

MEGA DRIVE ■ MASTER SYSTEM ■ GAME GEAR ■ MEGA-CD

Print Post Approved PP255003/00156, Vol 1/12

# MEGAZONE

JANUARY 1994 \$4.95\* NZ \$6.95 (Inc. GST)

## SONIC CD

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AUSTRALIA'S ONLY  
100%  
SEGA  
MAGAZINE

**SILPHEED**

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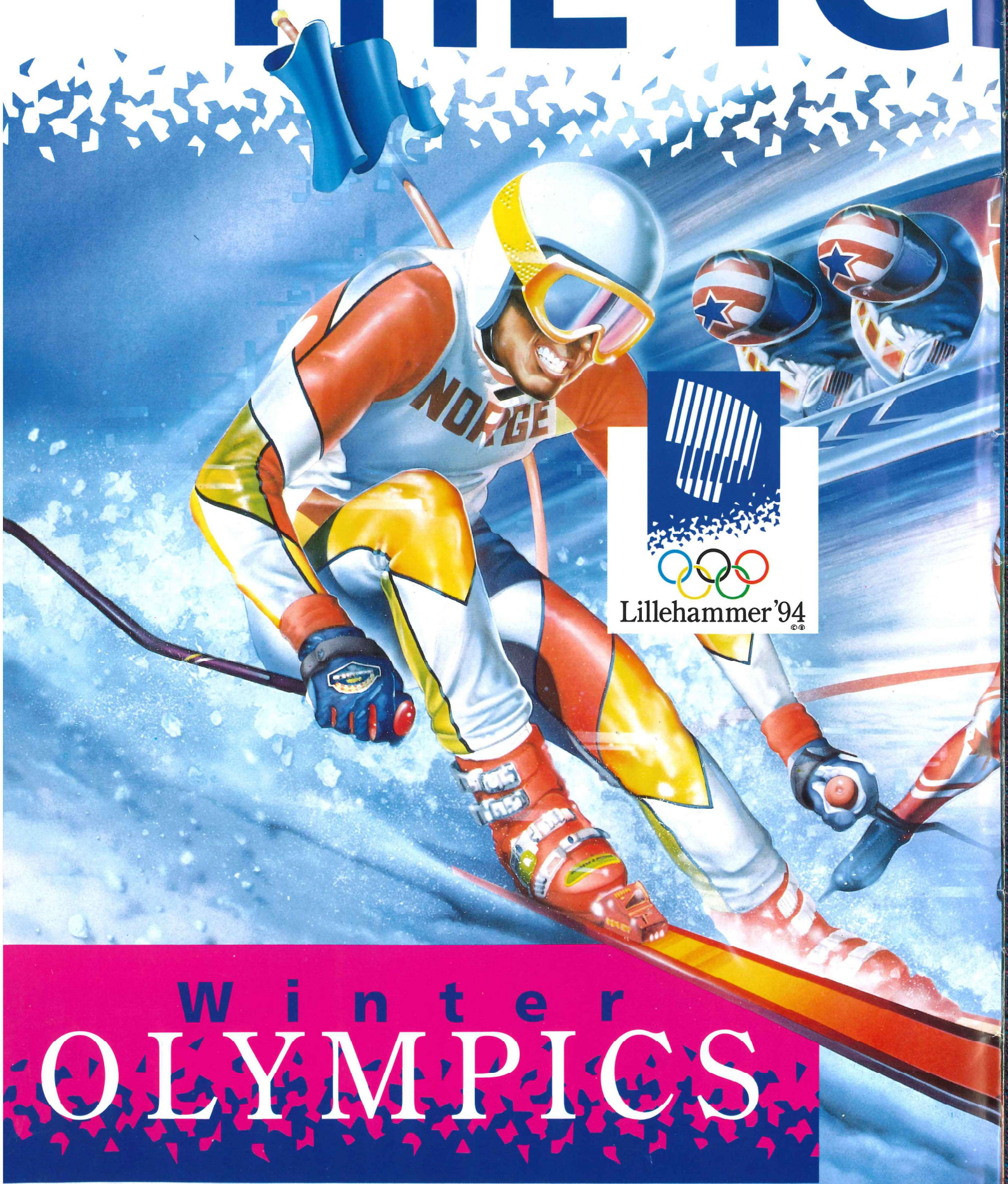
Bigger than a  
barramundi

