

MEGAZONE

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KID CHAMELEON...
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Sherlock Holmes-
we investigate
the CD

CHECKOUT
OUR RED HOT:

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ZONE!

have
YOU
SEEN
THIS ?
.....

HOOK:
the game!

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THIRD EYE on
CYBERSPACE

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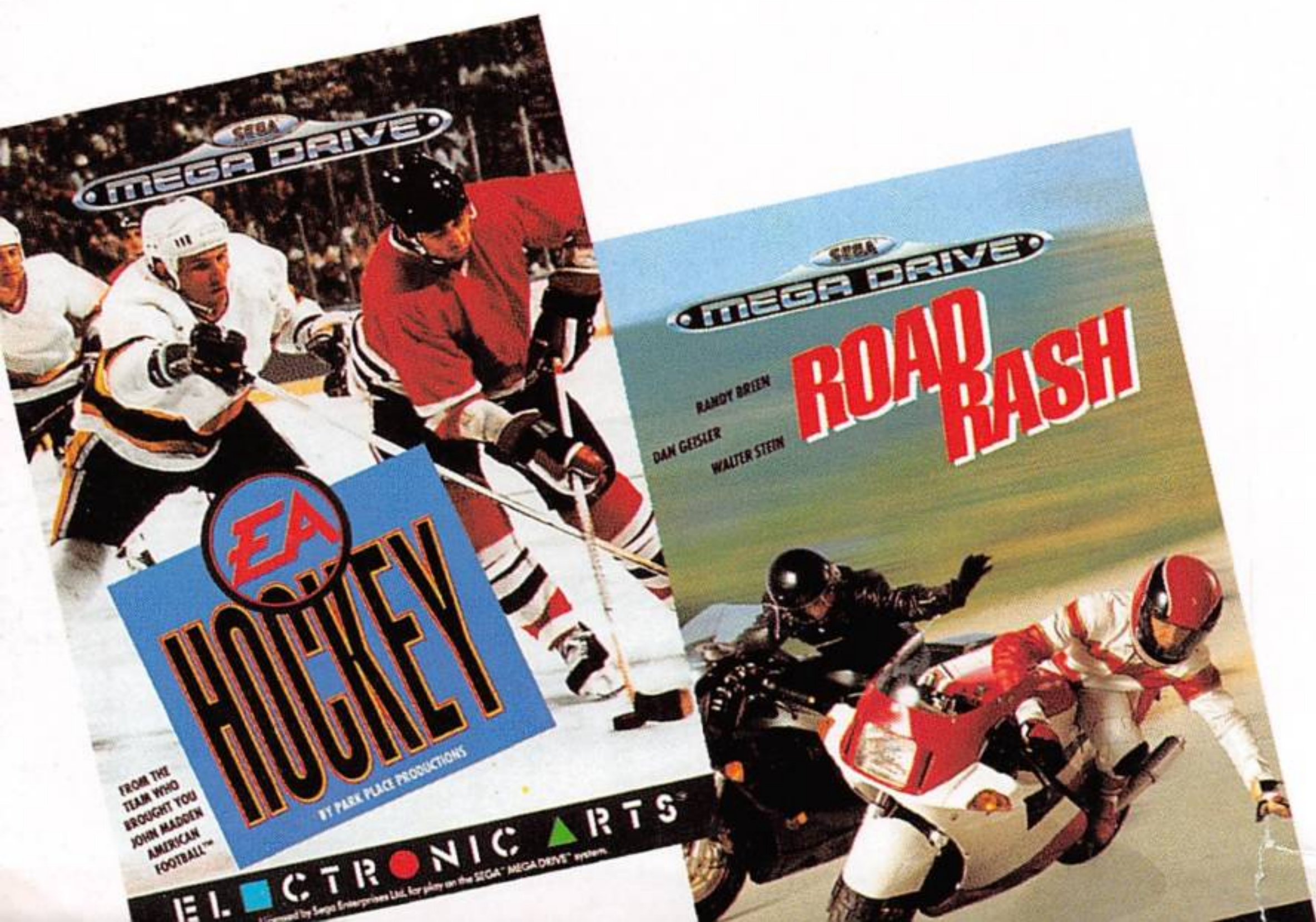
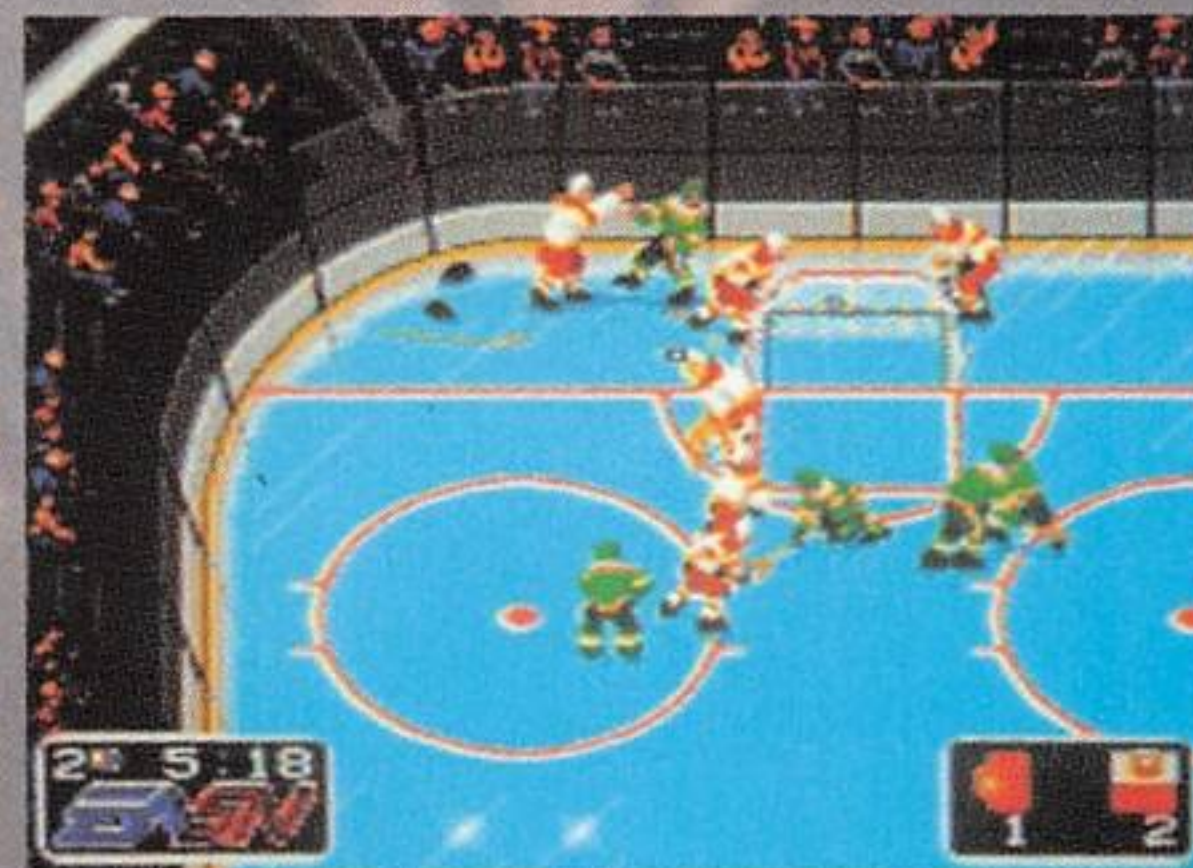
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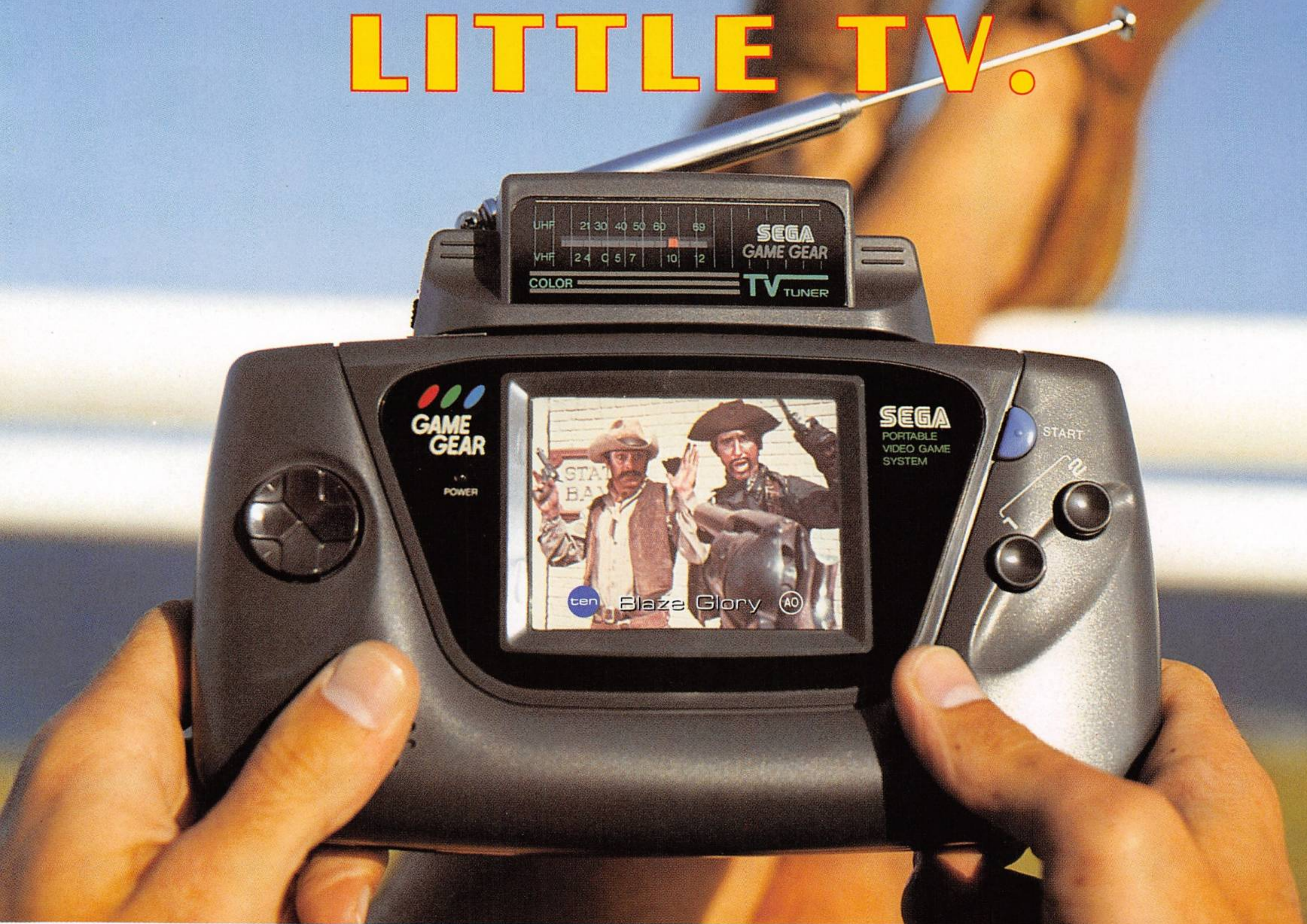


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So if you're looking for the ultimate in portable entertainment, remember, without a TV Tuner option you're only playing games.

SEGA
GAME GEAR
Serious Portable Fun

Yo Mega Heads!

Welcome to another packed issue of your favourite mag and mine. Inside you'll find all the good old stuff - news, hints and tips (now 4 pages!), heaps of reviews and articles. Plus we've got a new ACTION ZONE, designed for all those console adrenaline junkies who want the latest, the fastest and the hardest action games around!

But that's not all that's new around here. There's another head.....er, I mean Ed on the Block. Who? Me! Stuart (Virgil to his friends) Clarke, has taken over the reigns of this 'ere publication. It may never be the same again!

Anyway, Craig Kirkwood the last Mega-Ed decided that he should try and expand his brain a bit more and has gone back to uni. Don't worry Craig, you're head's big enough as it is! (Just joking!) Everyone here at Megazone wishes him the best studying, partying, protesting....or whatever happens at uni these days.

Getting back to this issue we have a look at Hook, the movie and the game. Both look absolutely fantastic, so read our preview and check them out! After our sneak preview last issue, we review the Addams Family more thoroughly this time. Our sneak preview games for this issue are Aliens 3 (the movie and the game are coming out later this year - can't wait) and Kid Chameleon, where Marshall our American Correspondent fills us in on the Sega's latest blockbuster game that looks set to be massive.

Well, get to it, Mega heads!

Stuart Clarke, new Mega Ed

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Locked Bag 7 Rosebery NSW 2018

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NEWS ZONE

It's Good News for SEGA Owners

You may have heard of the late Robert Maxwell, the English business man who drowned after falling off his yacht in, shall we say, "questionable" circumstances. You may not have known however that in his enormous and extremely reputable business empire he owned a company called the Mirror Group, of which Mirrorsoft (the people behind heaps of great Sega games) were a part.

Anyway the point is that before Maxwell died he ran into money problems because of some dodgy dealings and was forced to undertake drastic cutbacks, one of which was Mirrorsoft. Yep, the whole thing got the chop. No more Mirrorsoft, no more Image Works...no more games! Games like Speedball, Speedball 2, Xenon 2, Back to the Future 2 and 3 which were in production, were gone at the stroke of a pen.

But I'm being unnecessarily cruel here. The good news is that a company called Acclaim have brought up all of Image Works' games, so they're back in production and the only difference is that when released they'll have Acclaim's name on the box.

Hang on a minute though. Aren't



Acclaim the same software house that is famous for releasing heaps of great games for the Nintendo NES? They sure are, so the news is even better for Sega owners, because they're not satisfied just releasing other people's games and so now plan to release their Nintendo games on the Sega.

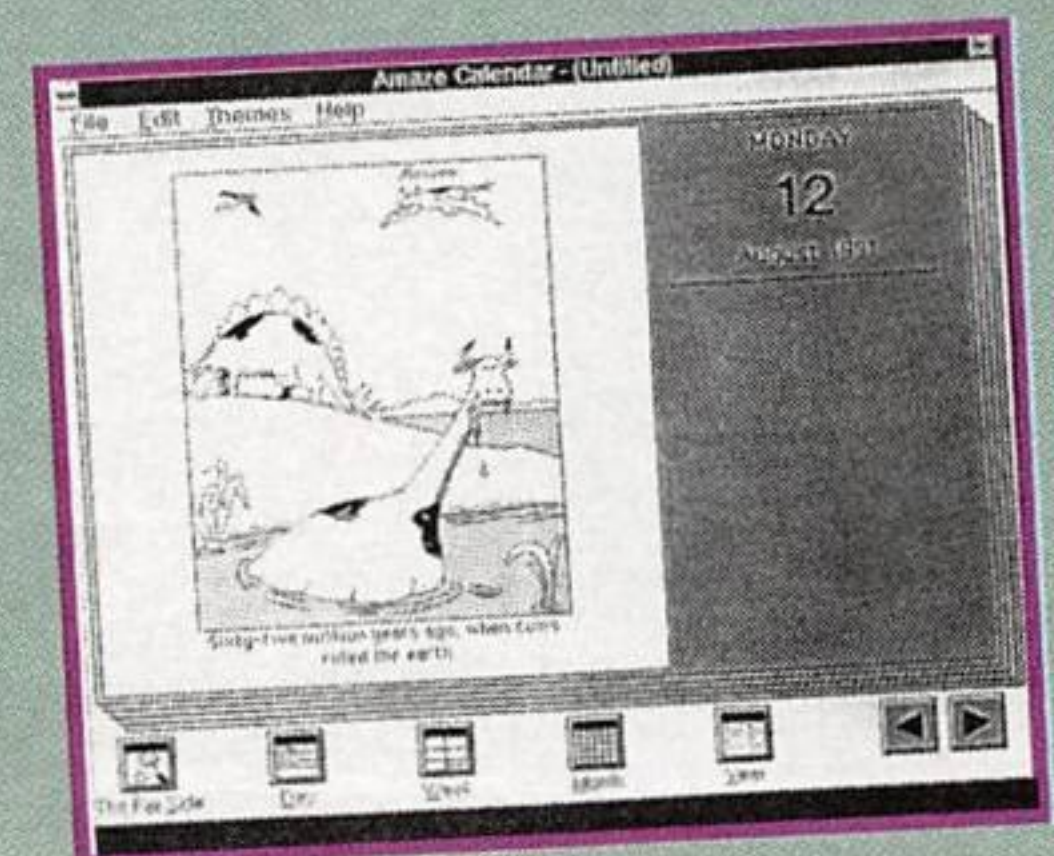
So in 1992, lucky Sega owners, expect to see some favourite Nintendo stars on the Mega Drive, Master System and maybe even Game Gear. Titles on their way include Terminator 2, The Simpsons: Bart versus the Space Mutants, WWF (World Wrestling Federation), Arch Rival Basketball and Ferrari Grand Prix. Stay tuned to Megazone for confirmation of releases.

Good-bye Mirrorsoft! Hello Acclaim!

THE GRASS IS ALWAYS GREENER ON THE FAR SIDE

You've seen the cows hanging around, discussing the weather, heifers, that sort of thing. You've seen the aliens interfering in our daily affairs, the wild and the wacky. Now Gary Larson's work comes to the personal computer, and in a way guaranteed to be just as bizarre and funny as in print. Amaze Inc's "Far side" Calendar for the Macintosh masquerades as a daily guide and information centre. Just as in the ordinary, pop it up to check appointments made, notes catalogued, days of the week laid out in a neat little row. A day-organizer featuring four views: Day, Week, Month, Year. Where it gets funky, though, is that inhabitants of Larson's "world" are also there - lurking about - and they have a habit of popping out when least expected. Meaning animated characters doing their thing even as you try vainly on the computer to do yours..

There's the special mode that lets the elephants and others "escape" from the calendar and roam through the computer screen - making random guest appearances. Nothing like a flock of penguins on an ice floe waving "hi", as they float by to break your concentration. As the folks say, "Now you're just a click away from the Far side."



SIT BACK AND ENJOY THE SHOW!

SEGA Game Gear owners have been hearing for months about the rumoured attachment that will transform their zappy little games machine into a miniaturised TV.

The tuner has long been in the shops in Japan, but due to the difference between our television transmissions and theirs, their model was completely ineffective for picking up Australian PAL TV. Sega's development team had to go back to the drawing board and completely redesigned the tuner innards.

Well the wait is over because the TV Tuner is upon us. They've been sent over from Japan and will be in the shops now (or at any moment). They will sell at \$159.95, which is fantastic value considering the cost of other miniature TV's. This new extra feature pushes the Game Gear even further ahead of the Game Boy and Lynx. I mean it's so convenient; imagine sitting on the train, playing Sonic, when you suddenly realise that your fave

TV show is about to begin. Simply take out the game cart, plug in the TV attachment and tune it to the station you want. Then all you've got to do is sit back and enjoy the show!



SEGA MEGA DRIVE GAMES

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NEW AND USED

SOME USED TITLES AVAILABLE

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Golden Axe
Super Monaco
Strider

SOME NEW TITLES AVAILABLE

Streets of Rage
Sonic The Hedgehog
Flicky
Wings of War

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SNEAK PREVIEW

HOOK

NEVERLAND ON YOUR SCREEN!



It's always a bit special when a new Stephen Spielberg movie is released. And with an impressive track record, including *Close Encounters*, *Jaws* and *ET*, this should come as no surprise.

The new movie is called *Hook*, it's scheduled for release early in April, and promises the usual helping of Spielberg magic - the magic that made *ET* the highest grossing movie ever.

Not only has Ocean snapped up the highly desirable rights to the licensed computer title, but it has also gone out on a limb to produce its first ever graphics adventure. *Hook*, the computer game's release date, is scheduled to coincide with the film's release. It'll appear on the ST, Amiga and PC and will follow closely the storyline of the movie. There will also be a Nintendo arcade adventure that will be a bit "looser" in interpretation.

The movie follows an original screenplay based upon the classic children's tale *Peter Pan and Wendy* by JM Barrie. The original tale was penned in 1911, but the story is probably best known from the Disney animated epic, filmed in 1953.

All the main characters are here, but time has moved on somewhat since the original tale. (So how can time move on since nobody ever grows up in Neverland?) Aha! You'll have to see the movie for it all to become clear.

A reported \$80 million has been spent to get the feel and the look of the film just right. Apparently, the 10 miles of rope, 25,000 gallons of paint, 260 tons of plater and a million board-feet of lumber do the job admirably.

The story centres around Peter Banning, a successful 40-year-old American attorney, who has the business world at his feet. He's a yuppie through and through, and believes that anything goes in his quest for greater affluence. The cost of this success, however has been the alienation of his family.

Visiting London, Peter and his wife return home to find his children have been kid-

napped. In order to rescue them, he is forced to 'come to terms with the child within himself', put aside his hectic business concerns and travel to Neverland - a place packed with fairies, bloodthirsty pirates, a gang of boys who refuse to grow up, and some rather foxy mermaids. After an animated intro that sets the scene (er ... you could peek at the movie box of if you want a rough resume), the game opens with Peter hanging from a blanket in the middle of Pirate Town. From here on he's on his own - or rather you're on you own, because this is where you take over Peter's adventure in rescuing his children, defeating Hook and getting through all the subplots leading up to these objectives.

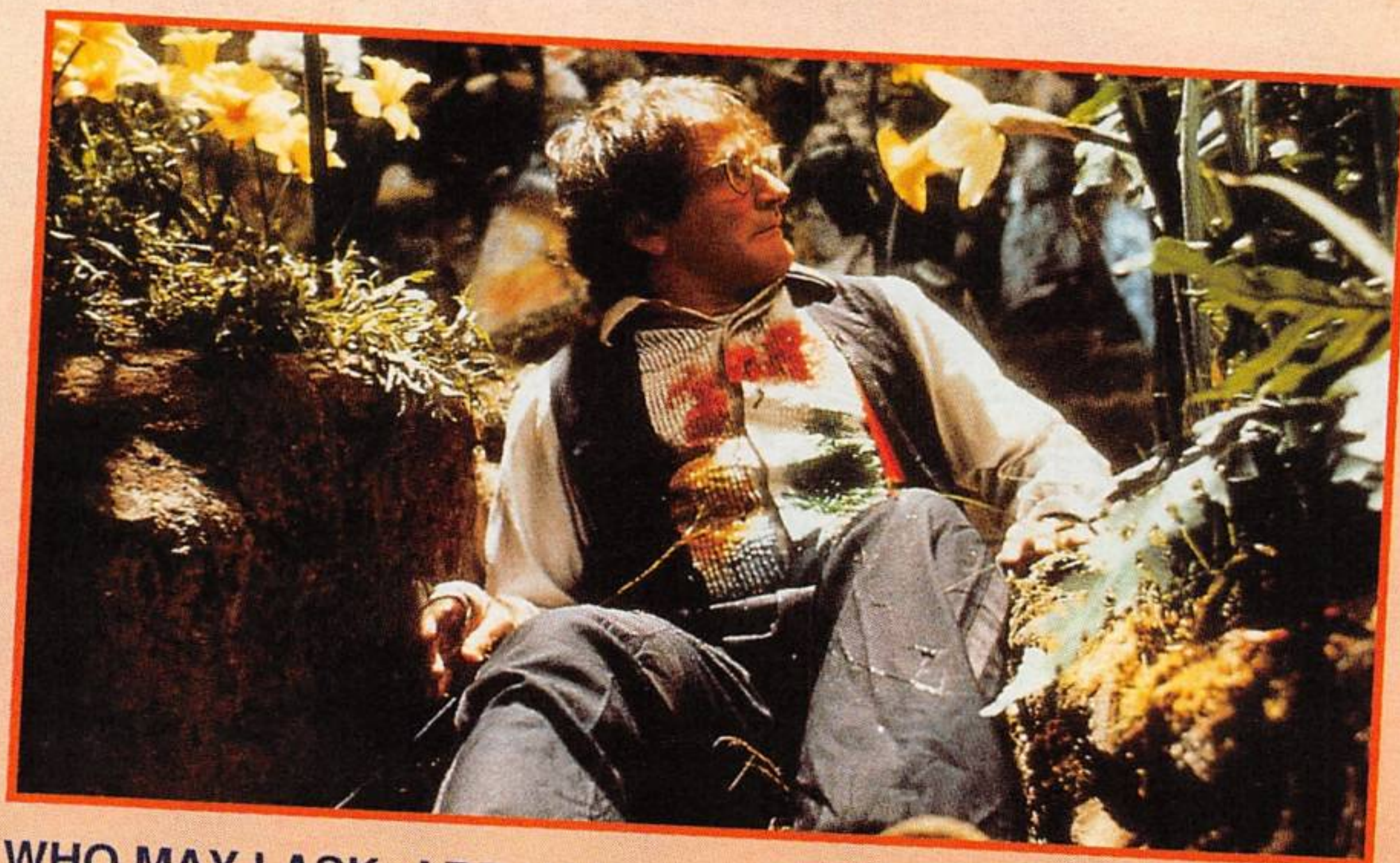
Your first task is to make yourself less conspicuous. I mean, lets face it - walking around in a pinstripe business suit in a town packed with the most villainous rascals and rogues?

Right, so you'll have to puzzle out how to get each item of appropriate pirate-type clothing, and this'll involve some rather high-flying antics! Hurrah!

The game will feature around 50 locations and about 30 people for you to interact with, including all the film's main characters - Peter (of course) Hook (quelle surprise), Smee (played by Bob Hoskins in the movie), Tinkerbell (played by the lovely Julia Roberts), Ruffio (who took over as leader of the Lost Boys after Peter Pan's departure) and Ace (another lost boy). The game will require you to return to several of the locations frequently, and some of them will be up to four screens wide, with much variety promised in terms of vertical and horizontal scrolling. In addition to this, a great deal of attention has been paid to the detail in the graphics and to embellishments such as animated activity in the background graphics. With loads of animation - including these animated backgrounds and that of the principal characters wandering about - and digitised speech in the pipeline, the game should be quite a treat.

The Ocean team have been influenced, to some extent, by existing games of this genre

OOK



WHO MAY I ASK, ARE YOU?

- not least Lucasfilm's two brilliant Monkey Island titles - and obviously Ocean is hoping to improve upon the standards previously set. For a starter, it hopes to have actor's voices digitised for all the speech in the game.

The screen is split into two - the top (larger bit) is devoted the graphics and bottom contains both the command icons and the pictures representing your inventory. The

inventory and command icons are drawn on a log which rotates when you wish to scroll down, showing off further items in your possession.

A point'n click interface helps you move Peter about some impressibly rendered backdrops, such as those shown here, and the command system will be icon drive. To talk to a person, you'll click on the Talk To icon, then on the person you wish to converse with. You'll be presented with a selection of phrases to choose and use. By clicking on action icons - Walk To, Talk To, Use etc, combing these with objects appearing in

your inventory next to the icons, and then on the objects to use them on (or with), you'll figure your way around the puzzles you encounter.

So, it's in your hands. Can Peter rediscover himself sufficiently to be a worthy challenger to the dastardly Captain James Hook? Even if he overcomes Hook and his pirate entourage, will he be able to win back his children's affections and reunite his family? And how the jiggery is he going to find a way for the kids and himself to get back to foggy old London town?!

Adapted from Zero Magazine





The Mail Bag

The bag is hungry! and waiting for your letters. Send to:
Megazone Mail Bag, Locked Bag 7, Rosebery, NSW 2018

SPIDEY TIPS

Dear Megazone,

You mag is great and the tips are helpful. How about having 4 pages of them? As to Bens' letter in Jan/Feb issue about not enough ST reviews, it's a great machine and I have 50 games for it.

I was wondering how to get past the anchor on Aquanaut and do you have any tips or hints for Spiderman on the Master System?

Rob, Dubbo NSW

You read our minds, Rob. Hints and Tips are so popular we've expanded it to four pages from this issue, which means that we're going to need heaps to fill it up. If you've got a tricky hint you should share send it in to us. And as for the ST we've got a review for Gauntlet III on the ST on page 59, but sorry I've never played Aquanaut so can't help you there. As for Spidey, to kill Electro stay on the concrete floor, jump to avoid his blasts and fire off webs. There's always a life icon to the right if Spidey needs it - Ed

SUBSCRIBE

To all the dudez at Megazone,

I'd like to congratulate you all for the cool mag you have, and I am sure that I speak for everyone when I say that you have come so far with your legendary mag, and for the measley 15 bux I spent, it arrives in my mail box every month, even b4 anyone can get it at our newsagents.

What I really want to ask is that I have seen many software clubs in other UK magazines, that sell software cheaper than that in their shops (I've seen Elite advertised for 9 pounds, 20 bux Aus). I have thought about ordering overseas, but if there are any such clubs in Australia that operate the same way (mail order), then could you please advertise them in the reply to this letter? Any of these clubs advertised may deter piracy in some way by encouraging people to buy instead of copy. Also could you please consider having a section in the back of the mag where stores can advertise their prices? This would both add to the readability and the thickness of the mag (I think thickness is important), Anyway keep up the legendary effort, READERS SUBSCRIBE!

Ben Prendergast (Comet), Vic

Thanks for your choice compliments Ben, and I agree, size is important, but as I've learnt over the years it's not what you have, it's what you do with it. Who knows we might get really excited one month and get thicker, but only if

people do what you suggest - subscribe! There are mail order services such as the Games Wizards, Gamesmen and Computer Spot, but they are not cheap. If anyone is part of a software club write in and we will include it in our new classifieds section which will be starting soon - Ed

INNOCOUS INSULTS

Dear Megazone,

Having just read the "letter of the month" for Jan/Feb '92, I must agree with you telling her to rack off.

I'd like to see more insults in letters in the future you fart sucking pooball.

Sincerely

Jasper the genius

P.S. It was a waste of trees writing this letter, so please print it.

It certainly was a waste of time reading your letter, and I suppose I've just wasted a bit more tree printing it. Get stuffed, bogey-breath! - Ed

GLOBAL NAUTS

Dear Megazone,

I've been reading Megazone ever since ol' Steve Merrett was editor, and I must congratulate you on transforming it into the best (and cheapest) computing entertainment mag around.

Okay, now that my attempt of social chit-chat is out of the way, I can begin to ask you some questions ...

1. Could you give me the names of any IBM compatible PC's which are generally good at everything (programs, games, graphics etc.) but are not too overly priced that they could run the NASA programs.

2. Who is Jasper Juggernaut? (issue 19)

3. Is Casper Cybernaut a relative of the above? (Pg. 6, Issue 19)

4. If so, does this mean there is a whole family of "Nauts" around the globe?

5. And, what has all of this to do with my original question in the first place!!!!?

Yours Nautilly

Chekov Cosmonaut, (Russian Correspondent)

Chekov; I've just spoken to Jasper and Casper and they think you might be their long-lost Russian cousin, so you've got them a bit excited. Anyway 1. Try an AT (16MHz) or a 386(25 MHz) - both are pretty good 2. Jasper may be your German cousin. 3. Casper is a relative of Jasper and maybe of yourself. He lives and works in America. 4. Yes, including

yourself, there is also Ariel Aeronaut, who comes from England and wrote the Shadow of the Beast review in this issue. There are probably thousands of "Nauts" world-wide. 5. Who knows? - Ed

LARRY LOSER

Dear Megazone,

So far I have entered 3 of your comp's and I haven't won one yet! Why not?, and as if that's not enough, you never answer my questions either! So there! So for the last time PLEASE answer me this - What makes a good game? And can you please do a review on IBM's as I am sick of buying other magazines (which if I may say aren't nearly as good as yours - suck, suck) just for their reviews on IBM's. And is there any one who could please tell me how to answer Aziza's questions in Hero's Quest 2?

Yours faithfully

David M

You haven't won anything because you're just a big fat loser! And I don't want to be seen talking to a loser, so I don't answer your questions....Just joking! I don't really know what makes a good game, as everyone has slightly different taste, but we think our rating system covers about all everything required for some good fun. We do have IBM reviews in every issue and most games on the Amiga are also available on the IBM, as for Hero's Quest 2, write in to Mario's in the Adventure Zone (p54).

T2

Dear Megazonions,

I own an Amiga 2000 and have just learnt a valuable hint for Terminator 2 ...

Firstly, go and buy the game.

Secondly, open the box, read everything about the game.

Thirdly, take out the disks.

After that, break open the disk, remove the floppy and cut it in two. Go down to the local glue suppliers and buy yourself some super stick, super fume glue. Take this glue home and stick your floppy back together with it. Then put the floppy back in the disk casing and glue that back together as well.

Now go down to the cigarette lighter suppliers and buy yourself a cigarette lighter. Take the lighter home and melt the edges so that it is nice and round, then put it in the freezer for 6 months until the disk is totally brittle, snap it in half and then into quarters.

After that, glue the pieces back together with the glue we bought earlier so that it is once

again in one piece. Your game should now be totally bugged.

Toby Neal, NSW

Thanks for the hint, but you forgot to say if you liked the game or not! - Ed

GAME GEAR

Dear Ed,

A couple of months ago I brought a Game Gear, and I'm spending all my money on magazines (yours the most enjoyable) instead of games, and not one has had anything on Game Gear games except yours.

1. Would you please put more Game Gear previews in your mag.

2. Are games like Sonic, Streets of Rage, Alien Storm, Strider and Golden Axe coming out at all?

3. And when will the TV Tuner and the Master Gear be coming out.

Keep in touch. Thanks Ed.

Liam Banna

1. We regularly put Game Gear reviews in (a Sonic Game Gear review is in this issue) New titles are only coming slowly at the moment, but we'll tell you all the brand new releases.

2. Sonic's already "in Gear" and Alien Storm is apparantly on its way, but I've got no word on the other titles. Coming soon though are Donald Duck, Spiderman, Baseball and Space Harrier.

3. The TV Tuner is out now (see the News Zone for details). As for the Master Gear it has not been officially endorsed by Sega in Japan because it might be causing damage to the machine. So it won't reach Australia until after it get's OKed by Japan (if at all) - Ed

MEGA RAD

Dear Megazone,

Well I think your magazine is radical, but my friend didn't. Guess what he said, "This magazine is full of crap". Well of course I stood up for your mag and told him to dip his head in the dunny!

Well I just wanted to ask.

1. Is Final Fight available for any IBM's?

2. Will you have a bit more reviews in the next issue?

Well, that's the end of my letter, and I will remember, Ed's the best!

J.T., NSW

Thanks for standing up for Megazone. Keep it up! But sorry no, Final Flight is not on IBM, and as for reviews, we've got heaps! - Ed.

MEGA PC ADDICT

Dear Megazone, the Megamag!

Thanks for the compliment in April '91 issue. The new stronger cover-page is great, I've actually still got the original covers on them and all of them are shiny and new. I buy four other mags like yours, and yours is the best. You put the info in understandable language and still have room to make it interesting. Why don't

you have good reviews (not that you don't), for the PC and the ST like you do for Amiga? How do you make your mag so good and the reviews so excellent? All will be revealed in your answer. I have the new sickness called I-can't-get-enough-of-Megazone-itis. It is bad when I can't get a book. Anyway, I've just written to ask you to write a proper review on space Quest 4. Also, could you please write a review on "Conquests of the Longbow". Thanks a lot (that is if you try to do what I have asked).

Yours while dying with I-Can't-get-enough-of-Megazone-itis,

Greg Newbegin

P.S. I'm also a Sierraholic and a computerholic.

P.P.s. Remember me????!!!!!!!

No, I don't remember you, but I looked back to the April '91 issue and there you were, telling us how good we are. Thanks alot for the compliments, but really I would recommend going to see a doctor. Megazone-itis is probably very contagious and you wouldn't want to affect too many people (a couple of thousand will do). And as for your computer addiction, there's a new support group forming called Computerholics Anonymous that might be beneficial for you to attend. To keep you feeling better we'll try and do everything you asked...and what do you mean we don't have good reviews for the PC and ST! Check the ones in this issue....Oh, and how do we make Megazone so good. We're all just beautiful, talented, hard-working people, I suppose - Ed

20 QUESTIONS.....

Dear Megazone,

I'm a bit of a fan of your magazine (pretty good, ha!) but however you could really use some of these questions and suggestions:

1. Where is your Astrology Page? You need an Astrology page instead of a crappy Sega Hotline ad! Ya need more handheld reviews. ya need more console reviews. Ya need more screen shots to go wivem. I don't mean to be impolite with all this bad spelling and nagging like Roys Jones' mother with barbed wire up her bum, believe me! 2. And when is your trading stuff pages coming out? 3. Why don't you get a Ninja Gaiden poster in your mag, I like Ninja Gaiden. 4. What is the closest version to arcade of that classic game? (Ninja Gaiden) 5. When does "Neo Geo" come to Australia? 6. How much? 7. How much for games? 8. Did you know "Neo Geo" can put 4096 colours on the screen at any one time?! 9. I liked the comic last issue, who did it? 10. What about a Sonic Poster?

11. What is the best game on the Gameboy?

12. Can you put in a double page for readers' art? 13. Don't cut my subscription, but I noticed that six of the pages in the last issue were in the issue before, am I being ripped off here???? 14. Can you please write out all the

speech of Gauntlet II on Gameboy, I just want to know what it says.

15. Last issue some kid asked you "what's the difference between a Mega Drive and a Genesis?" and you told him something about the Genesis being slower and only 8 bit. Are you sure? Because I think that's crap because all MD carts say "For play on Mega Drive or Genesis systems." Now I wanna know how can a 16 bit cart be compared with an 8 bit shit machine? I think that the only difference is the nametag. Ha!

16. And ya know Last Battle on Mega Drive?

17. How do you beat the end of chapter boss who dances around and chucks blue fire at you? 18. Do I make letter of the month? 19. I'm gonna make this twenty question so how many is that?

20. And another thing, what happened to hardware explained? I though it would be continued more than zero times...

OK I'm finished, but your answer better be a long one and answer every question ..

Pretty good letter, aint it?

Lindsay, Box Hill VIC

Yo Lindsay are you ready?

1. Astrology pages are boring and we've already done them. And we are printing more reviews on all formats, with more screen shots...happy? 2. Soon hopefully. Start sending in your for sale, swap, wanted messages and it will be sooner. 3. It's a bit old. 4. Street Fighter II 5. No idea, but it won't be for a long time, if at all 6. Very expensive, around \$700 I think 7. Again very expensive - \$120-\$140 I've heard 8. Yes 9. A guy called Mark Egan 10. Maybe when Sonic 2 comes out, but only if you're good 11. Super Mario Land is our fave 12. Send in your art and if it's good enough we'll put it in 13. You must be hallucinating, there were no pages the same. 14. No. Listen to it yourself. 15. You're right. The only difference between the Genesis and the Mega Drive is the name. The Genesis is the US name for the Mega Drive. The last ed (wasn't me, promise) got it wrong. 16. Yes 17. If it's the one I think - jump over the fireball, run up to him, do 3 flying kicks to the head. Watch out for the light punch, run up to him, kneel down and start punching until his strength is almost gone. Then stand up and punch him in the chest to finish him off 18. No 19. 19 20. Well this issue we're explaining the Mega CD-Rom and CDTV, does that count....Whoooh, thank God that's over with. That's the last time I answer so many questions. It strains my brain and makes me irritable. I think I need to go and have a good lie down. See you...Ed



NEWS

ALEX KIDD IN MIRACLE WORLD

Master System

When you enter lake Fathom (3rd Stage) kill the first octopus and then lie on the octopus bowl and pull down and you will discover a secret stage in which you'll receive \$620 maximum and one spare life. Also when you play janken against the henchmen there is a special way of killing each of them.

1st Stonehead: stone, scissors

1st Scissorhead: scissors, paper

1st Paperhead: stone, scissors

2nd Stonehead: paper, paper

2nd Scissorhead: stone, stone

2nd Paperhead: stone, scissors

And if you're good enough to get up to janken the great: janken: paper, paper.

Luke Lee, Benaraby QLD

FANTASY ZONE II

Master System

To kill first two bosses;

In Fantasy Zone II there are a number of scenes and one round.

Round 1 - Kill all the enemy bases in all of the 3 scenes. Keep all your money and go to the shop. If you have more than \$1600 buy a laser beam and quickly go into the Red Warp Gate. Please note - You only have 20 seconds of the laser beam.

Dodge the logs and



keep shooting at the enemy Blackheart until he gets red in the eye. He will blow up. Collect all the money and advance to next round.

Round 2 - Kill everything as told in Round 1. ie, kill enemy bases etc.

To kill the Blackheart, go to the shop last of all and buy a 3 way shot. You are also timed. Go into the red warp gate and start to fire at the Blackheart, he will shrink but avoid the axes he throws at you. Collect the money and advance to next round.

