!), so we can't give you any specific details. We can tell you that as well as more mainstream titles, games with an Australian angle are planned. We'll be keeping a close eye on what the team is up to and will keep you posted.

PIZZA AND SNACKS EQUAL GAME DISCOUNTS

North American gamers will be enjoying the benefits of pausing for a snack in a novel promotion for new releases.

In the USA, the launch of *Ballz* will be promoted with a \$5 rebate towards the game with every purchase of a pack of 'Gushers', a 'chewy fruit snack'.

Although the Canadians

were totally creamed by the Aussies in the Commonwealth Games pool, they might be smiling now with the news that the Pillsbury pizza company is offering a similar \$5 discount for *Ballz*, *Zero Tolerance*, or *Bubsy II* with their pizzas.

Megazone eagerly awaits similar promo ties from publishers in Australia (hint, hint).



▲ 'Wow!', 'Cool!', 'Unreal', insert superlative of your choice here.

LATEST ON MARS

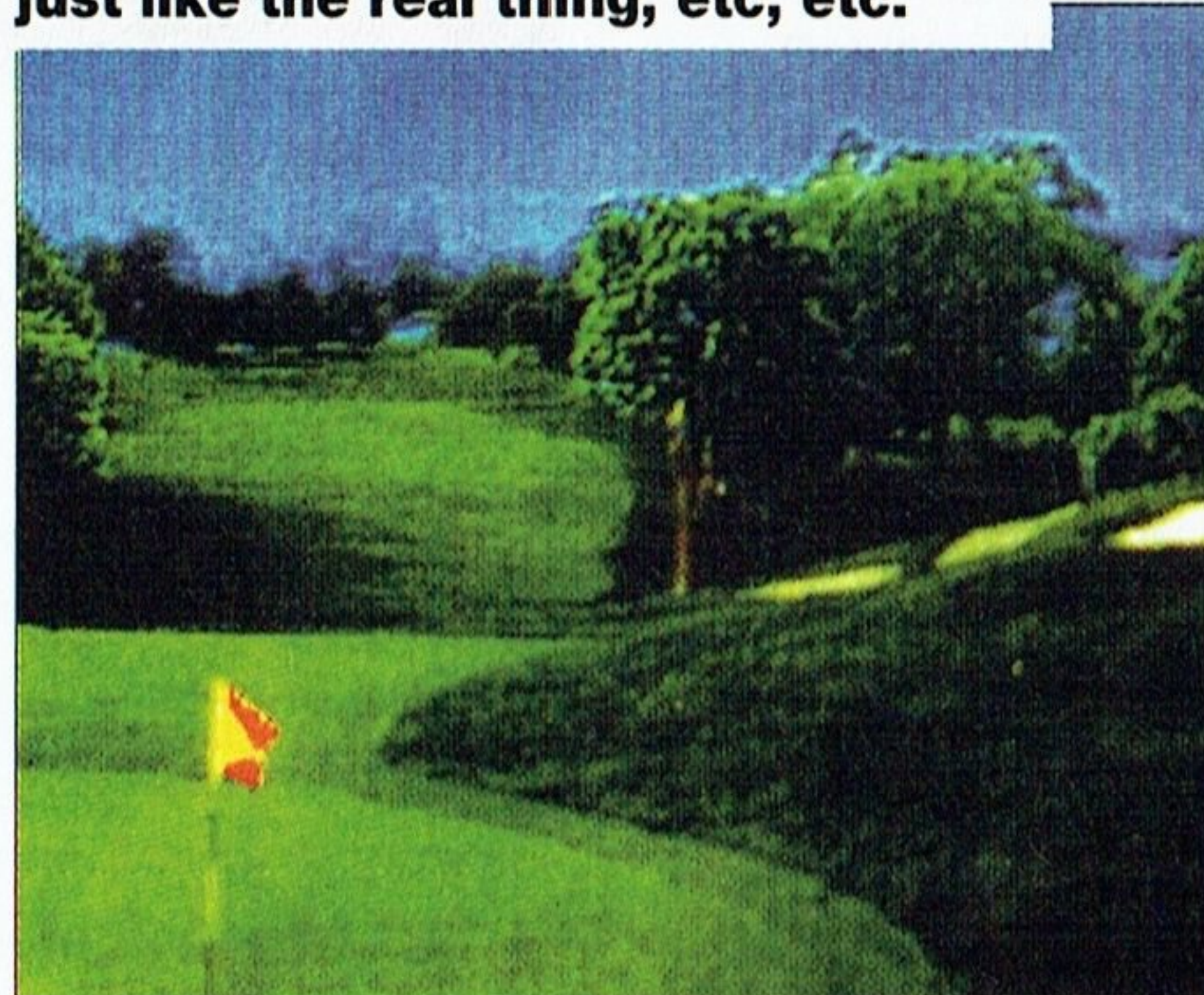
The gaming world needed a good lie down after the 32-bit mother-of-all-Mega Drives, the 32x (known as the Mars) was shown off at the CES show in Chicago. Although the machine is not quite finished, what was revealed about the Mega Drive and Mega-CD upgrade demonstrated that its capabilities will be awesome.

SPECS

The tech specs include:

- ▶ Two x Sega/Hitachi SH2 32bit processors, each running at 23MHz.
- ▶ Use of a newly developed Video Digital Processor (VDP).
- ▶ These characteristics will enable the MARS to provide:
 - higher speed data processing
 - high-speed polygon graphics
 - Texture mapping
 - flat shading
 - changing 3D perspectives
 - 32,768 simultaneous colours
 - high-speed graphic description
 - improved sound
 - high-resolution video on Mega-CD

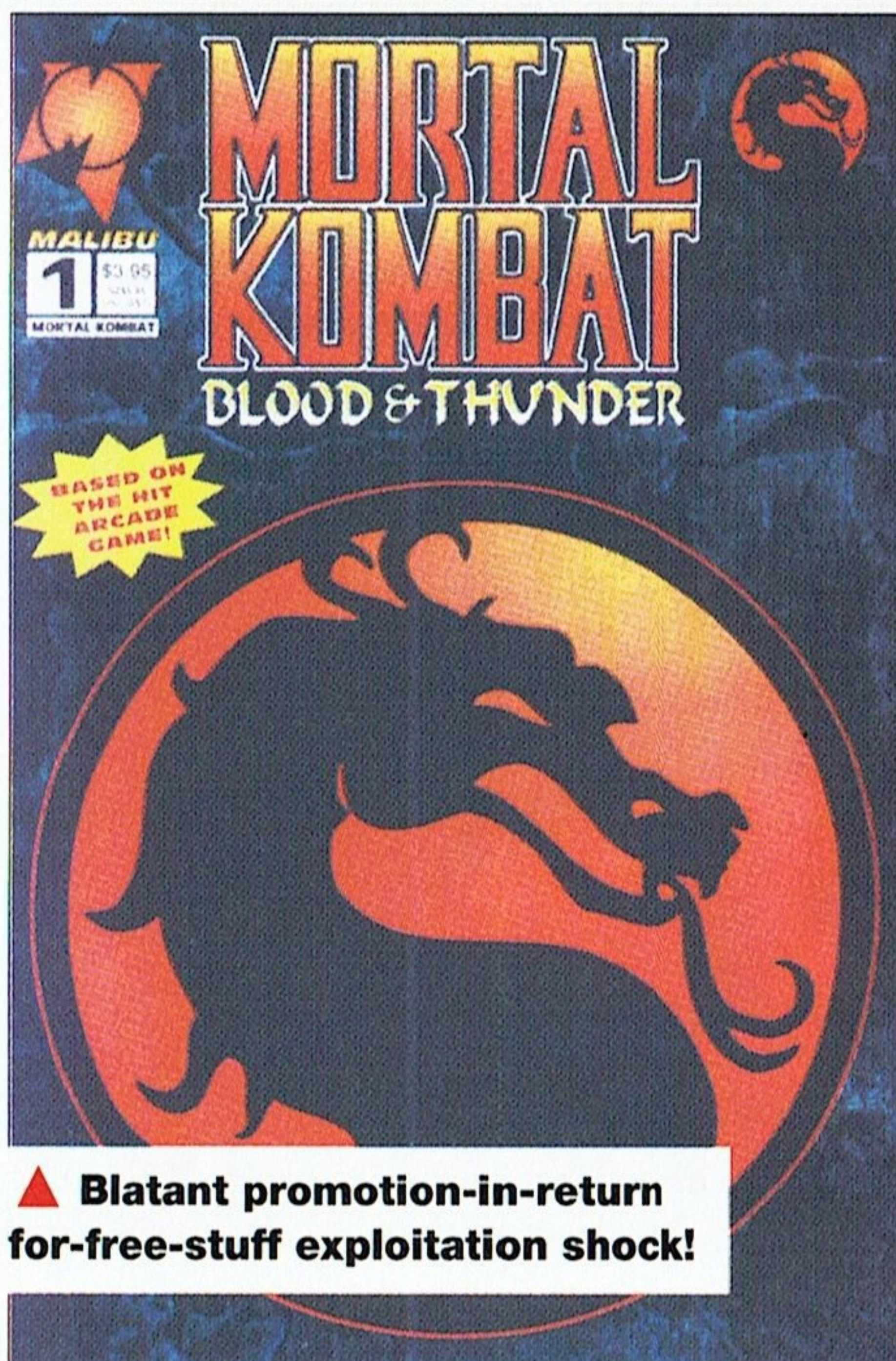
▼ Look at those rolling greens, it's just like the real thing, etc, etc.



CONTACT LENSES

Games available at the time of launch (scheduled for November 1994) are *Virtua Racing*, *Star Wars Arcade*, *Super Afterburner*, *Doom*, and *Fahrenheit* with more to follow in the new year including *Sonic 32*, *Digital Shinobi* and *Super Motocross*. Although no retail price has yet to be set in Australia, Megazone predicts that Marsheads will need to fork out around \$400.

Mortal Kombat comic caper



▲ Blatant promotion-in-return for-free-stuff exploitation shock!

Soon to be seen on newsagent racks is a no-holds barred full colour slugfest of *MK* comics. Retailing for \$3.95, the comic follows the action and drama behind the quest to find the greatest warrior in the world (it says here). Sounds like a full 10 minutes out of *Models Inc.* Except, not.

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

If you want a preview feast of this *MK* fest, we have a bunch to sling your way. Answer our easy-peasy question and send it to arrive not a blink later than November 11:

'That Decapitation Fatality Will Look Pleading With Full Colour in a Comic', Megazone, PO Box 746, Darlinghurst, NSW 2010.

Q: What would you say to Mileena if you met her walking down the street? Ten most enthralling get a comic (as judged by the Megazone comp panel). Usual rules apply.

Quiz

This month, Lucky 13 has a taste bud-tantalising supply of lollies up for grabs.

Two new groovy goodies are available from Pascall; Sourpusses come with cat-shaped faces while Mr Ws are worms. Both have rather 'unique' flavours; a sour sugar coating that'll have your taste buds jumping down your throat.

We have 20 packets of both Sourpusses and Mr Ws to give away. Four readers will win five packs of each. Yum! (We think...)

To get your fingers on a ten gut-busting bags of this sweet 'n sour candy, answer all 13 questions (most can be found in this issue of Megazone, but you'll have to have watched the Commonwealth Games, dig through the recycled newspaper pile or something...)

1. What's *Super Wrestle Mania* worth?
2. How do you select Mowgli's level on *Game Gear*?
3. Where does Helga hail from?
4. How does Dirk avoid the collapsing roof?
5. Who's the best *Combat Cars* contestant?
6. What happens to Boogerman's bot when he eats chillies?
7. What the hell is Knuckles, anyway?
8. What's up for grabs if you subscribe to Megazone?
9. What do SAND do?
10. Where will you see the best waterfall ever on the Megadrive?
11. How much does it cost to flog stuff through Op Shop?
12. What does Dave Perry call his worm?
13. How many 'Golds' did we win in the Commonwealth Games?

the megazone lucky 13



To be one of the four happy but toothless winners, answer all 13 questions (answers are hidden in this ish) and send them to:

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

gameSPY

THE LION KING

There seems to be no limit to Disney's resurgence in movie production. *The Lion King* blitzed the USA during their all-important movie-going summer season. *The Flintstones*, by comparison, turned out to be a bit of a dinosaur. With any blockbuster nowadays, movie merchandise is a top priority, an increasingly important aspect being 'the game of the film'. Sega Megazone's Derek de la Fuente spoke to the man behind the game, Louis Castle, in Westwood, California.

MEGAZONE: Can you give Megazone an overview of the game?

Louis Castle: The gameplay graduates from a platform-based jumping-and-avoidance game to a 'proscenium'-based fighting game. Each level gives the player something new to see and to do with new abilities and challenges every step of the way. You start the game the same way the movie starts, only *you* are Simba, exploring his new world instead of just watching him. Simba romps around the pride lands and discovers what it means to be a cat. Remember, just as in the film, Simba is a lion. After Simba's father shows him the kingdom, Simba has delusions of grandeur where the whole of his universe is seen from the eyes of a child. We set out to unravel Simba's trials. He gets chased from his rightful kingdom by his evil uncle's hyena henchmen and finds himself in

a beautiful jungle grotto with cascading waterfalls. Gathering bugs and jumping from floating logs proves challenging as Simba explores his new world.

Simba grows into an adult and has the added abilities of swatting, mauling and grappling with

his enemies. He fights his way through the dense undergrowth, following the mystical baboon, Rafiki. Simba is reminded of his destiny by a vision of his father. Simba, determined to regain his throne, journeys back to the pride lands to do battle with his evil uncle. The face off is a climactic encounter on top of Pride Rock, as the pride lands blaze and lightning flashes in the distance.

MZ: How many people are working on *The Lion King*?

LC: We have 14 full-time people working on *Lion King* here and 12 others associated with the project. Plus 10 at Virgin Interactive Entertainment, in Irvine, three from VIE UK, 16 at Disney Software in Burbank, and 36 at Disney animation services in Orlando, Florida. Altogether, there have been at least 80 people working on the game since January.

MZ: When will it be completed?

LC: We are on track for a worldwide release in November on Genesis and SNES. Other versions are being created by VIE UK but I'm not certain as to their release dates.

MZ: How have you synchronised sounds and movements together?

LC: The sound effects and digitised samples have been synchronised by our sound department in much the same way a Foley artist would synchronise sound effects for a movie. Our guys have the advantage, as



Previews



▲ Grown-up Simba runs like buggery from the path of a large boulder.

well as the disadvantage, of being able to fine-tune the start of each sound effect to 1/60 of a second.

MZ: How hard was it to ensure you had perfect animation?

LC: Each sequence of animation was specified by the designers, roughed out by Disney animators, and then adjusted to work within the constraints of the game limitations. Disney animators hand held the creation of each sequence and I think Disney's animators are as close to perfect as humanly possible. The challenge for us was to maintain the integrity of what Disney's artists had created.

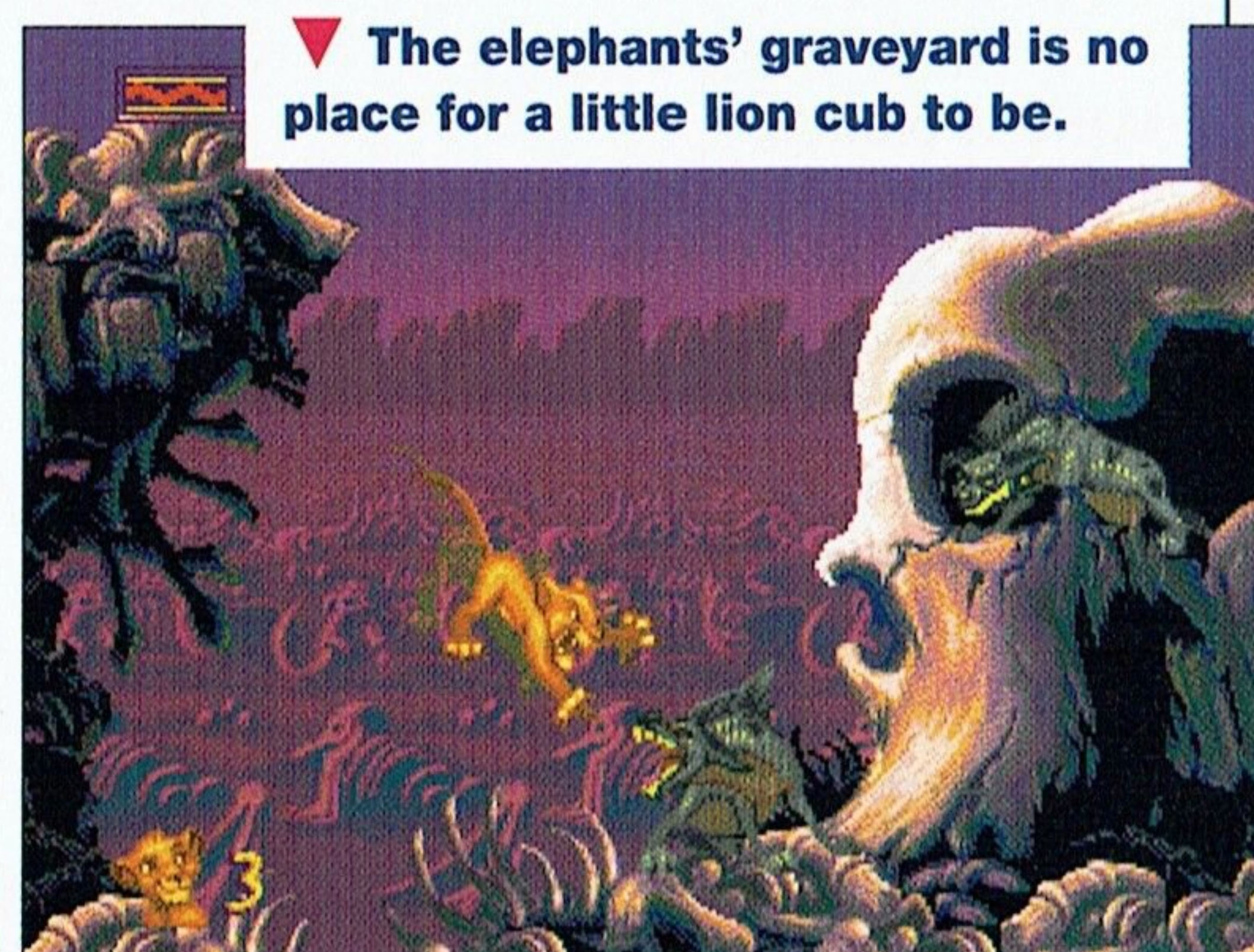
MZ: What sort of software do you use for the animation and codes?

LC: We use a variety of software packages including *D-paint Animator*, *Photoshop*, *Fractal Design Painter*, *Tume*, and many other in-house graphic editors and image manipulation tools. The game code is entirely in assembly but uses a proprietary

custom compiler to co-develop main game logic and enemy AI.

MZ: Could you explain to our readers what the Digicel technique used in the game is?

LC: The Digicel process allows us to directly capture, convert and

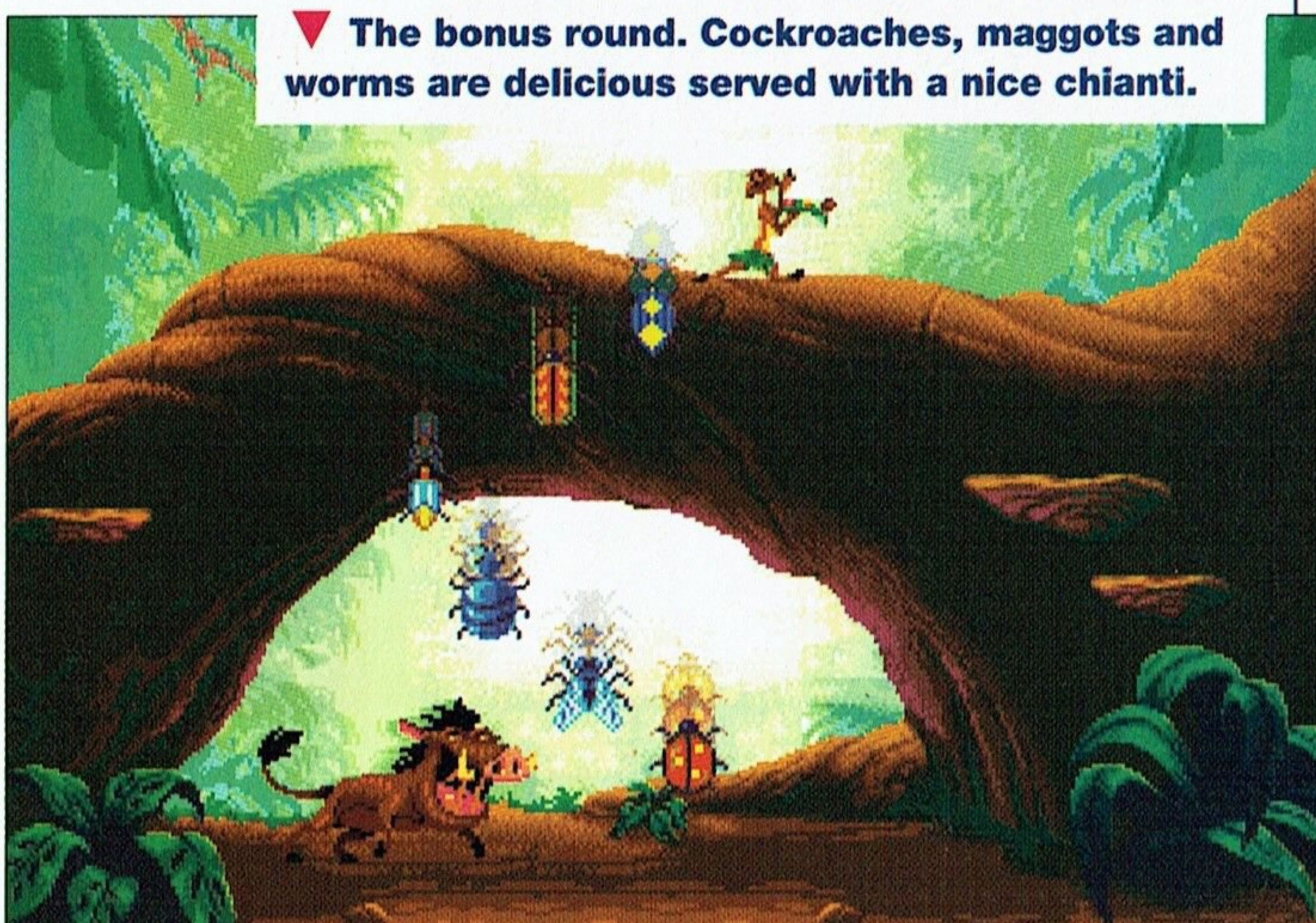


▼ The elephants' graveyard is no place for a little lion cub to be.



▼ Baby Simba runs like buggery from the path of a large boulder.

▼ The bonus round. Cockroaches, maggots and worms are delicious served with a nice chianti.



implement the animation created by the Disney artists. The improvements made for *The Lion King* have been focused on the final quality of the images. In the end there is no substitute for excellent computer artists touching up every one of the 2000 frames.

MZ: How did you decide what sections of film plot to use in the game?

LC: Oh, it's pretty simple – we used it all! One of the unique opportunities of working on *The Lion King* was the fact that the story is about a hero's journey. It makes for a wonderful game premise and we used all the major locations from the film in the game. Each of the game's 10 levels is a unique location that relates to one of the many locations in the movie.

MZ: What has been the hardest part in putting the game together?

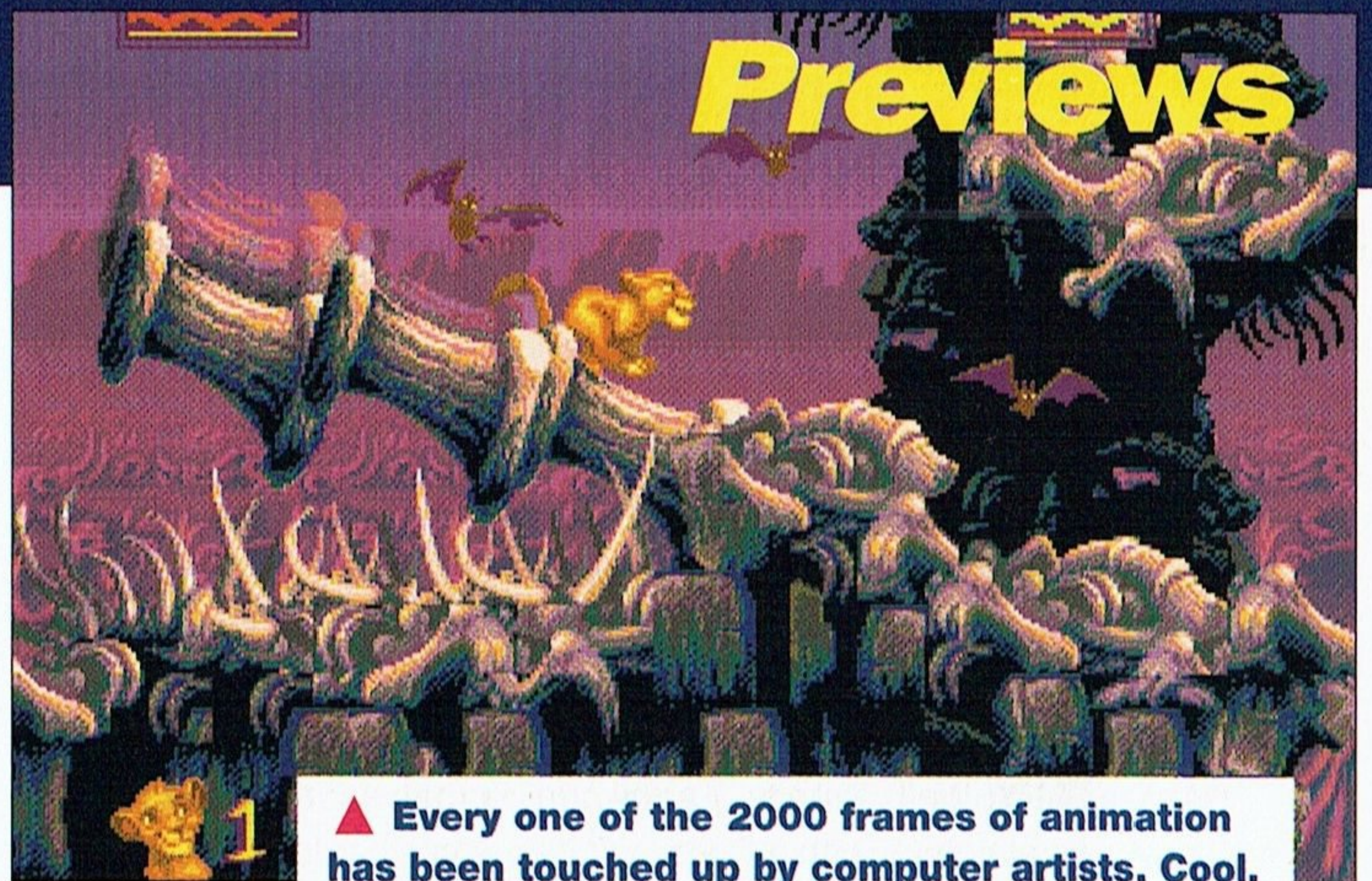
LC: The hardest part in getting the game together was capturing the major emotional beats of the movie. Especially since the movie itself was changing as we developed the game. We have really tried to capture the essence of the movie so that this product is an extension of the film allows the player to relive the experience. Working closely with Disney has been a learning experience in itself. It was great getting to work side by side with the animators and get a glimpse into the making of an animated film.

MZ: Do you think there will ever be a time when both a film and game are worked on together, sharing ideas and so on?

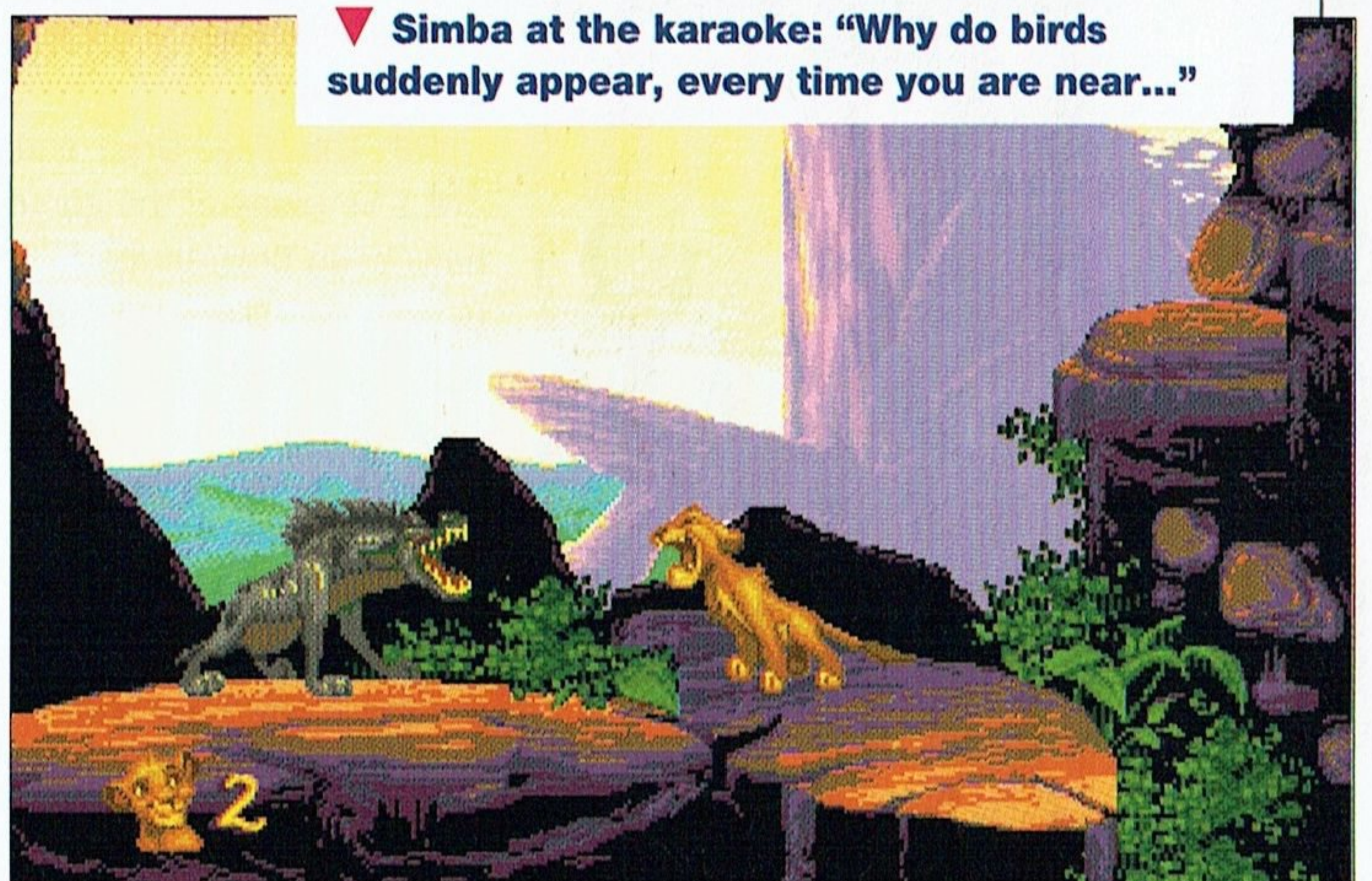
LC: It's hard to imagine being any closer to the production of a film than we were with *The Lion King*. I feel the creation of the film will always be the driving force. It would be inappropriate to have a bunch of interactive designers trying to effect the outcome of the film. But as interactive entertainment becomes a larger profit centre for entertainment companies, we will see more stuff begin life as interactive entertainment and then become films.

Format: Mega Drive

Supplier: Virgin

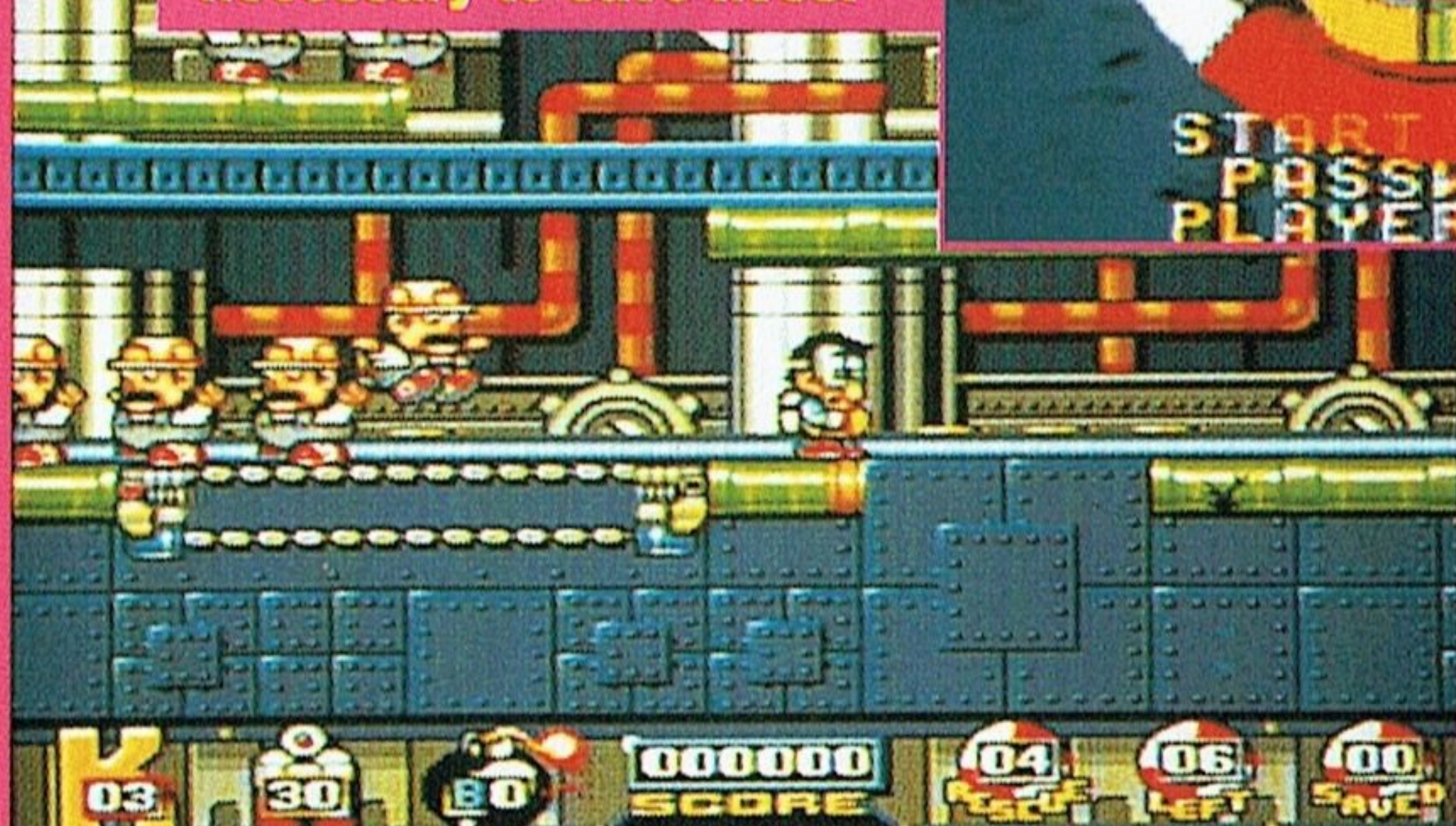


▲ Every one of the 2000 frames of animation has been touched up by computer artists. Cool.



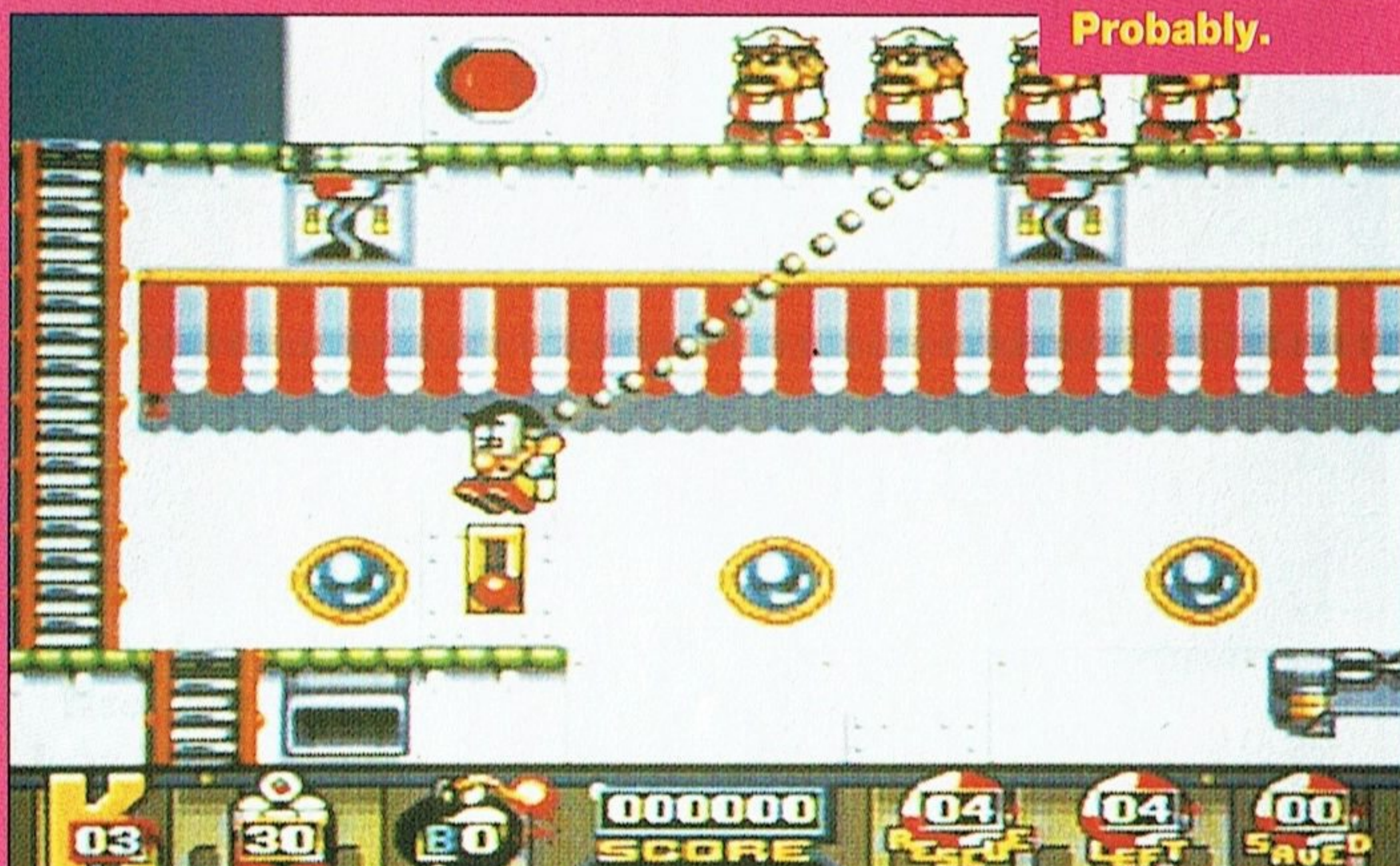
▼ Simba at the karaoke: "Why do birds suddenly appear, every time you are near..."

▼ Switch switches, get conveyor belts conveying and blow things up. It's all necessary to save lives.



▲ Looks like they changed the name, then.

▼ Swinging on a rope is all part of the fun. Probably.



S.S. LUCIFER-MAN OVERBOARD!

This platform puzzler sees you trying to save passengers from drowning as a ship sinks to its watery grave. The petrified passengers run about aimlessly and using your selection of bombs, plus your uncanny ability to press buttons, you must engineer it so that they jump ship, rather than go down with her.

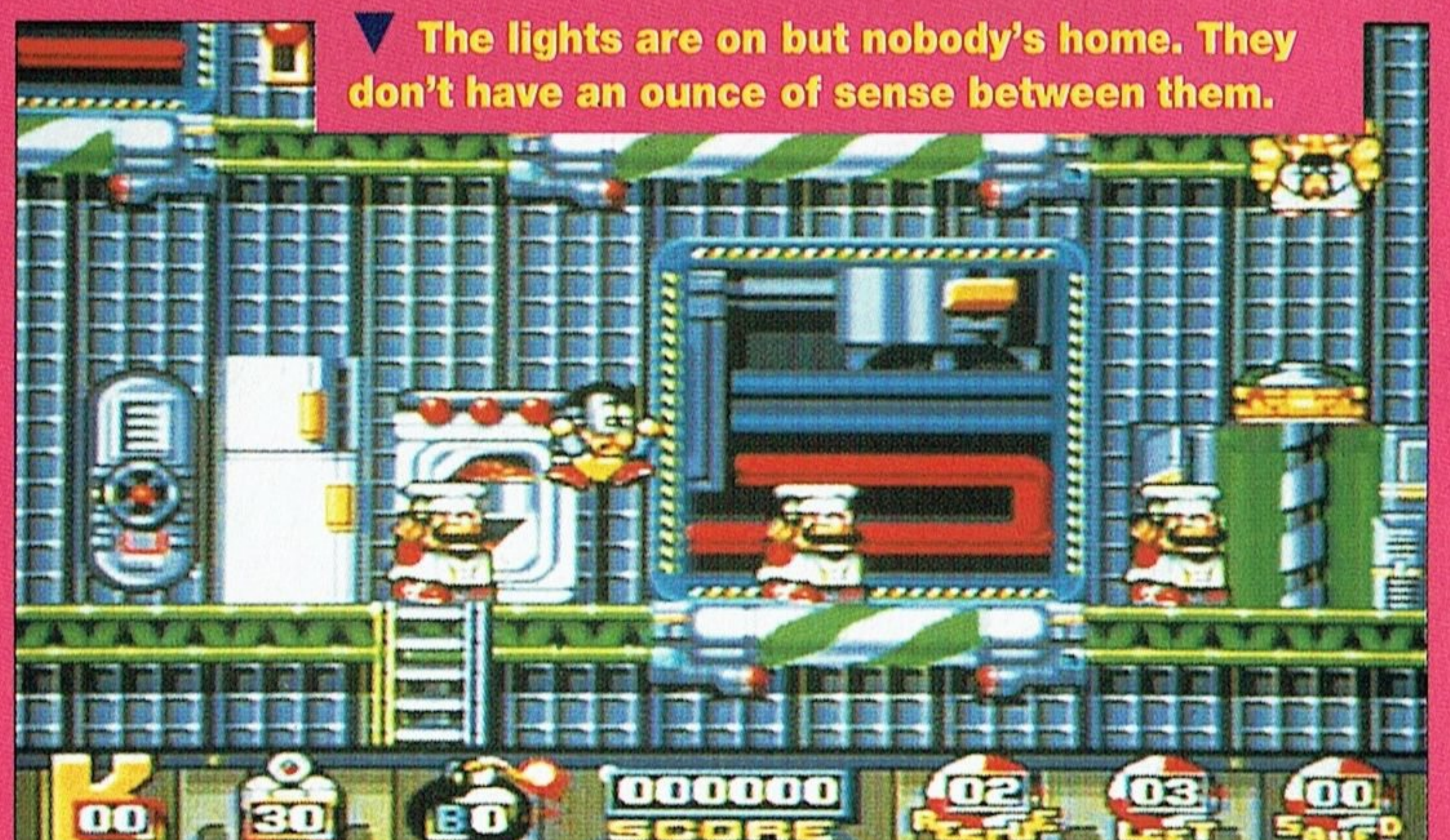
Basically, you have to clear a path between them and the exit. It involves such devices as conveyor belts that have to be set going the correct way and doors that have to be blown from their hinges. It starts off simple, but rapidly gets trickier.

Graphics are small, which may cause problems trying to see what you're supposed to be doing. But it looks like it should be an amusing enough little game.

Format: Game Gear

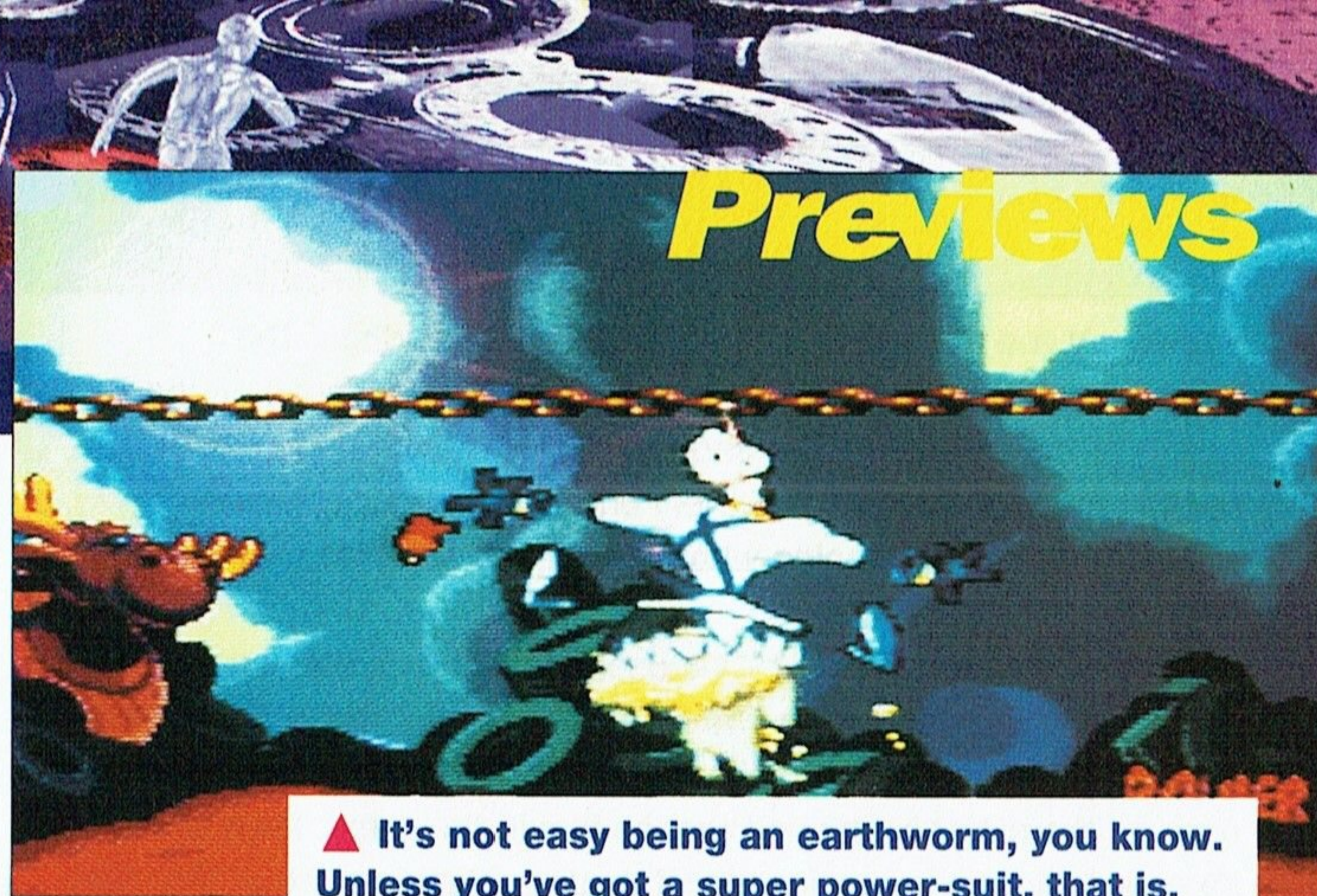
Supplier: Codemasters

▼ The lights are on but nobody's home. They don't have an ounce of sense between them.



gameSPY

EARTHWORM JIM



▲ It's not easy being an earthworm, you know. Unless you've got a super power-suit, that is.

MZ: Tell Megazone readers something impressive about the animation and graphical programs you use?

DP: Hmmm. *EWJ* had over 12,000 frames of animations drawn for it, the animators picked the 3,000 best frames and we used them. All the graphical programs we use are written by several specialist consultants and are top secret and change every week as we find new ways to accomplish a certain task!

MZ: But what's new? That doesn't sound that cool!

DP: Well, it's the first game that has calculated lighting effects in real time. We have intelligent thumb reading, which predicts your thumb movements on the joypad and slots in angles accordingly, this changes the feel of the game giving awesome controls. This is only the beginning, in the next *EWJ* program we will be... well, I can't really say, but it's pretty special.

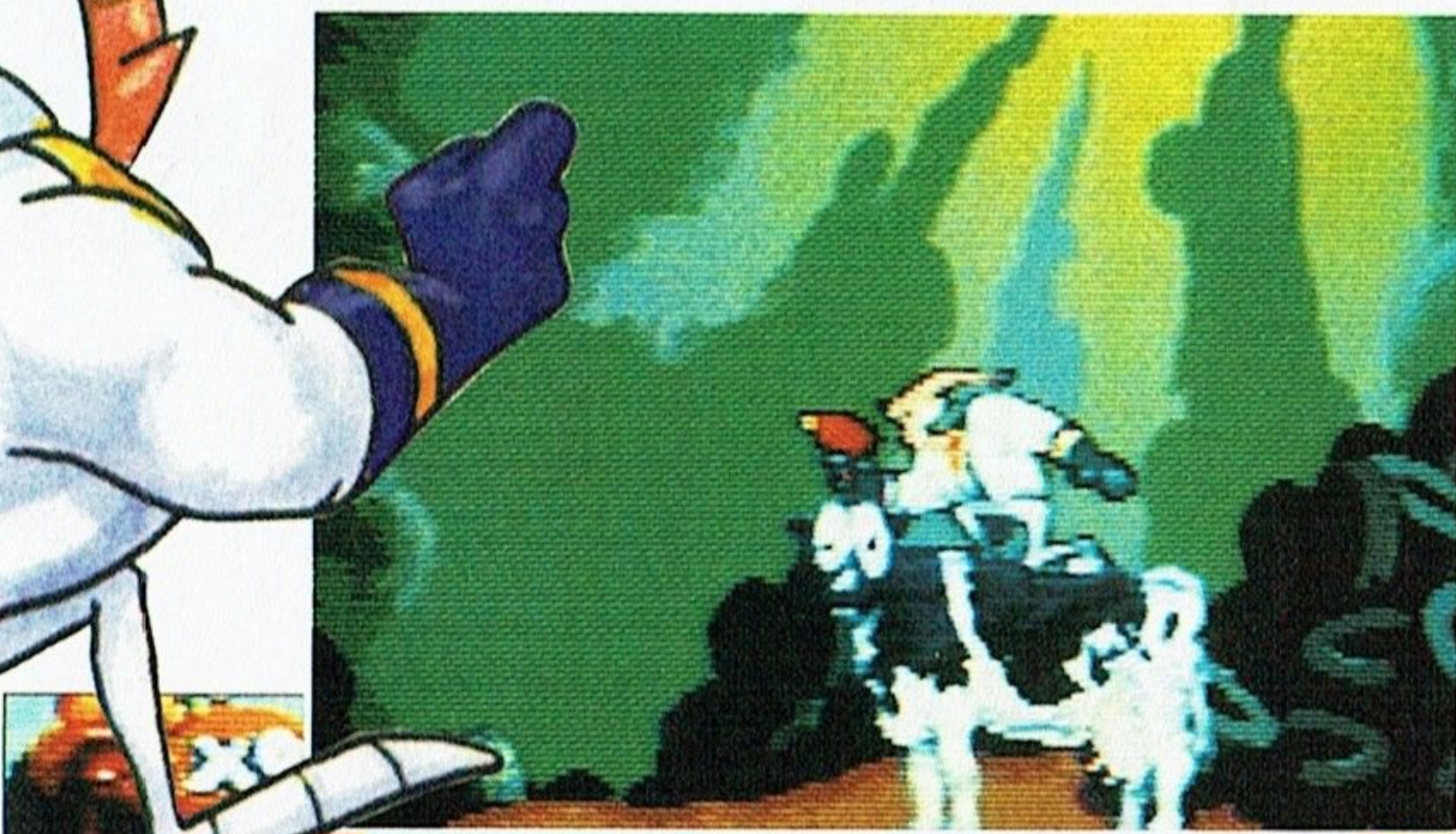
MZ: Tell us how you go about design.

DP: Shiny do not work from design documents as these are long and tedious. We lay out an attack plan in art only, not storyboards. We call a meeting, the art is presented and if everybody likes it then it moves on to the next stage. This means we draw three times the amount of art necessary for the final game but the result is a hybrid that everyone is happy with.

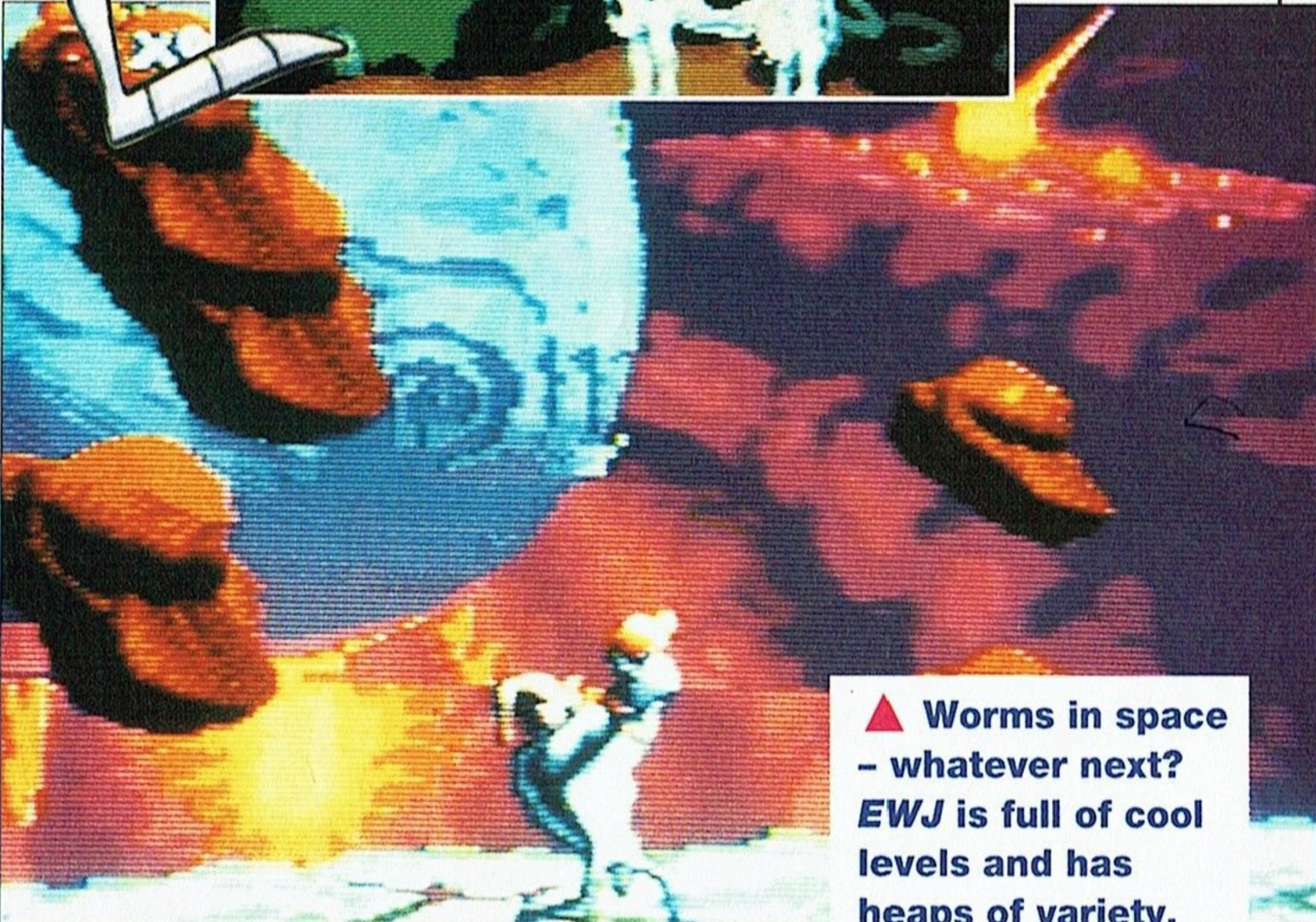
Coding generally generates ideas. If I find I can achieve a certain cool effect, more often than not it inspires the designer to lay out some new mechanics. A good designer always pushes the programmer into submission. He should always ask for the world (just in case the programmer is in a good mood that day).

MZ: So tell us about the game!

DP: *Earthworm Jim* is just an ordinary earthworm caught



◀ Don't have a cow, man. It's illegal in this country.



▲ Worms in space - whatever next? *EWJ* is full of cool levels and has heaps of variety.

Cool Spot was one of the best console titles to hit the scene at the time. Dave Perry was instrumental in developing this program. Sega Megazone caught up with him and asked him about his latest title that is already causing a major storm in the States - and it's not even out yet! Derek de la Fuente wears the Megazone cap.

MEGAZONE: So what's the dirt on *Earthworm Jim*?

DAVE PERRY: Well, already, *Earthworm Jim* has scored one of the highest internal scores within Sega and has won awards in advance of its release in the USA.

MZ: Why the excitement?

DP: The Mega Drive and SNES versions of the game have been programmed using a new heterogeneous approach where both versions run from the same native program, called The TAOS Concept. This allows the three programmers to work on separate parts of the game and have both versions developed in

tandem. Both versions were delivered at the same time.

MZ: Who stuck it all together?