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- ▶ Toejam and Earl 2
- ▶ Dr Robotnik's Mean Bean Machine
- ▶ Zool

**\$1000** worth of  
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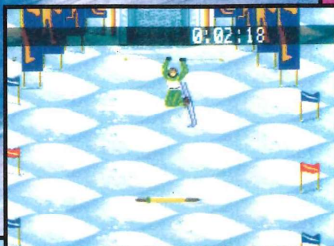
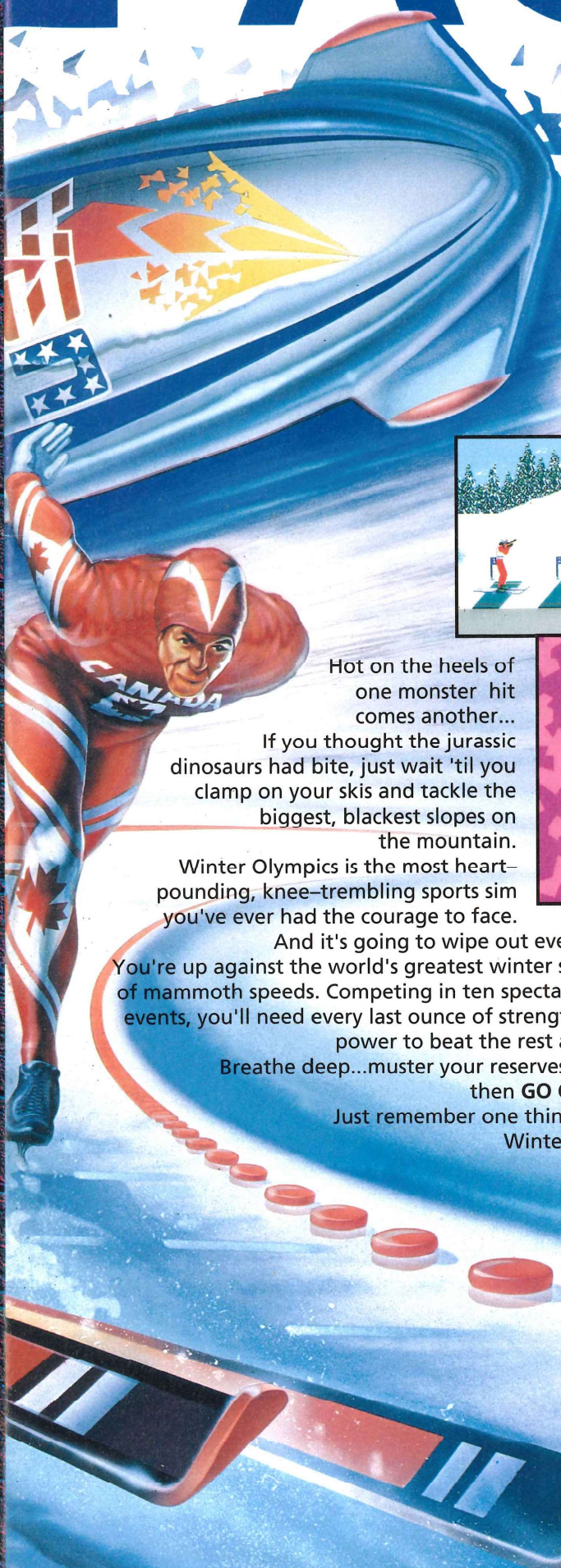