Chris Carragher, Willoughby NSW

SPIDERMAN

Master System

After you've been killed in the sewers, you'll start back at the sewers again. You fall down the trap hole, which is located at the far right of the sewer, on the ground. As you are falling, you fire a web so that it swings you across until you reach the long ladder on the right. Jump off the web, landing in front of the ladder, press button 2. You will now crawl or climb up the ladder, then when you reach the top of the ladder Press Jump and you've got the key!

Tony Doumias, Dandenong West VIC

CALIFORNIA GAMES

Lynx

Pick surfing, kill 2 of your men and then surf till the last 5 seconds. Make sure that your in the middle of the wave. Press button A to stop, when the bird flies across push Button A again and you will ride the bird down the screen.

Nathan Wilkins, Adamstown

ROADBLASTERS

Lynx

Start on the first level, hold down Button B and drive along the left hand

shoulder of the road. Keep B pressed and eventually you'll hit a tree. You'll get to see a picture of one of the programmers; by pressing option 1 you can choose the start level. On making your selection and pressing A to continue, you will complete the first level and then start on your selected stage

Nathan Wilkins, Adamstown

TETRIS

Gameboy

On the title screen push down and start at the same time and the block will fall very fast and if you want it very, very, very fast, do level nine after you've done the trick.

Tristan F, Woollahra NSW

DICK TRACEY

Gameboy

Password for the last level of Dick Tracey - 56115.

MICKEY MOUSE CASTLE OF ILLUSION

Game Gear

To get extra lives, coins and skip parts of the game, there are fake, secret walls to help you.

The first wall is really a floor in the Enchanted Forest. The floor is in the first cave, you can find it under the first two stones, but if you use the floor you miss out on coins and extra lives.

The next wall is in Toyland, just after the two clowns standing on the blocks. Climb down the ladder and jump to the left through the wall, then get the coins and the extra man. Jump back through the wall and jump onto the second floor. There you'll find a chest, open it and then get the coin, then jump to the left through the wall. also if you do this you skip lives and coins.

The third wall is in the Library, just

Q T I P S

before the BOSS at the ladder. Jump off the ladder and press left.

The last wall is in the Castle, very close to the end of this level, at the end of the game, there are three doors, always go through the middle one. Break all the bricks and there is a fake floor - fall through it. There is a dragon, kill him and then you face the witch.

Liam Banna



SONIC THE HEDGEHOG

Mega Drive

Debug Mode - After turning on the machine, wait for the title screen to appear and then press Up, Button C, Down, Button C, Left, Button C, Right, Button C on controller # 1. Then, simultaneously press Start and Button A until your game begins. Now press Button B to change from Sonic to debug mode. Use Button A to select objects, and Button C to place them.

This will enable you to place springboards, rings, video monitors, etc - whatever you want.

Sam Branagan, Wattle Glen VIC

MERCS

Mega Drive

Faster enemies - To enter a real challenging game go to the original mode and press A,B & C at the same time. While holding these down, press START and you'll enter a tough battle as your enemies are now faster (as well

as more intelligent). Use your military skills to outwit this new force and be on the outlook for ambush attacks.

GHOULS AND GHOSTS

Mega Drive

To start halfway through level 1, on the title screen press up, down, left, right. You should then hear a tune. Press start, press start and A at the same time.

SUPER MARIO BROS 3

Nintendo

To increase your chances of getting a long way in the game, choose the two player option and take turns by yourself on each controller. Play in the cooperative. This gives you 10 lives rather than five.

Anthony Org, Bossley Park NSW

LARRY 3

IBM

If you are unable to open the locker at fat city then look at the back of the card and check what page in the manual the names are on (ie. Chip and Dales - Page 17 etc.). But the names change every game, so keep checking. Another cheat is when you are Patti, throw your underwear to Dale. Once you have been captured by the cannibal women and find Larry, use the magic marker to escape from the cage.

Michael O'Shea, Ulverstone TAS

LEISURE SUIT LARRY

IBM

To get past the questions with the highest rating, simply hold down the keys (ctrl)+(alt)+(x).

Patrick Brotherton

MEGAMAN 3

IBM

To start off at Dr. Wily's castle enter

this password-

A1 (Blue), A3 (Blue), B2 (Blue), B4 (Red), B5 (Blue), E1 (Red), D3 (Blue), F4 (blue).

Paul Mitchell, Happy Valley SA

POLICE QUEST 2

IBM

Is anybody having trouble finishing this game with full points?

Every walk through or solutions sheet, I never seem to be able to acquire full points. I have a few hints for getting extra points in the game.

1. In the narcotics office, there is a sad man sitting at his desk in the bottom left of the screen. This mans name is Lloyd Pratt.

Type "Talk man".Walk up to the computer.

Type "Look computer". Then type "Turn computer on". Type "DIR". Type "CD". Type "Personnel". Type "Pistachio". Go down to the name "Lloyd Pratt" and read it. Then exit the computer. Type "Quit".

Then walk over to Lloyd. Type "Help man".You should receive points for this!

2. A lot of people seem to think that you only go to the jail to get the mug shot of Bains. There is a lot more to do in there other than that!

Walk up to the jailer.Type "Get Bains file".Type "Get mug shot".Type "Return file".Type "Ask about witness". A witness to Bain's escape should walk up to the fence on the left. Walk over to him.

Type "Ask about escape".The man should now tell you all about Bain's escape from the jail.You will receive points for this as well!

3. This is the last point I have.

When diving, don't just go straight to where the body is. Search all the other screens as well.

You should find a police badge and the knife Bains used.You will receive points for this also! Well, I hope helped some of you point hunters out there.

THE HIGHWAYS

TNMT

IBM

On the first level when you start, you press in QPAR and ASG. QPAR makes you invincible for the rest of the game, except you can be hit by some things. ASG lets you walk on water except you can't skip the dam.

Ricky Grafton, Brisbane QLD

SPACE QUEST 3

IBM

To escape from the garbage freighter, follow these directions: Get carried up by the conveyor and stand up once you are about to be mashed and type "Jump"" and keep walking left on the catwalk until you are standing above the machine that hangs from the rail. Then sit on it, and go left until you are back at the last screen you were in (At the right hand side of it too) and press the button. The claw will then pick up the warp engine. Now keep going right till you go around the corner and start going left again, stop immediately and press the button for the claw to deposit the warp engine in the ship. Keep going left until you are in the control room again and stop in front of the middle chute and stand up. Now walk into the chute and fall into an underground rubbish heap, walk to the middle of the left wall and get the atomic reactor. Now climb the ladder and walk up back to the starting scene, now walk twice and get robbed by the rat. Return to the underground rubbish heap and get back to the reactor and climb the ladder again. Before moving again type : "get ladder" and return to where you were robbed and get a wire from the left-hand panel and walk right (don't worry, the rat's gone) and climb into the robots broken eye. You are now standing outside the ship. So use the ladder to climb up, open the hatch and climb inside. Type "use wire" and

"use reactor" then sit down. Look at the screen and turn on your radar, power up your engines and take off. Once the ship stops, use the weapons system and activate the front shields before firing a shot. Good Luck! By the way, to kill the Terminator robot either feed him to the local vegetation or "hook" him.

Michael O'Shea, Ulverstone TAS

OPERATION WOLF

IBM

Press F10 and at the top of the screen it should change from HIGH SCORE to FIRMHELP and you can press F9 for Invincibility, F8 for skipping a level, (but you can't skip the last two levels) and F7 to improve health 5 points and add 1 ammo cartridge and 1 rocket grenade to your ammunition supplies.

Michael O'Shea, Ulverstone TAS

SPACE QUEST 4

IBM

After you have started the count-down, follow the map to Rogers' son (who is actually Vohaul). When you get the chance to fight him, it's safer to stay away from the edges. After you've kicked his butt, climb down the ladder. When you come back up, you will have a floppy disk. Click the disk on the disk drive next to the beam. Load up the program on the disk and the beam. Select Roger jnr from the menu then download him. Watch the end sequence and turn off your computer.

Nick Bayer, Boronia VIC

OPERATION THUNDERBOLT

Amiga

The original and familiar cheat for operation Thunderbolt is when you get to the high score table, you enter your name as WIGAN NINJA to receive infinite lives. Now this is where it starts - the other end of this cheat is (what most people don't know about). You

restart the game. You start the mission. Pause by pressing F9 and press the F7 key. The drive will whirl and the cheat (skip level cheat is activated). You can skip levels 1,2,3 (not 4 where you rescue some hostages. I don't know why), also skip 5,6,7,8, - 8 is the finish, if you skip it you will get to the end and fight off the last man to rescue the pilot.

STRIDER

MASTER SYSTEM

Level Select:

2nd Level - Hold both button's and up when Sega logo appears, hold down until game starts.

3rd level - Hold both buttons and down when Sega logo appears, hold down until game starts.

4th Level - Hold both buttons and righ when Sega logo appears, hold until game starts.

5th Level - Both buttons and left when Sega logo appears, hold until game starts.

Tim Robertson, Finley NSW

ROBOCOP 2

Type SERIALINTERFACE on the title screen - Press F9 to restore energy or F10 to skip levels.

Stuart Mohubus, Paddington NSW

TURRICAN 2

For infinite lives and power lines, press Help to get the music selection page, press 4 to stop the music, then press 2. After about 10 seconds of music, press Escape twice, then play the game.

Leigh Ibis Kroomby, Newtown NSW



HINTS & TIPS

ACTION FIGHTER

AMIGA

Enter the word ZBACKDOOR you will now have infinite lives.

Mark Lynch
Moorabin VIC

R-TYPE

AMIGA

Enter SIMATRA on the high scores table. Start the game again, and you'll have infinite lives.

DOUBLE DRAGON

MASTER SYSTEM

Infinite Lives

Perform a round-house kick about 35 times. You'll have infinite lives.

JOHN MADDEN FOOTBALL

MEGA DRIVE

Stage codes;

0465100 - Quarter finals

0075121 - Semi finals

0475352 - Superbowl

OUT RUN

MEGA DRIVE

Ending Sequence

To see the end of the game enter ENDING on the high score table.



PACMANIA

MASTER SYSTEM

Hidden Level;

Eat all the dots while leaving the power pills. An object will then appear

in the middle of the screen - eat it and be transported to a secret level.

ALIEN STORM

MEGA DRIVE

At the end of the game while battling the big brain, destroy on the attacking aliens. Once you crush the alien guards, the brain will be defenseless and easy to defeat.



GAIN GROUND

MEGA DRIVE

Level select

On the option screen, press A,C,B and C.

SUPER MARIO BROTHERS 3

NINTENDO

Use this code to make your enemies disappear: IIIII

To begin the game and stay as Tanooki Mario use this code: UOKXGLIE

To get the magic flute in world 1, go to the small castle and keep on going until you come to a duck made of bones.

Kill it and get the racoons tail then fly straight up to the right. Go right until you cannot go any further, press up.

You will find yourself in a room with a treasure chest - take it and you will have the Magic Flute, use it and you will go to Warr Zone.

Roy Chazbey

ALEX KIDD HIGH TECH WORLD

MASTER SYSTEM

Where to find pieces of the map.

1. Go to Papa - he will give you a fake, so look at the inventory and ask for another one.

2. Go to the kitchen and look in the bin and you'll find another one.

3. Go to the servants and solve their quiz. (you'll find clues for the quiz on signs on walls - write what they say on paper).

4. Go to the little rascal in the palace, he'll show you a burnt piece of paper, so ring rockwell on 1234321. Go to the room with a bendable painting frame on the bottom floor, get the Restorer from rockwell and go to the rascal and touch the paper to restore it.

5. Set the digital clock on the third story with you mini ladder to get another piece of paper.

6. Go to the library, go to Barbara, then to the library then back to Barbara and finally back to the library to get another piece of paper.

Elia Vecellio

DO YOU KNOW SOMETHING WE DON'T?

SEND YOUR HINTS & TIPS TO:

**Megazone Hints & Tips
Locked Bag 7
Rosebery NSW 2018**

Reviewers on all formats are needed. Have you got what it takes? Send an example of your style to the above address. Before you know it you may see your name in these very pages!

The latest offering
of MEGA titles
read 'em while
they're hot!!

MEGA

TEAM YANKEE II: PACIFIC ISLANDS (EMPIRE)

1 The year is 1995..... Disaffected Soviet communists, backed by North Korea, have invaded the Pacific atoll of Yama Yama. Your tank platoon, returning from the Persian Gulf, is the closest American unit to the scene. The burden has fallen on you to liberate this vital secret communications outpost.

This exciting new war strategy game features Tank Battles; Battle Selection; Unrivalled 3D graphics and an extensive array of Military Hardware

Team Yankee II: Pacific Islands is a hectic race against time. It will test your nerve; and puts you in complete control.

FORMATS: Amiga/IBM Dual

BATTLE ISLE (UBISOFT)

2 At the far end of the universe, on the planet Chromos, a deadly conflict rages between the androids of the Skynet System and the faithful, humanoid forces of the Druller.

After a bloody defeat, the Druller's very survival is threatened. Their only remaining hope is to find a true strategist, somewhere in the universe, who can rally their faltering armies and defeat Skynet.

Now it seems that such an individual does exist, on a planet called Earth....The countdown has begun.

This unusual war strategy game features: Air, Sea and Land action; One or two player mode; 32 unique levels: 16 maps for one player mode, another 16 maps for two player mode, plus 2 secret map missions! Plus a wide variety of units to control: from infantryman to aircraft carriers

FORMATS: Amiga/IBM

SIM ANT (OCEAN)

3 Sim Ant puts you in command of an ant colony out to conquer a suburban house. In your campaign, you directly control one ant and supervise up to 1500 black worker and soldier ants. By commanding your ants to perform certain tasks- gathering food, digging new tunnels etc- you can increase your colonies population which is vital to overcome the rival red ants, hungry spiders and other dangers that threaten your colony.

There are four levels of play including a tutorial and a quick game. The full game

begins with one black queen and one red queen. As each colony grows it sends out new colonies to battle over territory (while fighting off both human and canine onslaughts) until one side emerges triumphant, as a sole owner of the backyard and house. The experimental game sees the player as "Ant God" adding food, ants, scent trails, and obstacles.

The ant action can be viewed in a cross section of the underground nests; in a surface view, which shows red and black ants scurrying around, collecting food and fighting. There is also a global view of the backyard house, which displays the ants entire world.

Format: Amiga and IBM

SHADOWLANDS (DOMARK)

4 Shadowlands is a completely new and unique role playing experience. The story is based upon ancient legend. A warrior prince, slaughtered on the battlefield of the Shadowlands, awakes to find that his spirit lives on and that he can control the minds and actions of his subjects. Seeking retribution, he chose four loyal adventurers and guides them back into the Shadowlands on a journey of discovery and vengeance.

The friendly and intuitive mouse-

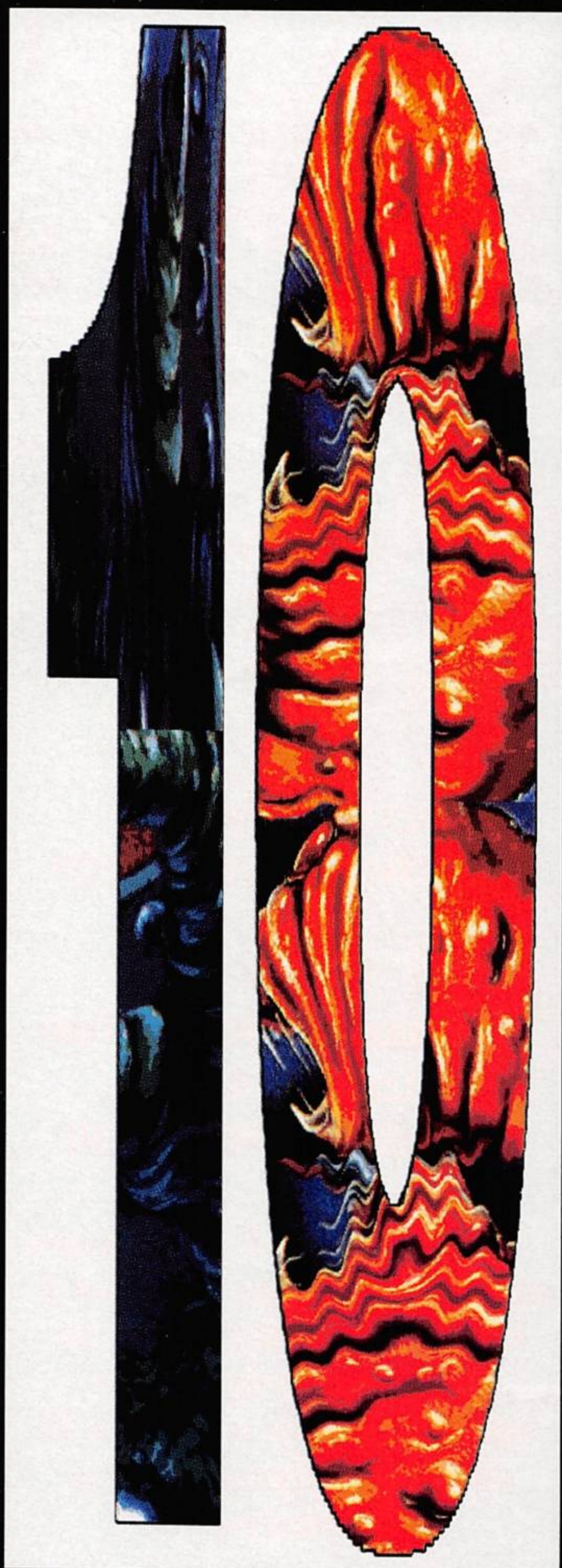


driven control system gives access to the largest, strangest and most fascinating game world. It's an enormous challenge -but one you can win! Whether you're an expert or new to the genre, Shadowlands is the RPG experience you've been waiting for.

FORMAT: Amiga and IBM

HYPERSPEED (MICROPROSE)

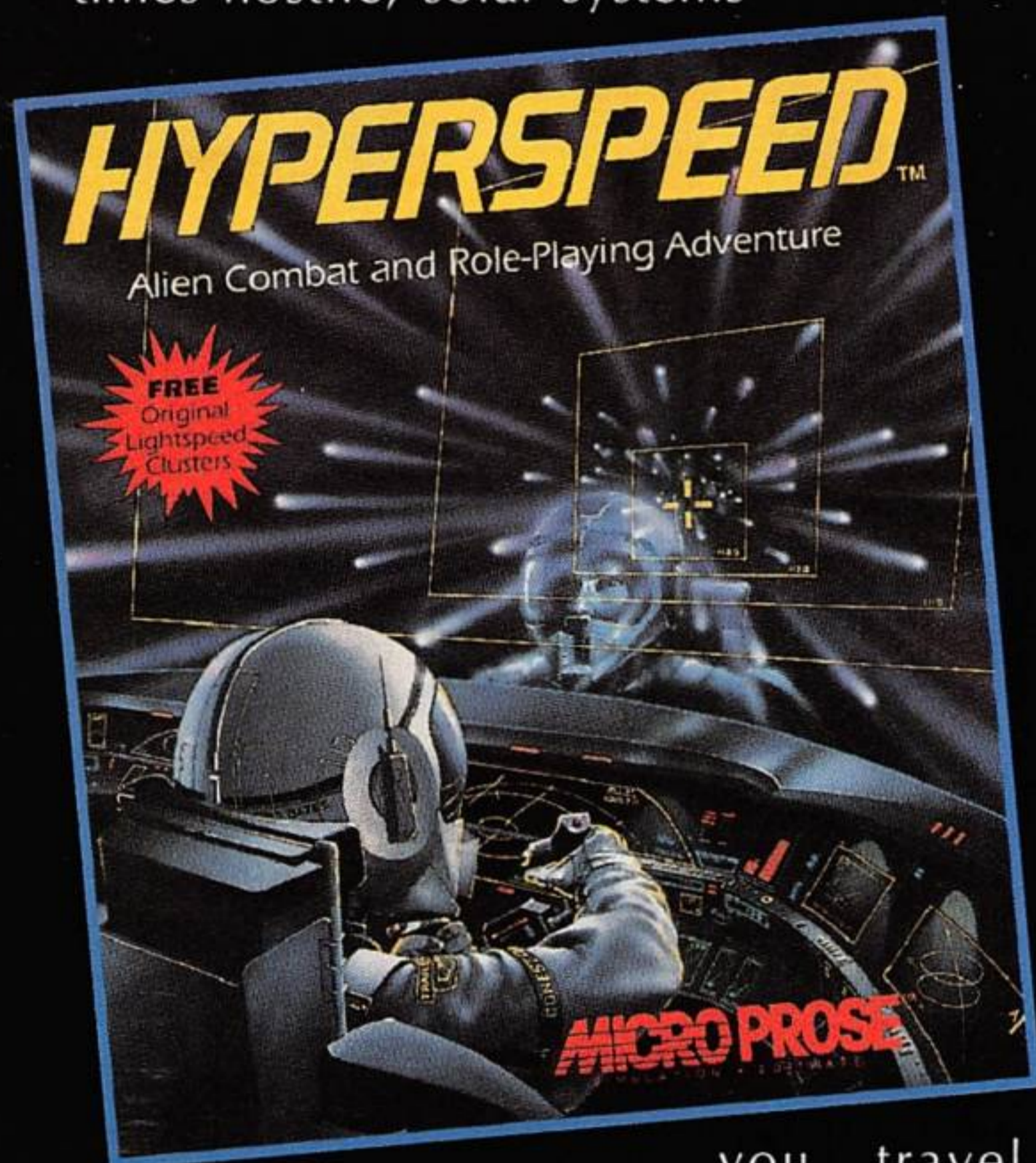
5 There's no room for error when travelling at the speed of light, racing through star systems in a desperate search for new world to house mankind. But there are plenty of opportunities for mistakes. Four star clusters to explore, each with different alien races and



unique challenges, each more difficult than the last.

Intricate role-playing opportunities with dozens of bizarre aliens, each responding according to their customs, hidden agendas and intergalactic relationships.

Imaginative graphics and sound remind you constantly of the wonders, mysteries, dangers and rewards of the strange, sometimes hostile, solar systems



you travel among. Whatever choices you make, make them quickly. You're moving at Hyperspeed - second thoughts could be fatal.

FORMAT: Amiga and IBM PC

ORK (PSYGNOSIS)

6 Beamed down to the planet Ixion from the Legion Ship, Ciskei, aspiring Captain Ku-Kabel has to face the dangers and test specifically placed on this planet in order to prove himself worthy of leadership. Failing of the tests will end his career as a Legion-Command officer ... permanently!!

3-Layer parallax scrolling, arcade-speed action and powerful FX, combine with total-gameplay addiction to bring you the experience that is Ork!

FORMAT: Amiga

EPIC (OCEAN)

7 EPIC is a space extravaganza! The sun is dying and a Supernova is imminent. The Federation Council has decreed the immediate evacuation of the planet, to the distant world of Ulysses 7, on the far side of the REXXON Empire.

Setting forth on the mass exodus, the fleet must cross the REXXON Neutral Zone, violation of which will be seen as an act

of war against the Empire. Greatly outnumbered, the Redstorm (the command ship), and its battlefleet have moved ahead of the convoy, in a bold attempt to save the human race from extinction, in an all out assault on the REXXON Empire. You control that mission.

Reviewers have been universally bowled over by this truly stunning product. Contains movie like animated sequences realistically recreating outer space and planetoid exploration, full 32-bit 3D images, combine sprite and polygon graphics, over 70 different spacecraft, and alternating end sequences in the ongoing race for survival. There is over 10 man-years development in EPIC and it's probably the most unique flight simulation created. Out soon!

FORMAT: Amiga, Atari, IBM 5.25" & 3.5"

ACES OF THE PACIFIC (SIERRA)

8 Strap on your helmet and prepare for combat. Aces of the Pacific is a thoroughly researched, historical flight sim with multiple aircraft, a wide variety of battles, and thousands of miles of flying space for dogfighting and aerial combat. This one is could well outfly Falcon 3...

Step back in history and experience the emotion - men, and machines of WWII combat in the Pacific.

- Over 30 meticulously researched vintage aircraft.
- Fly for either America or Japan
- Play a quick single mission or enlist for the full tour between 1941 and 1945.
- A Powerful mission recorder lets you save an entire mission to disk and then jump back into the simulation at any point!
- A magnificent 240 page manual, complete with detailed historic overview of the war, photos, war maps, pilot profiles, air combat tactics of the era and over 26 colour pages of aircraft illustrations.

Format: Amiga and IBM

INDIANA JONES AND THE FATE OF ATLANTIS (LUCASFILM)

9 Using the incredible new iMUSE system, LucasFilm have come up with another awesome looking graphic adventure. You take on the role of Indiana Jones himself, who is searching for the fabled city of Atlantis. You have teamed up with a psychic girl named Sophia Hapgood who has some jewelry made out of a substance called Orichalcum, which is apparently what

the source of power for the ancient Atlantis. But you'd better watch out! The Nazi's want the jewelry and the location of Atlantis, and are in hot pursuit!

You can control both Indy and Sophia, using Indy for punching and whipping enemies, while Sophia is best for solving problems, or maybe utilising her psychic powers!

It is an arcade adventure, with more in common with such games as Heimdall and the Immortal, than Monkey Island. It uses the now familiar isometric 3D viewpoint to portray the action. You can view the action from several viewpoints, which is useful for looking behind obstructing objects.

FORMAT: IBM, AMIGA



SPACE GUN (OCEAN)

10 In 2039, humanity has begun exploratory missions into deep space to try and find the solutions to many unanswered questions. Of the spaceships that have set off, most of them returned empty-handed, but some of them never returned at all! It is from one of these vessels that you have received an emergency transmission asking for help, after being attacked and boarded by aliens.

In a one or two player game set over seven levels of scrolling corridors and planet landscapes, you must battle your way through the increasing hordes of enemy life forms, rescuing the hostages and securing the corridors. You are armed with the latest in space-age weaponry - phaser gun and plasma blaster, but they are only effective while their power lasts.

Space Gun offers all the best in shoot-em-up action, and will appeal to the hardened arcade addict and novice alike.

FORMAT: Amiga, Atari, C-64

CD OR Rom or TV is t

The long awaited Sega Mega CD-ROM went on sale in Japan on December 12, 1991. Lines of players started to form hours before the Japanese game stores opened and when they did, the entire shipment of systems sold out within the first hour!

The CD system is set to hit Australia later this year, and the suspense is already building, if letters to Megazone are anything to go by. Why all the excitement? We got a unit sent from Japan and tore it apart to find out!

The Mega CD, like the Mega Drive and the American Genesis, packs a MC68000 processor, but this CPU (Central Processing Unit) runs at a speedy 12.5 MHz compared to the game system's 7.5 MHz. The two CPU's combine their power to virtually eliminate mid-game access waiting (access time is approximately 1 second). Also included in the Mega CD are custom graphics chips which enable the CD to paint more colour and sprites simultaneously onscreen than the Mega Drive, and also to produce scaling and rotation, that the Mega Drive lacks.

Additionally the Mega CD plays music CD's in 3 inch and 5 inch formats, as well as CD+G discs, which means you can have your own karaoke nights at home! An 8 channel PCM sound generator supplements

the Mega Drive's 12-channel PCM generator to keep the tunes moving.

The front of the system is plain with only two lights - the first is the green PLAY light which is illuminated when the system is playing a disc. The second is the red ACCESS lights which shows when the unit is getting more data. Because of the large amount of RAM in the system, and because it can do parallel processing with the CPU in the Mega Drive, both lights will be lit at the same time, meaning that there is no 'black screen' while it gathers more data.

On the left side of the unit there is a sliding plate. This holds the Stereo Audio cable, the one which plugs into the front of the Mega Drive off to the side so that the CD tray does not pinch the cable when it retracts back into the unit. The back of the CD-ROM has two audio output ports to send the CD-ROM audio (and Mega Drive if using the mixing port) to an external stereo system. So the CD quality sound can be as good as your speakers...hmmm, could be massive!

Internally the circuitry is more complicated. After removing all the metal shielding the CD-ROM drive takes up most of the space. Numerous boards are packed around the drive, with the main 'motherboard' on the top right. Right in the middle of the motherboard is the operating system chip.

This chip will be reprogrammed for each of the four world regions. They include Japan, North America, Europe and Southeast Asia. It is extremely important to remember that no Mega CD system will be completely compatible with a Mega Drive/Genesis unit from another region. In addition, the software will be encrypted with an identification code that will also prevent use with a Mega CD from a different region. While the old Altered Beast Mega Drive systems and the Japanese Mega CD-ROM will play Japanese CD's, this combo will not play the Australian CD's when they come out... so if you want to play the Australian CD's, don't buy the Japanese or American Mega CD-ROM system, wait for the Aussie one.

When the system is hooked up and ready to go you flip the power switch on the Mega Drive and, if a game isn't in the Mega Drive, the Mega CD logo rotates, scales and zooms around a cloud background! (What a show off! - Ed) Press start on the control panel and the main CD menu screen comes up. From this screen you can select from various options including the new CD+G audio disc. What you want to load up a CD so the first thing to do is move the pointer, (using the control pad on the Mega Drive controller) to open, and press button A or C. A motor kicks in and the front loading drawer comes out. You put a disc in, and



TECHNOLOGY ARRIVE

NOT CD The question???

press A or C to close the drawer. After a maximum time of 1.4 seconds, you're watching the intro to the game! And watching, and watching and watching! There is no down time for disc access or data loading. Just a subtle indication of what tons of memory and dual processors can do!

Although the potential of the Mega CD system has not been fully explored by any of the software yet released, the Japanese military simulation game Tenkafubu shows the sort of things possible. It's intro is a 3 minute long full motion video of one 16th Century army attacking another, without a single second of disc access break! Woah!

CD-Rom is not just limited to the Sega Mega CD, it is also available for your PC! PC CD-Rom's are available as an external unit which can be easily installed. The interaction between your computer, sound and CD graphics are truly mind blowing. Most games companies (including LucasFilm, Psygnosis, Sierra, Mirrorsoft & Interplay) have already started producing games on the CD format, making use of the capacity for storing vast amounts of stereo incidental music, as well as hand-drawn-then-digitized scenery. About 700 disks' worth of data can be crammed onto one CD, so programmers are no longer limited by the amount of memory they have spare when programming games, providing massive amounts of levels, CD quality sampled sound and almost unlimited gameplay (see Sherlock Holmes, Consulting Detective review ed). The best selling games at the moment however are converted cartridge games such as Lemmings and Sim City. The range of CD's available include not only games but a complete range of educational

titles as well, allowing instant retrieval of information that you can control.

We at Megazone shall keep you posted.....Now we now what all the excitement is about!

ROM OR TV..

The CDTV (Commodore Dynamic Total Vision) was one of the first of a new generation of consumer electronics products to combine audio, video, graphics and text. Released in Australia in July 1991, there are already over 40 titles for the machine including games, educational and business programs.

The CDTV is based on existing Amiga technology and is no more powerful than a standard Amiga 500, technically speaking. It has the same processor (a 16-bit 68000 with a speed of around 7.1 MHz), and the graphic capabilities of the machine remain unchanged. With special programming, most games will run with 16 or 32 colours on-screen at once from a palette of 4 096, and the CDTV comes with a standard one megabyte of memory.

However the CDTV becomes far more impressive when its CD-ROM is unveiled. Each disc can hold around 550 megabytes of data, and at its fastest, up to two megabytes can be loaded in one second (that's four times as much data as the average single-load Amiga game). The CDTV also doubles up as a normal CD player, and can even play CD Video discs.

The CDTV has built in ports that enable users to connect the machine to their stereos (to gain maximum benefit from the CD quality sound), as well as MIDI ports, printer ports and joystick/mouse ports. The unit is controlled via an infra-red control unit. Along with numeric keys, the control unit also doubles up as a joypad. All of the CD-audio commands (for playing, pausing, altering volume levels etc) can be accessed with this pad. You can even turn the CDTV on and off with it!

Another useful addition is the CDTV's compatibility with Kodak's new Photo CD system, which converts conventional photographs into a convenient electronic format on compact disc. Photo CD's can store up to 100 35mm photographic images on writable CD-ROM discs. Users will be able to insert the Photo CD discs into the CDTV player and view their high-resolution photographs on standard television sets.

But there are problems with the CDTV that game players are already discovering. Firstly, unlike floppy disks, you can't save data on a CD. So, your option is to use personal smart cards. The main use of these cards (which hold up to 64k of data) will probably be to save your position in a game. Secondly, the price tag is between \$1 300 - \$1 500, which puts it out of the reach of most people who would use the machine for leisure purposes. Thirdly, the Amiga heart of the CDTV is six-year old technology and although it is a good machine, it has been technically surpassed by the Mega Drive and Super Famicom.

VES • TECHNOLOGY ARRIVES

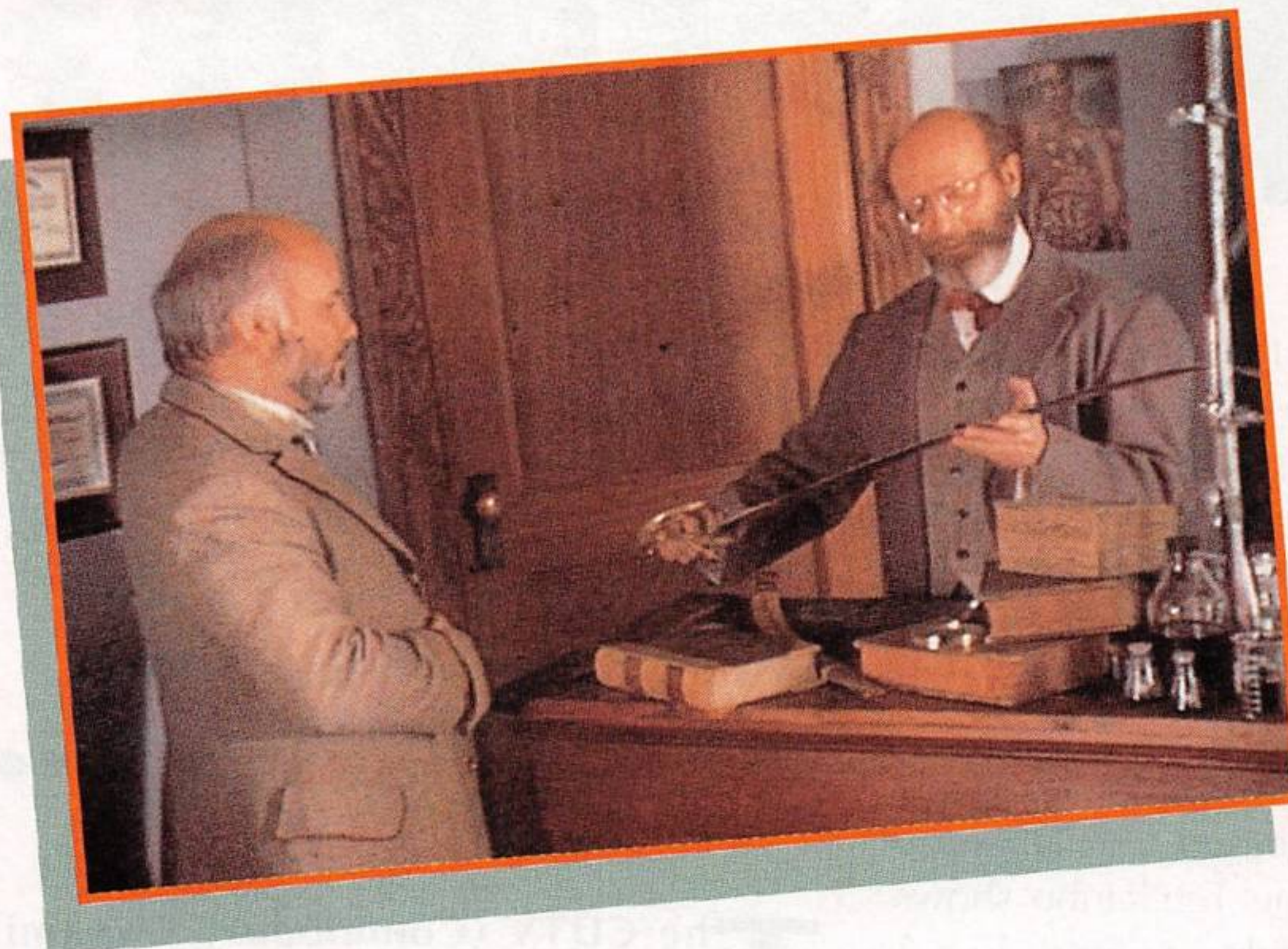
Sherlock Holmes

CONSULTING DETECTIVE

SHERLOCK HOLMES, Consulting Detective is one of the first games to be released on the CD format, and playing it will prove the extra potential CD's have over disks or cartridges. This revolutionary gaming experience will pit your wits against the great super sleuth himself, and will lead you from the ruins of ancient Egypt, to the whirlwind life of high society and into a young man's tragic romance with war.

There are three baffling mysteries to be solved - the Case of the Mystified Murder, the Case of the Tin Soldier and the Case of the Mummy's Curse. You must guide Sherlock and his trusty companion Watson in the interrogation of suspects and clue gathering. To solve each mystery you will need unerring logic as well as strict adherence to the facts, and maybe just a bit of intuition and clever guesswork!

The game is an amazing production. It is the first of its kind to use full motion video technology which allows video to be displayed at 15 frames-per-second from a compact disc with synchronized audio. The game was produced much like a short feature film. A script writer was brought in to write the dialogue for the twenty five actors who were hired for the fifty speaking parts. More than seventy costumes were designed and 25 Victorian era sets were built especially for the game!



Amazing video graphics

There is a nine icon interface on Sherlock Holmes, which allows the players to gain clues and information. Choosing an icon allows a player to consult a directory of locations in Holmes' London, review a notebook of important names and places,

view Holmes' personal file, scan THE TIMES for possible clues or interview one of the Baker Streets Irregulars.

Sherlock Holmes should be out on disc for Macintosh, IBM and CDTV in late 1992.

Open the private casebook of Holmes to pick the case you intend to solve

Your handy notebook of clues, notes, people, and places is always at the ready

Your directory of people and places is an indispensable little black book for solving crimes

Open the private casebook of Holmes to pick the case you intend to solve

Peeking at the private Holmes files gives you inside information to crack these cases

Lend an ear to all the Irregulars of Baker Street. Their insight and inside information are most valuable

Read all about it. The London Times is, of course, must reading for a detective of your ilk

When you think you've got a case solved, take it to court and see if you've matched the skills of Holmes

CD TECHNOLOGY A REALITY

ALIENS

This time, it's really, really personal!

After terrifying audiences all over the world in *Alien* and *Aliens*, there's finally a third movie in the series, and the good news is that it's coming with a tie-in adventure arcade game. Before you start rushing to the cinema and your game store, we should tell you that you'll have to wait quite a while for both of them (the movie doesn't open until July), but here's a little sneak preview exclusive to whet your appetite!

Aliens 3 (the movie) begins with your hero and mine, Ripley (Sigourney Weaver) crash-landing in an escape capsule, on a remote and inhospitable planet. The place turns out to be a prison colony, with a small bunch of diseased and downtrodden prisoners mining ore, under the watchful eye of Company guards. Ripley is forced to stay on this hell-hole until a ship can take her back to civilisation. In the meantime she becomes a skinhead - no, not as a fashion statement, but to stop the plague of head lice from attacking her.

But soon she discovers that lice are not the only problem she has to deal with. Somehow an alien (yes, one of the nasty, horrible ones that drip mucus and goo) has arrived on the planet with her and is happily engaged with killing the prisoners and cocooning them.

Unfortunately for Ripley, because the

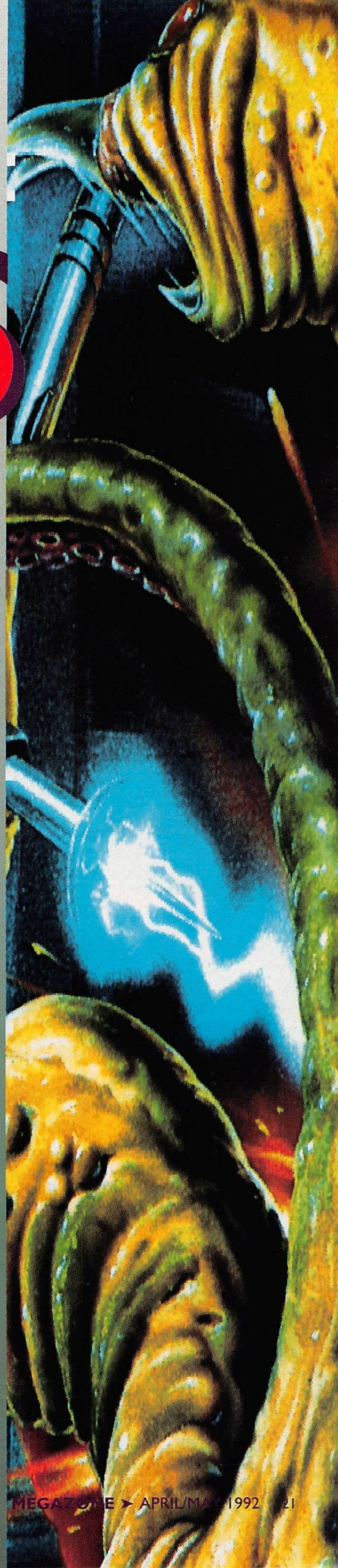
planet is a prison colony, there are no firearms allowed, so it looks like she's going into combat with her bare hands (or maybe an axe if she's lucky). You'll have to wait until June to see what happens and whether "the bitch" gets Ripley back.