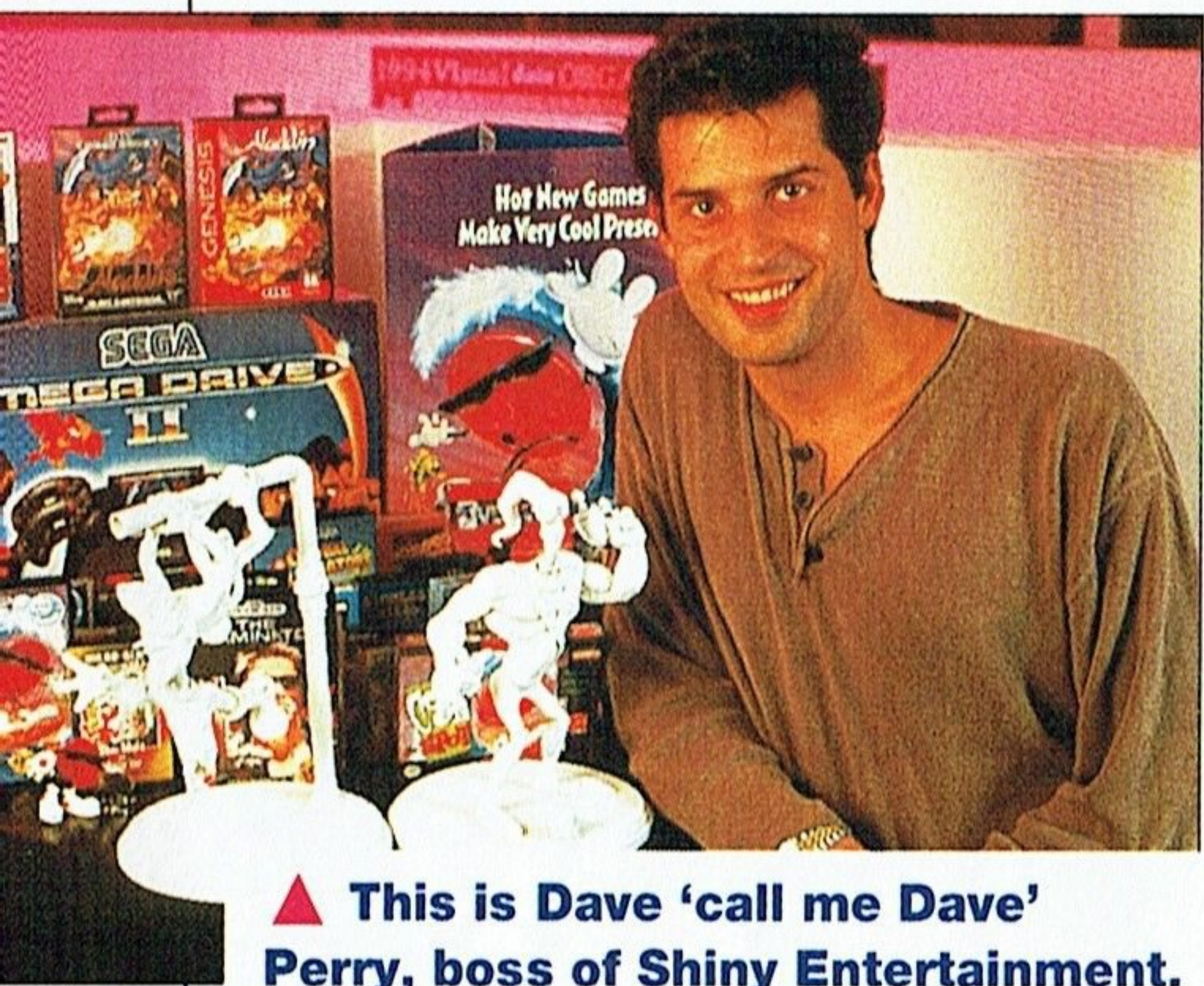
DP: Well, it was my company, Shiny Entertainment. We're a team of nine that includes programmers, animators, and designers.

MZ: Does *Earthworm Jim* use any of the core engine from *Aladdin* or *Cool Spot*?

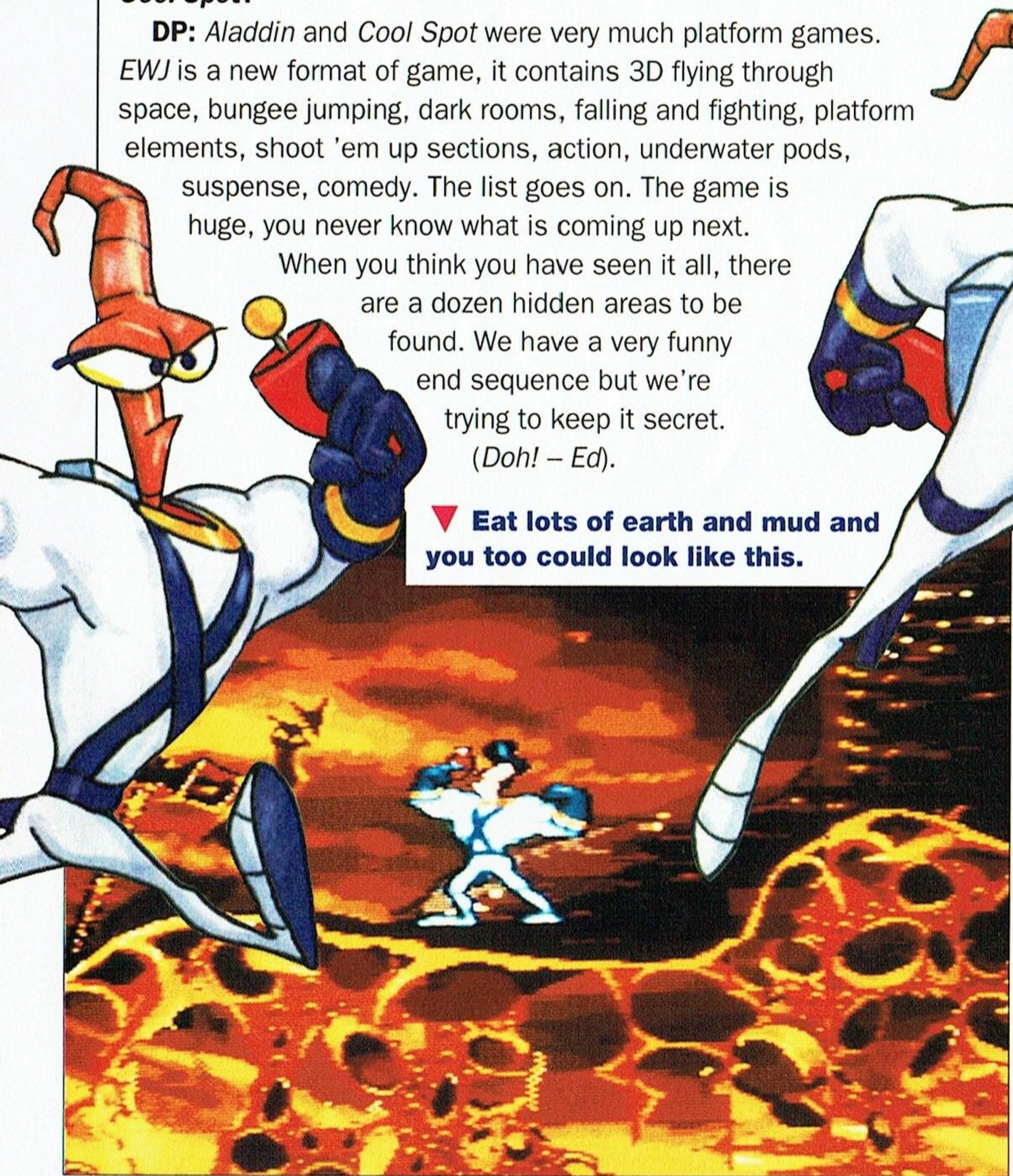
DP: *Aladdin* and *Cool Spot* were very much platform games. *EWJ* is a new format of game, it contains 3D flying through space, bungee jumping, dark rooms, falling and fighting, platform elements, shoot 'em up sections, action, underwater pods, suspense, comedy. The list goes on. The game is huge, you never know what is coming up next.

When you think you have seen it all, there are a dozen hidden areas to be found. We have a very funny end sequence but we're trying to keep it secret. (Doh! - Ed).

▼ Eat lots of earth and mud and you too could look like this.



▲ This is Dave 'call me Dave' Perry, boss of Shiny Entertainment.

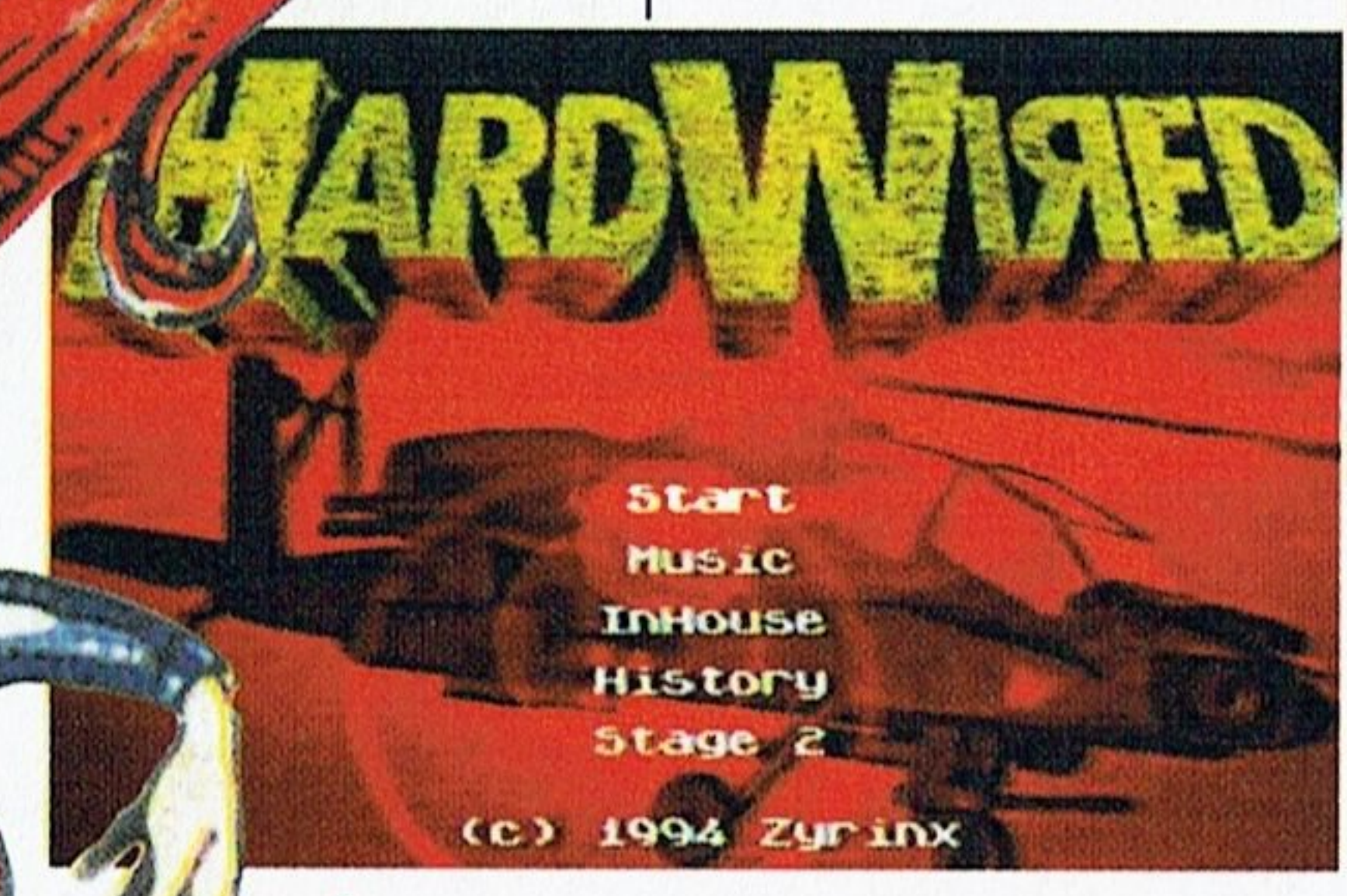




in a suit that he doesn't understand. Forced with the task of keeping the super power-suit out of the evil clutches of his enemies, you have to use every weapon and power you can must to stay alive. With plenty of weapons – like whips, plasma blasters – you're certainly well equipped.

The essence of the game is to retrieve the suit that Earthworm Jim has found which brings him special powers. Placing on the suit reacts to Jim's soft wormy flesh and radical, light speed evolution takes place. Checking out the suit he finds it has some nifty gadgets. The game is multi-levelled in New Junk City. Menacing crows, giant mutant garbage cans, the junkyard owner, Chuck and his dog Fifi, want to welcome you in their own special way by trying to kill you. What the Heck level, Down the Tube, Bottleville, and Andy Asteroid are a mere few of the unwelcoming levels. Use your head and don't be afraid and go for it!

Format: Mega Drive
Supplier: Sega



▲ The title screen – and other animations – add atmosphere.

◀ Don't fancy yours, much. But if you were a worm, this would probably be the sort of thing that you'd go for. Actually, worms are hermaphrodites, which means they have both boys' and girls' 'bits'.
Interesting Fact # 485b.

▶ Hardwired has a top-down view. And here's proof.



HARDWIRED

At first look, this is reminiscent of Electronic Arts' *Strike* series, but a quick play around tells a different story. Where the *Strike* games use a 'false' isometric 3D system, this uses an interesting top-down perspective. A crosshair appears in front of your chopper. Line up your target and squeeze the trigger...

As you might expect, the enemy puts up plenty of resistance. Tanks and AA batteries keep up a constant barrage of fire. You can blow them to smithereens with your own missiles, rockets, or plain old cannon fire. Fuel tanks and other non-offensive scenery can also be taken out, just for the fun of it.

The game's split into a variety of missions. You're briefed on what has to be done, usually with a slender time limit, and then can access various strategic maps to help plan the mission. In certain circumstances, you can get out of your 'copter and go in on foot (carrying a big gun, of course).

It's looking very smooth at the moment, and could give the eagerly awaited *Urban Strike* a run for its money.

Format: Mega Drive
Supplier: Codemasters

▼ She may be a foxy chick, but has an unhealthy interest in sharp knives.



DOUBLE DRAGON V

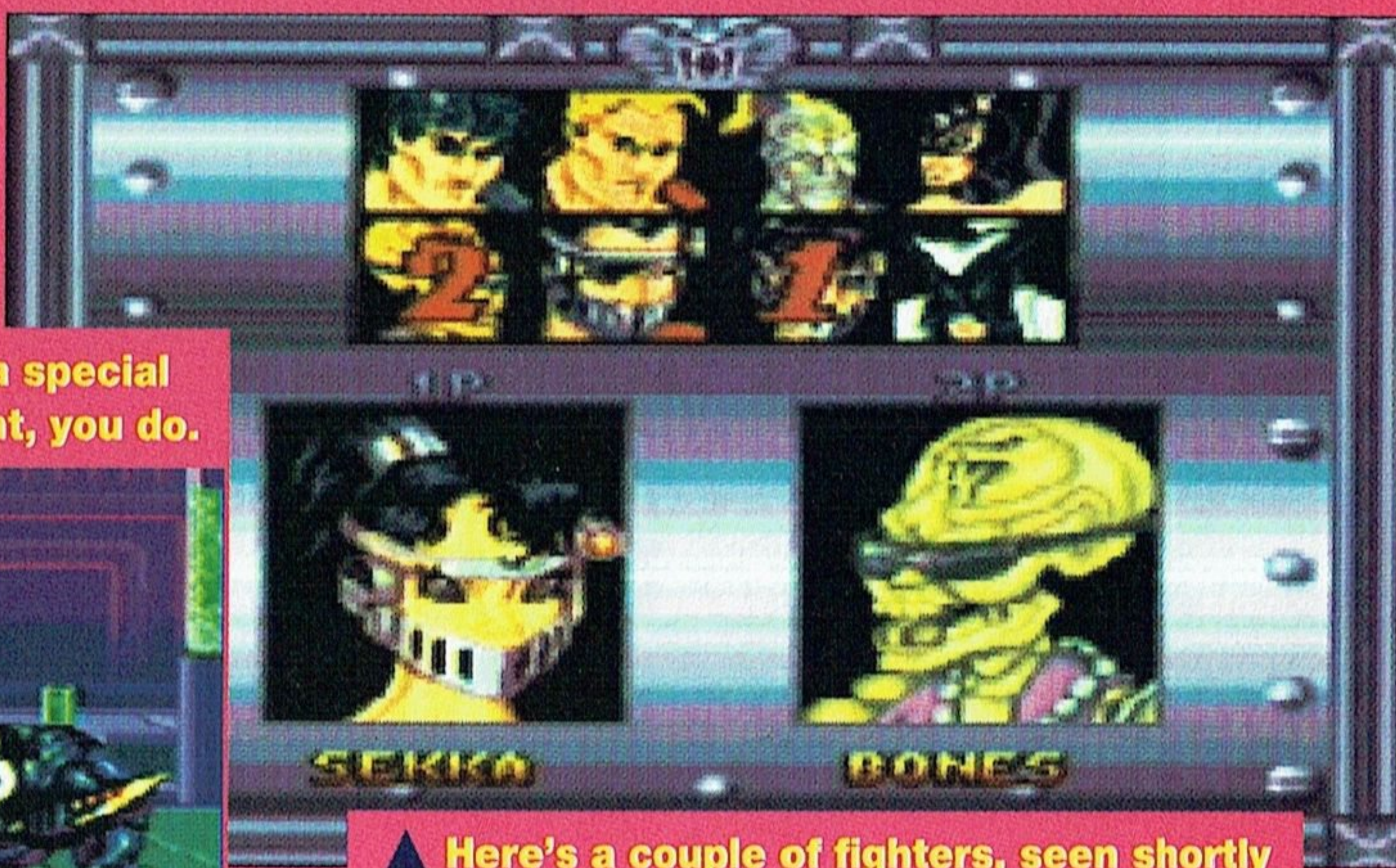
And so it goes on. *Double Dragon V* is the latest in a longish line of *Double Dragons*. A one-on-one beat 'em up, *DDV* is going to be pretty special if it's to stand up to the likes of *Super Street Fighter II* and *Mortal Kombat II*.

Frankly, previous versions haven't cut it, so hopefully the game's designers will do better with this incarnation.

It's a 16 meg game with eight fighters. Here, shock, are some piccies.

Format: Mega Drive
Supplier: Sony

▼ Here's someone performing a special move. You want to use Listermint, you do.



▲ Here's a couple of fighters, seen shortly before they kicked each other's teeth in.

BUBSY II

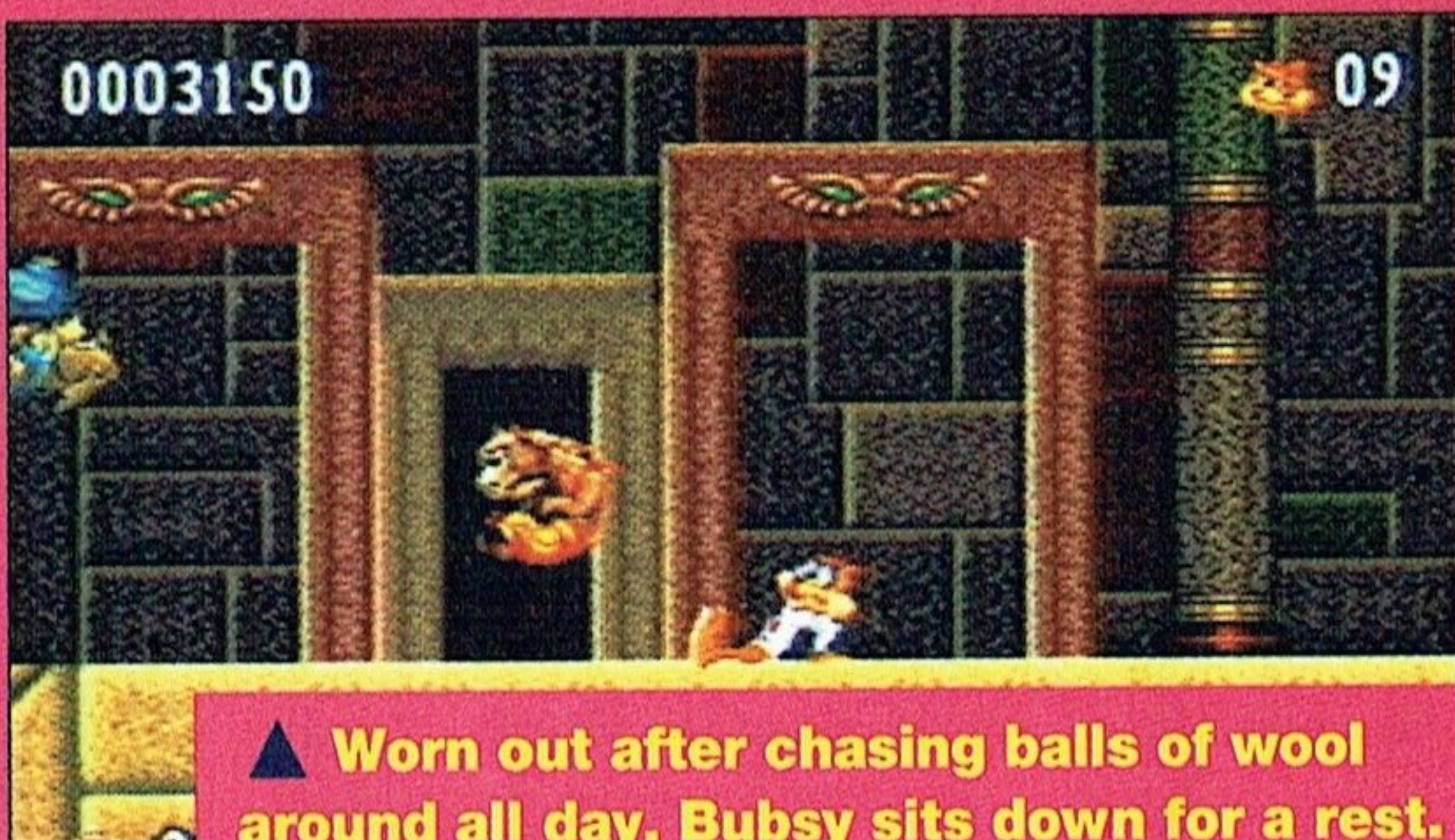
Bubsy's back! The bobcat with more attitude than our Aunt Mabel after a glass of sherry stars in his second game. Yes, there's even more wool-related tomfoolery, this time with an even sillier plot that

we're too tired to go into right now.

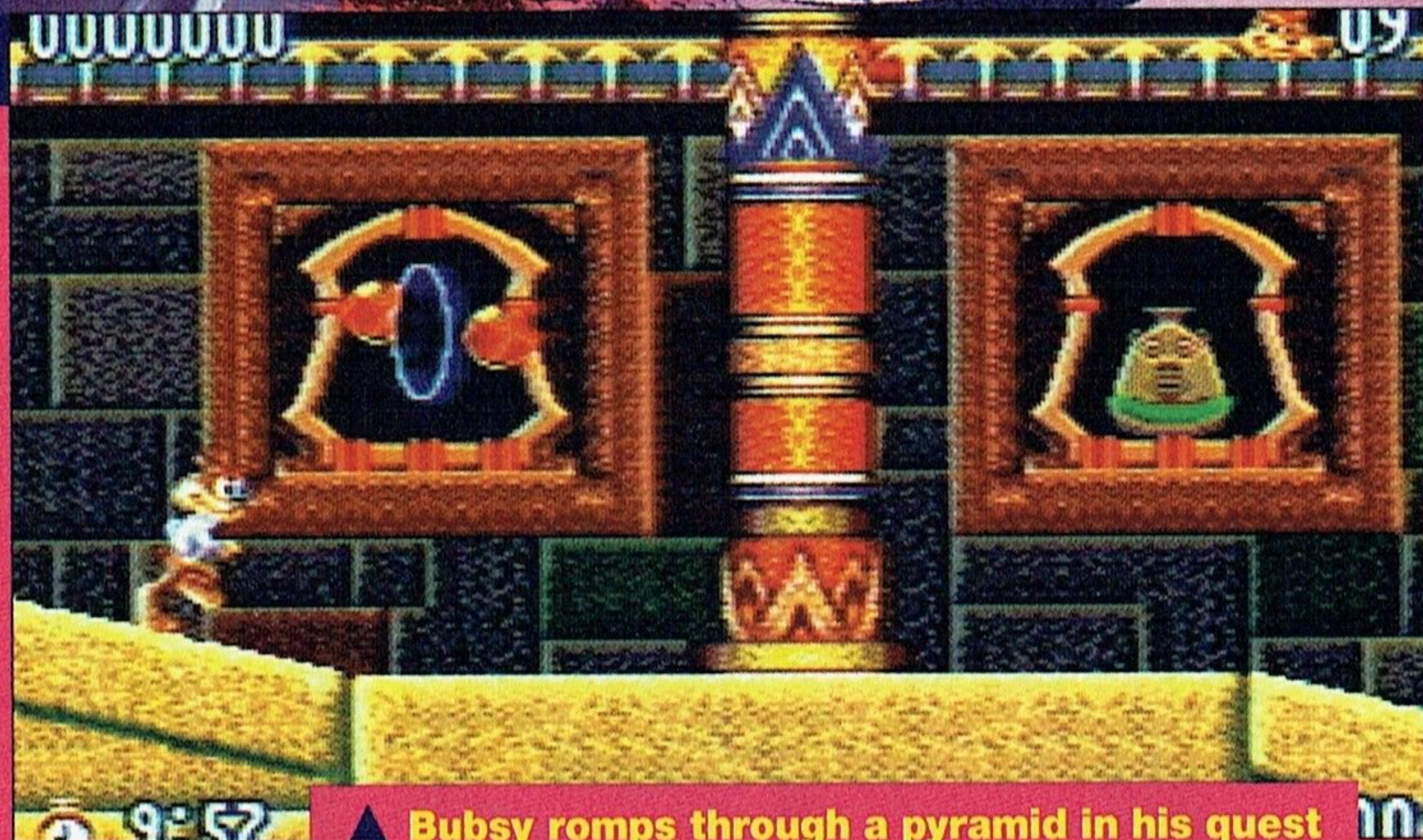
Suffice to say, it involves aliens (again), only this time they've abducted Bubsy's young relatives. His pursuit takes him through five wild and wacky worlds, comprising of 30

levels in total – this is big! What's more, Bubsy can play the worlds in any order he damn well pleases, so if one level is getting on your tits, you can always go back to it later. These worlds are accessed through the Amazatorium; Bubsy has a handy portable hole which makes getting about a breeze.

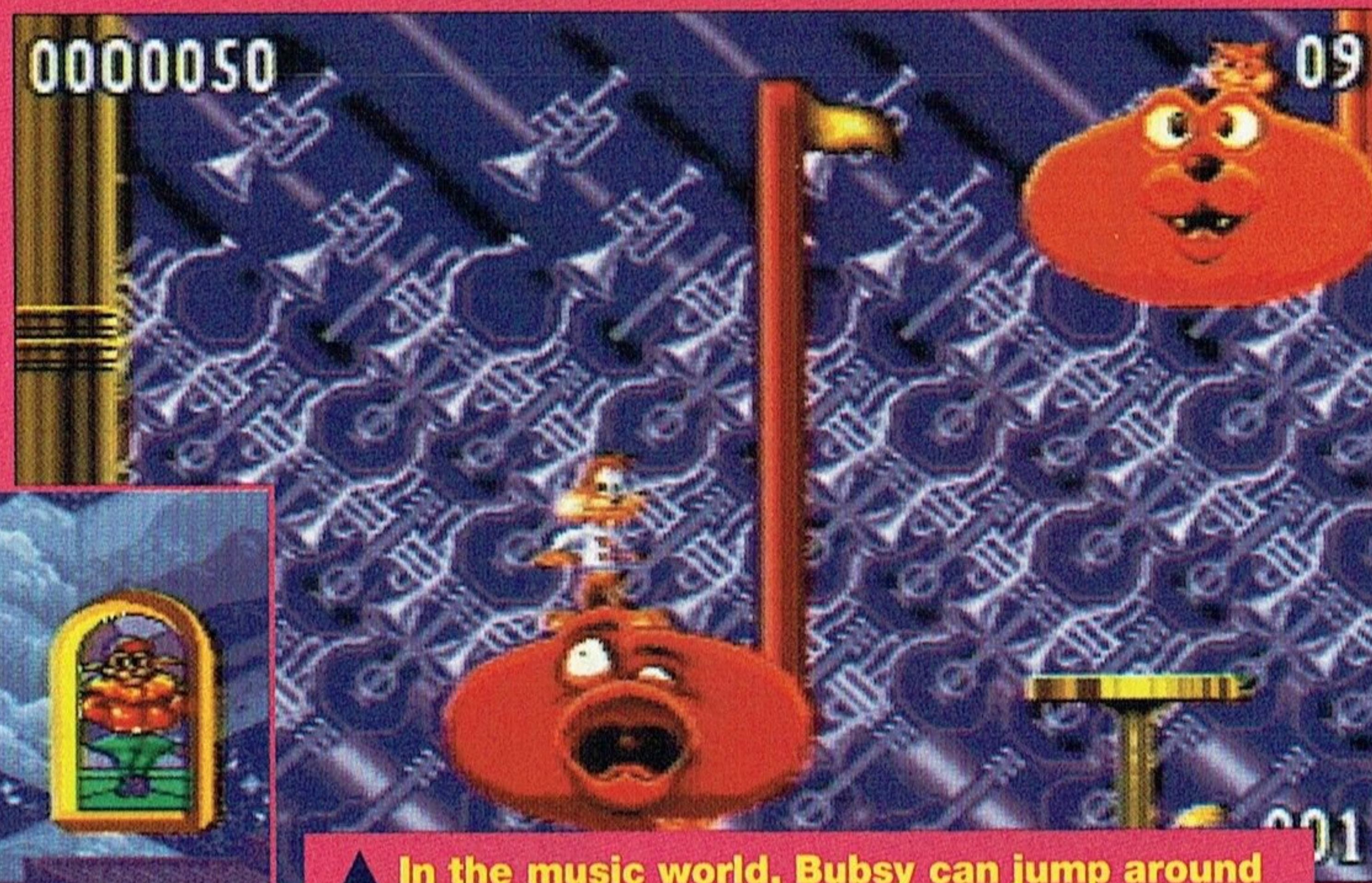
Format: Mega Drive
Supplier: Accolade



▲ Worn out after chasing balls of wool around all day, Bubsy sits down for a rest.



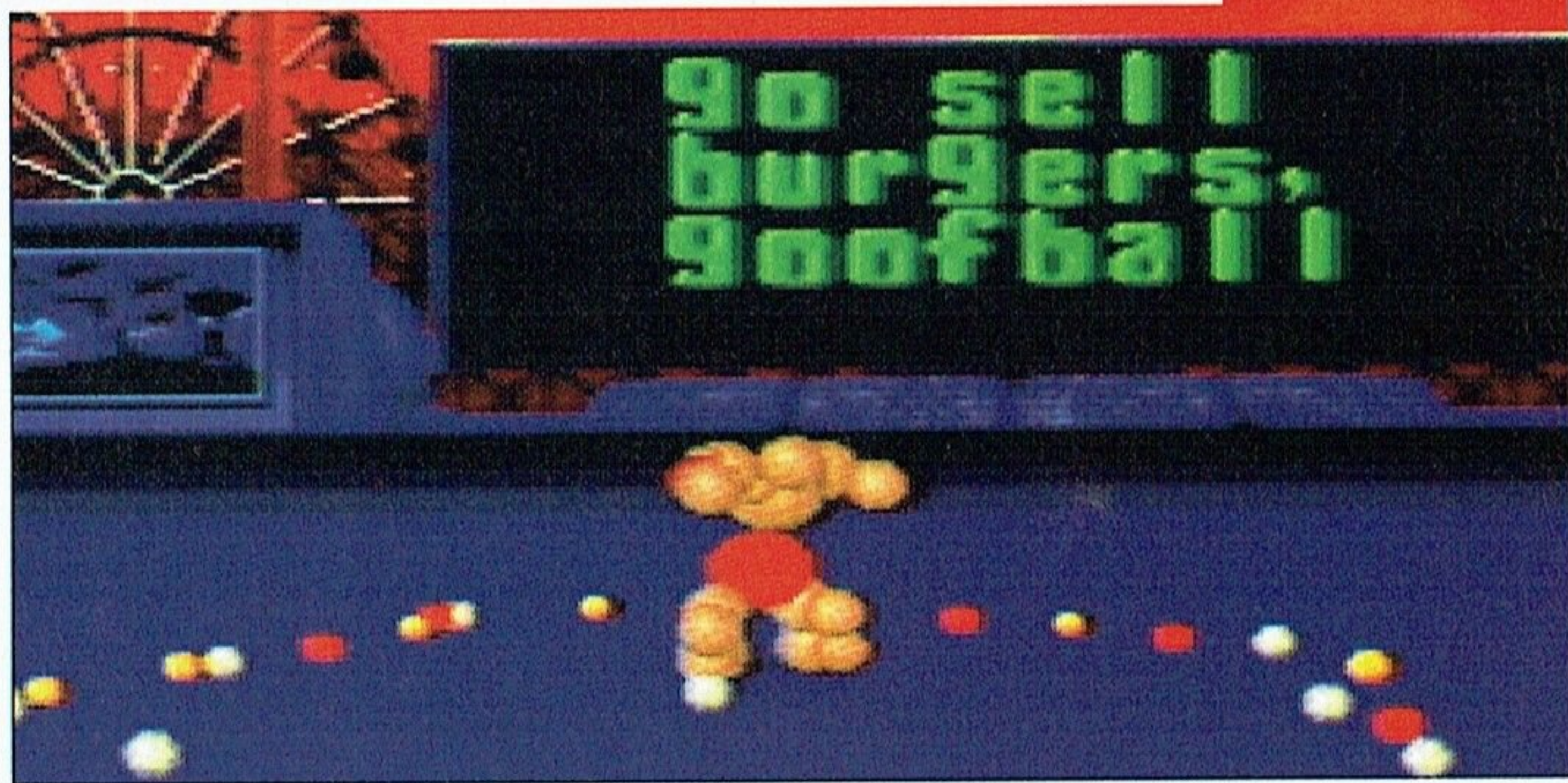
▲ Bubsy romps through a pyramid in his quest to rescue his kindred. "Here, kitty, kitty..."



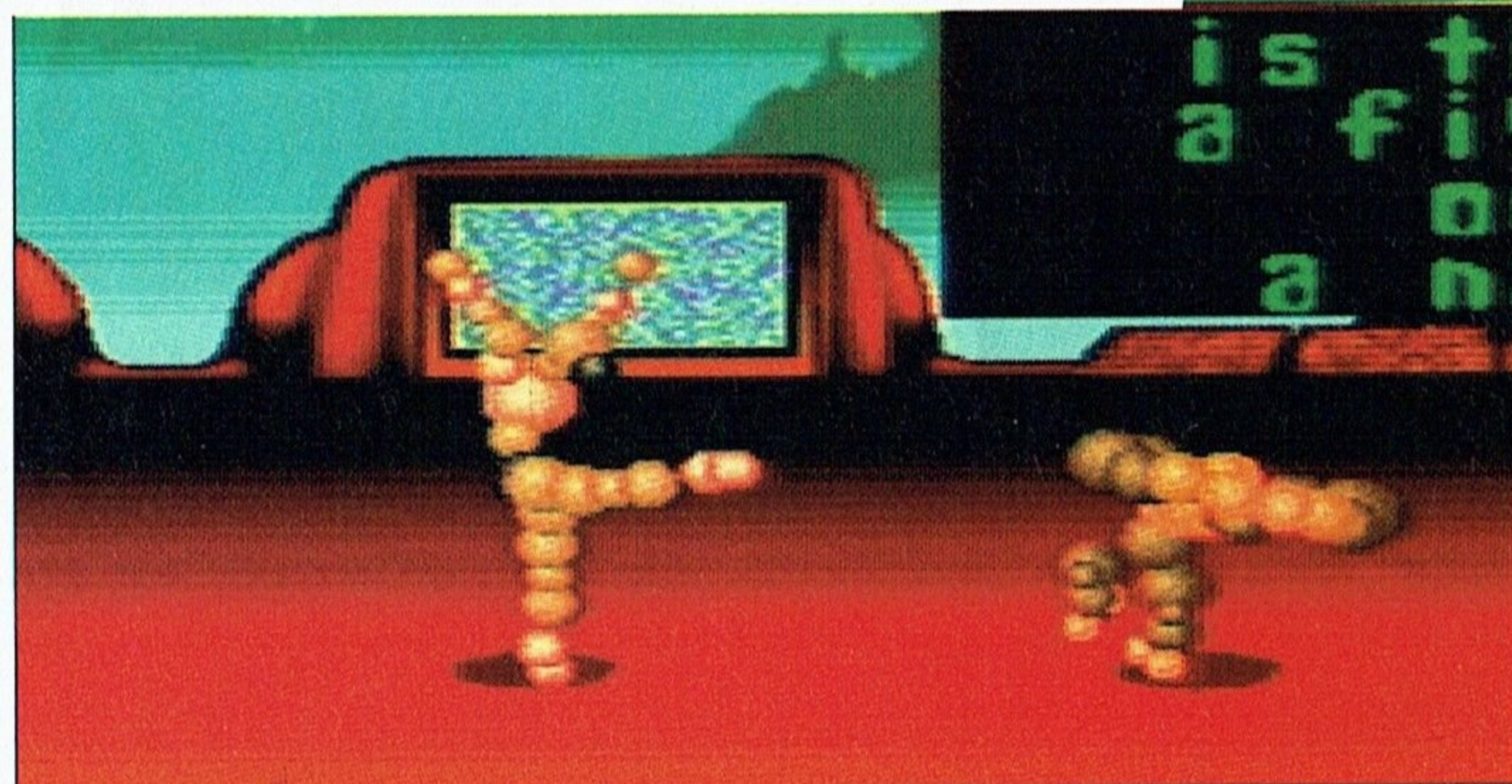
▲ In the music world, Bubsy can jump around on musical notes. Just like this.

◀ Bubsy hops between worlds through his portable hole in the Amazatorium. And this is it.

▼ The Sumo won, and his opponent has gone to pieces. Gone to pieces – get it? Oh, never mind.



▼ Tired of fighting? Well, you can do a bit of ballet or monkey around instead, if you so desire.



BALLZ

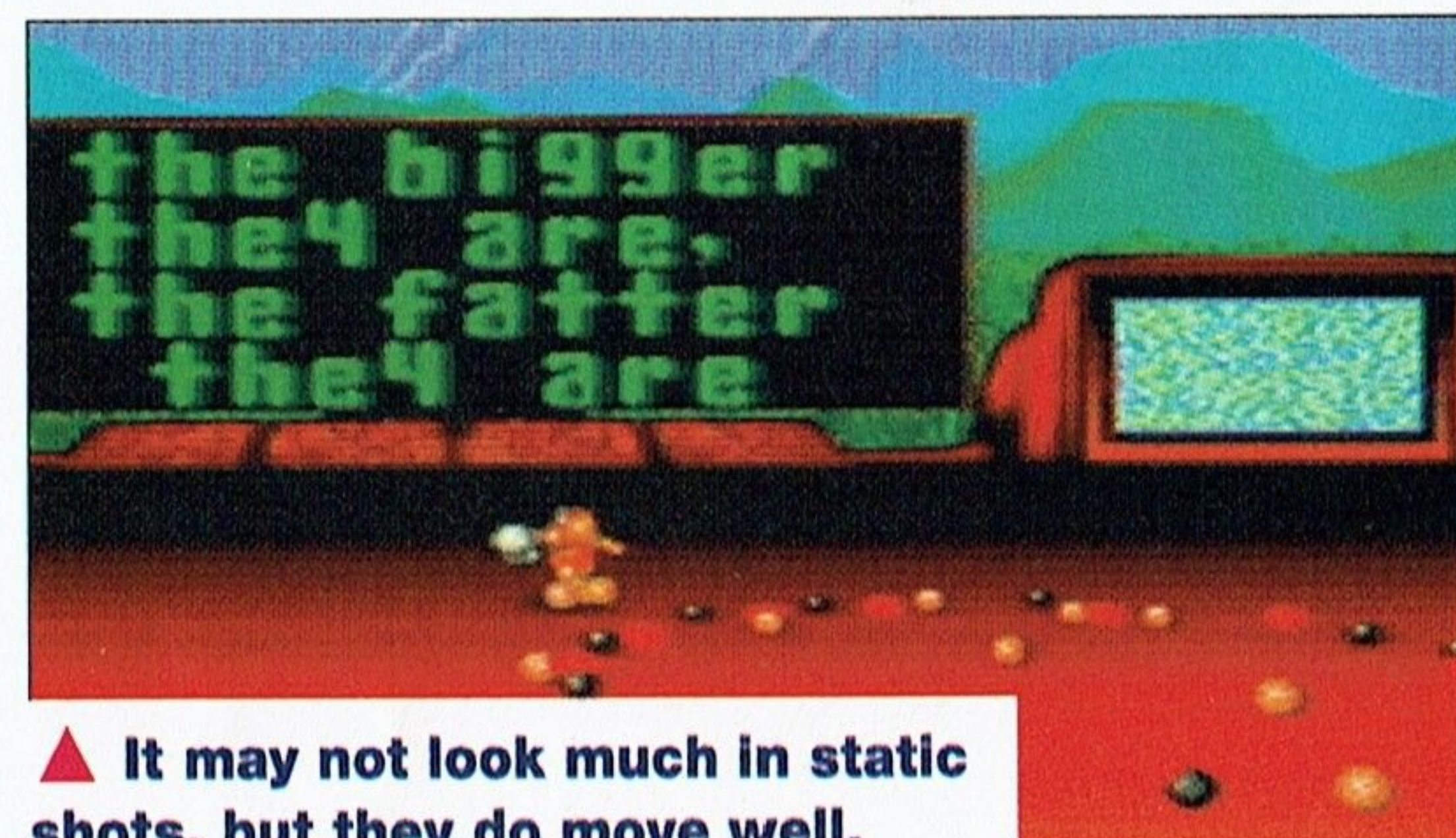
Ballz is a beat 'em up with a difference. Instead of cartoony sprites or digitised actors – the usual fighters' fare – the characters are made up entirely of spheres.

The fighting takes place in a pseudo-3D arena; you can move 'in' and 'out' of the screen as well as the usual left and right. Characters range from an ape and a clown to a ballet dancer. Despite being made up of balls, they do actually look quite convincing. Movement is particularly smooth, no doubt aided by the characters' being made up from lots of individual elements whose position is

calculated mathematically, rather than using stiff, 2D sprites. As in all fighting games, there can only be one victor. And when that happens, the loser is smashed spectacularly into its component pieces.

The version we've played with is looking good, with all fighters able to perform the basic moves. The real gameplay – special moves and so on – has yet to be put in. Let's just hope the programmers don't 'ballz' it up (ho ho!)

Format: Mega Drive
Supplier: Accolade



▲ It may not look much in static shots, but they do move well.

It's near that time of year when Christians celebrate the birth of Jesus and the rest of us write to Santa. Perhaps you should send him this.

the megazone game guide

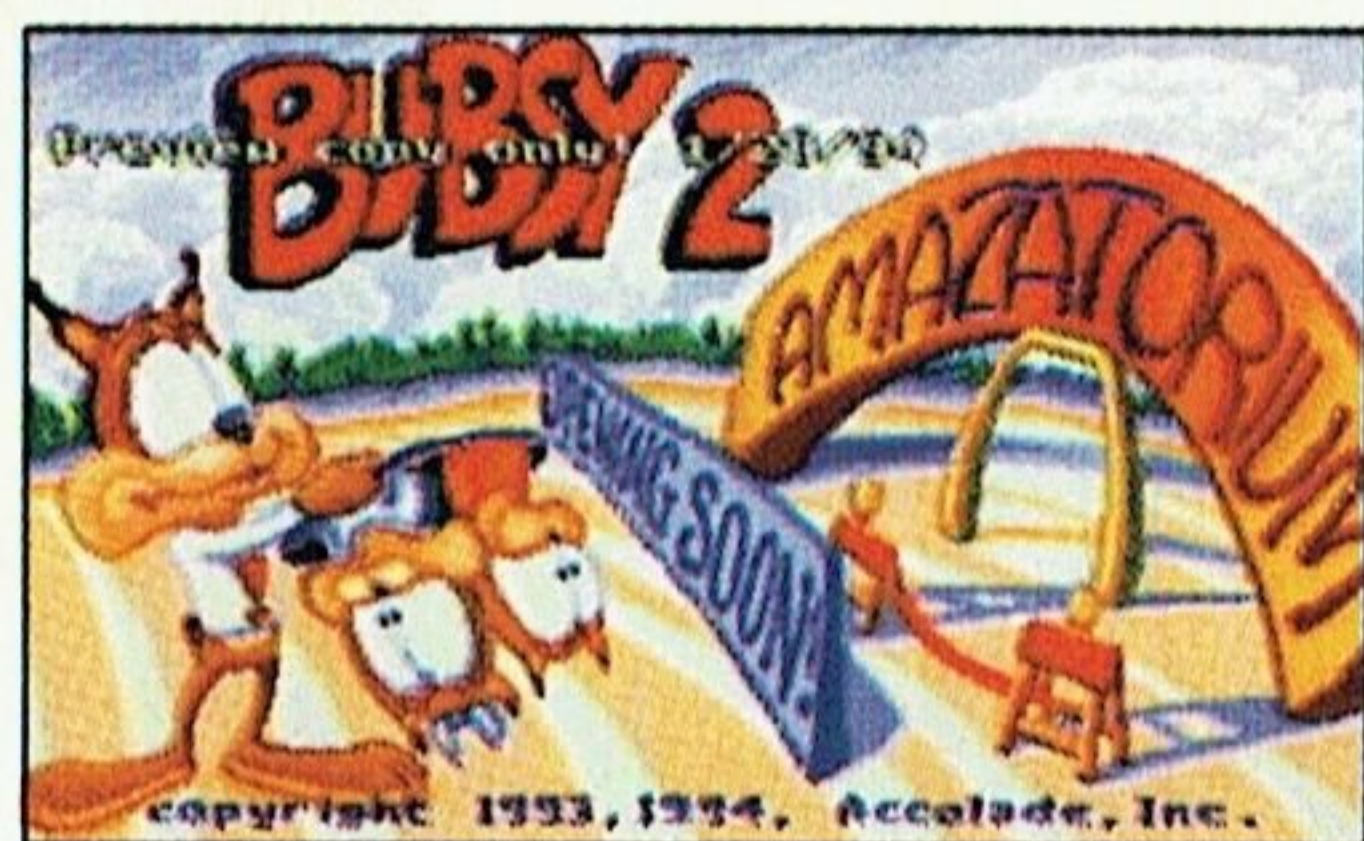
Any Moment Now

Daffy Duck In Hollywood
MD, GG.....**Sega**

Daffy is a private investigator searching for movie awards pinched from Yosemite Sam through six film set levels. He *is*?

Ballz
MD.....**Accolade**

3D fighting game featuring 16 characters made up from... balls! Brawtatsic!



Maximum Carnage
MD.....**Acclaim**

Guns, guts, and gruesome gore.

Terminator
CD.....**Virgin**

Arnie blasts them on CD.

AV8B Harrier Assault
CD.....**Domark**

Jet fighter flying sim.

SS Lucifer - Man Overboard!
MD.....**Codemasters**

Glug, glug, glug, glug.

Itchy and Scratchy
GG, MD.....**Acclaim**

Cartoon capers as Scratchy the mouse kills Itchy the kitty. A lot.

BC Racer
CD.....**Core**

Dino-powered dirtbikes in cartoon races. Was called *Chuck Rally* once.

Bubsy II
MD.....**Accolade**

More bobcat ballyhoo.

Marko's Magic Football
CD.....**Domark**

The CD release of that boot-it boy's wacky adventure.

Escape From Mars starring Taz
MD.....**Sega**

This one would be *Taz-Mania 2* to you.

NBA Jam
MS.....**Acclaim**

Keyway jinks on the Master System

November '94

The Lawnmower Man
MD.....**Time Warner**

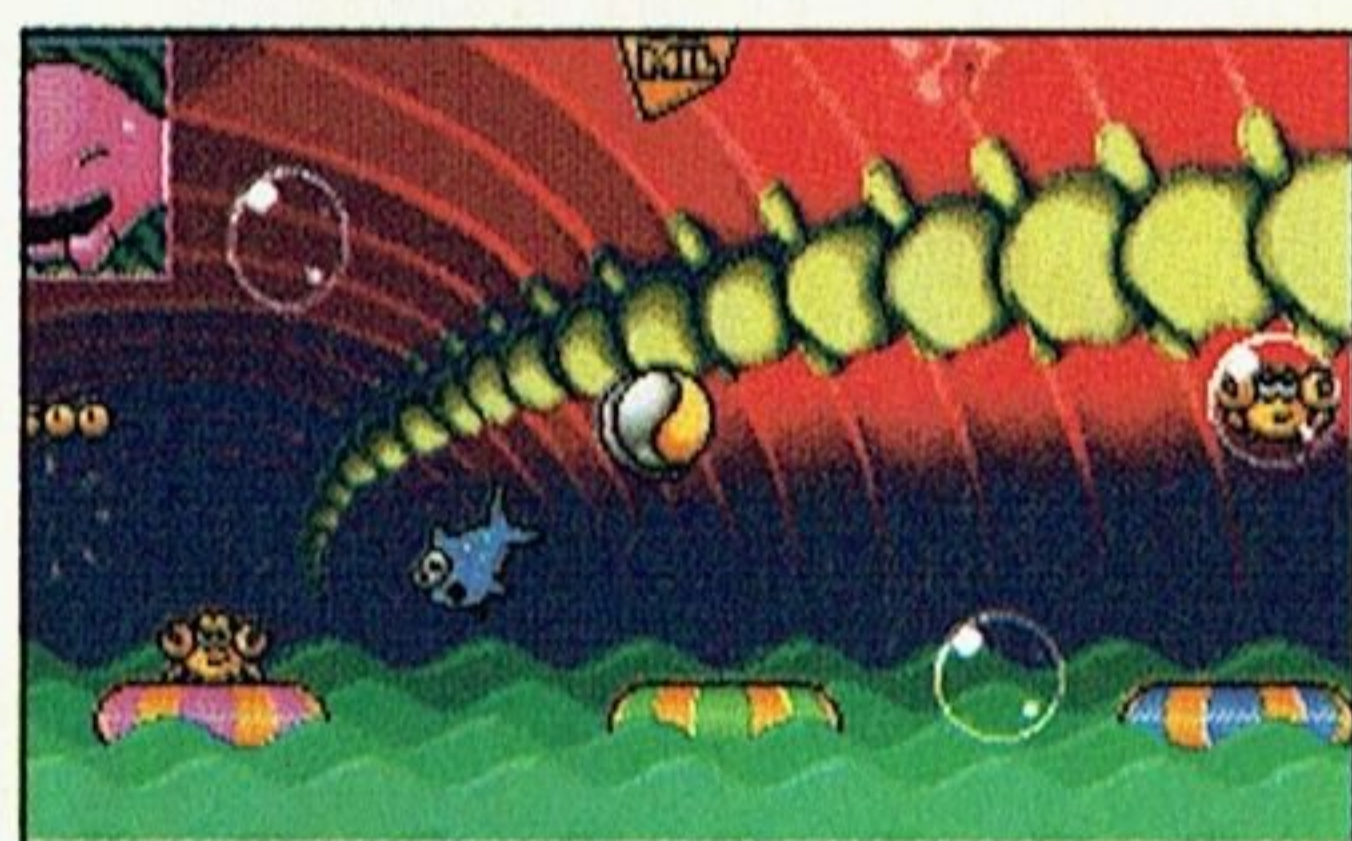
Men race mowers across lawns. Oh no, it's not!

Dino Dini's Soccer
MD.....**Virgin**

Was called *Goal!* but now it's not. From the guy who did the *Kick Off* series.

Snooker
MD.....**Virgin**

The beauty of the baize. The



technicolor balls. The sound of wood on... what are snooker balls made of?

Kawasaki Superbikes
MD.....**Time Warner**

Hells Angels may suggest that 'Kawasaki' and 'super' in the same sentence is sacrilege. And we wouldn't argue with them.

Psycho Pinball
MD.....**Codemasters**

Not for the mellow or faint-hearted.

Cannon Fodder
MD.....**Virgin**

You line 'em up. You get 'em in your sights. You mow, mow, mow 'em down.

Probotector
MD.....**Konami**

Psycho robots need to be stopped if you are to save the planet.

Animaniacs
MD.....**Konami**

Cartoon capers ahoy starring '40s Warner Bros characters.

Tiny Toons - Acme All-Stars
MD.....**Konami**

Soccer, basketball and ten-pin bowling are some of the sports that the Toons take part in.

Another World 2
CD.....**Virgin**

Sequel to the groundbreaking animated adventure. Hopefully, even better. If that's poss.

Brett Hull Hockey '94
MD.....**Accolade**

Another ice adventure endorsed by someone unheard of outside Toronto or Detroit.

NBA Jam
CD.....**Acclaim**

NBA Jam! On CD!

Nigel Mansell Indy
MD.....**Acclaim**

Racing cars with the Brit driver who has the most famous moustache in sport besides Allan Border.



Dragon
MS, GG.....**Virgin**

We know that this is not worth the wait.

Lion King
MS, GG, MD...**Virgin**

African jungle action with Simba the Lion. Bless! From the people who delivered *Aladdin*.

Skeleton Krew
MD.....**Core**

Space-age shoot 'em up. Not only is the Krew spelt with a 'K' but they're dead.

December '94

Micro Machines 2
MD.....**Codemasters**

Racing little cars. Again.

Lethal Enforcers 2
CD, MD.....**Konami**

Cop shoot cop, shoot anything that moves. What the hell - shoot anything that doesn't move, too.

WWF Raw
GG, MD.....**Acclaim**

Ring action.

Beavis and Butt-head
MD.....**Viacom**

'Hur, hur, hur, hur! This game sucks, Beavis!' 'Like... yeah.'

Cannon Fodder
CD.....**Virgin**

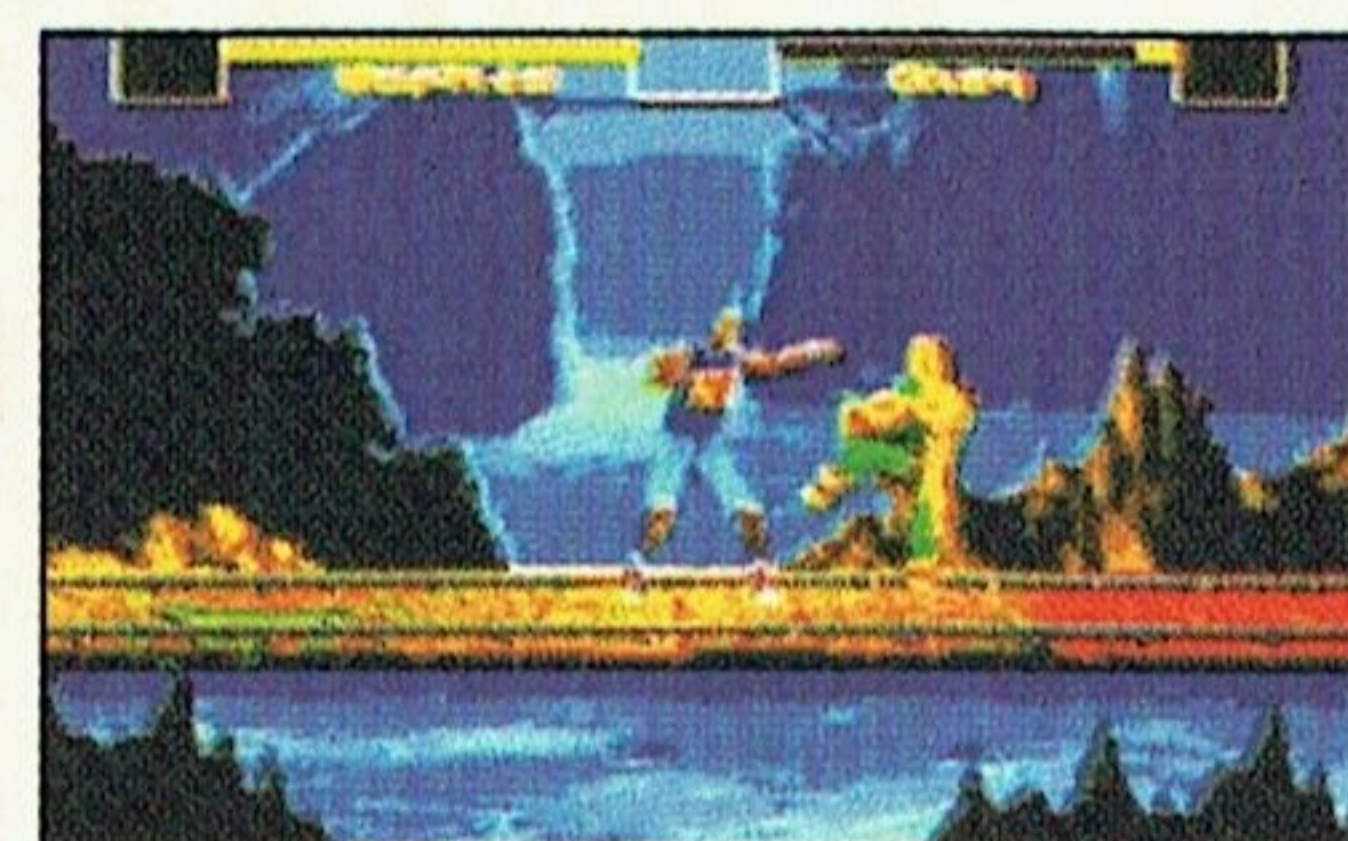
You line 'em up etc, etc, etc. This time on CD

Power Rangers
MD.....**Paramount**

It says here: 'TBA, TBA, TBA.' But at least you know it exists. Which you didn't this time yesterday. Did you?

Snatcher
CD.....**Konami**

Destroy bio-robots who've escaped into the real world in this true-to-life detective adventure. Hmm, sounds very *Blade Runner* to us.



True Lies
MD.....**Acclaim**

It's 16 megabits and that's no lie.

Out There Somewhere

Soulstar
CD.....**Core**

It keeps getting put back but don't blame us, OK?

Urban Strike
MD.....**EA**

The salivating sequel to *Jungle Strike*. New firepower, hotter action and nice skylines.

Shaq-Fu
MD.....**EA**

Basketball star Shaquille O'Neal is 'pitted against fighters from another dimension'. Uh-oh.

F1 '94
MD, GG.....**Domark**

Updated version with new graphics, and 1994 driver and team stats. With or without Ayrton, we don't know.

Monster Trucks
MD.....**Acclaim**

Big trucks with big wheels. And you drive 'em.

PGA Tour Golf '95
MD.....**EA**

Expanded courses, latest golfing stats, with improved visuals and greater control.

A Cheat's Guide

Real Price

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

Date

Indicates fortnightly frequency.

Funny Price

A snip at \$3.95 in New Zealand, including GST! Pure value for money, Kiwi shoppers!

Staple

Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - *free!!* - with every issue!

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Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!

SMASH!

\$2.95* (New Zealand \$3.95 inc. GST)
• July 6 1994



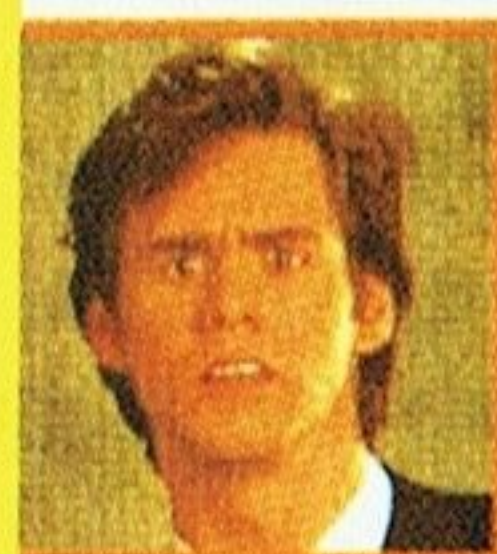
dean
cain

tevin campbell



daniel
amalman

shaquille o'neal



jim
carrey

around the world
special!

joey lawrence in paris!

salt'n'pepa in new york!

peter andre in tokyo!

winona ryder in LA!

free

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SCOOP PREVIEW

keanu

Y HE'S HOLLYWOOD'S
HOT NEW
MEGASTAR!