W i n t e r  
**OLYMPICS**

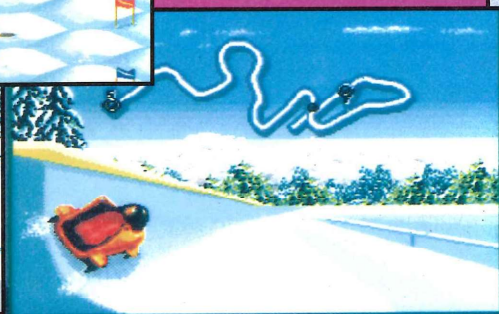
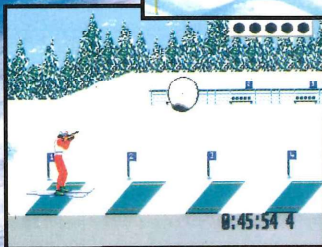
**This Winter's hottest game.**

# E AGE

COMING SOON



AVAILABLE ON:  
SEGA MEGA DRIVE,  
MASTER SYSTEM, GAME  
GEAR, AMIGA, PC AND  
PC CD-ROM.



Hot on the heels of one monster hit comes another... If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain.

Winter Olympics is the most heart-pounding, knee-trembling sports sim you've ever had the courage to face.

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Breathe deep...muster your reserves... focus yourself ... then **GO GO GO FOR GOLD!**

Just remember one thing: never look back. Winter Olympics. It's hot.



Screen shots from a selection of available formats (see above)





## THE MAKING OF A GAME

Games, eh? They're tricky beggars to put together, make no mistake. Here starts our three-part series on exactly what goes into that plastic lump you're plugging into your Sega...

## CALIGULA

They're hip, they're happening, and they probably wear leather trousers. They're Caligula, the latest Aussie band to break onto the big scene - and they're all barmy about Sega.

January 1994

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### Megazone

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\*Recommended and maximum retail price only.



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He's back, and this time he's brought his babe... only to lose her to his metal-clad alter ego. The silly billy.

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Sandy's, er, gone to a higher astral plane... But fear not, Game Spy will give you the latest inside info on the hottest games about to hit our fair shores.

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## COMPO

My oh my, you are a bunch of spoilt gits, aren't you? This time we've got a grand's worth of EA goodies up for grabs, and all for the price of a 45¢ stamp.

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## HINTS & TIPS

Here's one: always drive on the left-hand side of the road, unless you happen to be on holiday in a country where they drive on the right, or in Thailand where you're much safer walking.

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## GAMEBUSTERS

Cast your mind back to last issue... yes, it's all becoming clear now... *Flashback*, that fiendishly good platformer. We told you how to get through the first few stages, now we tell you about the other bits.

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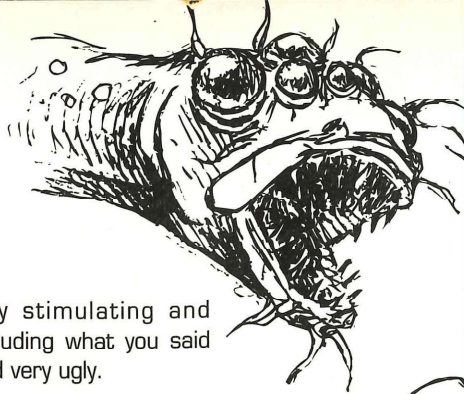
## REX VECTAR

The latest in the continuing saga of Megazone's very own Cosmic Spacehead.

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## END ZONE

Adam gets his kit off, Duane gets his kit on, Sandra turns into an axe-wielding maniac and Chris metamorphoses into a plastic toy.



# EdiTORial

Christmas is over, and you may have burped your last plum pud-flavoured belch, but don't be glum: as a special post-yuletide treat, here's a gift-wrapped (well, it came in a bag sporting your newsagent's logo, didn't it?) Megazone to keep your spirits up.

And if the games we've looked at so far are anything to go by, the New Year's going to be a goodie in terms of Sega software. Roll on 1994...