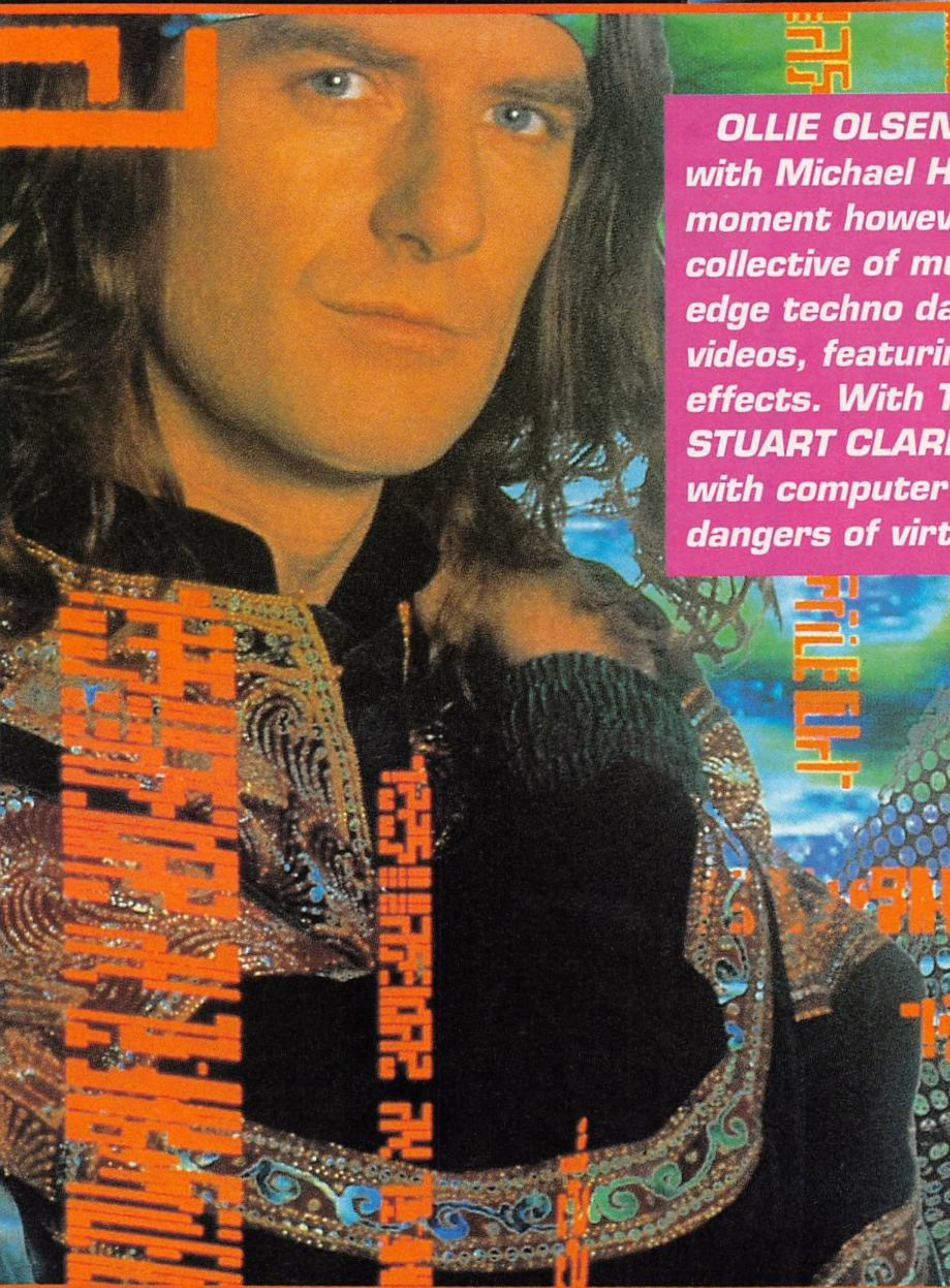
After you've seen the movie (two, three, four times) get set for the Mega Drive game of the movie which should be out around the end of the year. Fox have given Mirrorsoft the rights to produce the game (which should eventually come out on all formats) and gave them access to the movie sets, which the graphic artists used for inspiration.

While there are no guns in the film, the game has been adapted to make it more player-friendly, so you, as Ripley, can go around blasting those horrible slimy aliens with flamethrowers, grenades and pulse rifles, until your hearts content. The game is in eight stages where Ripley moves through the colony, rescuing cocooned prisoners and destroying the extraterrestrial insectoids. Of course you must also wipe out the big Mother Alien (if you can!) and get out of there alive! It's not much to ask is it!

Can't wait? Sorry, 'fraid you're going to have to! But stay tuned to Megazone for all the latest info.

PREVIEW





OLLIE OLSEN is probably best known for his collaboration with Michael Hutchence on the **MAX Q** project. At the moment however he is the leading force in **THIRD EYE**, a collective of musicians and computer artists making cutting edge techno dance music as well as absolutely mind-blowing videos, featuring amazing computer animation and 3D effects. With **THIRD EYE**'s self-titled CD out now, **STUART CLARKE** had a chat to Ollie about the band's links with computer technology, the cyberdelic movement and the dangers of virtual reality...

Computer animators and artists are part of the **THIRD EYE** "collective". How do they fit in with the music?

"They are aligned, because we are a technology-based group - using computers etc to produce music, with sampling and the like. But the visual artists handle our videos and

when we perform live we use back projection and various graphics. A guy called Jeff Jaffers does our videos and he's very much interested in computer animation, and he and his brother do lots of the graphic imagery."

There seems to be no limit to what you can do with your videos. Where do you plan to take them?

"Hopefully further in the current direction. We're really interested in 'morphing' and techniques like that, which were used in the Michael Jackson "Black and White" clip. But we want to take that morph effect further - and once you start working with things like fractals there are infinite possibilities, so we just want to explore the infinite!"

What technology do you use to make the videos?

"The last two videos we've made the basic graphics on the Amiga, using Paintbox and Deluxe Paint, simple programs like that. The actual manipulation is done on quite archaic equipment like the Fairlight. It's just that Jeff has a way of pushing the equipment a bit further than a lot of people have in the past, like letting it feedback to the max."

What first interested you in computers and animation?

"I've always been interested in any kind of interesting visuals, much the same as my musical interests are quite often technology based. Just being able to stretch music that bit further, and the same on a visual level. Hopefully I'm able to push the boundaries of people's imagination a bit further."

During film clip to Pray you're wearing a v.r Power Glove. I guess you've experienced Virtual Reality?

"No I haven't actually. RMIT (Royal Melbourne Institute of Technology) have got one in Melbourne at the moment, so hopefully I might be able to go in and have a go soon!"

Do you think it will live up to all the hype?

"No, I'm sure it won't. The computers at the moment just don't work fast enough, to get it into real time. I don't think it will take that long though. Some

THIRD EYE

COMPUTERS, CYB



THIRD EYE

people are saying twenty years or so, but I think it will probably be quicker than that, with the amount of numbers being crunched today."

There are already Cyberspace Units open to the public overseas. How long do you think before that technology comes to Australia?

"Not long at all. Or I'd hope not, because Australia actually is very much at the forefront on a creative level. The artists that are working around are doing stuff that's as good as anything overseas, so it's just a matter of some companies getting it together to bring the technology over, so they can work on it."

What direction do you think it should head? What are its potential uses?

"I see it as a form of inner space travel basically. That's the thing that I personally find interesting about it. Just trying to create reality in a virtual reality "mock-up" situation of the real world, is quite boring. I'm much more interested in the abstract applications of it, and what it does to human beings, as in the spiritual level. I guess I'm interested in it with a fairly 'trippy' kind of view."

There has always been a linking of the 60's hippie drug culture with virtual reality. V.R imagery has been described as cyberdelia. Do you think drugs play a part in cyberspace?

"No, I don't. I had an interview the other day where it was said that the imagery we use and that which is associ-

ated with v.r, was 60's stuff. Well it's actually thousands and thousands of years old in Asian cultures. The 60's was a time when it was assimilated into Western culture so naturally enough it has become synonymous with psychedelia. But if you go to India and some other Asian countries you can see psychadelic images on temples that are 5 000 years old."

What exactly is cyberdelia?

"That's just a daggy term that tries to define the difference between psychedelia, which was the use of psychedelic drugs to create visionary things, and cyberdelia, which is using computers to induce different states of consciousness in a human being. The so-called cyber-movement that's happening overseas and here, is very much along the lines of improving ones state of being, whether it be through meditation or using things like brain machines or designer psycho-active drugs used to increase memory and intelligence. Cyberspace is very much a part of that."

How do you think V.R and cyberdelia will impact on society? Will we see large scale social change or change on a more individual level?

"At the moment it has more to do with individual change. The whole concept of being able to produce works of art, whether they be musical, visual - whatever, using only home computers and the technology associated with that is opening things up for people. You can pro-

duce a piece of music at home now that sounds just as good as someone who's spent thousands and thousands of dollars in the studio. In terms of larger social change, art always effects society and there's already a lot of cyberdelic imagery being used at the mass market level."

Do you see any danger in the abuse of v.r technology, such as people losing touch with the real world?

"Definitely. In "Neuromancer" the main character's mother is living her life in a soap opera, and a lot of people are doing that already. Reality as we know it is broken down into lots of different levels anyway. I mean, when you've got something as powerful as television and you've got people coming home from work to watch people live lives as boring as theirs on soap operas, it's easy to see alot of damn good arguments against the concept of television. I fear for something like virtual reality that it might become as incredibly hideous as television. It would be even more manipulative because you'll be living inside that world. So the aspects of control in v.r I see as being incredibly wrong. But I think the biggest problem with virtual reality is that it's just going to turn into a shoot-em-up video game. That's a bit sad, because there is so much more to it."

KEEP YOUR EYE OUT FOR THIRD EYE, COMING TO A VENUE, TV SCREEN OR CYBERSPACE UNIT NEAR YOU!

BERDELIA, CYBERSPACE

PACIFIC ISLANDS - THE SEQUEL TO TEAM YANKEE

Pacific Islands

The year is 1995 ...

Disaffected Renegade Soviet communists, backed by North Korea, have invaded the Pacific atoll of Yama Yama. Your tank platoon, returning from the Persian Gulf, is the closest American unit to the scene. The burden has fallen on you to liberate this vital secret communications out-post.

Pacific Islands is a hectic race against time.

Unrivalled 3D

- Fast action, 3D real-time tank simulation using Empire's unique bit-mapped technology.
- Watch buildings explode as you make a direct strike.

Battle Selection

- All five islands on the Yama Yama atoll must be re-taken.
- You must decide how to attack each island.
- Full mission briefings before each battle.

Tank Battles

- Test your steel in over thirty nerve-quenching battles.
- Liberate villages, destroy ammunition dumps, disrupt jungle supply lines, defend bridges.

Military Hardware

- T72s, BMPs, Hughes 500 Helicopters and SA9 Gaskins.
- \$50,000,000 of equipment under your control.
- Infra-red imaging, laser range-finding, TOW missiles and DPICM artillery back-up.

Fund your Campaign

- Financial reward for destroying enemy installations.
- Fines imposed for collateral damage.

Communications Facilities

- Satellite dishes, radar towers, radio aerials.
- Spot opposition 'scout' vehicles before they give your position away.

Unique Control

- Scrolling battle maps and updated status reports.
- Call up artillery and lay minefields.



- Simultaneous command of four tank units.
- View the battlefield from four perspectives.
- Control 16 different vehicles at once through an elegant yet simple control system.

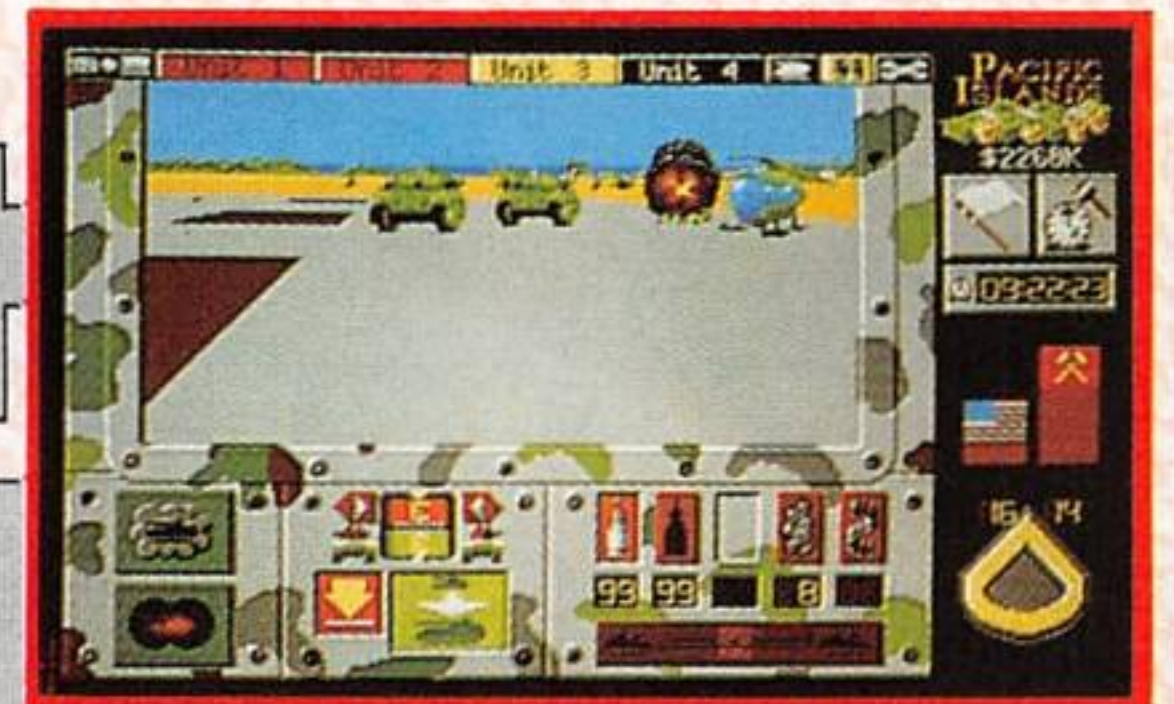


- You must destroy all communications facilities as swiftly as possible. The longer you take, the more information the enemy have about your position and strength.

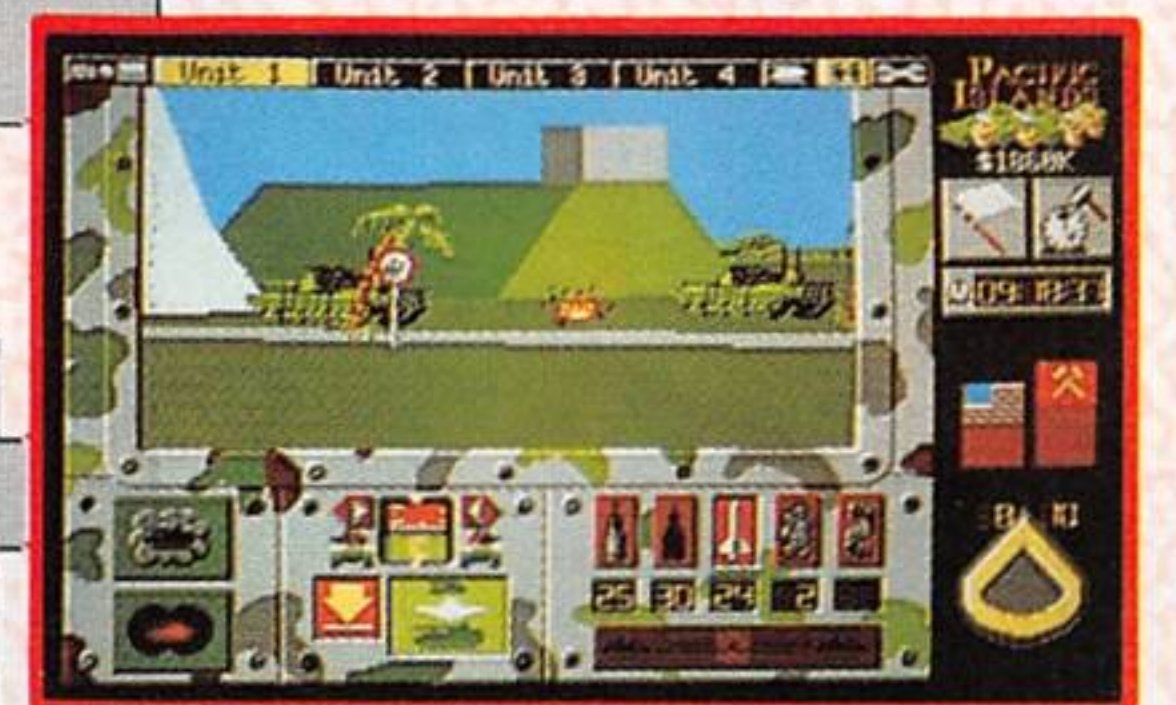
- Cope with multiple objectives - can you destroy an airfield, support a convoy, and make a reconnaissance within 40 minutes?



- Purchase all your equipment.
- Is there enough time and money to repair your damaged tracks and give the crews some rest?



- Eight different types of fighting vehicles modelled so that you even see the rivets!
- M1 Abrams, M2 Bradleys, M113 APCs, ITVs.



THE SCREENSHOTS ARE ONLY INTENDED TO BE ILLUSTRATIVE OF THE GAME PLAY AND NOT THE SCREEN GRAPHICS WHICH VARY CONSIDERABLY BETWEEN DIFFERENT FORMATS IN QUALITY AND APPEARANCE AND ARE SUBJECT TO THE COMPUTER SPECIFICATIONS. SOME FEATURES MAY ALSO NOT BE AVAILABLE DEPENDING UPON THE COMPUTER SPECIFICATIONS.
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RULES AND CONDITIONS

1. The competition is open to Australian residents taking out a subscription before the last mail or 5pm on 29th September, 1992. Entries received after the closing date will not be included.
 2. South Australian residents need not take out or renew sub-scription to enter but may enter once by sending a hand drawn facsimile of a coupon with their name And address to: Megazone Locked Bag 7, 574 Rosebery NSW 2018
 3. The prize is not exchangeable and may not be converted to cash.
 4. The judges decision is final and no correspondence shall be entered into.
 5. Description of the competition and instructions on how to enter form part of the competition conditions.
 6. The competition commences 26 March 1992 and closes last mail 29th September 1992. The draw will take place on the 30th September 1992 and the winner will be notified by telephone. The winner will also be announced in the November/December issue of Megazone.
 7. The prize includes 1 x Sega Game Gear, 1 x Sega TV Tuner and 3 x Sega Game Gear games, valued at approximately \$718.00.
 8. The promoter is Ozi Soft Pty Ltd, 55 Mentmore Ave, Rosebery 2018 NSW.
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D

esigned to be the next "signature" game for Sega, Kid Chameleon is one tough little dude.

With a mission - to eliminate HEADY METAL, the end of Game Boss of the new arcade hit, WILD SIDE. This virtual reality dork's sucking kids into his video game world. In order to do this, the KID must enter this world - and it's a huge one! It's a basic need to survive and move on, trying to avoid being wacked off by alien objects and inhuman creatures. A world full of the unexpected, expecting you not to survive.

Now the KID's no wimp - though he's far from super. He can move about and leap reasonably high if you give him a running start. Just for brevity, we'll refer to the Direction Pad as (D), okay?

The game starts off with a tasty intro sequence, and then in to player selection, which is choice of one/two players and the Option screen. This lets you alter the three buttons and the speed of the game. (S)PEED, (J)UMP, and (S)PECIAL are what makes it all happen for the KID.

Now the rest of the controls are easy to remember, similar a bit to SONIC - (D) moves you about and also affects the direction and angle of your jumps besides letting you crouch and crawl. Pressing hard while looking up or down moves the entire screen in that direction for your viewing pleasure. To energise Diamond Powers (we'll get to these in a bit), you hit (Start) (S)PEED.

WILD SIDE is full of beauty, but also hidden turns and dangerous objects. Like blocks that bar the way and have to be smashed. Which isn't that bad, since they're often filled with valuable objects like diamonds (They're useful for more than just points), extra lives, and time enhancers. These little stopwatches add to the 3 basic minutes given to complete each round, and are very, very, very, important. Did we mention the many monsters. Now some are easy to take out, just jump on their head and bounce a skull tune, others must be avoided or battered in ways that simple flesh can't handle.

Plain feet 'n fists just don't cut it here. Fortunately there's helmets to be found.

Move aside Mario!

There's a new

kid in town -

KID CHAMELEON -

and he's gonna shake you apart with his rock 'n rolling adventures.

Take the speed and graphic colour of SONIC THE HEDGEHOG, toss in a little SuperMario (gasp) Block-bashing, add a whole lot of action and hidden excitement -

KID CHA

blend together with the strategy of becoming different powerful characters, and you've got one heavy excitement working.



Each of these transform the Kid into a formidable fighting machine. Each fighter has special powers and these guys are a lot more fun to play with. Here's the breakdown of what the (S)PECIAL button will do.

THE IRON KNIGHT: Medieval in nature and appearance, he can scale walls and obstacles using his spiked gloves and boots. He can also break some blocks by jumping on them.

RED STEALTH: Samurai to the max! A swift sword to slash through attackers and blocks. Capable of amazing leaps.

BEZERKER A raging rhino with a horn to match is this one. Charge walls and smash them as flat as some of the foes encountered. Automatically breaks into a charge after a short run.

MANIAXE: Axes for everybody!

Endless stream of sharp edges to take a bit out of anyone or anything. Toss them even while jumping.

JUGGERNAUT: It's army time, as the KID becomes a fat tank, complete with tractor treads and a front mounted cannon. Those skull bombs nicely "rearrange" the landscape.

MICROMAX: From huge to tiny! Now the KID can squeeze into areas too small for "normal" creatures. He can also stick to walls and spring off to higher spots.

EYECLOPS: The power of Super Sight, as the KID can now see all hidden blocks. What his foes will now see is the burning glare of his FATAL BEAM.

SKYCUTTER: A jet powered hover-board makes for some rogue "curls" over the terrain. Flip upside down and ride the ceiling dude (using (J) (S)PECIAL.)





Could the kid be the next SONIC? Marshal M Rosenthal gives us the latest from New York..



CYCLONE: As a whirling tornado, the KID can now soar to any height, drill through blocks and enemies, and drive a disastrous rain hard down upon all foes.

These guys are stronger than the KID too (obviously). The KID only has 2 hit points, and loses one when injured. With only 3 lives, and only 3 continues - Game Over can show up too damn quick. But each helmet gives not only transformation power, but more Hit Power as well, with the Iron Knight having the most (that being 5), although he's so heavy that he can't jump worth a damn.

Remember those gems? They do more than just add points to the score. Pressing (START) (S)PEED together activates their power - depending on which helmet is being worn, and how many gems have been acquired. For example, the KID can activate the Circle of Doom which will kill

on, costing only 2 diamonds per shot. SKY-CUTTER receives a Spell of Invulnerability for 20 diamonds with a Death Snake serving him for 50 diamonds. And finally CYCLONE possesses a slashing rain that seeks out foes and "slices 'n dices" them, costing 20 diamonds and a tracking rain that seeks out the enemy for 50 diamonds.

There's alot to see in WILD SIDE. Begin at Warrior Pass: Follow the trail through Blue Lake Woods, Highwater Pass, the Isle of the Lion Lord. Progress to Dragon Fate, and The Whispering Woods, Hoverboard Beach, Stairway to Oblivion (hey, wasn't that a Led Zeppelin song?). Continue onwards though the Black Peril, its Woods of Despair, the Cliffs of Illusion, Blizzard Mountain. Take on Chaos Maze, the Alien Isle, Ice God's Vengeance, The Hills Have Eyes. I think you get the point.

And the animate and inanimate dangers never let up. There's diver-bombing drag-

eful trampolines to propel you in the opposite direction, Shifting blocks that can be moved to trap foes, and the Cannon blocks which fire bullets that blast open holes in other obstacles.

More pedestrian to find, but equally useful are the Telepads that warp you from one area to another, sometimes even to other rounds. There are also Lifts, which require a wack to start the time and begin the ascent.

AND NO PASSWORDS. That's right, although the game begins with 3 Continues to start with (unless you find that special, rare Coin to add one). The program also lets you begin again at the start of the level you are at if you feel stumped. But there's no way to turn off that Sega and come back later to where you left off. ZIP. ZERO. ZILCH. So unless you plan to leave KID on all the time (there is a PAUSE, natch), expect to get real proficient at racking through levels quickly to get back to where you last said goodbye. Of course there could be hidden paths that turbo you from one round to other farther along ...

Is that all there is? NO WAY! With over 1800 screens and 103 levels (WOAH!!), we'll be playing here for a long, long, time. Sega is definitely moving in on Nintendo territory - and showing how bad-ass dudes do it!

So enjoy this first hot look at the games beginnings, and some of the exciting places. You're gonna be spending a lot of time here!

Author's bio: From the PALACE OF DOOM™, somewhere in the depths of New York, THE BLACK MARSHAL holds court over the realm of video games. Product information: KID CHAMELON/SEGA OF AMERICA

MELLEON

any enemy it touches. Cost - 20 diamonds. Or go for the Death Snake who seeks and destroys while you watch. 50 diamonds for this fella!

Once again the helmet-heads have varying powers and costs. In particular the IRON KNIGHT gets Circle of Doom for 20 diamonds. RED STEALTH has Samurai Haze which slows all enemies for 20 diamonds and Death Snake for 50. BEZERKER possesses a Spell of Invulnerability for only 20 diamonds while the Wall of Death (which disintegrates all enemies and obstacles) costs him 50 diamonds. MANIAXE has the Circle of Death for 20 diamonds and gets an extra life by paying 50 diamonds. JUGGERNAUT receives a five way shot at 5 diamonds per shot. MICROMAX can get a Mini-Snake that seeks out enemies and kills all it touches for 20 diamonds and a Swift mini-snake that moves even faster costs 50 diamonds. EYECLOPS has a Fatal Beam that damages all enemies it shines

ons, tank-like rock creatures, Fire Walkers, and Imps. Magical creatures that pop out of thin air, some slightly more menacing than others (the fire monster who leaves a burning path in his wake comes to mind) Listen for their distinct screams (once yours are done) and be ready for them. Learn what it takes to avoid and run away, er - make that attack and destroy them.

Go for those items hidden within prize blocks. The extra lives (ankh) are wonderful, and coins give you one extra Continue (thank you, thank you) Of course not all the blocks are so generous. There's Vanishing blocks that disappear when touched, Drill blocks which look harmless until they jab at you with their whirling blades. Ghost blocks appear/disappear in a frustrating manner, while Ice blocks are too slippery to walk on. They also shoot out deadly icicles when broken. The other types that will appeal to you are the Rubber ones that act like pow-



HE'S CHANGING SHAPE AGAIN!

THE Addams Family

You've had the SNEAK preview NOW! read the review!!

Creepy. Kookie. Mysterious. Spooky, but definitely fun, that's the Addams Family. Once the realm of the black and white television world, it was recently a full featured, big-budgeted motion picture. A film that captured the "bizarreness" of a family that lives so much more than slightly off centre.

We find the same in Ocean's game of **The Addams Family**. Based upon the original film script, with the sampled sound effects, it's an impressive, and frustrating voyage into a zany world.

The scenario first. Morticia has been kidnapped, and is hidden somewhere within the scary Addams Mansion. It is up to Gomez (with your help) to find her. Along the way, you must avoid hidden traps, fight off menacing creatures, even battle inanimate objects that refuse to remain so!

Programmer James Higgins agrees to lead us through the game, after warning that "none of the secrets will be revealed!" Before he begins, let's look at the main screen and establish how to control Gomez. Simple enough, using a joystick to move in any direction - since the screen scrolls both horizontally as well as

vertically. At the top left is an energy bar that shows the amount of "power" you have. The lower left contains your money, money is important because cash can be exchanged for added power and extra lives (\$25 + one extra energy heart/\$100 + one extra life). The lower right of the screen displays your score.

Having established that, we sit back and allow Higgins to guide us. "Understand that it's not only Morticia who's in trouble," he begins. "You also have to rescue the other family members - Uncle Fester, and the children Pugsley and Wednesday. You can't progress until they've been found. Now where are they? Let's begin outside at the front of the Mansion. Gomez has no weapons, no power to thwart evil, just 2 hearts worth of energy (which is pretty puny). Inside the Mansion - in the Central Room - Lurch is seated at his harpsichord. Playing out a miserable rendition of the Addams theme song. His playing abilities will improve as each family member is rescued - indeed that person will now hang out there. But we're still at the front of the house."

So which way do we go? Higgins continues.

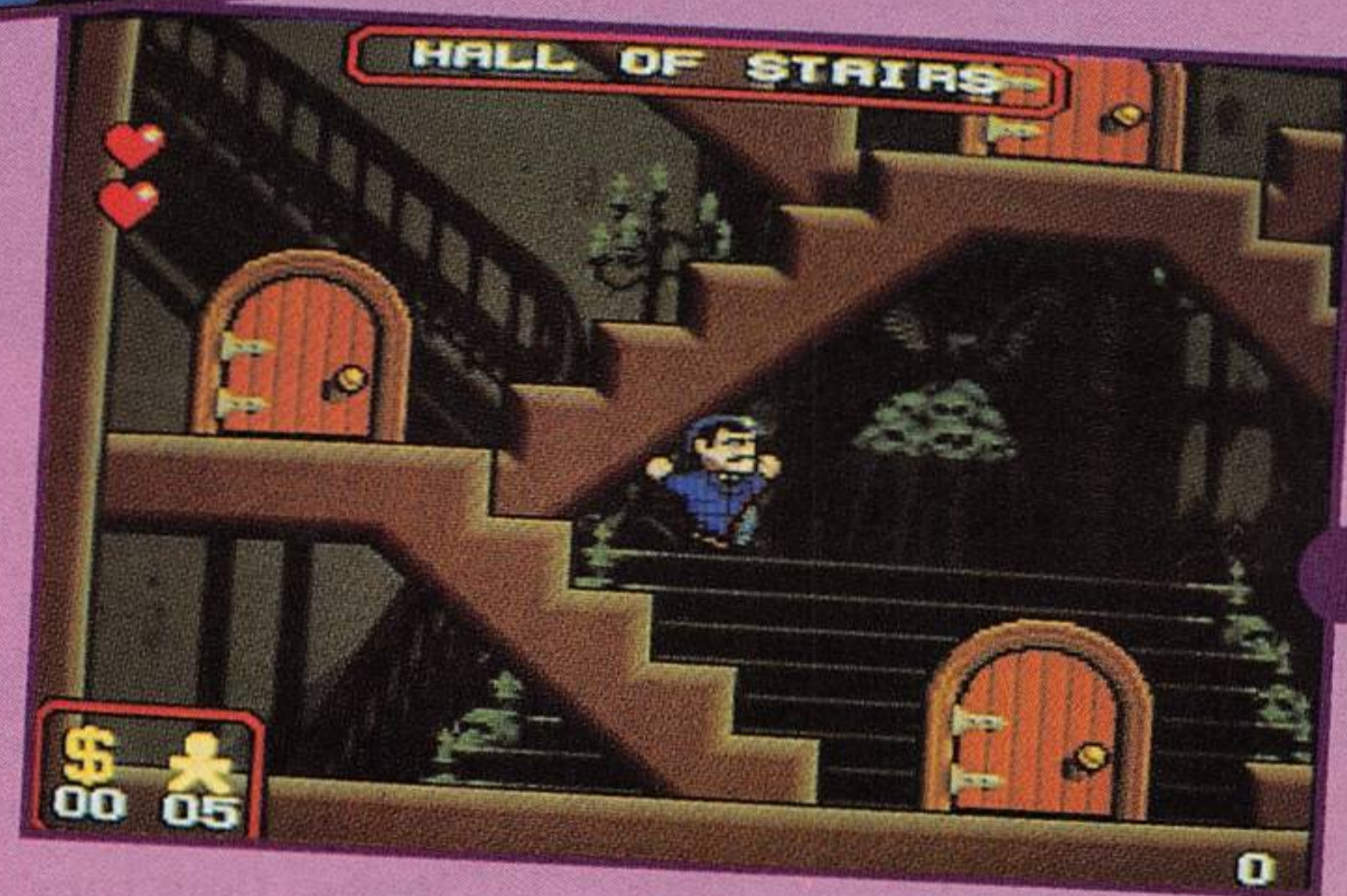
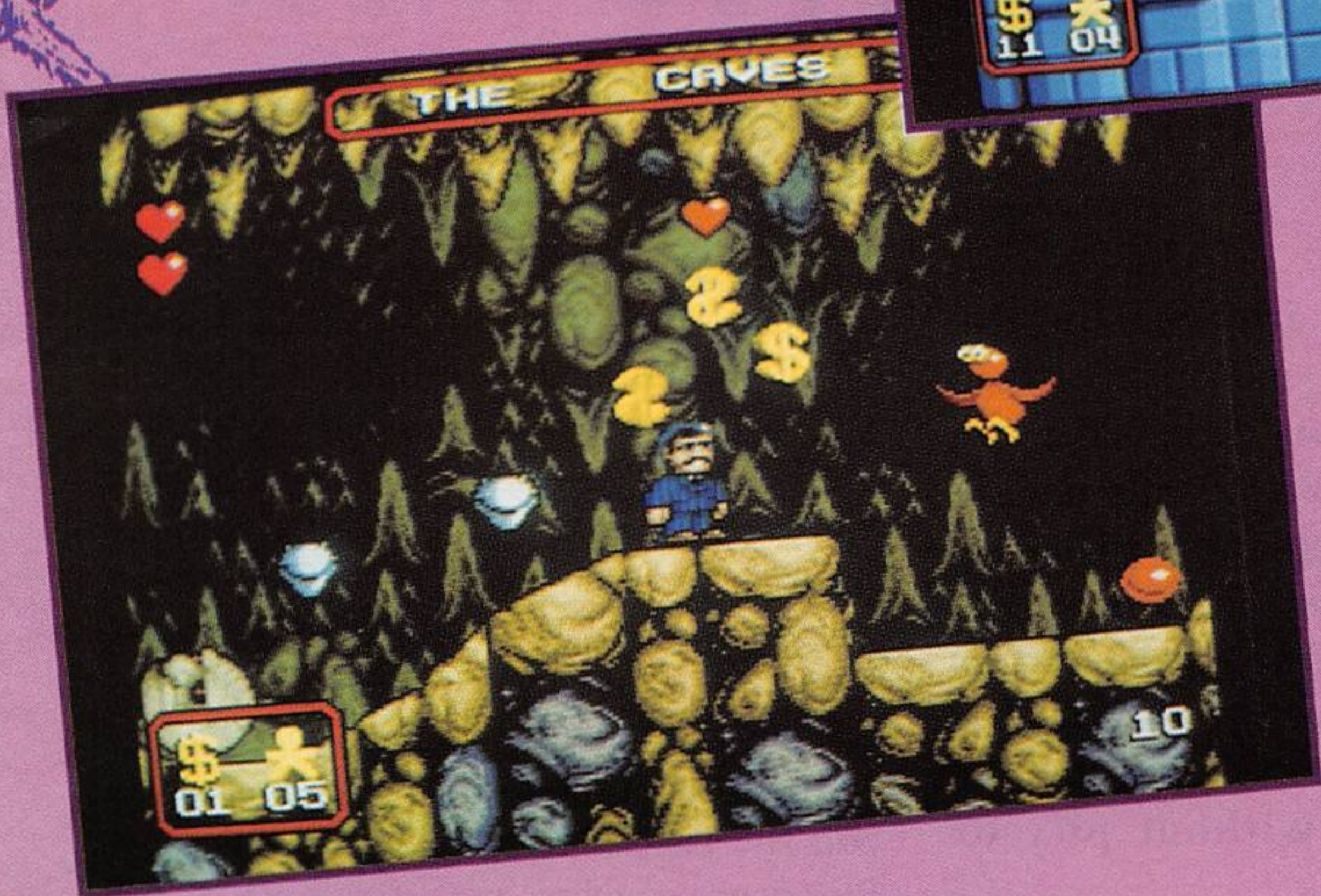


Could her portrait be all you have to remember her by?!!

"We could enter the house, but instead lets move over to the left and check out the grounds." Gomez does just that and falls into a hole - Which hurts.

"We're in the underground caverns. This could lead us into the graveyard or the Crypt. Or perhaps back to the house. Or somewhere else entirely." There's a lot of platform action here, plus having to fight off all kinds of nasties. Still, there's this nagging feeling that there's more going on here than meets the eye. While we try and loosen Higgins up enough to out some secrets, we look at the levels - which sometimes are contained in a single room (if you can call it that). Picking up golf balls gives us a weapon to use - we just hit the fire button and he does a hole in one on a monster's skull. One or two good snakes and the dufus pops out of existence. There's also a sword to use

Not everything you see is what it appears – and this goes for the rooms that you think you've already been in!



(requiring the use of the mouse button or keypad) - but it's marginally helpful when you're being attacked by a slice and dicing guillotine on the rampage. Best bet, stay out of range and tee off. Besides the money to be found, there are the hearts to increase depleted energy. Find enough to bring Gomez up to his maximum five strength.

Still, there's no real violence, just endless rooms and corridors, stairs leading up and down, and a very, very, strange backyard (few people have their own cemeteries to picnic in). It helps that there's a short 'description' panel that floats on top of the screen. This at least gives you some indication of where you are - after all, who would expect an entire level to come out of Granny's kitchen? Or that the furnace in the basement contains more than fire?

Eight end-level baddies inhabit this game - five of them must be defeated in order to

progress. Having a password function to be able to continue is a must, this place needs a map!

The final end-level Baddie guarding Morticia is the worst of all - and of course Higgins won't give away who or what this is. But the few minutes we've had him strapped to the rack proves fruitful - he does cave in to the point to note that the game is filled with secret levels. "As example, you can jump through a door to end up on the other side. But what if there was another door, a secret on place ON TOP of the visible one?" He also points out (those hot pokers work wonders) that not everything you see is what it appears - and this goes for rooms that you think you've already been in.

But having the commonplace turn out to be anything but, is what The Addams Family is all about. Da-da-da-da, click click....