REW SHUE EDDIE FURLONG MARIAH CAREY

PRINT POST APPROVED: PP255003 167 VOL 14 OF 26

Title

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

Famous personalities

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

Prizes

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

Barcode

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

Posters

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

very fortnight

Dinosaurs? David Thompson would like to see one in a bun with salad.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Sega
SIZE: 16 megabits
PLAYERS: One

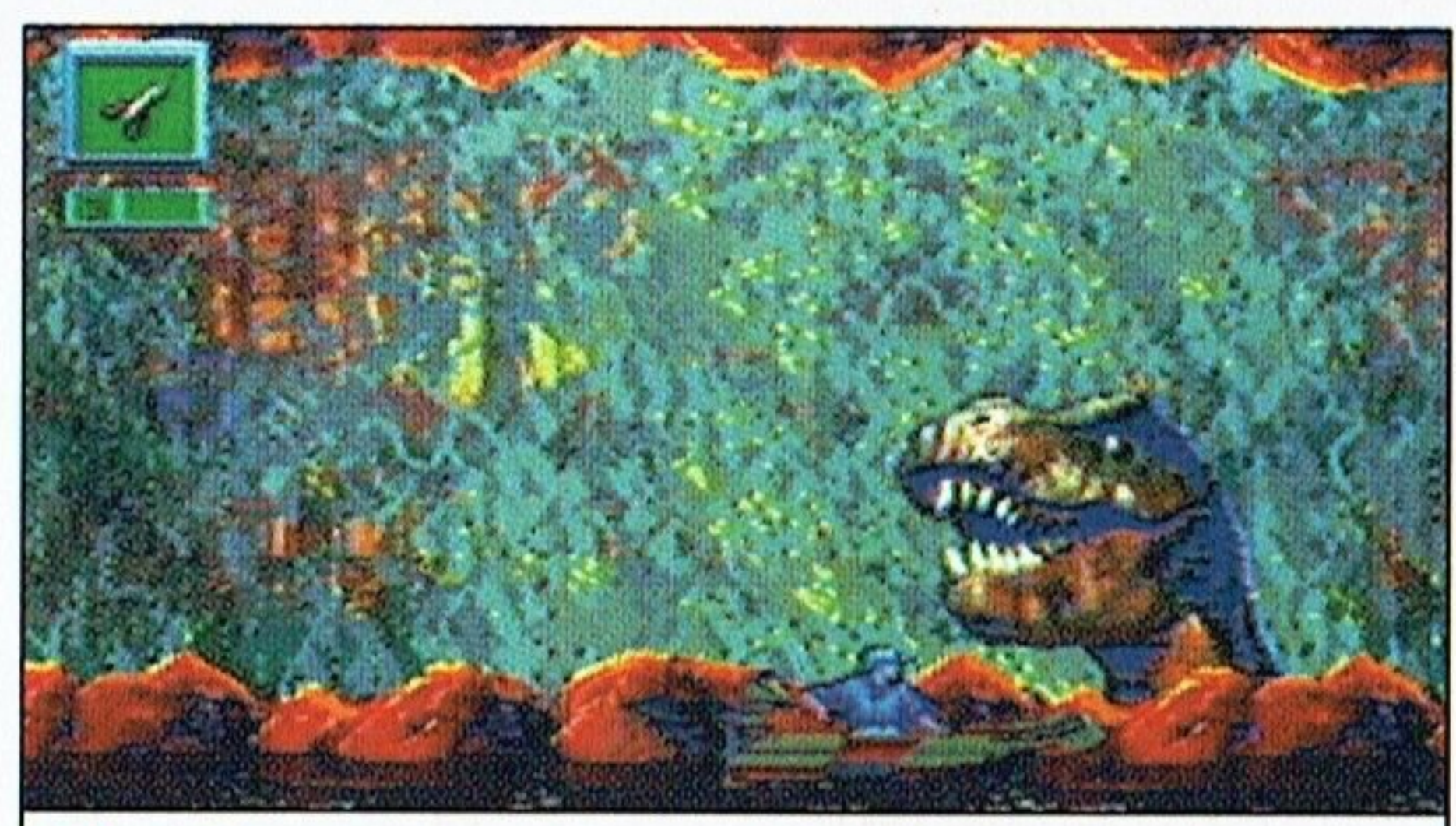
Jurassic Park

RAMPAGE EDITION

Yes, the one biggest difference between this and the original version is that you no longer give a fig about saving precious dinosaurs. Hell, they'd only kill you anyway.

Sega obviously listened to the bad press they scored and fixed the flaws that crippled the first game's playability. Dr Grant now moves like the commando he has become and it's the raptor that has scored the ho-hum option.

Like the original version, you have the choice of playing as Dr Grant or as a velociraptor. If you choose to be a raptor, you can't collect or use any of the weapons available to Dr Grant. Instead, you are armed only with your legs, tail and very sharp teeth. In raptor mode you have a variety of moves available to you, mostly involving biting things and clubbing them with various parts of your anatomy. We relate much better to Dr Grant and feel



▲ The best animated waterfall ever seen on a Mega Drive. Unimpressed, Dr Grant motors past in his speed boat.

much more secure with a nice warm machine gun in one hand and a box of grenades in the other.

The first section of the game has three levels, the Cargo Ship, Aviary and Savanna. If you are playing as the raptor, the Cargo Ship level is replaced by the Hidden Ruins level. You can enter any of them from the starting screen, but you have to finish all three to progress further. The levels are

quite huge. Starting on the cargo ship puts you on deck in the middle of a fierce electrical storm complete with very realistic and occasionally dangerous lightning. In the Aviary level you are faced with a completely different set of problems. All you really have to do is find the exit on the bottom right-hand side of the screen, but the pterodactyls have a nasty habit of picking you up and depositing you in their nest way, way, up in the trees. Damn nuisance.

At 16 Megabits, this version is the same size as the previous one but is twice the game. The backgrounds have a great sense of depth, and all the characters have been realistically animated. Gone is the jerkiness and frustration of piloting Dr Grant around.

This is the game that Sega would have liked to release before, we reckon, but was caught up in the dino-frenzy and rushed it out as a second-rate game. This is certainly a big improvement. M

Wait 'til you see the whites of their eyes...

Fortunately there are plenty of weapons lying around each level. Yet more weapons can be grabbed from the baddies by killing them.

One little quirk of the object interaction of this game is that you can't shoot things

that are really close to you. But unfortunately, they seem to have no trouble hammering away at you. If you get swamped by a number of raptors, the best bet is to run a short distance away and continue to blast them.

Shotgun



The shotgun inflicts great damage on most things, but has the drawbacks of very limited range and slow action. Can shoot through some things because of its great spread.

Missile launcher



Not exactly lying all over the place, the rocket launcher, when found, is just the shot for pacifying those noisy Tyrannosaurus Rex. Oh, not bad on those assault helicopters either.

Darts



The darts are the default weapon and are quite useful on most animals, even raptors. Not real good against

humans though. The darts cannot penetrate anything, so you need to be in direct line-of-sight to kill something.

Zapper



Is this the ultimate weapon or what? Equally effective on anything that moves, the blue zapper thing vaporises any living critter that makes the mistake of crossing your path. We guess you are supposed to save it for later, but what the hell, blast away.

Grenades



Grenades are great for blasting people from a hidey-hole without the need for jumping out in front of them. Use them too close to you and you'll get toasted too. Not real good for killing off dinos as they can run up very close to you very quickly.

Machine gun

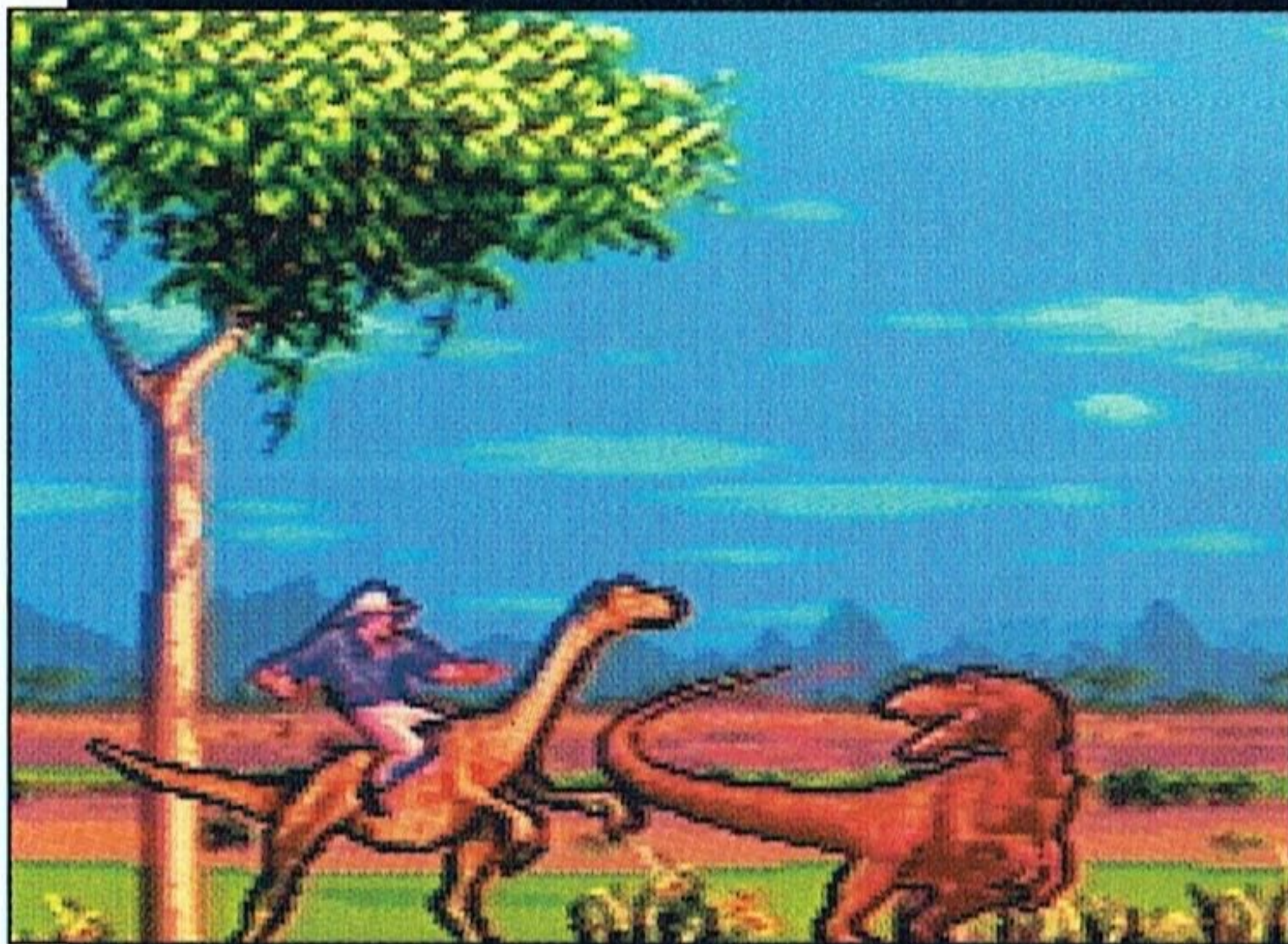


Yeah! Watch the cartridges fly as you pump out a solid stream of lead. Just the shot for cleansing the scenery of unwanted life.

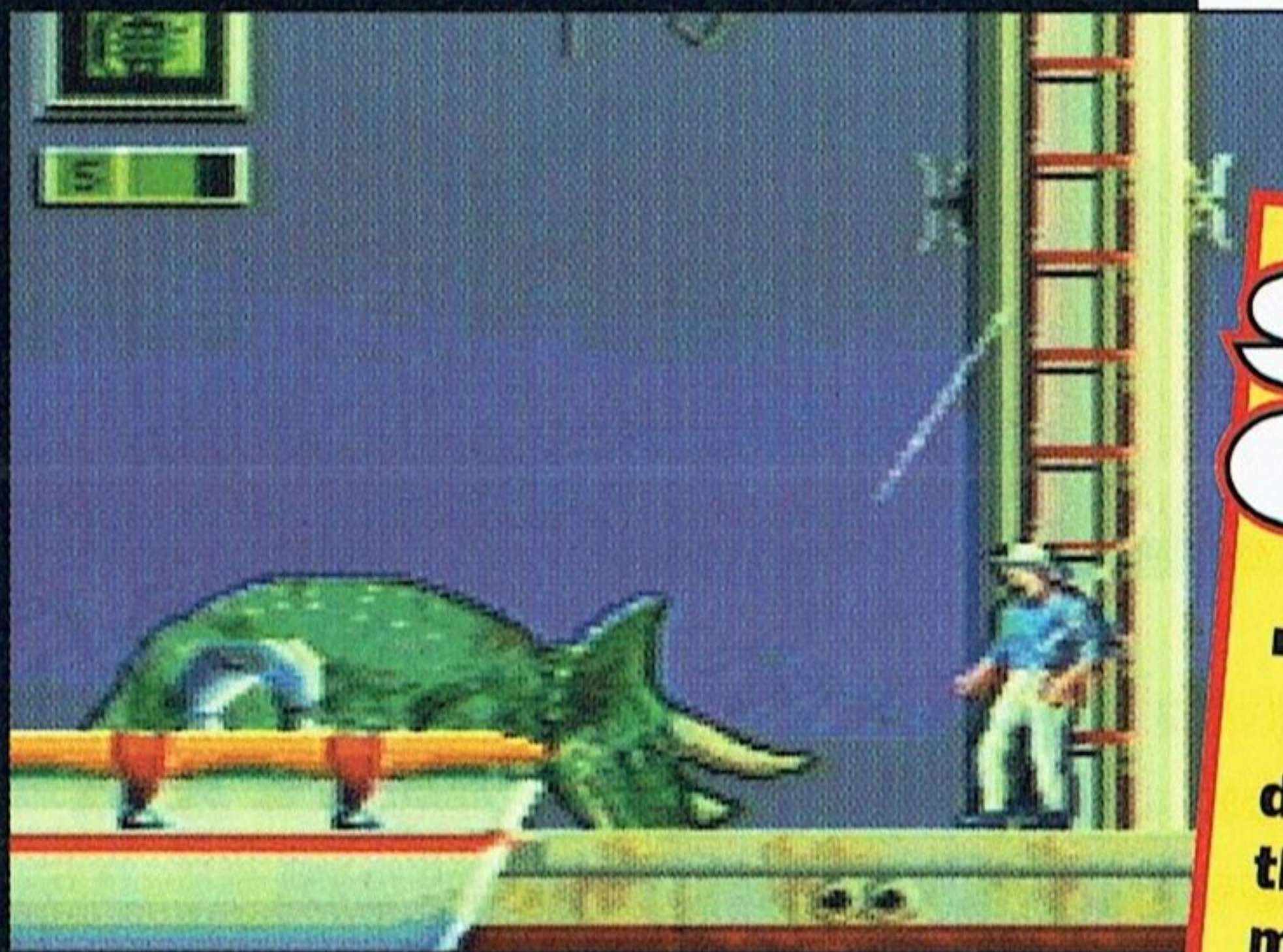
Flame-thrower



Not a bad party trick and just the thing for making bronto-burgers. The flame-thrower sprays out a mean wall of fire and leaves nothing but ash.



▲ Yee-ha! Try not to kill the friendly dinosaur at the beginning of the Savanna level, take it for a spin instead. Your jump button now gives you get a super dino jump. Shooting from the saddle is a bit harder than normal, but you get used to it.



▲ Not all dinosaurs try to kill you on sight. This nice triceratops should be left alone to graze. If you shoot at it, it will simply stampede over you, causing you more pain and suffering. It doesn't die anyway - boring.

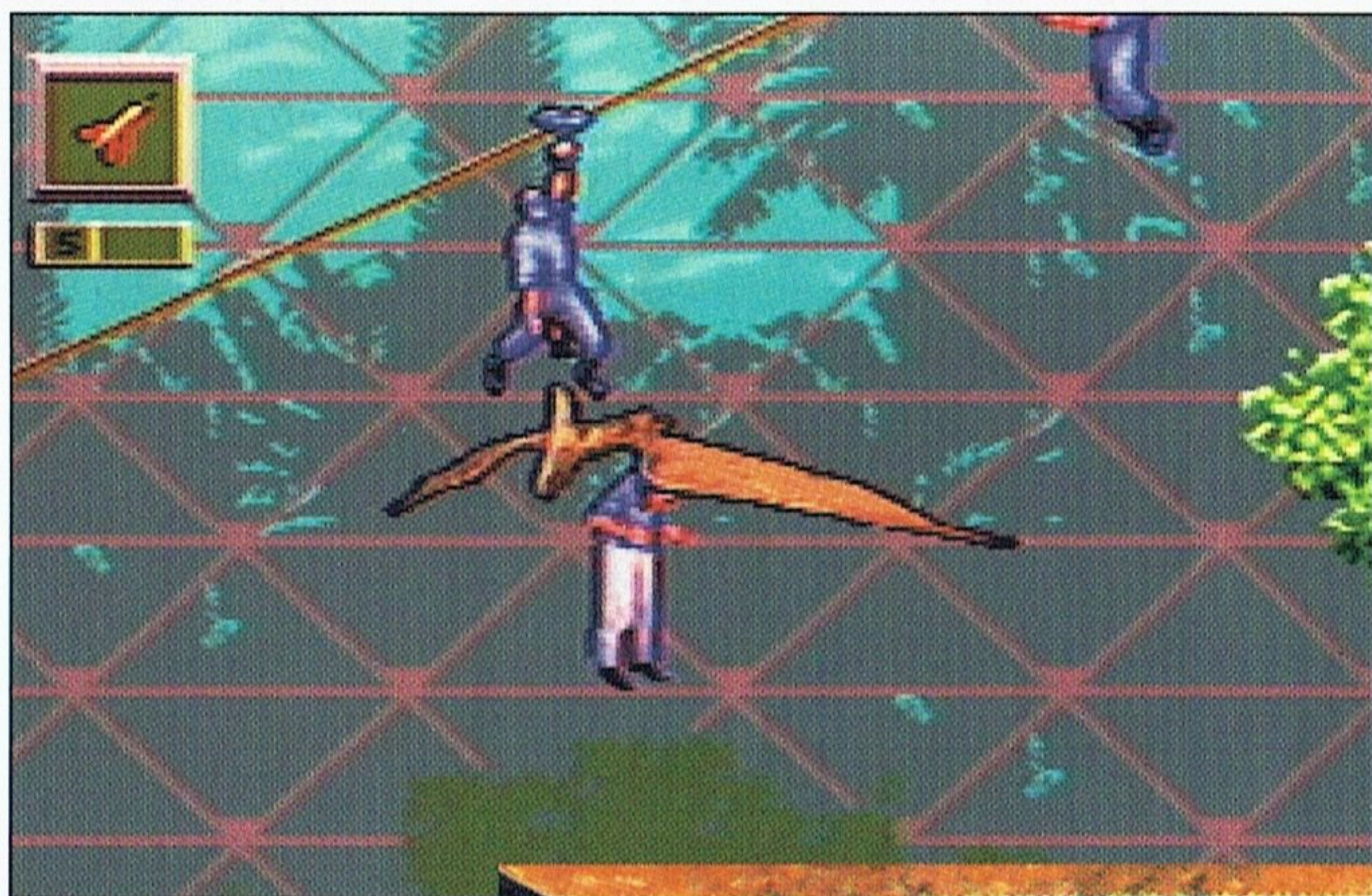
second opinion

The original *Jurassic Park* was, unfortunately, a steaming heap of dinosaur doo. It's a pleasant surprise, then, that the *Rampage* edition is so much better. I don't feel it's anything to get too excited about - it's still a fairly standard platformer - but at least this version is playable and - dare I say it - enjoyable at times. □ ADAM



▲ A raptor's favourite method of beating up humans is by whacking them about with their tail. To avoid this, try to keep in front of them and give them a good blast with something like the shotgun.

▶ In the Aviary level, you can be taken for a free ride up to the pterodactyl's nest high in the tree tops. You can't kill your kidnapper, but you can sure spray away at things as you get carried away. When you reach the nest, be sure to grab the egg that someone has carelessly left there.



▶ Whatever you do, don't ever try this at home. When faced with baddies sitting above you and pelting you with bullets, climbing up the ladder to have a word with them will only cause you angst. Stand underneath them and lob a grenade up at the buggers. Oh, and don't forget to run away.



Life as a raptor...



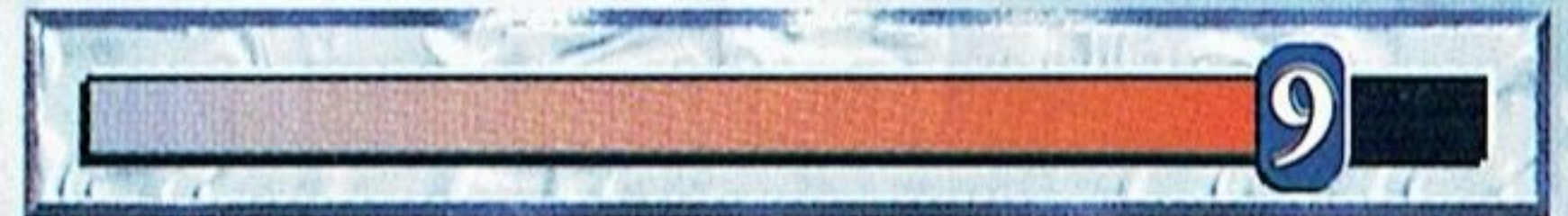
The raptor is much bigger, faster and stronger than Dr Grant but cannot rely on weapons to protect itself. Here's a quick guide to raptor moves.

A	Bite
B + Fwd	Kick
B + Back	Whack things with tail
C (once)	Jump
C (twice)	Jump and spin
Down	Crouch

Word

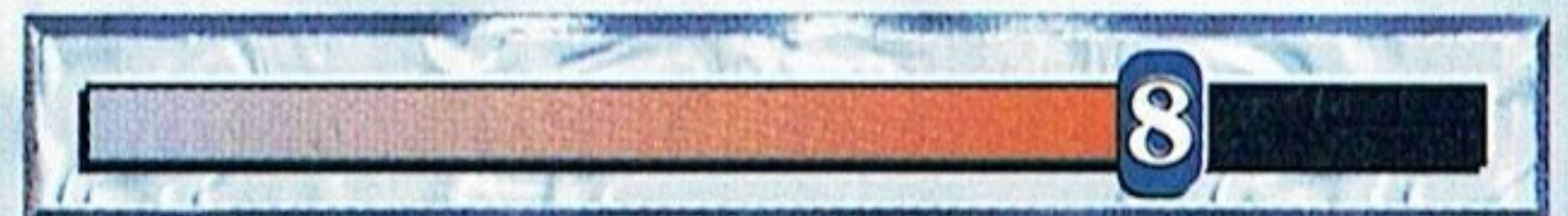
GRAPHICS

Brilliant backgrounds with nice perspective effects. Characters are nice and large, and convincingly animated.



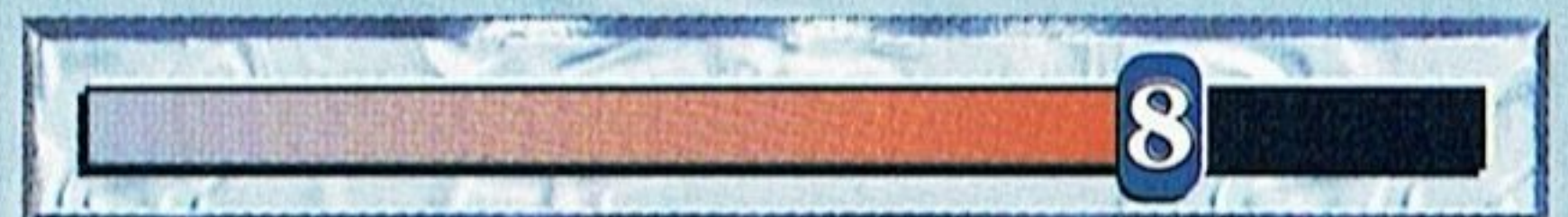
SONICS

The music is fine but not outstanding. Sound effects are extremely realistic, and to be honest, give you the willies.



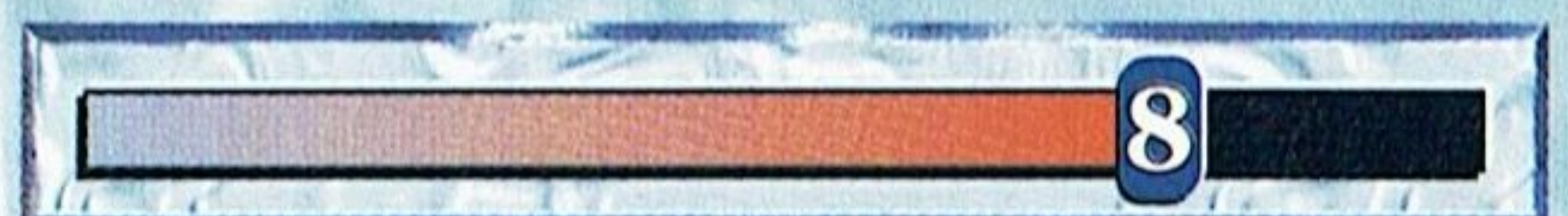
PLAYABILITY

A bit quirky with its handling of weapons while moving, but it's pretty easy to get into.



STAYING POWER

Wallies like our reviewer found it tricky even on easy, but hardened *Jurassic Park* fans will get stuck right into it.



OVERALL

A great-looking, well-designed game that is a thousand times more interesting to play than your average platformer.

83
PER CENT

Havoc

Shaking the dust off his purple cape, David Thompson slips his bright green undies over his yellow tights and emerges from the closet as Colourblind Man!

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Codemasters

SIZE: 16 megabits

PLAYERS: One

Codemasters' *Havoc* is the latest addition to Mega Drive platformers and after a number of recent releases turned out to be non-events, this game is somewhat of a relief. *Havoc* is a return to the level of performance first seen in the *Sonic* series.

Havoc's task is to rescue his kidnapped babe from the clutches of a motley bunch of pirates. Your travels take you across pirate ships, strange lands and even to the

bottom of the ocean. We hate to make continuous comparisons with the blue spiky one, but if you've played *Sonic*, you've seen all this game has to offer. But in this case, that's no bad thing.

Havoc's control is limited to moving left and right with the D-pad and jumping with any of the other buttons. Pressing a button twice results in a spinning slash with *Havoc*'s trusty sword. You can kill most things by jumping on them or by using the sword. Jumping on things requires considerable more accuracy than most games. You really have to hit them square on their beans otherwise it's you that

gets damaged. Screenfuls of interesting and well-animated creatures to kill makes navigating around each level a bit of a challenge. A bit of a worry is the difficulty setting. Changing from easy to any of the other levels simply results in more damage being done to *Havoc*. In expert mode, one touch from anything will kill you.

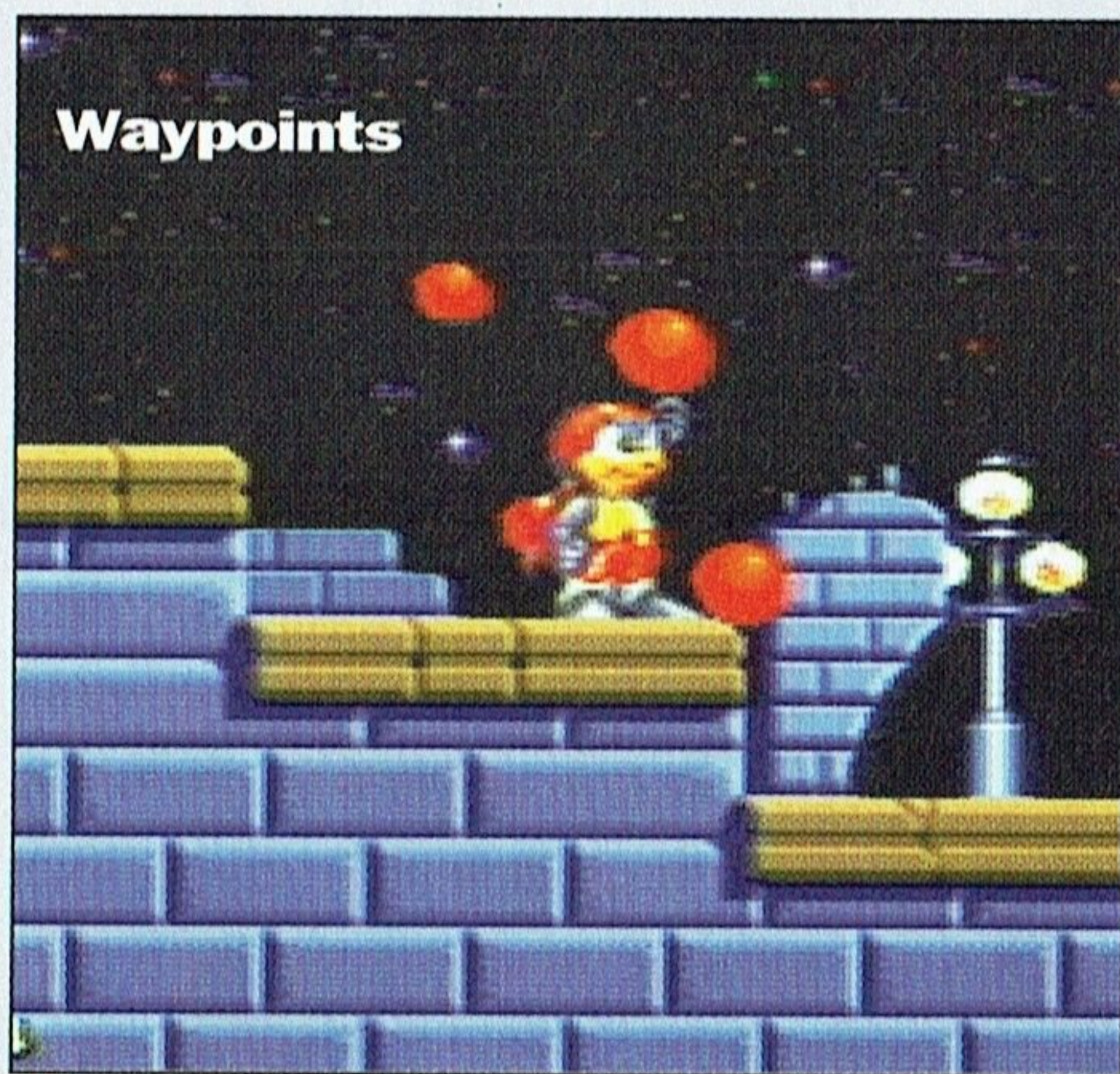
Apart from the masses of sea life, there are hundreds of jewels to collect, as well as the usual power-ups. Collect 100 jewels and you score another life. The power-ups range from speed-ups to life-restoring snacks. While not a super-fast game, the graphics of *Havoc* are bright, colourful and the animation smooth. Plenty of alternate paths through levels and hidden passages will keep you glued to your console for hours. All-in-all a well-designed game that will make a platformer's day. **M**



▲ The first boss is not too hard to kill off if you know how, but to save you the trouble here is a quick hint. Don't try to attack him from the front - try from behind. Hit him with a spinning slash from your sword and jump back. He will get mightily pissed off and slash away on both sides, so keep your distance. Keep jumping over him and attack from behind as before. Every time you hit him he will speed up, giving you less time to turn and attack. Try to jump over him as closely as possible. This way you won't bounce off his head and waste time.



▲ The story behind *Havoc* - how his babe got whisked away by a band of ruthless pirates - is told through this rather nice introduction sequence.



▲ The spinning circles of black spheres are not horrible beasts that will club you to death but actually very useful waypoints. When you die you are transported back to the nearest waypoint passed.



▲ The clams can be a real job to kill off. One way to get rid of them is to use them as trampolines. Another way is to use the spinning attack... but the clams don't give you much time or space.

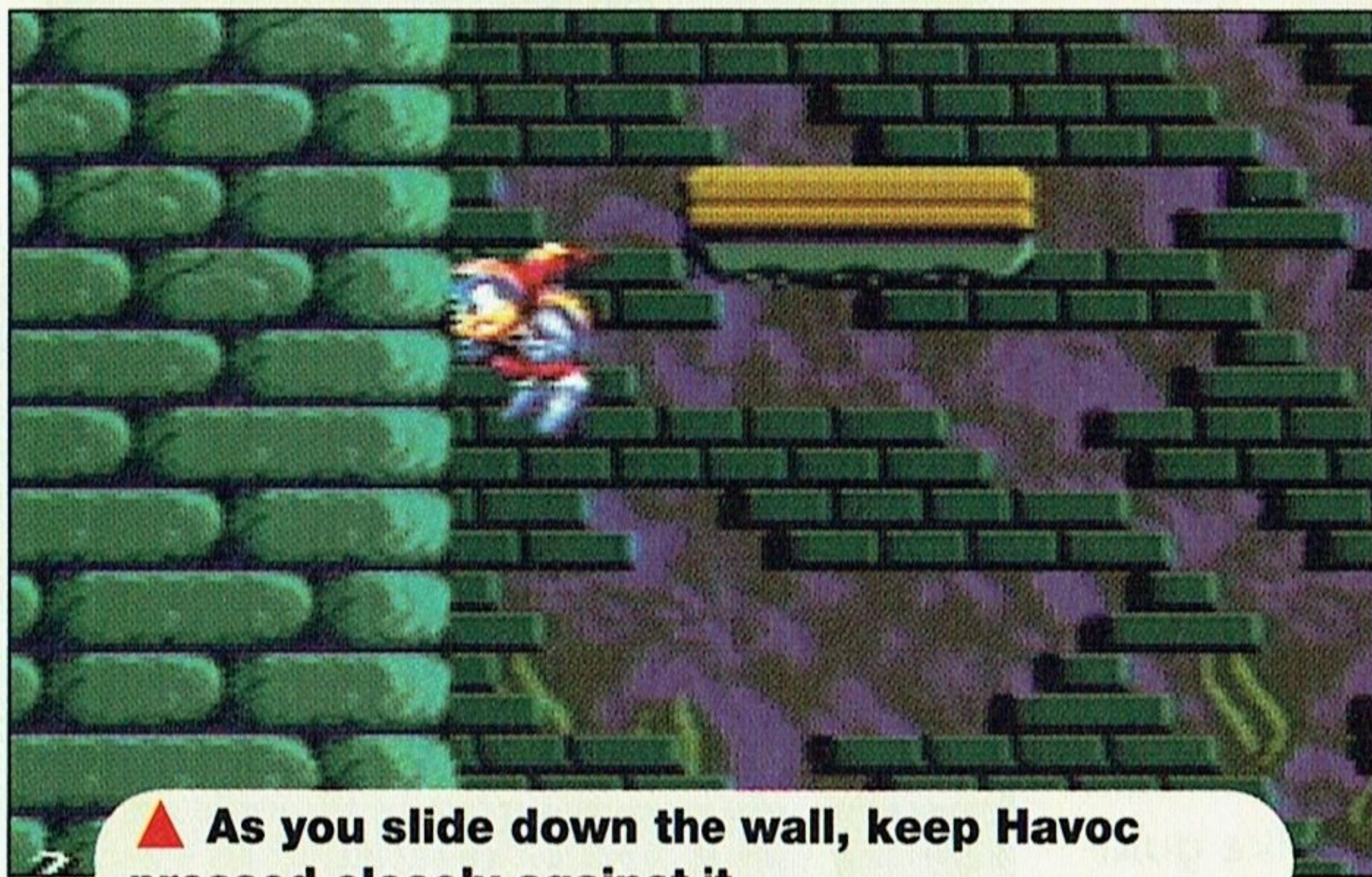


▲ Most pick-ups tend to be of the energy-replenishing kind, but there's not an awful lot else. Apart from these cool boots - grab them to run like the wind. Just like *Sonic*'s sneakers.

Hidden Treasures



▲ Abseiling down this wall will reveal a secret tunnel. Go on, jump...



▲ As you slide down the wall, keep Havoc pressed closely against it.



▲ When you hit the entrance wander in and search for the booty.

Don't forget to sniff out walls for secret passages and power-ups. They may not be as numerous as in the *Sonic* series but will prove extremely useful.

second opinion

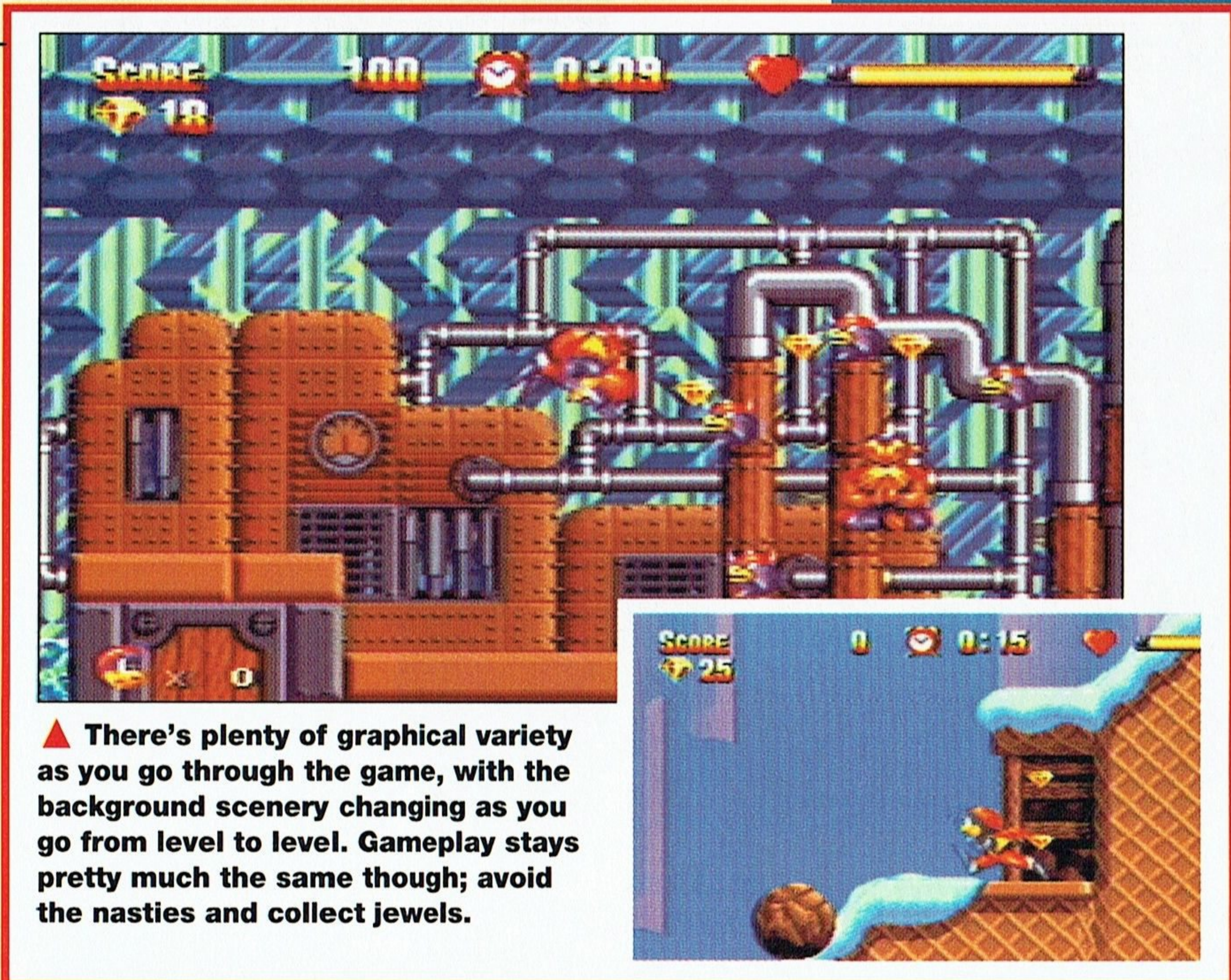
Yet another cutesy platformer. *Havoc* is polished enough and has some neat comic touches, but it's not really anything we haven't already seen before. Gameplay is a little quirky and can be extremely frustrating. Not in the league of *Sonic* and his pals, I'm afraid.

□ ADAM



▲ Level two is split into two rounds. The first round has no boss, just a really annoying set of pylons you have to jump across. Take it slowly as the pylons won't sink as you may expect. Don't try and collect the jewels, we're sure that they're only there to suck you into stuffing up your jumps. Once you miss a pylon you are in the water and dead. No chances - tread carefully!

The second round boss is a huge dude that blows killer bubble gum and has a nasty habit of jumping on top of you. Keep an eye on his shadow so you can see where he's headed. When he does land, get rid of any bubbles he may blow and keep attacking his head with spinning slashes from your trusty sword.

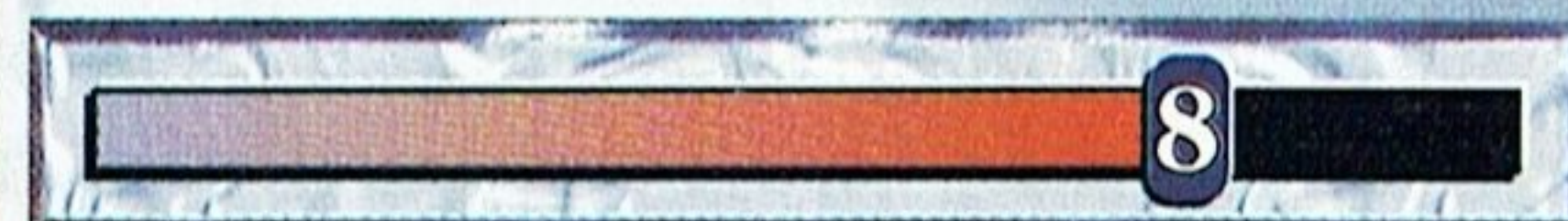


▲ There's plenty of graphical variety as you go through the game, with the background scenery changing as you go from level to level. Gameplay stays pretty much the same though; avoid the nasties and collect jewels.

Word

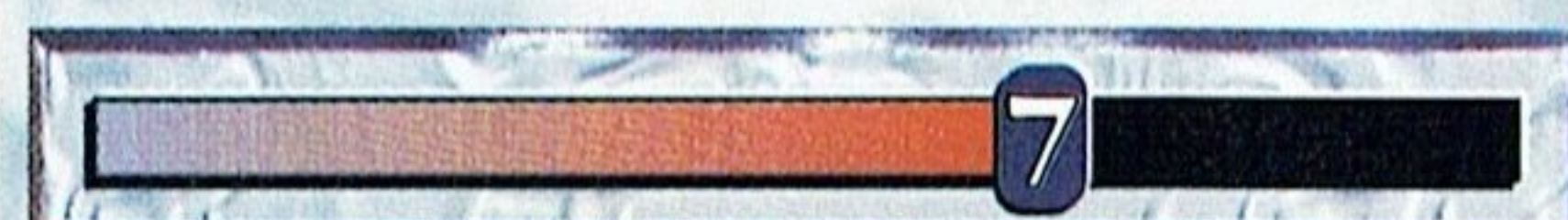
GRAPHICS

Excellent character animation and well-detailed backgrounds. About bloody time too.



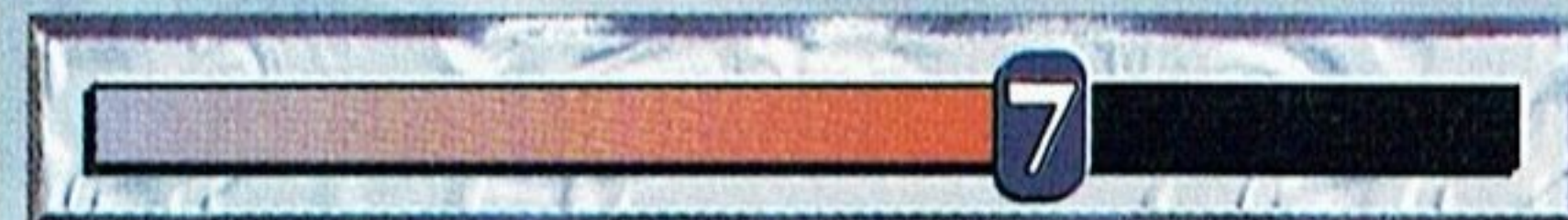
SONICS

The soundtrack is inoffensive if a bit dinky for us. The sound effects fare much better.



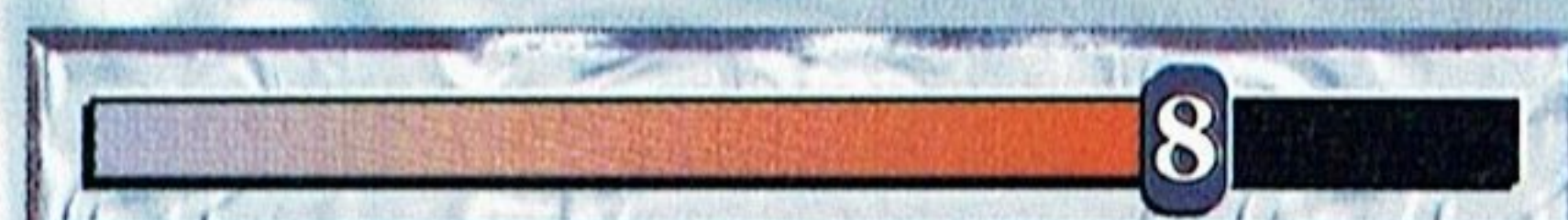
PLAYABILITY

Over-simplified controls detract from the game a bit but help playability.



STAYING POWER

Lots of lives and continues help you to complete the first few levels. A balance of level and boss difficulty assure you won't knock it over in a night.



OVERALL

After a string of pretty average platformers, Codemasters has given us another really good game to add to our shopping list.

80 PER CENT

Formula One

WORLD CHAMPIONSHIP

beyond the limit

'Wanna be a racing car world champ?'

Sega asked of Matthew Hall. 'No,' he replied, claiming he had to watch some paint dry that week.

It's all about realism and preserving the feeling of the racetrack,' declared Sega Sports. And they would be right there. There are three playing modes in this 'gem'. 'Grand Prix' (where you follow the 1993 Grand Prix schedule), '1993 Mode' (where you can relive actual moments from the real-life season and try to better the driver's performance) and 'Free Run' which is a warm up on the GP track of your choice.

Let's deal with the Grand Prix mode as the others are just frilly bits. It's in the realism that lies the catch. To get started, first off you have to be offered a 'contract' from one of the teams. To do this you roar around a near-empty track as fast as you can. After ten laps, your time dictates which teams will 'offer' you a job driving for them. If you're lucky you'll end up with a choice between a team where winning means everything or a team where simply finishing the race is more important.

After 'meeting' your team, you head off to the first circuit. Two 'days' worth of qual-

ifying sessions are in order if you want to start anywhere higher than 25th place. If you stay on the track most of the time, you'll probably qualify in, er, 25th place anyway. A nice way to spend 45 minutes.

So intent were Sega Sports in creating an accurate sim that they forgot the nearest your average games player gets to an F1 car is on *Micro Machines*. The technical complexities are so deep that trying to compete properly takes about ten years practice. Like, have you ever tried to steer a Formula One car around a track? It's a bit like guiding a shopping trolley around Coles but with a runaway lawnmower engine and two bung wheels. Now try racing one. In this game.

Add trying to sort out what are the best options for your car (you will need a degree in aerodynamics) and the equation equals real tedium.

The only people likely to get right into this are the game's designers, and failed racing car drivers. For the rest of us, that blonde one in *Models Inc.* isn't bad, eh? **M**

VITAL STATISTICS

FORMAT: Mega-CD

TYPE: Racing sim

SUPPLIER: Sega

SIZE: CD

PLAYERS: One

Full motion video!



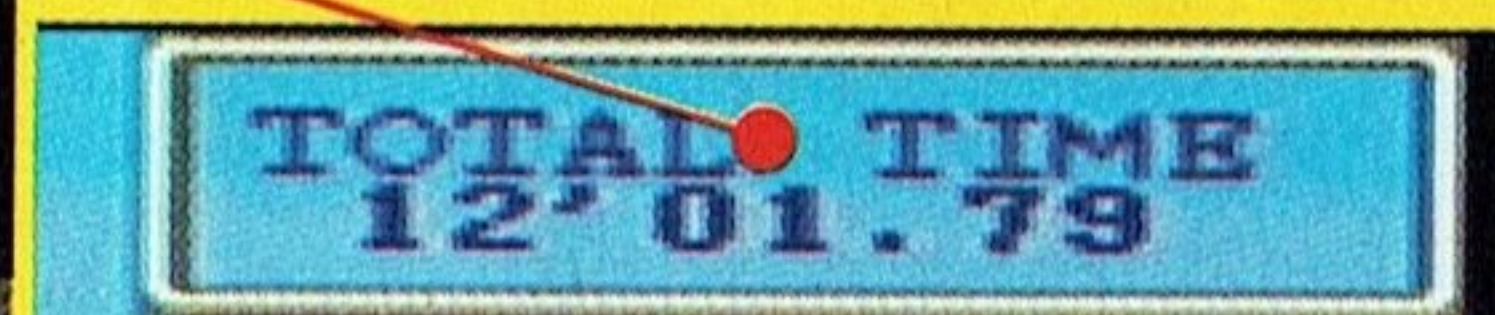
▲ The best part of the game is watching the action in the video sequences. Tragically, we found none of the action translates to the game.

In the driver's seat

To get to grips with the track the best idea is to hare around following the map. But unfortunately, you can't have this up with your lap times at the same time. Doh!



TOTAL TIME: total time used racing around.



SHIFT INDICATOR: lights up when in manual mode and it's time to change gear.

TACHOMETER: engine revs.

WATER TEMP: freaks out if you drive on dirt or grass too much. ie often.

OIL TEMP: freaks out if you over use turbo boost.

GRIP: shows state of tyres.

POSITION: Indicates your placing.

LAP NUMBER: Current lap on left and total in race on right.

SPEEDOMETER: what are ya?

GEAR INDICATOR: shows what gear you are in (you can choose auto).

BEST TIME: Best lap time so far.

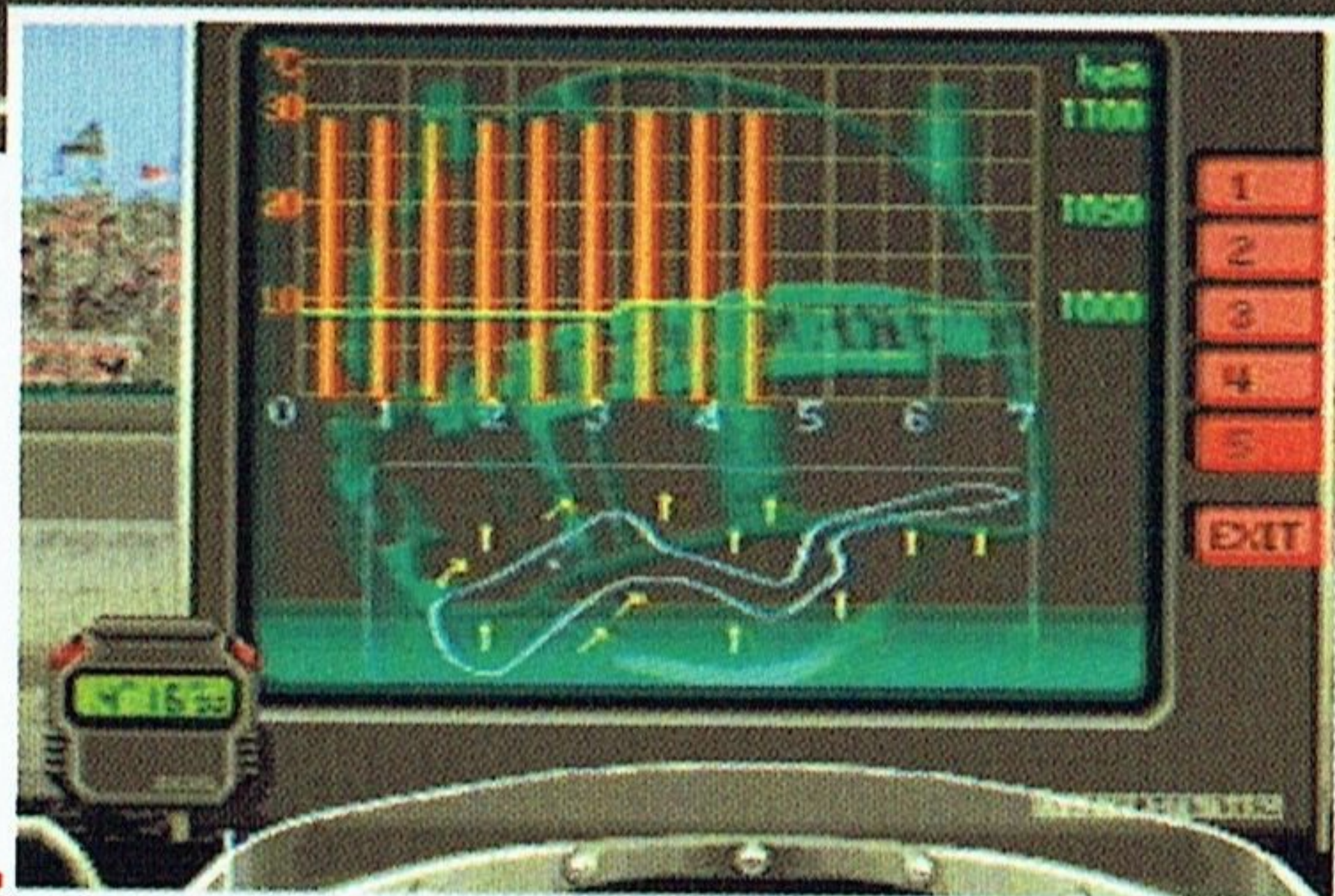
LAP TIME: time so far for current lap.



QUALIFYING PRACTICE NO.2
CLASSIFICATION

R	NR	DRIVER	TEAM	8.TIME
1	0	MATT	MOL	1:16.04
2	1	R. PROST	WIL	1:16.07
3	2	D. HILL	WIL	1:16.10
4	3	M. SCHUMACHER	BEN	1:16.13
5	4	M. BLUNDELL	LIG	1:16.16
6	5	R. PATRESE	BEN	1:16.19
7	6	M. ANDRETTI	MOL	1:16.22
8	7	J. LEHTO	SAU	1:16.25
9	8	K. WENLINGER	SAU	1:16.28
10	9	J. ALEST	FER	1:16.31
11	10	R. BARRICHELLO	JON	1:16.34
12	11	A. ZANARDI	LTS	1:16.37
13	12	M. BRUNDLE	LIG	1:16.40
14	13	P. ALLIOT	LRS	1:16.43
15	14	G. BERGER	FER	1:16.46

▲ Action and options galore are in the pits. The first pit screen shows driver's times and leads to five more screens of relevant and irrelevant info.



Second Opinion

At first glance, *Formula One World Championship* looks great. Sitting down and playing is another story. Realistic it may be, but it doesn't actually make for a good game. Roaring around an empty race track for hours on end may be the nuts in real life, but as a computer sim it's dull. (That dark-haired one's not bad either). □ ADAM



▲ Meet the boss. Along with the team technician, he offers tips on how best to treat the circuit and gives you so-called morale boosting smart-arsed jip.



The results from this present test will determine the team which will negotiate a contract with you.

▲ This is Kazuhito Kawai, reporting from the pit. He guides you through until your selection by one of the big teams. You will want to punch him out, eventually.

How to drive as fast as poss



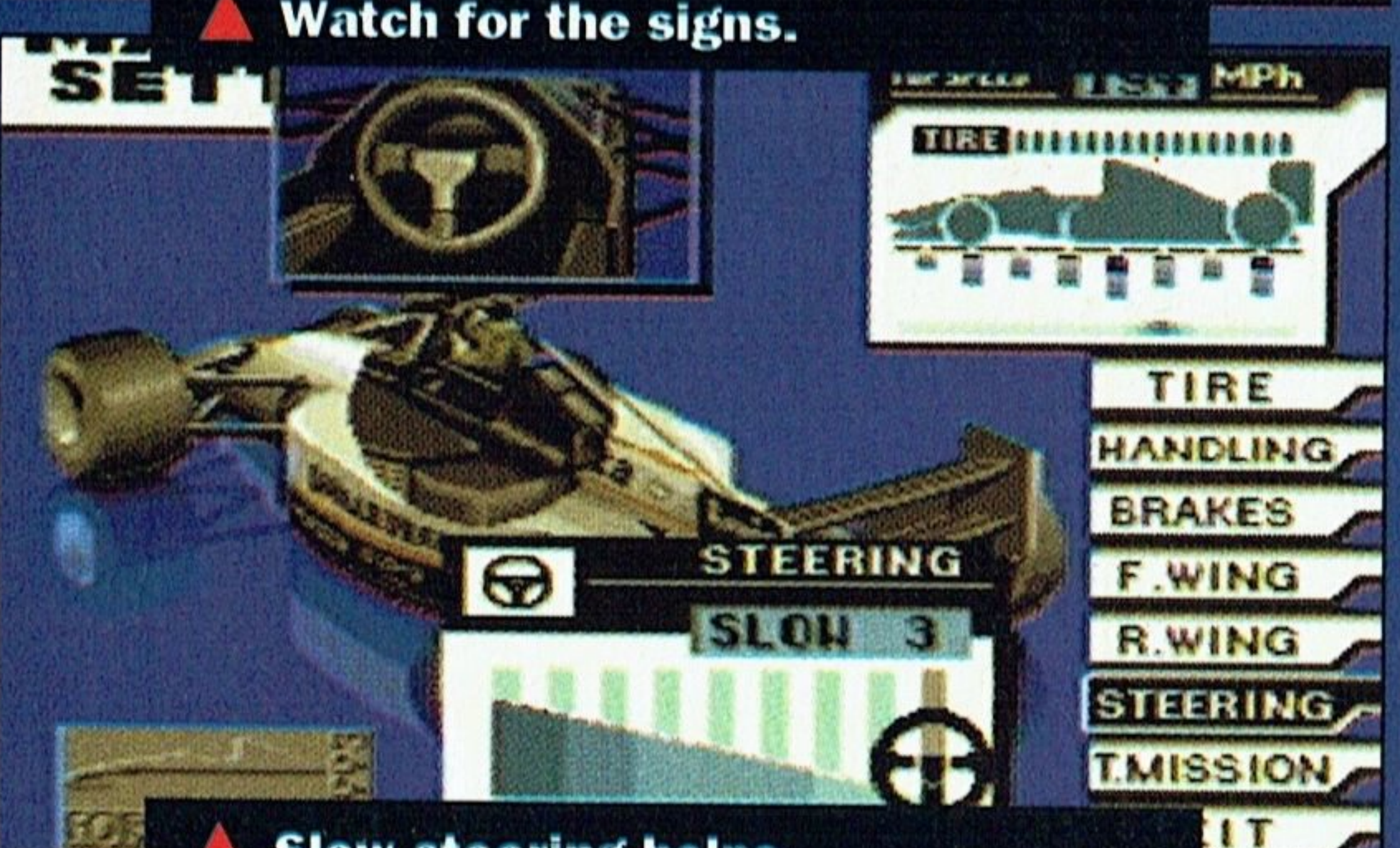
▲ Take some practice laps.



▲ Recover quickly after spinning out.



▲ Watch for the signs.



▲ Slow steering helps.