We're starting to see some pretty decent software for the Mega-CD—and about time too. Is *Sonic CD* the ultimate hedgehog-based outing? Well, we reckon it's pretty close to it... at least until the next one. *Silpheed* really is a stunning-looking game, and shows just what can be done with the immense storage space that CD offers. *Thunderhawk* brings a real 3D shoot 'em up to your screen. Above all, it's *fast*.

We've got a great compo lined up this issue, thanks to our friends at Electronic Arts. One lucky reader will walk away with \$1000 worth of the company's latest games. The lucky devil...

But hell, you don't want to read this boring old tosh. Quick, turn the page and get on with reading the rest of the mag.

Same time, same place, next month,

Adam

# MEGAZONE MOUTH LETTERS



# THE BAND THE UGLY

## THE GOOD, THE BAD AND THE UGLY

*We've had a huge response about the new look of Megazone. Understandably, many computer-owning readers were disappointed about our changing to Sega-only, but even more Sega owners were ecstatic that we'd gone the whole hog.*

*I really do believe that a half-and-half magazine isn't what people want - who wants to pay for pages that don't apply to them?*

*As for us having fewer pages - well, we could argue that they're all Sega, and so there's actually more to read. We will increase in size as soon as we're able: believe me, there's nothing we'd like more. In the meantime, this is what you said...*

### THE GOOD...

Megazone rules because it's 100% Sega!!!

**Chad**  
Darwin, NT

Congratulations on the new format - keep up the good work.

**Jye**  
QLD

You go take a perfect magazine and made it even better. I love your great magazine - keep up the good work.

**Garth**  
QLD

Oh my God! What have you done? You've gone 100% Sega, and it's about time. The change is

wonderful. Keep being the zany new mag that you are.

**Chris**  
Casino, NSW

Congratulations on going 100% Sega.

**Brendan**  
Perth, WA

Brilliant! The whole look - easier to read print, vital statistics improved, bogus stories dropped, and the comic fix axed.

Congratulations; with my faith restored, I look forward to some excellent reading.

**Mega Console Basher**  
Rooty Hill, NSW

Congratulations on your most triumphant magazine.

**Scott**

The new-look Megazone is totally EXCELLENT compared to the old one. Well done, guys (and girls!).

**Matthew**

**Raymond Terrace, NSW**

It's about time you went full-on Sega. Last month's issue was pretty darn nifty. No longer will I have to spend my monthly Sega allowance on outdated English and American magazines, when I can buy a first-rate Australian magazine.

**Rick**

**Lockleys, SA**

Despite all the crappiness of the new-look Megazone, I'm still going to buy it anyway.

**CB**

**Hoppers Crossing, VIC**

I'd like to congratulate you on making the magazine 100% Sega.

**Shaun**

**Oberon, NSW**

This is the coolest mag in town!

**Lyon**

I recently purchased my first issue of Megazone, and was pleasantly surprised when I found out it was your first 100% Sega edition, as this is why I bought it. You lot really have a great mag going here, and I hope you can sustain all the good work and effort.

**Chris**

**Queanbeyan, NSW**

Well done for dropping all those unread sections in your magazine.

**Jason**

**Collaroy Plateau, NSW**

I can't believe how cool your mag is!

**Nick**  
June, NSW

I'm so glad your cool magazine has gone 100% Sega.

**Simon**  
NSW

My brother and I reckon it's great that you've gone 100% Sega.

**Mark**  
Orange, NSW

Great job going 100% Sega - a terrific idea that should have been done sooner.

**Ben**  
SA

I think your mag is rad, etc, and I think your reviews are cool because you can trust them.

**Adam**

**Mt Gambier, SA**

I'd like to say that the new look for the mag is wicked! It's heaps better than the old one, and the stupid comic fix and other reviews are gone.

**Mr Sega Man**

There's still no other magazine that comes close to Megazone.

**David**

**Gympie, QLD**

The new format is cool.

**Josh**

**Algester, QLD**

Your mag is really cool, so keep up the good work.

**Mike**

**Hobartville, NSW**

### THE BAD ...

Your magazine was something to look forward to in the past.