MARSHALL ROSENTHAL

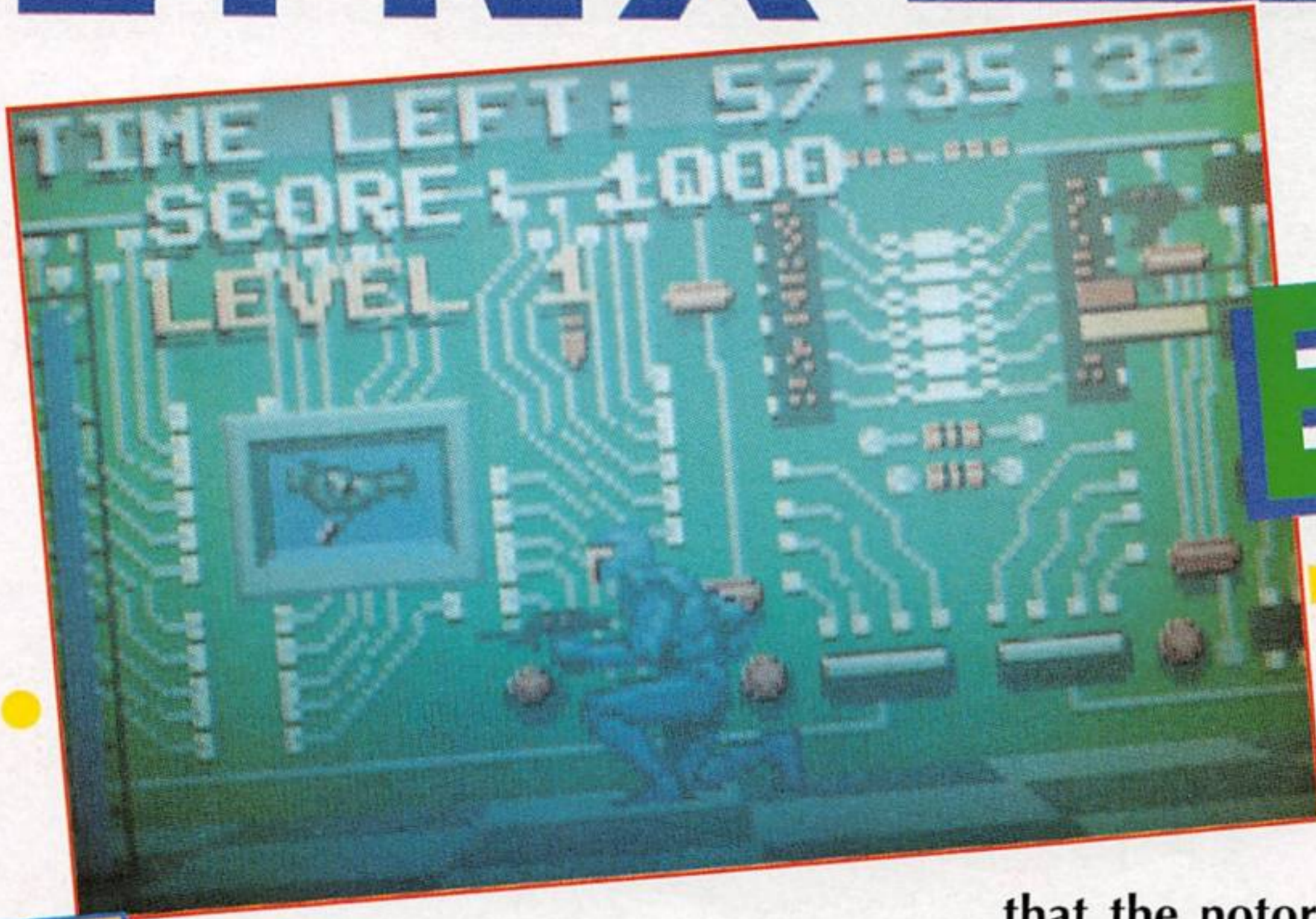
Product Information:

The Addams Family: Ocean Software - UK/USA For the Commodore Amiga and Nintendo SuperNES, IBM PC version to follow.

SIDEBAR - The Addams Family is appearing on a number of mediums. Besides a SuperNES version also being done by Ocean, an entirely different and original version can be found on CDROM for the Turbogرافx game console. It features high calibre CD quality sound and digitized voices from the movie and television show. While the graphics are conventional (not digitized) for downloading graphics. The action here also takes place within the house, with plenty of strange things abounding.

Turbogرافx/The Addams Family CDROM (Icon Simulations)





ELECTROCOP

REVIEWED BY KAREN COLLINS

The time is June 2069 in Washington DC, the word has arrived









that the notorious Criminal Brain has kidnapped the President's daughter. His ransom demand - give him total control of the entire world or the First Daughter dies. The President calls on you, the Electrocop, to rescue her before time runs out - fail and she will be assassinated without pity or remorse.


You must penetrate the Criminal Brain's technoid strong-hold, the Steel Complex. Along the way you encounter explosive traps, evil guardians, electrified floors, and hordes of criminal droids, but with a little luck, you may also find powerful weapons


to help you defeat the enemy.


Throughout the complex you will discover helpful computer terminals. They will help you open doors, relieve stress with video games, or understand the dastardly ways of the evil mastermind. You must manoeuvre through the mazes and avoid deadly traps, robots and electric doors keeping a close eye on your health and weapons bars.


The robot is apparently hiding on Level 5 and you have only one hour to rescue the President's daughter and serve justice to the world's most evil criminal. The action is thick and fast and game play, although technical, can be enjoyed by young thrill seekers. The modern techno music, with a rock feel, adds to the charged atmosphere. All in all a great game!

-  GRAPHICS 93%
-  SOUND 94%
-  MUSIC 93%
-  PLAYABILITY 87%
-  DIFFICULTY 88%
-  BRAIN STRAIN 87%
-  PRESENTATION 93%
-  LASTABILITY 90%

 ATMOSPHERE 92%

 VALUE 91%

 REALISM 90%

 OVERALL 92%

CHIPS CHALLENGE

Nerdy outcast Chip, is crazy about Melinda, an intelligent girl who goes to his High School. Chip also wants to join Melinda's club, the "Bit Busters". Melinda offers him a membership but only if he passes a test. Chip must work his way through 144 levels of puzzles, each more difficult than the previous, and each involving different methods of problem solving. Woah! That's some tough chick!











On his way Chip must collect different objects such as various shields to protect him from fire, water and ice etc, dirt blocks to create bridges, certain coloured keys to open those matching coloured doors and computer chips.

If finding and using objects wasn't diffi-

cult enough, all of the levels have creatures and traps that will kill Chip, and most levels have a time limit. The only help comes from a question mark, and when stepped on, provides a small hint to passing that level.

The graphics are only in 16 colours, but even though they're not state-of-the-art, they don't take anything away from the game-play. As for the sound, although a bit monotonous, it is fairly good as the game only has 3 or 4 simple tunes.

Putting aside the graphics and sound, Chip's Challenge will certainly challenge anyone who enjoys solving puzzles and mazes with their minds, but those frustrated by games like this (like me! - Ed) could be possibly tempted to throw the game or console through the screen or out the window. You have been warned!

-  GRAPHICS 65%
-  SOUND 60%
-  MUSIC 63%
-  PLAYABILITY 85%
-  DIFFICULTY 87%
-  BRAIN STRAIN 89%
-  PRESENTATION 86%
-  LASTABILITY 91%
-  VALUE 90%
-  OVERALL 81%

HELDS HAND

GAME GEAR



SONIC

THE HEDGEHOG

REVIEWED BY BRIAN COSTELLOE

Now what could be said about this spiky little rodent that no one else could have mentioned before. His personality and looks certainly are unique. His abilities make other game heroes look feeble. But most of all he is cute without being cuddly! After years of seeing cute games make such a fuss, it's good to see a new cute characters that isn't stupid. And Sonic definately isn't stupid.

For those who live under a rock, Sonic's adventures began when he discovered the hidden laboratory belonging to Ivan Kintobor. A peaceful scientist who was working on a machine that could store evil and trap it using the extremely rare Chaos Emeralds. The machine runs on energy rings which the doc has found. To make a long story a non-boring quickie; Sonic went in, distracted the doc and somehow a miscalculation was made! Boom goes the machine and Dr Kintobor. Because of the immense concentration of evil, a transformation occured. Instead of the doc waking up - a nut case professor, Dr Robotnik, walked from the rubble! He then made a machine of his own. One that trapped animals in a machines body! So Sonic, who was the only one fast enough to escape due to his special speed, has now devoted his life to saving his friends.








Sonic has to go through six zones in order to recover the Chaos Emeralds. Each






zone is divided into three parts with the third part being the duel with Robotnik. Throughout each zone Sonic must dodge 'n weave through mazes, caves, rollercoaster type lands and worst of all avoid his now evil mates! Sonic's playing method is so easy to use for everyone, one button does all and that is jumping! Sonic must collect rings in order to stay alive. If our spiky friend cops a hit then he loses his rings. But if he's hit without any rings in the kit, then's it's curtains for him! Once you complete a round you'll whizz past a sign which shows you your bonus. If you happen to have between 50-99 rings then you'll be placed into a bonus round which has the blue rodent bounding aimlessly through a pin ball type room! Power ups can be found in terminals carelessly left on by Robotnik which give you invincibility, speed ups, extra Sonics, rings and continues. (You'll need them trust me!)

This version varies slightly to the Master System but manages to maintain the feel of the game and adds a new perspective to the title. The speed of the game really

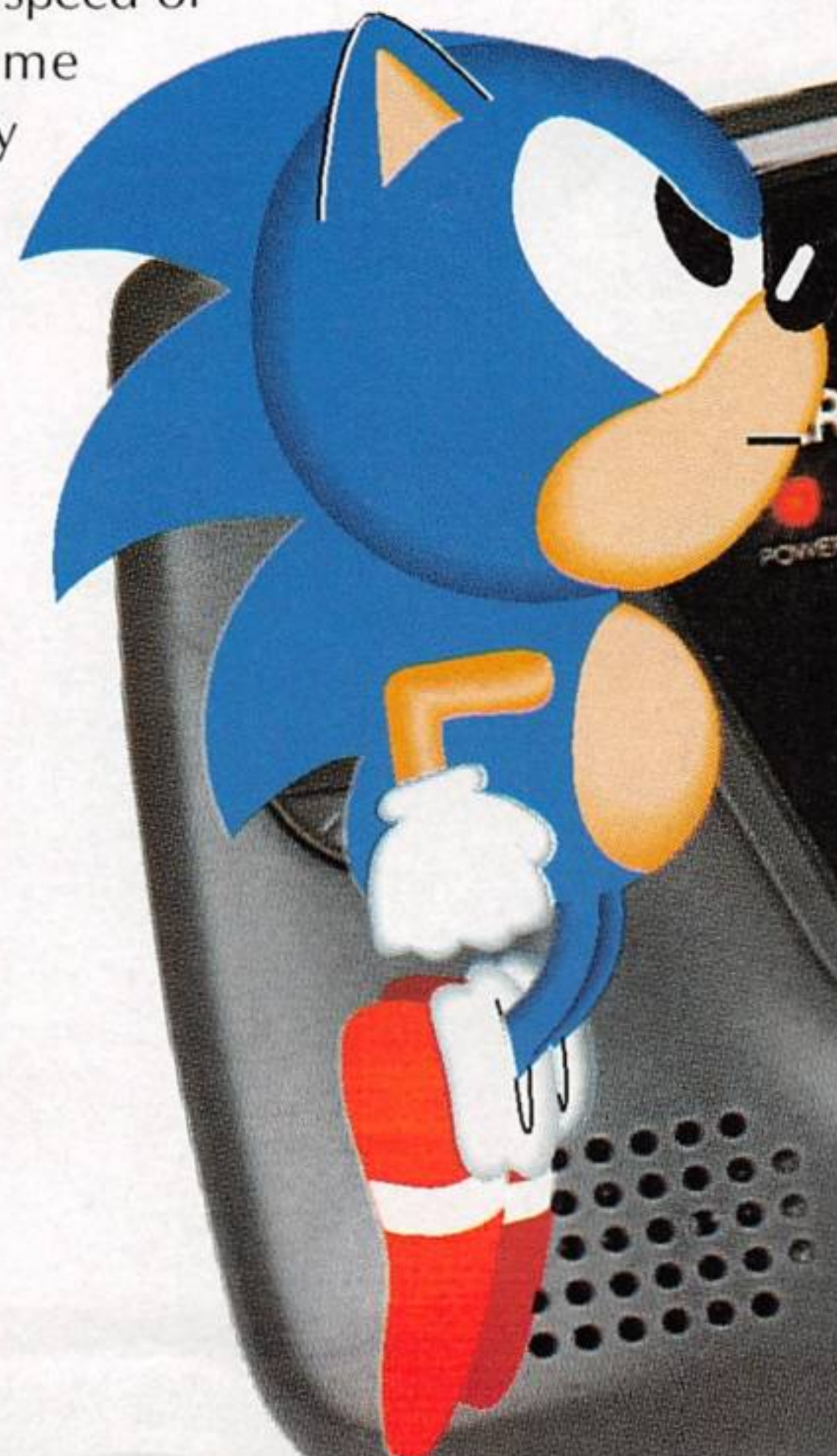
pushes the Game Gear to the max and to be honest it handles it better than the Sega Master System. Even though the MSII version was good, the GG does stand superior due to the outstanding Sky Base Zone which is not in the Mega Drive version of the

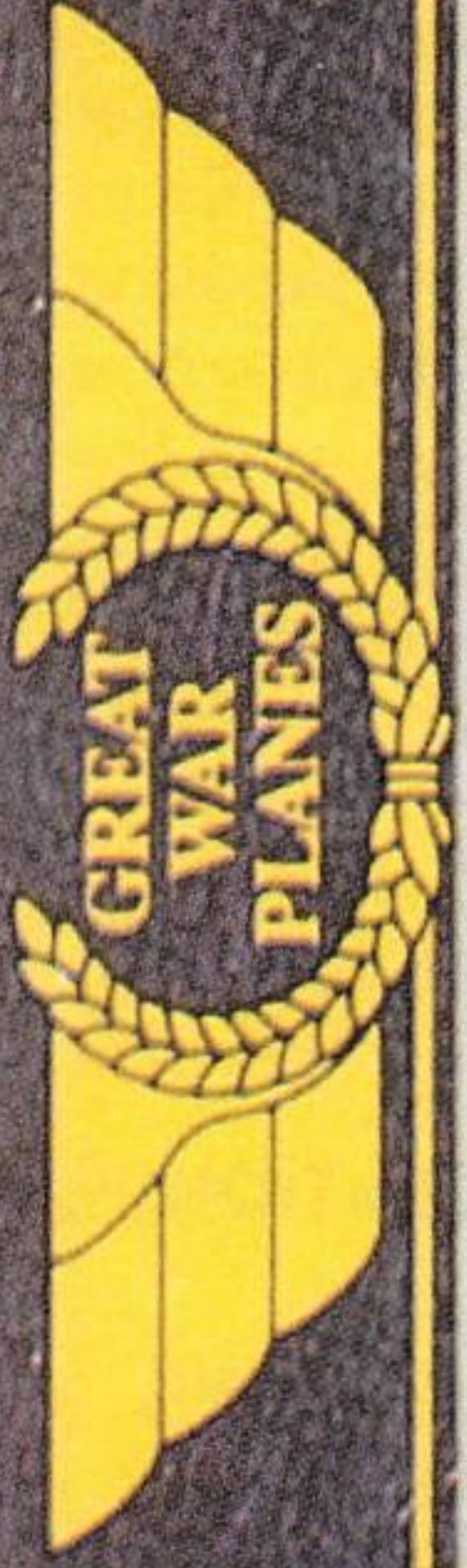
game. In fact, the game would be hot if it were a Mega Drive title! There are some extremely clever platform sequences including a scale set which boast Sonic up to higher ground. I don't think much has to be said to convince people into purchasing Sega's most enduring product since Wonder Boy. Ask yourself if you want the best game available for the GG and if the answer is yes (as if it'll be no!), then Sonic needs a looking. An absolute must for owners of the snazzy hand held!

-  BRAIN STRAIN 84%
-  PRESENTATION 92%
-  LASTABILITY 86%
-  ATMOSPHERE 88%
-  VALUE 88%
-  CONVERSION 91%
-  OVERALL 90%

-  GRAPHICS 94%
-  SOUND 85%
-  MUSIC 87%
-  PLAYABILITY 94%
-  DIFFICULTY 81%

Catch me on this one!





AACLES OF THE PACIFIC

TM





“THE BENCHMARK OF THE '90'S FOR FLIGHT SIMULATORS.” – SHAY ADDAMS, SIMULATION!™ MAGAZINE

Dynamix®
PART OF THE SIERRA FAMILY

CONSOLE REVIEWS

Yep, you've reached the console corner of Megazone, and this issue we've got a brand new section ACTION ZONE, which reviews the hottest releases around.

In the first Action Zone we check out the awesome EA Hockey, Streets of Rage, Alien Storm and Shadow of the Beast. Aside from that we've got one of my fave flight sim's F-22 Interceptor, Bart vs the World on NES and previews of brand new releases. Get into it! - Ed

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Game console serial number

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TOP 10

SEGA MEGA DRIVE

1. Road Rash
2. Sonic The Hedgehog
3. EA Ice Hockey
4. PGA Golf
5. Shadow Of The Beast
6. John Madden '92
7. Toejam & Earl
8. Moonwalker
9. Mickey Mouse
10. Streets of Rage

Upcoming: Robocod

SEGA MASTER SYSTEM

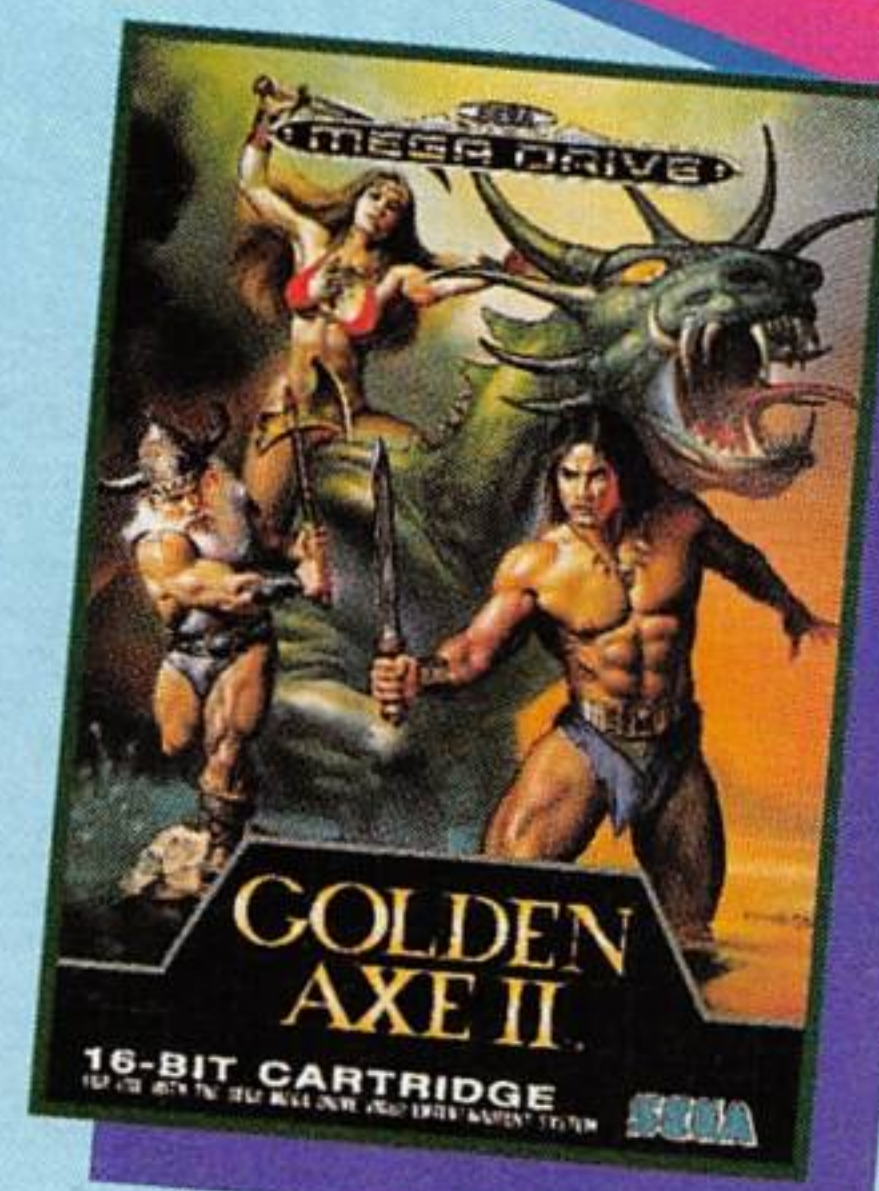
1. Sonic The Hedgehog
2. Donald Duck
3. Shadow of the Beast
4. Shadow Dancer
5. Outrun Europa
6. Pacmania
7. Bubble Bobble
8. Ghouls 'n' Ghosts
9. Mickey Mouse
10. Golden Axe Warrior

Upcoming: G-Loc

NINTENDO NES

1. Shadow Game
2. Legend of Zelda
3. Adventures of Link
4. Super Mario 3
5. Maniac Mansion
6. Metal Gear
7. Lo Lo 2
8. Batman
9. Super Mario Brothers
10. Megaman 3

JAMES POND 2: CODE NAME ROBOCOD



GOLDEN AXE II

MEGA DRIVE

Gilius Thunderhead, Ax-battler and Tyris-flare are back! Since they destroyed Death Adder and Death Bringer they've taken it easy, until a messenger came to them with a summons from the King to defend the country against the twisted creatures of Dark Guld. Once more the Golden Axe has been stolen from the weapons vault.

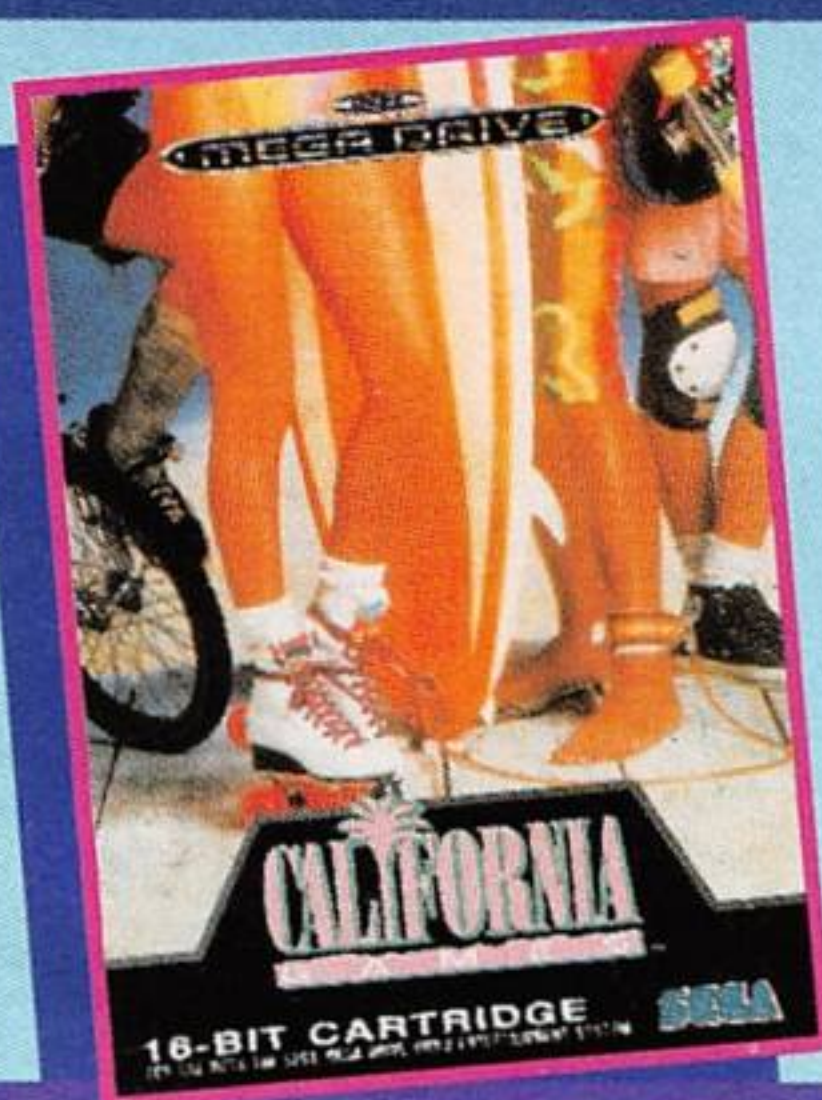
The action in Axe II is nearly identical to the first medieval hack'n slash adventure. There are two versions of action available; Duel, a player-versus-player or player-versus-computer, practice session and of course the normal arcade style game. You can play singularly but the two player simultaneous mode is double the fun.

There are six stages of action to complete including adventures in ransacked towns, creepy caverns and a fortress like castle, before you'll encounter the evil Dark Guld himself. But he's sent his creatures out to stop this confrontation. So be prepared to meet grave robbing skeletal warriors, lizard men and magicians on the way. The bosses include twenty foot tall trolls and headless knights in shining armour. Use your characters' magic or awesome fighting skills to fight the forces of darkness.

Although the action it's not much different than Axe 1, and the game is developed no further, the graphics are superb and all fans of the original game (and there are quite a few) won't be disappointed.



MEGAZONE > APRIL/MAY 1992 35



CALIFORNIA GAMES

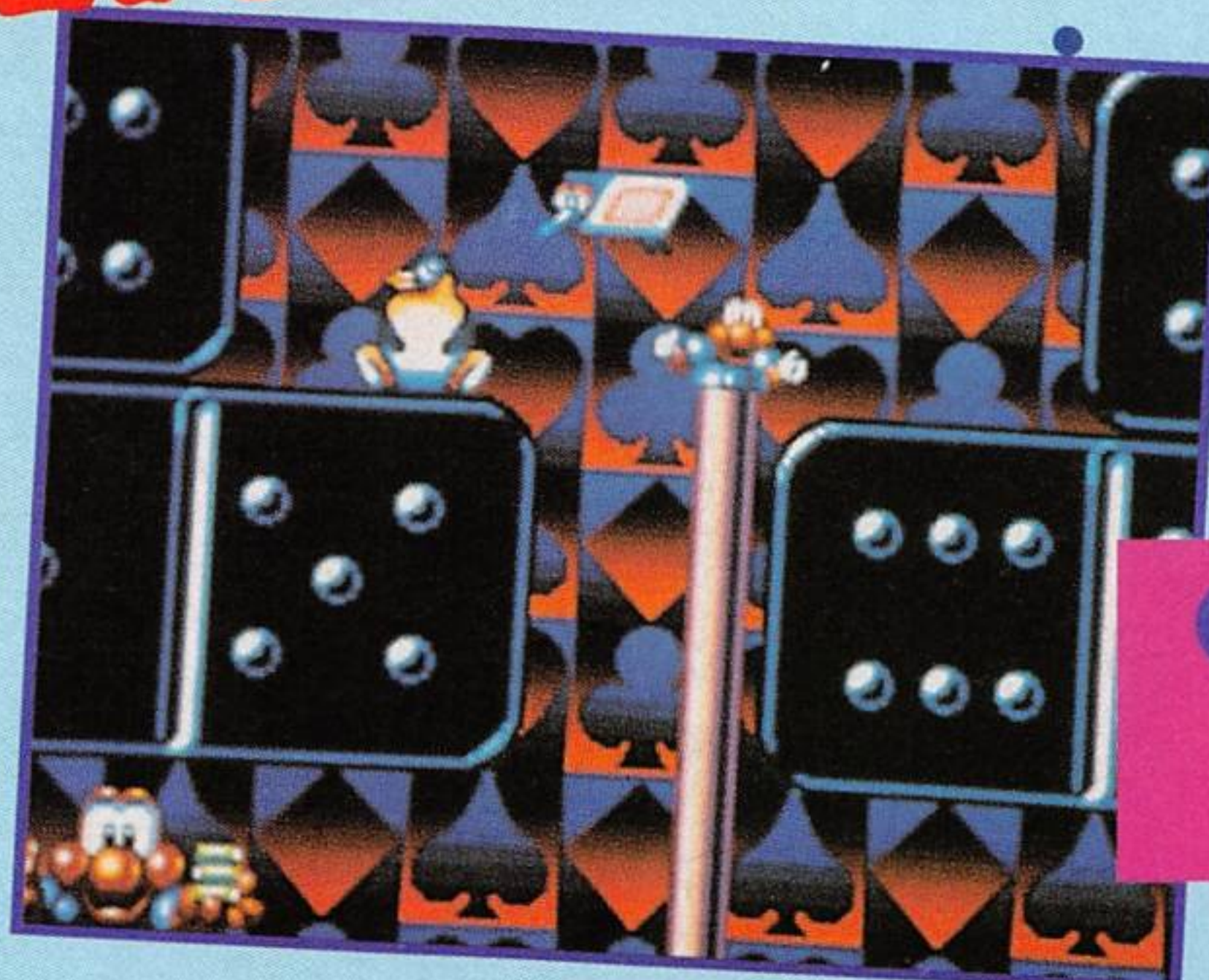
MEGA DRIVE

Hey dudes! Now there's no need to fly to LA to catch some radical tubes or do some gnarly skate board moves in a pro comp, because California Games has arrived on the Mega Drive, so it's just like being there!

Take your pick of five of the coolest sports; BMX bike-racing, Footbag, Roller Skating, Half-Pipe Skating and Surfing. Play them in order or just check out your favourites. You can compare your skill with up to nine buddies and has a high score board, so it's the perfect party game. See who can earn the title of "Big Kahuna"!

The graphics and animation are like, totally awesome, man! There is really excellent multi-level scrolling, which makes the surfing look more like a video film clip than a video game. Sound is also over the top, with beach tunes and bone-crunching effects.

So if you've always wanted to skate or surf but never had the guts, or perhaps just wanted to see how they do it over in California, then these games are for you.

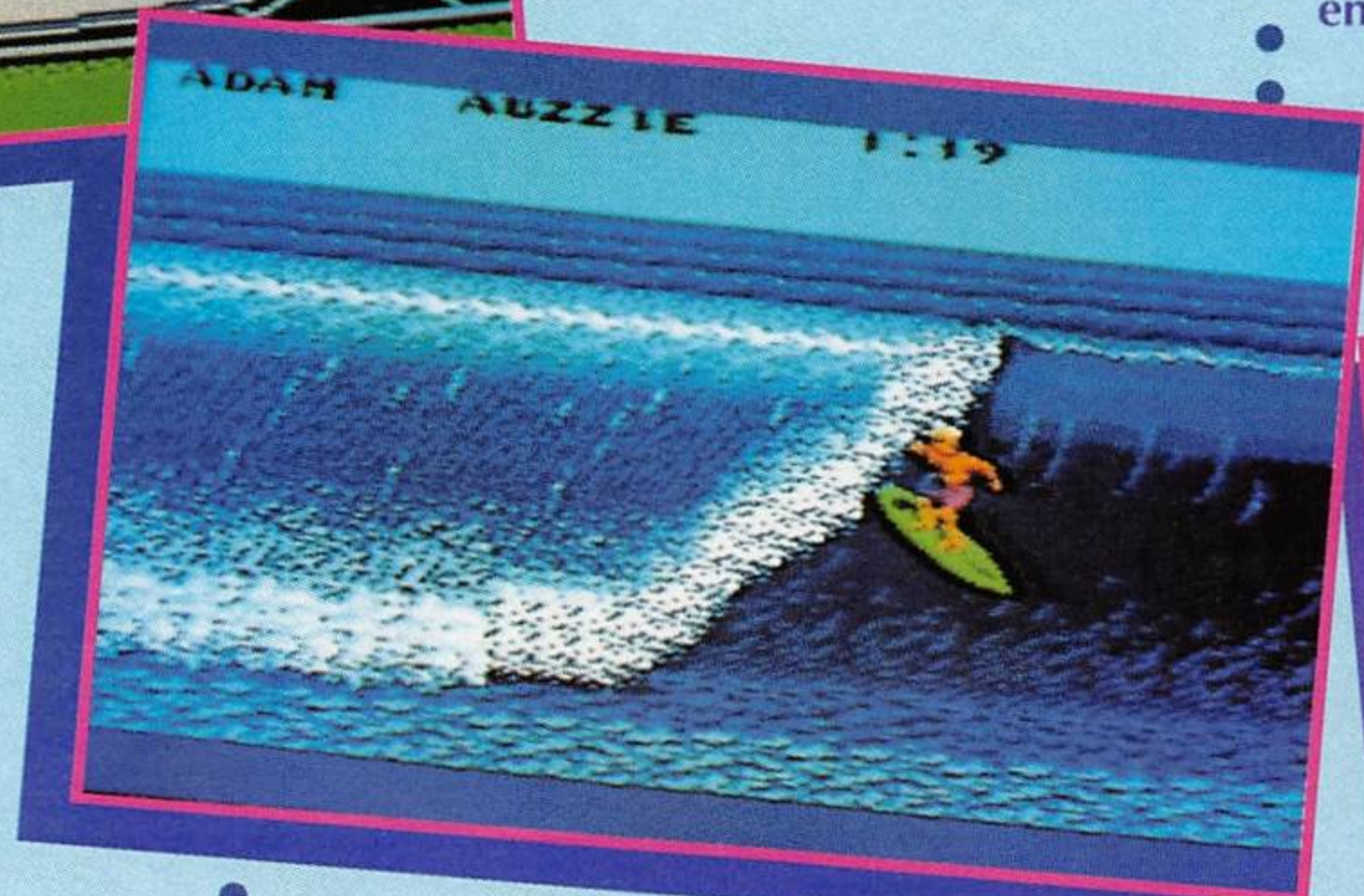
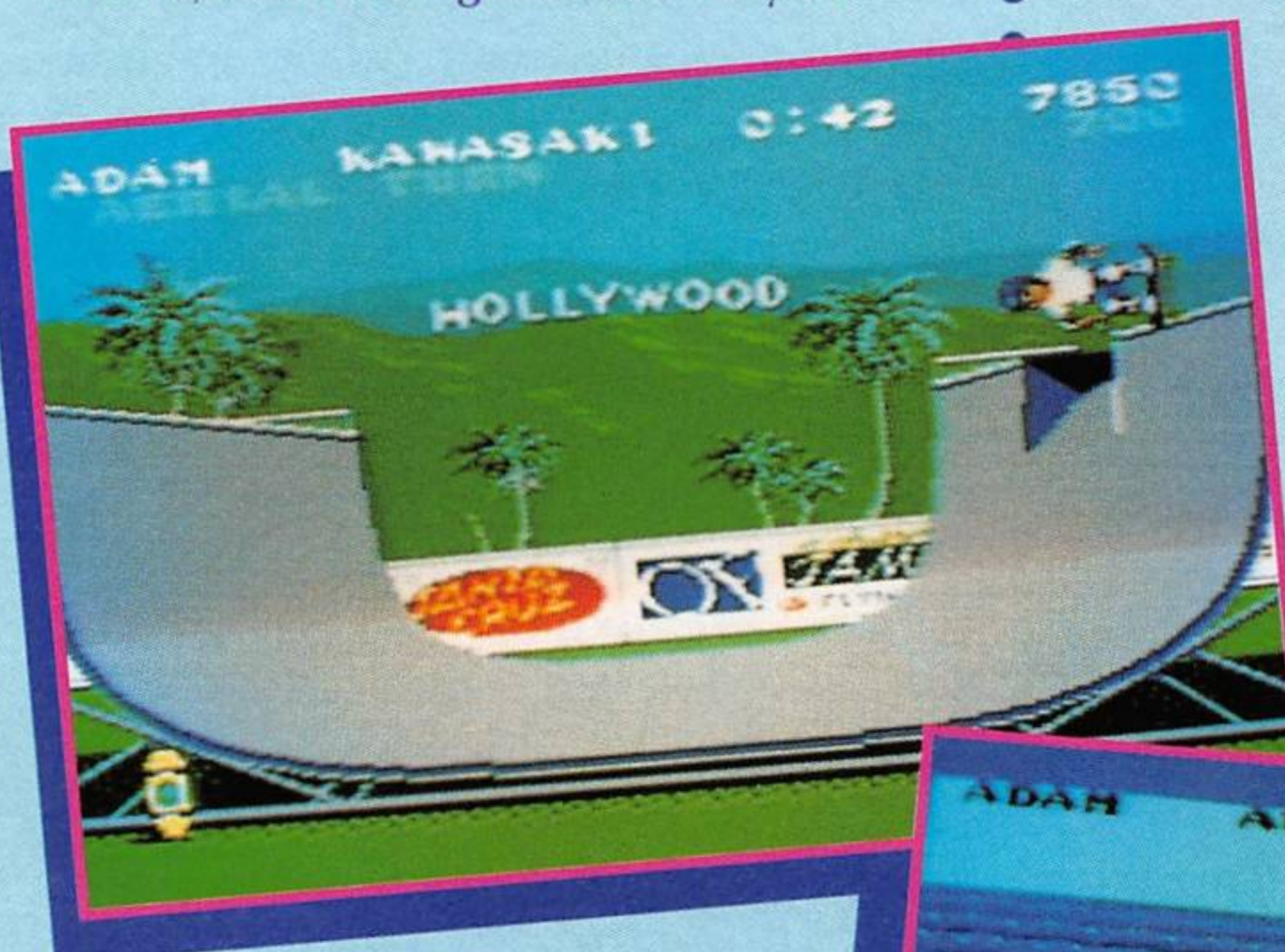


MEGA DRIVE

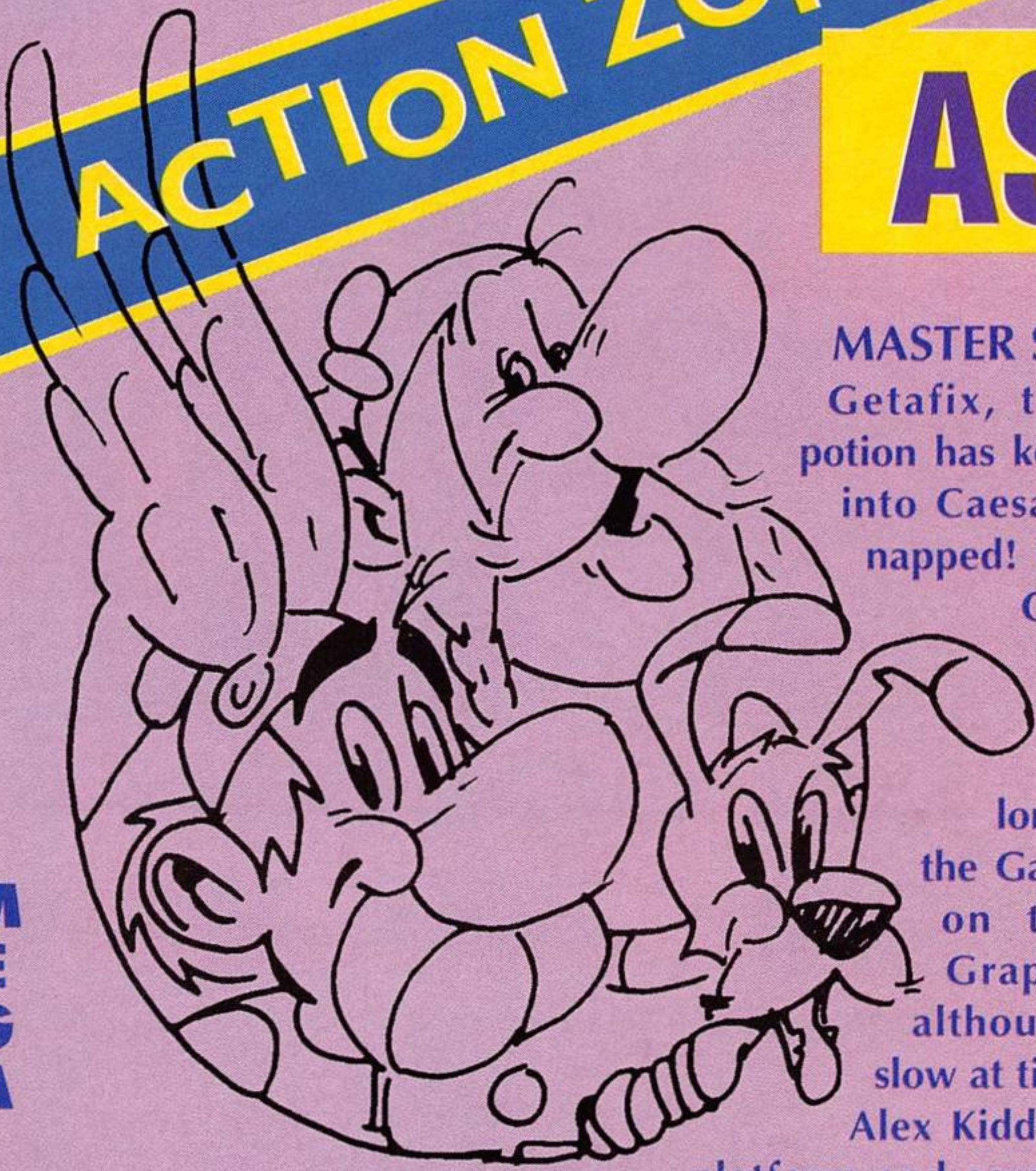
The evil Dr Maybe has taken over Santa's Toy factory, and James Pond is called out of retirement, geared up in the revolutionary new robosuit, on a mission to the North Pole. Yes, he's back! Our favourite aquabatic hero makes a zany return to adventure after saving the world from certain ecological disaster the first time around.

This time however, James' work is out of the water, managing to survive with his incredible robosuit. This miraculous invention also has other advantages like extendable legs, and contractable body, which can be used to bounce yourself on opponents. And there are a weird and wonderful range of baddies trying to stop Pond from reaching Dr Maybe, thereby saving Christmas...and the world!

The graphics are better than the original and there is amazing attention to detail in the backgrounds. James actually looks small and insignificant at some stages and probably could have been a bit bigger. All in all the game is fantastic fun to play or watch, and one of the best titles the Mega Drive has to offer.