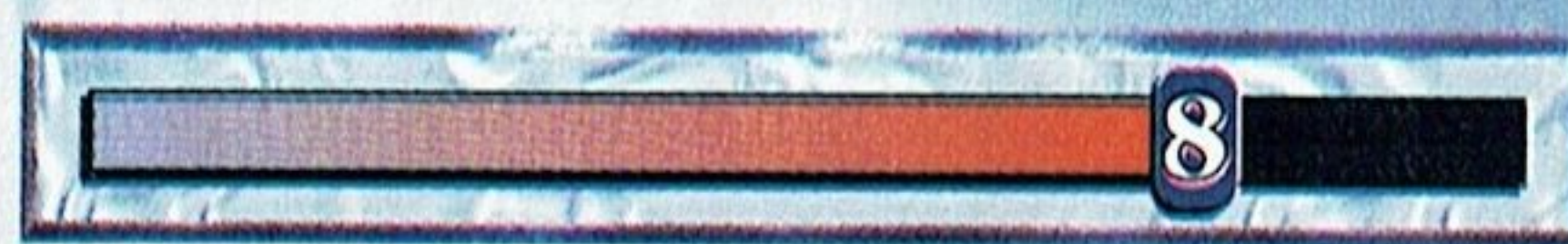
Follow these helpful tips to avoid grinding the gears or blowing your tyres.

- ▶ If you have time on your hands make the most of the Free Run mode and any practice options before attempting to qualify. Familiarity with the track and the best settings will be beneficial.
- ▶ You can't simply roar around the track in this game. You will have to use Button A (that's the brake) quite a bit. And that's just to stay on track.
- ▶ When you spin out (and you will) the fastest way to get back on track is to press A (brake) to come to a halt and then A+B while turning the D-Pad left or right until you are facing the right direction. Then you're off again.
- ▶ Pay attention to any signposts or speed limit signs that you fly past on the course. Hint: they are there for a real good reason.
- ▶ Look out for the sharp turns found just before the home straight on some courses. If you don't pay attention you will come undone and muck up what might have been an otherwise good lap.
- ▶ A good way to take corners is to take your finger off B (the accelerator) when you see the bend approaching or a warning sign. Turn into the corner while freewheeling, tap the brake once on the apex, and then hit the accelerator again. But look out for the next one!
- ▶ Don't over use Turbo (B+C) as your engine might explode. Make the most of it on the straights.
- ▶ Use Slow steering to start off with until you get used to the tracks.

Word

GRAPHICS

Looks hot except for being able to go through obstacles and zero flames and explosions when you crash.



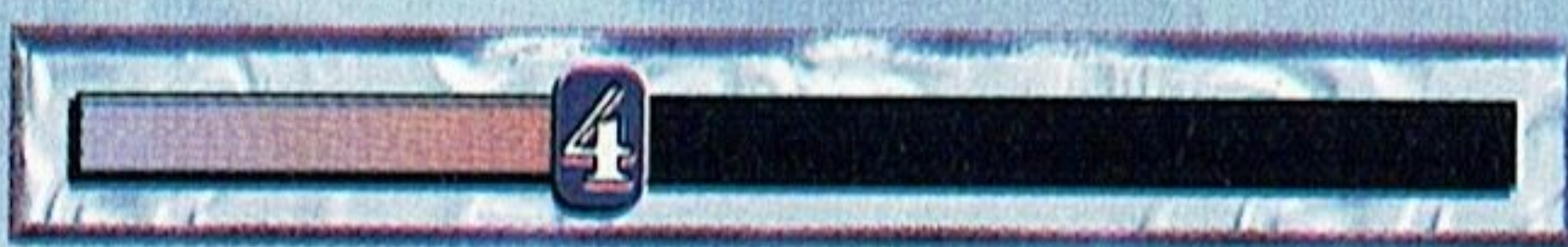
SONICS

The grimy roar of engines. Oh, and some cool elevator music.



PLAYABILITY

Almost impossible to keep your car on the track if you don't practise for ten years. Quick, call Mario Andretti!



STAYING POWER

The addiction in this is proving to yourself that you can't really be as bad a driver as the computer reckons.



OVERALL

Too complex. A bit like a soccer sim where you have to select the studs on each player's boots before every game. Great for total petrol heads but not for those who just want to rock.

55 PER CENT

Combat Cars

An occasional Sunday drive is one of Peter Burney's favourite things... wind in his hair, sun on his face, a gorge gal by his side... but what are these missiles whizzing past his head?!

Fasten your seatbelts and don those flak jackets – there's a new racer burning up the inside lane, blowing away anyone who gets in its path! *Combat Cars* thrusts you into the driver's seat (from an overhead perspective) of a high powered, killer race car. You see, each of the cars is equipped with an added feature (usually a weapon) for you to mercilessly blow your opponents into oblivion as you rocket around the 24 twisting tracks.

You can choose one of eight different cars which vary in handling as well as the military type hardware they are carrying. Then it's off in excess of 200 kmh around beaches, mountains, dockyards, winding suburban streets and icy, snow-flaked hills.

Finishing in the top three after four heart-pounding, rocket-firing, skidding-all-over-the-road, laps is your only ticket to the next round. But before you fill up the tank, spend the prize money on a few small purchases at the local mechanic's shop. Better tyres or higher top speed really soup up that dragster. Then accelerate your custom built demon to a new location and do it all again.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Racing shoot 'em up
SUPPLIER: Accolade
SIZE: 4 megabits
PLAYERS: Two

The screen scrolls as smooth as bug guts off a windscreen with the cars zipping around like ants at a picnic. Scenery is colourful and varied, and is an incentive to blast your way into the next race. The weapons are a bit redundant – you waste more time lining up opponents than if you just concentrated on driving.

With three skill settings, eight cars, 24 tracks and gameplay more addictive than piano lessons, this one is worth a spin! **M**



Shop around

shaft any day – hubba, hubba!). Here, you can upgrade your car with improved tyres, engines, acceleration, and weapon strength. Things don't come cheap so to help out here are Ray's (our best bet) essential purchases after the first five races: one – tyres; two – tyres; three – acceleration; four – acceleration; five – engine.

Money, which is won after finishing each race, can be spent at the local store (with a shop assistant who can adjust our crank

second opinion 

When playing two-player head-to-head my tactic is to gun down Adam as soon as the green light flashes. Then hare off, cruising all the way to the finish. Unless of course, I get over-excited, crash, and Adam flies past, leaving me to trail solo behind. This game doesn't know whether it's an overhead sim or a novelty racer. The bottom line? It's nowhere near as good as *Micro Machines*. **MATT**

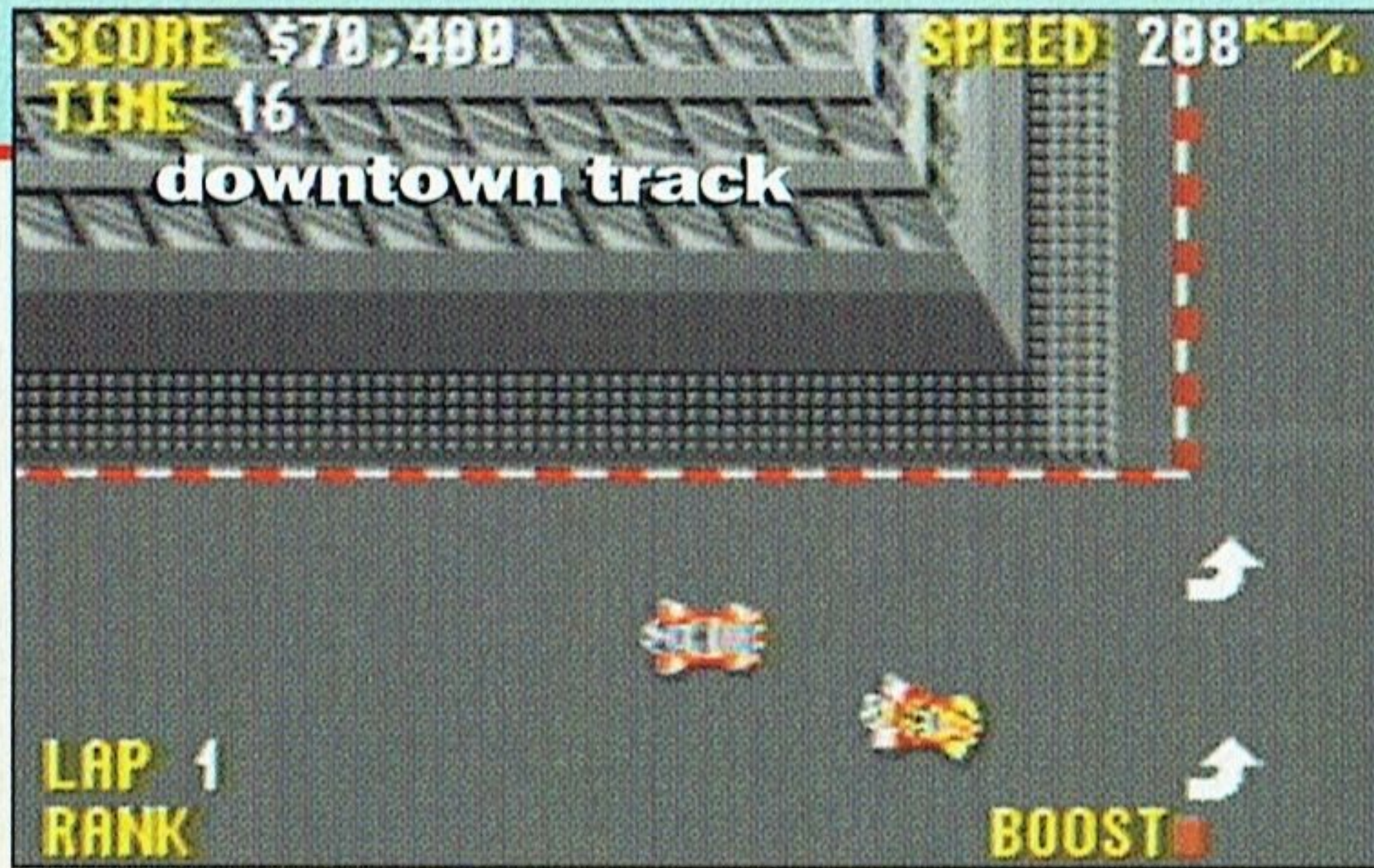
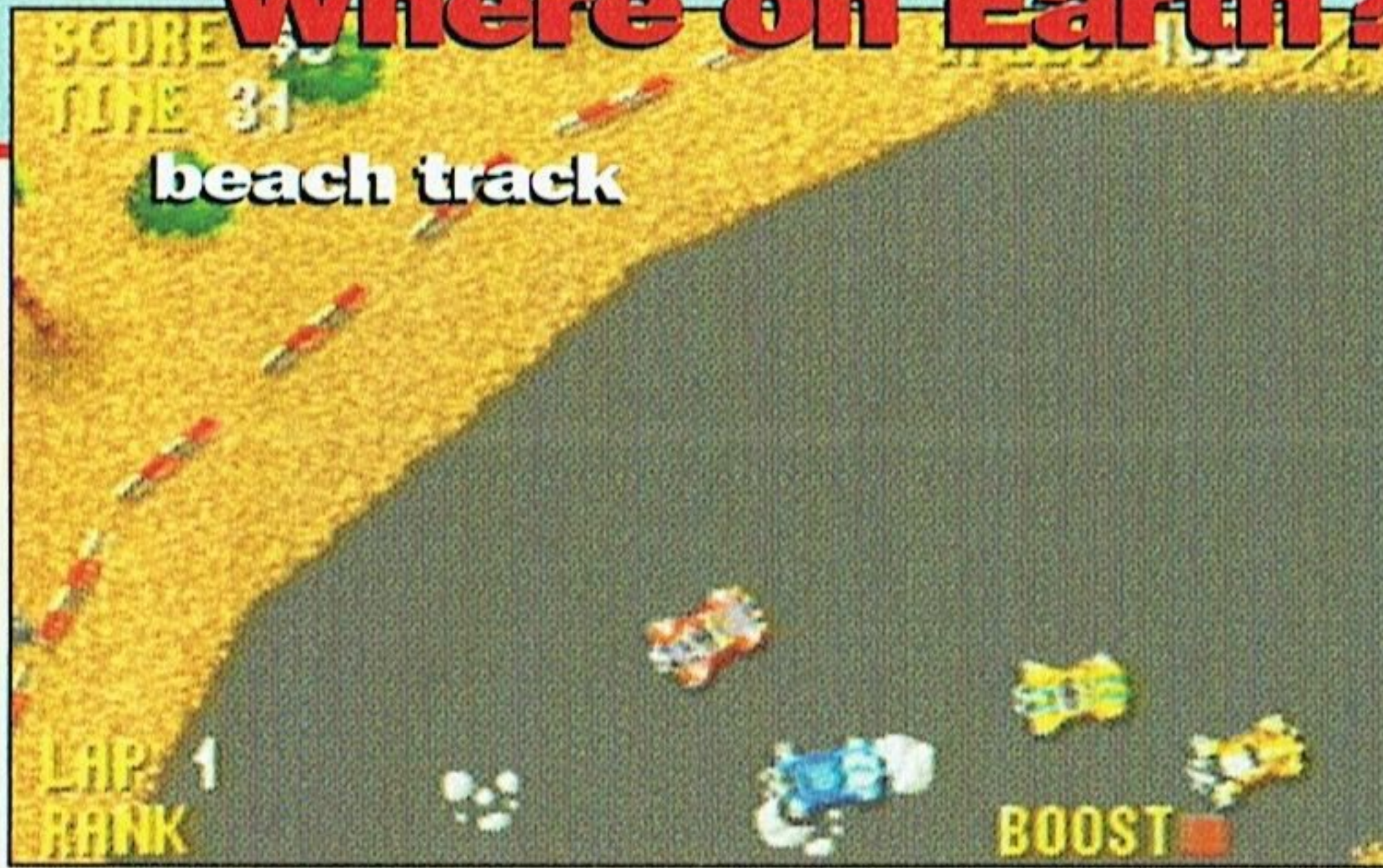
Driver's Line-up

Choose wisely from eight drivers to do your dirty work in demolishing any Brocky, Gardner, or Moffat who dares to take the lead. Each car is customised with four features: car handling, top speed, acceleration (which really make a big

difference to the overall handling of the machine) and of course a weapon (from oil slicks, to mines, to heat-seeking missiles). Initially, the fastest car seems the obvious choice, but it handles like a dog and getting out of the dirt takes more than enough

				
CAR HANDLING	CAR HANDLING	CAR HANDLING	CAR HANDLING	CAR HANDLING
TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED	TOP SPEED
ACCELERATION	ACCELERATION	ACCELERATION	ACCELERATION	ACCELERATION

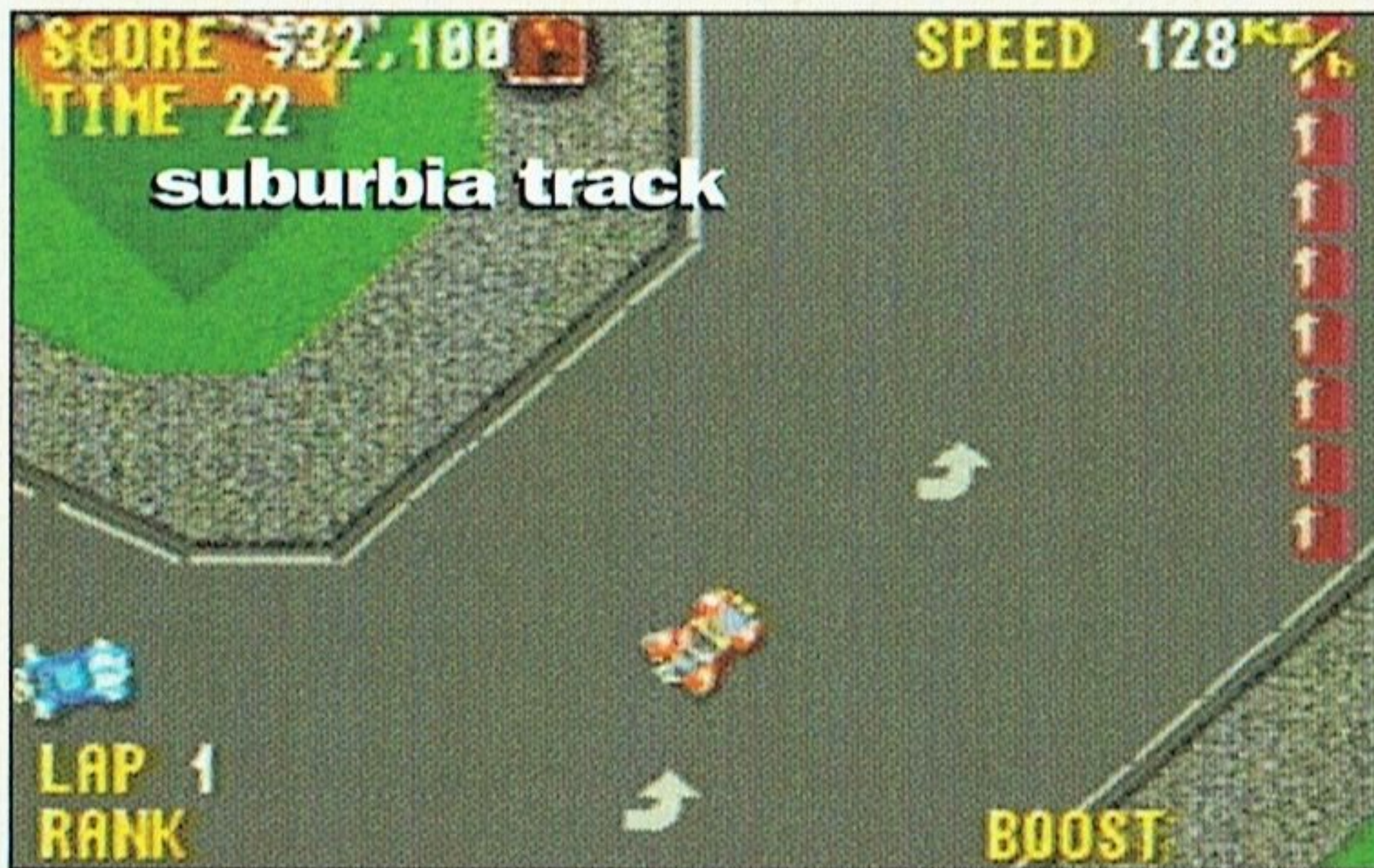
Where on Earth?!



There are six terrains in the game: the beach, harbour, mountain, snow top, suburbia, and downtown. Each is raced four times (the tracks are different for each new circuit) giving a total of 24 tracks on which to blow

your opponents away. Each terrain has its own special characteristics, so be prepared to slide all over the road on snow tops and power down long, wide, straights in downtown. Beating all 24 circuits is a challenge as there is no password system or

level select. So with tougher opponents and new tracks after each win you could find yourself missing out on a top three placing; then it's back to the pits and a whole game restart. Frustrating, but also compelling.



It takes two to tango

If you're not content with challenging the computer alone then the two-player 'team' option allows you and a friend to zoom around in the split screen mode. In this case, only one of you need to finish in the top three for both to progress to the next round. This makes for great fun if you're about as uncoordinated as shopping trolley's left wheel and can't even pass the first track. If you don't have any friends then take on an enemy in the 'vs' mode where it's just you and them on lonely stretches of highway obliterating each other. Unfortunately being a compressed split screen (like *Sonic 2* in two-player mode) the graphics are flickery and a little too small. Bummer!



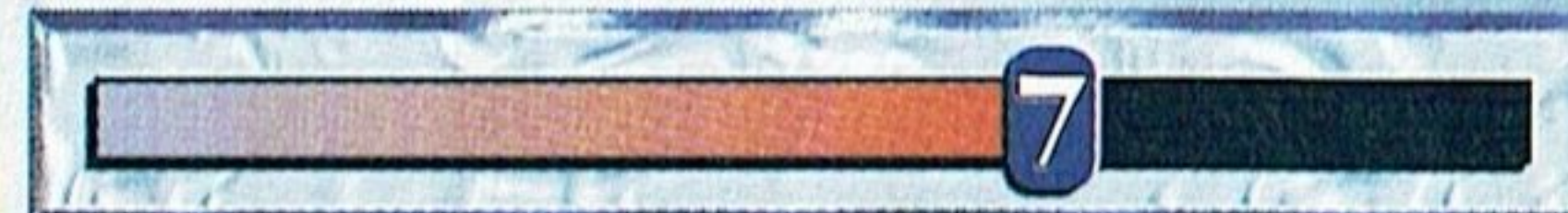
time with poor acceleration. And forget missiles - you spend more time aiming than driving. The best car, for our money, is Ray's (the dude with the shades); it's fast, handles fairly well, acceleration is not too good but it has Hydro Boost - an extra push which gets you in the lead early and away from the other cars.



Word

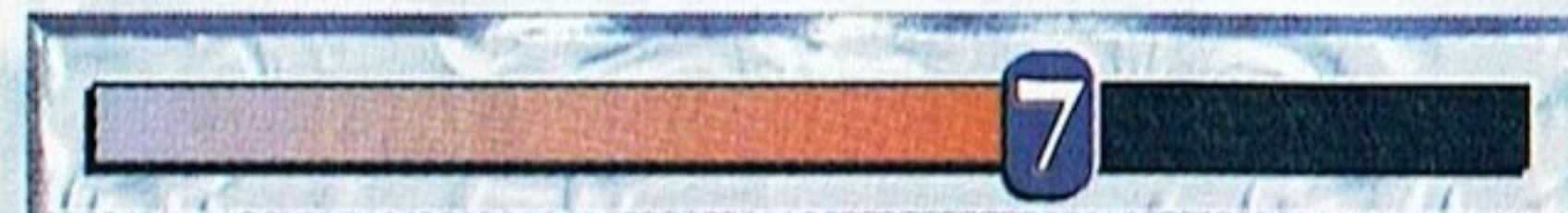
GRAPHICS

Colourful characters, nice puffy tyre smoke but two-player mode is not so impressive.



SONICS

A Euro-disco soundtrack and lots of screeches and explosions. Strangely, no car engines!



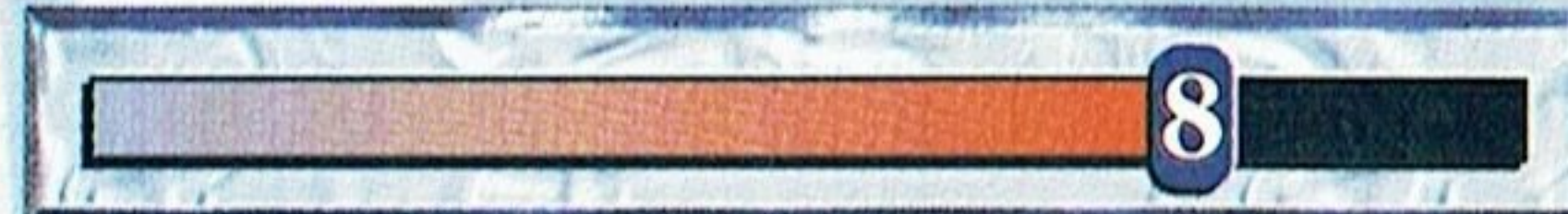
PLAYABILITY

Nothing to learn, simply controls and good ol' family fun really make this one a totally addictive cart.



STAYING POWER

Too much fun to have in one day. A pick-me-up-and-play-me game. Five minute sprints to hour-long sessions.



OVERALL

Fast-paced fun! The weapons mean diddly-squat, but treated simply as a racer, it's a reasonable effort.

77
PER CENT

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Interplay

SIZE: 16 megabits

PLAYERS: One

Being a hardcore environmental chap, Peter Burney jumped for joy upon hearing there was a game about **greenies**.

Little did he know it was 'snot' what he thought.

Boogerman

Boogerman is rude, gross, and disgusting. He is therefore destined to become a cult hero the day he splats onto the shelf! You see, Boogerman is the kind of guy who belches, picks his nose and eats it, and has a really bad 'wind' problem (they're not silent and they certainly are deadly)!

It's an environmentally friendly kinda game. Well, sort of. You, as Boogerman, must venture through the vile underground world of poo-brown turd men and snot-green rivers that are wiping out the foul creatures who fester there. A standard

platformer, you wander left to right collecting power-ups (in this case, chillies and cans of baked beans) finding extra lives and flushing out the baddies on your way to the exit. But it's overflowing with originality and your pants will get wet with laughter over this one!

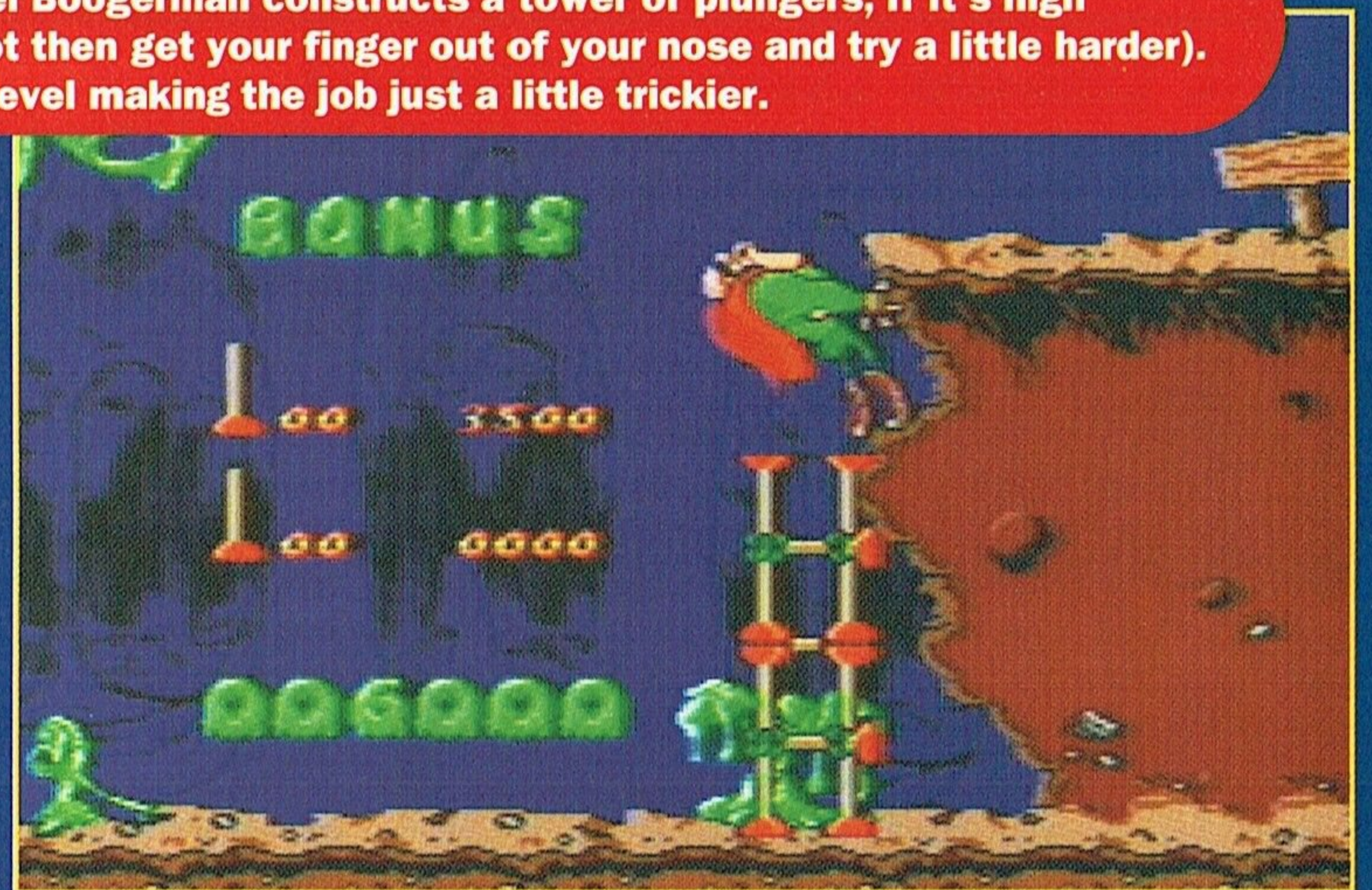
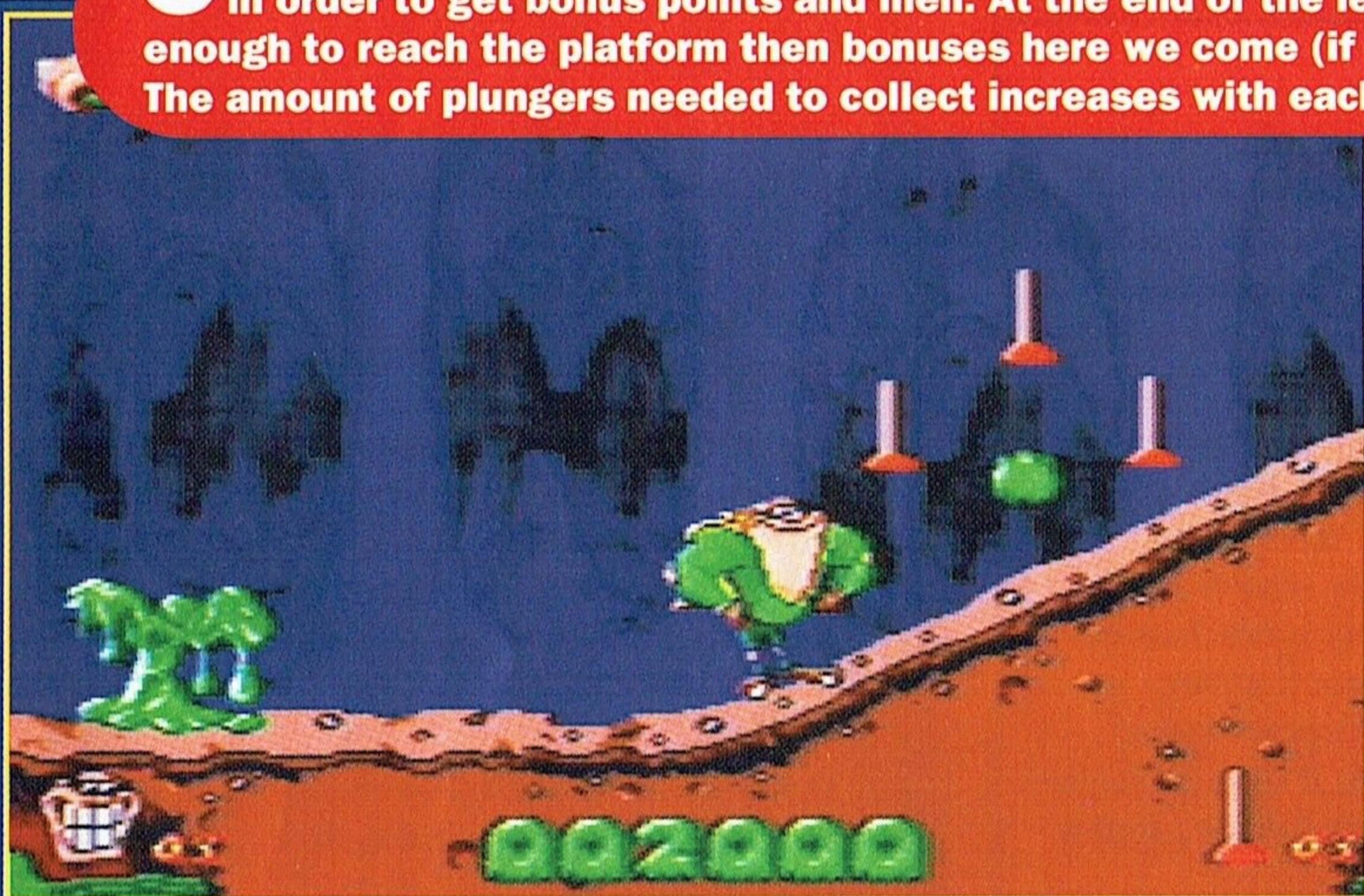
The sprites are a cack to watch and are practically cartoon perfect (*Aladdin in Dunnyland!*). Sadly though, the backgrounds are rather dull with the same greeny-brown colours throughout. It's supposed to be a disgusting place but more

variety would have added to the grime.

The sound effects are just as filthy as the sprites, with Boogerman performing full blown trombone flatulence and spitting juicy gollies. And being a hip superhero, of sorts, you get the 'cool', 'rad' and 'booger' voice overs as you collect certain items, and to top it all off there is a pumping soundtrack. Great finger-lickin' stuff!

Boogerman will appeal to all sorts of people. It's rewarding, challenging, totally obscene and more fun than driving over a speed hump while picking your nose! Blow on this. **M**

Scattered around the slime area are Boogerman's trusty tools... the plungers. You must collect a certain number of these in order to get bonus points and men. At the end of the level Boogerman constructs a tower of plungers; if it's high enough to reach the platform then bonuses here we come (if not then get your finger out of your nose and try a little harder). The amount of plungers needed to collect increases with each level making the job just a little trickier.



WHAT'S WHAT AND WHAT'S SNOT

SNOT-O-METER

Boogerman may be the superhero of snot, but he doesn't have an unlimited supply of it. The finger moves closer to his nose as snot is flicked. Luckily, extra snot can be found in the form of green blobs.

REMAINING BOOGERMEN

Three lives is all you get, but don't fret; there are extra lives hidden around the playing area.

MUCUS POWER-UP

Collect this can for super phlegm power. Unfortunately, this extra-powerful attack move has a limited life.

CHILLI POWER-UP

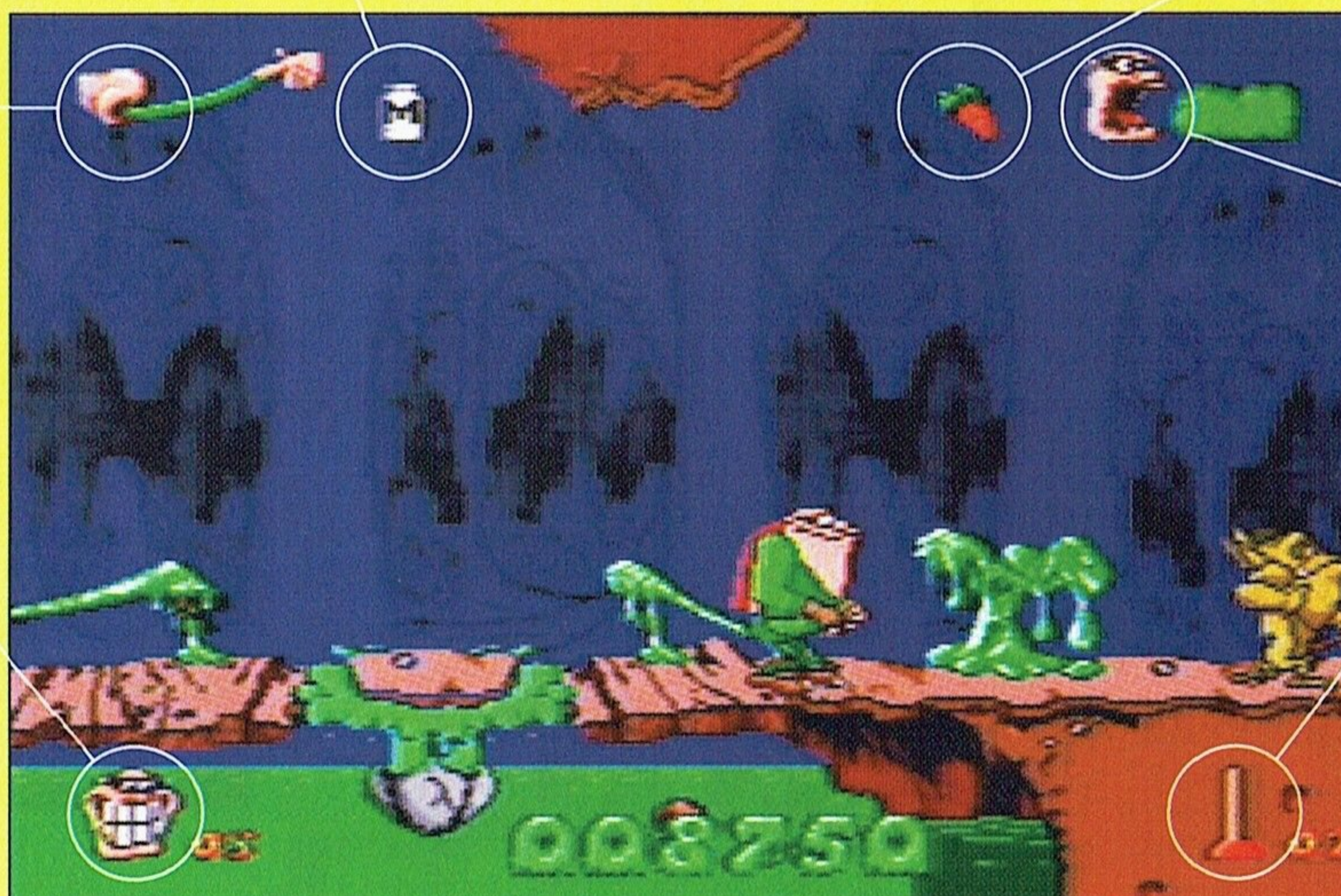
Find a chilli for a short burst of extra 'fire' power. Farts turn into flaming fireballs, burps into flamethrowers and you can even fly with a fiery rear end!

GAS-O-METER

Each time Boogerman guffs or belches, he loses a puff of gas. Never fear - the trusty ol' baked beans are never far away in Boogerland. Full steam ahead!

PLUNGER COUNTER

Collect these for those helpful bonuses at the end of the level. You need 12 for level one and 16 for level two.



'SELF' DEFENCE!

Boogerman is one crude dude! To disinfect his enemies he uses his own greenies (one flick and they're gone)! But taking on a shovel load of poo men with a nose full of goo could put Boogerman in a bit of a sticky situation. So why not burp and fart your opponents into oblivion? Both of these become stronger (and louder) the longer the excretion button is held down, sending your enemy reeling in disgust. And if you think that's cool, try eating a chilli and watch as he flies with rocket-propelled pumps and belches flames. Totally awesome!



BURP
Used to wipe out baddies at a distance. If C is held for an extended period, more than one slimy scum-sucker can be eliminated.



FART
Blowing the bugle has much the same effect as burping, but letting loose a real rip-roarer is far more fun to perform. Careful you don't follow through...



JUMP
Bouncing on baddies is another way of eliminating them. This, however, is difficult and should only be used as a last resort.



SNOT FLICK
Firing off succulent streams of snot is the easiest, quickest and most-used method of attack. It's not called a 'pick and flick' adventure for nothing.



FLYING
Chillies enable Boogerman to leap tall buildings in a single flaff. With flames firing from his rear, he is able to reach inaccessible areas.



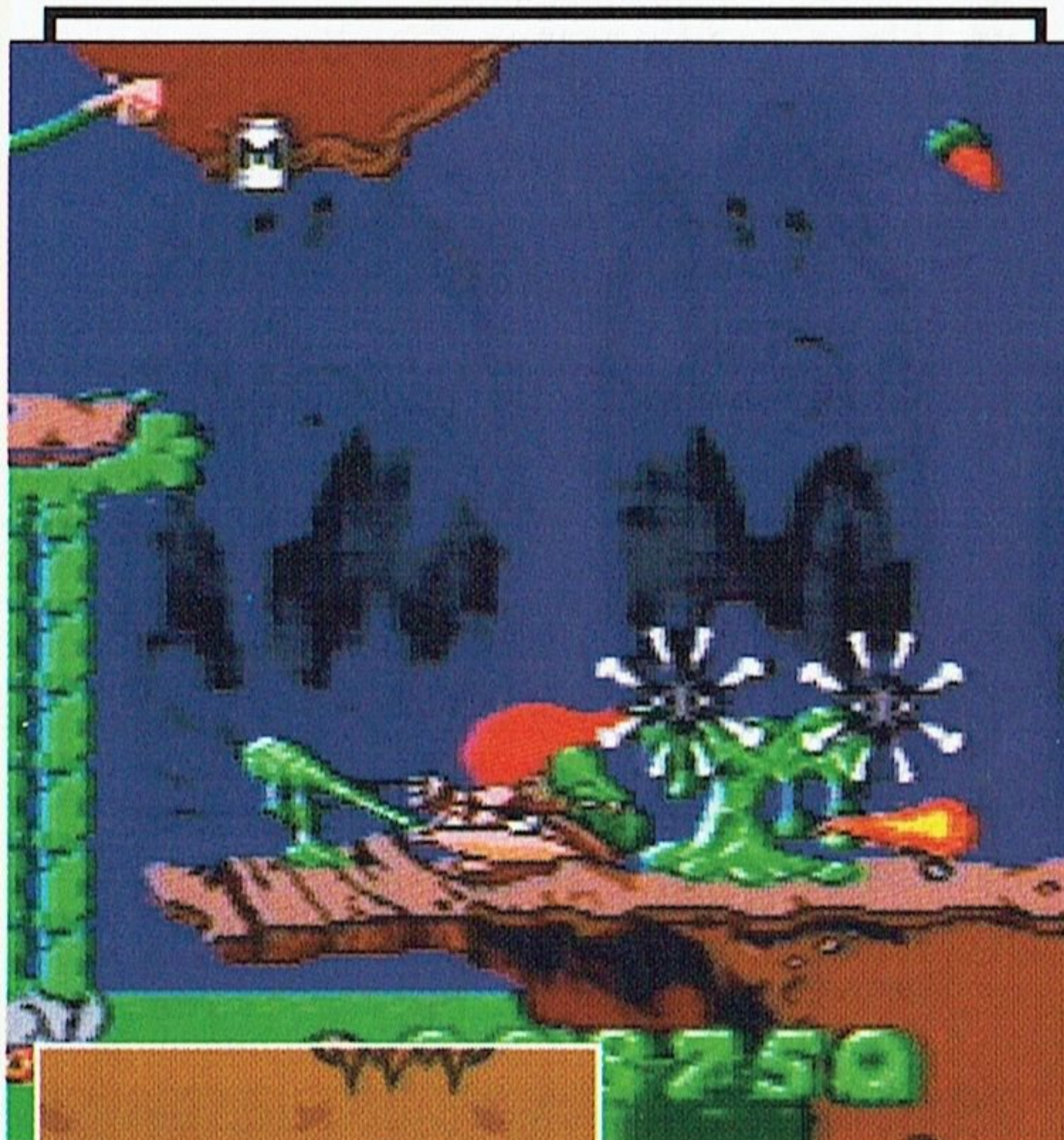
SPIT
A power-up attack which is short lived but extremely accurate and useful. Find a can of mucus to become super booger-spitting-man.

Unlike many so-called 'classic' games before it, *Boogerman* is tougher than two weeks' worth of constipation. You can only afford two hits in each level and then it's back to the start. There are heaps of enemies wanting to kick the booger out of you. Luckily there are restart points along the way so reaching these help slightly with the journey. The game is also equipped with a password save which means you don't need to trudge through the slime of the previous levels each time.



second opinion

Let's face it, we all do it. Fart, that is. And at last, here's a game that brings social acceptance to the gentle art of bottom burping. Flatulence is funny, but once you've got over the toilet humour you'll find that beneath its smelly exterior lies a bog-standard platformer. Fun for a while, but ultimately it all smells the same. **ADAM**



Afart a day keeps the... well, everyone, away. And if you're

Boogerman, it's an essential bodily function. Unlike Sonic, a spinball attack is quite out of the question when taking on big, bad, brown blubbery baddies or busting blockades of boulders. So, charge up that beefy rear end and pound out a bottler. Yee-haa!

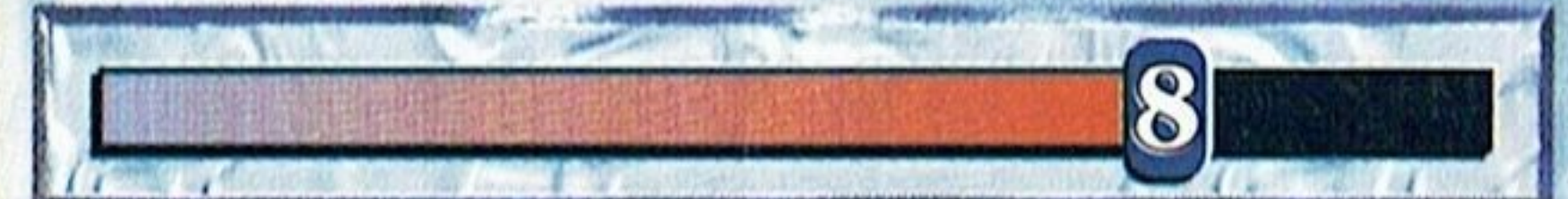


▲ With Boogerman being so tough we thought we'd give you a helping finger. Here, with our blessing, is the password for level two. Happy flicking!

Word

GRAPHICS

Lack of colour and dull backgrounds contrasted by super cartoony sprites.



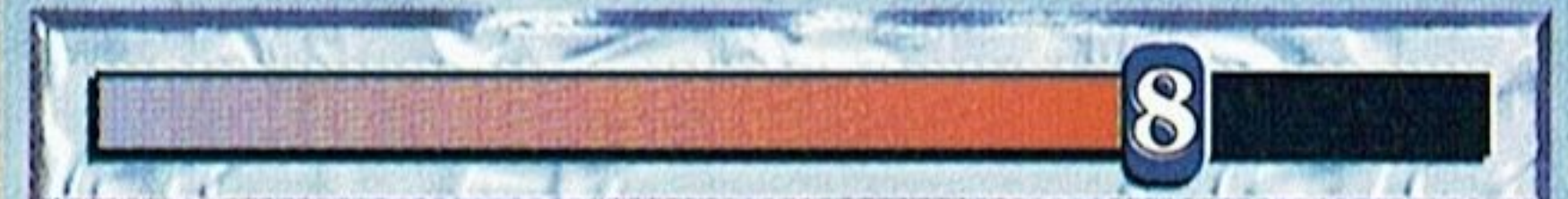
SONICS

All body excretions are excellent. Boppy music and cool speech really add to the grooviness of the game.



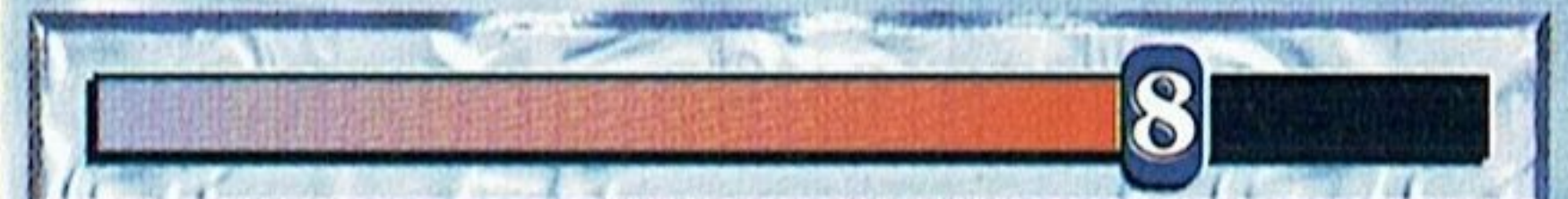
PLAYABILITY

Annoying at first with constant deaths but the disgustingly original gameplay will blow you away.



STAYING POWER

Increasing difficulty and newer, grosser baddies make this one hard to scrape from your Mega Drive.



OVERALL

Having fun, fun, fun, picking boogers in the sun! And when the sun gets hot, the boogers turn to snot! A destined cult classic.

83
PER CENT

Clay Fighter

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Beat 'em up

SUPPLIER: Interplay

SIZE: 16 megabits

PLAYERS: Two

Don't accuse Virode Intarnasan of having rocks in his head. His mind is strictly soft centred.

▶ On starting the game, an option screen allows you to adjust speed and the level of difficulty. At full pelt, *Clay Fighter* flies at a manic pace to rival even the great *Super Street Fighter II Turbo*. Like all good beat 'em ups,

mastering all the available characters will take heaps and heaps of practice. And even then there is no guarantee you will defeat the vicious Helga in full rampage.



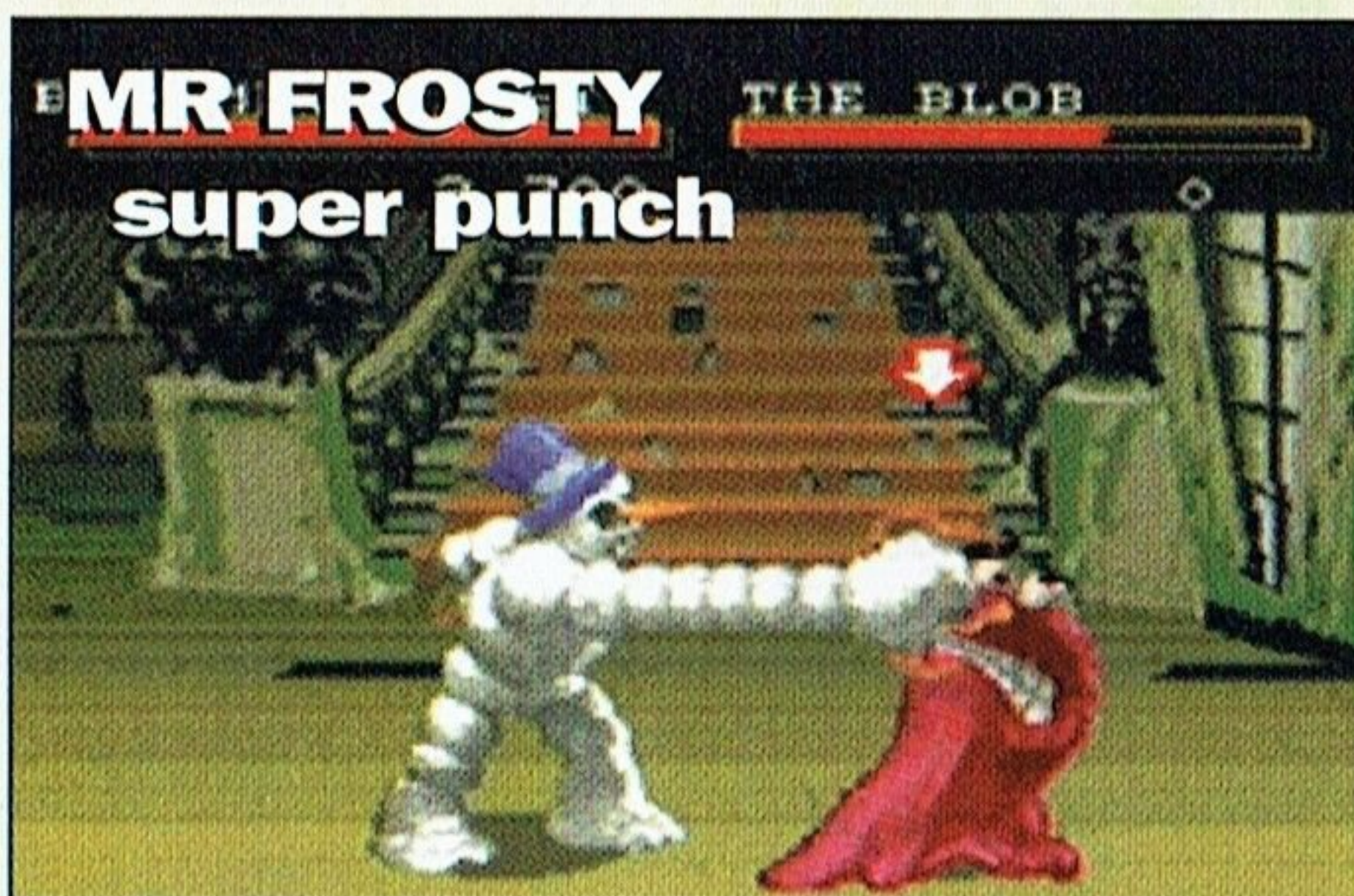
Beat 'em up games are big business these days and the fight for the best slugfest title has surely heated up considerably of late. With great conversions of *Mortal Kombat II* and *Super Street Fighter II* already gracing the shelves, is there anymore room for competition? Interplay think so, as they have dug up a different kind of fighting experience. Clay.

The scenario: the town of Playland has enjoyed years of peace and harmony until one day, a purple meteor crash-lands in the city's park. Emerging from the wreckage are eight warriors, all destined to be King of the Circus, all possessing extraordinary powers and all made of... clay. Discover the moves and strategies of each character and then get ready to play one of the funniest games to ever grace your console.

So the big question, obviously, must be 'Is *Clay Fighter* up to the standards of *Mortal Kombat II* and *Street Fighter*?' The answer is a sorry 'No'. Beneath the amazing graphics and sounds lies a very average game that unfortunately just does not compete with the other two giants. Although great at first, the game seems to be run on novelty value. The character's moves all seem rather lame and the fights seem to lack the intensity that make these types of games great. It relies too much on its graphics and offers nothing new in terms of gameplay.

Clay Fighter is the type of game that makes a great advertisement for the Sega rental plan. Go rent this game and just play it for what it is, a spoof on the beat 'em up genre. It won't give you a lifetime of enjoyment but it will give you a riotous and hilarious short-term challenge. Guaranteed. **M**

Meet the Clay Fighters



▲ A big bad snowman armed with a variety of deadly moves. The best offensive character.

HORIZONTAL SNOWBALL: Back (2 sec), Forward, any Punch

VERTICAL SNOWBALL: Down (2 sec), Up, any Kick

FROZEN PUNCH: Down, Down + Forward, Forward and any Punch

SLIDE: Back, Back + Down, Down, Down + Forward, Forward and any Kick

ICE BREATH: Back, Back + Down, Down, Down + Forward, Forward and any Punch

SHOULDER CHARGE: Back, Forward and any Punch

SUPER PUNCH: Down (5 sec), Up and any Punch



▲ Elvis never looked so good.

BAD NOTE: Down, Forward + Down, Forward and any Punch

HAIR WHIP: Down, Down + Back, Back and any Punch



▲ A blob. Made of clay.

BLOB STOMP: Down and High Kick

BLOB SPIT: Down, Down + Forward, Forward and any Punch

FLYING BLOB: Back (2 sec), Forward and any Punch

SLIDE: Back, Down + Back, Down, Down + Forward, Forward and any Kick

BLOB MISSILE: Down, Down + Back, Back and any Punch



▲ Casper gone wrong. Use Ickybod's distance attacks to your best advantage as he has no kick attacks (he doesn't have any legs).

GHOUL SPIT: Down, Down + Forward, Forward and any Punch

GHOUL PUNCH: Forward, Down, Down + Forward, Forward and any Punch

GHOUL DASH: Back (2 sec), Forward and any Punch

TELEPORT: Press Medium and High Kick at the same time

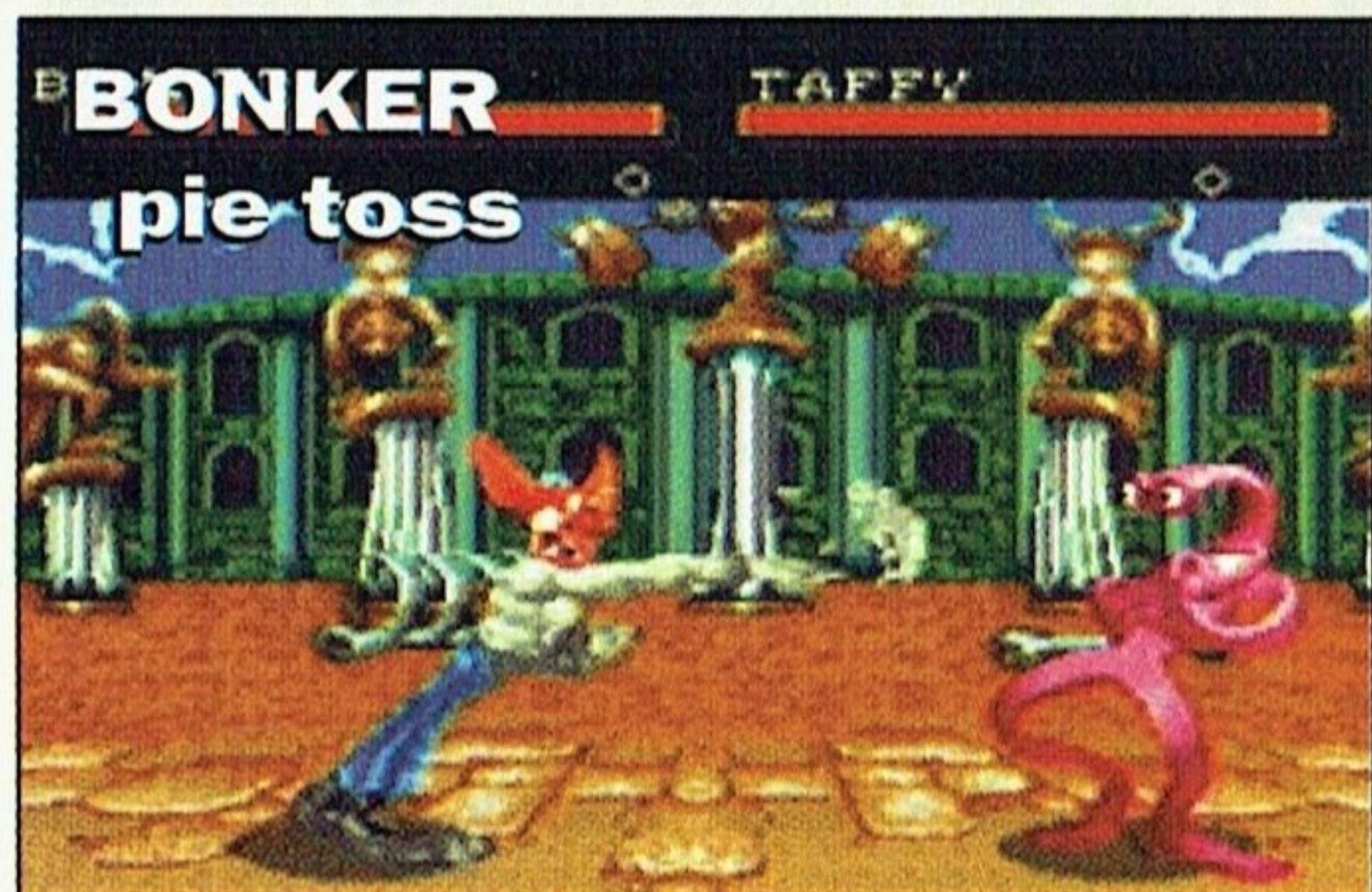


▲ It is *Clay Fighter's* amazing graphics that really separates it from its competitors. Utilising a process known as claymation, Interplay digitised real clay models to create a visual feast. Every character is a delight to watch and their movements are silky smooth. Although the backgrounds are fairly plain and flat, the overall quality of the game's visual is highly impressive. The effect is classy, colourful and highly original.

▲ The sights and sounds create a whimsical atmosphere. With each character possessing an array of different moves; it will take ages to master each warrior's strategies. This makes a great alternative to those sick of the blood and gore fest of *Mortal Kombat II*.

second opinion

Clay Fighter looks good and the animation is funny, but it doesn't have the bone-crunching realism of *Mortal Kombat II* and *Super Street Fighter II*. Once you get past the novelty value, it's unlikely you'll find enough depth to keep going back. □ ADAM



▲ This deformed-looking clown has a wonderful array of moves. One of the best all round characters.

CARTWHEEL: Back (2 sec), Forward and any Punch

HIGH PIE TOSS: Down, Down + Forward, Forward and any Punch

LOW PIE TOSS: Down, Down + Forward, Forward and any Kick

FLYING HORSIE: Down (2 sec), Up and any Punch

JOKE FLOWER SPRAY: Back, Back + Down, Down, Down + Forward, Forward and any Punch

HEAD BUTT: Back, Down + Back, Down, Down + Forward, Forward and any Kick



▲ The stretchable warrior. Use Taffy's long reach to your advantage and avoid any close-range fighting.