**R.P and J.L**  
NSW

Surely it does not make such a difference if around 10 pages of your magazine are dedicated to the computer owners among us?

**Dale**

**Ballina, NSW**

Your mag is the best in Australia... NOT! I was happy with Megazone until recently - why get rid of PC and Amiga?

**Ben**

**Caringbah, NSW**

Just when it looked like you were starting to recognise that the computer is the ultimate gaming machine, you go fully Sega! We trusted you, and you let us down.

**Satan and God**

Why the hell did you turn your totally excellent magazine into a stupid one?

**Mark**

**Camden East, NSW**

Why?

**Nick**

**Wangaratta, VIC**

I think Megazone was fine the way it was, and you should have left it alone.

**Nathan**

**Tullamarine, VIC**

Can you make your mag to Sega and PC?

**A cool subscriber**  
Sydney, NSW

Bring back the old Megazone or you will lose some readers.

**David**  
Chinchilla, QLD

I hope my letter will be forwarded to those responsible for destroying the best gaming magazine in the country.

**B.C**  
Streaky Bay, SA

Bring back PC and Amiga.

**Chris**  
Kambah, ACT

I know of at least 27 boys who have stopped buying your 'new' magazine.

**A disappointed subscriber**

Surely some computer reviews could be put in your mag somewhere.

**Phil**  
Cessnock, NSW

I used to love your hot mag, but after your crap October issue, I don't really want to waste \$5 a month on it.

**Luke**  
Perth, WA

My complaint is that you have cut PC out of Megazone.

**Jason**  
Balwyn, VIC

Alas, shock horror, I do not lie; you took the apple from my eye.

**Danny**  
Darwin, NT

# AND THE UGLY...

If this magazine was on fire, I wouldn't even piss on it.

**IBM User**

What friggin' good is this ex-tops magazine to us now?!?!?

**Peter**  
Croydon Park, NSW

Your mag sucks. I thought I would never say that, but I am so @#\$\$% off.

**Ann**

I HATE YOU, ADAM!

**Clayton**  
Thorneside, QLD

Er, yes. Quite.

## MESSAGE MY HEDGEHOG

Dear Mega Ed,

I've noticed you're still printing letters sideways, upside-down, etc. I think it sucks, and so does my neck. I've also read your little lecture on letter writing - this might make letters boring, but I hope that it will keep lunatics like that Confucious creation from sending in letters.

Anyway, here are my questions:

1. I plan to buy a Mega-CD, and would like to know if you can play music CDs on it. The dude at K-mart said that you can't.

2. What's the deal with these new Sonic games? Could you please do a review on them?

That's all for now. Keep up the good work.

**Luke**  
Charters Towers, QLD

*As you will have noticed, Mega Mouth has been redesigned this month, but really was it that difficult to read before? We had no trouble...*

1. Yes, you can play music CDs on it. Our friend at K-mart was talking out of his behind. The Mega-CD will recognise it's not a game CD, and will give you access to a control panel that lets you play audio CDs - and it gives you oodles of options to boot.

2. There's been a spate of Sonic games, on all systems. So far, we've reviewed Sonic Chaos and Sonic Spinball. Check out our review of Dr Robotnik's Mean Bean Machine in this issue.

## FROM OUR FRIENDS TO YOURS

Dear Megazone,

I was wondering if you could help me. I own a Mega Drive, and I need some questions answered.

1. Are Final Fight or NBA Jam coming out on Mega Drive? If so, when?

2. When is Toejam and Earl 2 coming out, and what's it like?

3. Where can I get hold of Speedball 2? Well, that's about it. By the way, I think your mag is really cool, and my friends agree. Keep up the good work.

**Matthew**  
Penrith, NSW

1. Check the Game Guide; all the up-to-date information that we have is in there.

2. Toejam and Earl 2 should be in the shops by the time you read this. The game is quite different from the original, but with the same zany humour. If you want the full lowdown, read the review on page 24 of this issue.

3. If you're having difficulty getting hold of a game through your local retailer, try checking out the services of a mail order supplier. See ads in this issue.