ASTERIX



MASTER SYSTEM

Getafix, the Druid whose magic potion has kept his village from falling into Caesar's hands, has been kidnapped! Choose to play Asterix or Obelix and set off to rescue the druid and save the village!

The adventures of that long time comic hero Asterix the Gaul has finally come to life on the Master System II. Graphics are very good, and although the gameplay is a bit slow at times, it is in the fun style of Alex Kidd and Wonderboy. There's

platform and scrolling screens, end round meanies to overcome, and if you're Obelix the chance to squash opponents by sitting on them! It might seem easy at first, but as you progress the action becomes increasingly harder and the self-scrolling screen won't let you rest.

On the whole Asterix is an outstanding game, and won't disappoint fans of the well-loved comic character.



KLAX

MASTER SYSTEM

Klax is the classic arcade puzzle game second only to Tetris in the best-puzzle-game-ever prize. The aim of the game is simply to klax. On a 3D ramp you must collect the rolling tiles and arrange them in the bin below. A klax is just three (or more) tiles of the same colour placed in a straight line, either horizontal, vertical or diagonal. Once you get a klax, the tiles vanish, enabling you to fill up the bin with more tiles (and more klaxes!)

The game is divided up into 99 waves, each with a different objective. For example, on wave one you just have to complete three klaxes before moving on to wave two. Later on you may have to survive a tide of 100 tiles, or get 10 000 points to progress. Once you've completed wave 99, you've won.

You aren't allowed to let any of the tiles fall off the ramp without you collecting them with your paddle. If three go over, you're out! Reach a warp wave though and your tile count is cleared.

The Master System conversion is almost arcade perfect. Although the speech is missing, the controls are super-responsive and every arcade Klax tactic can be used in this version too! It's guaranteed to last you longer than most traditional arcade games. Go on, get klaxxing!



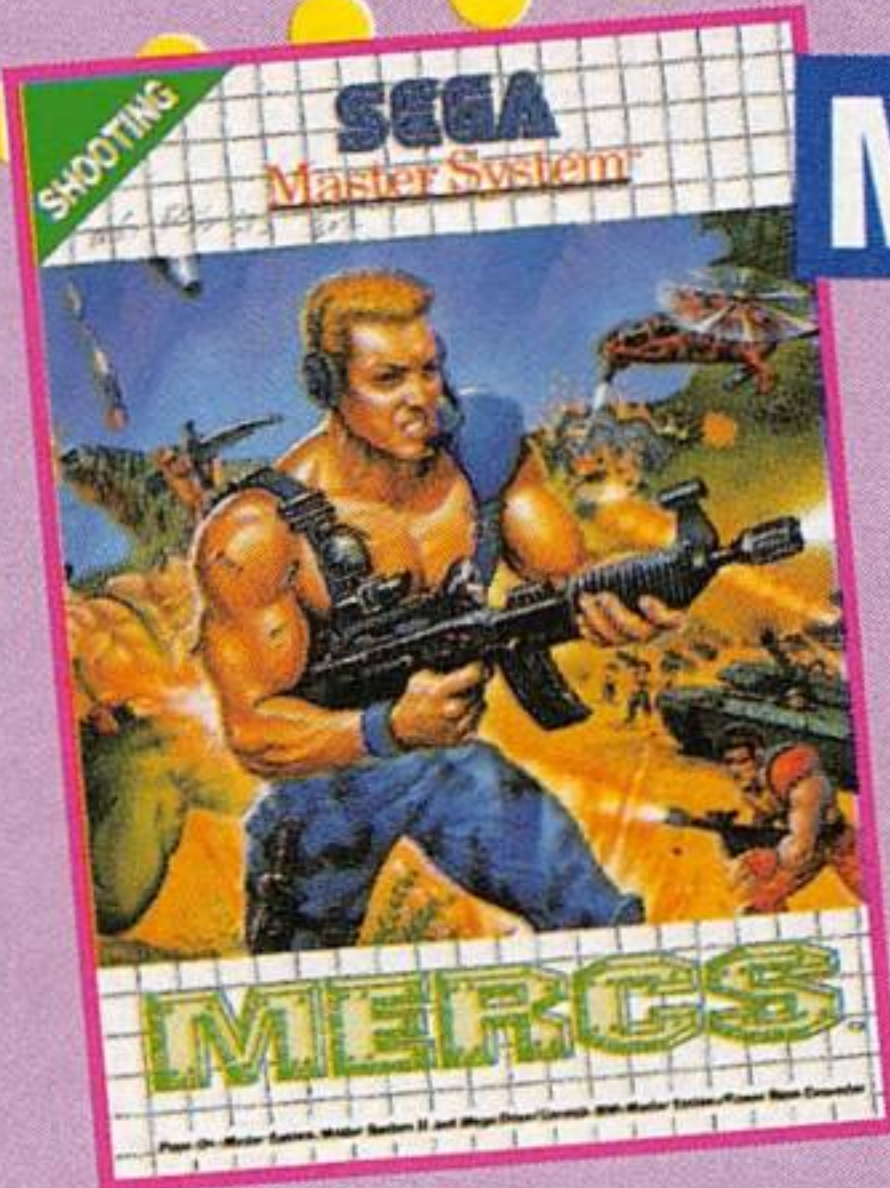
MERCS

MASTER SYSTEM

The ex-President of the United States was involved in a peace mission to

Central Africa, when he was captured by the ferocious Zutulan revolutionaries. Because of the tricky political situation in the area, the US government is sending in a team of one - yep, you! There are seven missions for you to complete, at the end of each mission being the obligatory super-meanie for you to overcome. The action is different from normal however. Instead of moving on either horizontal or vertically scrolling screens as usual, your little mercenary can wander where he will, exploring the scenery, shooting the enemy or picking up hidden goodies! There are two weapons you start with, a gun and some special mega-bombs, which should be used sparingly, and throughout the course of the game you will pick up all sorts of hardware.

The graphics are very good and fast moving, while the sound is fairly obligatory shooting noises. Mercs is fast, tough non-stop action, which although initially hard to get into, quickly becomes an addictive favourite.



F22 INTERCEPTOR

Hooning through the air ways at speeds that most people wouldn't even comprehend, your target lies ahead of you. One quick look to your right and you see a distant blur above the horizon. A glance at the radar indicates an enemy F-15 approaching fast and then a maverick missile is launched! Immediately you climb several hundred metres, going with 8 G-Forces in the face. Then you sight the enemy into your targets and without even a batted eyelid you hit the switch and launch a heat seeking missile, flying straight through his shrapnel amongst the fireball!

Yes, it's true! A console flight sim and a damn good one at that too. Now players can get to flying the plane without becoming a graduate just to take off! Realism hasn't lost anything because of it being a console, so experience flight sim players shall be right at home. The graphics are mostly polygon with sprites mixed in as well. Cadet is perfect for novices as it gets you accustomed to the controls quickly, so you can have yourself some serious "slap 'n tickle" in the skies with Saddam's flight school. Or you can play Training option and set unlimited everything (ammo, fuel, life) and discover what Uncle Sam's boys witnessed in 1990 in the gulf. But best of all you can go for the "real thing" and kick some hard butt in an all out "Donny Brook" in the air ways.

The first thing I noticed about F-22 Interceptor was the amount of options open to the player. Just about everything can be changed or altered. There are way too many options to mention here. The instruction book given is a God send as it shows all. First thing shown once your game starts is a military briefing giving you your orders plus detailed maps and locations.



Throughout the game you receive briefings. After you become informed on the situation you get thrown into the hot seat for some aerobatics.

Right throughout your battles you will be treated to some out of plane views where you can be shown an enemy's view point of yourself or even more drastic, a speeding heatseekers view. You can choose different angles of yourself from behind, in front, or circling views of yourself plus tons more. All details are kept in these view shots with no loss at all. During the game you can select from a number of ass kicking weapons. These include your normal Cannon, AIM 120a AMRAAM heat seekers, HVR-1 short range rockets, AGM-65a-Maverick guided missiles and flares. The technical names mean nothing though if the plane they're on is a sitting gonad but your F-22 definitely busts the best ass in the business.

There are four missions with an aces challenge to test the best, plus an option to create your own missions. Targets vary from

chemical weapon factories to fuel containers and tankers. You could be asked to do any tasks in the one mission including escorting VIP's and intercepting scouters. Things can get hot when flying head on to an oncoming swarm of blood thirsty Iraqi MiG-27's armed to the teeth with Heat Seekers.

Enemy fighters are not the only danger though. Several of nature's barriers can cause havoc to the unwary pilot. One of them being gravity. Blacking out can be a nuisance and also redding out from a rush of blood to the head. Sunglare also creates a disturbance, but most of all is the Earth itself. When a vehicle designed for air travel makes an unscheduled contact with the ground usually a serious injury occurs!

F-22 Interceptor offers a fast moving action game for those who love realistic aerial combat. Although the controls are relatively simplistic, they add an arcade feel to the game. Maybe PC owners will frown upon the basic controls but all this means is you don't have to study a 100 page manual just to take off and you can get and you can get into the thick of things sooner. Graphics are fast and accurate proving that the MD can handle polygon graphics as well if programmers stop being lazy and work on it. The sound serves it's purpose but the music is too repetitive. Don't worry though, it can be turned off with the wonderful options available. Each mission is great to play and you really want to finish them to see the ending screens (Saddam makes an appearance in a non-victorious setting!) F-22 won't be everyone's cup of tea but those interested in buying a well produced game with a high longevity rating then take a good look at F-22 Interceptor.

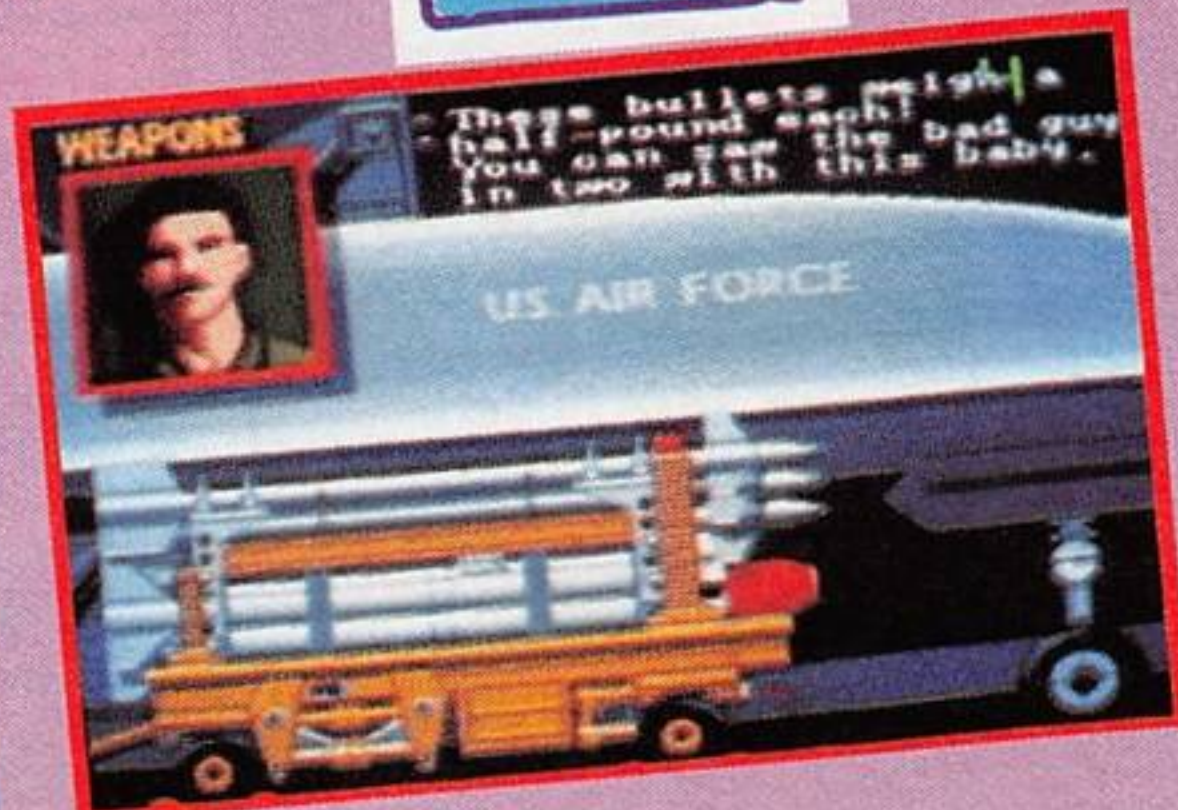
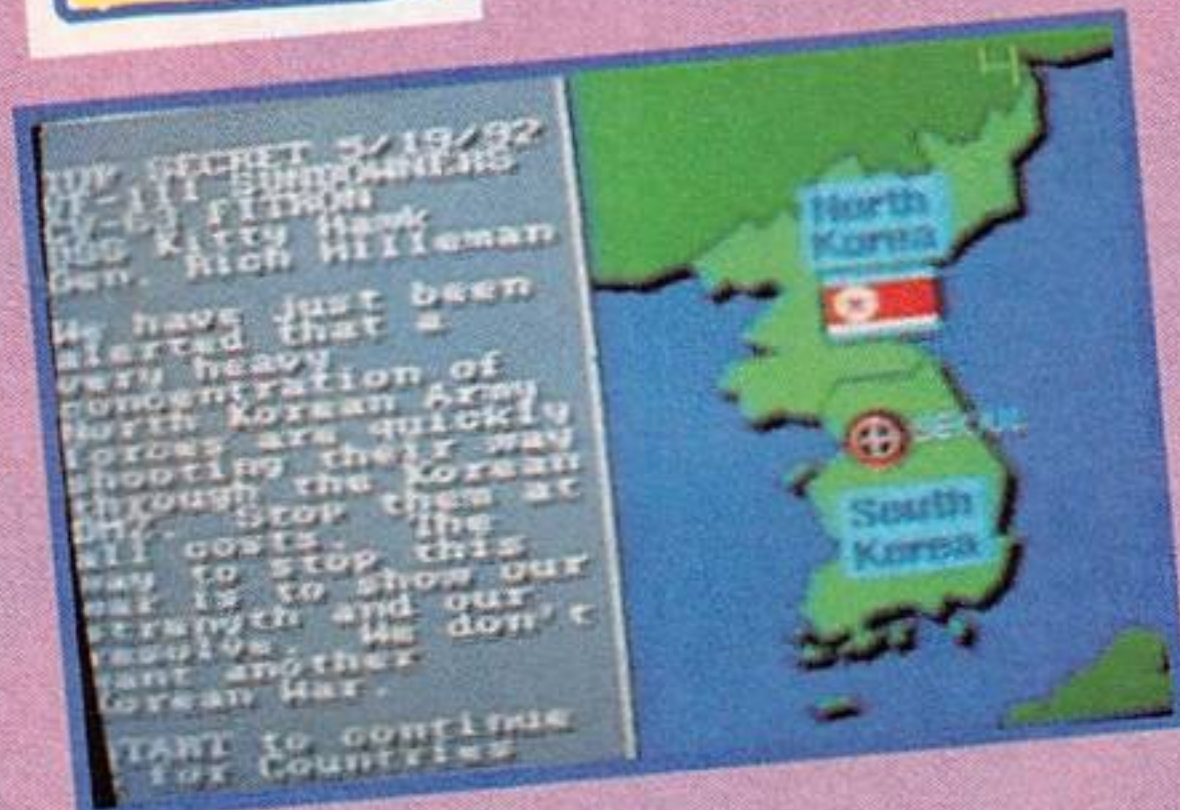
BRIAN COSTELLOE



OVERALL 87%



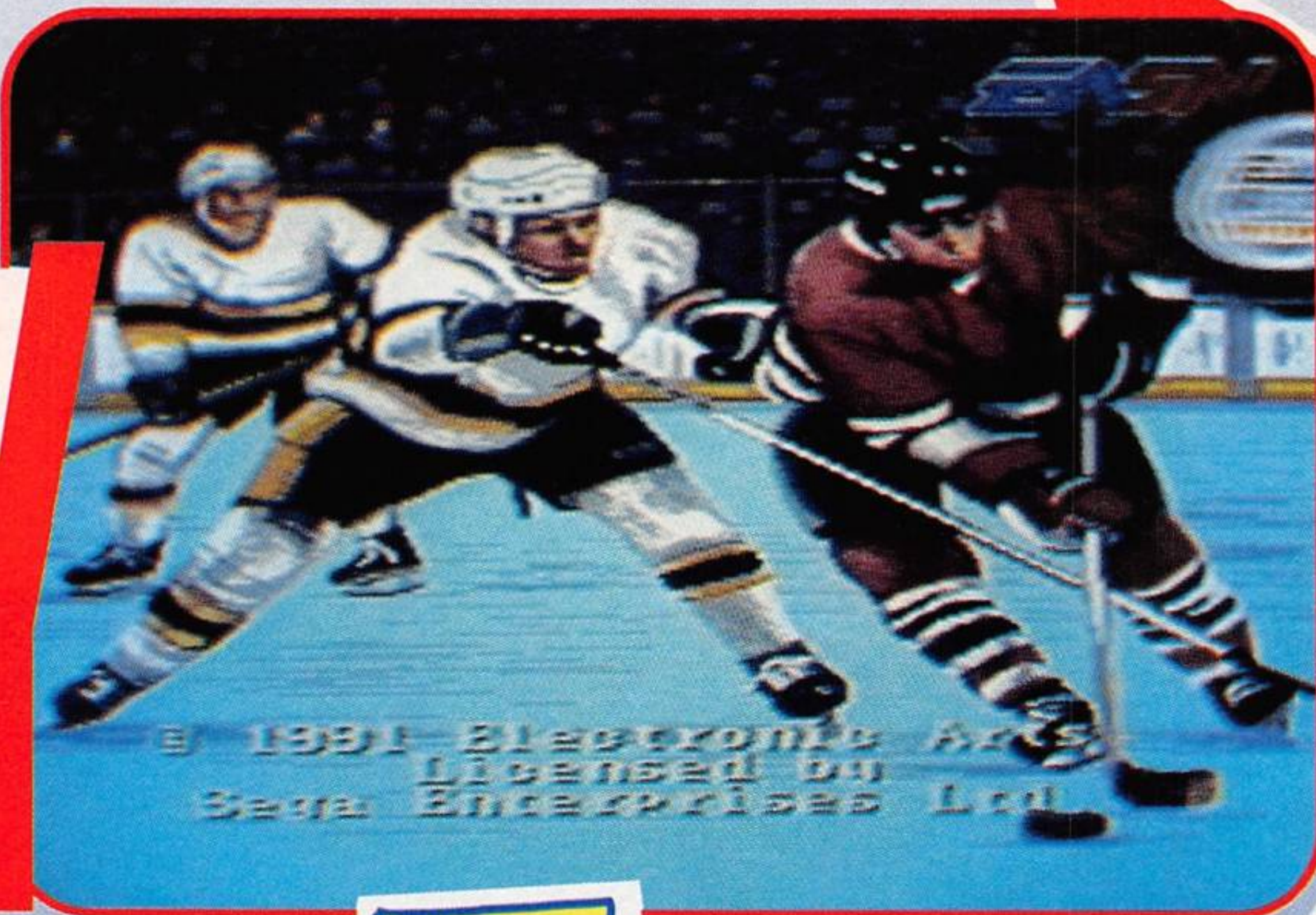
LASTABILITY 96%



DIFFICULTY 93%

HOCKEY

EA



OVERALL 92

Ice Hockey. A game of total class and sportsmanship. Actually, Ice Hockey has just about every type of violence known to man, with only the stick as your weapon. Maybe this is why it's one of the world's most widespread sports and now has been converted from the ice rink to the lounge room.

Now to fill you in on the rules. Your objective is to hit a disc like rubber object (called the puck) into your goal using both your hockey stick and sheer luck! Unfortunately for you there is this biffy sort of lad called the goalie, who's armed up to the teeth with padding and his job is to stop the puck going in the goals. Plus there are five dudes racing around the rink, like yourself who are trying to get the puck into their goal. They are the players (or targets!). Rules are no holding, tripping or hitting a player with your stick, but if they have the puck in their possession then they're all yours! Simple Eh!

In EA Hockey there are 16 international teams slogging it out to win the EA Cup. Which one wins is up to you! Controls are so simple to use and is

REVIEWS BY BRIAN COSTELLOE

easily explained to a novice player. The first thing that strikes you when you play EA Hockey, apart from the oppositions stick, is the realism of it all and how well it has been translated from the real thing to the Mega Drive. Play is like the real thing with fight breaking out now and again where everyone (including the refs) stop to watch the biff. The crowd "ooh" and "ahh" at near misses! Slam the dude with the puck and be rewarded a cheer from the crowd unless you're the visitor where you'll be greeted with boos galore!

All sorts of accidents can take place during the matches (which consist of three 20 minute periods), such as being tripped at high speeds or being be-headed by an on-coming lunatic. Ramming some loser into the barriers is a favourite. But the all time classic is copping a puck in the go after being hurled off a stick at full force!

In the same atmosphere as John Madden's '92, EA Hockey gives you a TV perspective with Highlights, Team Updates and wait for it, ten second Action

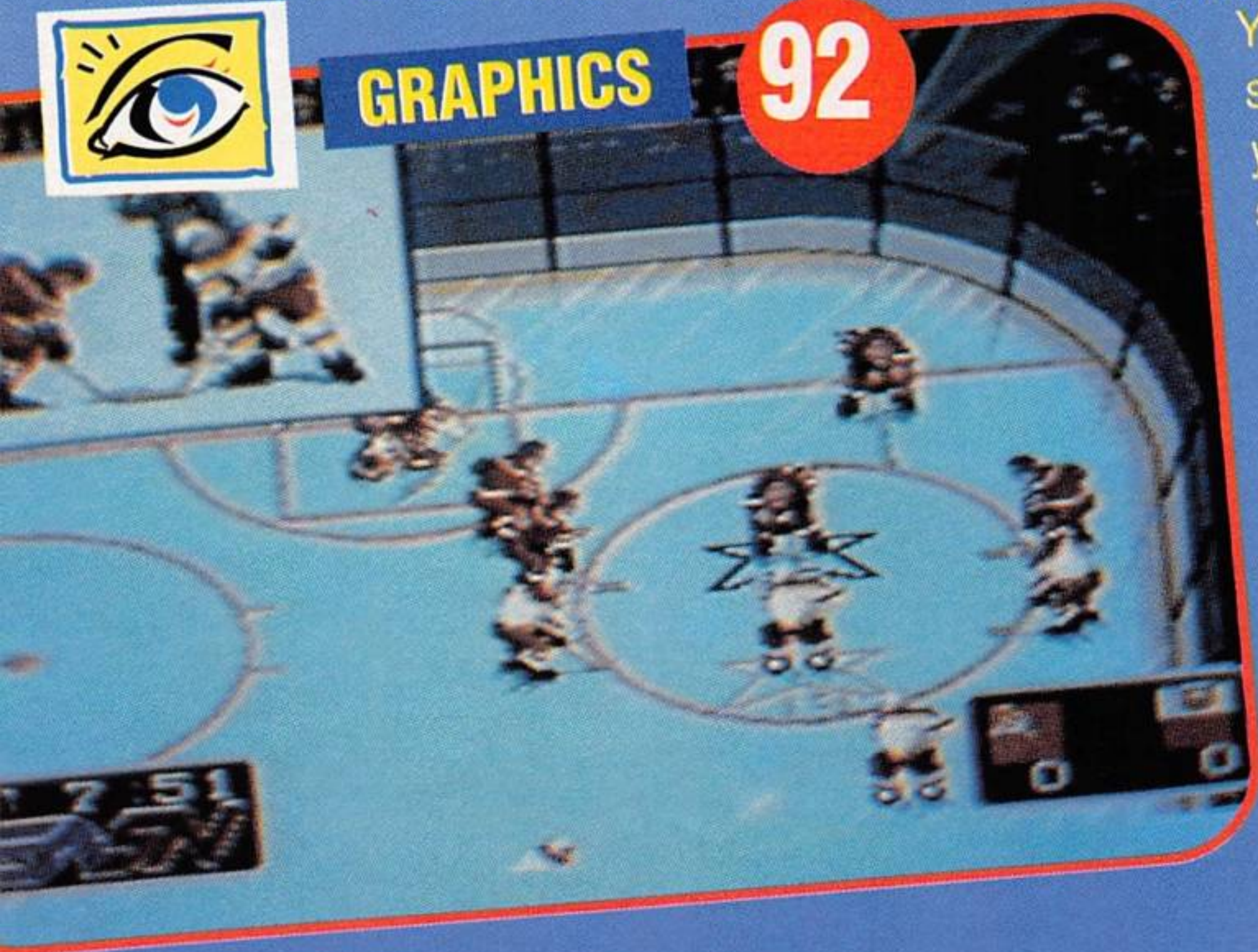
Replays at any given moment! Yes! If you'd like to see that classic pounding again and again, you can access the replay screen and "Play", "Still" and "Rewind" that footage. Plus, you can view any section of the rink at once. If you have an Arcade Power Stick, you can use the Mega Fire on the play button to give you "Slow-Mo" with sound. Watching the replays can sometimes raise your hair on end!

Basically if it happens in the real thing then expect to

see it on this hot classic. Oh, is it fun to play? You bet your booties it is! The only possible gripe I have with the game is that once you learn how to score goals, it is easily possible to beat the computer teams by up to 20-30 nil, but if you play two players then the odds are made even. So EA Hockey is a definite must have for all Mega Drive owners with class. Sega will have a tough task ahead of them when releasing Mario Lemeux Hockey as it will have to be perfect to beat this classic! Electronic Arts are proving everytime that they are the masters of sport sims and EA Hockey just drives the point well and truly home!



GRAPHICS 92



CONVERSION 95



MUSIC 93



PLAYABILITY 95



DIFFICULTY 84



PRESENTATION 94



LASTABILITY 92



ATMOSPHERE 93



VALUE 91



REALISM 94



OVERALL 91



As your night at the movies comes to a finish you grab your coat and put your hand around your girlfriend to start the journey home. But as you head outside you find out the hard way that the new crime wave wasn't just another media scam and you and your main squeeze become another addition to the ever lengthening crime statistics. These aren't happy days. A new crime organisation has taken a strangle hold on the big city and even the police are at the mercy of "Mr. Big".

So, three young daring ex-police decide to join forces in an all out onslaught against the main dude himself! Meet the heroes. Firstly there's Adam, the boxer, his spare time is spent with his trees doing bonsai. Then there's Blaze the fiery brunette judo expert who spends her free time doing the lambada! And lastly is someone I could relate to! Axle the blond heavy! His method of distributing pain is martial arts and his spare time is spent hacking 'n slashing through video games! (Someone with taste!) When these three get together you better have some running shoes on because things can get quite narly once they get happening!

As far as beat 'em ups go, Streets of Rage definitely packs a good punch with all the makings of a classic. There are 8 levels of hazardous territory which must be ventured into by the courageous trio. Each round has quite a large number of enemies who are waiting to stomp your head into the ground at the first given opportunity! The game is for one or two players, with two players either working together or treating each other like unwanted scum and bashing the dickerings out of your

STREETS OF RAGE

rival! Over 40 different moves are available including backslams, headbutts and reverse kicks! But if this isn't enough then an E-SWAT car can be radioed for help and you can watch the enemy burn in pain as you clean an open wound. Weapons such as knives, baseball bats, and even glass bottles can be used to give that unwanted face lift for those who don't deserve to remain a pretty boy.

This game takes in aspects of other arcade hits such as Double Dragon and dare I say, Final Fight, and blends them into a huge title which includes some mighty impressive graphics from the Shinobi team. The ship yard shots are the best on the Mega Drive as far as backgrounds go. Also the music can really hammer the eardrums and pumps the adrenalin flow up to the max when on full blast! The music is the most hyped up score to date. The bosses are some of the fiercest looking yet seen, easily doubling Axle's height and size. Plus enemy's include the nastiest array in town with



GRAPHICS 94



SOUND 89



MUSIC 97



PLAYABILITY 90



DIFFICULTY 87



PRESENTATION 88



LASTABILITY 89



ATMOSPHERE 94



VALUE 93



REALISM 93

M
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ALIENSTORM

The game scenario begins with the all too familiar story, the aliens have landed and are trying to take over our beloved planet. So who's gonna stop them? The elite group "Alien Busters", that's who!

The three heroes or heroines you can choose from are Gordon, Karla or a robot named Slammer. Throughout the game you guide one of the Alien Busters throughout each level, or if you have a friend they can join in as well. At the beginning of the game there are various options to choose from. Arcade mode, which is same as the arcade game. Duel mode, which is an option that has little to do with the game except to provide a little more variety for your money. Basically, you go through nine battles with different aliens and at the end receive a score and rank. It was unbelievably easy as I battled on to become the champion dweller, but for those of you without much dexterity for such a game they give a lowly rank being a serf.

The next option is probably the most useless 1p vs 2p, but if you and a mate get your kicks out of beating each other to a pulp this is for you. One of the 3 characters is chosen and you battle it out for a best 2 out of 3 grudge type match. Wow! Each character has their own weapons none being better than the other. These include rolls, jumping leaps and a "special attack" button which has a smart bomb type effect.

The next option is called oddly enough, Options. This gives you the choice of 3 difficulty levels, easy normal or hard, energy level which is how much energy you start with. (Energy being

REVIEWED BY NICK SMITH

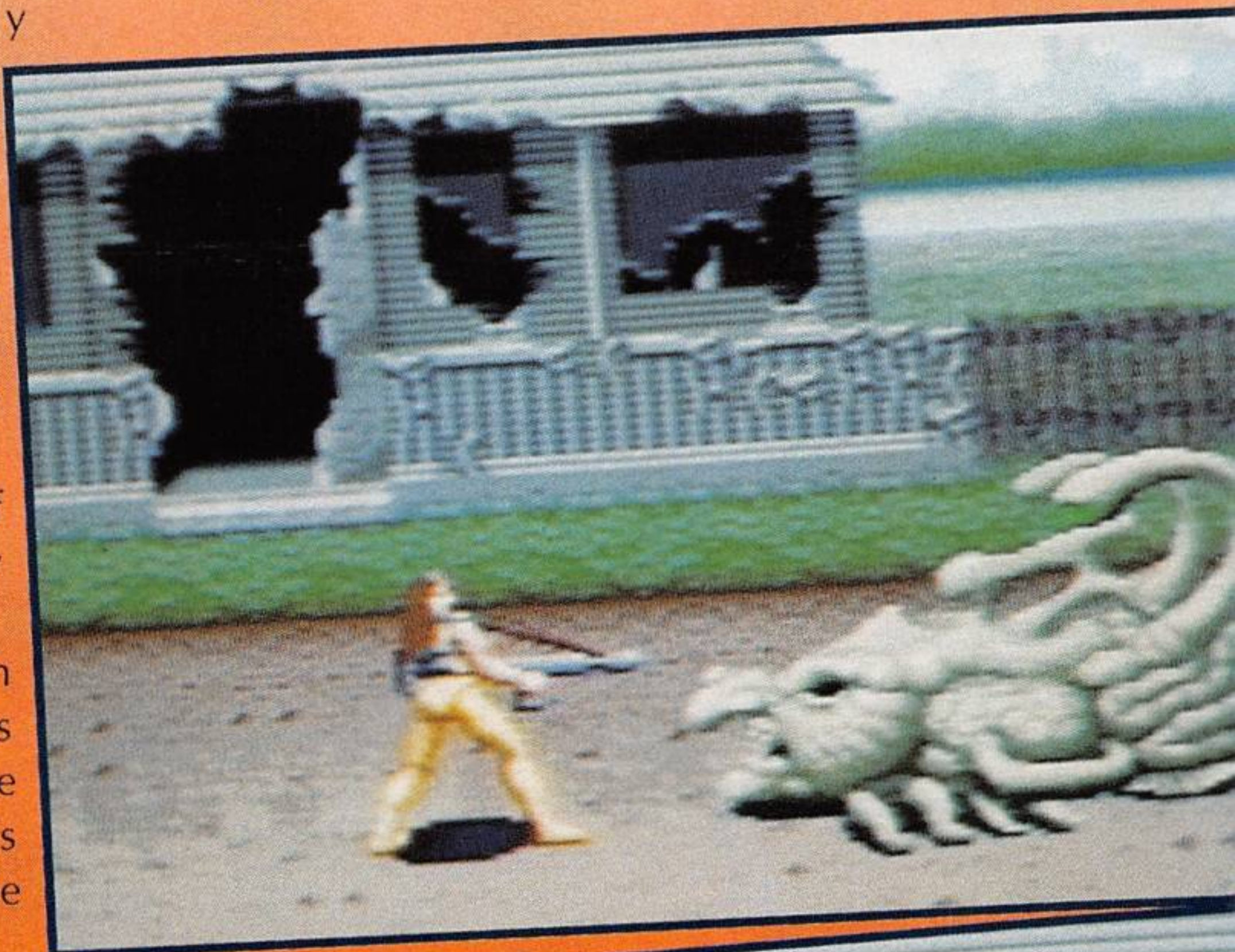
the power used by the special weapon).

The Rapid fire option does little except for making the player press the fire button a lot more. Funny though, it doesn't make any difference accepting the "operation wolf" scenes.

Arcade modes has 3 different types of screens as you fight through 8 levels of gameplay. The first is the normal control the man along the horizontally scrolling screen zapping aliens etc etc. The 2nd is the first person perspective view or, an Operation Wolf type screen which is basically more shooting aliens. The 3rd type of screen is a very fast horizontally scrolling screen where the characters run after various types of aliens and shoot them - how original!

A near perfect conversion from the arcade original, this game is seriously lacking in the originality stakes as each part is easily recognisable from a game

of the same type. Even the different options, don't give it much more appeal than a Double Dragon Vs Aliens situation. Once every option has been looked at, you get a feeling of being ripped off. Basically here is a game, with nice presentation and O.K gameplay, excellent graphics and average sound. It's a definite try before you buy situation, some people love it, others are disappointed. See what you think.



MUSIC

85



PLAYABILITY

88



DIFFICULTY

79



PRESENTATION

85



LASTABILITY

78



ATMOSPHERE

83



CONVERSION

91



OVERALL

84



GRAPHICS

86



SOUND

84

When you were a child, the mages of Maletoth and the Beast Lord kidnapped you and used their dark arts and perverted powers to warp your mind and body. You are now the Beast, a massively powerful, yet rather grotesque creature whose aim in life is to carry out the Beast Lord's evil bidding.

However, although your conscious mind may be drugged and altered, your dreams are still your own. One fateful day you dream of your father's horrific death at the hands of the Beast Lord. Waking up, the sharp realisation of the past cuts through the clouded confusion of your mind and you recall the true horror of your life. Someone has to pay. Someone has to suffer. That someone is the Beast Lord.

The arcade action takes place over six stages of scrolling action, with superb graphic quality on both the Master System and Mega Drive versions. Unfortunately, the Beast Lord's has dispatched the grand total of 132 varieties of beasts (floating bloodshot eyeballs, giant slugs and flying skulls to name a few) to search you out and have your monkey-ass well and truly dusted.

But the path of the Beast Lord isn't just a case of cutting a swathe through the assembled hordes of gruesome ghoulies. You must battle your way through mountains and forests, visit the magic well, find your way out of the underground caverns and the mysterious subterranean world, and explore the Beast Lord's Castle.

At the end of each stage of your quest of course, there are enormous guardians for you to challenge. And that's not all! Each domain also has a fair share of bizarre puzzles that you must solve in order to progress ever onwards to the final confrontation with the twisted Maletoth!

Phew! That's some challenge. And it certainly will keep you

playing for some time. You only get one life and 12 hit points (potions will boost you throughout the game) and there are NO CONTINUES OR PASSWORDS (unless there's a cheat I haven't found yet). This is

SHADOW OF THE BEAST

really frustrating as the game takes quite a while to play and you can become bored stiff playing over the beginning screens again and again. There's something not quite right about the game, there's too much slow action and aimless wandering to reach a blood-pumping excitement level. Although technically and graphically wonderful, the gameplay is very limited and could have been a lot better. It really doesn't hold your excitement or interest (especially when playing the same screen for the fortieth time). But check "the Beast" out anyway, even if just for the graphics!

ARIEL AERONAUT



MENTAL

85



PRESENTATION

61



LASTABILITY

82



ATMOSPHERE

59



VALUE

74



CONVERSION

98



OVERALL

79



GRAPHICS

97



SOUND

81



MUSIC

60



PLAYABILITY

51



DIFFICULTY

91



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THE SEGA POWER LINE IS HERE!

BART VS THE WORLD

Bart's really gone and done it this time. No, he hasn't set Springfield on fire, he's won the right to participate in the Worldwide Krusty the Clown Treasure Hunt. Which means that he and his entire family get a trip around the world, as they search for the various cheap Krusty items hidden in each country. But there is also some rare one-of-a-kind items to find as well. Sounds great, huh?

But there's a hidden catch. Mr. Burns, head of the Springfield Nuclear Power Plant, and Homer's boss has discovered that Simpson's incompetence has been costing him millions of dollars in maintenance fees. Burns has decided to eliminate the entire Simpson family from the face of the Earth - by enlisting the aid of relatives throughout the globe. The Simpsons are not to return from this trip - alive!

Now each Country has an introduction screen, combination gameplay levels, and Single-screen games. Moving the joystick takes you about as expected, the A button fires any weapons found, B lets you jump or fly as BartMan. Each country must be "discovered" in specific order - no cheating and skipping allowed between levels. Icons represent ways to move - the Map Icon appears when you've completed all that can be done in a single country.