FLYING FIST: Back (2 sec), Forward and any Punch

SPINNING FIST: Back, Down + Back, Down, Down + Forward, Forward and any Punch



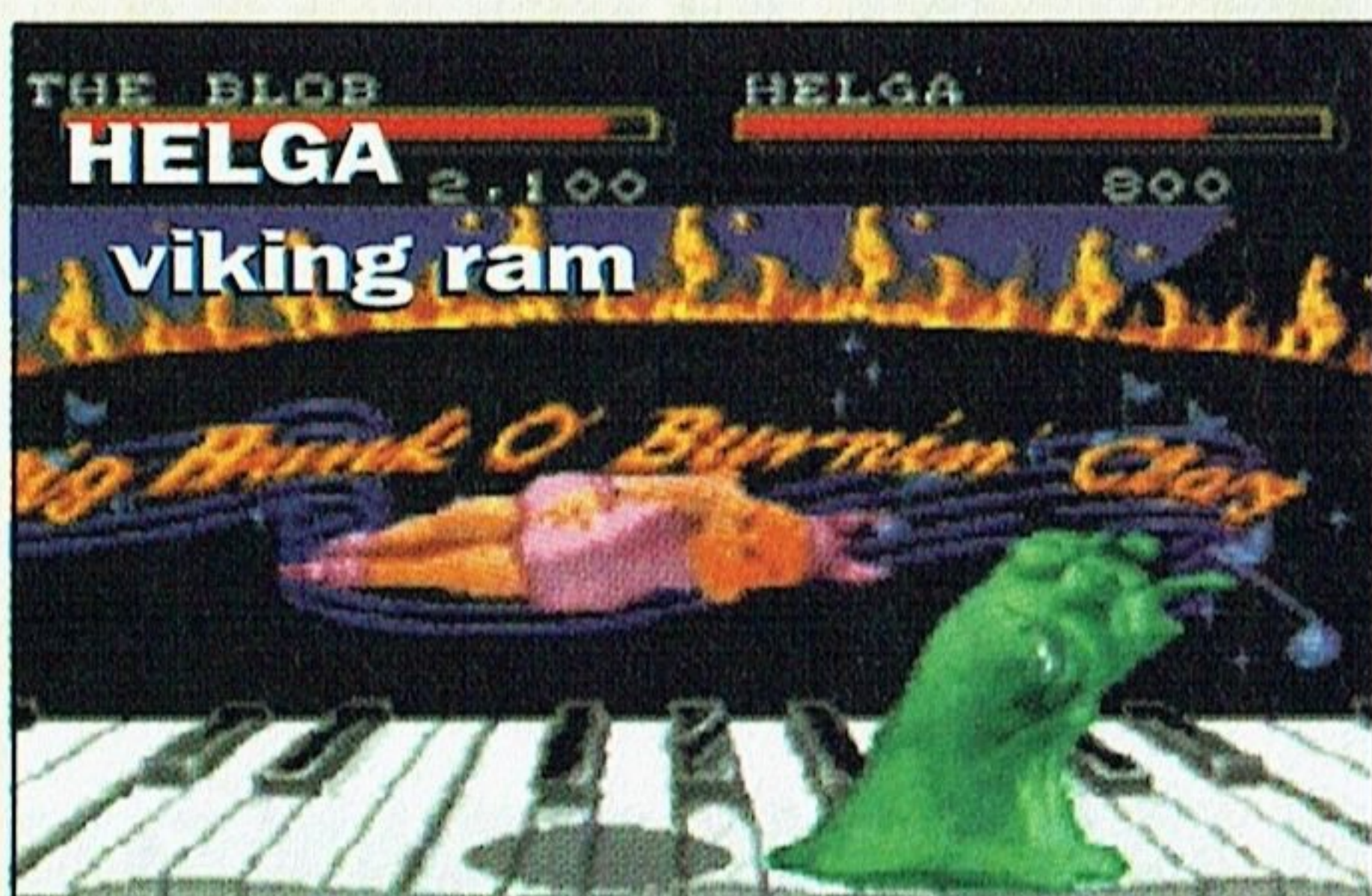
▲ Big, bad and damn stupid. Tiny's moves resemble that of *Street Fighter's* Blanka.

MEDICINE BALL: Back (2sec), Forward and any Punch

VERTICAL MEDICINE BALL: Down (2 sec), Up and any Kick

SUCKER PUNCH: Down, Down + Forward, Forward and any Punch

SUPER SUCKER PUNCH: Back, Down + Back, Down, Down + Forward, Forward and any Punch



▲ The weirdest and ugliest Viking ever.

VIKING RAM: Down, Down + Forward, Forward and any Punch

FLYING BUTT: Back (2 sec), Down + Back, Down, Down + Forward, Forward and any Kick

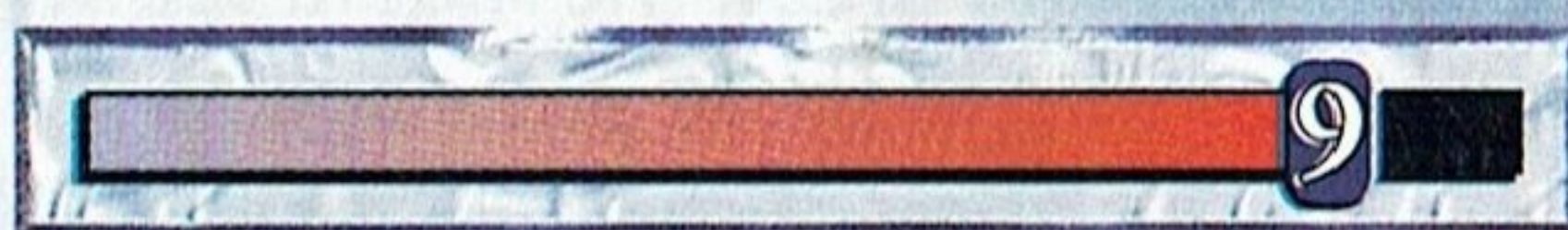
ELBOW: Down, Down + Forward, Forward and any Kick

OPERATIC SCREAM: Back (2 sec), Down + Back, Down, Down + Forward, Forward and any Punch

Word

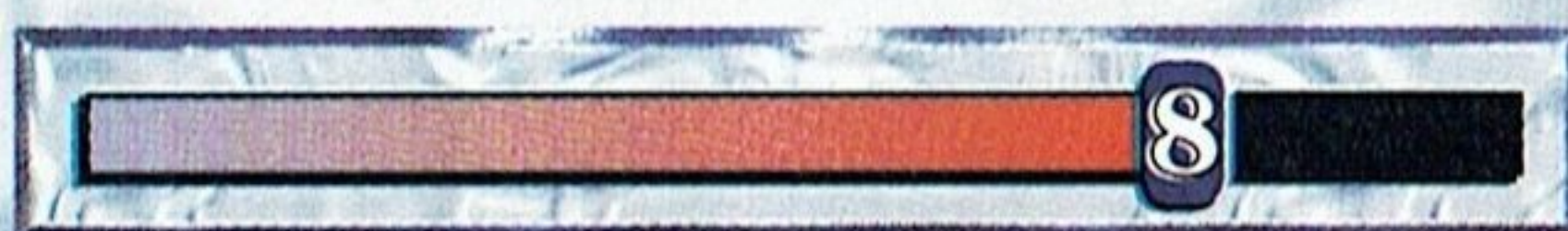
GRAPHICS

The superb Claymation sequences really make this game special. Funny and downright gorgeous.



SONICS

Clear speech and amazing spot effects add greatly to the overall feel.



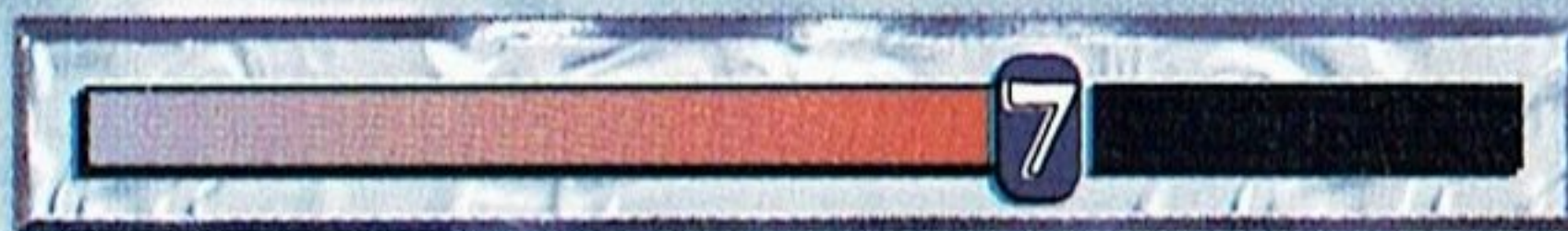
PLAYABILITY

Unfortunately lacking the firepower and intensity of either *MKII* or *SFII*. This lets it down.



STAYING POWER

Great sounds and graphics will keep the game interesting for a week or two. Just don't expect anything more.



OVERALL

Clay Fighter is a great laugh and offers an alternative to the other more serious fighting games. It's a pity that the gameplay is so weak as this could have been a classic.

77
PER CENT

Sonic & Knuckles

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Sega

SIZE: 24 megabits

PLAYERS: Two

Sonic has ditched Tails and become best buddies with old adversary Knuckles. "There's something strange about this relationship," says Adam Waring.

If we could have a Chaos Emerald for every letter we get that asks, 'Is Sega going to make a *Sonic 4*?' we'd have glitzier evening wear than that Queen of England feller. Stupid bloody question. Of course they are and *Sonic & Knuckles* is it.

As you can't fail to have noticed, Knuckles is the co-star of this game. He was a bad guy in *Sonic 3*, but he and Sonic have put that unpleasantness behind them and have joined forces against the thoroughly roughneck Dr Robotnik. And so begins another chapter in the ever-expanding *Sonic* saga...

It follows the formula of the other games in the series, almost to the letter; the controls are basically the same and most of the gameplay elements are identical. Bar one or two enhancements, it doesn't try and break the mould set by the original *Sonic* all those years ago.

If there's one criticism to be levelled at the whole *Sonic* range, it's that the games are too easy. And this is no exception. If you put your mind to it, you can really zip through it. Of course, the levels are large and there are lots of secrets to discover. And despite its easiness, *Sonic* is one of those games you keep on coming back to...

That isn't to say that it's a bad game. Far from it – Sonic devotees will love it to bits. But it's a little disappointing that the opportunity to do something a bit radical hasn't been jumped on.

Actually, that's not strictly true. There is a bit of an innovation, though it isn't in gameplay terms. The cart has an interface into which you can plug in other *Sonic* carts, allowing you to play their levels with Knuckles – or the souped-up Sonic – which should breathe a new lease of life into the older games in your collection.

So, it's more of the same, but that ain't necessarily *that* bad... M

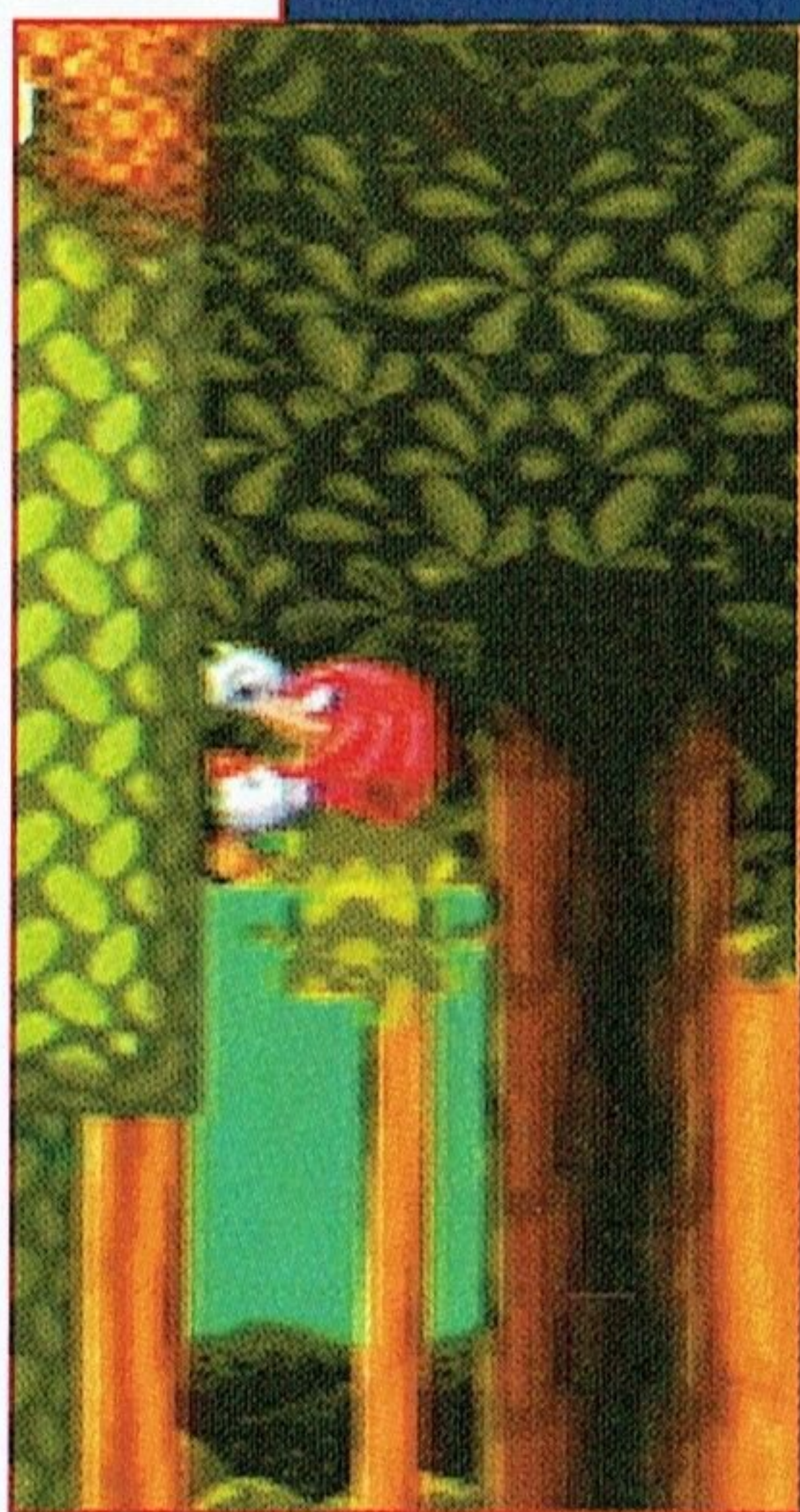
Bonus levels

There are plenty of extra bonus levels; collect 50 rings and reach a restart point. A set of stars will whirl about above the restart. Jump into it and you're whisked off to a bonus. There are a couple of different kinds (that we've found so far). One is a cross between a pinnie and a pokie; bounce your way to the middle of the constantly turning room to spin the reels. You're awarded – or deducted – bonus rings depending on the outcome.



Gnarly Knuckles

Sonic's sidekick Tails (the weird bi-tailed fox) has been ditched in favour of Knuckles the echidna. Whereas Tails could fly, Knuckles can glide and has the ability to climb walls. Jump up, then press Jump again when in close proximity to a wall and you'll stick to it like polyester underpants to your bum on a hot summer's day. In effect, this gives the game two difficulty levels. This makes Knuckles the top choice for the less-capable player. For a tougher challenge, play as Sonic.



► You'll tire of *Sonic & Knuckles* eventually... time to plug in another *Sonic* cart. That's right – you can 'piggy-back' other games in the series. *S&K* is programmed to read in levels from the other games and let you play them using the new characters' abilities. See what short work Knuckles makes of the Green Hill Zone.



What's on telly

As in all Sonic games, TV sets hold power-ups. And this is your TV guide...



SONIC (or Knuckles)

Awards an extra life. They're relatively rare, so when you spy one, go for it!



ROBOTNIK

Avoid! Acts as if you'd been hit by a nasty - you'll lose your rings or even a life.



RINGS

The equivalent of picking up 10 rings. By far the most common telly.



INVINCIBILITY

Only lasts a short time, but you become invincible and kill bad guys on contact.



SPEED

As if Sonic wasn't fast enough, these shoes make him go like Cathy Freeman.



ELECTRICITY

Rings are attracted like a magnet! Also gives you a shield that lasts for one hit.



WATER

Breathe underwater with this icon, plus you get the shield too.



FIREBALL

Become fireproof! A second stab of the button transforms you into a fireball, and you get a shield. Bonus!

Falling bombs

To get past this section in zone two, go right as far as you can. Hang around the area while avoiding the bombs. Eventually, they'll blow a hole in the body of the flying fortress which you can duck into to continue your quest.



Showing Robotnik who's boss

As usual, the fat bastard himself awaits at the end of each stage at the controls of a hideous contraption designed to de-spine our spiky pals. All can be beaten systematically; it's just a question of learning the weak spots. Here's Megazone's sure-fire way of pulverising the first few bosses...



Zone 1 Act 1

▲ Robotnik's mechanical chopper sends logs in your direction. Simply spin-attack him between hacks.



Zone 1 Act 2

▲ Run after the fleeing Robotnik, spin-attacking him between rocket thrusts. Spiky mines hide behind the pillars, watch where they are as they scroll onto the screen and jump or duck accordingly.



Zone 2 Act 1

▲ Jump onto the plunger on the top of this fiend's head. When its eyes start to flash, quickly get off and it'll crack itself over the skull.



Zone 2 Act 2

▲ Jump in between the spiked arms and quickly out of the way again. It'll shoot a jet of fire upwards. When it starts to spin around, rhythmically spin attack it on the peak of its swing.



Zone 3 Act 1

▲ Go left, to the sinking sand and repeatedly jump so that you don't sink. The beast will follow you into the sand and go under itself.



Zone 3 Act 2

▲ As the stone creature moves towards you, jump on its left forearm and spin-attack it in the face. Robotnik will be revealed momentarily, so sneak another attack while you have the chance.



Zone 4 Act 1

▲ You have to put the balls that shoot at you and the mechanical hand out of action. Get in a good few attacks as the balls come on, then stick to the right, jumping any bullets that come your way. Get in more attacks when they go down again. With the hand, simply keep moving and attack it when it slams its palm down.



Zone 4 Act 2

◀ Things are starting to get tough... Keep jumping onto the moving platforms as you slide towards Robotnik. He lobbs bombs at you, so be careful not to touch any. When the screen goes level again, ensure you're on the middle platform and get ready to repeat the process over 'til Robotnik blows himself up.

second opinion

Who would have bet, many moons ago, that a spiky blue flea-ridden English rodent would become a world-renowned super hero? And who'd have picked that the series would maintain interest over four carts? Well, me, but that's another story. The only question left: when will Sonic get it on with Sally? Va va va vroom!

□ MATT



◀ Pssst, wanna know a secret? There's an extra life for the taking, right at the start of zone two. It's hidden behind a chunk of scenery. To claim it, just jump up and you've got a life for free. Neat, eh?

Collecting Chaos



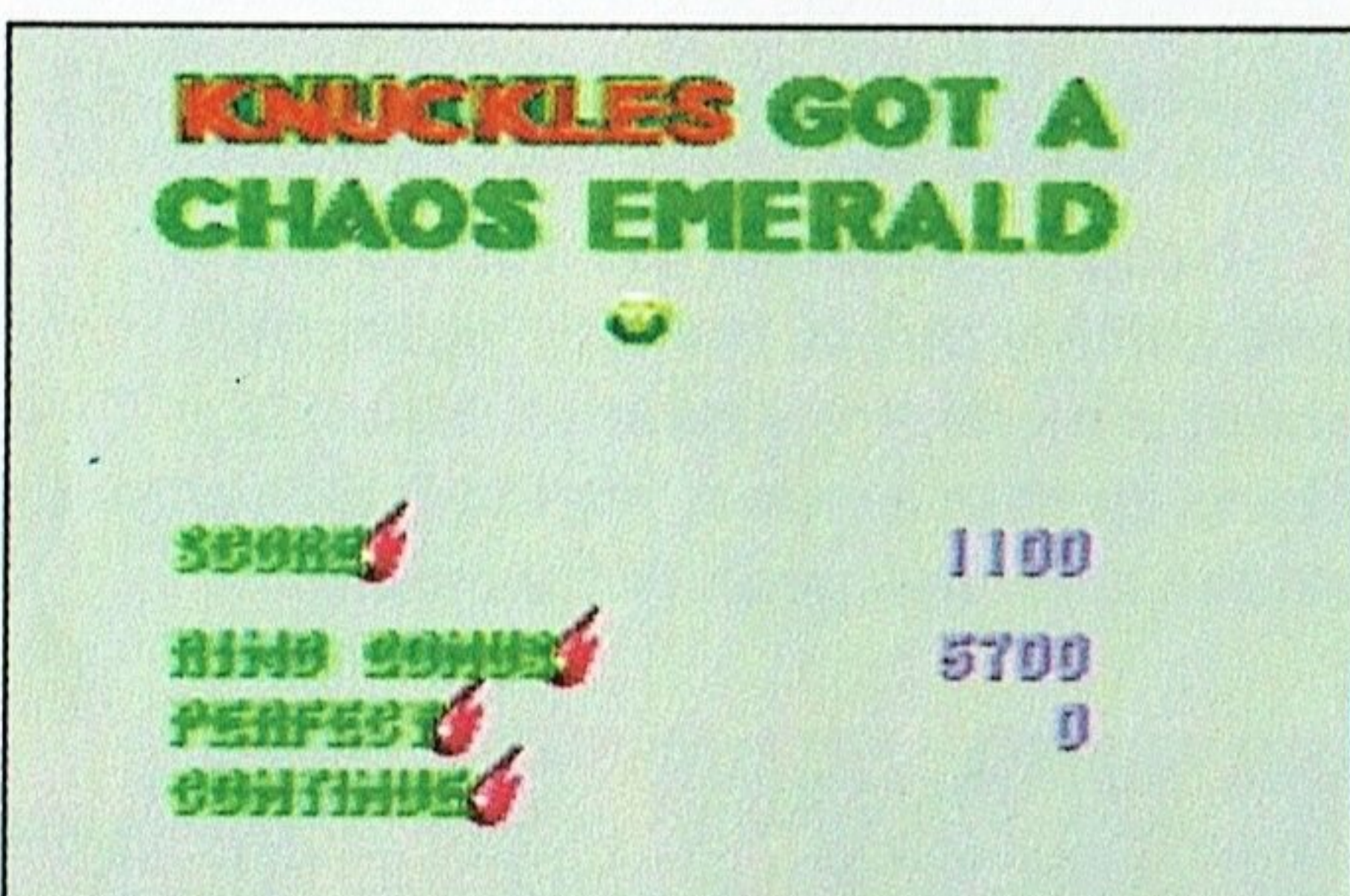
▲ Chaos Emeralds are collected in the same way as in *Sonic 3*. First of all, you have to find the entrance - large rings that you jump through. They tend to be well hidden, so keep your eyes peeled.



▲ As you run into nice blue globes, they turn to nasty red ones. However, run around the outside of a block of blues, so the innermost ones are encircled by reds, and the whole lot changes into rings.



▲ Next, it's the red and blue globes. Avoid the red and run into the blue. Globes with stars on change your direction and orange ones give you an extra-long jump.

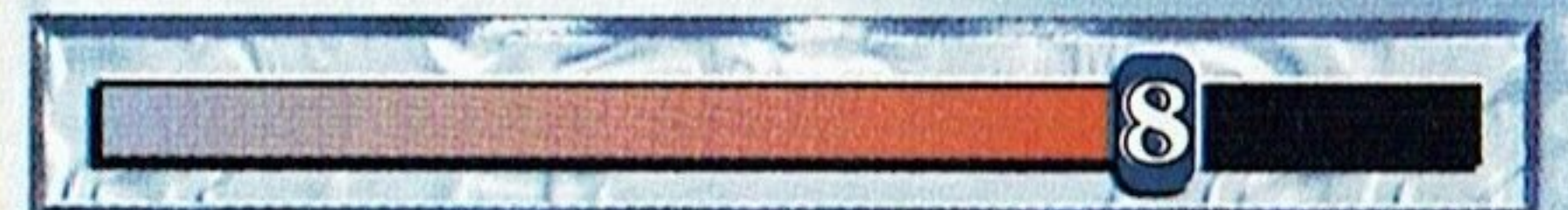


▲ It gets faster as you go on, but should you manage to collect every blue sphere, you're awarded with a Chaos Emerald. Collect them all, and you'll be able to go Super Sonic...

Word

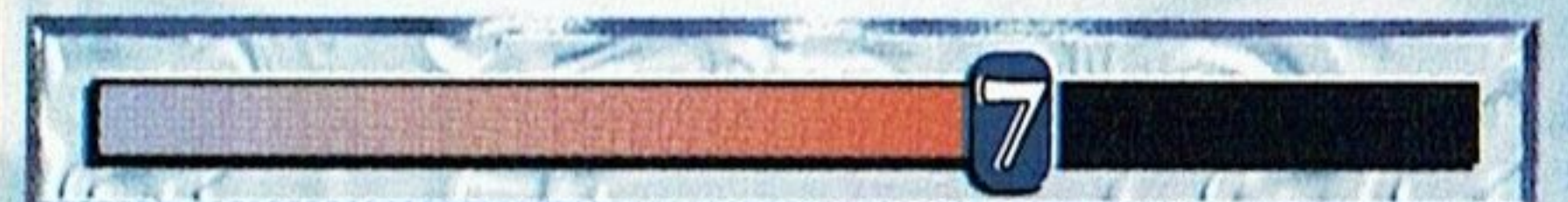
GRAPHICS

As good as *Sonic 3* but not better. The characters have cool animation, and Robotnik's machines just get zanier...



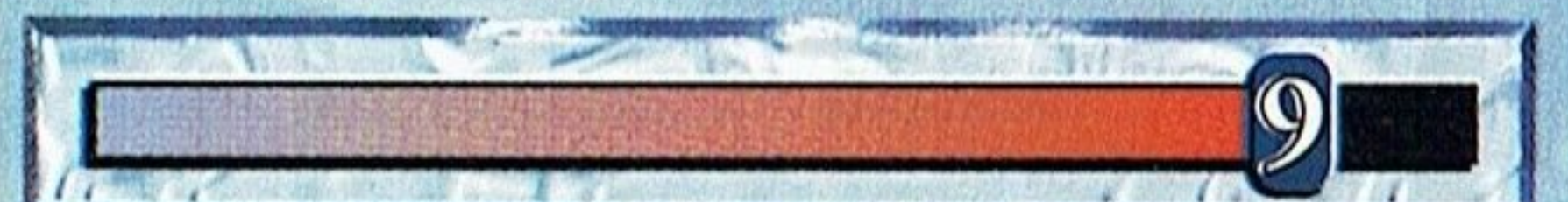
SONICS

Again, sound is very similar to other games in the series. That tune...



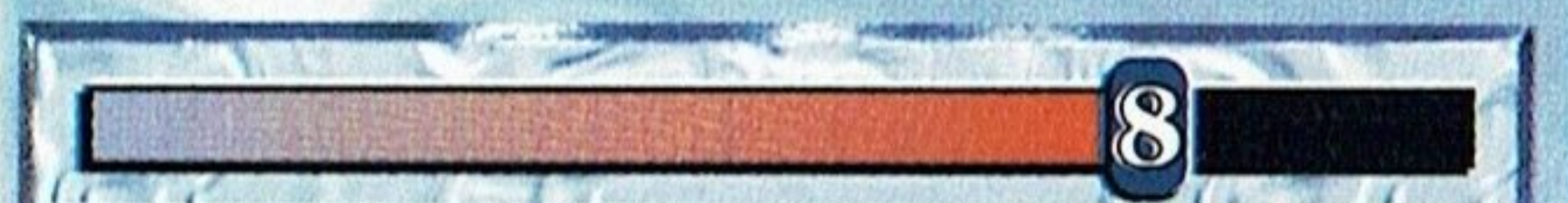
PLAYABILITY

Instantly pick-up-able, and your other *Sonic* games get a new lease of life.



STAYING POWER

It shares the same problem as other *Sonics*; it's too easy. Levels can be re-explored to find more secrets, though.



OVERALL

Sonic & Knuckles is every bit as good as the other *Sonic* games. Basically, it's more of the same. But some would say that's not a bad thing...

85
PER CENT

The Zones

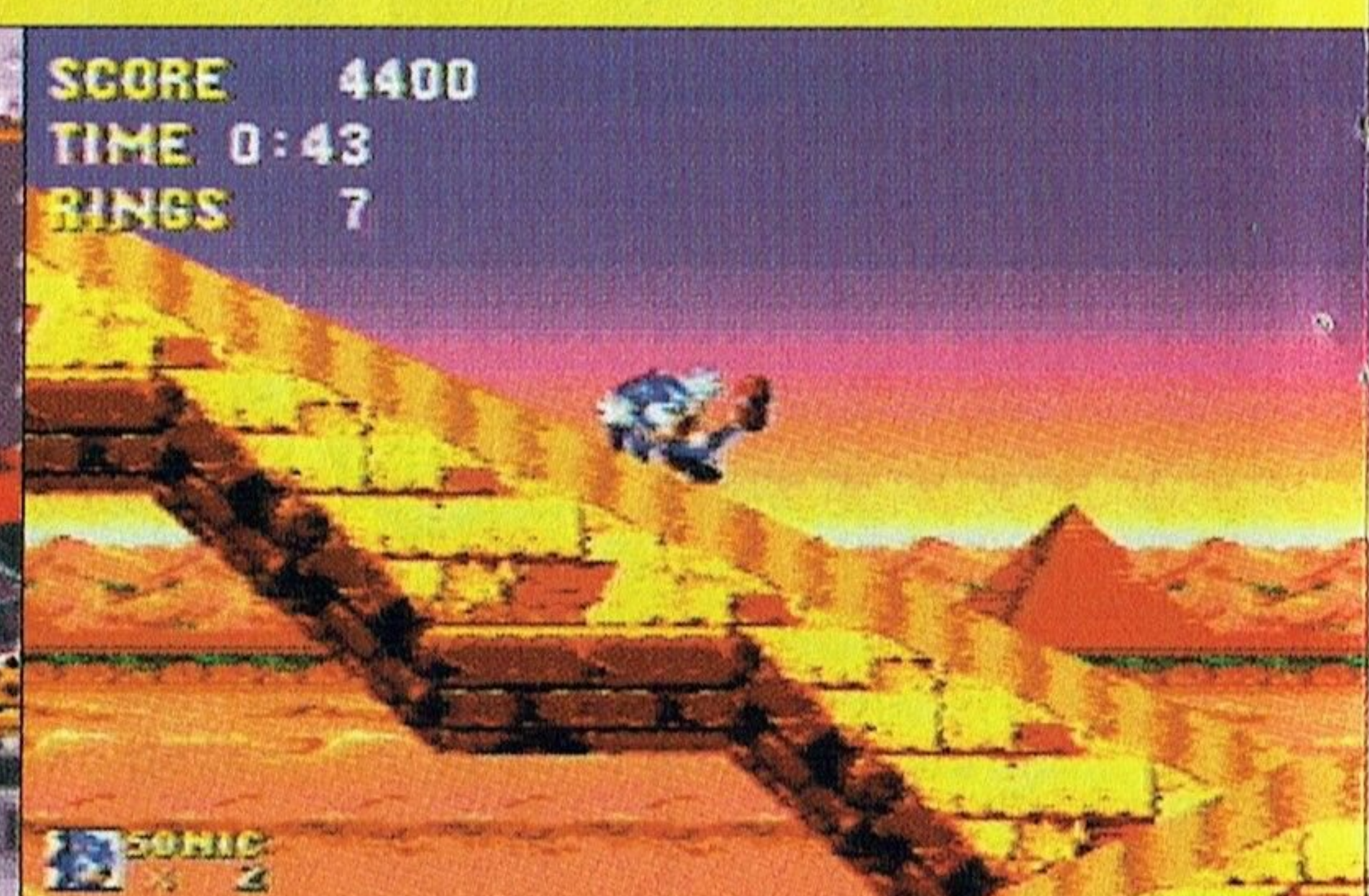
The game is split up into zones which are generally made up of two 'acts' - very much the same formula as in previous *Sonics*.



▲ MUSHROOM HILL Lots of springy mushrooms and strange machines.



▲ FLYING FORTRESS Take to the air in Robotnik's deadly flying machine.



▲ SANDOPOLIS The first zone is in the desert, the second inside a pyramid.

WMMN Super Sonic stuff!





You can't keep a good hedgehog down.

To prove it, Sonic's back in another classic platformer. *Sonic & Knuckles* is the name of the game, and to celebrate, we've got together with our mates at Sega for a rather lovely compo.

Sega has come up with two exclusive *Sonic & Knuckles* jackets. Made from the 'highest quality' denim, they feature the *Sonic & Knuckles* logo embroidered on the back and repeated on a dog tag attached to the front. *Mmm!*

Plus, we're throwing in a couple of *Sonic & Knuckles* games. Double *mmm!*

Two jackets, two games, two winners. To be one of them, answer the following brain-teasing questions (reading the *Sonic & Knuckles* review starting on page 34 may help), jot them down (along with

your name, address and phone number) and send them to:

**I Fancy a Knuckle Sandwich
Megazone, PO Box 746,
Darlinghurst, NSW 2010.**

Questions

1. What kind of creature is Knuckles?

- a) A mongoose
- b) A hedgehog
- c) An echidna

2. What special feature does the *Sonic & Knuckles* cart have?

- a) DSP chip
- b) Can be played with other Sonic carts
- c) 40 megabits

3. Who's the game's main meanie?

- a) Bronwyn Bishop
- b) Tails
- c) Dr Robotnik

The rules: Competition is drawn on the November 11, 1994, so get 'em in by then, please. Oh, and one entry per reader, or you'll make Knuckles angry. You wouldn't like him when he's angry...



◀ **Picture this, if you will. The official *Sonic & Knuckles* emblem, skillfully embroidered onto denim. Hey, how cool is that?**



▲ **LAVA REEF** Molten rock all over. Careful you don't burn yourself...



▲ **HIDDEN PALACE** A short zone where Knuckles is temporarily possessed...



▲ **SKY SANCTURARY** Lots of mini-bosses, and if you fall, you fall far...

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This is it, the lowdown on *all** Mega Drive and Mega-CD games. It's the ultimate guide to the gaming's Saturn rockets and damp squibs. Stand back, Nathan Cochrane starts the show.

MEGA file

Every Australian 16-bit game reviewed!

Mega Drive

PLATFORMERS

- Addams Family** **Acclaim**
Great sonics and graphics lift an otherwise tired genre out of the sludge. ★★★★★
- Aero the Acrobat** **Sunsoft**
Unless you've nothing better to do than pick your toenails and put them in your 'clippings' box then steer clear. ★
- Aladdin** **Sega**
One of the most engrossing games of this genre you are ever likely to play. A definite Mega-classic. ★★★★★
- Alex Kidd In The Enchanted Castle** **Sega**
While fun on the 8-bit, the whole Alex thing is tired and boring on the MD. Kill. ★
- Alien 3** **Flying Edge**
A tip: avoid movie multi-media conversions – they rely too much on the name to bother with the game! ★★
- Alisia Dragoon** **Sega**
Challenging shooter. Maybe too difficult for the younger player, but it's still a lot of fun. ★★★★★
- Another World** **Virgin**
Uses a revolutionary 3D graphic system that creates stunning visuals. ★★★★★
- Atomic Runner** **Sega**
Looks good, plays OK, but we've seen it all before. ★★
- Awesome Possum** **Tengen**
What do you get when you cross two popular characters like Sonic and Sparkster? Avoid at all costs. ★★
- Bart vs the Space Mutants** **Flying Edge**
If you like Bart then you will probably enjoy this seriously vacuous offering. ★★
- Batman** **Sega**
A fun, if not overly challenging, multi-media licence. Good for a laugh, but not much more. ★★
- Batman Returns** **Sega**
The CD had funky tunes to lift it, but this game is like watching TV with the sound turned off. ★★
- Batman: Revenge of the Joker** **Sunsoft**
Better than the previous games in the trilogy but the pedigree, or lack thereof, is as deep as Elle MacPherson's acting career. ★★
- Beauty & the Beast: Roar of the Beast** **Sunsoft**
Striking backgrounds and atmospheric stills from the Disney classic. Not terribly original, but it ain't half bad. ★★
- Blades of Vengeance** **EA**
A fun, yet mindless, hack 'n' slash. A solid attempt at the genre that will keep fans from committing crime. ★★★★★
- BOB** **EA**
Crap from people who should know better. ★
- Boogerman** **Interplay**
Snot, farts, and burps. Quite a funny platformer, surprisingly. But the guys who create these games must be running out of ideas! ★★
- Bonanza Brothers** **Sega**
Tragically flawed by its lack of lastability. It's way too easy. ★★
- Bubba 'n Stix** **Core**
Use Stix in any way possible to defeat some fiendish obstacles and traps. ★★★★★
- Bubsy** **Accolade**
Yet another Sonic imitation. Good graphics but just another platformer. ★★
- Cadash** **Taito**
An ambitious attempt to combine the elements of three genres within a single game. It falls short but hopefully it's a signpost to future development. ★★
- Captain Planet** **Sega**
We hope that Sega aimed this at a younger audience (say those below the age of 18 months). ★
- Castle of Illusion** **Sega**
A Disney and Sega coalition. Great animation, cute effects and fun tunes make this an absolute classic. ★★★★★
- Castlevania Bloodlines** **Konami**
The fifth in the *Castlevania* series, the challenge is strong and the game-play addictive but the graphics have suffered. ★★
- Chakan: The Forever Man** **Sega**
Fairly engrossing gameplay at the outset sucks you in but this game is too easy for most players. ★★
- Chester Cheetah ... Wild Wild Quest** **Kaneko**
Colourful backdrops devoid of detail. High on the yawn scale. ★★
- Chiki Chiki Boys** **Capcom**
A completely lame title should warn you of how rooted this offering is. ★
- Chuck Rock** **Core**
Staid old platformer saved only by the average graphics and adequate gameplay. ★★
- Chuck Rock II: Son of Chuck** **Core**
Just goes to show that stupidity is genetic after all, 'cos that's what this game is. ★★
- Cliffhanger** **Sony**
Sony's first foray into electronic publishing. They are going to have to learn that a hot movie licence is no substitute for good gameplay. ★★
- Cool Spot** **Virgin**
Cool tunes and zippy graphics combine to make this a lot of fun to play, with enough challenge to keep the intermediate player amused for hours. ★★★★★
- Crash Dummies** **Flying Edge**
Standard platformer popular on the GG, but it would have been nice if they had added something more to it. ★★
- Daffy Duck in Hollywood** **Sega**
Mediocre platformer that relies all too heavily on its well-known cast of characters than any intrinsic playability for its appeal. ★★
- Dark Castle** **EA**
It was pathetic on the Mac, and has continued in that vein on every machine its conversion has ever defiled. ★
- Decap Attack** **Sega**
Magical Flying Hat Turbo Adventure with different sprites and backdrops. Don't lose your head over this one but it ain't bad. ★★
- Ecco the Dolphin** **Sega**
Unique game style. Great depth of play, fiendishly intricate puzzles and a soothing graphic style mark this cart as a true classic. ★★★★★
- Ecco The Dolphin 2** **Sega**
There's nothing really wrong with *Ecco 2*. Except that it's virtually identical to the original. A wasted opportunity. ★★
- ESWAT: City Under Siege** **Sega**
Fans of the genre will thrill to the slick presentation, moody visuals and atmospheric sonics. But the rest of us will yawn. ★★
- Ex-Mutants** **Sega**
There are plenty of better examples of the genre around, and this cart offers nothing new. ★★
- Fantasia** **Sega**
Frustratingly poor collision detection and impossibly difficult gameplay. Looks good, plays crap. ★★
- Fantastic Dizzy** **Codemasters**
Complete idiots may enjoy this, but the rest of us would do well to avoid it. ★★
- Fatal Rewind (Killing Game Show)** **EA**
This novel approach to the genre permits you to rewind the action from your

KEY

- ★ Doug Mulray
- ★★ Bronwyn Bishop
- ★★★ Abi Tucker
- ★★★★ Winona Ryder
- ★★★★★ Pamela Anderson

*Probably. If we've missed your fave, drop us your short review, with marks out of five, and we'll endeavour to include it in next time round. (If there is a next time...)

MEGAfile

demise and restart at any point before. A high level of difficulty will turn away all but the most serious gamer. ★★

Fido Dido **Kaneko**
The other cool 7-Up character, Fido has written himself a game to star in. Why he bothered is a mystery – inherently slow moving and frustrating control method. ★★

Flashback **US Gold**
Stunning visuals and atmospheric sonics combine with addictive gameplay to make this an essential purchase for any self-respecting MD owner. ★★★★★

Flintstones **Sega**
Join Fred and Barney in this formula-based genre licence. Nothing new here, so only for diehards. ★★

Ghostbusters **Sega**
One of the least entertaining games you are ever likely to encounter. ★

Ghouls 'n Ghosts **Sega**
An excellent conversion and a lot of fun with the bargain. Far better than its predecessor. ★★★★★

Global Gladiators **Virgin**
If you can get around the gross hypocrisy inherent in the game (McDonald's 'environmentally friendly' PR trip) then you may just enjoy what is a reasonable game. ★★

Gods **Virgin**
A lot of fun at the outset with big sprites and colourful backgrounds, it gets difficult very quickly. Well worth the effort. ★★★★★

Goofy's Hysterical History Tour Absolute
Not a bad little game, if somewhat aimed at the younger punters. ★★

Hardcore **Psygnosis**
Heavy looking platformer/SEU. Colourful and interesting sprites and kickin' tunes will assure this is popular among the blastoids out there. ★★★★★

Havoc **Codemasters**
Join the Cap'n on his sea-faring adventure. One of the only platformers to challenge Sonic. Probably because it's nearly the same. ★★

High Seas Havoc **Sega**
Woeful *Sonic* interpretation that is utter drivel. ★

Home Alone **Sega**
Lamentable excursion into the movie. ★

Home Alone 2 **Sega**
Someone kill that kid. ★

Incredible Hulk **US Gold**
Average platformer. Help the green one delve into some pretty extensive levels and secret rooms as he trounces all in his way. ★★

Indiana Jones: Last Crusade **US Gold**
Adheres to the film's plot and delivers a reasonable amount of enjoyment. Too easy for most, but. ★★★★★

James Bond: The Duel **Domark**
A fairly entertaining genre game that pits you as the infamous 007. Lack of variety and difficulty controls limit what is otherwise an enjoyable lark. ★★★★★

James Pond **EA**
A sound concept that pits you as James Pond, whose task it is to rescue the environment. A lack of real variety and challenge. ★★

James Pond 2: Robocod **EA**
Hailed as better than *Sonic*, it plays brilliantly and the graphics are an improvement over the original. What makes this game is the highly accessible gameplay and the sheer speed at which it runs. ★★★★★

James Pond 3 **EA**
Pond is back in this sequel that fails to capture the same level of interest that its precursor did. ★★★★★

Jewel Master **Sega**
Little to keep anyone but the most avid adherent to the form entertained for more than an hour at best. ★★

Joe & Mac **Sega**
The prehistoric brothers have come to the console in this tolerable crossover licence. Not bad but only for disciples of the arcade game. ★★

Jungle Book **Virgin**
Shades of *Aladdin* in this cute and addictive platformer. Character sprite animations are super cool. ★★★★★

Jurassic Park **Sega**
Dull and lifeless effort that promises all of the thrills of the movie and delivers zip. ★

Jurassic Park Rampage Edition **Sega**
Looks great, plays great. Probably the game Sega would have released first time out, if they hadn't let their wallet rule their mind. ★★

Kid Chameleon **Sega**
A platformer with a twist requires you to collect helmets to change into various different personae. Simplistic, staid, and absolutely forgettable. ★

Krusty's Super Funhouse **Flying Edge**
Save Krusty and guide invading rats to their doom, *Lemmings* style, before all is lost. ★★

Lawnmower Man **Sales Curve**
Almost indistinguishable from the Stunning Silicon Graphics imagery of the CD release, this game features some pretty feeble levels that are more like sub games. ★★

Lemmings **Psygnosis**
A rip-snorting good cart that will keep you coming back repeatedly. Graphics are functional rather than awesome, but the gameplay is absolutely magnificent. ★★★★★

Lost Vikings **Virgin**
Help three lost Vikings find their way home. Solid gameplay marred by the repetitive nature of it all. ★★★★★

Marko's Magic Football **Sega**
Marko uses his magic football to bash enemies on the head. ★★

Mickey & Donald **Sega**
Disney has surpassed its own high standards with the quality of animation in this gem. Luscious backdrops, atmospheric sonics and the challenge of two-player mode make this a delight. All said and done, its incredible ease of play, with unlimited continues, leads to a game that can be comfortably finished in a single sitting. ★★★★★

Moonwalker **Sega**
A fatuous platformer. ★★

New Zealand Story **Taito**
One of the all-time classic coin-ops comes home. Cute and addictive in the tradition of *Bubble Bobble*. Great at parties. ★★★★★

Normy **EA**
Some interesting levels and way-out sprites can't spruce up this yawnsome experience. ★★

Ottifants **Sega**
Guess it's a Teutonic thing. Great visuals and no gameplay. ★

Pink Goes to Hollywood **Tekmagik**
Mediocre yawnsome experience with traditional cartoony backdrops and difficult control method. ★★

Pirates of the Dark Water **Sunsoft**
Save the world (and a princess) from a watery grave. Well thought-out levels and great animation, but in the end a run-of-the-mill platty. ★★

Prince of Persia **Sega**
An updated version for the MD that has set tongues wagging. Nicely rotoscoped graphics. ★★★★★

Puggsy **Psygnosis**
Addictive gameplay and well-drawn graphics make this a lot of fun, although hampered by a finicky control system. ★★★★★

Quackshot **Sega**
Brilliant Disney licence filled with lovely rotoscoped sprites and humorous touches. The gameplay could do with a dose of speed. ★★★★★

Rainbow Islands **Sega**
A faithful conversion of the hit platformer to the MD. Highly addictive game that is easy to get into but difficult to master. ★★

Rastan Saga 2 **Sega**
Hack 'n' slash game will appeal to only a select few of the high-foreheads out there. ★★

Ren & Stimpy **Sega**
The control method is excellent if unusual, and the backgrounds are vintage cartoon style. Sadly, it is phenomenally easy. ★★

Robocop 3 **Acclaim**
Very run-of-the mill platform shooter but it will keep addicts of this type of thing in rapture. ★★

Rocket Knight Adventures **Konami**
In the mould of *Sonic*, you control Sparkster, the friendly marsupial. Fast and addictive, this game, but the character sure don't bear no resemblance to any marsupial we've seen. ★★★★★

Rolling Thunder 2 **Sega**
A competent conversion that pits you against lots of baddies, big black cats with even bigger claws and SMGs. Loads power-ups and fairly involving gameplay. ★★★★★

Shinobi III **Sega**
Joe Musashi is back in a mystical ninja platformer. Good fun. ★★

Socket **Vic Tokai**
Bereft of anything even resembling gameplay, chock full of garish and tasteless backdrops and poorly designed sprites, this game needs 100 kilovolts right up the main socket. ★

Sonic & Knuckles **Sega**
The latest in the series co-stars a pink echidna and can hook up to other games in the range. ★★★★★

Sonic the Hedgehog **Sega**
The game that was the catalyst towards launching Sega to the top of the 16-bit game market. Given away free with many systems these days and loads of fun. ★★★★★

Sonic the Hedgehog 2 **Sega**
Sonic returns. The split-screen two-player raster interlaced mode is a lot of fun, if a little squashed. ★★★★★

Sonic the Hedgehog 3 **Sega**
The third *Sonic* boasts improved graphics. Bit easy, though. ★★★★★

Spider Man **Sega**
Suspect collision detection compounds this game's other faults, resulting in a cart that will only appeal to readers of the comic. ★★

Spider Man and the X-Men **Acclaim**
A very average game. Fans of the comics or cartoon series will be sorely disappointed. ★★

Strider II **US Gold**
Updated version shows more of the same sonics and graphics that made its predecessor so famous. ★★★★★

Superman **Sega**
Banal, fiddly little platform jobbie that sees the man of steel fight his way through five very easy levels. ★★

Sylvester and Tweety **Time Warner**
A change from the normal platformer. Excellent anims but the gameplay is a bit lame. ★★

Tailspin **Sega**
Loser game based on the Disney series that includes some SEU elements; unfortunately not enough variation to save it. ★★

Taz-Mania Sega

Absolutely cartoon-realistic visuals make this a title that is a joy to behold. A lack of any real challenge, however, robs this of greatness. ★★☆☆

Terminator Virgin

Breathtaking visuals from the film and great gameplay have been overshadowed by the complete lack of depth. A rushed job. ★★

Toki Sega

An example of how not to convert a game. Sega destroyed what was an excellent coin-op. ★★

Tom & Jerry Frantic Antics Sega

Fun platformer with the two most famous critters in the world. ★★☆☆

Wiz 'n Liz Sony

Interesting fantasy-style game that features some cute characterisations and a few sub-games to keep the interest up. ★★☆☆

Wonderboy III: Monster's Lair Sega

A very amateurish 8-bit conversion that looks like crap and plays worse. ★

Wonderboy In Monster Land Sega

Sad, sad, sad. ★

Wonderboy on Monster World Sega

Hopefully this is the last in the series as poor ol' Wonderboy can't cope with much more of this. ★

World of Illusion Sega

A stunning rendition of Mickey in this Disney crossover. A tad easy for most but simply gorgeous in the sound and graphics departments. ★★☆☆☆☆

Zool Gremlin

Hundreds of bonuses, hidden treasure and the cutest trans-dimensional ninja you are ever likely to see conspire to make this worthy of attention. ★★☆☆

RPGs

Arcus Odyssey Renovation

A Gauntlet-esque joystick adventure with plenty of variation and challenge. ★★☆☆

Aspect Warrior EA

Based on the hit RPG board game, *Warhammer*, this new offering from EA boasts a groovy isometric layout in a vein similar to *Desert Strike* and some nifty plot lines. ★★☆☆

Buck Rogers: Countdown to Doomsday EA

An involving and challenging RPG set in the comic era of the '30s rather than the later '80s TV series. A lot of depth make up for the rather functional graphics in this stylish game. ★★☆☆

Corporation Virgin

Involving gameplay and a humungous playing area will have you knocking off work or school early, calling in sick, and ignoring friends. ★★☆☆☆☆

Dungeons and Dragons TSR

A faithful re-creation of the board game, as far as the limitations of a

console will permit. Lacks challenge for serious D&D-ers though. ★★☆☆

Faery Tale Adventure EA

Stylish conversion from the Amiga (programmed by Micro Illusions), beginning to show its age, but still a good play all the same. ★★☆☆

Fatal Labyrinth Sega

This game is fatally flawed, especially in the stability department. Way too simple. ★

King's Bounty EA

Similar to the dinosaur. Large, ugly and destined to become extinct. ★

Landstalker Sega

A huge game, with tonnes of fiendish puzzles and an huge playing area. Its graphically superior isometric view is a watershed for RPGs and points the way to the future. ★★☆☆☆☆

Might & Magic: Gates to Another World EA

Huge playing area and challenging puzzles are countered by a lack of attention to graphic detail, sound, steep learning curve. And price. ★★☆☆

Phantasy Star II Sega

Lots of bang-for-ye-buck in this well-written and intriguing cart that features a battery-backed save facility. (The original *Phantasy Star* was a Master System game, hence the numbering.) ★★☆☆

Phantasy Star III Sega

Bigger 'n better than the original, this is not so much a replacement as a sequel. ★★☆☆

Phantasy Star IV Sega

They just keep getting better and better, all right! The definitive RPG series for the MD and one of the most addictive to appear on any platform ever. ★★☆☆☆☆

Rings of Power EA

A great theme destroyed by poor graphics, an unresponsive control system and overly difficult level setting which makes it frustrating to play. ★★

Shadow Run Sega

Deep, moody visuals make this a highly sought-after RPG that thankfully is not set in a pseudo-Tolkienesque world. ★★☆☆

Shining in the Darkness Sega

A stupendous RPG with visually impressive graphics and loads of atmosphere. Along with the *Phantasy Star* series this should be in every adventuraholics collection. ★★☆☆☆☆

Shining Force Sega

The graphics leave many arcade games in the dirt and, while expensive, delivers more for the dollar than many cheaper, less rewarding titles. ★★☆☆

Shining Force II Sega

Sequel to the popular *Shining Force* and *Shining in the Darkness* games. It made Sega the number one RPG 16-bit platform in the market-place. ★★☆☆

Super Hydride Sega

A very long and drab RPG that boasts a weak plot and incredibly dull gameplay. ★★

Sword of Vermillion Sega

One of the best of its genre on the MD, it boasts a huge map and deep gameplay. Lovely graphics complement what is an all around great game for adventure nuts and arcade addicts alike. ★★☆☆

Technoclash EA

Fans of the coin-op *Gauntlet* will doubtless find a lot to do in this shameless rip-off of the arcade classic. ★★☆☆

Uncharted Waters Koei

A brave attempt at doing something different has sadly fallen foul in the playability department. A lack of speed and difficulty in firing-up the game results in long lag times and little of any interest to make you want to come back. ★★

ADVENTURES

Beauty & the Beast: Belle's Quest Sunsoft

A neat marketing trick with two versions of a game: one for boys and the other for girls. *Belle's Quest* is the girls' game. Pity anyone who gets it. ★

Cosmic Spacehead Codemasters

A game for the kiddies. Delightful anims and neat cartoon sequences will see them becoming game addicts. ★★☆☆

Immortal, The EA

A capable conversion from the Amiga, this embodies gory death scenes (nearly 20 of them) and fairly involving gameplay into a format that is rarely seen these days. A good, fun romp. ★★☆☆

It Came From The Desert Sega

This type of game was excellent in its day. Sadly, the age shows in this C-game of a 1950s B-movie. ★★

Legend of Galahad EA

Too much like *Shadow of the Beast* to be considered original, it does, however, offer plenty of challenge and the ultimate prize – treasure and maidens. ★★☆☆

Pirates' Gold Microprose

Become a pirate and heir to a fortune, plundering and pillaging, all the while avoiding the wrath of the Crown. Highly addictive gameplay from the publishers of *Civilization* and a quality port from the PC. ★★☆☆

Second Samurai Psygnosis

Interesting martial-type game that combines puzzle solving elements with a traditional hack 'n slash concept. ★★☆☆

Shadow of the Beast EA

Stupendous graphics mask zero gameplay. If you require a running demo to show your friends how good

the MD is, then buy this one. If you prefer to play a game, however, then try elsewhere. ★

Shadow of the Beast II EA

Even more impressive graphics and sound but, hang about, where did the gameplay go? Nope, it ain't in this cart, that's for sure. ★★

Starflight EA

A novel combo of space trading, blaster and adventure. Gets repetitious after a while, though. ★★☆☆

Tiny Toon Adventures Konami

Visually spectacular it possesses a lot of cute touches that make it a joy to look at and a great game to play. ★★☆☆☆☆

Toejam & Earl Sega

Was a classic in its day and still a lot of fun. A lot of humour and good gameplay saves a game whose graphics are only marginal. Can become very tedious after a few games, though. ★★☆☆

Wing Commander II EA

Before you ask 'What happened to *WC I?*', it doesn't exist. Uses a special copper to speed 3D calculations, this huge cart will keep all space cadets glued to their tellies for weeks. ★★☆☆

Zombies Ate My Neighbors Konami

Lucas Arts have programmed up a stupendous offering in this massive 55-level release that pits two typical American teens against the evil aliens who are attempting to turn the town's inhabitants into zombies. ★★☆☆

Pirates of Dark Water Sunsoft

Mix of platform and strategy genres features some stunning animated character sprites and a lot of background detail. ★★☆☆

STRATEGY

688 Attack Sub Sega

An oldie but a goodie. Bit slow at the outset, but with plenty of staying power. ★★☆☆

Abrams Tank Sega

Nowhere near as involving as *M1 Battletank*. Really shows its age compared to today's games. Avoid. ★★

Aerobiz Koei

A well-crafted and highly addictive business strategy simulation. Build an international airline from the ground up, plot routes and undercut the competition. Compelling grey-matter stuff. Cough. ★★☆☆

Battletech Extreme Software

Graphics similar to *Desert Strike*, this great cart will appeal to all aficionados of the board games, RPGers and blastoids in general – in fact, everyone will probably like it. ★★☆☆

Centurion EA

Any attempt to infuse arcade elements with overtones of strategy should have been a signal to EA to tread carefully. Sadly they didn't. ★

Dune 2: Battle for Arakis Virgin

A laudable conversion from the PC, this game has plenty of depth to keep even the most avid strategist content and merry managing his troops for countless hours on end. ★★★★★

Gain Ground Sega

Select the most best mix of personnel for the multifarious flick-screen combat missions. You'll either love it or hate it. ★★★★★

General Chaos EA

A highly original concept that uses a unique 4-player mode. Chaos versus Havoc in this hilarious parody on war. A bit fast at times, the graphics are superb and the death sequences are worth the price of admission. ★★★★★

Genghis Khan Koei

Stunning medieval strategy game puts you in the role of the famous bloodthirsty warlord himself. ★★★★★

Herzog Zwei Sega

An SEU for strategists, this cart allows you to place armoured divisions on a landscape in an attempt to outwit your opponent. Kinda quirky gameplay has a certain appeal, and at least it's not genre-based. ★★★★★

Mega Lo Mania Virgin

A challenging game of strategy allows you to take control of a world and do with it as you will. If you like *Populous*, you will get a real kick out of this cart. ★★★★★

M1 Abrams Battletank Sega

Graphically deficient sim whose one saving grace is fast-paced gameplay. Dated, by contemporary standards. ★★

Populous EA

An excellent sim in which you control and shape the destinies of your minions. More arcadey than strategic though. ★★★★★

Powermonger EA

A sim very much in the image of *Populous*. Good, clean deity fun here that should keep anyone amused for hours. Great longevity as no two games play the same way twice. ★★★★★

Serf City Blue Byte

Also known as *The Settlers*, this is entertaining and exciting as your sims struggle to build a medieval utopia. Hard to get into at first, it is well worth the effort and features some fun character anims. ★★★★★

Star Control Ballistic

Either a strategy game with arcade elements or a strategy sim with elements from the arcade, this one- or

two-player game has you slugging it out in a battle for control of the stars. ★★★★★

Two Tribes Virgin

Pretty much just *Populous* again, wannabe deities will be lining up to have a go. ★★★★★

PUZZLERS

Block Out EA

Tetris goes 3D in this highly addictive and thought-provoking variation on the theme. For young-'uns and jaded gamers alike, this is sure to please. ★★★★★

Columns Sega

Totally addictive, this *Tetris*-style game comes with most MDs these days which is a bonus. ★★★★★

Columns III Sega

This is a cart that will appeal to you and four of your friends – yes, all five of you! Although gameplay is pretty much the same, the addition of three extra players (using the MultiTap) is bound to make most take notice. ★★★★★

Dr Robotnik's Mean Bean Machine Sega

An interesting and fun puzzler-type game sees Sega trying to cash in on the *Sonic* phenomenon any way possible. ★★★★★

Flicky Sega

If you like cheap puzzlers with atrocious graphics then this is the game for you. Otherwise leave alone. ★

Humans Gametek

An unconventional game with startlingly good play. More than merely a rip-off of the popular *Lemmings*, it will nonetheless appeal to that game's adherents. ★★★★★

Klax Domark

A classic puzzler game in the vein of *Tetris* and *Columns*. This genre begins to pale after a while, but good for a party favourite. ★★★★★