## CD JUNKIE

Dear Mega Ed,

I have just started reading your magazine, and it's just tops. I own a Mega-CD, and was very disappointed at the shoddy selection of games available for the system, although finally it seems that some decent games are on their way. Could you please tell me when games such as Jurassic Park, Sonic, Wing Commander and Mortal Kombat are coming out on Mega-CD? How much will they cost?

I was very disappointed at the Mega Drive version of Mortal Kombat in comparison to the Super NES version. It seems that Sega may have rushed out their version, perhaps?

Just one last thing. When I was in the US recently, I noticed that the games over there are approximately half the cost - even when taking the currency difference into account. Are we being milked, or is it a case of restricted importing or smaller market share?

I love your magazine - keep the good work flowing.

**John**  
Lockleys, SA

*We agree that the current Mega-CD games selection leaves a lot to be desired; however suppliers have assured us that big things will be happening for that system this year, so keep your fingers crossed.*

Jurassic Park and Sonic CD are already out. As for the others, check out the Game Guide for further information. Each of these games costs between \$120 and \$140.

If you're not happy with the Mega Drive version of Mortal Kombat, try the old blood 'n gore trick. It was published in December, but if anyone missed it, here we go again: on the title screen, key in A, B, A, C, A, B, B.

Yes, games prices are somewhat high, and we'll soon be compiling a special feature on that very subject.

## INTO THE SCRUM

Dear Mega Ed,

I won't open this letter with comments that you'd expect from a pile of cat-bog, so it's straight down to the nitty-gritty.

1. Will Electronic Arts' 4 Way Play adaptor work with Sega games, and will Sega's Multi-Tap work with EA games?

2. I saw copies of NHL Hockey '94 in two shops, but it looks like an import. Is this the real version, or is it coming later on?

3. Any chance of a cricket or rugby league game coming out on the Mega Drive? You said something about ET's Rugby League coming out on the Mega Drive last year, but you haven't said anything about it since then.

4. Is there any more news about NBA Jam coming out on the Mega Drive?

Finally, a word of advice. If people get sore necks or whatever from reading letters printed sideways, why don't they turn the page on its side?

**Paul**  
Merewether, NSW

1. Yes, but not on all games. Check first.

2. The 'real' game should be out now.

3. Beam Software has developed Aussie sports games on Nintendo (see the feature last month), and we may yet see these games appear on Sega.

4. We haven't been given any more information since the last time. As soon as we know, you'll know.

## ALTERED IMAGES

Dear Megazone,

Please find enclosed photos guaranteed to contain 50-75% greater thrills, spills and excitement than the Mega Drive version of *Mortal Kombat*. Note that they contain just as many 'arcade fatalities'. Maybe someone should advise the programmers of this game that, if people want a game where they have to search for hidden codes, then they'll buy something like *Clue* or *Carmen Sandiego*. Martial arts/fighting/combat games are specifically for beating the crap out of others – not for stuffing around looking for piddly codes, etc.

Maybe you should at least print the 'fatality' moves for all the poor saps who did buy this game and found themselves at a dead end, thanks to the wisdom of the instruction book designers, who chose to omit these for greater 'challenge'.

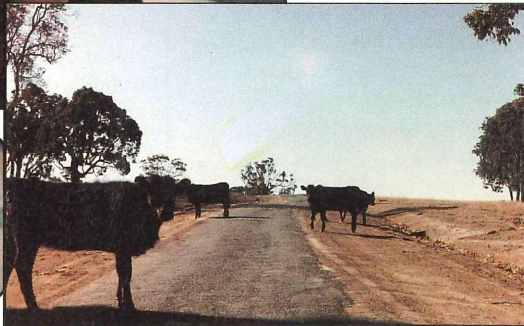
Didn't they think that this would serve to piss-off a lot of people, who would simply return the game? I know of at least one who has.