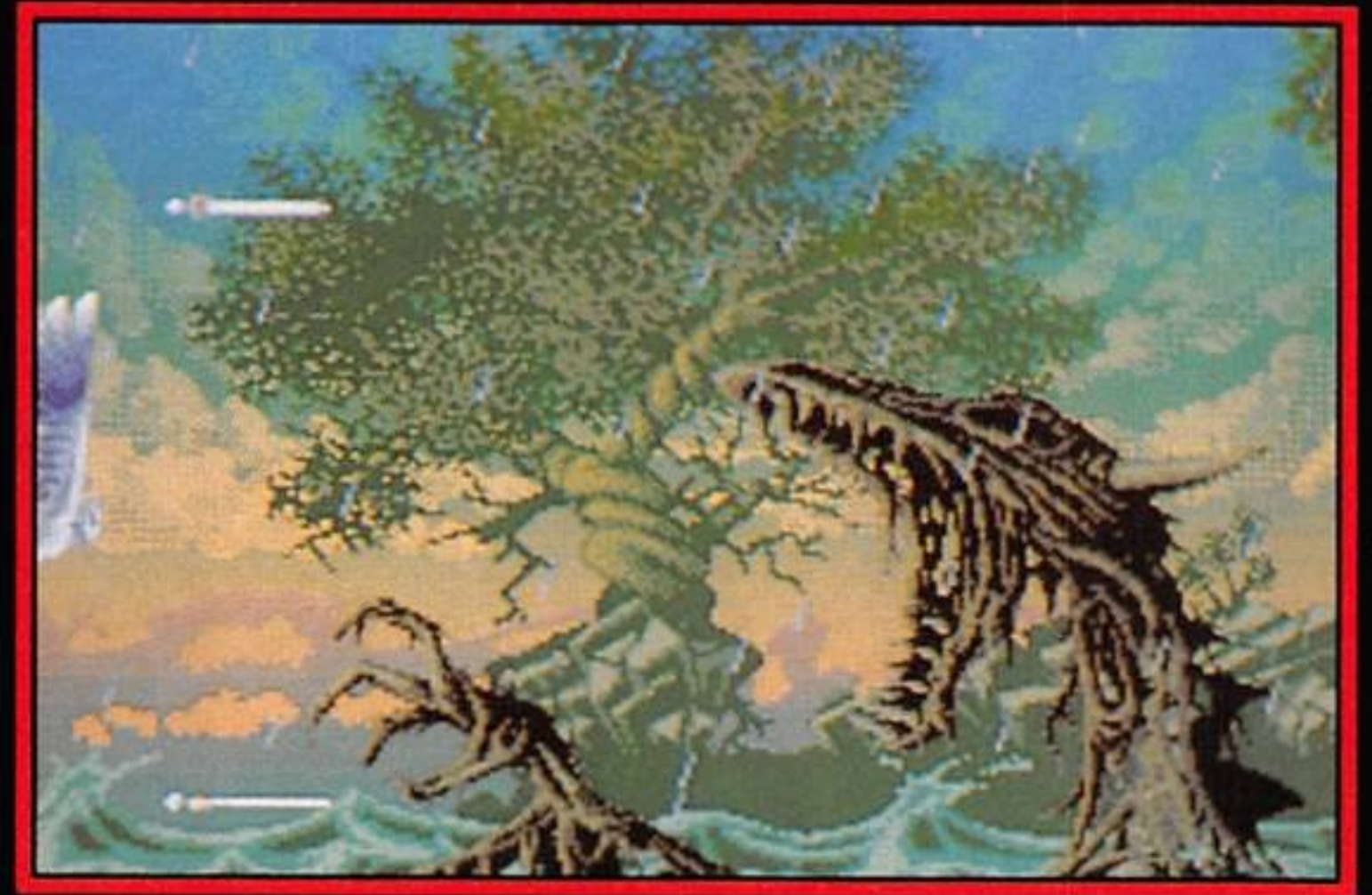
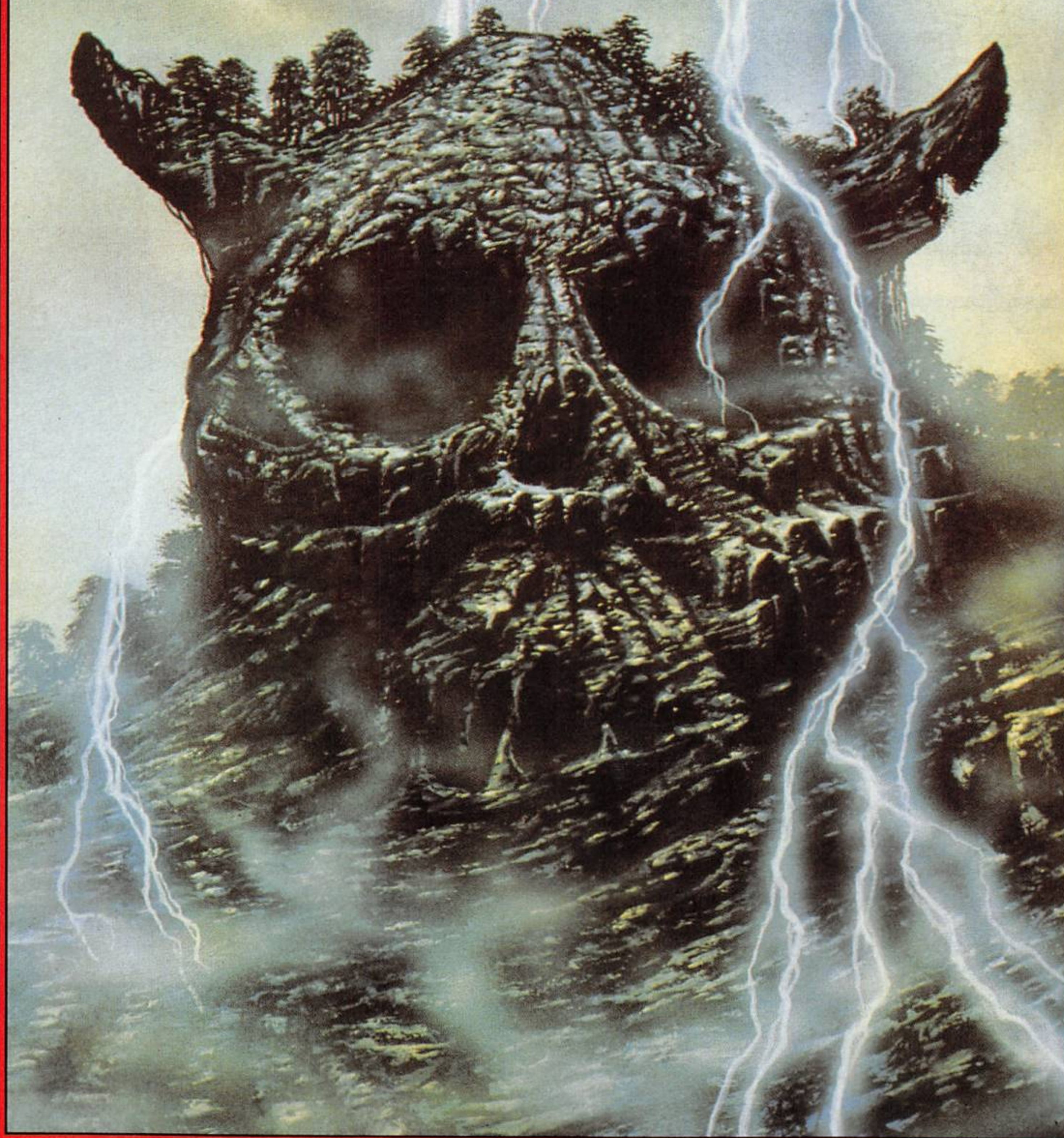
As Bart, you've always the need for a supply of firecracker balls - they're great for hitting enemies and eliminating objects. Picking up the various prizes lying about is good too - the other family members are about and must be used to help Bart find his way. Those special one-of-a-kind items aren't needed to finish the game, but they will provide a special surprise later on if found.

But watch out Mr Burns has a large family, with Ramses Burns, The Abominable Snow Burns, and Eric von Burns (of Hollywood) to contend with. Plus the single screen puzzles and games. Bart really has his hands full with this one.

MARSHAL M. ROSENTHAL

Product information Acclaim/NES

Agony



AGONY

Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically – excellent levels, each infested with hordes of beautifully-animated conjured-up creatures.

Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.

Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully cast to bring you a spellbinding brew of computer gaming action.

Experience Agony with no pain!

SEEING IS BELIEVING

Screen Shots from the Amiga version.

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WIN YOURS!

A★C★E★S OF THE PACIFIC

Strap on your helmet and prepare for combat! Step fifty years back in time and experience the emotion, men and machines of World War II combat in the Pacific. Up against enemy fighters and aces, you must intercept bombers, dive-bomb enemy carriers, launch ground attacks to cripple enemy air-bases and experience the terror and exhilaration of carrier landings. Spanning the entire Pacific from the Coral Sea to the Battle of Midway, you can choose to fly for either America or Japan, experiencing the sights and sounds of air combat from both sides of the battle.

Aces of the Pacific (Sierra/Dynamix) is a meticulously researched historical flight sim featuring over 30 vintage aircraft, a wide variety of battles and thousands of miles of air space for dog-fighting and aerial combat. Take your pick of either a quick single mission or enlisting for the full tour between 1941 and 1945. A powerful mission recorder lets you save an entire mission to disk and then jump back into the simulation at any point to begin playing again! *Aces* comes with a magnificent 240 page manual, complete with detailed historic overview of the war, photos, war maps, pilot profiles, air combat tactics of the era and over 26 colour pages of aircraft illustrations. This magnificent game has it all, and you could have it all too, if you enter Megazone's *Aces of the Pacific* competition!

All there is to it is to answer these three easy questions to win one of 10 (yes, 10!) *Aces of the Pacific* games

1. WHERE IS PEARL HARBOUR?
2. WHEN WAS IT BOMBED?
3. WHAT IS THE WORD FOR THE WORLD WAR II JAPANESE SUICIDE PILOTS?
4. WHAT WOULD YOU DO IF YOU SAW THE ANSWER TO NUMBER 3 FLYING TOWARDS YOU?

Easy or what? The nicest looking and most correct entries will win. The Ed's decision is final and there will be no arguments. Got it? Remember to include your computer type so we can send you the right game format.

Get in real soon because entries close on the 28th of April.

WIN NOW! HERE'S HOW...

WIN NOW! HERE'S HOW...

WIN NOW! HERE'S HOW...

JUST ANSWER THE QUESTIONS...

TWILIGHT 2000

BY the Spring of the year 2000, the armies of Europe have settled into new "cantonment" systems. Civil authority has virtually ceased to exist. Most military units are practicing extensive recruiting in an attempt to maintain their strength, and stragglers are often incorporated into units, regardless of their nationality. In early January, the US 11th Corps, stationed in Krakow, moves out of its cantonment on what is to become one of the last strategic offensives of the war...

REVIEWED BY BRETT MONROE

The survivors of the Nuclear holocaust prayed the war was overInstead it has just begun.

KABOOOM!!!!

World War III has raged for almost a decade! Poland has been devastated by the brutal and merciless tactics of the Warsaw Pact and NATO forces. Baron Czarny, a crazied madman, has sent his ominous army, the Black Legion to seize control of Poland.

The main objective of Twilight 2000 is to organise and assemble a squad of 20 soldiers and to utilise their unique talents and skills in combat, to defeat and destroy Baron Czarny. Secondly, you must choose and command groups of four soldiers on several different missions that are designed to gain territory and therefore increasing the security and viability of Krakow, your base of operations. Lastly, once you have expanded you regime, you must successfully wage war against Baron Czarny and his Black Legion.

Now you know your mission ... Let's start!


The one truly great aspect of this game is the ability to create your own party mem-

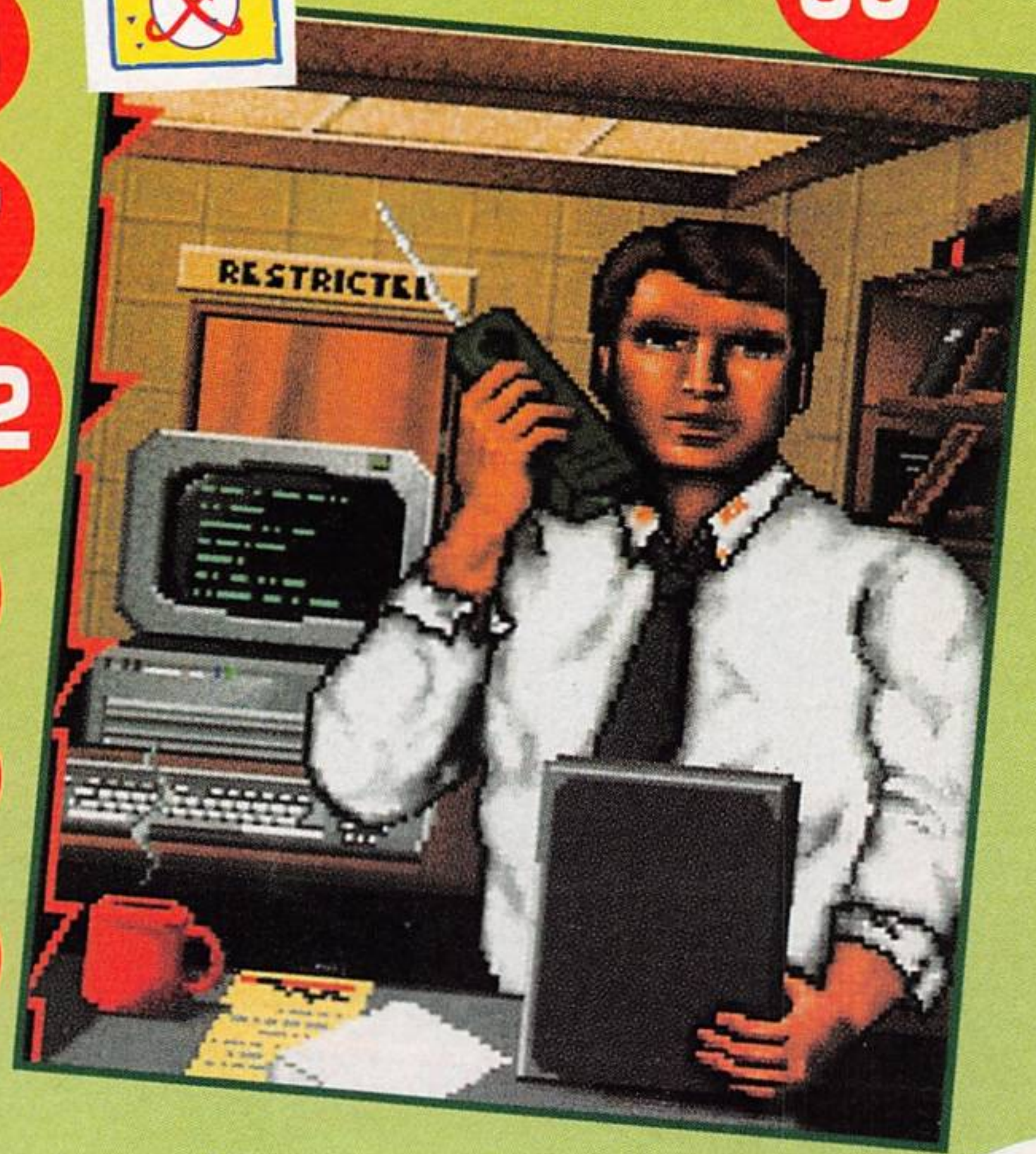
bers, everything from their gender to how well they can swim, fish, hunt, climb, speak foreign languages, disguise, fight in unarmed and armed melee, etc etc. , even including what school they attended! WOW! Talk about in depth. The designers have obviously gone to great lengths to get this aspect of the game right.

Once your Platoon is created, you'll start at headquarters in Krakow. From the office there are several tasks you can do, from viewing your parties statistics, parties morale, getting a full tactical map of the area, along with a walkie-talkie to receive your missions, but let's talk going Rambo!!

The game features stunning 3D graphics from any of the eight different vehicles' perspectives, and driving the various tanks and trucks, and shooting the tank guns is great fun. The only criticism I have for this great simulation is the IBM PC speaker Sound (not good guys) is very limited and not realistic, however, Twilight 2000 does support AdLib SoundBlaster which gives the game a different feel. You will be amazed at the myriad of weapons, ammunition, armour, medical supplies and character statistics that make this simulation feel so real. Truly an engrossing game!

Reviewed on IBM comp. , VGA

	GRAPHICS	87		VALUE	90
	SOUND	40		REALISM	90
	PLAYABILITY	73		OVERALL	85
	DIFFICULTY	87			
	BRAIN STRAIN	82			
	PRESENTATION	80			
	LASTABILITY	93			
	ATMOSPHERE	93			



GUNSHIP 2000

REVIEWED BY ANDREW BURGESS

As helicopter flight simulations go, Microprose's "Gunship" has always been one of the better ones going around on PC, so hardened air-warfare addicts like your reviewer were keen to test-fly the updated and expanded version: Gunship 2000.

GS2000 gives the player a choice of eight state-of-the-art rotary wing aircraft (that's a helicopter) flying in two theatres of combat: the Persian Gulf and Central Europe. The equipment and weaponry are as modern as they come, if not somewhat futuristic, and both are presented with a mind-bogglingly high level of accuracy.

Gamers who have flown with Microprose before will find a comfortable familiarity with the setup screens and cockpit layout. At first glance, the presentation bears an uncanny likeness to Microprose's most recent flight sim: F-117A Stealth Fighter. However, once you engage the rotor and pump up the collective (that's RWA talk for throttle), you'll quickly realise that GS 2000 is a whole new ballpark.

The guys at MPS have taken a great deal of trouble to accurately reproduce the complexity involved in keeping a helicopter air-

borne. The pilot must balance the amount of collective (throttle) he/she engages against the forward pitch of the blade in order to keep the craft going ahead at the correct speed. Straight, level flight takes a good deal of practice to achieve, let alone engaging in dogfights with the opposition, or evading hostile missiles which are capable of six times the speed of your craft.

The rewards of the perseverance necessary to master these skills, however, are great. You'll soon find yourself skimming fifty feet above the earth's surface at 200 kilometres per hour, one eye glued to the APR threat display. Helicopters fight and fly at ground level (not up in the heavens like the jet jockeys) so RWA's are manned by a crew of two. Your gunner advises any enemy threats, and can even be programmed to fire the weapons to help rookies who are still getting the hang of the aircraft.

As players progress through the game, increasing levels of rank are awarded for the successful completion of missions. Warrant officers are only empowered to fly single aircraft, but once you receive your

commission (Second Lieutenant), you are eligible to command a multiple helicopter flight. This qualifies you for a variety of missions, including reconnaissance, deep strike, tactical support, as well as the good old-fashioned shoot-em-ups. The coordination of five helicopters throughout a mission requires a high degree of skill and intense concentration. It provides just another plateau to climb, just when you think you're coming to grips with helicopter flight.

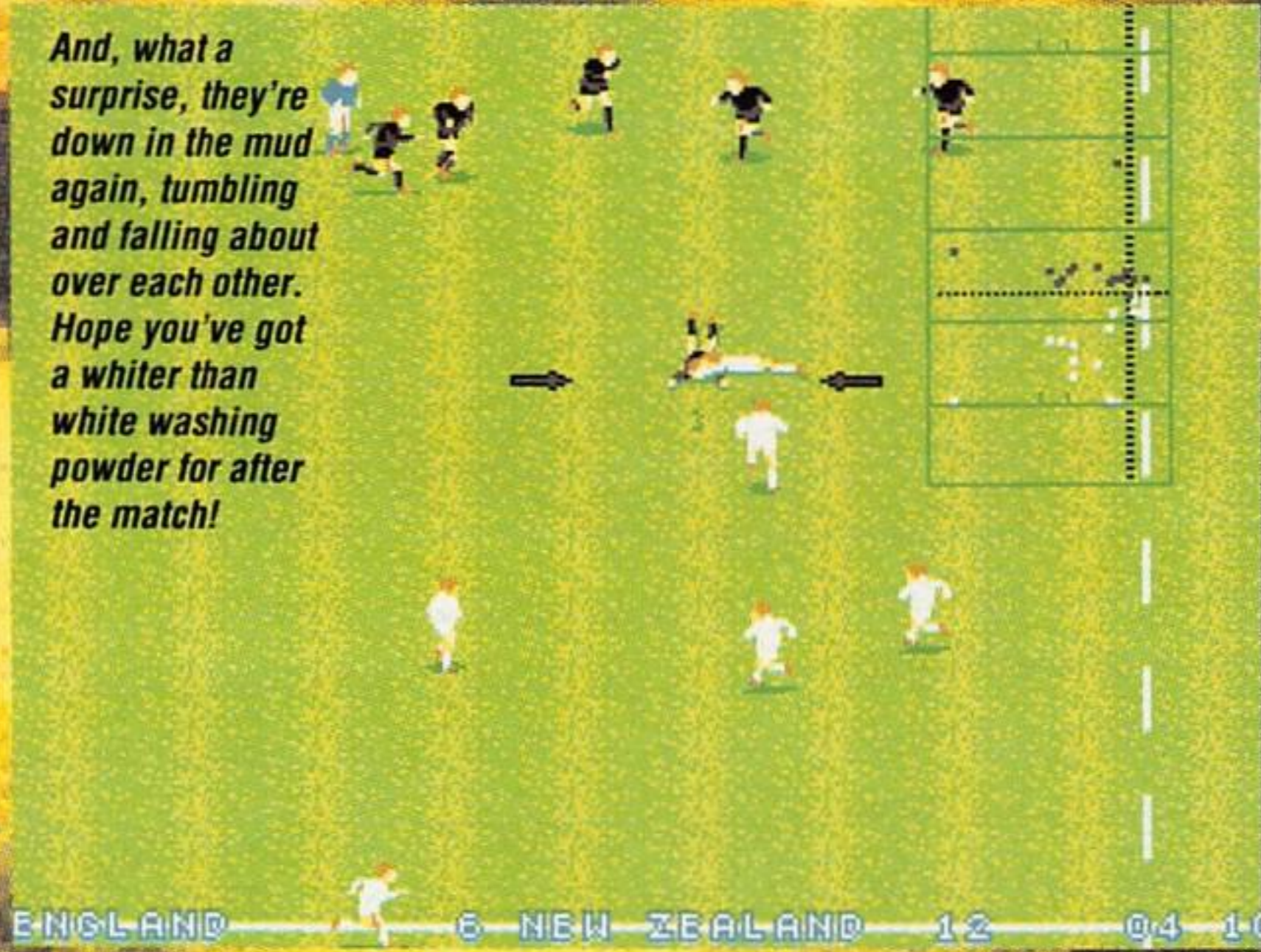
Gunship 2000 has the MPS-quality graphics that we've come to know and love, plus a level of complexity and variety that will keep the most battle-jaded pilot coming back for more. The manual explains the game in a logical and thorough manner, as well as offering a compendious amount of information on helicopter warfare.

Microprose has long been renowned for the care and attention to detail they lavish on their simulations. Gunship 2000 will only enhance this reputation. As the manual says: GS2000 offers all the thrill and excitement of modern helicopter combat in a visually accurate world of 3D. Go for it!

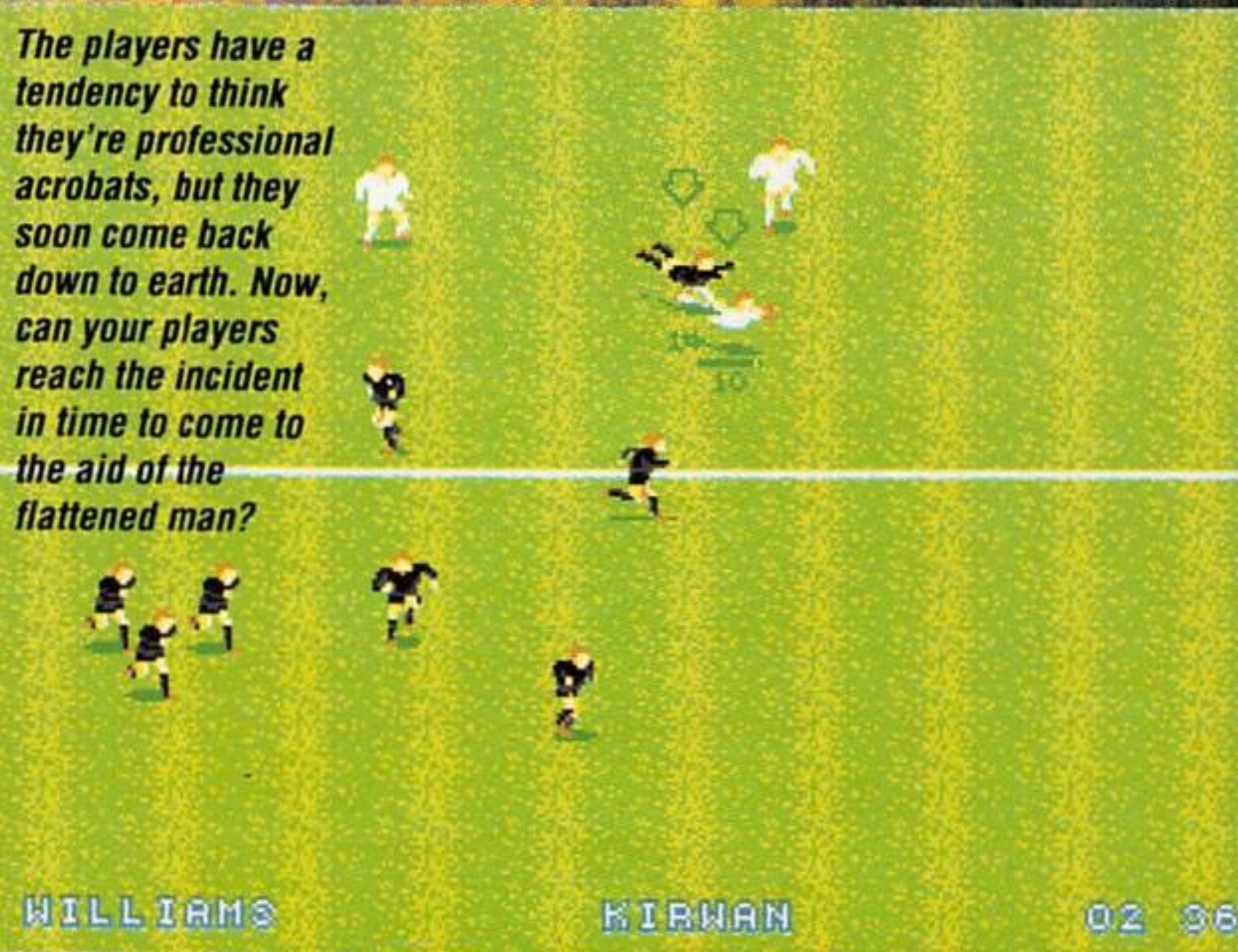


	GRAPHICS	90
	STABILITY	80
	PLAYABILITY	70
	VALUE	80
	OVERALL	80

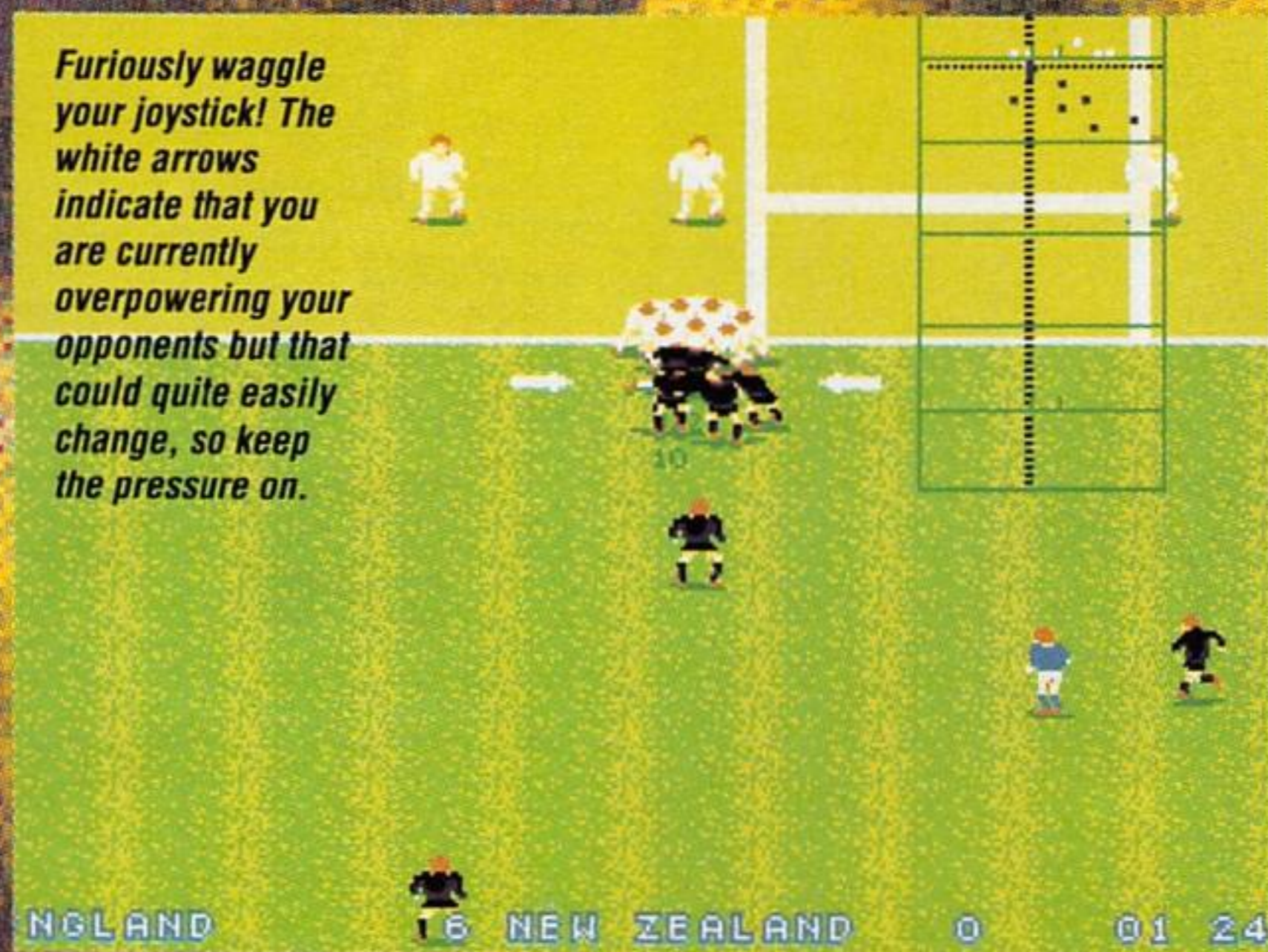
And, what a surprise, they're down in the mud again, tumbling and falling about over each other. Hope you've got a whiter than white washing powder for after the match!



The players have a tendency to think they're professional acrobats, but they soon come back down to earth. Now, can your players reach the incident in time to come to the aid of the flattened man?



Furiously waggle your joystick! The white arrows indicate that you are currently overpowering your opponents but that could quite easily change, so keep the pressure on.



World Class Rugby

SPORT SIM



In a clever marketing ploy that has everyone fooled, Audiogenic have cunningly released their rugby game after the World Cup hype. Obviously aware of some obscure reason for doing this, maybe one day the ignorant among us will realise what that reason is. Anyway, on with the show, as they say...

It is inevitable that comparisons will be made with Domark's rugby title. So, to quickly eliminate this aspect of analysis from the review, Audiogenic's version is technically better and much more playable. Now shall I begin..?

2D OR NOT 2D

The pitch is viewed from a 2D perspective using a slightly elevated angle. This can be altered to semi-3D if preferred. Scrolling is horizontal and vertical, with the try line being at the top or bottom of the pitch.

Passing the ball is possible by pressing fire and then pushing the joystick in the appropriate direction. A rapid press throws the ball to the player adjacent to you while a long press will launch

the ball further along your line. Once it's received, your control swaps to the person who is hugging the ball in his arms, which is indicated by an arrow on your player's head.

'OOF IT UPFIELD!

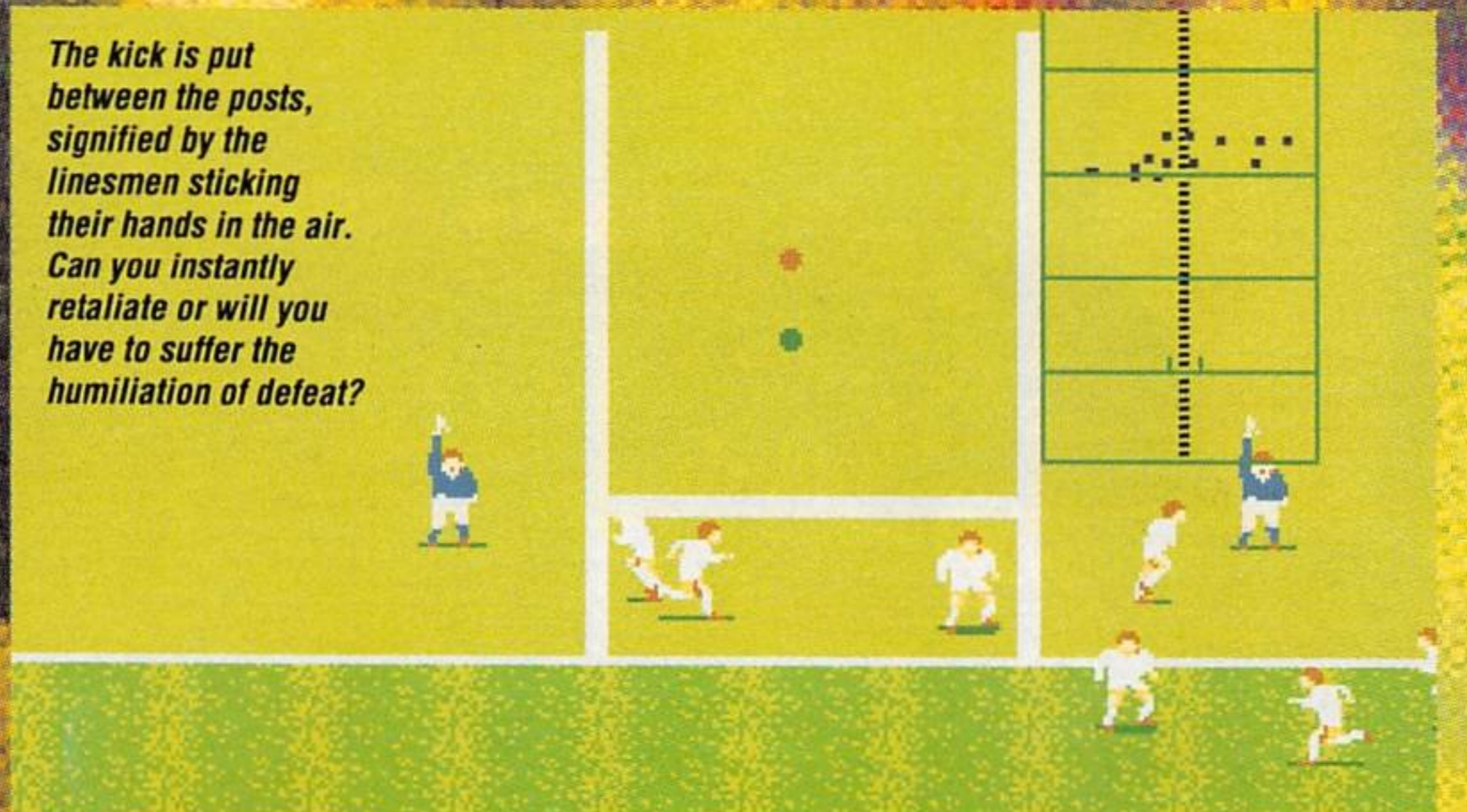
To kick the ball, you have to be moving forward. The length of time you keep the fire button pressed determines the power in the kick. You must release the fire button to then execute your kick.

Another quick click of the fire button lofts the ball that shade higher, hence improving your chances of scoring drop-kicks or reducing the possibility of interception.

Direction of your kicks is dependent on the direction your player is facing. However, the other influence is a bar that appears, just underneath your rugged character. A small line moves back and forth along



The kick is put between the posts, signified by the linesmen sticking their hands in the air. Can you instantly retaliate or will you have to suffer the humiliation of defeat?



the bar. When you press fire to kick the ball, the position of the line in relation to the bar will affect its direction. Therefore, if the line is to the left of the bar, the ball will be booted with left bias.

Yes, of course there's rucks and scrums! Wagging the joystick left and right builds up your power, and if your power is maintained at a higher level than your opponent's, then you will win the battle. The strength of your players is also an important factor with individual persons' details accessible from the menu screen.

WOT, NO WAGGLE?

Line-Outs are incorporated into the game, requiring, thankfully, less effort than scrums. You are presented with a selection of set-pieces to choose from. Pick your move and throw the ball back into play. The power of your throw is determined in the bar/line form. As the ball descends, press fire to time your jump.

If all goes according to plan, you'll win the ball and the set move will begin. The computer plays your move until either it ends or you interrupt the proceedings by pressing the fire button. This reverts you to controlling the player in possession of the ball.

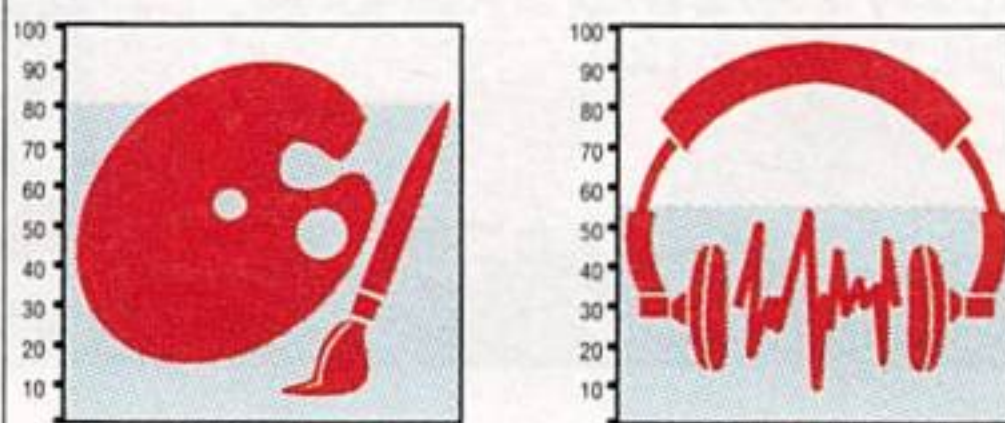
When your opponents are attacking, you can tackle them by pressing, you guessed it, the fire button. This causes your player to lunge at the man you want to bring down. If you are not near enough and wish to control one of your other men, then press fire and the computer will immediately place you in command of the man nearest the ball. This works very quickly and effectively, preventing any confusion during play.

As for your match options, well,

A C T I O N I N F O

WORLD CLASS SPORTS

AUDIOGENIC £25.99
TEAM: DENTON DESIGNS

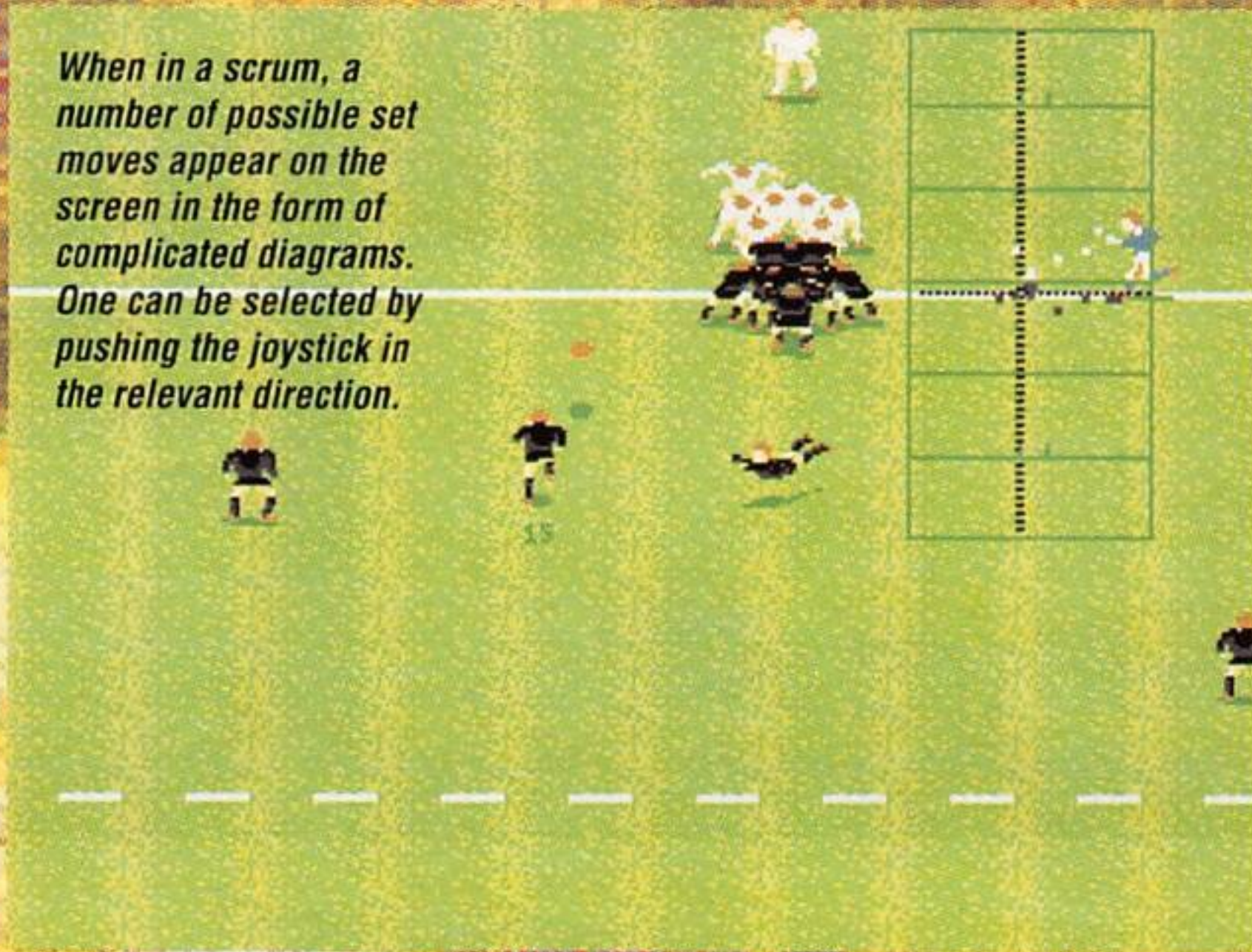


There's nothing particularly spectacular about World Class Rugby. However, it benefits from accurately depicted and animated characters, reasonable sound in the form of cheering crowds, and the involvement of every aspect of the game, including knock-ons, offside, sending offs, and more. When all the ingredients are combined, as they are here, the game gels together very successfully, leaving rugby fans with a fun product, while others will be able to appreciate the excitement that the game consists of. Definitely deserving of an AA Recommended award and one to look out for.