Zoom! Sega

Limp rendition of the ancient *Painter* has you running around solving insipid little, pointless puzzles. ★

BOARD GAMES

Clue Parker Bros

Fans of the board game will be in rapture, but the rest of us will be wondering why anyone would spend \$100 on a cart whose precursor is sold for a quarter of that. Go figure? ★★

Monopoly Parker Brothers

The all-time classic comes to the MD, replete with an honest banker, cute anims and intelligent players. Only hindrance to this game is the unrealistically exorbitant price tag. ★★

BEAT 'EM UPS

Boxing Legends of the Ring Electro Brain

More like laser-brain as this yawn-some boxing sim makes so painfully clear. ★★

Budokan EA

Great intros, lovely graphics and oh-so realistic. The only problem is this game's incredibly slow gameplay. There are much better games of the type out there. ★★

Cyborg Justice Sega

A fairly average fight-type game whose one saving grace is that you can utilise the body parts of your vanquished foes. ★★★★★

DJ Boy Sega

A fight game on roller skates, this is signally unimpressive and to be avoided at any cost. ★

Dragon Sega

Utter drivel. Bruce Lee would turn in his grave. ★

Double Dragon Ballistic

The best one in the series by far and a faithful conversion from the coin-op. But why labour the point? ★★

Double Dragon III Flying Edge

It gets worse (as if that was possible). You would need to have a working knowledge of calculus to compute how truly bad this is. ★

Eternal Champions Sega

Hailed as the killer to *Street Fighter II*, *EC* offers over 100 special moves for its nine characters, huge sprites and lots of action to keep the most hardened fight freak enthralled for weeks. ★★★★★

Fatal Fury Takara/Sega

A solid fight game that, while graphically superior, pales when compared to the more playable *Street Fighter II*. ★★★★★

Fatal Fury 2 Sega

More of the same. Much like the original, so there's nothing new here. ★★★★★

King of the Monsters Sega

Frustrating, shallow gameplay prevents this otherwise uninspiring game from reaching the heights of mediocrity for which it was otherwise destined. ★★

Last Battle Sega

Open thesaurus, read: drivel, twaddle, destitute, impoverished, miserable, impecunious, inferior, base, lacklustre, indifferent, mediocre, apathetic, listless. ★

Mazin Wars Sega

Combo fight game and blaster boasts some pretty impressive graphics in the combat scenes, but it is an unhappy mix of the two genres and the whole thing just doesn't quite gel. ★★

Mortal Kombat Acclaim

Along with *Street Fighter II*, this is the best fight game on the market. Big sprites, gory fatalities and lots of special moves and bonus stages will ensure that this will be one of the biggest selling games of all time. ★★★★★

Mortal Kombat II Acclaim

Hard to believe that the programmers could come up with a game to match the original, but they have! A whole bevy of meaty fighters awaits to knock your socks off. ★★★★★

Muhammad Ali Heavyweight Boxing Virgin

Why, oh why, did they bother? ★

New Breed Accolade

Rise of the Robots style beater that features great character detail and some real meaty sequences. ★★★★★

Ninja Gaiden Sega

Forlorn bit of 8-bit trash. Totally forgettable. ★

Pit-Fighter Domark

A good conversion from the coin-op, but lacking any lasting qualities. Best played against a friend. ★★

Ryuko No Ken (Art of Fighting) Sega

A fine translation of the SNK coin-op. A novel play method splits the game into two parts – an adventuring scenario section and a fight section where you can choose to be any of ten different characters. Very addictive. ★★★★★

Shadow Dancer Sega

A worthy sequel to the much vaunted *Shinobi*. Lacks the nice graphics of *Revenge*, but has a dog, so it can't be all bad. If you enjoyed the previous efforts, doubtless this will appeal also. ★★★★★

Splatterhouse 2 Namco

Long before all the fuss surrounding *Mortal Kombat* and violence in video games, there was this competent coin-op conversion from Namco. Sluggish graphics detract from a game that has enough gore in it to be Vice-President of the United States. ★★★★★

Street Fighter II Sega

The all-time most awesome conversion ever. 24Mb of brain-nuking coin-op action in something that can fit in the palm of your hand. Very near a perfect game. ★★★★★

Street Smart Sega

Listless martial arts arcadey thingy with limited number of moves and a ridiculously low difficulty level. Save up and buy the ultimate *Street Fighter II*. ★★

Streets of Rage Sega

Well-regarded as the best beat 'em up around 'til *Street Fighter II* was released on the MD. Sadly a lack of challenge detracts from what was, and still is, a very good game. ★★★★★

Streets of Rage II Sega

A fantastic follow-up to the brilliant *Streets of Rage* fills the huge 16Mbit cart. If beat and pulverise is your cup of tea, then don't miss this. ★★★★★

Streets of Rage III Sega

Activator-compatible scrolling beater that expands on the popular *SOR* format. Dated when compared to the

excellent *MKII* or *SSFI* but worthy of a look all the same. ★★☆☆

Strider Sega

A handsome conversion this, boasting some of the best multi-directional scrolling graphics to be seen on the MD and lovely music. Slows down when too much is happening though, ruining the play. ★★☆☆

Super Shinobi II Sega

Fantastic conversion and possibly the best in the whole *Shinobi* series. Lovely scenery and lotsa challenges. ★★☆☆

Super Street Fighter II Capcom

Four new characters, up to eight players, four new backgrounds and heaps of new features make this ultra-expensive cart one for the beater connoisseur. ★★☆☆

Super Wrestlemania Flying Edge

A game that should appeal to all WWF fans, with nicely choreographed special moves and plenty of challenges all around. ★★☆☆

Sword of Sodan EA

Unfortunately, while a very impressive hack, it is hopelessly slow and the gameplay shallow. It gets a mark for the neatness of the hack. ★

Teenage Mutant Ninja Turtles: Tournament Fighters Konami

In the style of *Street Fighter II*, this would have been good had it been released several years ago, but it is hopelessly outdated compared to its much larger and better cousin. ★★

Time Killers THQ

An interesting blood 'n gore game in the mould of *Mortal Kombat*. Eight different characters can compete in bouts whose violence levels range from 'no blood', 'blood', 'dismember' and 'decapitate'. ★★☆☆

Two Crude Dudes Sega

A very disappointing strolling, scrolling SEU that lacks any real lasting gameplay and while the sprites are big, they are also very clumsy. ★★

Wrestle War Sega

A cynical rip-off of the WWF fad thing and beneath contempt for its marketing arrogance. The controls are impossible, the graphics jerky and poorly drawn. ★

WWF: Rage in the Cage Flying Edge

Packed with heaps of opponents and that tackiness that is the hallmark of wrestling. ★★☆☆

X-Men Sega

A lot of fun but this comic crossover licence becomes slightly jaded after a while with its limited gameplay and lack of options. ★★☆☆

SPORT

Amazing Tennis Sega

Like many games of this nature, only if you like the sport will you want the cart. Cute 3D, though. ★★

Andre Agassi Tennis Tecmagik

Oh dear! Tecmagik slapped a big famous tennis star's name on this and hoped it would sell. Lucky for them the game ain't half bad. Pity the sprites move too quickly, though. ★★☆☆

Aquatic Games EA

James Pond is at it again in this fun spoof on the Olympic Games. Lot of fun and nice visuals ★★☆☆

Arch Rivals Flying Edge

Is it a basketball game, or is it a fist fight? You decide, but watch your opponent's left hook! A lot of fun if, like certain NBL teams at the moment, mindless violence is your way of hiding a lack of skill. ★★☆☆

Arnold Palmer Tournament Golf Sega

Good 3D graphics and surprisingly challenging gameplay will see you holding out, or something like that, time and again. Shame there's no 19th hole, though. ★★☆☆

Barkley Shut Up and Jam! Accolade

Grittier than *NBA Jam*, without the same number of confusing options and glorified movements, this is probably closer to the type of basketball most of us will be familiar with. ★★☆☆

Baseball Tonight Sony

Looks set to steal the stakes for good-looking graphics, *BT* features brilliantly rotoscoped animation and some lovely visuals. But if you don't like baseball to start with, it will bore you senseless. ★★☆☆

Bill Walsh College Football EA

An interesting game for fans of that less well-known gridiron league – the college chapters. If you don't understand the vagaries of this code it will leave you cold and confused. ★★☆☆

Bulls vs Lakers EA

The original 1991 playoff game that features all of the famous players' characteristic moves. ★★☆☆

Bulls vs Blazers EA

The follow-up to the hugely successful *Bulls vs Lakers*. Accurate and exciting, it lacks depth for all but the most diehard of fans and adds not one jot to a sub-genre that has some serious limitations. ★★☆☆

California Games Sega

'All things old are new again'. Sadly, no, they just get ported to new platforms. A tired and worn concept that we've seen once too many times. ★★

Champions World Class Soccer Acclaim

Average soccer game hard-pressed to beat its rivals like *Sensible* or *FIFA*. ★★

Championship Bowling Mentrix

If you love bowling, then there's no hope for you anyway. ★

College Football EA

Play college teams against all-time pros in this novel twist on a theme. ★★☆☆

Cyberball Sega

Speedball without the good stuff is one way of describing this travesty of a game. ★

EA Hockey EA

An accurate and enthralling sports sim game, although largely surpassed by the likes of *NHLPA Hockey*. ★★☆☆

European Club Soccer Virgin

An estimable soccer game that sucks in solo mode, but against another human player really comes into its own. There are better games around, especially *Sensible Soccer*. ★★

Evander Holyfield's Real Deal Boxing Sega

A very average and unimaginative boxing game that really never should have been committed to ROM. ★★

FIFA International Soccer EA

Great-looking graphics can't hide the lack of depth in what should have been a killer soccer game. If you prefer substance over style, better stick to *Sensible Soccer*. ★★☆☆

George Foreman's KO Boxing Flying Edge

A very samey type of game that isn't worth the effort to contemplate purchasing it. Less fun than a root canal. ★

Goal! Virgin

Yet another ho-hum soccer game. Promises some interesting inertia models but otherwise 'fans only need apply'. ★★☆☆

Hardball Sega

A fairly competent attempt at a baseball game that never reaches any peaks of excellence, but is quite fun nonetheless. ★★☆☆

Hardball III Accolade

A superlative rendition of one of the slowest games ever invented. This game should be required play for all World Series' finalists. ★★☆☆

Hyper Dunk Konami

Yet another B-ball game, this one has provision for an 8-way tap. Not as graphically astounding as some of the other offerings, it will find friends with its multi-tap, although they will want to have a huge television if they want eight people to see what's going on. ★★☆☆

International Rugby Domark

An indifferent rigger sim that never gets out of the changerooms. What should have been a Campese-like superb effort does little more than look Welsh. ★★

Jack Nicklaus Power Challenge Accolade

Even the great Jack Nicholson (doh!) couldn't lift this game out of the mire of mediocrity that its firmly entrenched in. Better get *PGA Tour Golf* instead. ★★

Jammit Virgin

Ho-hum basketball game. This one has some nice close ups of the jamming action but not enough gameplay to save it from virtual obscurity. ★★☆☆

Jennifer Capriati Tennis (Grand Slam Tennis) Sega

A middling tennis game that will keep the zealots amused but will leave the rest of us cold. But Jen? Mmm. ★★☆☆

Joe Montana Football Sega

With a big name like Joe Montana you would expect a lot from this 'ware. But this cart suffers from poor graphics, lack of options and too few players. Buy the latest Madden rendition from EA. ★★

Joe Montana II (Sportstalk Football) Sega

Includes a novel running commentary feature, yet this game still pales when compared to, you guessed it, *John Madden*. ★★☆☆

Joe Montana III Sega

Yet more of the same. ★★☆☆

John Madden Football EA

Although fettered by an unrealistically low difficulty setting, *Madden* still shines when compared to what else is on offer. Helped along by staggering 3D visuals and atmospheric sonics, this is one that could keep you up late. ★★☆☆

John Madden Football 92 EA

Lots more options and an updated graphic engine make this an absolute must-buy for any sports fan, no matter what your code. More evolutionary than revolutionary, it still looks pretty much the same on the surface. ★★☆☆

John Madden Football 93 EA

The same as the last one, but with updated lineups and a few other options. Just goes to show that the old maxim fits – 'if it ain't broke then don't fix it'. ★★☆☆

John Madden Football 94 EA

The latest outing for John and largely the same as all of the previous games, but with the 1994 line-ups. ★★☆☆

Jordan vs Bird EA

Released over ten years ago originally on the 8-bit Apple and C-64, this is one game that is in desperate need of a major update (Larry Bird hasn't played NBA in several years). As a full-price cart you can forget it! ★★

Kick Off 3 Anco

One of the all-time best soccer games for any machine comes home to MD with an update. A bit dated compared to everything else around but well worth a look anyway. ★★☆☆

Lakers vs Celtics EA

From the producers of John Madden, this absorbing game uses the ESPN playing style to good effect. Deep gameplay and excellent presentation mark this as a game that can be enjoyed by B-ball fans and averred non-sports games alike. ★★☆☆

MEGA file

Mario Lemieux Hockey Sega

Totally underwhelming hockey game that had its thunder stolen first by EA *Hockey* and then that game's sequel *NHLPA Hockey*. ★★

Mike Ditka's Power Football Ballistic

Unless you really want a two-player option on your American football game you'd be better off getting *John Madden*. ★★

Mutant League Football EA

EA brings a game to the console for all those who were put off by *Madden's* depth and *Montana's* presentation. Bloodthirsty variation on a theme and a lot of fun. ★★★★★

Mutant League Hockey EA

A sneaky suspicion that EA are rehashing engine code from their 'straight' sports sims and overlaying new visuals to make this *Mutant* series. Whatever, this is an excellent game and if *NHLPA Hockey* was too much for you, then try this instead. ★★★★★

NBA All Star Challenge Flying Edge

This is a crippled half-court affair that only becomes playable when played in two-player mode. The shooting control is finicky and *NBA Jam* is much better on all counts anyway. ★★

NBA Jam Acclaim

Yet another stunning coin-op conversion from the people who brought you *Mortal Kombat*. Take control of any of over 90 players (including that great B-ball fan himself, the US President) and slam dunk your way to fame and fortune. The definitive coin-op conversion for B-ball fans. ★★★★★

NBA Showdown EA

Yet another official NBA licence, this is much closer to an actual sport sim in an arcade package than any other basketball cart has been to date. With playbook moves, fatigue options, rule-disabling and a host of features including players' signature moves and reams of stats, this will keep many B-ball addicts glued to their tellies rather than out on the streets. ★★★★★

NHLPA Hockey '93 EA

In the same vein as the *Madden Football* series, comes this cart from EA. The definitive game of its type for the MD, it still has its advantages over its successor. ★★★★★

NHL Hockey '94 EA

Stunning visuals and sound and the inclusion of a four-player option will make this a treat for most fans of the sport. ★★★★★

Olympic Gold US Gold

The sort of game that gets released once every four years. A tired compilation format that is best played with friends or not at all. ★★

Pele Accolade

A truly abysmal travesty of God's name. ★

Pete Sampras Tennis Code Masters

It was inevitable that the world's top tennis player should get his own tennis game. Fortunately, this one is actually a lot of fun and includes some novel features such as doubles and international play. ★★★★★

PGA Tour Golf EA

A stunning sport sim in its day, this is another great game from the people who brought you *Madden* and *NHLPA '93*. ★★★★★

PGA Tour Golf II EA

A quality sequel to what was already a great game. More courses and harder challenges beckon. Easily the best golf game around at the moment. Question: when do we see *Mutant League Golf*? Don't answer that. ★★★★★

PGA European Tour EA

The same as the others in all respects bar the courses, which isn't a bad thing. ★★★★★

Power Challenge Accolade

The creators of *Hardball* bring you this well thought-out golf sim that while looking good doesn't have the depth of *PGA Tour*. ★★

Pro Moves Soccer Ascii

Generally not as good as *Sensible Soccer* or *FIFA* but worth a look see just to compare for yourself - who knows, you may prefer it. ★★

RBI 3 Baseball Tengen

The acronym 'RBI' is short for 'Runs Batted In', which is a statistic that is very popular with baseball fans and that should give you a clue for the type of game this is. Baseball fans only need apply. ★★

RBI 4 Baseball Tengen

Yet more of the same in this faint improvement over the original. ★★

RBI 93 Tengen

Two new teams and a pitching practice mode have been included in this game that is a refinement on a theme. Owners of the previous shouldn't bother with this one, though. ★★★★★

Sensible Soccer Sony

The Amiga soccer game from Sensible Software hits the MD with full force. Small-but-functional graphics revolve around a game that is deeper than the Grand Canyon. Lotsa fun for everyone. ★★★★★

Side Pocket Sega

A vanilla pool simulator that lacks any real entertainment value, unless you can't afford a \$1500 billiards table, in which case you may consider this good value for money. ★★

Sports Talk Baseball Sega

Another in the Sportstalk series, this reasonable effort has a superior AI

engine that will see you trying long and hard to beat a very competent computer player. ★★

Summer Challenge Accolade

Your typical athletic sport compilation that first saw the light of day with Epyx's *Summer Games* oh-so-many moons ago. Great with a friend, otherwise little or no challenge whatsoever. ★★

Super Baseball 2020 EA

The name says it all. Gratuitous levels of violence and futuristic armoured figures. ★★★★★

Super Kick-Off US Gold

Originally appeared on the Amiga, this game was the best soccer sim around for quite a long time. Fortunately the march of time has brought about a change to all that. Worth a look to see what all the fuss was about, though. ★★

Super League Baseball Sega

A very bland baseball sim. ★

Super Real Basketball Sega

Nice close-ups of the action and some interesting perspective views fail to make up for the lack of challenge in this game. Best if played in two-player mode. ★★

Super Real Volleyball Sega

A dull and listless game that not even a two-player option can save. ★

Team USA Basketball EA

Some may say this is just *Bulls* vs *Lakers* in a different format, but it is really much worse than that. ★

Tony La Russa Baseball EA

Slow and monotonous, though authentic, baseball sim that will appeal only to the diehard baseballers among you. ★★

Ultimate Soccer Sega

No, it's not. ★★

Wimbledon Sega

A very average tennis sim that is raised to the level of exceptional by the addition of the Sega 4-player multi-tap. But unless you can regularly conjure up four players (and a couple of hundred dollars worth of controllers) better forget it. ★★

Winter Challenge Ballistic

Eight different events in this singularly uninteresting sports compilation game. Tedium ad infinitum. ★

Winter Olympics US Gold

Another compo-pack with ties to the Lillehammer Olympics is OK with a few friends, but very tiresome by oneself. ★★

World Class Leaderboard US Gold

Another mouldy oldie meanders onto the 16-bit MD but a tad too late, as it has had its thunder stolen by the much more involved *PGA Tour*. Not a bad little game all the same, though. ★★

World Cup Italia 90 Sega

A lame game with few moves and little else to pique even the most zealous soccer follower's interest. ★

World Cup USA 94 US Gold

One of the big three after *Sensi* and *FIFA* but its endless options make instant playability a bit haphazard. Worth it if you've got time, but. ★★★★★

Zany Golf EA

Whether you call it 'zany golf', 'crazy golf', 'wacky golf' or just plain old 'putt-putt', it's all the same game, and equally as boring. ★

RACERS

Combat Cars Accolade

Micro Machines with weaponry is one way of describing this top view racer. Fun. ★★

Double Clutch Sega

A bit like *Lotus Esprit Turbo*. You're better off getting that if you want this type of game. ★★

F1 Domark

By far the best game of its genre around. If you like racing games, then don't miss this one. ★★★★★

Ferrari Grand Prix Challenge Flying Edge

Gamers everywhere should be insulted by this title and that attitude that we will buy anything foisted on the market. Utter rubbish. ★

Hard Drivin' Tengen

Remove everything that made the coin-op great: hydraulic cabinet, steering wheel, FM stereo sound, great handling and smooth 3D graphics. ★

Kawasaki Superbikes Domark

Rip around a track on a 'kwacker' bike at great speeds while avoiding having your face ripped off. Great if you like that kind of thing. ★★

Lotus Turbo Challenge EA

Two players can compete head-to-head in a no-holds-barred contest or against the computer. Eminently enjoyable with a great deal of staying power, this cart is excellent value on all fronts. ★★★★★

Lotus 2 R.E.C.S. EA

A lot like *Out Run*, this one however boasts better graphics and smoother game play. ★★★★★

Metal Fangs Victor

A novel variation on racing that requires you to race around a track as many times as possible in a set amount of time, collecting power-ups for you and your team. Points are awarded for distance travelled as well as opponents blown away. ★★★★★

Micro Machines Codemasters

Great concept, gorgeous graphics and excellent gameplay, especially in two-player mode, conspire to make this a truly enjoyable gaming experience. ★★★★★

Monster Trucks Acclaim

Interesting demo-derby type racer that puts you in charge of tonnes of marauding metal. ★★★

Out Run Sega

A concept that is a spent force. Race a Ferrari, with a bimbo as passenger, on the wrong side of the road at illegal speeds through built-up areas. ★

Out Run 2019 Sega

Better than its predecessor – faster, more detailed graphics – but the same criticisms that applied to that cart apply here also. ★★★

Out Runners Sega

It seems that when you are onto a stale thing, stick to it. Some interesting touches and new levels (one set in Australia) can't hide this game's dubious and obvious pedigree. ★★★

Race Drivin' Tengen

Similar in style to *Hard Drivin'*, but includes a track designer and improved graphics. ★★★

Road Rash EA

One of the all-time classic carts with contestants in a motorbike road race proceeding to beat the crap out of each other with fists, clubs and chains. Absolutely brilliant. ★★★★★

Road Rash II EA

A worthy update on the fantastic predecessor this time allows a split-screen two-player option so you and a friend can beat the crap out of each other. Owners of the original should think long and hard about the need for a two-player option, however. ★★★★★

Skitchin'

Basically a rehash of *Road Rash*, this time on skates. ★★★

Speed Racer Sega

Extremely mediocre racer that relies entirely on its Saturday morning cartoon licence in order to sell. ★

Super Hang-on Sega

One of the first games to be ported across from Sega's arcade machines to the 16-bit, and it shows. If you want a motorbike racer, get the much better *Road Rash* or *Road Rash II*. ★★

Super Monaco Grand Prix Sega

A good number of circuits to choose from and reasonable graphics will encourage fans of the sport to shell out their bucks. ★★★★★

Super Monaco Grand Prix II (Ayrton Senna's) Sega

The same game as its precursor, with slight cosmetic additions. Owners of the first one shouldn't bother, as they are essentially identical. ★★★★★

Super Off Road Ballistic

Your usual round and round top view racing game in the style of *Super Sprint*. Very playable in two-player mode, but suffers from tiny sprites and a generally unresponsive control system. ★★

Technocop Sega

Vaguely reminiscent of a *Chase HQ* meets *Impossible Mission*. Tries to be too many things and winds up being nothing. ★

Test Drive 2: The Duel Ballistic

A hopeless conversion from the Amiga, this, with awkward steering and unrealistic 3D graphics. The sound grates and the gameplay is virtually non-existent. ★

Turbo Out Run Sega

Good lord, give us a break from *Out Run* sequels already! ★

Virtua Racing Sega

This is the first game to use Sega's new DSP (Digital Signal Processing) chip and what a ride! An expensive cart, due to the hardware (the DSP plus 16Mbit memory), but worth every cent. ★★★★★

FLIGHT SIMS/AERIAL COMBAT

After Burner II Sega

Tedious and repetitious are two words that spring to mind. Good sound does not make up for the lack of hydraulics. ★

F-117 Night Storm EA

EA aren't exactly renowned for their flight sims but this exacting rendition of the aircraft and stunning gameplay might change that. ★★★★★

F-15 Strike Eagle II Microprose

An intelligent conversion to the MD from the PC that takes into account the new console's relative strengths and weaknesses. One of the best of its type on offer. ★★★★★

F-22 Interceptor Sega

The first flight sim on the MD that made people sit up and take notice of the machine's capabilities. Time has taken its toll and it's looking dated compared to more recent sims. ★★★

LHX Attack Chopper EA

From the people who brought you *F-22*, and unhappily not much has changed. A reasonable strategy game held back by dated vector graphics. For flight sim freaks only. ★★

MiG-29 Fighter Pilot Domark

Easily one of the top flight sims for the MD, vying with EA's *F117* for top spot. Fast screen update and flawlessly smooth 3D-filled polygon graphics combine with intriguing missions which ensure great longevity. ★★★★★

Steel Talons Sega

Frightfully slow and lethargic chopper sim that is damn awful to play and harder to look at. ★★

MISCELLANEOUS ARCADE

Ariel: The Little Mermaid Sega

Yet another Disney licence, this one is as graphically excellent as any in the stable. But a lack of challenge means

it is more suited to the younger players in the family. ★★★

Art Alive Sega

This package was so woeful that Sega never dared to produce a follow-up. ★

Back To the Future III Sega

Poor animation, a lack of depth to gameplay and shoddy stages (all four of them!) means that this is one to avoid at all costs. ★

Balljacks Sega

Total crap game that doubles as a very effective implement of torture. ★

Barney's Hide & Seek Game Sega

Barney teaches counting, matching and problem solving in a title for the little 'uns, although its educational value may be suspect. ★★★

Bart's Nightmare Acclaim

A nice concept that almost made it, but not enough to make it worth buying. ★★

Bubble & Squeak Sunsoft

Elements of team-building and strategy will have the young 'uns hopping over each other in a mad dash for the console. Maybe. ★★★

Crüe Ball EA

Frenetic pinballing action with backing sonics from Motley Crüe. Ten tables and plenty of bonus stages. If the music doesn't put you off, then maybe this will suit you. ★★★

Dick Tracy Sega

Nice comic-style piccies intersperse an otherwise rubbishy game. ★★

Dracula (Bram Stoker's) Sony

A pretty woeful conversion of the hit movie. ★

Dragon's Fury (Devil Crash) Domark

By far the best pinball game around, this one has such a positive 'feel' that it will keep you coming back for more. ★★★★★

Dragon's Revenge Tengen

Not a bad follow-up to the original *Dragon's Fury*, but lacking variety. ★★★★★

Family Feud

About as fascinating as a day with a game show host. Avoid. ★

Haunting EA

A fairly run-of-the-mill offering from EA that looks as if it has its roots in the movie *Beetlejuice*. A limited number of levels and easy gameplay gravely affect its long term appeal. ★★

Monster Lair Sega

Sub-standard sword wielding hack 'n slash. Big yawn. ★

Mystic Defender (Kujaku II) Sega

A puerile, repetitive *Ghouls 'n Ghosts* clone that does nothing to advance the genre, and a good deal to set it back. ★★

Rolo to the Rescue EA

Rolo the Elephant must save his friends from the clutches of the evil circus ringmaster in this triumph for animal friendliness. Animal lovers will love it, even though it plays like a piece of dung. ★★★

Snake Rattle & Roll Sega

Slither around the screen as a snake, munching on the goodies while avoiding the evil henchmen. Older-style but fun all the same. ★★★

Sonic Spinball Sega

Good grief! What have they done to Sonic? He's now a poorly drawn sprite in a very mediocre pinball game. This wouldn't have been a half a bad game if it was a level in a *Sonic 4* or something, but really, what next? ★★★

Speedball II Virgin

Super fast and adrenalin-pumping gameplay as you compete in this violent, futuristic version of soccer, rugby and basketball. ★★★★★

Teenage Mutant Ninja Turtles: The Hyperstone Heist Konami

Very average arcadey bash up bad-dies wannabe jobbie. Only for the very young or childish at heart. ★★★

Twisted Flipper

A very mediocre pinball sim that is overshadowed by the far superior *Dragon's Fury*. ★★★

Virtual Pinball EA

A pinball sim with interesting tables and editors, but *Dragon's Fury* is better. ★★★

Warpspeed Accolade

Protect the Earth from marauding hordes of evil aliens. Yawn. ★★

Where in the World is Carmen Sandiego? EA

A detective game that sees you trying to find Carmen Sandiego and outwit the bad-doers. For the kiddiwinks only. ★★

Where in Time is Carmen Sandiego? EA

Basically the same as *Where in the World...* but this time teaching history. Not too bad considering it is the only game of its type on the MD. ★★★★★

Virtual Bart Acclaim

Virtual barf, more like. Sadly and tragically. Not even Krusty would let this go out with his name. ★

Captain America and the Avengers Sega

The arcade game had bite and nous when it was released, unfortunately it was precisely those two characteristics that were left out in the conversion process. ★★

Galaxy Force II Sega

Sega should have known better than to release a title, which was originally theirs in the arcades in the first place, that was so intolerably flawed. No redeeming features. ★

MEGAfile

Gauntlet IV Tengen

A faithful rendition of the arcade classic, raised out of the ordinary by the use of Sega's 4-way adaptor. Play it with your friends or don't bother at all. ★★★

Golden Axe Sega

A revolutionary game in its heyday looks very stale alongside contemporary offering. Not a bad game, but too easy and jerky. ★★

Golden Axe II Sega

Same graphic engine, same lame premise and nothing new to warrant this purchase over the original. ★★

Golden Axe III Sega

Good grief, another one! Hear us, Sega – enough already! ★★

Hellfire Sega

From the Toaplan stables, this is exactly what you might expect. Lots of nasties, long, frenetic levels and completely formula gameplay. If you are a connoisseur of this type of mindless romp, then you will enjoy. The rest of us will probably go cut our toenails. ★★★

Lethal Enforcers Konami

A good value game but still suffers from the same limitations that this breed of game engenders. The graphics are fair, but show-up the MD's limited palette and the presence of yet another lightgun standard must be a worry for Sega's marketing dept. ★★☆☆

Mad Dog McCree American Laser Games

A competent enough port from the arcade that has failed to take notice of the limited MD palette and has hence wound up producing some garish and not too realistic visuals throughout. ★★☆☆

Marble Madness EA

Guide a marble through various surreal 3D isometric landscapes avoiding the nasties. ★★☆☆

Mercs Sega

A solid conversion from the coin-op, its lack of any challenge impairs what had the potential to be a truly rollicking good SEU. ★★☆☆

Midnight Resistance Sega

Faithful conversion (which isn't to say much), it will appeal to fans of the arcade machine, but everyone else should look elsewhere for their jollies. ★★

Pac-Mania Domark

An adequate rendition of the old favourite, but lacks any long-lasting appeal. ★★

Paperboy Domark

A fine conversion from the arcade, and just as phenomenally boring. If you enjoyed the original you will love this.

Full marks for the port, minus a few billion for the lack of any quality gameplay. ★★☆☆

Paperboy 2 Domark

More of the same. ★★☆☆

Raiden Trad Ubi Soft

A graphically superior SEU with loads a power-ups and decent scrolling action. A good conversion that does well given the limitations of the genre. ★★☆☆

Revenge of Shinobi Sega

Classic conversion of the classic arcade game. The word 'Shinobi', unless you didn't know already, is Japanese for 'stealth' or 'ninja'. Use lotsa ninja magic and weapons to defeat the evil minions. ★★☆☆

Space Harrier 2 Sega

A fine example of how not to convert a game from the arcade. Rotten collision detection and confusing playing angle combine to make this an experience worth missing. ★

Sunset Riders Konami

Able conversion of the smash-hit arcade game, but with reduced graphic flair. Cowboy and Indian 'fun' that is hard to pass up. ★★☆☆

Super Smash TV Flying Edge

A decent conversion from the arcade that while visually impressive, can get a little monotonous and tedious after a while. ★★☆☆

Super Thunderblade Sega

Confusing, jerky 3D perspectives and a lack of anything really to do combined with a dodgy control system seriously hamper this classic coin-op conversion. ★

Terminator 2: Arcade Game Arena

A poor palette selection and inaccurate targeting when used with the Menacer rob this of an all-time classic spot. About the only decent game available for use with the Menacer though, so worth buying just for that. ★★☆☆

Turrican Ballistic

A novel firing-method and smooth graphics conspire in this classy conversion to give you a good deal of value for your dollar. Blast-heads will be in seventh heaven as they progress up through the levels in a game that has great appeal. ★★☆☆

Wani Wani World Import

Oddly addictive conversion with psychedelic graphics and odd sonics. Two-player mode is best. ★★☆☆

SHOOT 'EM UPS

Action 52 Active

A very sad indictment on a game when its cover artwork is better than the game. ★

Alien Storm Sega

In the tradition of *Golden Axe* comes this good-looking horizontal scrolling SEU. Nice graphics and acceptable

sound but too easy for more than an hour and a half's worth of entertainment. ★

Altered Beast Sega

The first game that made you want to buy a MD looks very, very dated. Slow and frustrating, it's no wonder Sega has to give this one away. If you got it free, then good, otherwise don't even think about it. ★

Arrow Flash Sega

Shoot, dodge, shoot again – that sums up this very limited shooter. Not much to recommend. ★

Battle Squadron EA

The EA team have come up with what must be one of the most frenetic, exciting and adrenalin-pumping SEUs ever to see the light of day on a console. The sonics are totally pumping, and the graphics are crisp and eye-catching. ★★☆☆

Bio Hazard Battle Sega

Classy, good-looking SEU with lots of challenge. For fans of the genre this one will surely delight. ★★☆☆

Burning Force Sega

A shameless and similarly flawed rip-off of the classic coin-op. Hopeless collision detection and woefully inadequate and repetitive control coupled with only so-so sound make this one of the most frustrating games you are ever likely to encounter. In short, it's stuffed. ★

Chaos Engine, The Microprose

A good top view blast. Enough action and mayhem to keep even the most discerning desperado quiet. Set in the past, which is a nice touch. ★★☆☆

Crackdown Sega

Elements of RPG creep into the game as you have to explore the scenery. Not a bad little foray into the genre, but can get a little tiresome after prolonged exposure. ★★☆☆

Death Duel Razorsoft

An otherwise good SEU hampered only by its repetitive and uninspiring gameplay. Good for a few minutes, though. ★★

Desert Strike EA

Combines elements of SEU, strategy and flight in this isometric 3D game that still keeps gamers up late at night. Compulsive and involving, one of the best games ever for any machine. Just goes to show what is possible when the genres are combined right. ★★☆☆

Dinosaurs for Hire Sega

Interesting SEU that relies heavily on the dinosaur fad of '93-'94. Features some excellent sprites and smooth scrolling but essentially like every other game in its class and all too easy. ★★☆☆

Dynamite Duke Sega

A truly awful *Operation Wolf*-style of

game. If you like this type of rubbish then go for it, otherwise its better to forget the whole sorry thing. ★★

Elemental Master Sega

Superb graphics and jammin' sonics mark this as a real audiovisual treat. Let down by too few levels and simplistic play. ★★☆☆

Empire of Steel Flying Edge

A nifty game that permits you to fly either an airship or a light aircraft. A good cart spoiled by abysmal gameplay. ★★

Fire Shark Toaplan

Staid, repetitive and all-too-easy gameplay can't be concealed by decent graphics. ★★

Forgotten Worlds Sega

One- or two-player action with plenty of power-ups and challenges. ★★☆☆

G-Loc Sega

Count yourself lucky if you manage to avoid buying this one. ★

Granada X Sega

Top-down view tank blaster with loads of playability despite the limited number of levels (only four). ★★☆☆

Greendog Sega

Beautifully animated hip surfer-dude and an even cooler soundtrack can't camouflage a total lack of playability. ★★

Grind Stormer Tengen

Another blasty-shooty scrolly jobbie that plays OK, with gory graphics and tough end-of-level guardians that will no doubt amuse the laser-brains amongst you. ★★☆☆

Gunship US Gold

Looks good at the outset, but as you approach the target, the view switches to a horizontal scrolly perspective and then degenerates into a completely predictable SEU. EA's *Strike* series is much better. ★★

Gunstar Heroes Sega

Fast, furious gameplay is supported by jammin' tunes, thumpin' sonics and detailed graphics. A must-have for any collection. Finally, a SEU with guts! ★★☆☆

Gynoug (Wings of War) Sega

A classy genre-based game that promises so very much but never quite delivers. Get if mindless SEUs are your thing. ★★

Jungle Strike EA

The follow-on to the enormously successful *Desert Strike* manages to improve on the old isometric game by including provision for several different vehicles including a motorbike and jeep. This game will keep you on the edge of your seat for weeks or even months, and due to its massive depth will keep you coming back for more, even once you have completed all of the missions. It doesn't get any better and still remain legal! ★★☆☆

Mega Turrican Data East

Pretty much what you would expect for this type of game, tonnes of enemies, heaps of power-ups and some awesome weaponry, but a lack of any real challenge leaves this cart lounging in the doldrums. ★★☆☆

Panorama Cotton SunSoft

Fun shooter that features some amazing first-person views and challenging levels. ★★☆☆

Phelios Sega

Would be more at home on the 8-bit, this pile of smelly undies isn't worth the space it occupies in the Mega Drive's cartridge port. Steer well clear of this one. ★

Predator 2 Sega

This mediocre licence from the equally disappointing film decidedly fails to impress. Middling graphics and a lack of any real challenge hinder the gameplay. ★★

Rambo III Sega

Standard fare for a film licence, this one pits you as Sly himself as he proceeds to decimate hapless enemies. Some novel exploration touches fail to save this game, which is ultimately a very easy and very monotonous movie licence. ★★

Ranger-X Sega

SEU freaks will love it, but it's repetitive, quickly gets dull and is ultimately disappointing. ★★

Risky Woods EA

You're a medieval knight trying his damndest to beat the living daylight out of anyone who should cross your path. Banal, poorly conceived and ultimately very dull. ★

Sub Terrania Sega

An able conversion of the classic 8-bit game *Thrust*, which was in itself a refinement of the classic *Lunar Lander*. This colourised 16-bit version retains much of the original's playability while updating it for the '90s. Nine levels of fairly addictive gameplay fill a 16 megabit cart that should keep any blaster zealot hooked for hours. ★★☆☆

Thunder Force II Sega

Stunning 8-way arcade shooter that bears mute testimony to the power of solid design concepts and lasting gameplay. Fast and furious with nifty graphics will keep you pounding on your joypad long after you've forgotten the price. ★★☆☆

Thunder Force III Sega

The second offering in the series and a damn fine one at that. Large sprites dash around a smoothly scrolling horizontal playfield. ★★☆☆

Thunder Force IV Sega

A visually awesome feast with lots of baddies and challenging levels to keep you intrigued for weeks. ★★☆☆

Truxton Sega

Another boring Jap SEU release that offers only marginal playability. Very dated style by today's standards. ★

Twin Cobra

A very passé SEU effort, this time at the controls of a Huey-Cobra attack gunboat (supposedly). Basic scrolly wishy-washy zapper jobbie that holds no lasting appeal. ★

Twin Hawk Sega

Very much in the same vein as *Twin Cobra*, this one is also a pile of doggie poop. ★

Universal Soldier Ballistic

A *Turrican*-esque sort of game with different guardians, but it's all still too easy. ★★

Whip Rush Sega

A different sort of SEU that changes direction violently and often as you progress. Dated by today's standards, but worth a look all the same. ★★☆☆

Xenon II Virgin

The classic Amiga shooter arrives on the MD, but was about three years late to make much of an impact. ★★☆☆

Zero Tolerance Accolade

Tough, intense action game with hundreds of levels. Blast your way to Hell and back! ★★☆☆

Zero Wing Sega

Another insipid little *Toaplan* shooter-blasty thingy. Repetitious game play and samey graphics. If you like *Toaplan* games, then this one is for you, as it is basically identical to all of their other games. ★★

Mega-CD

PLATFORMERS

Another World II: Heart of the Alien Virgin

Includes both the original game as well as the sequel that picks up from the point where Lester takes to the air on the dragon. This is a huge game and a worthy pseudo-sequel. ★★☆☆

Batman Returns Sega

One of the few examples on the CD of where a jammin' set of thumpin' SFX can lift a game out of the doldrums. The driving bit is sheer brilliance, but the funny platformer is pretty silly, all things considered. ★★☆☆

Chuck Rock Sony

Exactly the same as the cart version, but with improved sonics. Why did they bother? ★

Chuck Rock II: Son of Chuck Sony

Totally unoriginal revamp of the cart version that offers nothing new. ★

Cliffhanger Sony

An atrocious waste of the CDs capabilities and a cynical attempt by Sony to cash in on a big-name film licence. ★

Dracula (Bram Stokers) Sony

Yawn. The cart with some bells and whistles. Still a bore. ★

Ecco the Dolphin Sega

The cart version with wicked sound. It still plays well, and the music is atmospheric enough, but it is still the same game. ★★☆☆

Flashback US Gold

Pretty much identical to the cart, this CD features better music and a humunguzoid intro screen. ★★☆☆

Hook Sega

Atrocious waste of the CD's potential and a great film licence that had the potential to be something great. ★★

Jurassic Park Sega

Much more like the PC game than that godawful MD platformer, this one has a rather functional if uninspiring point 'n click interface that although somewhat tedious is about all you can get without a dedicated keyboard. ★★☆☆

Pop'n Land Shield Wave

This one features two fairies who create killer robots from a choice of 16 different types of parts. A novel attempt that is quite a lot of fun, but only if you like hackneyed platform efforts. ★★☆☆

Prince of Persia Sega

A classic platformer game that gets absolutely nothing out of the CD format. ★★☆☆

Puggsy Psygnosis

Identical to the cart in all major respects. It plays well enough but does nothing to stretch the machine's capabilities. ★★☆☆

Sonic CD Sega

A staggering debut for Sonic on the MCD sees him diddy-bopping through huge levels, massive bonus screens and against more foes than ever before. CD gaming at its best. ★★☆☆

Spiderman vs the Kingpin Sega

A rehash of that awful game of a few years ago with a new intro, otherwise nothing at all has changed. It's still crap. ★

Terminator Virgin

Identical to the original cart but with poundin' sonics, this game tarnishes the reputation of what is an all-time classic movie. ★★☆☆

Wolfchild Sega

Mundane platformer thing that does little to impress, graphically or otherwise, especially given the capacity of the CD. ★★☆☆

Wonderdog Sega

Fido from *Phobos* cavorts about trying to find his lost master. Not a bad little game and hopefully a harbinger of more to come. ★★☆☆

RPGS

Dark Wizard Import

Curious isometric RPG adventure that boasts some intriguing gameplay, great character sequences and a rich plot. Tough and absorbing. ★★☆☆

Lunar the Silver Star Sega

The hugest RPG that the MD or MCD has ever seen and a worthy contender for the best RPG ever. Crisp and evocative graphics and a depth of gameplay scarcely seen before all. ★★☆☆

ADVENTURES

Dracula Unleashed Import

Port of the popular FMV PC game has you collecting clues to puzzles and solving riddles. ★★☆☆

Return to Zork Infocom

Suffers from the same problems of lack of interactivity that the original PC release suffered, it still looks absolutely stunning when compared alongside similar games on the MCD. Its lastability is questionable, however. ★★☆☆

Revenge of the Ninja Import

Dragon's Lair style of game that owes more to luck than skill. ★★

Rise of The Dragon Dynamix

From the same people who programmed the PC version, this posts you in LA 2053 AD. Some decent anims and cyberpunk feel make this great game worth checking out. ★★☆☆

Secret of Monkey Island Lucas Arts

A stupendous port from the PC, this fantastic adventure takes a bit to get into, but will keep anyone amused for days. Typical Lucas Arts offering from the people who brought out *X-wing*. ★★☆☆

Sherlock Holmes Sega

Classy port from the PC should appeal to all of those who are tired of RPGs or shooters. Journey around merry old Victorian London unravelling any one of three mysteries. Brilliant, but not for the impatient. ★★☆☆

Sherlock II Sega

The second in the series and while more of the same, it is still just as involving as its predecessor. ★★☆☆

Time Gal Sega

A neat CD in the same manner as *Cobra Command* sees Raika journeying throughout time. Dated control technique by any standard, but compelling visuals keep the interest. ★★☆☆

Willy Beamish Sega

Adequate port from the PC suffers from all of the same problems as regards slowness of action to lack of interactivity as its predecessor did. ★★☆☆

MEGA file

Yumemi Mystery Mansion **Sega**

This first-person perspective puzzle game is a fair bit different from the type of thing we are so used to seeing on the Mega-CD. Though not extraordinary, it offers shades of things to come, it is hoped. ★★★★★

STRATEGY

Dune **Virgin**

The classic novels by Frank Herbert have been translated to the CD in what is a good use of the CD's mass storage abilities. Excellent animated sequences and some pretty involved gameplay make this one well worth having. ★★★★★

Powermonger **EA**

One of the few CD games that manages to improve sensibly on its original cart version. The available play area is 30% larger and there are some rather nifty animation effects as well as tasty sonics. A definite must for all those training for a career in federal politics. ★★★★★

BEAT 'EM UPS

Final Fight **Sega**

Almost identical to the arcade, this huge CD has some awesome sound effects and stunning graphics. If you enjoyed the arcade, then you must have this one. ★★★★★

Heavy Nova **Micronet**

A stunning FMV intro fails to hide what is a staid and lacking beater with no originality whatsoever. Leave this one alone. ★

Mortal Kombat **Acclaim**

The hottest cart game last year becomes the hottest CD game this year. Improved sound, more frames of animation, and some novel graphical tweaks, but it's still the same which isn't necessarily a bad thing. Then again, with *Mortal Kombat II* CD just around the corner... ★★★★★

WWF-Rage in the Cage **Acclaim**

Another cart conversion that doesn't avail itself of many of the CD format's capabilities. ★★

SPORT

Bill Walsh College Football **EA**

Except for the great new tunes and some excellent FMV slices, this is essentially identical to the original version of this grid-iron cart in all other respects. ★★★★★

Joe Montana's NFL Football **Sega**

Suffers from all of the same problems that the cart suffers from: there are better American football games around. You'd be better off getting a cart from the *John Madden* series instead. ★★

Links **Virgin**

An excellent conversion from the PC, this game broke all records for golf game sales when it appeared on that machine and has spawned nearly a dozen data disk course sets. This could very well be the best golf game on either the CD or cart. ★★★★★

NHL Hockey '94 **EA**

Pretty much identical to the cart, but with a few minor enhancements. Owners of the cart shouldn't bother to purchase this as there is no substantial difference. ★★★★★

Sensible Soccer **Sensible Software**

Probably the all-time best soccer sim meanders onto the M-CD, though apart from a few inconsequential changes is just the same as the cart. ★★★★★

RACERS

Formula One World Championship **Sega**

Excellent graphics. Shocking game. For real drivers only. ★★

Jaguar XJ-220 **Sega**

A classy port from the Amiga that looks great, sounds brilliant, plays smooth and should be had by any M-CD owner. ★★★★★

Road Avenger **Sega**

The game given away free with most M-CD packs these days and it is no wonder why. In the same vein as *Cobra Command*, it looks great, but has no gameplay whatsoever. ★

Chuck Rally **Sega**

Race along 24 tough tracks and against 13 even ugly opponents as you struggle to make first place. Ain't half shabby. ★★★★★

FLIGHT SIMULATORS/ AERIAL COMBAT

Tomcat Alley **Sega**

Combines FMV and flight simulator genres to arrive at a game that is, well, not really any good at either. Very *Top Gun*-esque and the only game of its type, so if you want that stuff this is really the only place to get it. ★★

MISCELLANEOUS ARCADE

Free Giveaway Combo **Sega**

These were given away initially with the MCDI, and included *Columns*, *Golden Axe*, *Revenge of Shinobi*, *Streets of Rage*, *Super Monaco GP* and *Cobra Command* on a separate disc. Good value for the time, but the games are so old. ★★★★★

INTERACTIVE VIDEO

C+C Music Factory: Make my Video **Sega**

One of the first batch of make your own MV releases where you can cut FMV sequences to the music. Pretty bland stuff that would be good as a demo, but limited entertainment appeal. ★★

Ground Zero Texas **Sony**

The latest instalment from Digital Pictures (*Night Trap*, *Sewer Shark*, *Make my Video*) sees you in control of four video cameras stationed around a small town in Texas that is under attack from extraterrestrial forces. Even considering the novel concept and a multi-million dollar production budget, it still falls short. ★★★★★

Guns n' Roses: Make my Video **Sega**

Another MV effort from Sega, this one released to coincide with the band's release of *The Spaghetti Incident*. ★★

INXS: Make my Video **Sega**

Another MVI. INXS. ★★

Kriss Kross: Make my Video **Sega**

Why anyone would want to make a MV of these two brats is totally incomprehensible. Thankfully only three songs on the damn thing. ★★

Marky Mark: Make my Video **Sega**

Ditto. Now if it had Kate Moss in it... ★★

Night Trap **Sega**

The game that created all the controversy, and we are still left wondering 'why?'. Very average B-movie type release that was a groundbreaker in the field of interactive cinema, but not much fun. ★★

MISCELLANEOUS COIN-OP CONVERSIONS

After Burner 3 **Sega**

A good demo of the Mega-CD's sprite scaling and rotation abilities, but a complete loss as a game. ★★

Cobra Command **Sega**

Visually impressive interactive video that is light on the 'interactive' and heavy on the 'video'. Fun for 15 minutes but that's about all. ★★

Dragon's Lair **Import**

Suffers, understandably from the same lack of control that every other version has suffered from. While the animated shorts look impressive, Dirk the Daring's exploits could hardly be considered interactive entertainment. ★★

Lethal Enforcers **Konami**

Good value shooter with a gun that improves little on the cart. Still a good shooter all the same, if a bit slow. ★★★★★

Mad Dog McCree **American Laser Games**

Identical to the cart with a few added frames and some nice noises. ★★

Who Shot Johnny Rock? **American Laser Games**

Yet another in the *Lethal Enforcers* sub-genre. Average graphics and a slow update speed mean that this is a game for gun nuts only. Also compatible with ALG's own gamegun. Bang-bang. Yawn. ★★

SHOOT 'EM UPS

AH-3 Thunderstrike **Sega**

A pretty rollicking good arcade simulator in which you take on all manner of helicopters including AH-64 Apaches and Huey-Cobra gunships. Simple to get into and a lot of fun to play, there is nothing else like this on the MCD or MD for that matter. ★★★★★

AX-101 **Sega**

More gameplay than a game of soccer in quicksand. ★

Bari Arm **Sega**

A rock-solid shooter that will appeal to all fans of the genre no end, and one of the best on the CD format. ★★★★★

Black Hole Assault **Sega**

An average SEU that fails to impress. ★

Devastator **Wolf Team**

Mundane blaster that could easily have been done on cart. Nothing special but not a bad little shooter all the same. ★★

Microcosm **Psygnosis**

A script stolen straight out of Asimov's *Fantastic Voyage*, this nevertheless looks darn good, but never offers anything much in terms of gameplay. ★★★★★

Night Striker **Taito**

Nothing short of criminal. Probably the worst game to ever be written. And that's saying something. ★

Robo Aleste **Sega**

Paranoid androids attack each other in this distressing parody of a SEU. ★★

Sewer Shark **Sega**

Classy FMV and atmospheric character interludes as you zip through the sewers blasting away mutant monsters. A lot of fun for a while, its longevity is questionable. ★★★★★

Silpheed **Sega**

The game that should have been the best thing since Pong promised stunning 3D graphics and lotsa special things, but sadly turned out to be little more than your basic 2D shooter over some impressive spacey landscapes. ★★

Sol-Feace **Sega**

An example of how bad most CD games are when their soundtracks are removed. This port is a very average game, even when compared to most SEUs. ★★

Stellar Fire **Sierra**

SEU fare that boasts big and blocky sprites and not much else. ★

Wing Commander **Origin**

This was a huge hit on the PC and the Sega version while scaled-down somewhat is still a lot of fun. Some tense moments as you try to outmanoeuvre the Kilrathi ships. ★★★★★

SEGA

Master System II™



Daffy Duck

IN HOLLYWOOD



SEPTEMBER RELEASE

HINTS & TIPS

CHEAT OF THE MONTH

This issue's Cheat of the Month comes from **Grant of Mundubbera, QLD**. A free subscription is on the way. If you fancy a year's Megazones for zip all, simply send us the best cheat ever...

STREETS OF RAGE 3

MEGA DRIVE

To play as a kangaroo: At the title screen,



hold Up and B at the same time. Now press Start and the kangaroo should be then added to your character list.

To play as the same character: On the Selection menu, move to two players and press Down and C at the same time. If done successfully you should hear a little chime. Now both players can select the same character.

To start with nine lives: Go to the options menu and highlight Players. Now press Up, A, B and C simultaneously

on controller two. Now, simply increase the amount of men to nine with controller one.

Level select: At the main menu, highlight the word 'Options'. Now press and hold B, Up and press Start. If done correctly you should hear a little chime and there should be a stage select option.

To play as Shiva: To play as Shiva, you must firstly get to him. Then when you defeat him, quickly press and hold B. Continue holding B throughout the action screens, until the next stage. Now when you get killed and asked to continue, the character Shiva should be available.



ALADDIN

MEGA DRIVE

If you're having trouble getting past the rug ride, just keep crashing into the first rock. After the third time a message saying 'Nice try' will appear and you will be transported to the next level. Thanks to **Daniel Moulds** of QLD.

PRINCE OF PERSIA

MEGA DRIVE

Having problems saving the princess in time? Well, **Graham March** of QLD has provided us with this great password that puts you on level 17 with 39 minutes remaining. Just enter NJKOPM and then it's off to save Persia.

WOLF CHILD

MEGA-CD

On the Options Screen press A, B, A, C, A and B. If done correctly you should hear an explosion. Now press one of the following:

Start on level 2: by pressing START.

Start on level 3: by pressing B and START.

Start on level 4: by pressing C and START.

Start on level 5: by pressing B + C and START.

Start on level 6: by pressing A and START.

Start on level 7: by pressing A + B and START.

Start on level 8: by pressing A + C and START.

Start on level 9: by pressing A + B + C and START.

Thanks go to **Ben**, from somewhere in Australia.

CRÜE BALL

MEGA DRIVE

Mark Bradshaw of QLD has found a level select for the pinball extravaganza, *Crüe Ball*. Go to the Music Demo and select music track 6. Now press A, S, A then B.

For added points, Mark also suggests you hit the button A before the ball hits any drop targets. The jump ramp should now be open giving you easy access to the Bonus round.



ACTION REPLAY CODES

The following codes are very special, indeed. Note you'll need an Action Replay cartridge to use them (details: Kaylee Computing [09] 310 1962).

These codes were kindly provided by Nathan Clarke of ACT.

MORTAL KOMBAT

MEGA DRIVE

FFAB890003	Fight after 'You win/lose'
FFCB020001	Look greenish
FFAAFF000A	Infinite time in bonus stage
FFAC7E00A0	Infinite time
FFFFS40003	Unlimited credits
FFCAB90079	Unlimited life for Player 1
FFCBB90079	Unlimited life for Player 2

ETERNAL CHAMPIONS

MEGA DRIVE

FFACAB0034	Unlimited Inner Magic
------------	-----------------------

All the following Game Gear Action Replay Codes were provided by Adam Sturtevant of VIC. Big thanks.

STAR WARS

GAME GEAR

OODAAD02	Unlimited lives
----------	-----------------

JUNGLE BOOK

GAME GEAR

OOC82E04	Unlimited lives
OOC82F06	Unlimited energy
OOC82D04	Unlimited time
OOC83081	Unlimited boomerangs
OOC33405	Strange sounds

JURASSIC PARK

GAME GEAR

OOCA0003	Infinite energy
OOC90003	Infinite energy in the car
OOC1EA04	Infinite energy in action scene
OOC02404	Infinite lives

STREET FIGHTER II

MEGA DRIVE

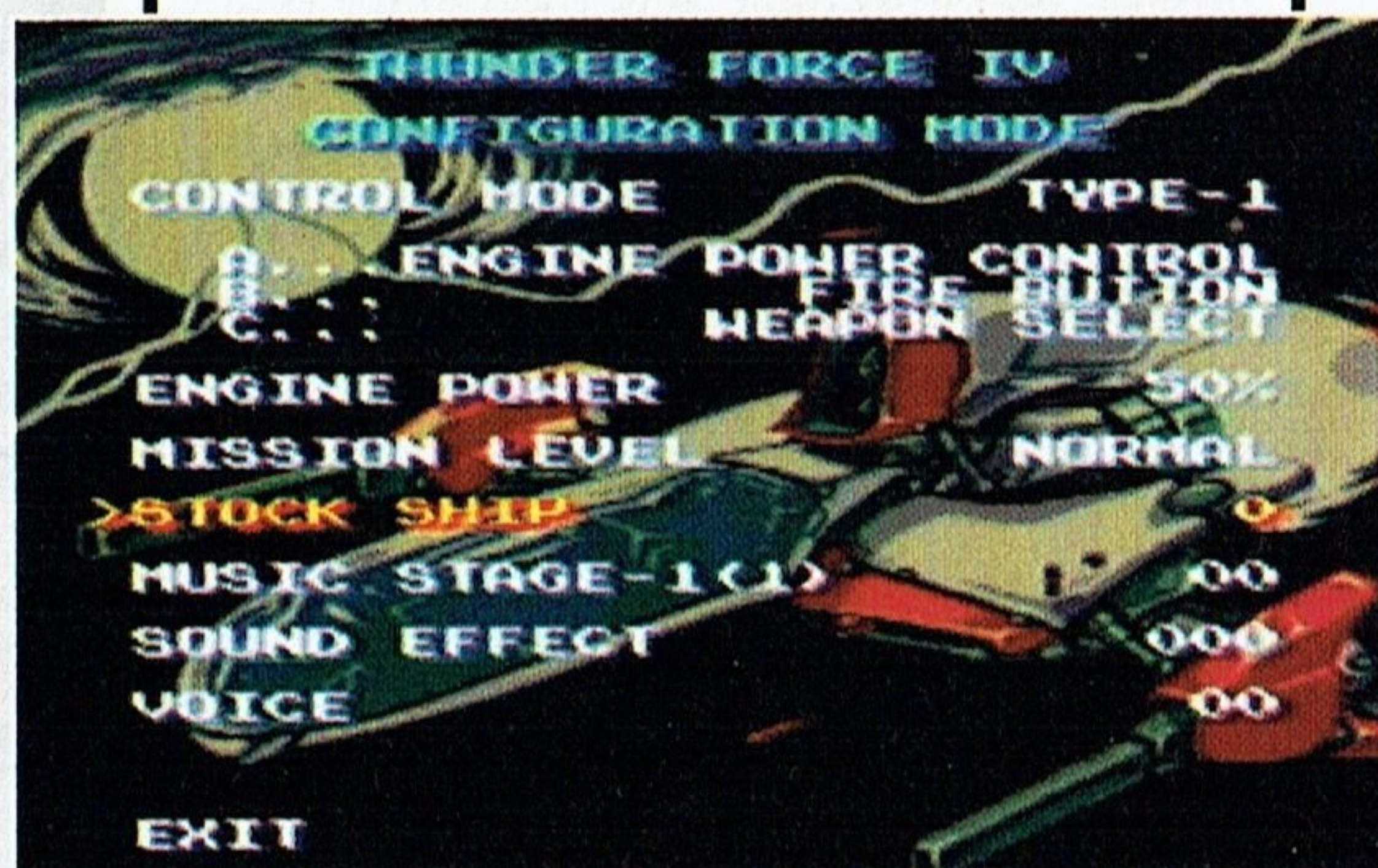
Here is a cheat to see the secret ending, thanks to Matthew of NSW. Go to the Options screen and put it onto the hardest difficulty level. Now go to the main menu and select either Champion or Hyper mode. Choose any character for use throughout the entire game. It is important you complete the game with this same character (you can continue as much as you like). Now after the ending sequence, the credits should come up followed by the Special Ending screen. If you are in Champion mode the screen shows Ryu and if you are in Hyper, it shows Chun Li. On this screen press Down, Z, UP, X, A, Y, B and C to change the colours of your clothes. Believe it or not!