**Steven  
Armidale, NSW**

*Wow! We considered just printing Steven's photographs and forgetting the letter, but then we relented and decided to let him have his say – particularly since several other readers have had the same gripe about the game.*

*If you read last month's Megazone, you may be feeling a little cooler about the issue, since we included a stack of Mortal Kombat info in our Hints & Tips pages.*

*I agree that it's ridiculous to include a violence code within a game that is meant to be violent anyway. Why take up knitting if you can't handle the pace, is what I say.*



## ROUGH JUSTICE

Hey Megazone,

I am writing to tell you what was cool and what was crap in October's 'new look' edition of Megazone (well, not crap, just little mistakes).

The cool bits were the new reviews and rating system – they'll make Irish readers understand the ratings more. The surfing mag ads were really cool too.

The whole new format of the mag is excellent, but here are the things that let you down:

1. In Psychic Sandy's Game Gaze, most of the game shots were backwards. Were they taken with an Irish camera or something?
2. You took the Stars away! If Sandy's so psychic, why can't she do them?
3. There were only 68 pages, and most of the pictures lost their effect on the rough paper.

Apart from the grizzlies, you mag is fine (great, even). Keep up the good work.

PS: I'm sorry if any reader is Irish (sorry for you, that is). No offence to Sandy (I don't know her, so I won't knock her). (I should hope not – Adam.)

**Dean  
Northam, WA**

*Thanks for the comments, Dean. We're really happy with the brand-new Megazone – so happy, in fact, that we didn't even notice those shots were scanned in backwards! You see, it was the new team, new surroundings, the stress of locating the closest pub... Seriously, we were so intent on pumping the thing out in time (well, almost), that some of the 'little details' were lost in the wash.*

*As for the Stars, Sandy says "Bugger off, I've got enough to do as it is!", and you can't argue with a Virgo.*

*Yes, the mag has been 68 pages for a few issues now, but we'll be doing our best to boost that up as far as possible. One thing, though: if you compare the number of editorial pages with advertising ones, you'll discover that we are indeed giving you an excellent deal. Many mags contain over 50% ads, making them look better value, when they really aren't. Rest assured that as soon as we can increase in size, we will.*

# MEGA



# MOUTH

## ANYTHING KEEPING YOU AWAKE AT NIGHT?

Got something to get off your chest? Well, best write in to Mega Mouth, then. Sorry, but we're too busy to reply personally, so don't include stamps or SAEs.

Keep your letters reasonably short and to the point. Questions are fine, but try to make them vaguely interesting. Note that "When is *Street Fighter 3* coming out?" does not correspond with our definition of being the slightest bit interesting.

And contrary to what seems to be popular belief, arse-licking is not required to get your letter printed. We know that Megazone is a cool/rad/awesome/wicked/page-sticking-togetherly good magazine. Tell us something we don't know.

OK, lecture's over. Send your musings to:

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



## FIFTH TIME LUCKY

To Planet Megazone,

I think that you have a really good mag going here, and it leaves all the others for dead. And I think you should have more Mega Drive and Game Gear reviews (I own both), and you better answer my questions since this is the fifth time I've written.

1. Will an adaptor be released that lets you play Mega Drive carts on Game Gear; and if so, when will it be released, and how much will it be?
2. Will there ever be a 16 or 32 bit portable?
3. When is *Sonic 3* coming out?
4. Will a CD player ever be released for the Game Gear, and how much will it be?

PS: You should quit putting Master System reviews in your mag. Everyone knows they're useless, and their games wouldn't challenge a dead mouse.

PPS: Game Gears should get more reviews.

PPPS: You should stop @#\$\$% swearing in your totally rad reviews and news!

**Lawnmower Boy**  
**Gymea Bay, NSW**

1. No.
  2. No.
  3. *Next month on Mega Drive.*
  4. No.
- PS: No.  
PPS: Yes.  
PPPS: No.

## VICIOUS RUMOURS

Dear Mega Mouth,

I went and bought a game for my Mega Drive recently, and the dude behind the counter told me that carts for the Mega Drive have a big chance of getting neglected as the Mega-CD becomes more popular.