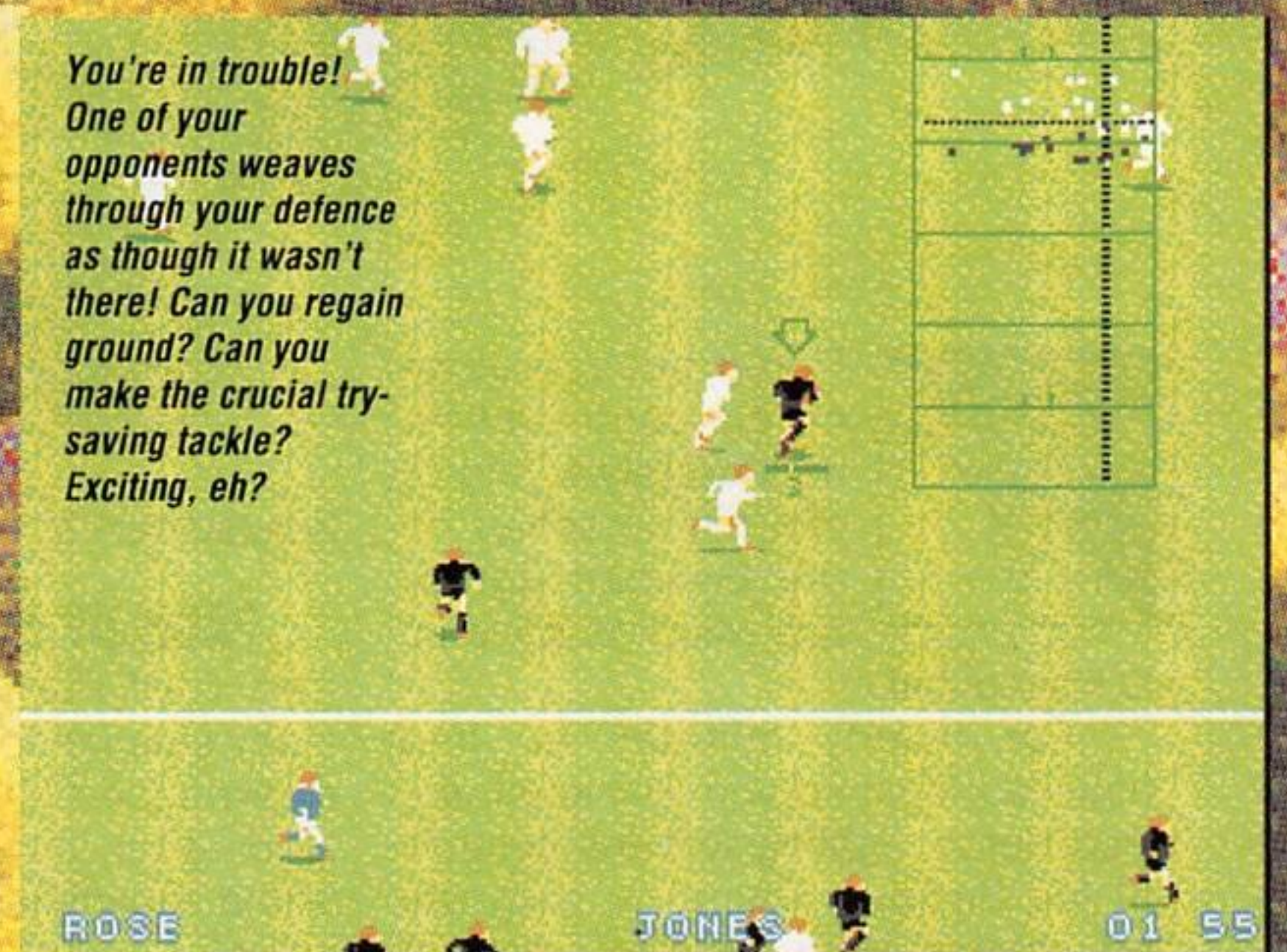
you can play friendlies or go for the World Cup itself. Tournaments are another option, but whatever you choose, you can be guaranteed an absolutely excellent game of rugger (Don't you just hate that word?).

OVERALL
SCORE
82%

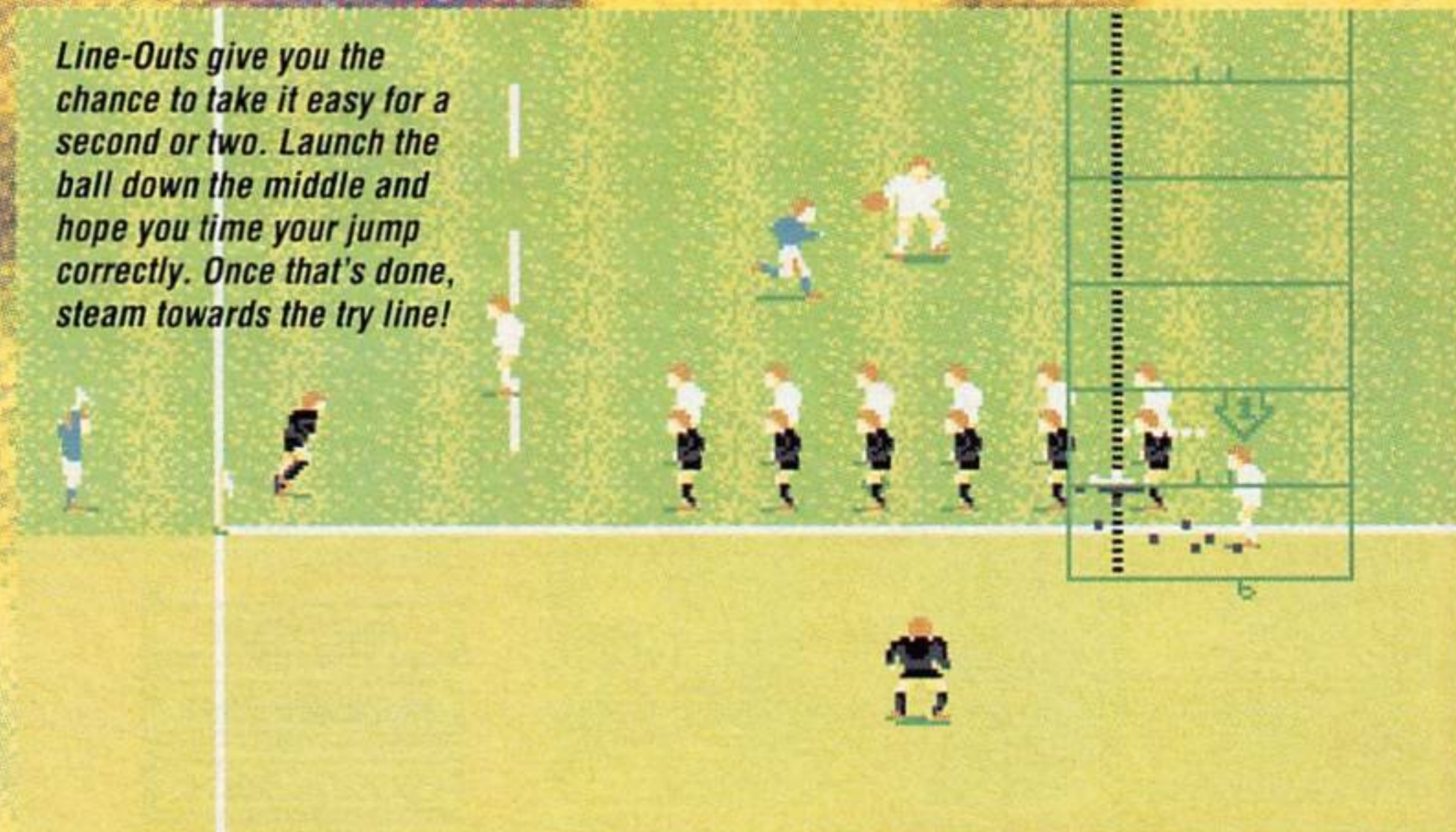
When in a scrum, a number of possible set moves appear on the screen in the form of complicated diagrams. One can be selected by pushing the joystick in the relevant direction.



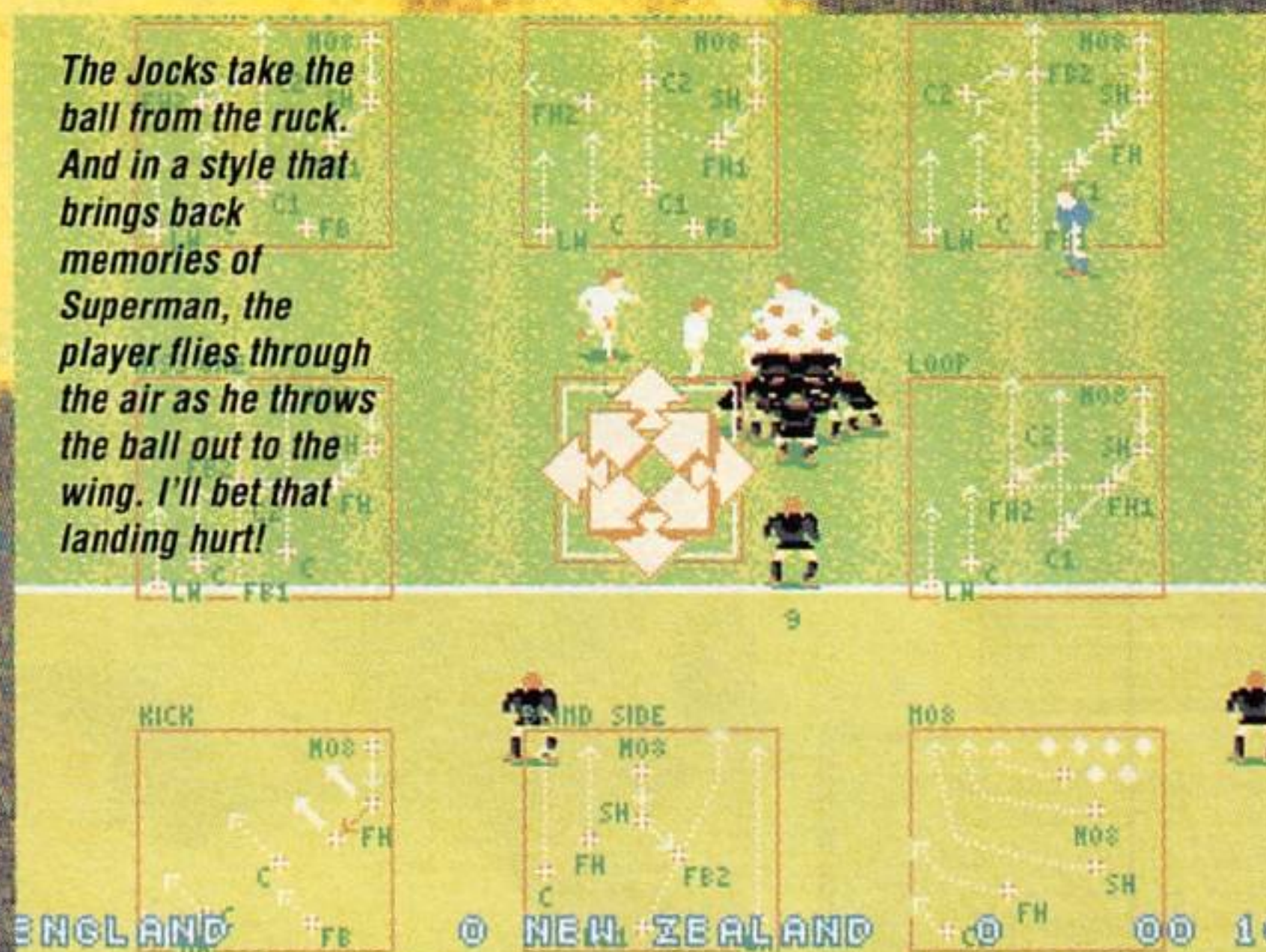
You're in trouble! One of your opponents weaves through your defence as though it wasn't there! Can you regain ground? Can you make the crucial try-saving tackle? Exciting, eh?



Line-Outs give you the chance to take it easy for a second or two. Launch the ball down the middle and hope you time your jump correctly. Once that's done, steam towards the try line!

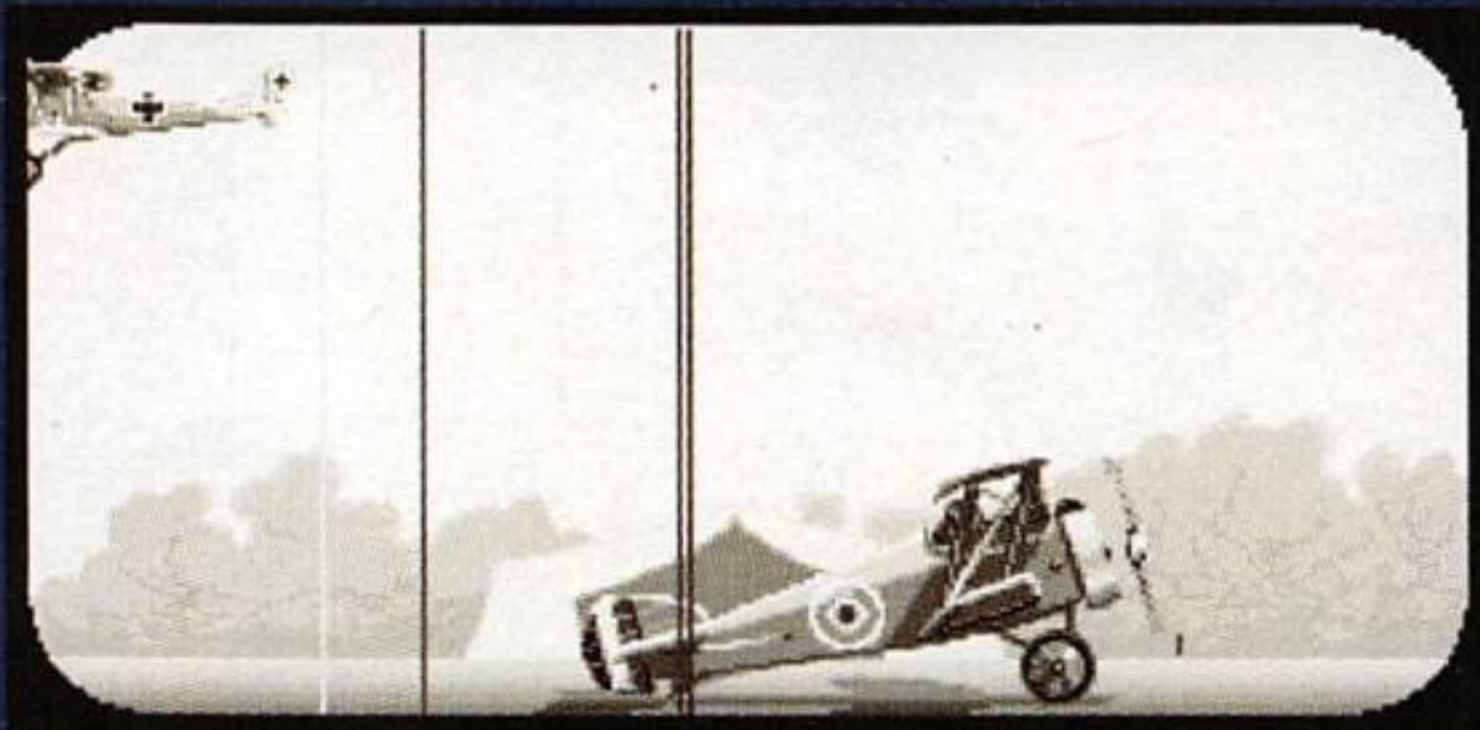
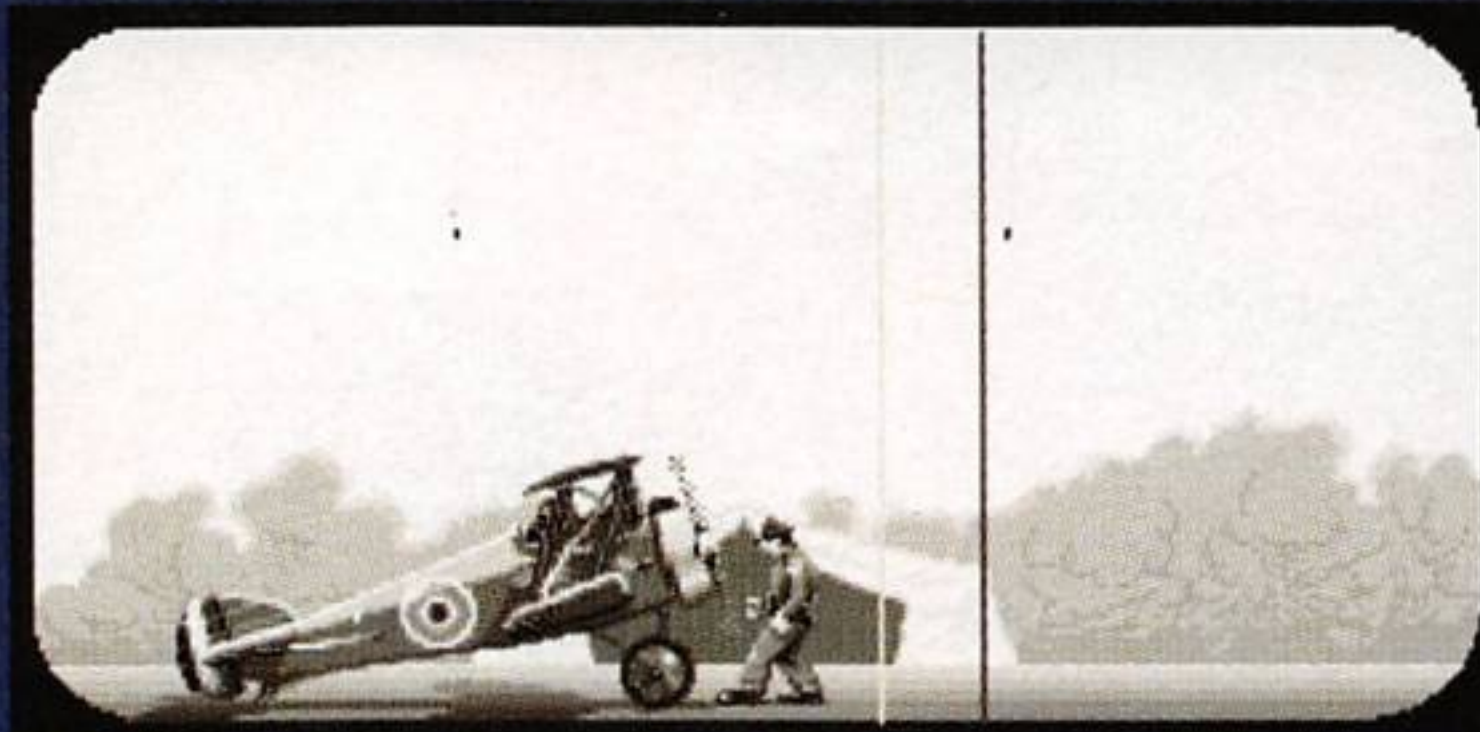
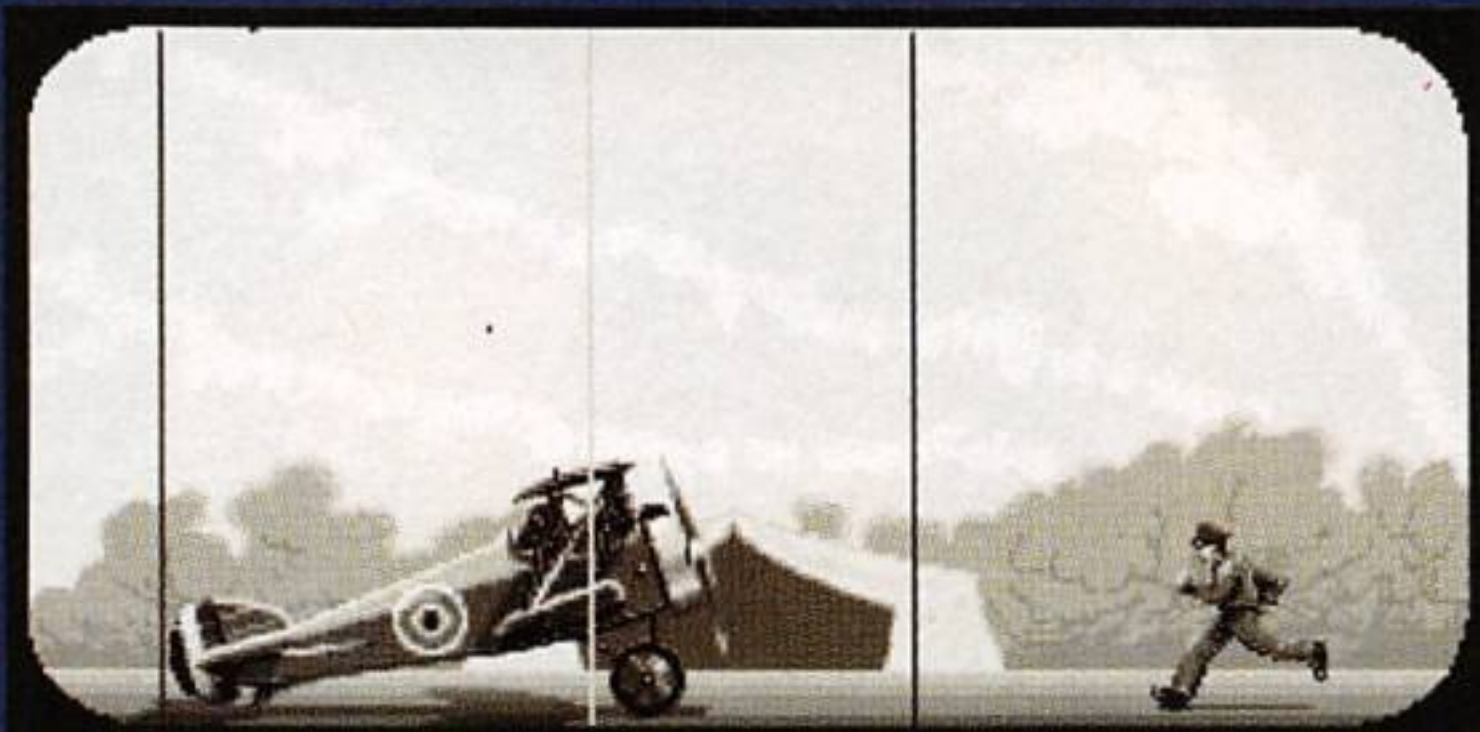


The Jocks take the ball from the ruck. And in a style that brings back memories of Superman, the player flies through the air as he throws the ball out to the wing. I'll bet that landing hurt!



THE HUN'S ON THE RUN!

The intro sequence is superb, setting the scene to the period portrayed and adding a very exciting and heroic atmosphere. The mechanic prepares the plane which then takes off. Things aren't so rosy when you get up in the sky.



Airco DH 2 (GB)



Manfred von Richthofen



Lothar von Richthofen



Erich Lowenhardt



Ernst Udet

Quality Assurance

Peter Woods
Andrew Lockett
Scott Johnston
Gary Hyland



Knights of

FLIGHT SIM



Roger pushed down on his control stick, desperately trying to aim his crosshair on the German fighter ace who was living up

to his reputation.

For twenty minutes he had hounded Manfred von Richthofen, the Red Baron, fighting with the controls of his Sopwith Camel to gain the advantage. Now the Baron was in sight. Smiling with glee, Roger pulled the trigger of his twin Vickers machine guns. Bullets ripped into the Baron's plane before hitting the fuel tank and causing the enemy plane to explode into a dazzling ball of flame.

Registering the victory, Roger signalled a salute and headed back to Dunkirk.

PACK UP YOUR TROUBLES

Knights Of The Sky is the the latest in flight simulations to come from the experienced Microprose camp. On loading up, the player is presented with a superb intro sequence which is visually similar to the cinema film quality of the period in which the game is set – The Great War (1914-1918).

All the planes that you would expect to see in service at that time are all included, German as well as British and French. There are several

skill levels which dictate how realistic the flight is, whether it is possible to crash and the flying skill of the enemy.

Once you have selected your skill level you must choose your plane, select your enemy and pick an airfield to take off from. From here there's no turning back...

BASH THE BOSCHI!

Due to the simplicity of the aeroplanes of that time, there are few controls to master – only the throttle and different views. Other keys, such as those for the outside views are conveniently laid out in order to avoid confusion.

Once you are up in the air, you can call up the map which displays the present area and the current position of your plane as well as the direction of travel. Using this map, you can direct your plane toward your goal.

Along the way, enemy planes will attempt to shoot you down therefore it is wise to keep your eyes on the left, right and rear views. Messages will inform you if your plane has been hit and exactly what damage has been caused. Aileron damage will cause the plane to veer to the left or right – there may even be a chance that the guns will jam up.



Once you've selected your mission and plane, you then decide which base you will start from.



Choose an option, then press selector.

Calling up the map will show the surrounding towns, your destination, present course and route.





Nieuport 17 (F)



Sopwith Pup (GB)



Albatros D3 (G)



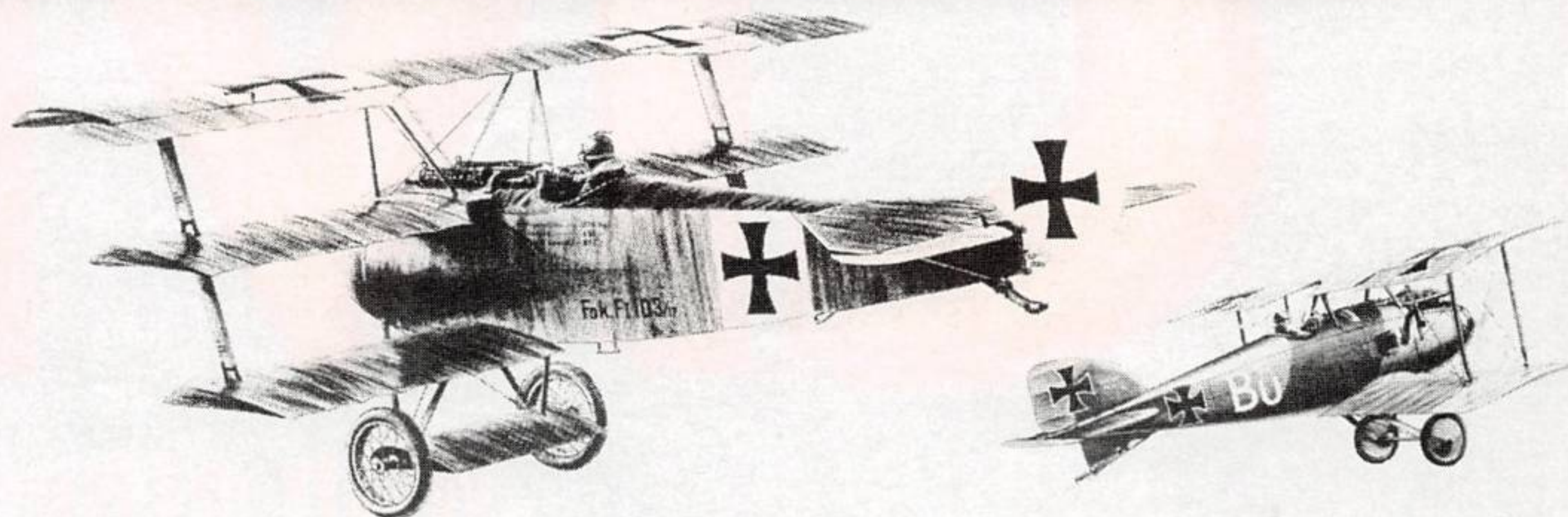
Fokker DR1 (G)



KEEPING YOUR WITS

The side and rear views are included in *Knights of the Sky* and these prove invaluable when looking for enemy planes. It's so easy to concentrate so much on the front view that you completely forget what may be coming up from the rear. Keep your eyes on all the views as much as you can.

the Sky



Attacking enemy planes can prove fairly difficult as the magnificent flying machines are fairly weak when the time comes for severe handling. Subtle movements are required otherwise the plane will dive or climb and you will lose your contact.

Once the enemy is in sight, pressing the fire button will fire the machine guns. If all goes well, the enemy plane will begin to smoke and then fall from the sky in a spiralling motion. Don't forget to salute him as he goes down.

BACK TO BASE

After the mission is over, you must return back to base using the map. If

the skill level permits, you can turn on the automatic landing system.


Obviously, this is only for beginners as it's a bit of a soft option but it will still give a good idea of the landing procedure.

If you are participating in the World War I scenario, you will be informed of your mission performance and presented with a new one. Pilots can be saved to disk for later recall.

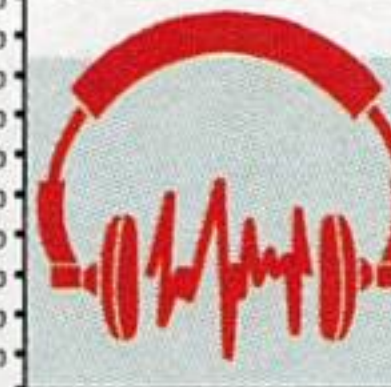
The head to head option allows two machines to be linked so that two players can fight each other. *Knights of the Sky* requires 1 Meg of memory.

OVERALL SCORE
83%

A C T I O N I N F O

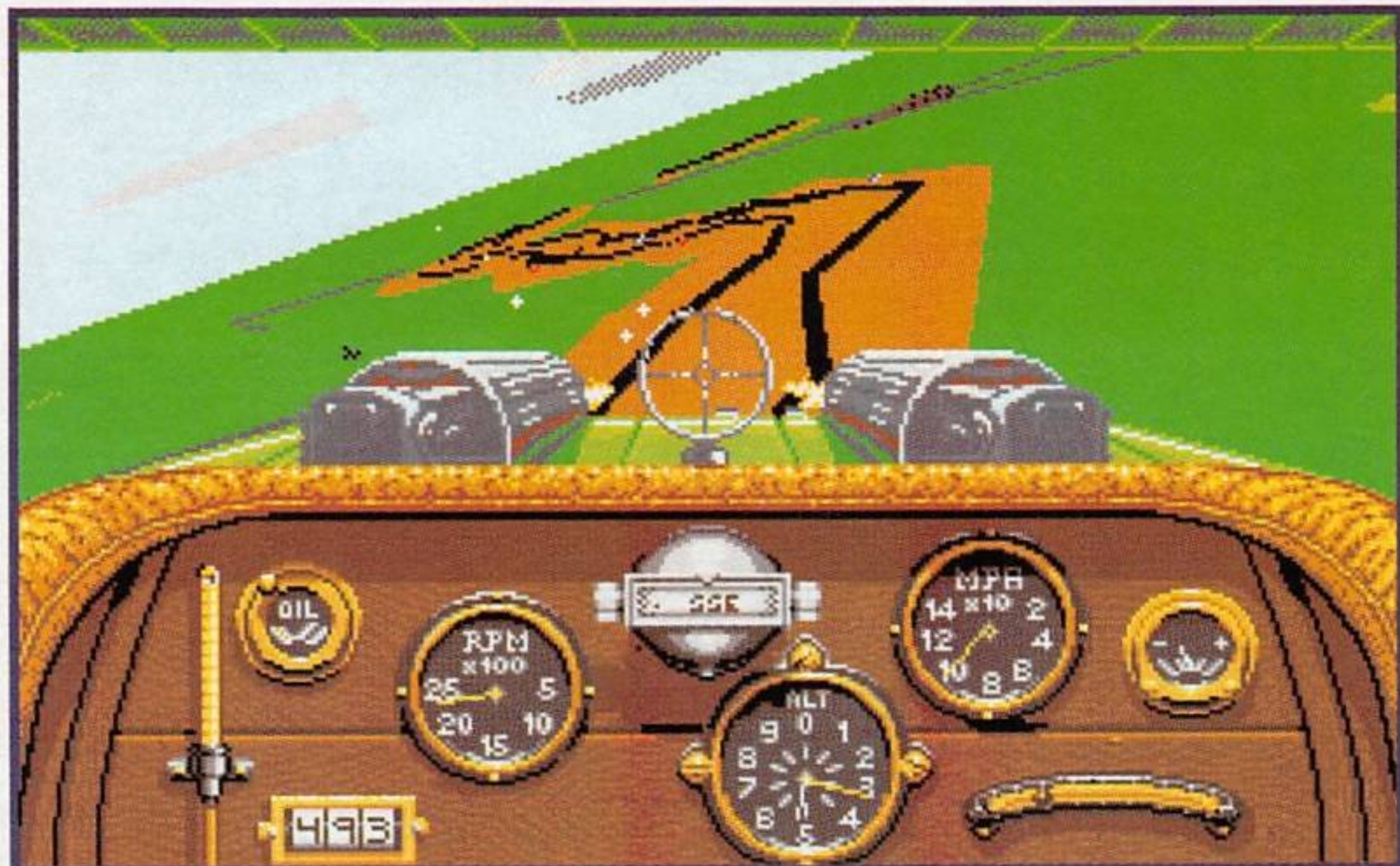


KNIGHTS OF THE SKY
MICROPROSE
TEAM: S SPANBURG & B BECKER



*It's a refreshing change to see a flight sim that concentrates on a different period other than the present which now seems to be the norm. *Knights of the Sky* is an extremely well presented and polished product that is easy to get into while still providing a fairly stiff challenge. The graphics are a little unclear at times but this does not detract from the game much. For hardened flight sim fans, *Knights of the Sky* may lack any real long term challenge, but for those of you who enjoy a good dogfight and shooting down enemy planes all the time this game will suit you down to the ground.*

Some missions may take you over the main trench line where you'll find much German air activity.



At last you have the enemy in your sights. Now give him a burst of good ol' Blighty hospitality.



Reviewed by
THOMAS HASTINGS



Civilization is an immense game of strategy that has you take on the role of ruler of an entire civilisation. Your rule will guide the civilisation from the founding of the world's first cities to far into the future. If this seems like a relatively simple task, Civilization will prove you wrong. It is by far the largest and most complicated simulation ever produced. Sid Meier, Microprose's top designer, has built on his previous strategy effort, Railroad Tycoon, to produce a game that surpasses everything before it in engrossing strategy involvement.

**As your
civilization
grows contact
will certainly
be made**

CIVILIZATION

**with other
civilizations
on the planet.**

**Whether to
make PEACE or
to CONQUER
your rivals is
up to you!**

The aim of Civilization is to develop and foster a empire, growing and making discoveries, toward the ultimate goal of inter-planetary colonization. This objective is deceptively simple, as creating a civilization is one thing to create a civilisation that lasts another altogether. History has illustrated how the mighty empires of the past have failed. Your challenge is to avoid the fate of the Aztecs and build a society that will stand the test of time. To add to the challenge Meier has included six other computer managed civilisation's all striving to better yours.

Civilization begins in the year 3000 BC with a group of primitive settlers set down in an unexplored world. Your first task is to explore the immediate area and find a suitable spot for founding your first city. Once founded the city will grow enabling you to produce more units, to explore and colonize the surrounding territory.

Each city is capable of producing several types of units ranging from settler engineers who found and improve new cities to defensive military units. The production of new units is carried out by the accumulation of resources. The resources produced by a city each turn is

dependent on the population and location of the city. Similarly the population growth of a city is determined by its ability to produce an excess of food. Trade generated by the city brings in taxes to fund research and advance production. For continued growth of your empire it will be necessary for you to balance the production of your cities with the need to produce food by improving the surrounding land with roads, mines and irrigation.

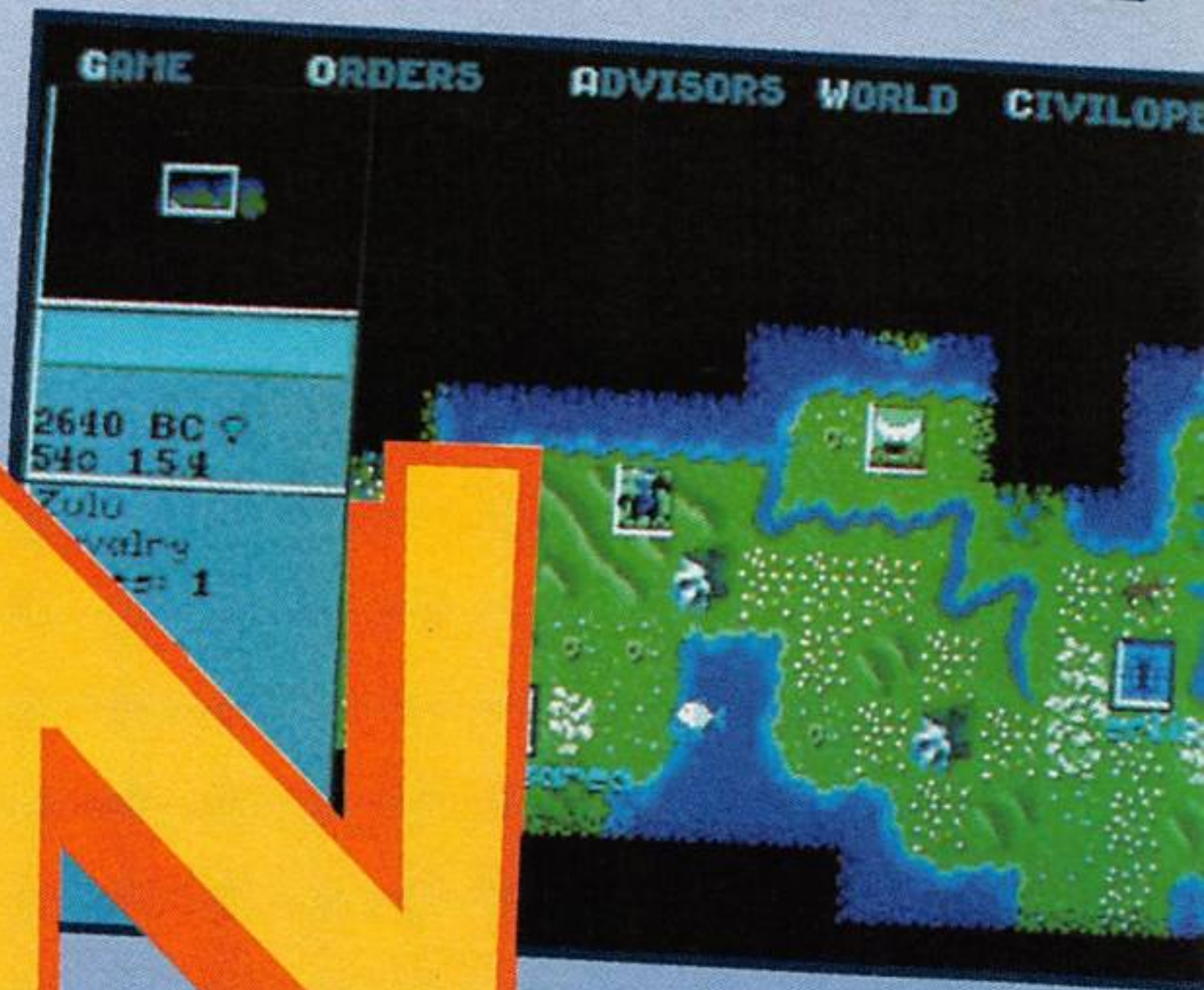
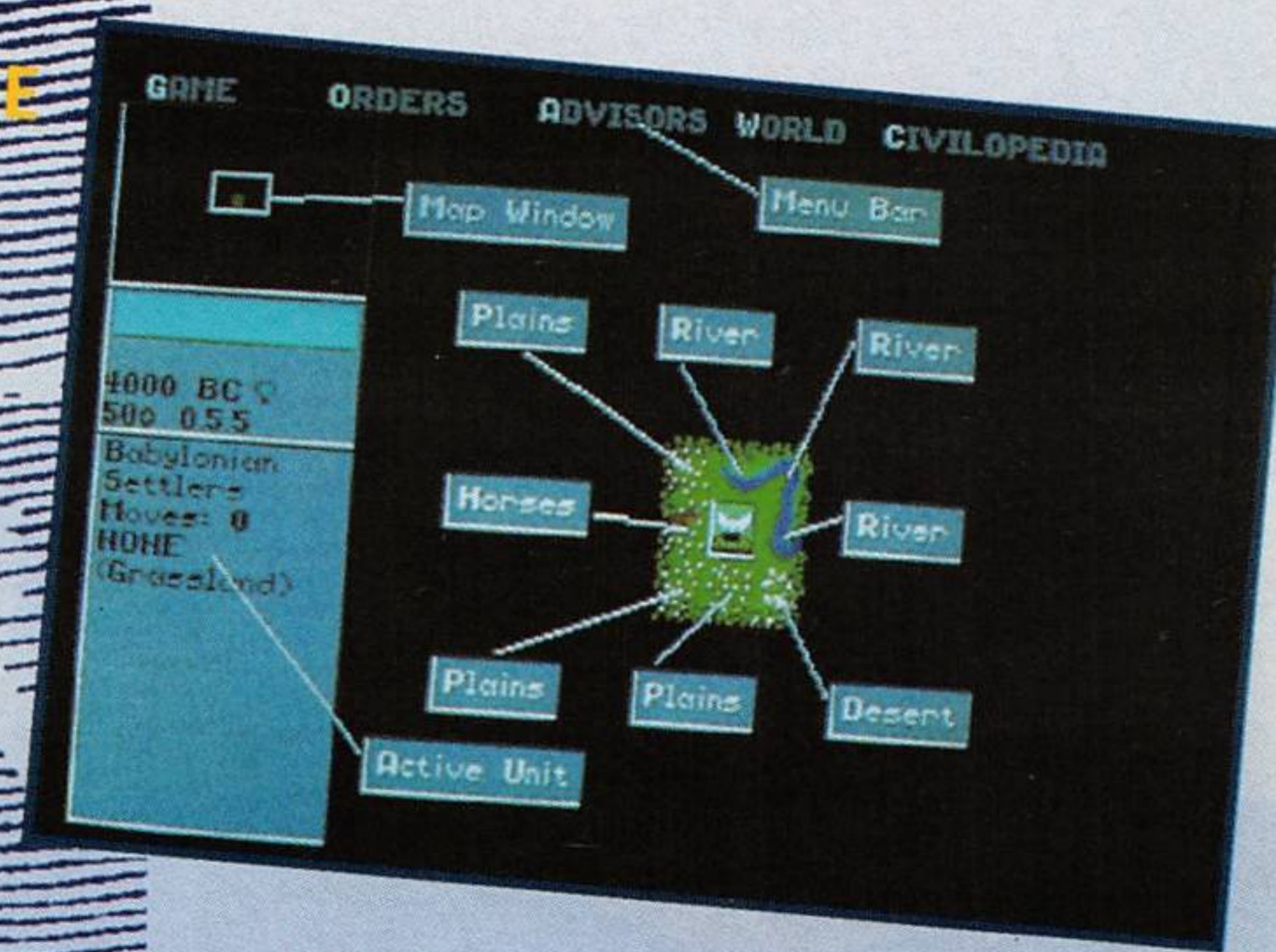
The main screen is a map view of the world that is filled in as your units move and discover new lands. Each unit can move a certain number of squares each turn, depending on its type. In the early stages of the game, only a limited number of units are available. As the civilisation progresses technological advances enable the production of new types of units and city improvements will become available.