THUNDER FORCE IV

MEGA DRIVE

Timothy Anderson of NSW has taken time off from saving the universe to send in these tricks he has found in *Thunder Force IV*. On the title screen hold A and press Start. An options screen should now appear. Go down to Stock ships and lower the number to 0 (this means you now have 99 men). Secondly, at any time during the game, press Pause and press Up, Right, A, Down, Right, A, C, Left, Up and B. Now if you press Up you should be endowed with full weapons.



BULLS VS BLAZERS

MEGA DRIVE

Nathan Widger of SA has been really busy gaming this month and he has sent in a whole stack of cheats to prove it. First off are these codes for *Bulls vs Lakers* that should help you through the Playoffs and to the NBA Finals.

Quarter Finals:

ZXZBBBBL	vs ATLANTA
ZXZBBGBS	BULLS 1 over HAWKS
ZXZBDBBF	BULLS 2 over HAWKS
ZXZBBJBG	BULLS 3 over HAWKS

Semi Finals:

ZXXBBBBQ	vs PISTONS
ZXXBBVBR	BULLS 1 over PISTONS
ZXXBBLBS	BULLS 2 over PISTONS
ZXXGPBBB	BULLS 3 over PISTONS

Finals:

ZXOBDBBH	BULLS 1 over BLAZERS
ZXOGCBBB	BULLS 2 over BLAZERS
ZXOGFBBB	BULLS 3 over BLAZERS
ZXWGBBBC	BULLS 4 over BLAZERS

SEND US YOUR HINTS, TIPS, TRIALS, AND TRIBULATIONS.

you might **win** a prize!

As you may have noticed, most of the hints on this page are sent in by readers. That means the person sitting next to you on the bus, the wicket-keeper in the school cricket team, your geography teacher (heaven forbid) or even YOU has the opportunity to declare to the globe a hot secret unearthed about your fave game. These pages are yours. So make the most of it. If you don't send anything they will be blank, which will make the production team happy 'cos they won't have to do any work but Adam and his bosses will

get cranky. And that's badder than bad. Each issue our Cheat of the Month wins a free year's subscription to Megazone. Which, you must admit, is better than a subscription to New Idea. But there are rules.

1. A byasde suy ytfte wjftuf qpiw rcwne. ie make it easy for us to understand.

2. It must be either typed or written in your best handwriting ever. And blood is a bit hard to read after a few days in the mail.

3. Label each step clearly. Use as many full stops and new sentences as you like. A lack of these is not good.

4. Get your idiot brother or senile grandparent to test it out. If they can't understand neither will we, so start again at rule one.

5. Send it to:

**Hints and Tips, Megazone,
PO Box 746, Darlinghurst, NSW 2010.**

ENTS &

REN & STIMPY: STIMPY'S INVENTION

MEGA DRIVE

Michael Barnes of ACT is a huge *Ren & Stimpy* fan and he has kindly sent in these pass codes. On the title screen, press Down so the word Options is a bluey colour. Then move the finger down to the Password and press B. Now you can enter these passwords to access any level you wish.

LEVEL 2 : 8B20000 OPJFDDX

LEVEL 3 : 8C00004 D25WWD1

LEVEL 4 : 8C1000C 915HDDS

LEVEL 5 : 8F2000K 09J7WD4

MICRO MACHINES

MEGA DRIVE

Evan has also given us these cool cheats for one of the best two-player games in existence, *Micro Machines*. All these codes are entered when the game is paused.

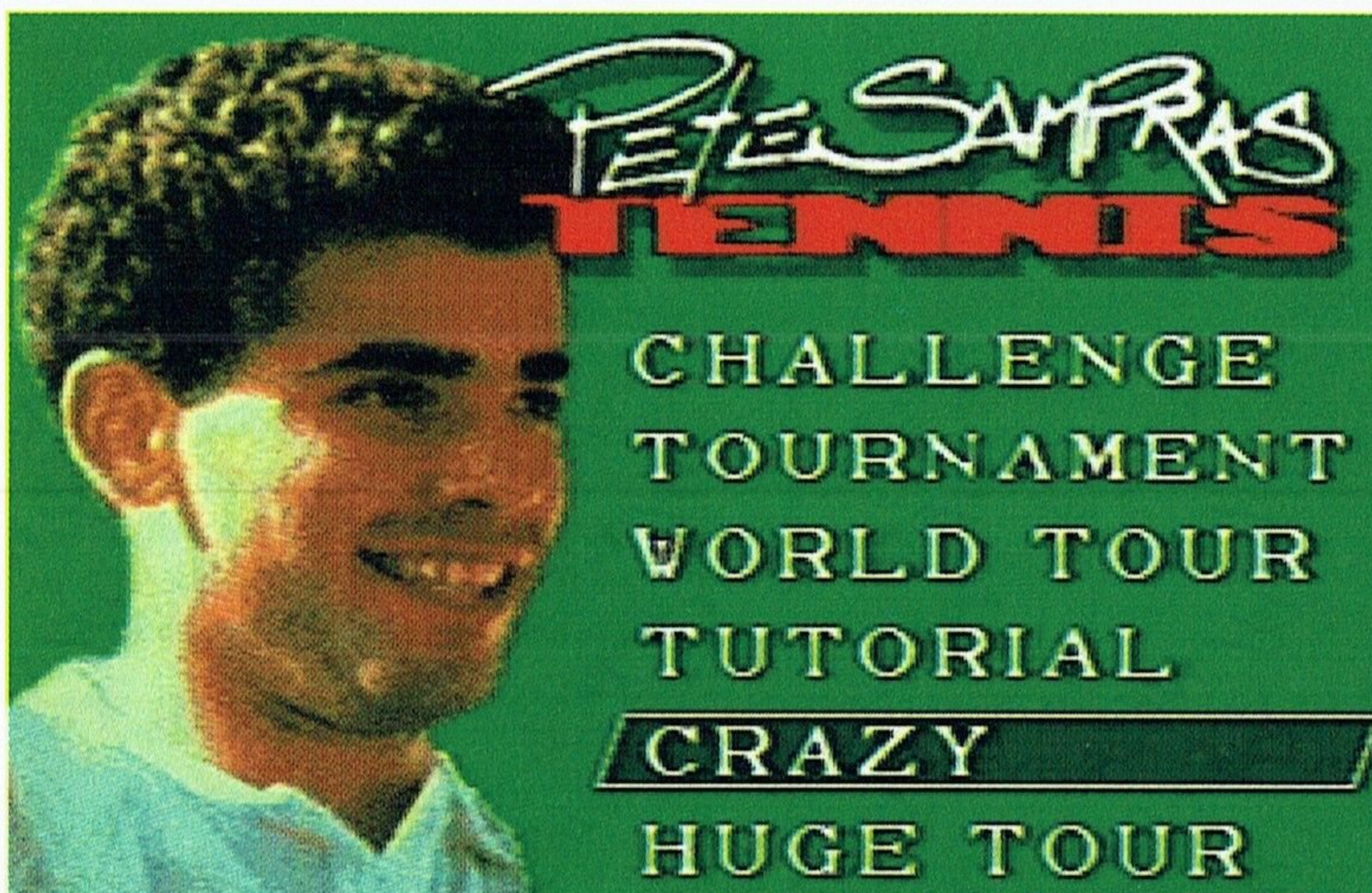
Infinite Lives: Press B, Down, C, Down, Up, Down, Left and Down

Increase Impacts: Press C, Up, Left, Right, A, B, A and C

Increase Speed: Press Up, Down, A, B, Left, Right, C and Start

Hard Game: Press Left, Right, Left, Right, Up, Down, Start and Down

Very Hard Game: Press Left, Down, Up, Down, Right, Down, A and Down



PETE SAMPRAS TENNIS

MEGA DRIVE

There are two extra modes available on this hot tennis game. The first is called Crazy Tennis and stars Dizzy (the silly egg-looking creature in *Fantastic Dizzy*) and the second is a Huge World Tour. To access these modes, just select the World Tour and then choose a player. Enter your name and enter the password screen. Put in ZEPPELIN as your password and then go back to the main screen to see two brand new options.

Crazy Tennis The object of this game is to collect all the icons possible and then reach the target score in the time allowed. Special icons



include speed up, bigger ball, ball control and slow down.

Huge Tour This allows you to enter a full season on the ATP Tour. You begin with a 35 ranking and it's your goal to take Pete to Number One.

CASINO GAMES

MASTER SYSTEM

Tim of VIC has found the easy way to break the bank in *Casino Games*. Enter your name as Mr Gamble and then enter your account number as 0000000600. You should now have \$444,444,440. Now, Tim, if you ever master this trick for a real casino just remember to give Megazone a call. Reverse charges will be OK.

LEMMINGS

MASTER SYSTEM

Wade of ACT has sent in this little cheat for the Master System classic *Lemmings*. When on the logo screen, hold down button one and two and then rotate the D-pad until you hear a beep. Now select your difficulty level and go to 'New Level'. At the bottom of the screen should now be a level select.

JAMES POND II CODENAME: ROBOCOD

MEGA DRIVE

Here are some fishy cheats to help you survive on *James Pond II* as supplied by Larry of ACT.

Infinite Lives: In the sports level, you can get infinite lives by picking up items in this order: Lips, Ice cream, Violin, Earth, and Snowman (the first letter in each of these words spells 'lives').

Refill Power Meter: Pick up items in the following order: Penguin, Oil can, Wine glass, Earth, and Racket (the first letter of each word spells 'power').

Secret Menu: At the title screen, press and hold the A and C buttons and point the control pad to the lower left. While holding those buttons down, press START. When you take your fingers off the buttons, you'll access a secret menu screen with stage select, sound test, and control configurations options.



ALEX KIDD IN MIRACLE WORLD

MASTER SYSTEM

Nathan has also provided us with what must be the most requested question in Sega Hotline history. In the last section after you defeat Janken, run over the boxes in the following order:

Sun, Waves, Moon, Star, Sun, Moon, Waves, Fish, Star, Fish

GREENDOG

MEGA DRIVE

Here are some cheats provided by **Evan Spurway** of **VIC**.

Level Skip: Pause the game and press C, A, B, A, Left and Left

Slow Motion: Pause the game and press Down, A, C, UP, Left and Left

Slow Motion (Off): Pause the game and then press Left, Right, Up, Down, A, C

MORTAL KOMBAT

MEGA DRIVE

For an automatic random Player select option, just press UP and START on the player select screen.

To disable Throws, simply hold down HIGH PUNCH during the battle info screen. Thanks go to **Woo Hoo** of **Glenrowan, VIC**.

THE TERMINATOR

MEGA-CD

On the Start Game screen, press and hold Right on controller one. Now press B, C, B, B and release holding Right. If done correctly, the cursor should change from an arrow into a square. Now press Start and you should be looking at a Special Menu allowing you to pick your weapons, unlimited lives and up to nine lives.

REVENGE OF THE NINJA

MEGA-CD

For a cool Test Mode press Right, Left, Up, Down, Right, Left and Up at the Start/Option screen. You can now toggle through all the lovely anim scenes in the game.



ZOOL

MEGA DRIVE

To skip a level in this off-beat platformer, pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now unpause the game and press Right to skip a stage and Up to skip the entire level.

ALADDIN

MASTER SYSTEM

David Murray of **Mt Riverview, NSW**, has sent in the passwords for the Dave Perry classic *Aladdin*.

Level	Password
1 - Guard Chase	AJGJ
2 - Rooftops	CAEA
3 - Cave of Wonders	ASNF
4 - Gold Level	DMIA
5 - Rug Ride	INSI
6 - Palace	NEUA
7 - A Whole New World	AALG
8 - In Pursuit of Jafar	BLTO
9 - Jafar Bites the Dust	UIAN

SHINING FORCE

MEGA DRIVE

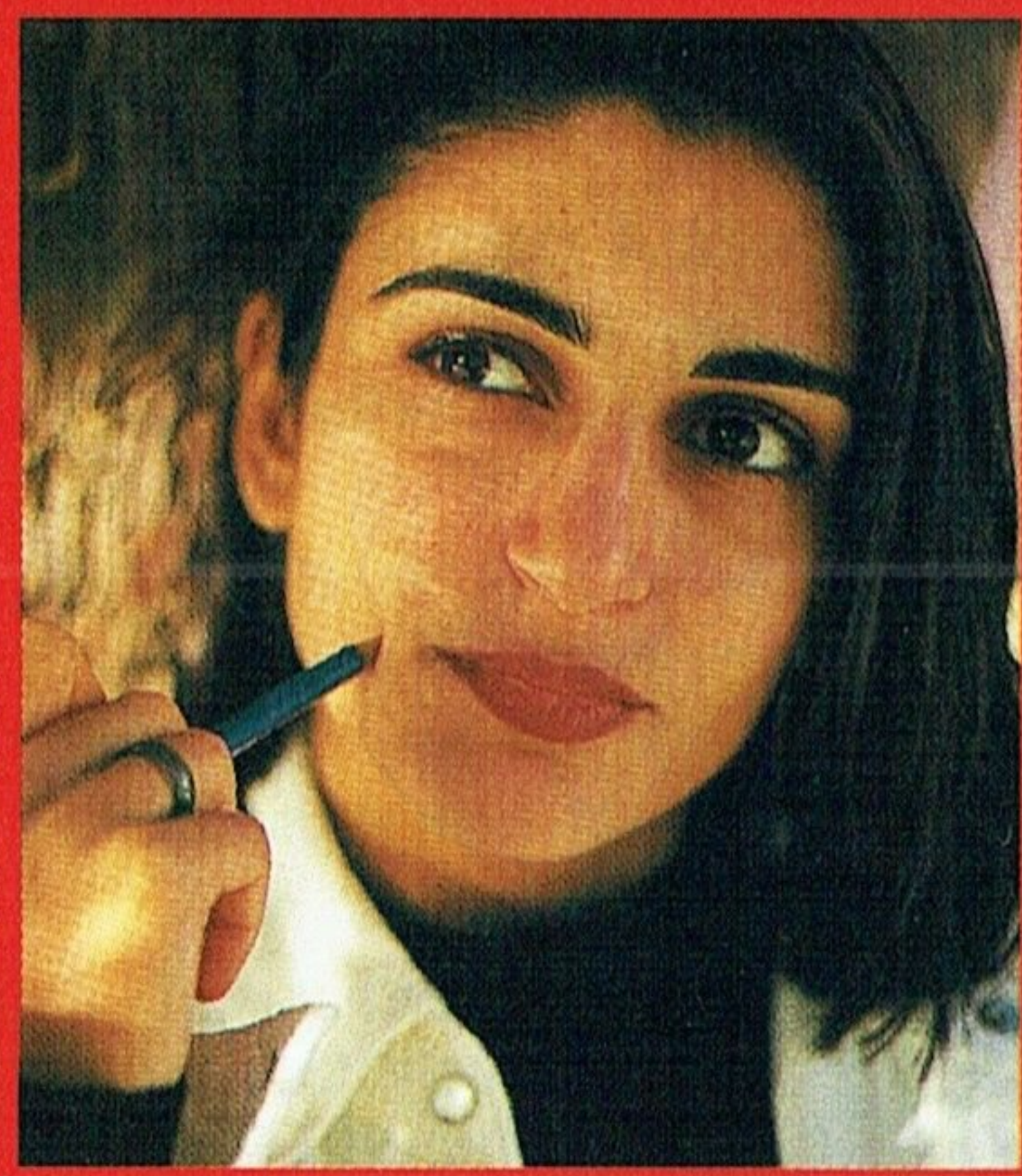
Charles of **WA** has also unravelled some amazing cheats for the Role Playing epic *Shining Force*.

Firstly, for a cool Battle Test screen, hold Up and Start on controller two, then press Reset. Let go of the buttons as soon as the Sega logo begins to appear, then hold down the A and C buttons on controller two. Select Continue and skip through until the girl's message that begins with 'Good Luck' appears. Hold the A button on controller 1 (while still holding A and C on pad 2). This takes you to the Battle Test mode, where you can fight in any of the game's 30 battles.

Secondly, if you are ever bored with the names of each of the characters within the game, simply follow this cheat. Start a new game and go to the 'Name Your Character' screen. Press and hold Start, A, B, and C on controller 2 while pressing Start, A, and C on controller 1 and another character should appear. Now you can cycle through and name every character in the game.



HAND



Dear Agatha...

Australia's only Sega agony aunt (that's me) is here to help you work through your deepest problems. Don't wallow in despair. Don't give up food, lose sleep or turn to hard drugs. Just slip me a little note. I'll sort you out. Promise.

Agatha

FLASHBACK TRAUMA

Dear Agatha,
I'm having trouble with *Flashback* on Mega Drive. I am totally stuck on level two on job number four. Can you please help?

Edward, QLD

We're going to have to get you to complete a strict sequence of events in a very limited amount of time. So give up now, if this sounds too tricky. Firstly, go to the teleport just below the job screens. Climb the ledge and run to the right. Jump across all the pits found along the way and you should eventually find a switch. Still with me? Flick the switch and the floor below you should open up. Jump down and run to the left, remembering to roll under the poison



gases on the way. Go down the lifts and run to the right. Jump another large pit and continue until you reach a platform. Climb the platform and a lift should come up to meet you. Take the lift down and run to the right. The card fits into the third slot on the generator. And now, you love me.

TROUBLE IN TASSIE

Dear Agatha,
Is there a level select for *Taz-Mania* on the Mega Drive?

Daniel, TAS

Yes, Daniel, of course there is. During the title screen hold down buttons A, B, C and Start on both pads. Begin the game and hold down Start and C. A bunch of numbers should appear on the screen. Enter the stage number you wish to play and then you're off.

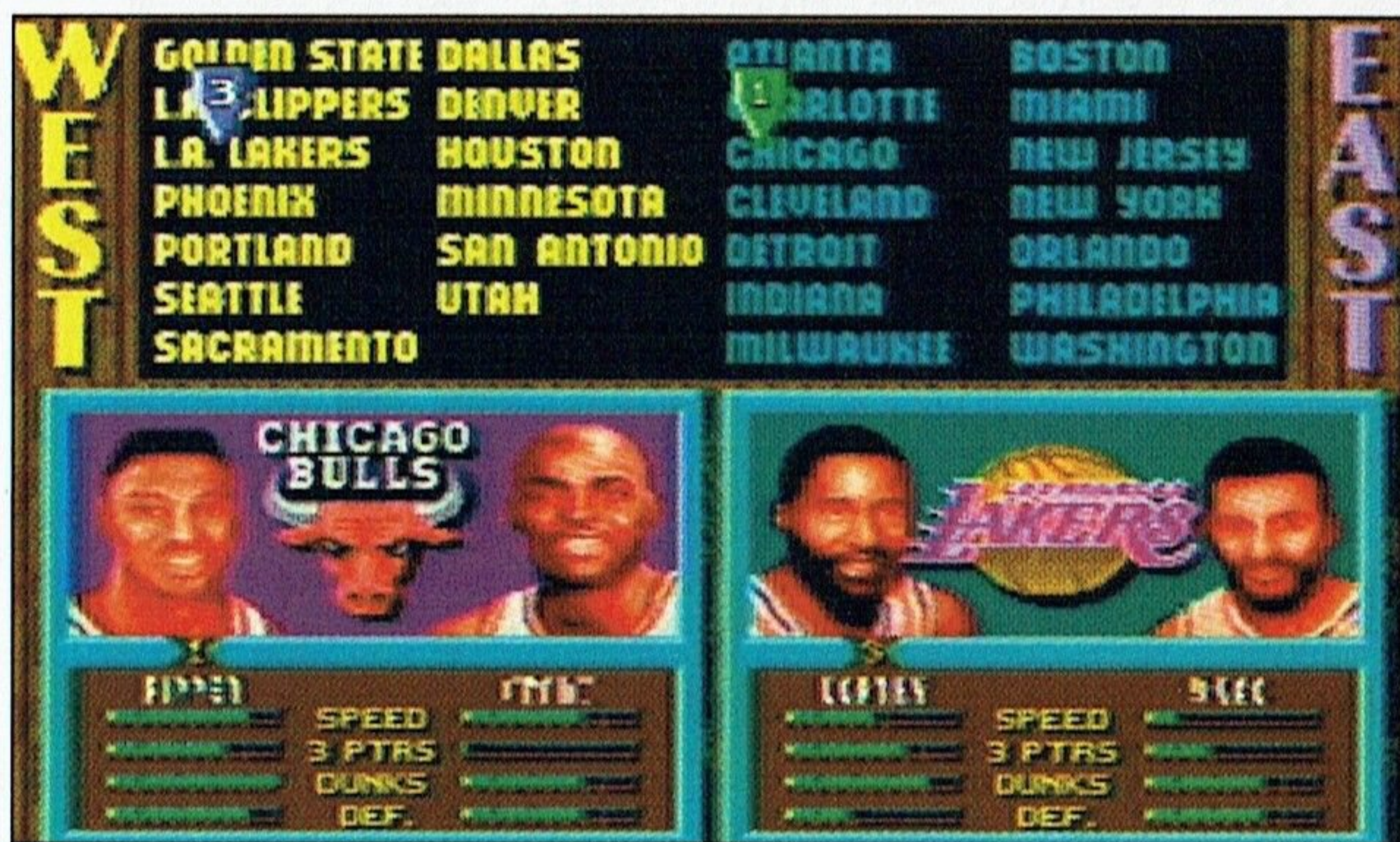


TIME TRAVEL

Dear Agatha,
Is there a level select for *Back to the Future 3* on the Master System? Thanks.

Net, NSW

Yes. To skip stages, pause the game and press Up + A, Down + A, Left + A, Right + A.



MICHAEL JORDAN

Agatha,
Can you tell me the password to play Michael Jordan in *NBA Jam* on Mega Drive?

Daniel, NSW

Oh, Daniel! You cannot play as Michael Jordan in *NBA Jam*. The only characters available are the programmers, the US President Bill Clinton, the US Vice-Prez Al Gore, George Clinton (who's a super-funk grooving musical guru) and Warren Moon, an American footballer with the Minnesota Vikings. Interesting fact: Tipper Gore, Al Gore's wife, was a guiding light in a campaign to establish censorship for records and CDs. We won't go into it now but her 'vision' was not realised! Remember that.

SCIENCE EXPERIMENT

Agatha,
Please help me. I've read two British magazines and they had invincibility for *Super Shinobi II* and *Ghouls n' Ghosts*. I own both games but I don't like being invincible.

Nick, WA

Are you out of your mind? Nick, have you ever visited planet Earth? Is this letter a prank? If two British magazines had an article called 'Nick In Western Australia - Hang By The Ankles On A Set Of Monkey Bars For Seven Weeks!', would you rush out and comply? OK, maybe if three magazines did. My friend, you are beyond help. But stick in there, pal, because I'm sure that, one day, you'll be an asset to a science research program at Curtin University.

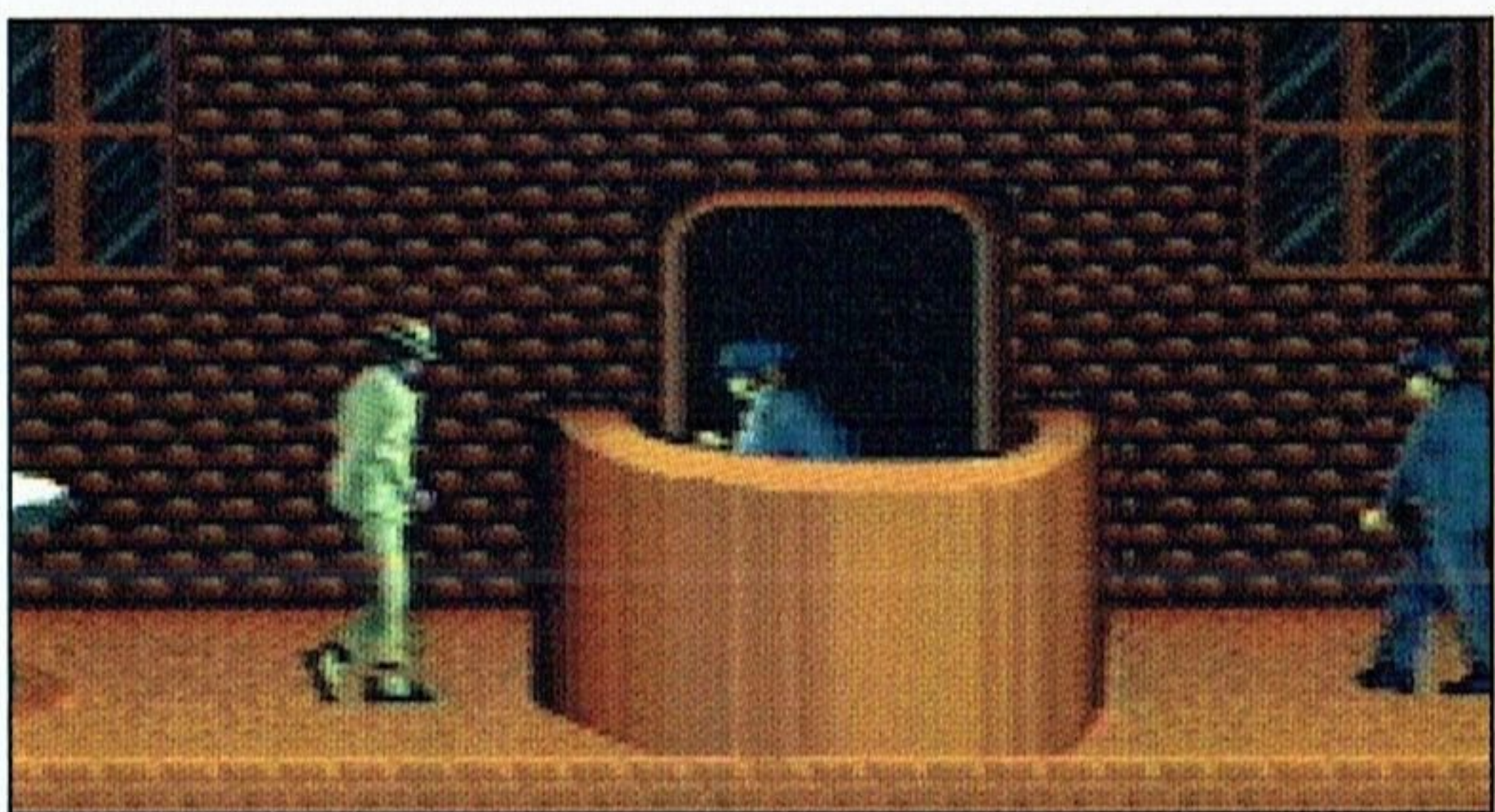
AGE-OLD DILEMMA

Dear Agatha,
I have a few problems with *Jurassic Park*. How do you defeat the raptor?

Robin, NSW



Jumpin' bones! Just jump into the middle of the two Raptors and lob your grenades at the skeletons. They should eventually collapse and crush the raptors. And that will be that.



MR DEMANDING

Could you please tell me if there are any cheats for *Superman*? Also is there a level select for *Moonwalker* on the Mega Drive?

Michael

Here is a nifty cheat that should help you complete *Superman*. On the title screen hold B on controller two and reset the machine (whilst still holding B). Repeat this five times.

Now play the game and then press Pause with controller one. To skip a level press and hold A and B on controller 2. To replenish energy press B on controller 2. As for *Moonwalker*, hmmm. The level select goes something like this – hold Up and Left, button A and Start on controller two. Now press Start on controller one and you should be looking at a level select at the top left-hand corner. Now the plastic one can access any level he wishes.

SHINER

Dear Agatha, I've played the game *Shining Force* from beginning to end but I still haven't been able to find the Ninja or Samurai. Could you please end my frustration and tell me where I can find them.

Darren, TAS

RPG-ers! What goes on inside their heads? To find the mystical Ninja, go to Runefest and search the bushes on the right-hand side of the town gate. You should find a sign giving you the location of the Ninja. To find the Samurai, just read the sign in between the two doors in Prompt.

COMBINATION

Dear Aunt Agatha, Please help a poor RPG addict. I own *The Immortal* for my Mega Drive and I cannot pass level two. I can get as far as placing the three gems into the holes, but which combination?

Liam, VIC

Well, Liam, Republican or not, follow the King's advice. Place a gem in each of the holes on the stars: one on the right, one on the left and one in the centre. Ta-da!

FRENCH FALLACY

Dear Agatha, I am stuck on the game *Asterix and the Great Rescue* in level one, Hut two, Room one. I have the potion and the bombs but I do not know what to blow up. Please can you help me so I can get some sleep at night?

Vernon, VIC

Anything to let you sleep, Vern. Halfway through the level you should find a platform with a block on it. Throw a bomb at the block to blow it up and then jump up onto the platform. Jump right to collect the potion and then jump up onto the upmost platform and... zzzzzzzz.



WRONG WRONG WRONG

Dear Agatha, I've tried so many times to do the level select for *Road Avenger* on Mega-CD and it's only worked twice. What am I doing wrong?

Nick, NSW

Patience, dear. Then, attention to detail. Firstly, enter the options mode and place the cursors on 'Players'. Now hold Up and press A six times. Count 'em. Now go to the game and simply select which level you wish to play.

RING OF POWER

Dear Miss Agatha, I'm stuck on *Rings of Power* and I cannot find the Sextant anywhere. I need it. Please help me.

Ryan, NSW

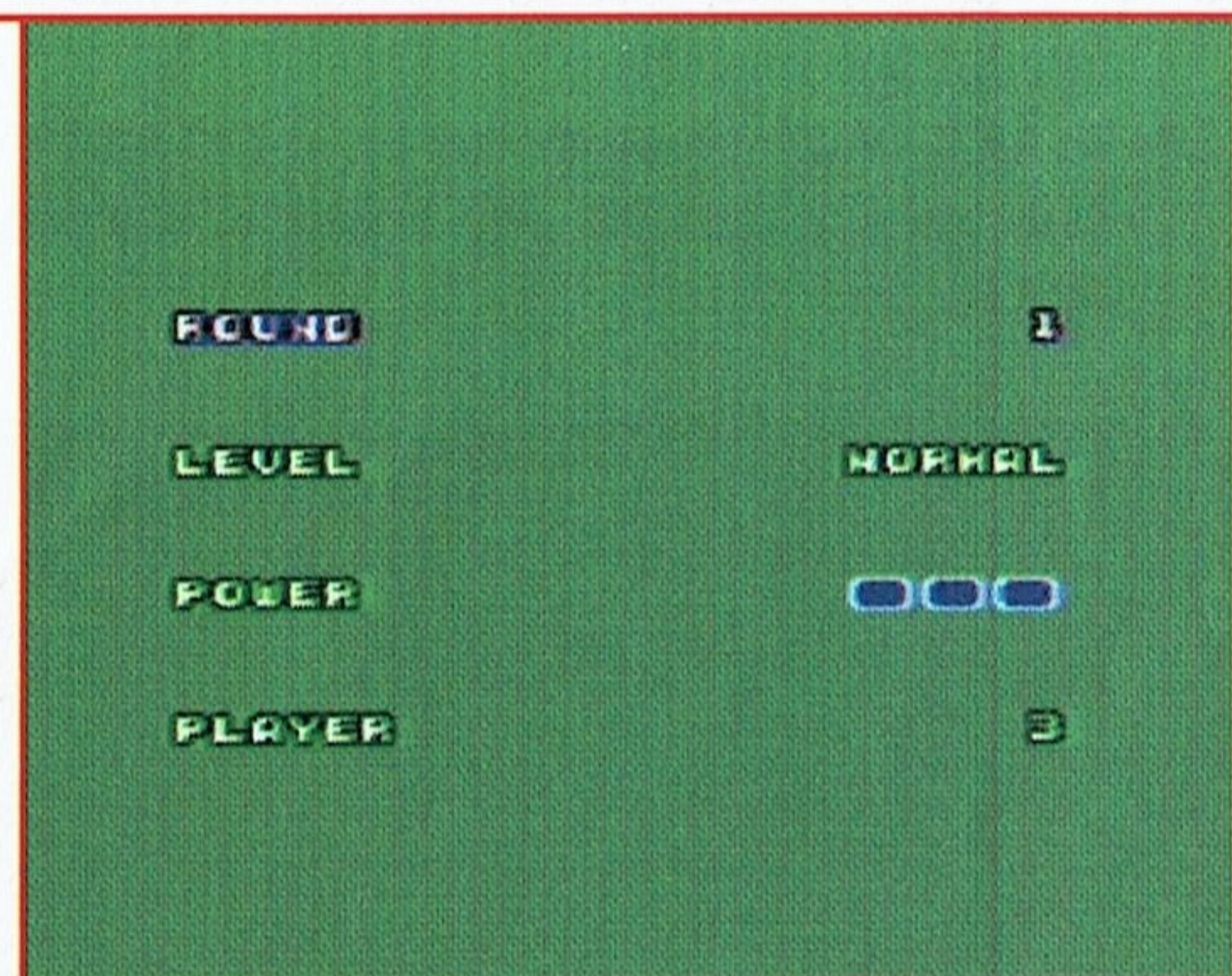
I just love desperate people! Go to the waterfall by the Mines of Misery, east of Speed. Cross the bridge and push Up when you face the waterfall. You should now be inside the waterfall looking at the prized sextant. Sigh.

A BEAST

Dear Agatha, How do I get more lives or a continue option in *Altered Beast*? Thanks, from a great big fan.

Matt, NSW

Flattery will get you everywhere, Matt. For additional life meters, press B and Start at the same time on the title screen. For more continues press and hold A, then tap Start twice on the Game Over screen.



Write to Agatha!

Traumatised? Tragically doomed? Confused? Concussed? Trying to work out where the Start button is on *Sonic* or wondering what colour shorts to wear in World Cup USA 94?

Dear Agatha..., Megazone, PO Box 746, Darlinghurst, NSW 2010.

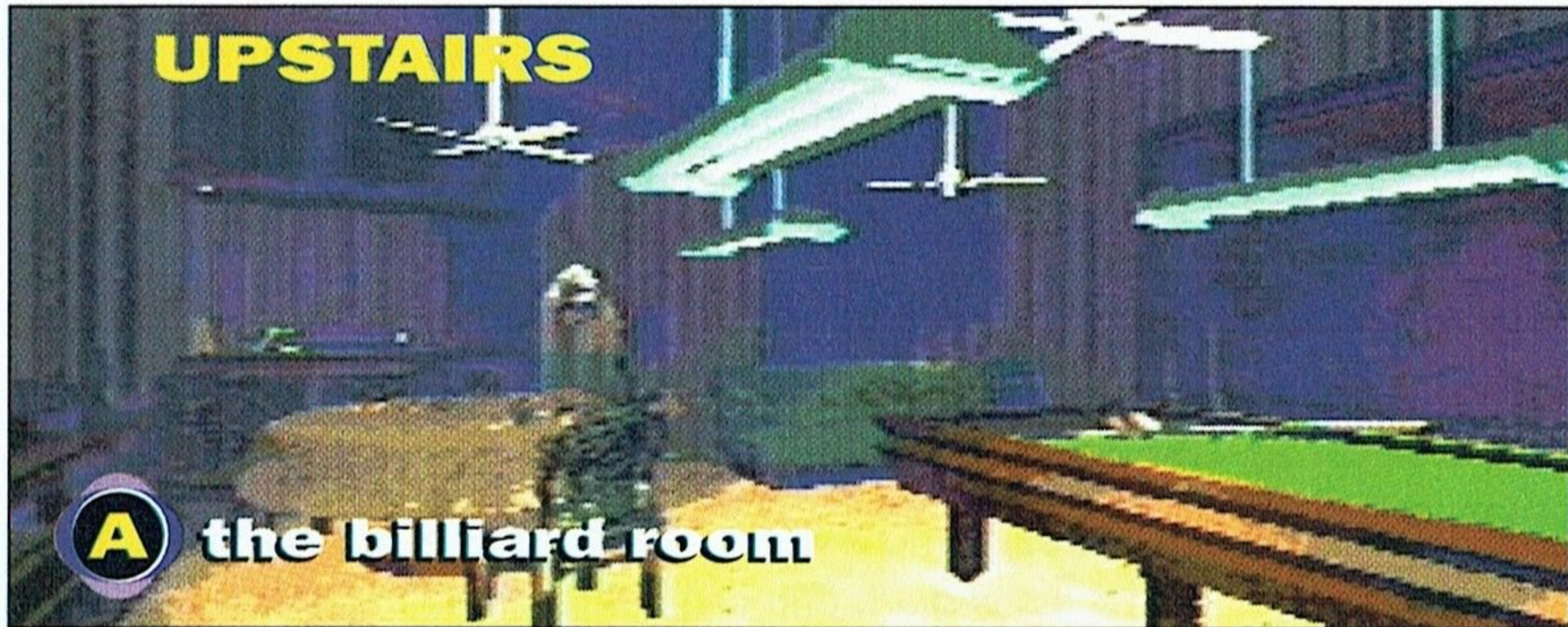
You stuff it – she'll fix it

(In between her shifts moonlighting as a top neurosurgeon, International rock star, Commonwealth Games and Olympic athlete, World Cup-winning soccer star, winner of the Nobel Peace Prize and Australia's first president.)

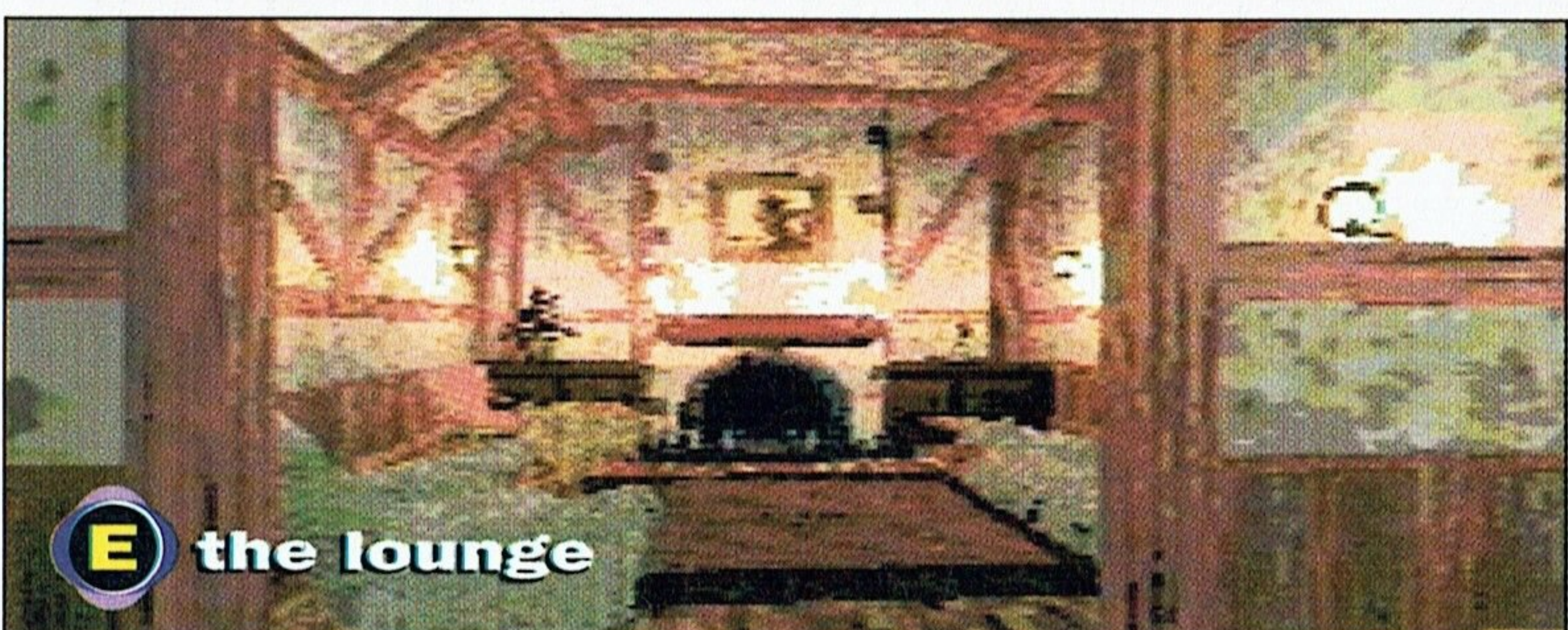
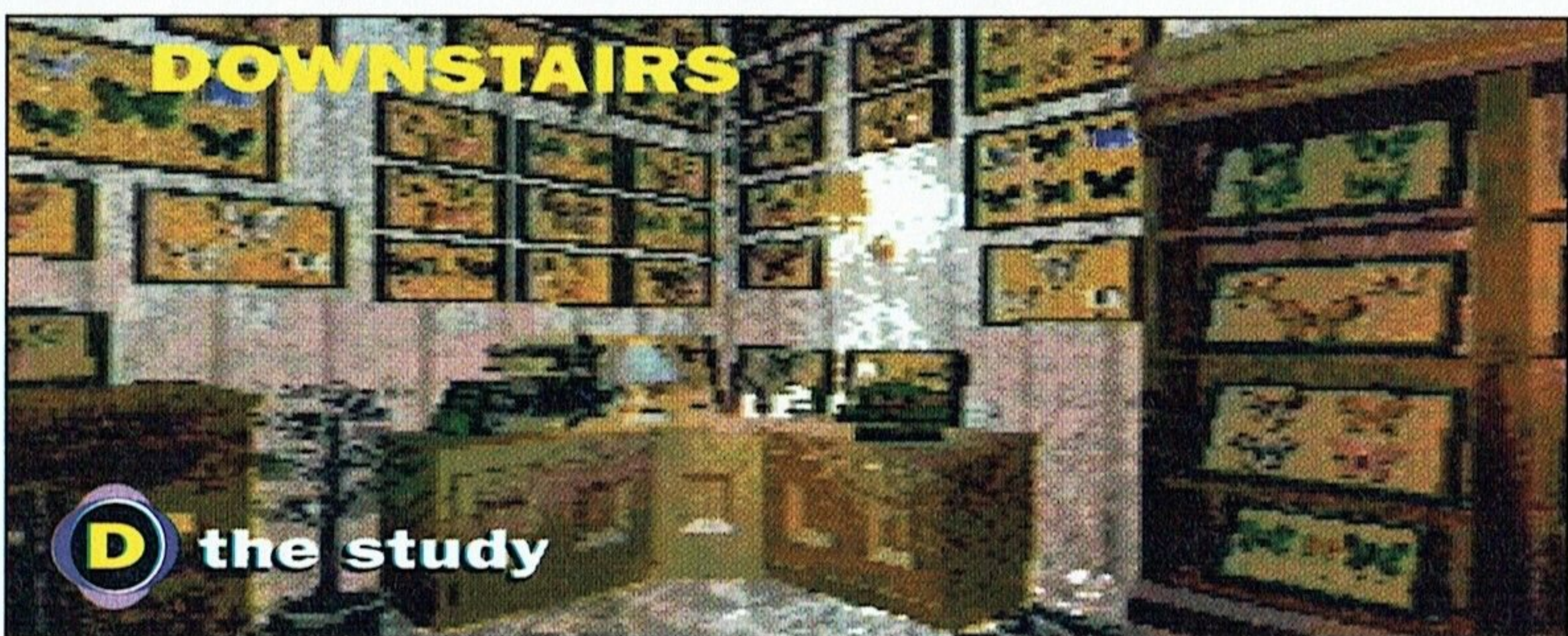
Mystery Mansion

Gamebuster

“Who shall we get to shuffle around a dark house and look through other people’s stuff?” we asked. Peter Burney of course! Because he’s weird like that.



11. Go through the new door and through the room with the flowers into the water room. Turn left to get the flower.
12. Put the flower into the empty vase in the flower room, then head back to the water room.
13. Turn left and push up and then pick up the butterfly sphere.
14. Leave the room but once in the hall turn right only.
15. Go to C and look at the painting on the easel to get the watch.
16. Go to F and get the candelabra from the table near the door.
17. Go to E and use the candelabra to go through the fireplace. Bang into the end wall to get the key.
18. Use key to unlock the cabinet near the door to get Emblem of Bacchus.
19. Go upstairs to B and look at the tea table to get the Rock Crystal.
20. Go back to the fire place and use the Emblem of Bacchus at the end of the tunnel.
21. The sequence of doors are right, left, left, forward, left, right, right.
22. Use the Rock Crystal in front of the mirror and you’ll be let out.



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Mega Drive and SNES button configuration

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If that's fire, ice, swords, and someone dressed up in a dragon suit, it must be time for a gamebuster. Peter Burney shows how he slices and dices his way through life.

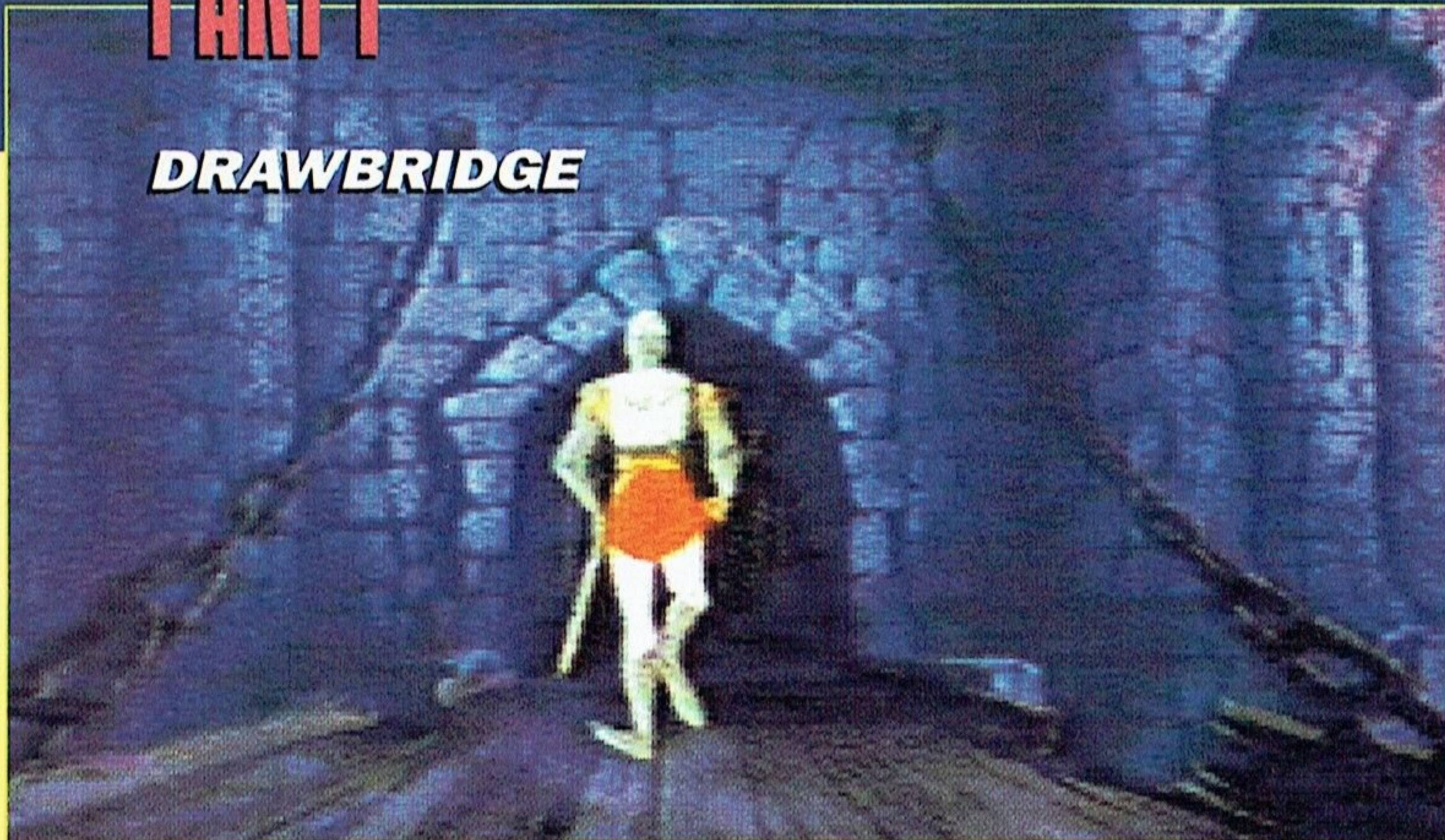
DRAGON'S LAIR

Dragon's Lair is divided into seven sections and with each continue you only restart the section you are currently playing (not at the beginning of the whole game... phew!).

The first and the last sections always remain in the same place while the other sections change in order with each game.

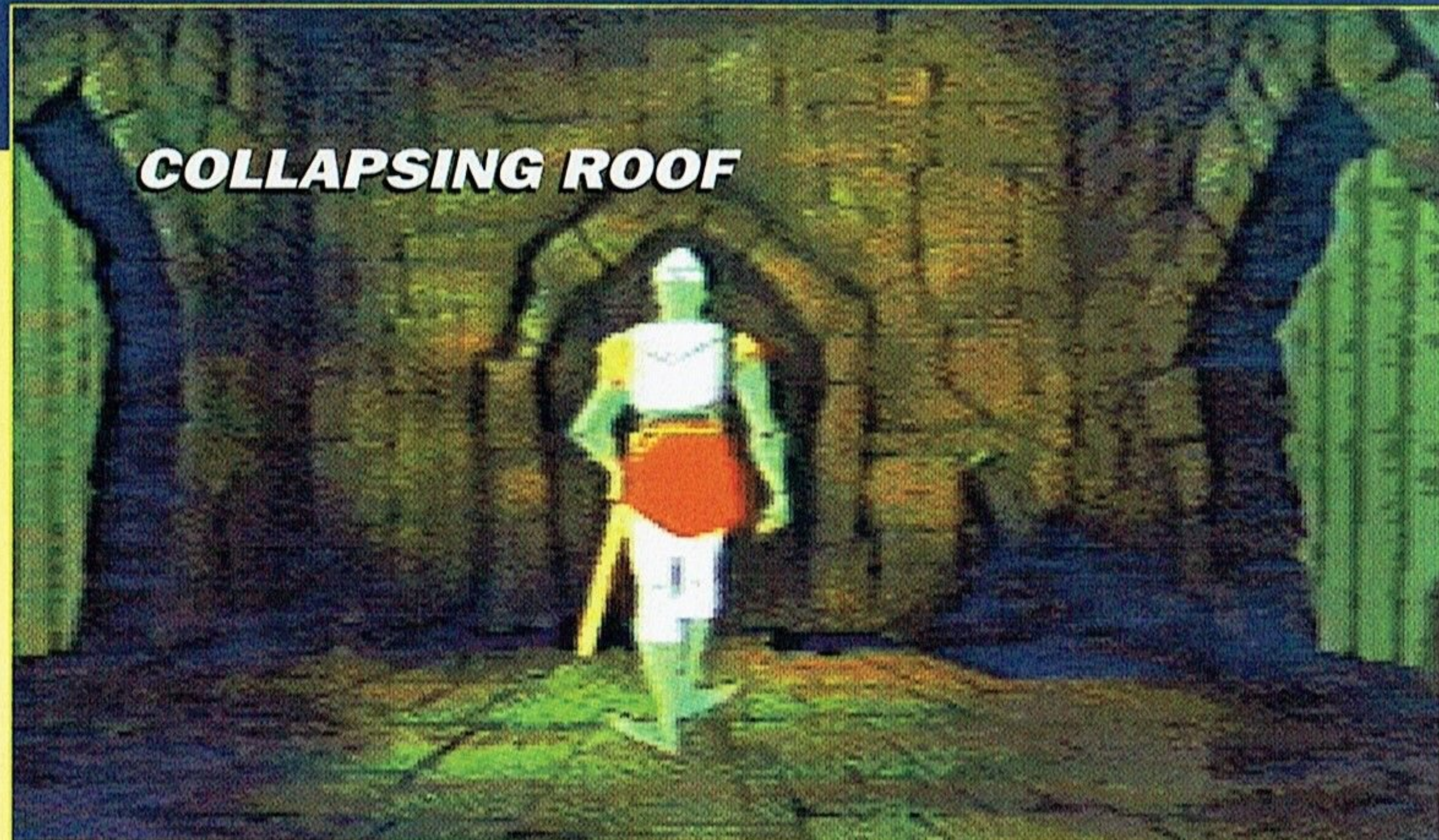
Within each section there are between one and six areas to master. These areas always remain in the same order within a section, however occasionally an area will be reversed ie a mirrored image, and thus each of the right and left movements will be reversed... so be careful of these when using the gamebuster.

PART I



DRAWBRIDGE

▲ Sword when tentacles come over. Up straight after.



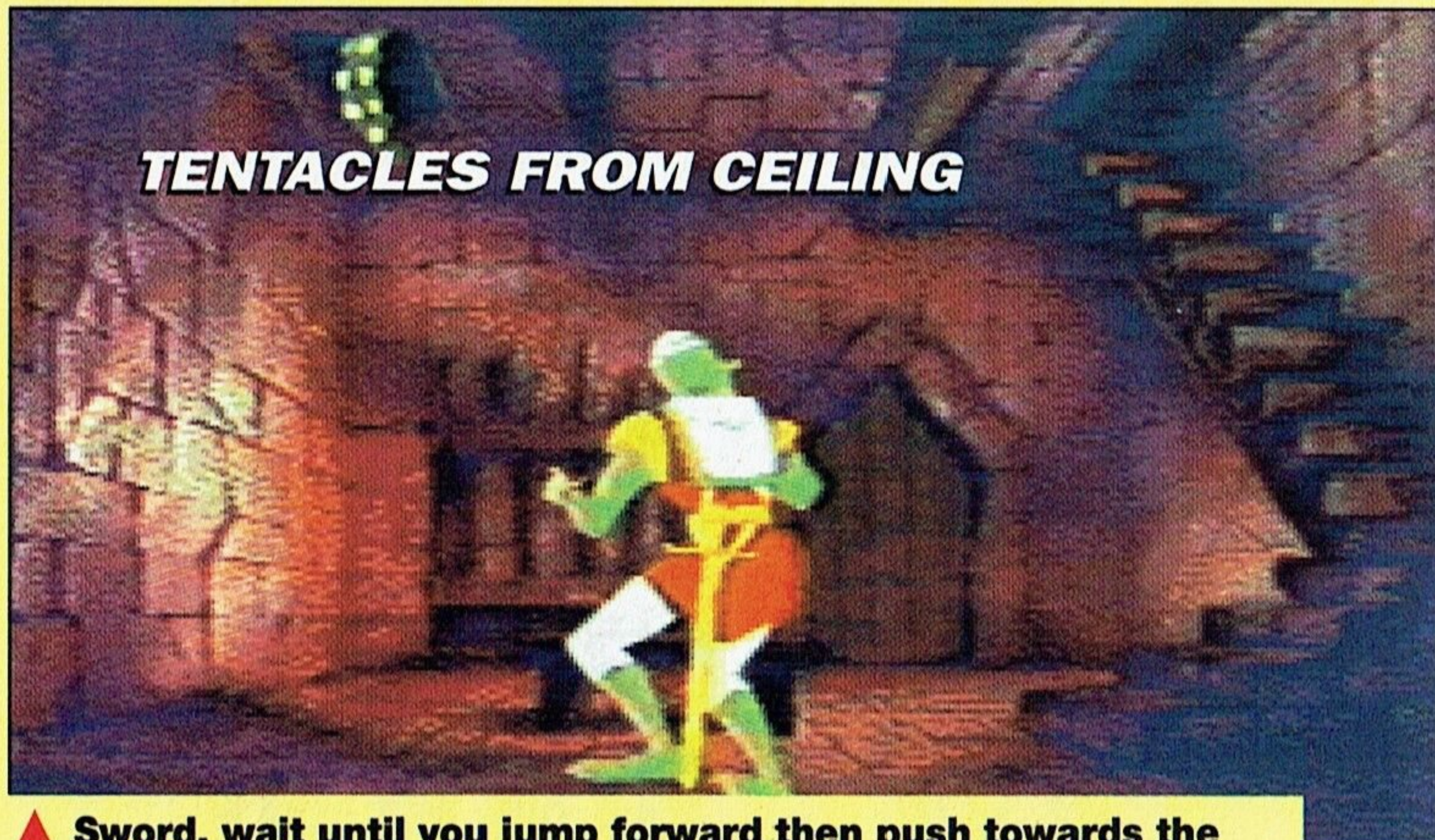
COLLAPSING ROOF

▲ Push Right.



DRINK ME

▲ Push Right.



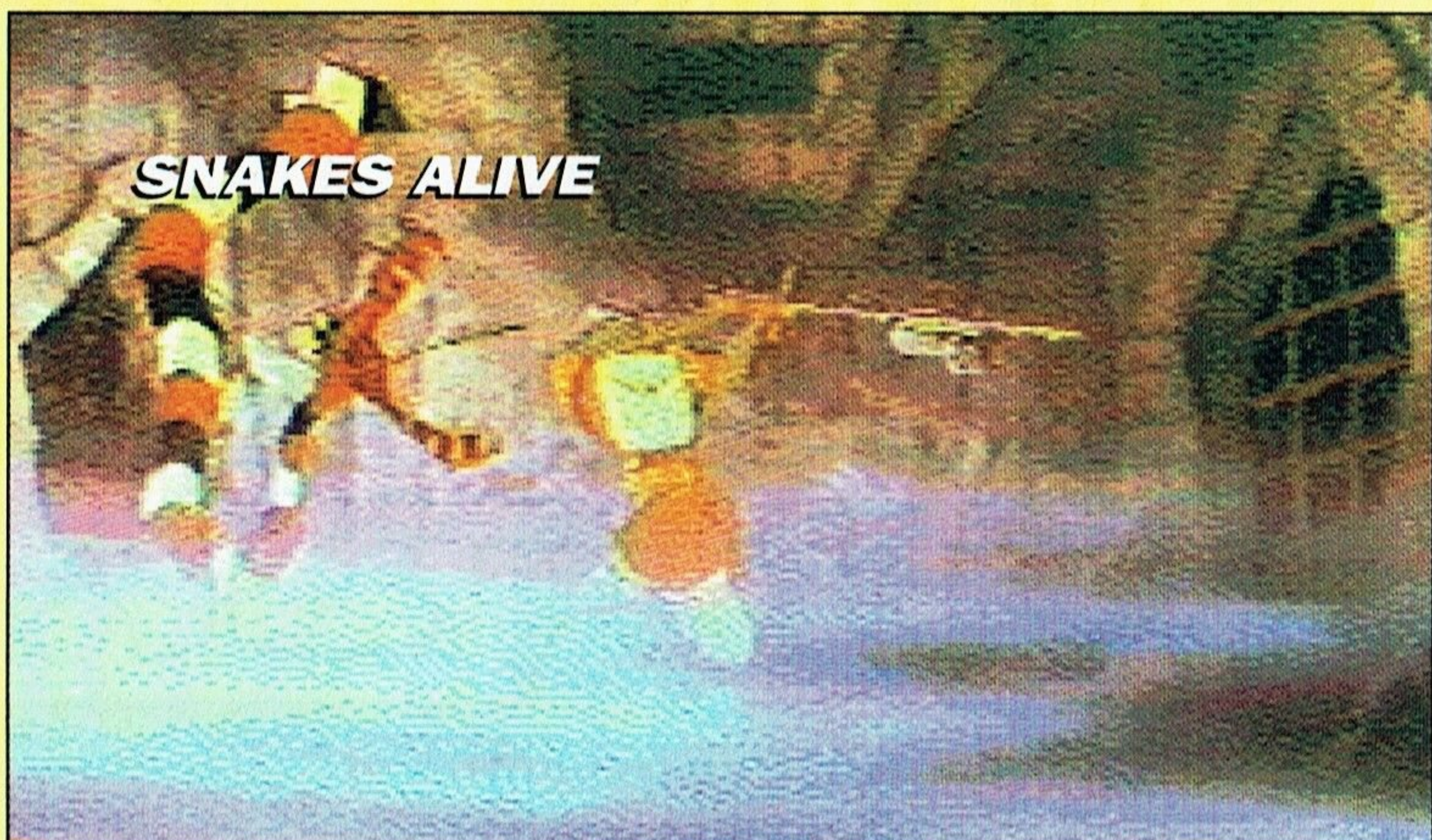
TENTACLES FROM CEILING

▲ Sword, wait until you jump forward then push towards the flashing objects which are Right, Down, Left, and then go Up through the door on its third opening.