ONLINE INFO SERVICE



CUSTOMIZE THE WORLD TO MAKE YOUR OWN



ATTENTION

As your civilisation grows contact will be certainly made with the other civilisations on the planet. Whether to make peace or to conquer your rivals is up to you. When at peace you may be able to concentrate on developing your existing empire. With war, victory can bring new technologies and the expansion of your territory. Diplomat units can be used to establish embassies with your neighbours, or they can be put to more devious uses, to spy or sabotage.

With progress comes the opportunity to use different forms of government. At first, rule is through a dictatorship, simple and military based but limiting on food, trade and resource production. More advanced forms of government such as monarchy and democracy foster the growth of cities with increased production and trade but require more delicate handling of internal affairs to avoid revolution.

Wonders of the world can be constructed to bring glory to your civilisation. Each wonder brings tangible benefits to the civilisation that builds it, such as improved trade with the construction of the Colossus.

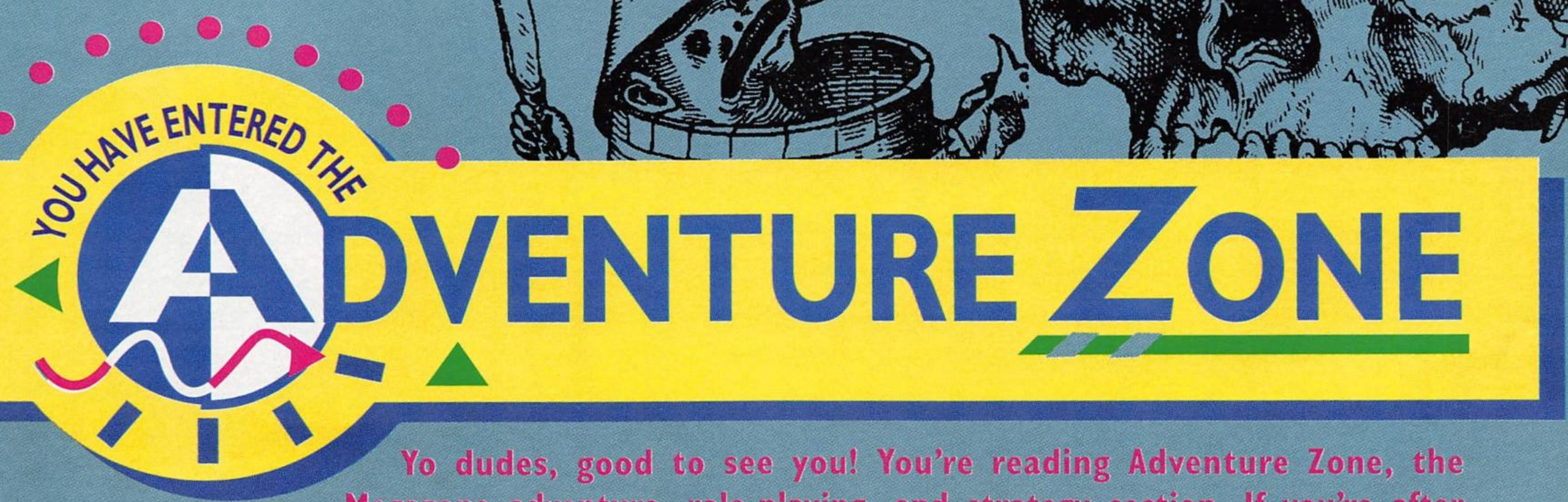
Technically Civilization does not at first seem an astounding product. The

graphics are simple and the animated sections, attractive but not outstanding. Similarly sound is of a background, atmospheric nature. However, as play progresses the amount of thought and work that has gone into Civilization becomes apparent. The free flowing nature of the game enables endless strategies to be tried and tested. The vast map and seemingly endless array of technologies to be researched ensure long lasting, challenging games. An added feature is the on-line illustrated Civilopedia, which contains a wealth of information about almost anything to do with game, simply used by clicking on a particular square to find information on it. This illustrates the thought that has gone into the development of Civilization. Although not a purely competitive game, Civilization keeps a constant score on your civilisation as well as graphs showing how well you are faring in comparison to other societies.

Each time the game is played a new map is generated ensuring long lasting play. In addition to playing on Earth customised planets can be created. Civilization is not an easy game to get into, just wading through the 127 page manual is an exhausting experience. If you can last the first few hours of bewil-

derment the effort will be rewarded by a challenging and absorbing game. Play become compulsive as your civilisation grows and presents new challenges to your strategy. As each new game can be played in a different way the lastability of the game is ensured. For the strategy enthusiast I can recommend no better game.

GRAPHICS	- 80
SOUND	- 82
MUSIC	- 80
PLAYABILITY	- 98
DIFFICULTY	- 93
BRAIN STRAIN	- 96
PRESENTATION	- 88
LASTABILITY	- 98
ATMOSPHERE	- 89
VALUE	- 94
OVERALL	- 95



YOU HAVE ENTERED THE



ADVENTURE ZONE

Yo dudes, good to see you! You're reading Adventure Zone, the Megazone adventure, role-playing, and strategy section. If you're after reviews, hints, tips, solutions, news, chatter; then you've come to the right place.

Uni has just started again (that's Science at Melbourne), and therefore I've quickly zipped through a few more adventures before the work begins. I've just completed **Heart of China**, **Pang** (Hah!, those tips did come in handy!), and have also got the long awaited solution to **Cruise for a Corpse**. Another game which I've been playing is **Island of Lost Hope**, which is a very traditional adventure, and the 'sequel' to **Dungeon Quest**, if you've heard of it.

Now, if you've got something to ask, something interesting to say, something to send in, you tell me; there are two ways you can get in contact with me. Firstly, at the address below;

**ADVENTURE ZONE
38 GREENVALE DRIVE
GREENVALE VIC 3059**

If you're writing, you should tell me which computer you own, and you must include a large STAMPED self addressed envelope if you expect a personal reply. Being a Uni student basically means that I don't have the money to pay for stamps which you should provide. Oh, and don't forget to tell me exactly what computer system you own.

AND THERE'S ANOTHER WAY! if you've got yourself a modem than you can leave me a message on

Alliance BBS (03) 462 1707 (2400/1200/300 baud ANSI, 8NI)

Simply go to the LAN (that's Local Area Network) section, and you can get to the Adventure Zone section from there. There will be ongoing adventure chatter, as well as a selection of solutions to download.

We've had a few minor problems with people not being able to find the Adventure Zone section, but with the instructions above, everything should be hunky dory.

WORST VOTE

Vote: Worst adventure ever?
Thanks to the whole two people that voted! We've had "KING'S QUEST" and "CODENAME:ICEMAN", so we'll extend this little information gatherer for another issue - please, everyone that writes in, give me the name of what you think the worst adventure ever is. Thanks!

NEWS

Talk about a very quiet month for new releases; there's nothing new at all on the Sierra front, and I've been told by Mindscape that **Ultima VI** should be out for the Amiga "any day now". **Monkey Island II** and **Elvira II** should be out for the Amiga very soon as well (they are both out already for the PC). And PC owners have checked out **Might and Magic III**, haven't you?

LETTERS

Some very good letters in the mail this month, heaps of solutions and stuff, and already many questions for **Monkey Island II**! Anna Rigg had actually sent me some tips for **Monkey Island II**, but I'm not going to print these until I play the game myself

and solve it; so expect some tips next issue!

A pleasing response to an earlier question Grant Whitesman, commenting on the amount of disks Amiga games seem to be coming out on lately. Willy Beamish is on twelve disks (twelve!), and poor Grant hasn't got a hard drive to put them on. As I told him, instead of buying a hard drive, simply buy an external drive, for around \$150. It will halve your swapping worries and make adventures much more accessible. And if you've got a little more money to spare, buy another one. One can't have too many external drives.

Another nice letter from Richard Gray who sent me several solutions, and thanks heaps to all of those who sent me solutions to **Cruise for a Corpse**. But please, no more. And no more solutions for **Monkey Island**, I've got too many!

MARIO'S TOP 5'S

Buy these, before your computer shop runs out of them:

- 1. THE SECRET OF MONKEY ISLAND II (PC)** - this game is going places.
- 2. ELVIRA** - Get this so you'll know what **Elvira II** is all about!
- 3. HEART OF CHINA (AMIGA)** - Out now, and it's brilliant!
- 4. MIGHT AND MAGIC III (PC)** - a game Amiga owners can at the moment only dream about.
- 5. LEISURE SUIT LARRY 5** - Excellent adult romp.

CRUISE FOR A CORPSE

THE SOLUTION

Daphne and Suzanne's cabin; search the wardrobe on the left side, find and search cosmetic case (bottom left), take prescription, read it. Bar, on counter. Take the glass and whiskey. Upper deck. Speak to Suzanne. Speak to Suzanne again. Give drink to Suzanne. Speak to Suzanne - she will show you a letter. Smoking Lounge. Speak to Tom for new information. Fabiani's cabin. Speak to Fabiani. Walk forward toward Rebecca's cabin.

Look through porthole above fishing nets. Suzanne and Daphne's cabin. Search wardrobe on right. Search the pile of laundry. Find envelope. Take envelope. Examine envelope. Rebecca's cabin. Speak to Rebecca for new information. Upper deck. Speak to Rose. Go to the bar and speak to Suzanne for new information. Dining Room. Speak to Fabiani for new information. Niklo's study. Speak to Hector for new info. Daphne and Suzanne's Cabin. Speak to Daphne. Rear Hall. Speak to Dick for new info. Dining room. Speak to Fabiani. Ask about Agne's son. Linen room. Search pot, take key, examine key. Fabiani's Cabin. Search Fabiani's wardrobe. Under cassocks, find pocket watch on floor. Take watch. Examine watch. Outside Fabiani's cabin. Speak to Julio. Ask about pocket watch.

Niklo's study. Speak to Hector. Ask him about Fabiani's poker game and Niklo's and Fabiani's dispute. Upper deck. Find bag. Search bag. Take gun advertisement. Speak to Rose. Tom's Cabin. Open wardrobe. Search sheets. Find letter. Close wardrobe. Read letter. Upper deck. Suzanne falls into the sea: watch action or throw lifebelt. Shows letter from Agnes. Daphne and Suzanne's cabin. Find cabin has been ransacked. Close wardrobe door. Music box on floor. Examine music box. Insert small key. block ballerina. Turn key. Take letter. Read sheet of paper. Go to the bar. Wait until someone calls you from outside. Stand and watch the action.

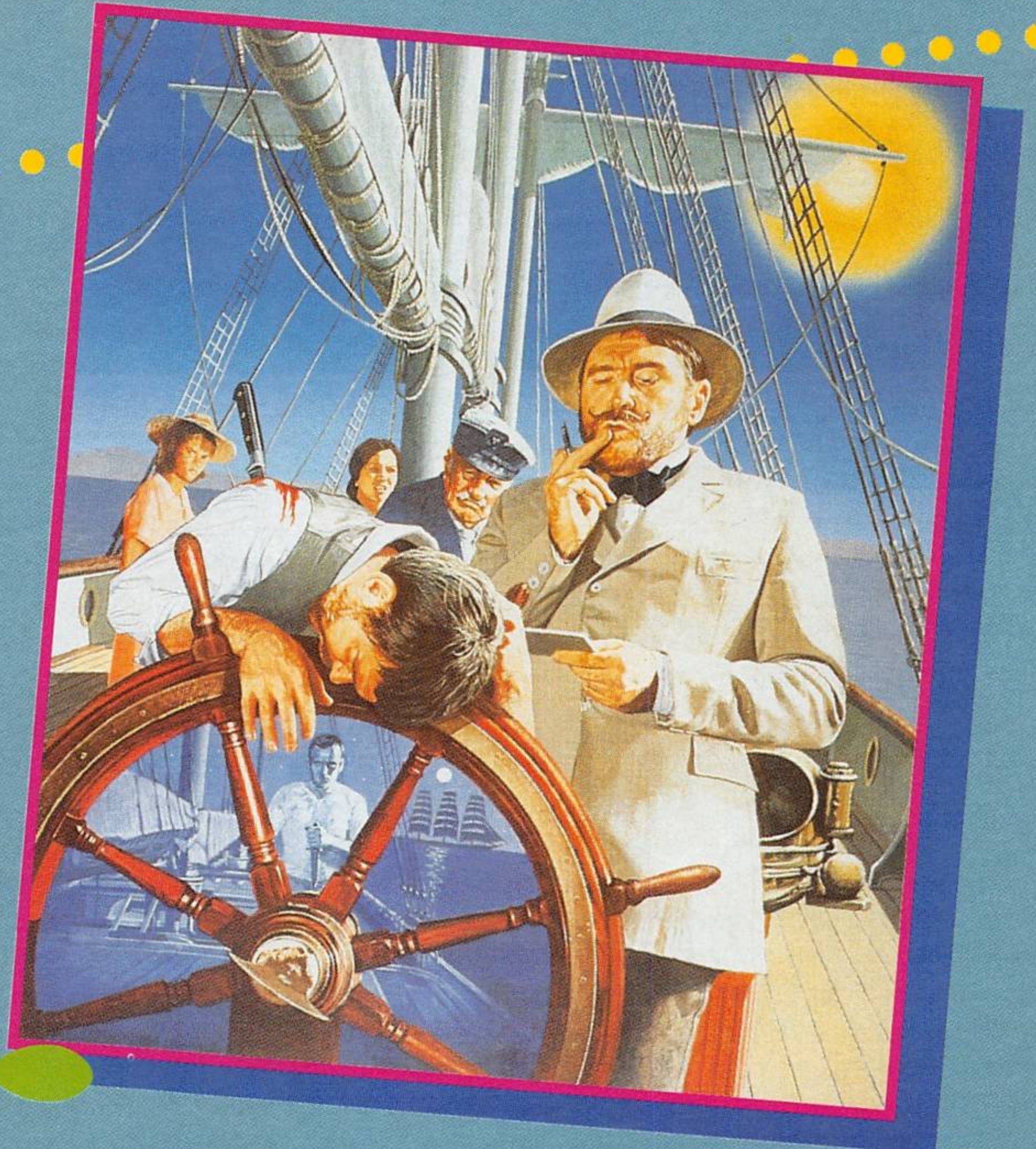
Take Daphne's purse (on the floor behind Julio). Daphne's cabin. Speak to Daphne about Suzanne for new info. Also ask about Agne's will. Exit Daphne's cabin. Walk around the main deck. Four characters will call you into their cabins to give you information ("psst inspector" etc.) Rear hall. Speak to Dick. Julio's Cabin. Step to one side. Find note on the floor. Take note. Read note. Butler's cabin. Watch the action. Kitchen. Take can opener (on top of the furniture in the middle of the room). Hatch in the floor in front of sink. Open hatch. Hoist down to the hold. Take crowbar (left hand side by the crates). Use crowbar on middle crate. Take tin. Examine tin. Open tin with can opener. Examine plank on floor on left of large case. Use crowbar on plank. Take reel of

film. Engine room. Examine screwdriver on top of the can at side of the Butler's cabin. Take screwdriver.

Smoking lounge. Pull out projector. Examine projector. Put reel of film on projector. use screwdriver on screws to remove the projector hood. Operate switch. Use screwdriver to replace hood. Operate switch and watch the film. Rear hall. Daphne gives you a letter from Suzanne. Suzanne's cabin. Examine Suzanne's body. Take book (3rd book, second shelf), open book, examine inscription ("incal"). Niklo's study. Examine books, 3rd shelf. Rearrange books to spell Incal. Leaving the first space blank. Secret door opens. Enter and fight the Mafioso using the mouse (there is supposed to be a bar of soap on one of the sinks in the bathrooms that you can throw through the hole and presumably kill the Mafioso somewhere).

Save game before entering the secret room, because you could get killed. Search Mafioso. Examine puppet. Look poster. Take puppet. Smoking lounge Show puppet to Daphne. The Captain comes to tell you the ship is berthing. Everyone is called together and you are to name the murderer. Because of your own powers of deduction, the choice is yours. The game will only finish with the right choice. When all the suspects have gathered, place the arrow on the suspect of your choice, but I highly recommend you save the game first!

(A VERY BIG THANKS TO KELLIE SPITERI) .



ALL IS REVEALED IN T



Heimdall, described by the blurb as a true RPG, is more of an arcade adventure with a smack of RPG thrown in, but nevertheless a game which fits the Adventure Zone requirements. Programmed by Core Design (the guys which gave us the flight sim "Thunderhawk" two issues back), Heimdall is yet another one of those games where you control your character as he ventures from one room to another solving simple and often intricate puzzles.

We've seen this sort of stuff before, namely pioneered way back by Ultimate's games on the Spectrum, or Head over Heels and Cadaver to mention some more recent ones. Many love it, some hate it; but I'm sure most of you will like it. Heimdall is probably one of the simplest of these room-style games, and also one with the nicest graphics to match.

So, who's this Heimdall dude anyway? Well, we're talking Vikings here. Vikings and Gods actually. Cast your mind way back to ancient Norse legend, and you'll soon start thinking of names such as Thor, Odin, Frey; the great Gods. Well, if you were to believe the Vikings, these Gods were feeling pretty bored one day and decided to create the Earth, and subsequently the Vikings to inhabit it. All was fine until the evil God Liki stole some of the other Gods' weapons and dumped them somewhere on the earth. Feeling pretty miffed about the whole situation, the gods put their heads together and gave the task of recovering the weapons to an unsuspecting Viking; Heimdall. This story is shown as a very pretty intro, with graphics so nice you'll be inviting your mates over and showing them what your computer is actually capable of.

In RPG subtle, five characters are chosen to accompany Heimdall on his mammoth quest, each with their own skills and advantages. When the game first begins, you are taken through three mini games which determine the capabilities of your five companions. All three games have a total cartoon feel to them, and you'll be casting your mind back to Dragon's Lair

and the like, as the graphics were drawn by the same person who was responsible for some of the animations in *All Dogs go to Heaven* and some of the other Bluth games and movies.

Once you've raced through the mini games, you'll start your quest in earnest. Your character is guided in *The Last Ninja* style through rooms filled with many traps, chests, goodies, and of course puzzles. The sort of puzzles we're talking about here are the sort of "If pressing this button opens the pit trap over there, then what does this button do?" puzzles. Puzzles are usually con-

it's really just a collection of tried and tested game themes: but thankfully handed to a competent programming team, who've managed to capture the way of the Vikings very nicely indeed. This is a game that's meant to last, and will give you many weeks worth of puzzling fun!



GRAPHICS 85%



PLAYABILITY 80%

HEIMDALL

finned to one room where solving one puzzle leads you to a key to the next room, or some necessary object. Solving puzzles is most enjoyable, and it'll leave you with a warm feeling of achievement. The RPG part of the games comes into play when you interact with other creatures, which you can fight by using the games simple icon interface. The combat style will remind you of the Gunfighter style of play, where you draw just before the computer does. Hit the attack icon before the monster does, and you'll get the hit in. Dawdle, and you'll be on the receiving end.

As I mentioned before, the graphics are excellent, and so is the general gameplay. Spread out over five disks, Heimdall is certainly not a small game, and comes in a nice big box to match (large boxes seem to be the 'in' things these days). Disk accessing can get tedious if you've only got one drive, and would you believe it; it's not hard disk installable! PC owners won't need to worry about that though, you'll still have the choice of installing it on a hard disk.

An interesting point with Heimdall is that



BRAIN STRAIN 70%



LASTABILITY 85%



ATMOSPHERE 65%



VALUE 75%



Software by Core Design, Distributor: Ozi Soft
Reviewed on: Amiga. One megabyte required
PC, Atari ST versions also available





HEART OF CHINA

AMIGA UPDATE:

Well, this one's already been out for the PC for quite a while, but the Amiga version has just been released, and it's brilliant.

The game system is basically exactly the same as Rise of the Dragon, but actually seems to be a bit quicker, and smoother. The Amiga version takes up nine disks, which is bearable if you have an external drive. I was not really frustrated at all with the disk swapping, the game kept it to a bare minimum.

The game is not slow at all, the graphics are brilliant, there's heaps of gameplay out there, it's bug free, I thoroughly enjoyed playing it right through to the end - which was brilliant, it has a decent soundtrack; it's basically the most interactive adventure to date. And if you don't believe me, go to your adventure stockist now and get a demo!



GRAPHICS 10
PLAYABILITY 9
LASTABILITY 8
ATMOSPHERE 10
VALUE 9
OVERALL 92

Reviewed on Amiga
 Software by Dynamix/Sierra
 Distributed by Ozi Soft
 One megabyte RAM required.
 Hard Drive strongly recommended
 PC version also available

There are so many ways to say not to buy a game, but I'll try and be as straightforward as possible.

Altered Destiny is supposed to play and look like Search for the King, but fails miserably in all areas and is therefore absolute crap. The really wacky, far out plot is that you've been accidentally sucked through your TV set and now have to liberate some gang of aliens, blah, blah ...

WHAT DID I FIND GOOD ABOUT HIS GAME?

It came in a nice box.

WHAT DID I FIND BAD ABOUT HIS GAME?

1. The slowness of the game is unbearable. It's the slowest adventure yet. Having a hard drive hardly helps either. Imagine waiting over a minute every time you go to a new room.

2. The game is a rush product. Software producers bring out one successful game, and then churn out similar games quicker than they can playtest them.

3. The side of the game packing reads as follows:

"Like nothing you've ever seen." I'll say. You've never seen something this bad.

"Contains over 90 screens fills with surprising animation." You'll be surprised alright.

"Mesmerising, breakthrough graphics." You'll be mesmerised at the horribly, ugly graphics as you think how much you paid for this game.

"Hauntingly beautiful soundtrack with more than 25 songs." Frightening!

"Multiple layers of intriguing puzzles and solutions." Multiple layers of rubbish.

Look, you really don't want to buy this game. If you feel the urge to buy Accolade products, then please go and buy Elvira, you'll have a brilliant time playing it. You have been warned.

GRAPHICS	4
PLAYABILITY	2
LASTABILITY	3
BRAIN STRAIN	6
VALUE	1
OVERALL	32



Reviewed on - Amiga
 Software by Accolade
 Distributed by Ozi Soft
 One megabyte RAM required.

PSST...SECRETS REVEALED

EVERY ISSUE WILL FEATURE MANY MANY TIPS, AND A COMPLETE SOLUTION.

HEROES QUEST III

To gain more money, go to the oasis and type in TAKE BEARD, and then go to the magic store and type GIVE BEARD TO MAN, and you will gain 15 diners. Keep typing in GIVE BEARD TO MAN and you will keep receiving money.

Also, as soon as you begin the game, type in SNEAK, then for the rest of the game sneak around and you will gain approximately 200 sneaking points.

POLICE QUEST III

If you delete the file VERSION, and reload the game, you will notice that a screen comes up with a message saying ; "What day, bub?". From here one you will be able to cheat to your heart's content. (Anthony Pistrin)

KINGS QUEST IV

At the beach, take the iron bar and go N, use beeswax on boat then get in boat, sail S one screen and E four and you arrive on Harpies Island. Walk E until the Harpies capture you then play Harp for them. Take fish hook. Go back to boat and pick up injured Cedric on the way. Take shell that's on the beach and get in boat. Sail four screens W back to the beach. Ring bell and give shell to hermit.

WIN

SOME SOFTWARE!

Every issue a PC or Amiga owner is going to walk to their mailbox and find themselves with a free game, simply for providing the best letter; the best Adventure Zone input for the month. Last issue, Anna Rigg won Conquests of Camelot, and this issue's winner is Kellie Spiteri for her positive adventure input, are you next?

ELVIRA II



GRAPHICS 95%



SOUND 87%



MUSIC 87%



PLAYABILITY 95%



DIFFICULTY 95%



BRAIN STRAIN 96%



PRESENTATION 93%



LASTABILITY 94%



ATMOSPHERE 97%



VALUE 90%



REALISM 90%



OVERALL 90%

An evil force has penetrated our universe, possessing Black Widow Productions in Hollywood. The owner, Elvira has disappeared and now three cavernous movie sets - a graveyard, haunted house and catacombs - are erupting with the most hideous monster of Horror!

OK gruesome ghouls, the long awaited sequel - Elvira II the Jaws of Cerebus has arrived with a boom. As you would have expected, the game is witty, scary, intense and just plain good fun! Poor Elvira, the girl with the um ... "great eyes", has once again bitten off more than she can chew. The dear lovely lady of the night has been kidnapped and will be sacrificed at midnight! Unless you, her poncey boyfriend can rescue her (boy, is she in trouble). The game begins at Black Widow Productions where you are locked out of the studios. This is where we first meet our heroine. She has obviously decided that you can't handle this incredible task so occasionally she will cast a spell and tell you what you are doing wrong.

The graphics in this game are very realistic, I actually jumped when I opened the closet door in the Security Room. The way

that you move around the screen is also very easy to understand. The game is controlled with "The Action Window"

If you've ever seen a movie, you'll know what the ActionWindow does. (If you've never seen a movie, then you probably have no business playing with computers either). Basically, this is where the fun happens - blood, gore, mayhem, death, blood, paranormal phenomena, battle with goons from the great beyond, blood, plunder, carnage ... did I mention that there is blood? In other words this is your eyes, hands, heart and weapons. The icons that appear in the Action Window are easy to decipher. The heart heating at the top of the screen shows how you are reacting to your situations. When in a fight it beats hard and fast, and if it ever stops ...you stop!

I must say, playing this game felt good, and I didn't really want to stop playing once the action had begun. The amount of sheer detail that's gone into this game is stunning, it just goes to show that Accolade™ can still produce the goods. A truly exhilarating game.

BRETT MUNROE





GAUNTLET III

“Gauntlet III is a revelation.” Well at least that’s what is boasted on the back of the box, but Gauntlet III failed to hold my attention even by mixing the “addictiveness” of Gauntlet with a new 3D world-image. Why not? Well, there were many nuances that after a while made game-play (basically just exploring), a dull, repetitive and often annoying process. For example as I was walking through a graveyard, I found myself unable to walk forward. On closer inspection, I found that only a mushroom was blocking my way. Yet at other times I seemed to be walking through gravestones and fences!

In the original Gauntlet, you found yourself in series of dungeons, searching for the elusive exit while battling a seemingly endless barrage of ghoulies and ghosties which spew forth from their generator as quickly as you can kill them.

The difference in Gauntlet III is that instead of being faced with dungeons you are faced with the world of Capra. Capra is divided into 8 kingdoms which after many a war, was brought to peace by Magnus the wizard peace keeper. Magnus made his home in the middle of the land in the Magic Kingdom and installed mystical gates in between each kingdom and the dark dimensions of unspeakable evil.

Magnus has said that if anyone made war then the gates would open and the unspeakable evil from behind would come forth.

Peace was kept for 3 centuries until the beings of Velicrons came from behind the gates, bringing evil from beyond, in their attempt to conquer and rule the land.

Their evil leader Capricorn has defeated the Magic Kingdom and thrown Magnus in prison. A champion from each kingdom has been called for, to drive the forces of Capricorn back beyond the evil gates from whence they came.

So, you can choose from 8 characters. As from Gauntlet there is Thor, Thyra, Merlin and Questor. Now there are 4 new races to choose from: Petras, the rock man, Dracolis, the lizard man, Blizzard, the ice man and Neptune, the merman. The characters have their own special characteristics which you will quickly discover.

Once you have chosen your party, it is off to conquer the first of the 8 Kingdoms. Each kingdom has different scenery and monsters to deal with, each time increasing in difficulty. The kingdoms (Tree, Mountain, Swamp, Volcanic, Sea, Lost City and Ice) must be cleared if you want to make it to the Magic Kingdom where Capricorn and the forces of evil await.

As with the previous Gauntlets, the kingdoms are littered with generators, which must be destroyed, food has to be eaten and treasure chests to be collected. To complete a kingdom you must destroy all monsters and generators as well as completing simple tasks to obtain keys to get through the gates that border each kingdom.

With a fantastic title tune which really sets the eerie mood of the game, my first impression of Gauntlet III was “WOW!”. But after the game started, the best sound I was faced with was the “twang” of my arrow being fired and the “ung” sound you make when you’re hit.

Lack of background music, and the minimal sound effects was the biggest turn off for me. The Sprites are well drawn, but animation was a bit too jerky at times, and control was fiddly, especially manouvering your man around the obstacles. The game-play just doesn’t delve into anything new. This genre of game has been around for a while now and Gauntlet III fails to

improve on the tried and tested theme of the 3D perspective world. The novelty of playing different characters as well as the 2 player option soon wears off, and eventually the only reason you want to go on is to see the next kingdom, which besides the background and sprites isn’t really that different.

I’d only recommend this game to diehard Gauntlet fans, but even then it’s “try before you buy”.

TIM SMITH
Reviewed on Atari
ST

GRAPHICS 88%

SOUND 15%

MUSIC 85%

PLAYABILITY 77%

DIFFICULTY 70%

BRAIN STRAIN 68%

PRESENTATION 80%

LASTABILITY 76%

ATMOSPHERE 77%

REVIEWED BY LORNA CLARKSON

YOUNG DISCIPLES • ROAD TO FREEDOM

young disciples / road to freedom



This funky alternative has to be the essential complement to any good music listeners collection. A full sounding, well produced album reflecting a band whose roots could be found in 60's/70's soul music, but manage to couple this with a 90's attitude.

One of the proteges of the now infamous "Talkin Loud" label, they first debuted on the Talkin Loud compilation with the tracks 'Step Right On' and 'The Young Disciplines Theme' which whetted the appetites all around the world. Now, one year on, we can finally experience the full talents of Carleen Anderson, Marc Nelson and Femi, who form the basis of the band.

As lead and backing vocalist for most of the tracks on the album, Carleen Anderson can also boast responsibility for writing all the tracks she performs. Her prowess being best demonstrated in the club hit, "Apparently Nothin'", a song she wrote in a state of disillusionment when in the Middle East - the world was once again descending into war.

While most of the tracks have a predominantly soul base, there are strong jazz and hip hop influences which have ensured them cross-over success. All in all, a great dance album that has the versatility to cater for the more discerning music buyer.

SINGLE GUN THEORY • LIKE STARS IN MY HANDS

single gun theory



Single Gun Theory aren't exactly new on the Australian music scene, but their new album 'Like Stars In my Hands' has definitely managed to traverse a greater listening audience than their past efforts.

This album is an ingenious blend of middle-eastern vocal samples and 'British independant' style dance misc. In fact, I have heard it being likened to the Cocteau Twins with Hindu chanting and a 'funky drummer' beat.

But it's better not to catagorize Single Gun Theory as falling into any particular musical genre. The three people responsible for this new direction in musical style are Jacqui Hunt, Kath Power and Pete Rivett-Carnac, all residents of one of Sydneys' better known inner-city suburbs, Newtown. These guys also lack the usual delusions of grandeur that accompany a successful first album. Each are still quite content in their respective day jobs of fashion, youth-work and computers.

If you are at all interested in the rapidly developing and maturing Australian music scene, take time out to consider the talents of Single Gun Theory, as they are probably the best example of the diversity and direction of dance music in Australia.

RED HOT CHILI PEPPERS • BLOOD SUGAR SEX MAGIK

RED BLOOD



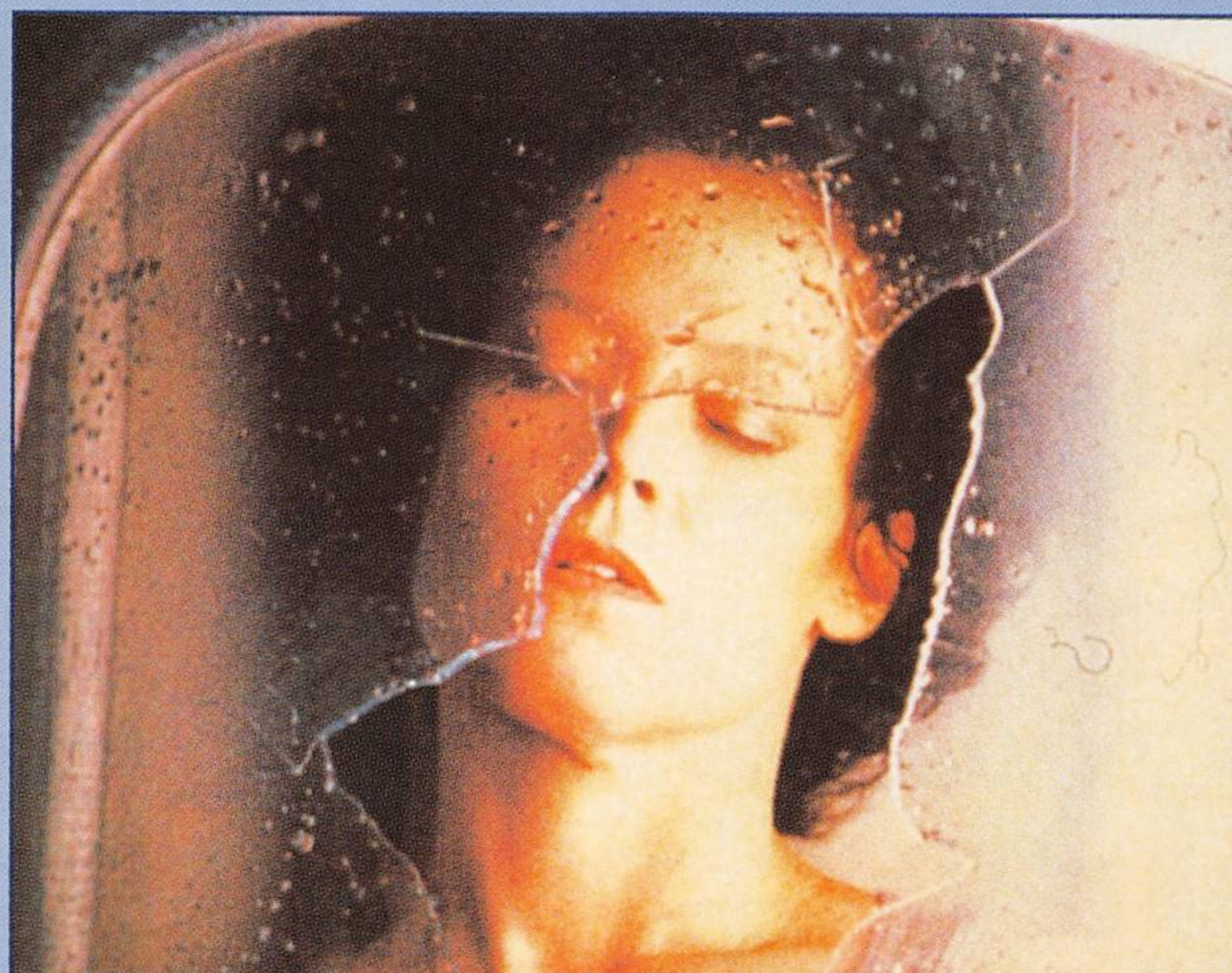
The Red Hot Chili Peppers are certainly living up to their name, being one of the hottest and most hyped bands around at the moment. Infamous for appearing on stage with only socks on their dangly bits, this wild bunch of surf-punks are the ones who made us think twice about Stevie Wonder with their raucously funky single "Higher Ground".

With the release of their best album yet, "Blood Sugar Sex Magik" the Chillies have produced a guitar thrashin', bass slappin' gem of funky rock. If you're already a fan then you know what to expect and definitely won't be disappointed. But for those who haven't heard the band before, try imagining a clash between Living Colour, Parliament ('70's soul and funk) and Lenny Kravitz, and you'll come somewhere close to describing the Chilli Peppers.

There are several memorable tracks on "Blood Sugar..." including the single If You Have to Ask and Give it Away, which both have a '70's black dance feel to the rhythm. There are also some ballads, for those who don't get into the hard groove. I Could Have Lied stands out here, as does Under the Bridge, a song of loneliness and suicide in the big city. If you like raunchy and explicit lyrics the Chili Peppers are for you, especially on Suck My Kiss and Sir Psycho Sexy, and if you don't, well you have been warned. The only complaint I have with the album is that the 17 tracks on it are too many, and it can become a tad repetitious, especially as the Chilli Peppers don't really change their style radically throughout.

But that's a small bitch about an otherwise excellent CD. If you're bored of music coming out at the moment, spice up your collection with a taste of the Red Hot Chilli Peppers.

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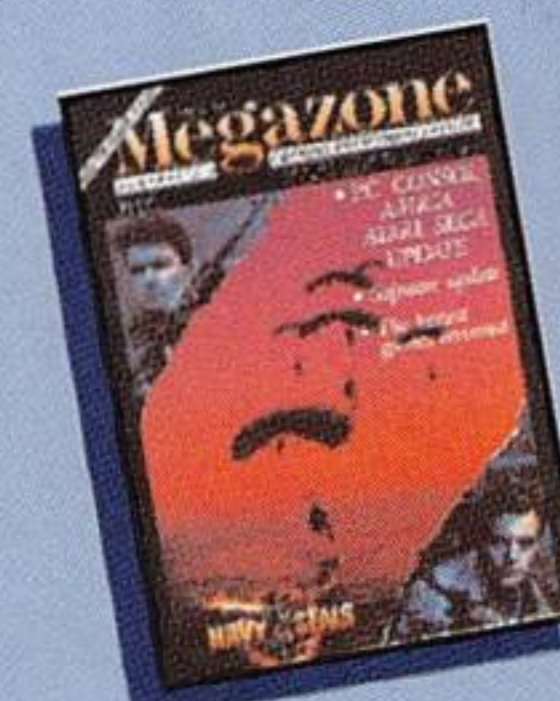
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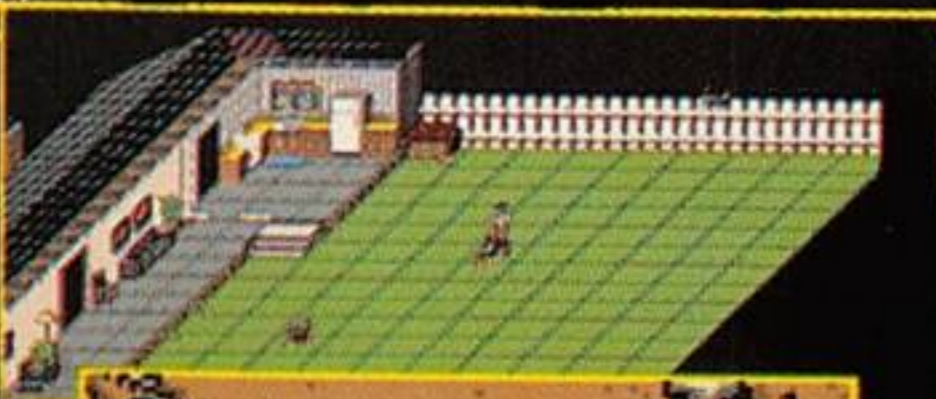
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