BUBBLING OOZE KETTLE

▲ When the ooze starts to come out press Up, then Sword, Sword, and Right to leave.



SNAKES ALIVE

▲ Sword, Sword, and then Right.

PART II

CLOSING WALL



▲ Keep pressing Up.

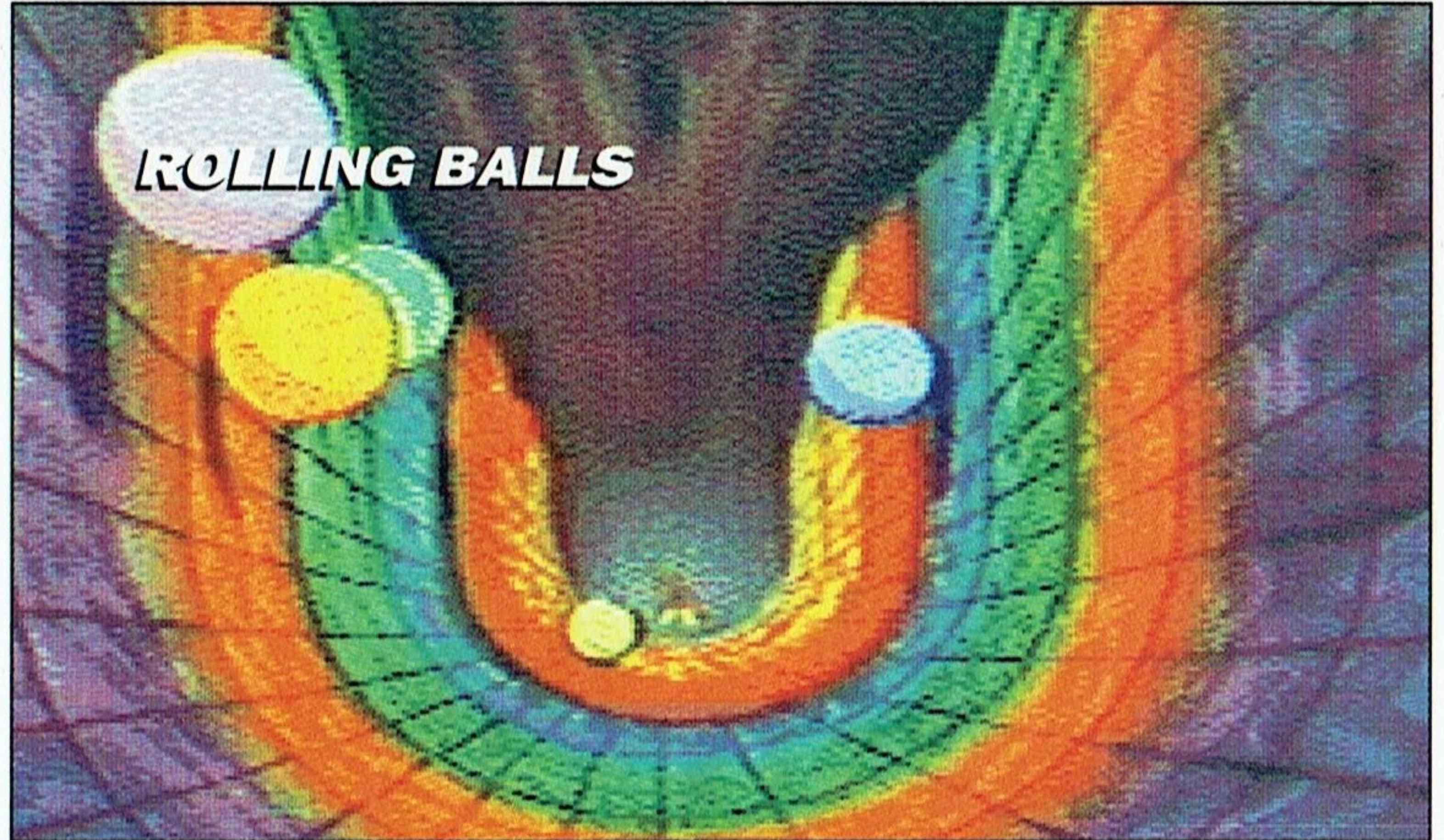
DRAGON'S LAIR Gamebuster

BLACK KNIGHT



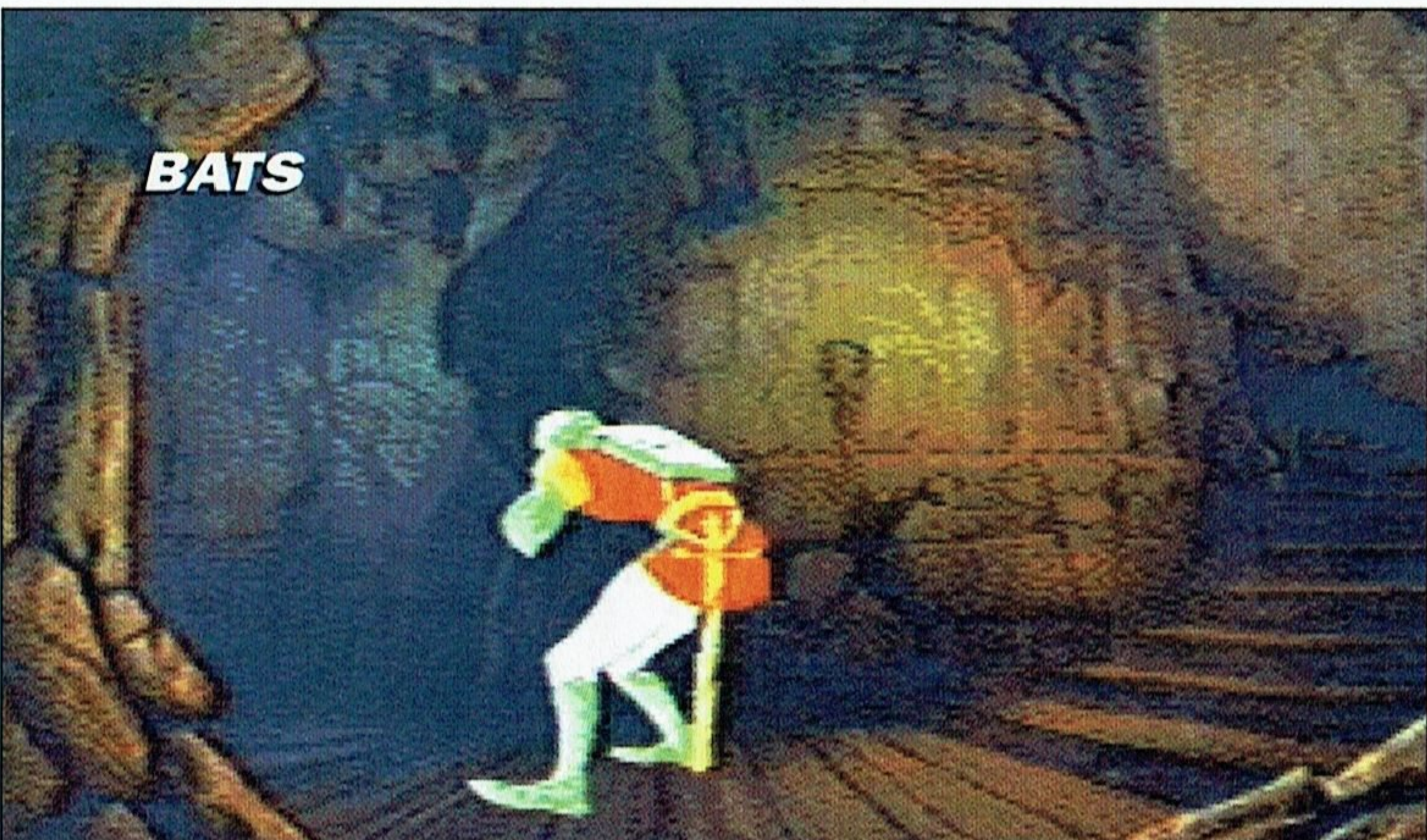
▲ As the Knight strikes the ground press Right, Left, Up, Left, Right, Left, Right, and then Sword repeatedly to kill the Knight. (This starts off slow but gets faster; timing is everything.)

ROLLING BALLS



▲ Down six times (press Down after each ball passes) then Up after the last ball to jump the hole.

BATS



▲ Sword, Left (halfway through the swing), Left, Sword, Left (halfway through the swing) to exit.

GOON SHOW



▲ Sword, then Right (halfway through the swing), Up, Sword.

PART III

ELECTRIC BALL



▲ After the sword is dragged from you press Right, Up, then keep pressing Right to exit.

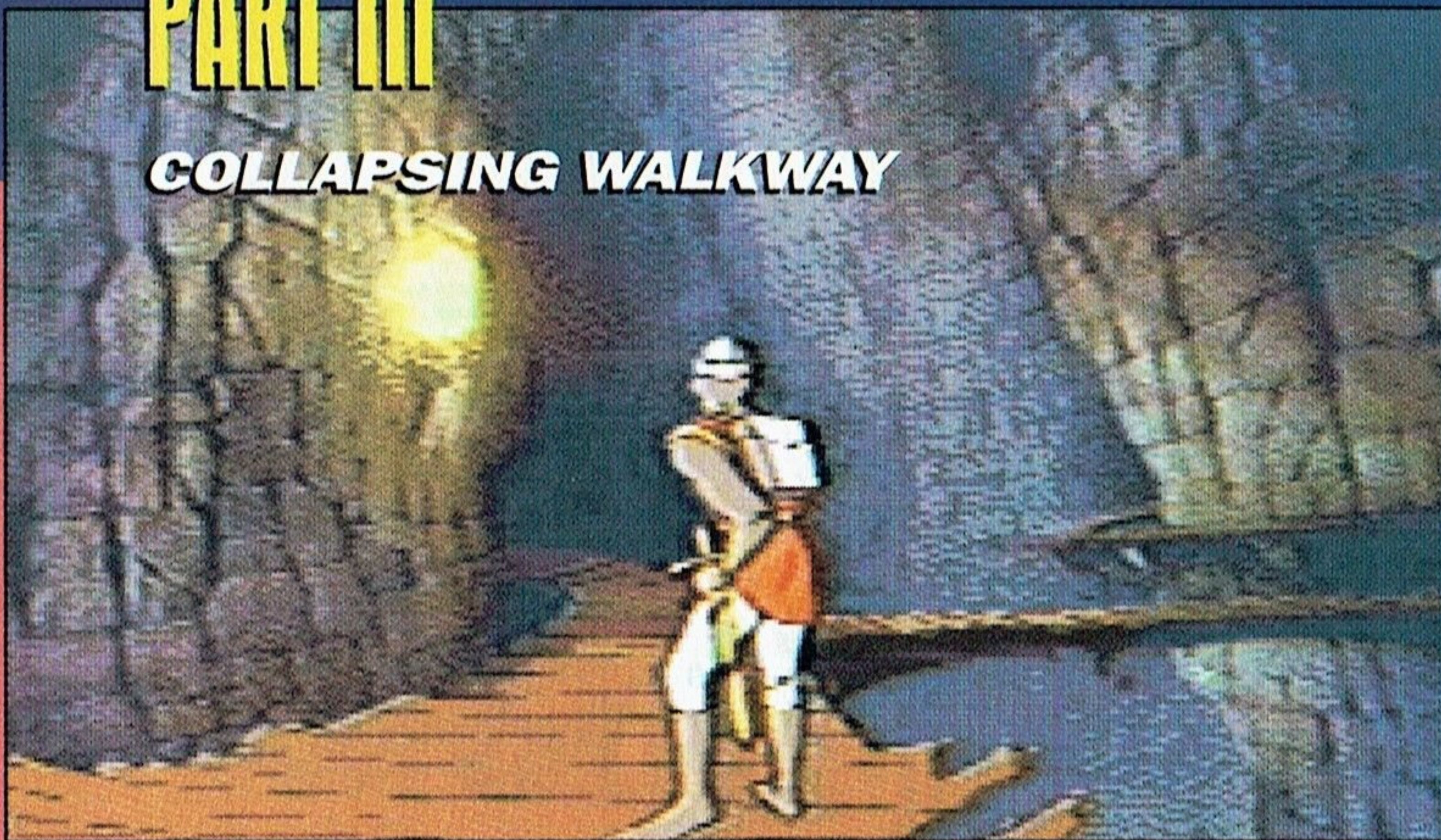
SLIDING STAIRS



▲ Left, Sword, then Left (halfway through the swing), and Left when the hole flashes.

PART III

COLLAPSING WALKWAY



▲ Up, Up, Sword, and Right after the bridge flashes.

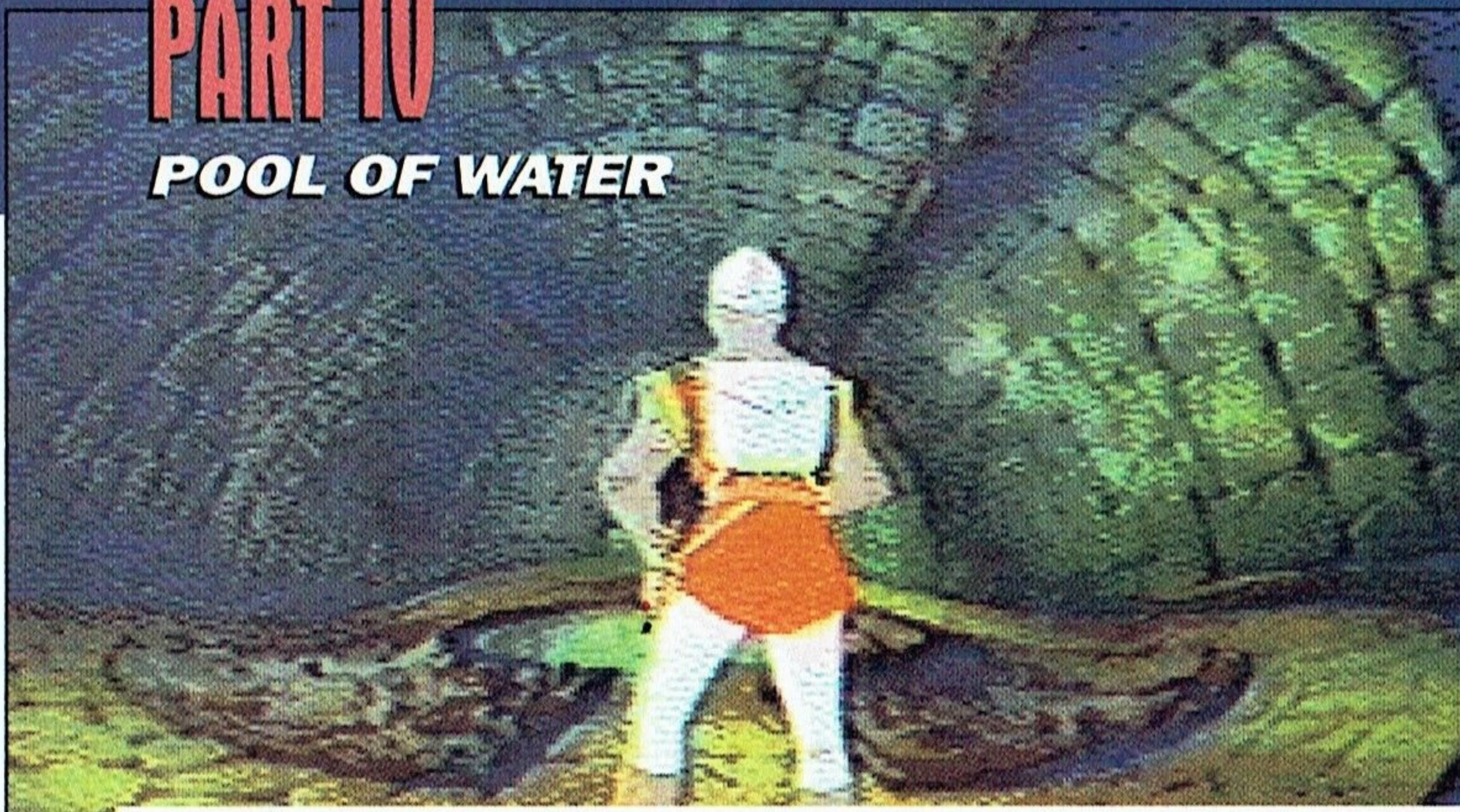
FLYING HORSE



▲ To avoid the flames hit Right, Left, Right, Left, Left.

PART IV

POOL OF WATER



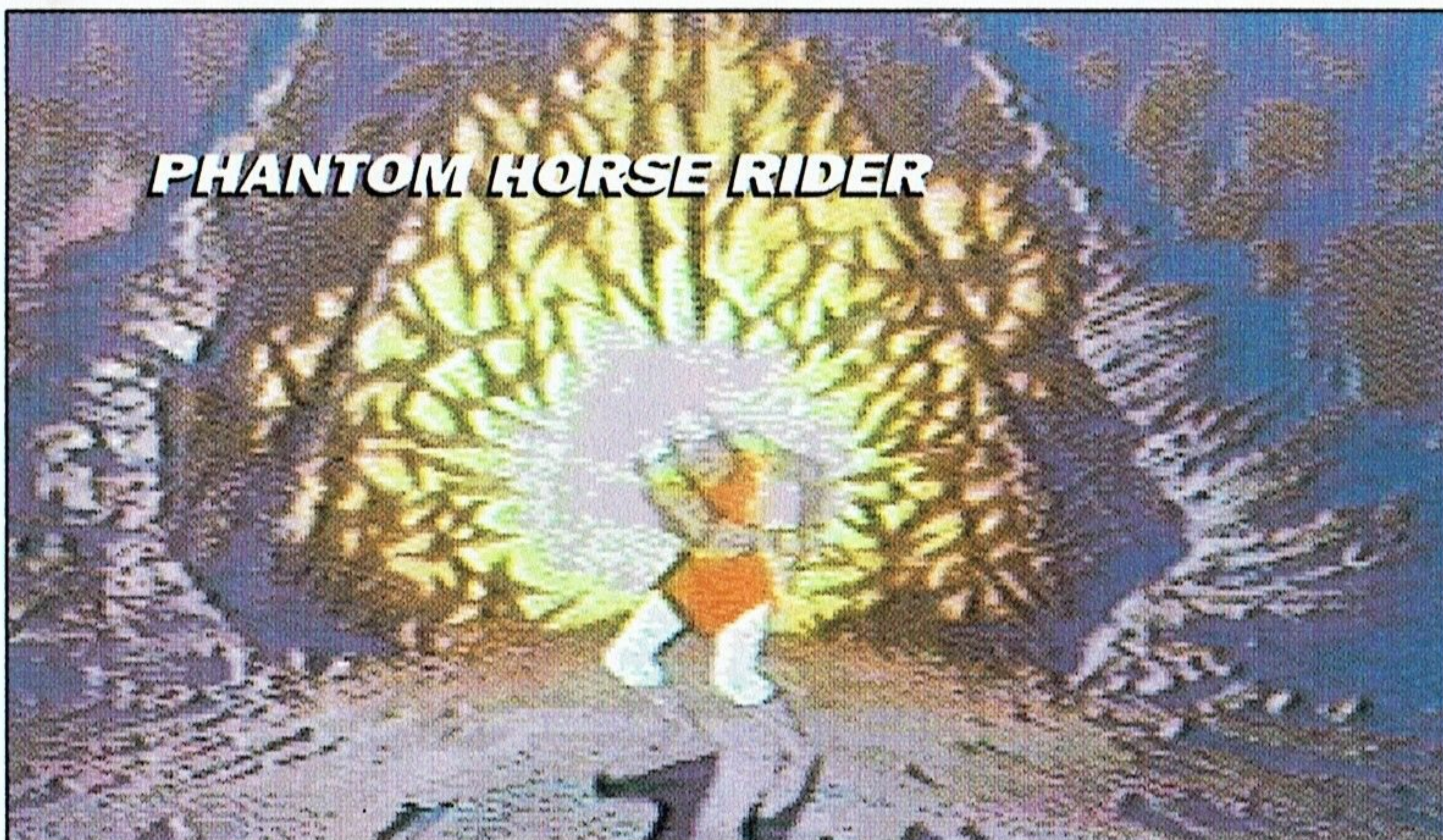
▲ Left, Up, wait until the floor starts to collapse then hit Right, Up, then Left when the tentacles come out, Up, Sword to kill the spider, and Up to escape.

CHECKERBOARD CORRIDOR



▲ When the fire spreads press Down, Up, Left.

PHANTOM HORSE RIDER



▲ Wait until the roots come out of the ground each time and hit Left, Left, Right, and Right to go through hole.

ELECTRIC ROOM



▲ Right Down, Up, Left, Left.

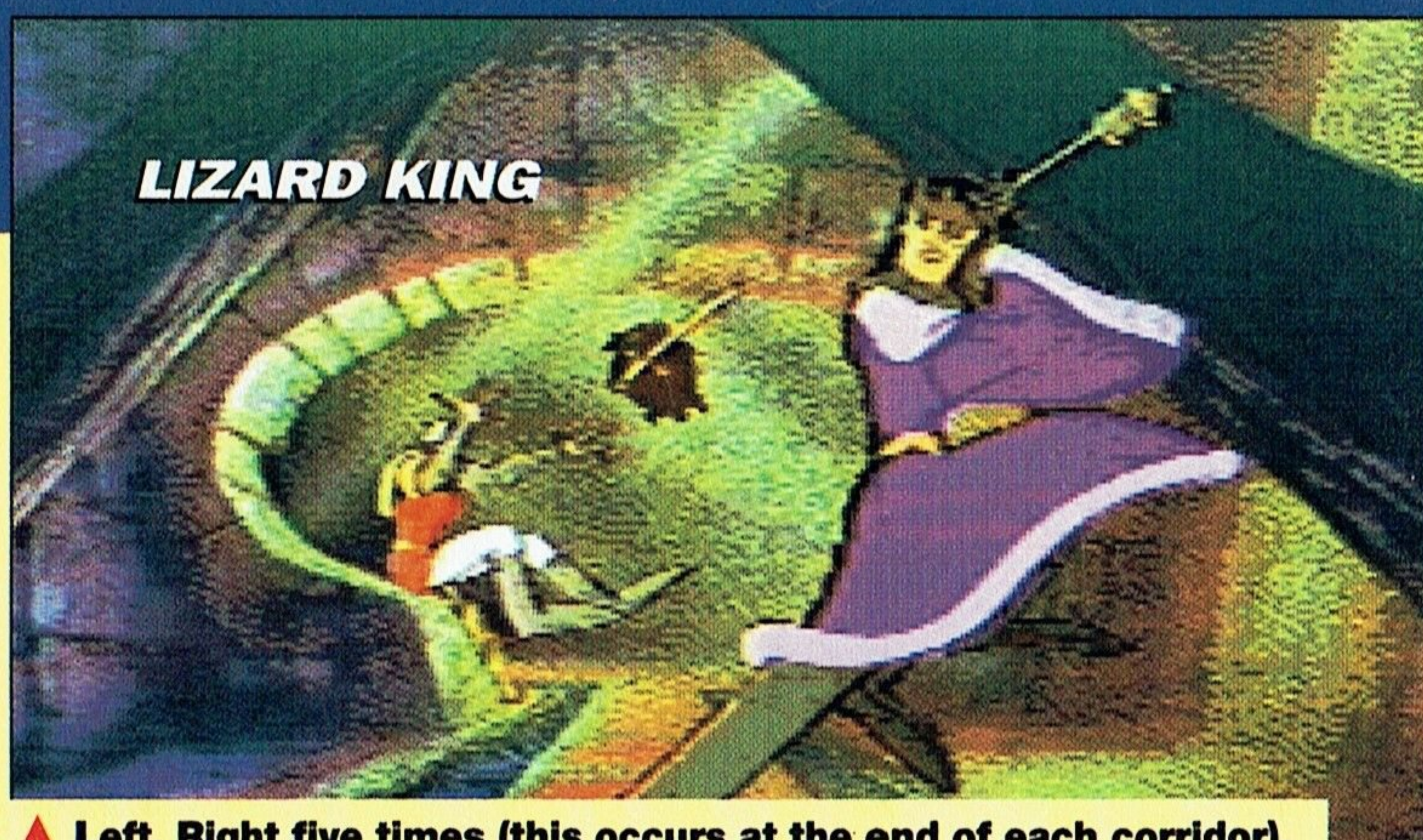
PART V

THE BLACKSMITHS



▲ Keep pressing Sword to avoid flying objects, then when the anvil lifts up hit Left, and then keep hitting Sword until the end.

LIZARD KING



▲ Left, Right five times (this occurs at the end of each corridor), then Up, (the next bit needs to be done quickly and is fairly tricky) Sword, Left, Right, Down, Sword.

PART V

SKELETON HALL



▲ Up, Sword, Up, Sword, Right, then Sword in the next room.

DRAGON'S LAIR

Gamebuster

PART VI

MUD MEN



SPINNING BATONS

▲ Keep pressing Up to get through the batons, then Sword, Down, Up.



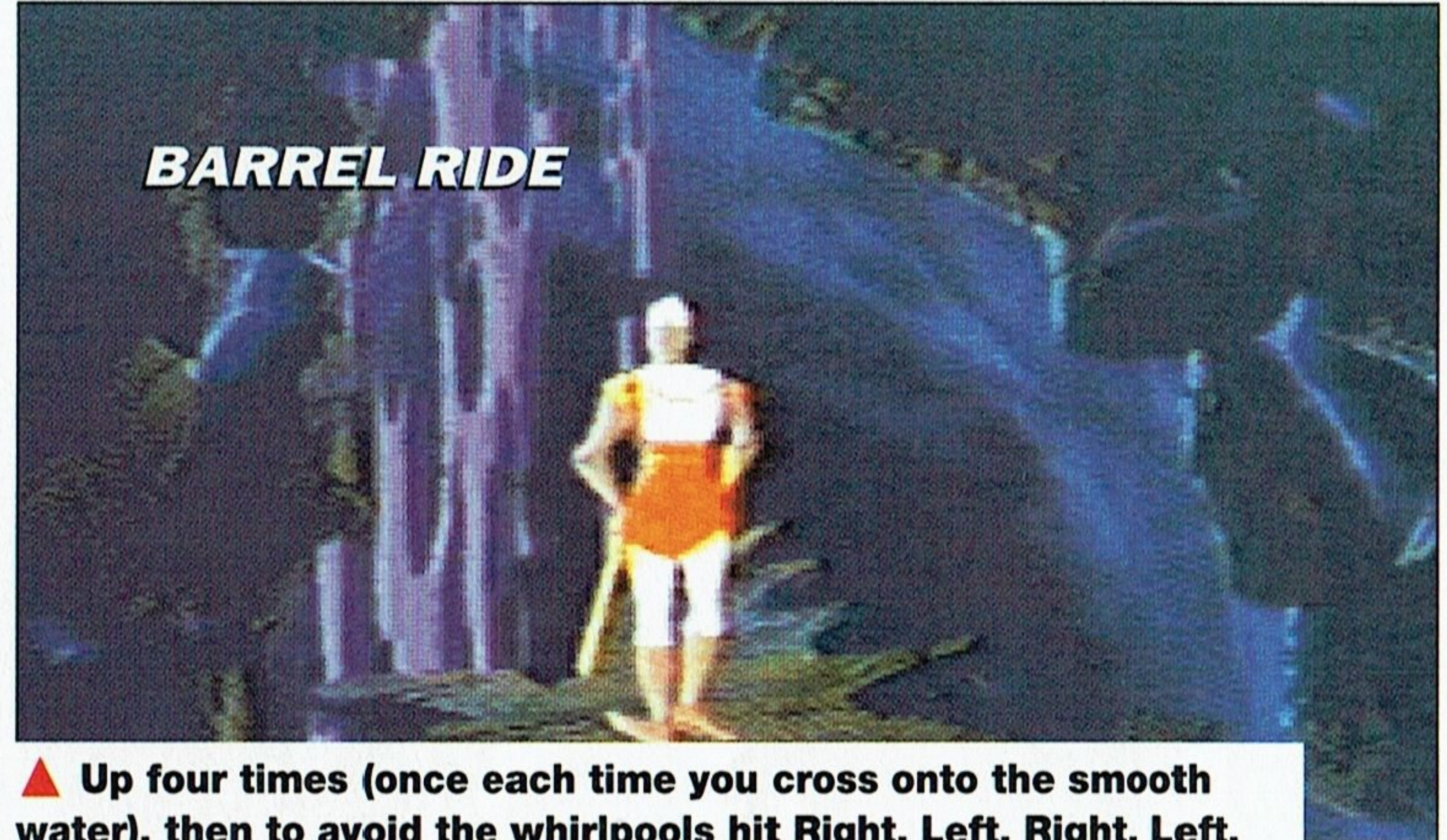
▲ Sword when the mud men surround you, then Up seven times (if you simply keep pressing Up rhythmically, you'll be OK).

ROUND CAGE



▲ Up, Up, then Left to cross the bridge.

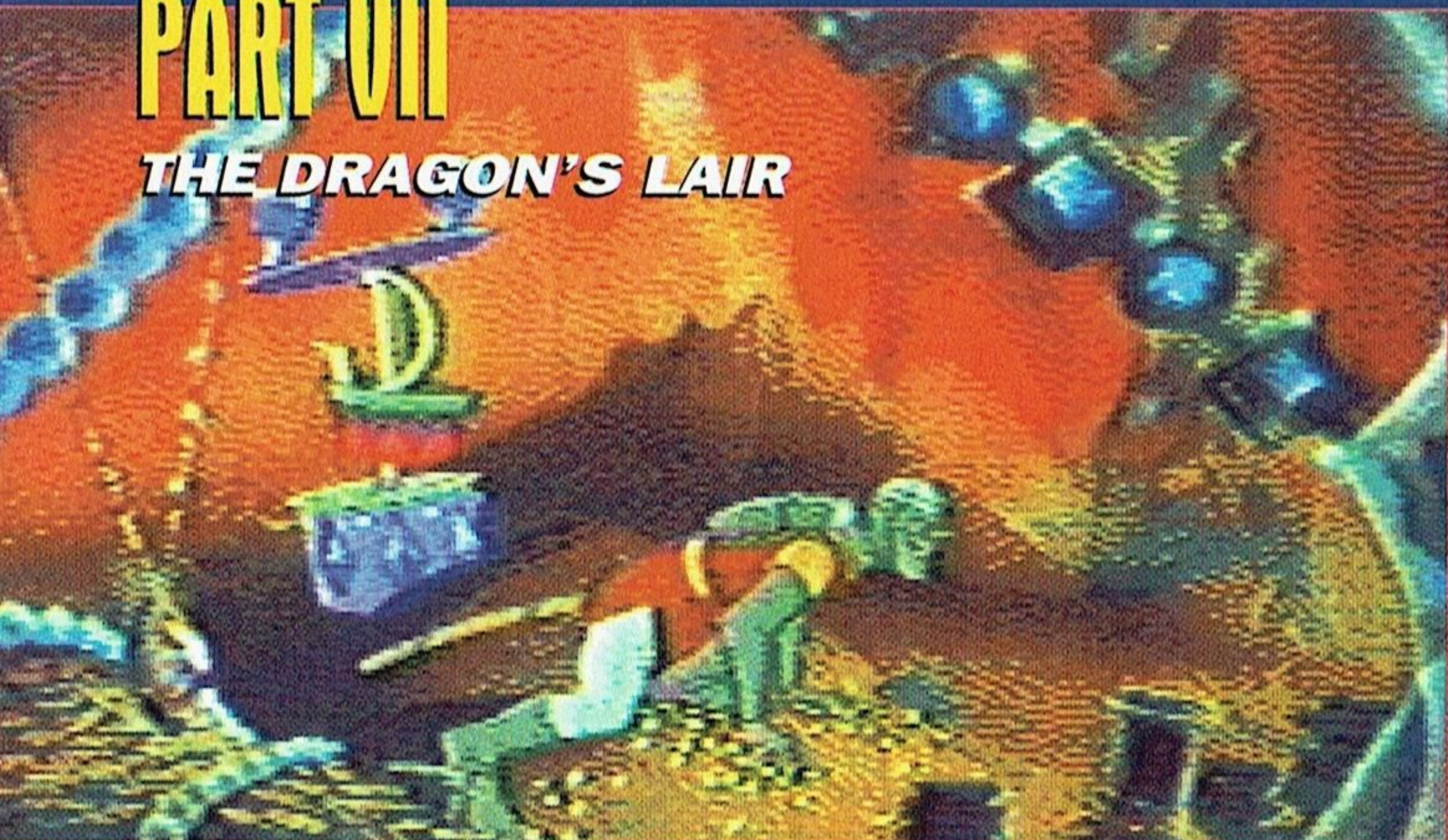
BARREL RIDE



▲ Up four times (once each time you cross onto the smooth water), then to avoid the whirlpools hit Right, Left, Right, Left, then Right to grab the chain.

PART VII

THE DRAGON'S LAIR



▲ Up to steady the goblets, Left on the blue box, Left to avoid the dragon's fire, Down to catch the goblets, Down, Down, Left



to avoid the claws, Up to jump the gold, Down when the claw comes over, Right to avoid the fire, Sword, Sword, Left, Sword.

ECCO 2

THE TIDES OF TIME



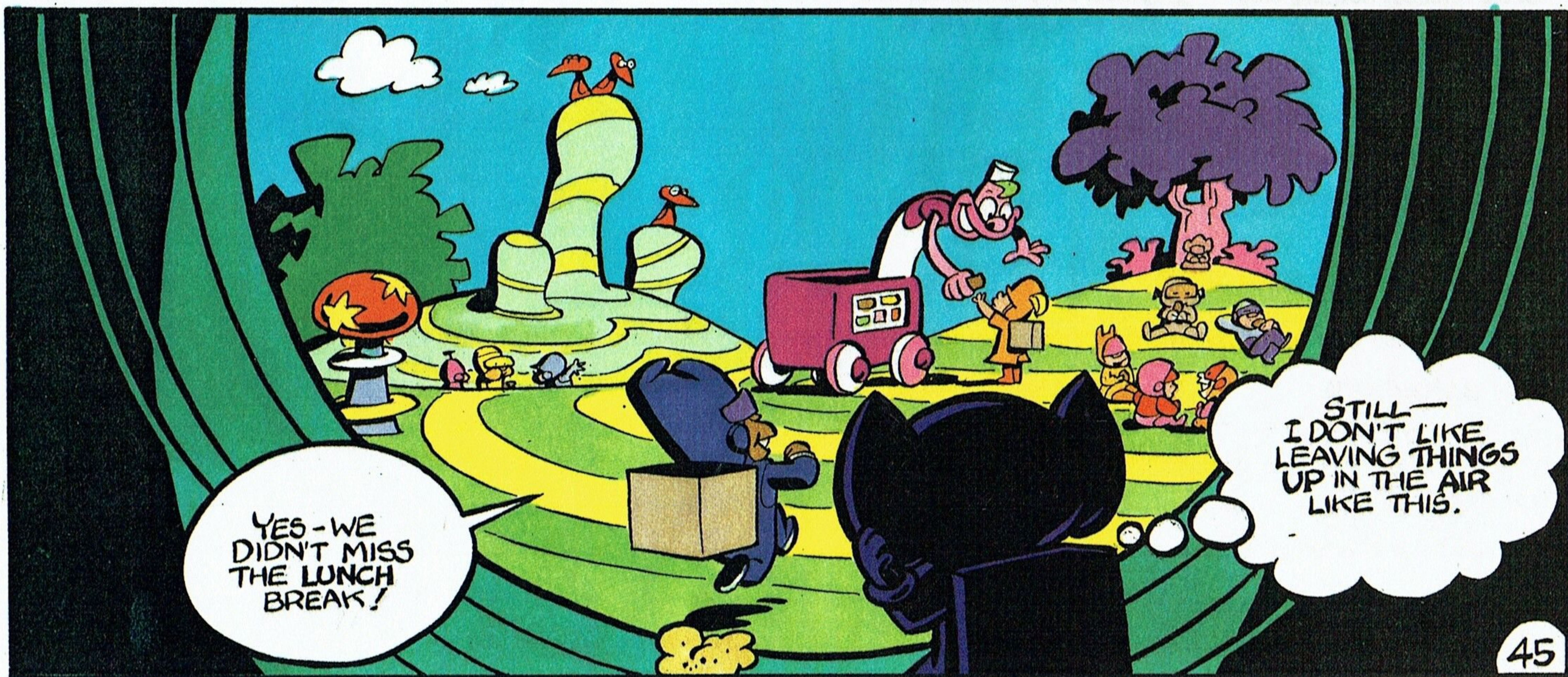
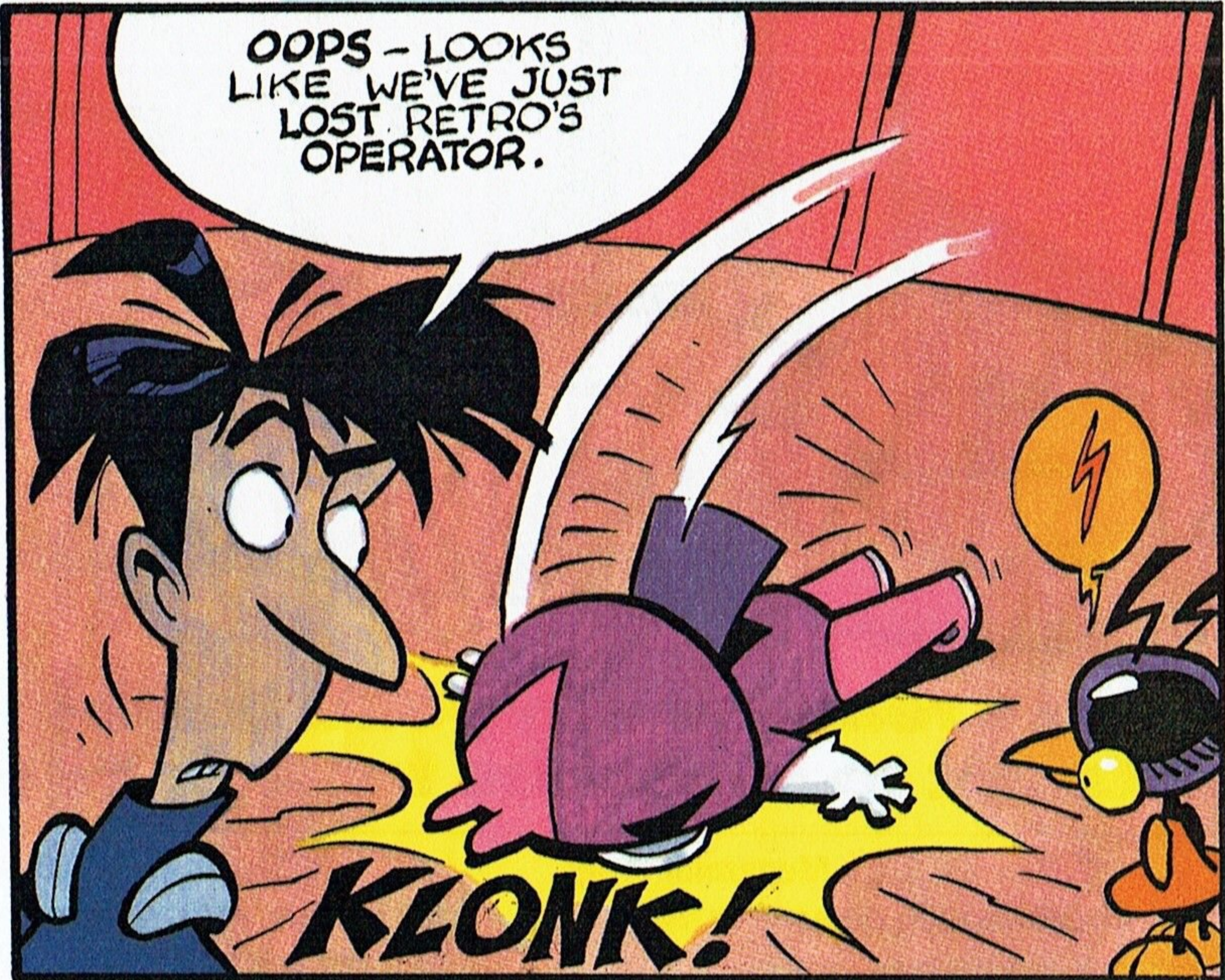
SEGA

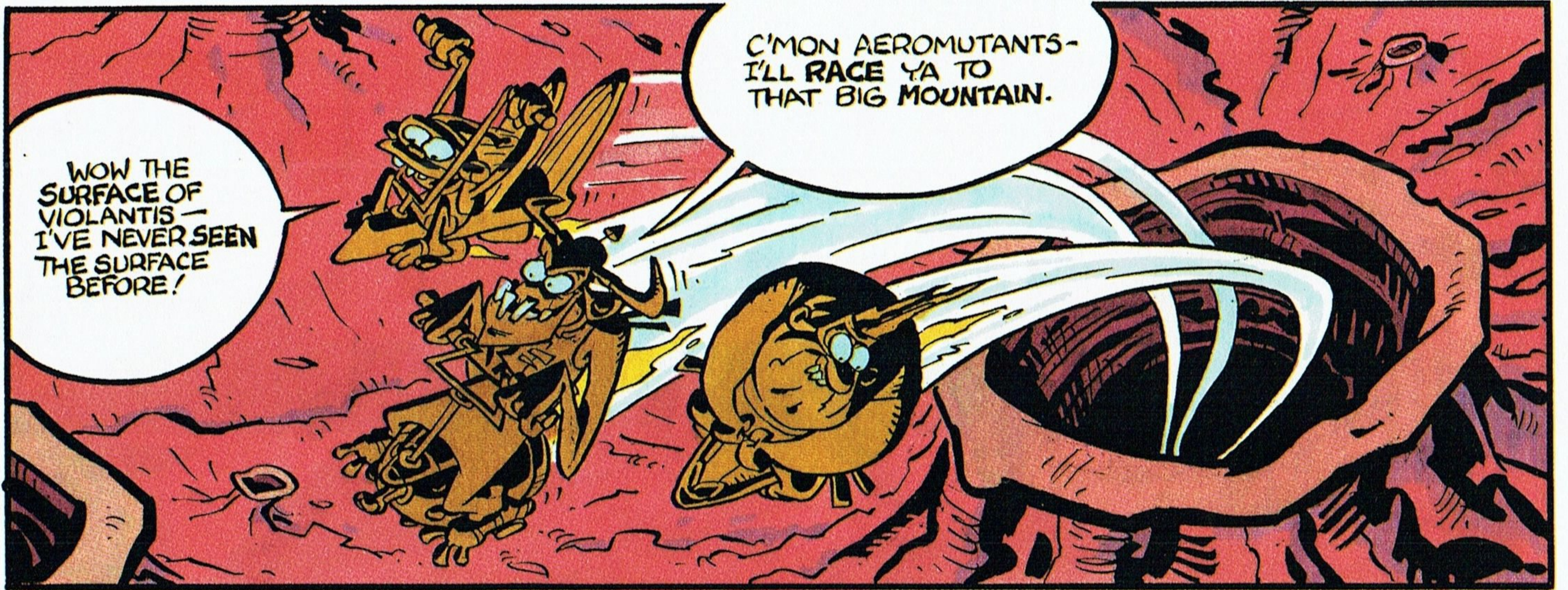
MEGA DRIVE

REX VECTOR

BY FIL BARLOW
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REX HERE. THE GANG AND I ARE TRAVELLING INSIDE A ROBOT FISH. NOW THAT WE'VE ENTERED THE BLANK ZONE THE FAULTY ETHIC CIRCUITS I TOOK FROM SOME ROGUE ROBOTS HAVE BEGUN WORKING PROPERLY....



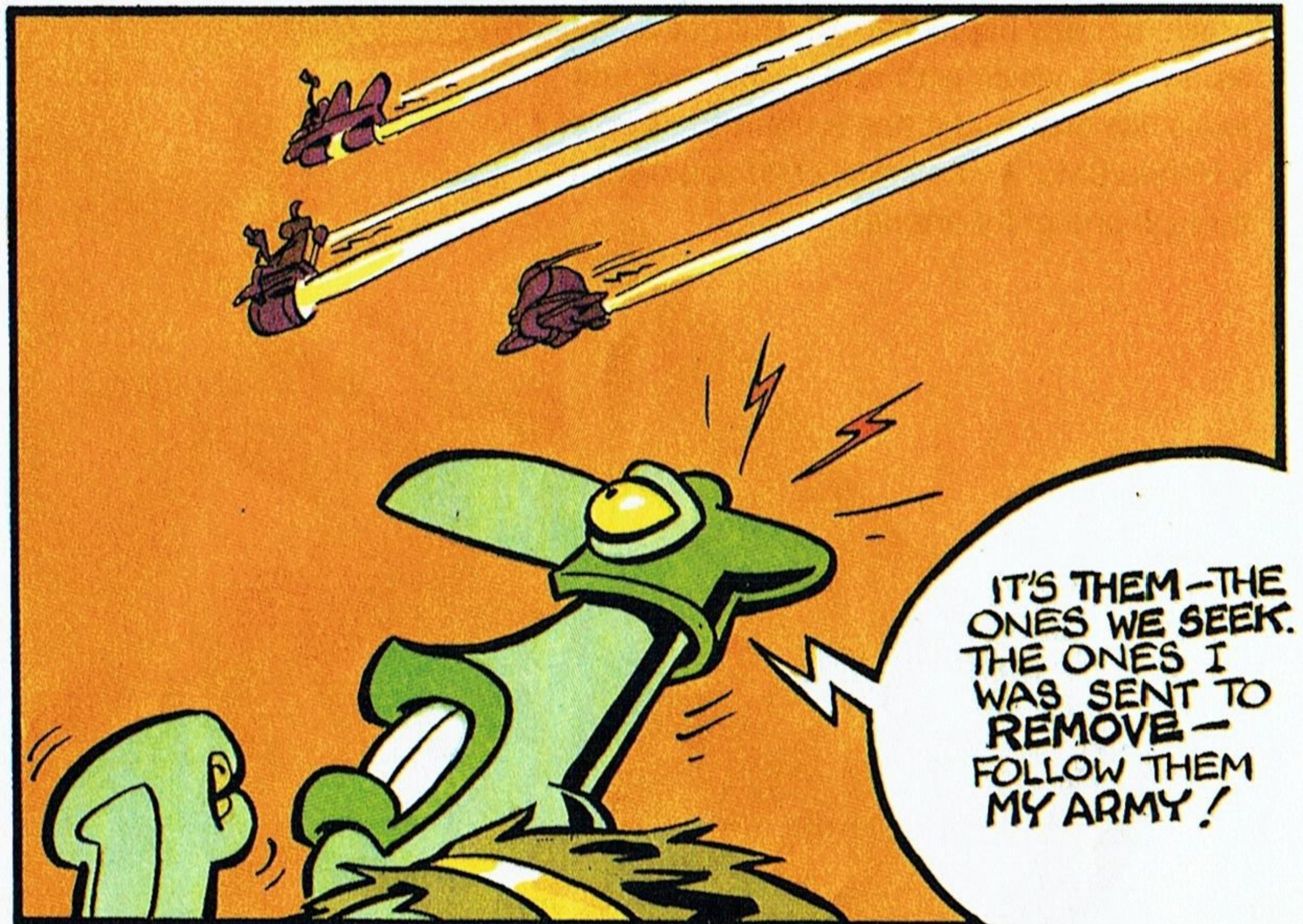


WOW THE SURFACE OF VIOLANTIS I'VE NEVER SEEN THE SURFACE BEFORE!

C'MON AEROMUTANTS- I'LL RACE YA TO THAT BIG MOUNTAIN.



LOOK BIDDLE TRUNT (OUR BRAVE LEADER & DEFEATER OF COMMANDER ARRIS) I'VE SPOTTED THE FLYING THINGIES!



IT'S THEM - THE ONES WE SEEK. THE ONES I WAS SENT TO REMOVE - FOLLOW THEM MY ARMY!



YAHOO

FORWARD MARCH TO THE HOLEY MOUNTAIN!

SHALL WE ATTACK THEM COMMANDER ARRIS?

NO NO - WE'LL WAIT - THEY WON'T LAST LONG WHEN THE VERGON DEATH TOWER FINDS THEM.

END OF FIRST BOOK



GNYUMMY

SCRUNCH

GRAB

WONK!

(ETC..)

PS. FOR MORE INFORMATION ON REX VECTOR OR OTHER COMICS BY FIL BARLOW WRITE TO: KINETIC COMICS P.O. BOX 2021 BARDON. QLD. 4065

Fish of the month!

"Oh bugger, it's time to do End Zone again!" said Adam.
"Do something with fish," said Matt.
"Mmm, fish," said Duane.

The Mackerel

In common with many fish, the mackerel lives underwater. So does the barramundi, which is pretty big as fish go. But not as big as a whale, which isn't really a fish but just looks like one. And it has a heart the size of a Honda Civic. And a small child could crawl through one of its arteries.

Pamela Anderson

Not strictly a fish. In fact, not a fish at all, but she is a bit of a water babe and very tasty indeed if you know what we mean and we think you do! Especially good with a barrel of jellied eels. While we're talking of eels, some are electric, and require four 'AA' batteries to work.

John West Tuna

Pipping Hayley Lewis (but only just) in the final round of votes, this fish comes conveniently packed in a tin, so you don't have to bother with sitting out at sea for hours on end before you can even think about tea. Try it with mayonnaise, mushrooms, and chives on toast. Alternatively, just be sick on the toast for very much the same effect.

Sherman tank

Some fish live in tanks, like this one, apart from they're made of glass. And don't have guns. Fish relieve boredom by being thick and having a two-second memory span. Thus, when they get to one side of the tank from the other, they think 'This is unreal, I've never been here before!'

Compo Winners!

Lots of winners, not much space. Well, some winners, and not much space to spare on competition bollocks. You see, we had to fit Pamela into the layout! Anyhow, here they are.

Pete Sampras Tennis: Joe Ibrahim, Liverpool, NSW (Joe gets four joypads as well); David Croft, Blacktown, NSW; Tracey Stratton, Lynwood, WA; Michael Hay, Wyoming, NSW; Ben Djebovic, East Roseville, NSW.

Pro Control 6 joypads: Jon Bell, Stoneville, WA; Nicholas Wimble, Cremorne, NSW; Heather Wyllie, Buderim, QLD; Mark Hewitt,

Croydon Hills, VIC; Jack Wang, Caulfield North, VIC.

Kinetic Comics: Luke Sullivan, Baulkham Hills, NSW; Christopher Kariofyuios, West Brunswick, VIC; Adam McBain, Broken Hill, NSW; Jarra McGrath, Church Point, NSW; Garth Ivers, Lota, QLD; Laurence Dodd, Kingston, QLD; Adam Solomon, Bondi, NSW; Victoria Rodda, Darwin, NT; Dallas Morgan, Bundaberg, QLD; Adam Jones, Grafton, NSW.

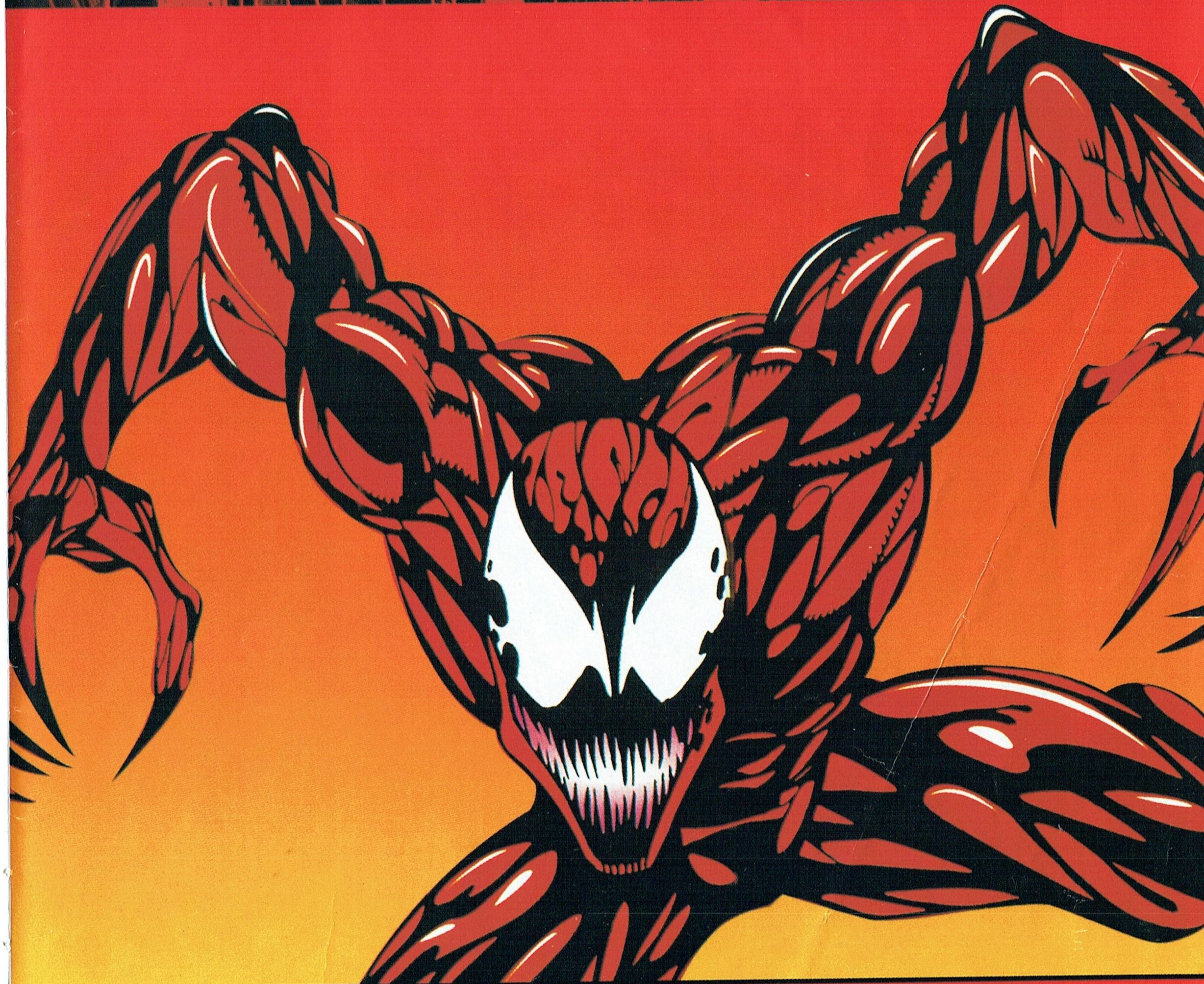
Floor Basketball cards: Aaron Mackrill, Riverside, TAS; John Guppy, Brighton, VIC.

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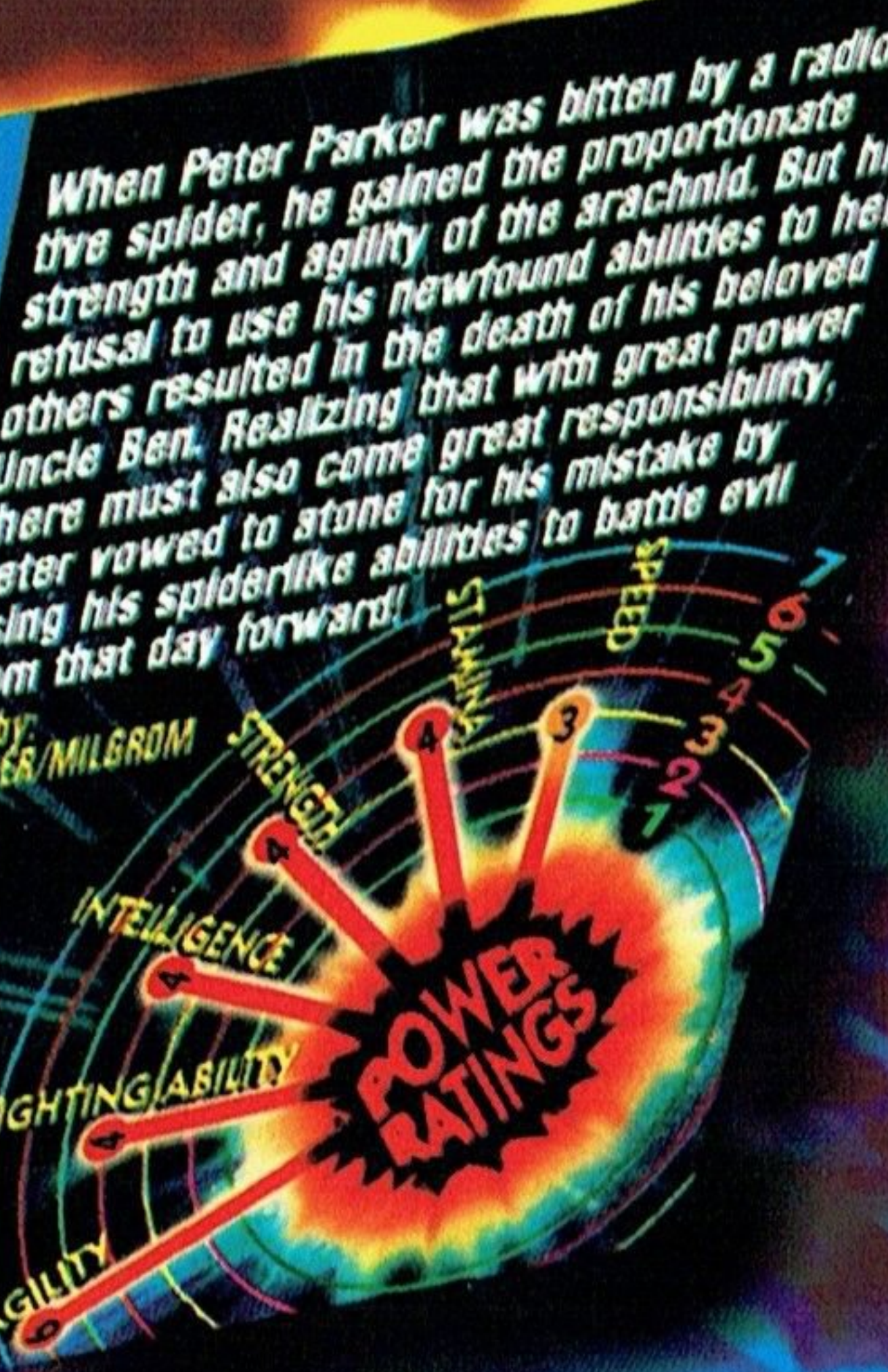
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