This happened to the Master System when the Mega Drive came out, and now new Master System carts are few and far between. If it does happen, do you think that the price for Mega-CD hardware and games will drop dramatically over the next couple of years (like the Mega Drive)?

Also, as CD gaming takes over, will cart production decline to an extremely slow crawl for all Sega systems?

Considering these factors, should I delay purchasing a Mega-CD for a while?

I hope you see my questions worthy of your mag.

**Video game zombie**  
**QLD**

*As technology marches forwards, the old makes way for the new. However, cartridges still have a good few years of sales in them, before they're superseded by CD-based games.*

*Sega reckons that CD is the future of video gaming - because they offer cheap mass storage. I think that in the future, CD games systems will be more affordable. Again, though, it will be a long time before we see any dramatic price drops. If you want to get into CD gaming now, rather than in a few years' time, then get a Mega-CD now.*

## FORGIVE AND FORGET

Dear Megazone,

First of all, I'd just like to say that it's great to see an Australian Sega magazine of world-class status. It's a great mag, and I... (I've just remembered you hate arse-licking, so I'll get to the questions).

1. Have you received any news on Sega's *Virtua Racing*, because I'd like to know how they're programming it?
2. In Issue 32, there was a letter titled 'No Games', and it asked if you could increase the Mega Drive's on-screen colours. You said there was nothing you could do about it, but there is! *Ranger-X* increases the 64 colours to 130. You said so yourself in Issue 30 in the Mega Mouth section.
3. Why did you review *Final Fight CD* twice? Why did you give it 95% in Issue 31, and 82% in Issue 32?

That's all from me, and I think the all-Sega mag is a change for the better - the best Sega mag in Oz. I'm beginning to arse-lick, so I'll stop.

**Ben**  
**Brisbane, QLD**

*1. Only what we've told you. We do know that it will have a special chip built in to draw the 3D polygon graphics. Apart from that, we'll keep you informed as developments come to hand.*

*2. Ah, OK. Thanks.*

*3. Well, er... it's all to do with our ownership changeover again. You see, 'cos Issue 31 was at the printers when we took over the ship, we had no idea what it contained! Rather than risk not reviewing the game, we took a gamble and... um, were wrong. As to the disparity of ratings - different reviewer, different time of the month...*

# LETTERS

This is the place to pick up a bargain, get rid of some unwanted gear, do some swapping or even meet new pals. At the moment, entries to the Op Shop are free, but we do have the right to edit them, and can't guarantee when they'll appear. Keep it short and sweet, and send your entries to:

**Megazone Op Shop, PO Box 746, Darlinghurst 2010.**

*Note that we can only print phone numbers or addresses, no names.*

## FOR SALE

MEGA DRIVE: *Sonic 2* for \$50, or will swap for *Thunderforce 4*.

*Mortal Kombat* (brand new) for \$110, or swap for *Street Fighter 2*.

**Tel (02) 727 5094**

MEGA DRIVE: *John Madden '93* for \$70; *EA Hockey* for \$60; *Sonic* for \$40 or the lot for \$160.

**Tel (02) 674 4180**

GAME GEAR unit (used once), with TV tuner, Gear to Gear cable, Master System converter, *Sonic 2* and *Columns*. Paid \$590, sell \$425 ono.

**Tel (066) 86 7447**

MASTER SYSTEM with two control pads and *Sonic* for \$50. Also: *Sonic* \$40, *Sonic 2* \$60, *Ghost House* \$17, *Bank Panic* \$10, *Assault City* \$20, *Asterix* \$60, *Spy vs Spy* \$5, *Cloud Master* \$20, *Donald Duck* \$60, *Ghouls 'n Ghosts* \$50, *Rescue Mission* \$2, *Teddy Boy* \$19, *My Hero* \$19.

**Tel (08) 336 3501**

MEGA DRIVE: *Sonic* \$15; *Streets of Rage 2* \$40; top Asian shoot-'em-up \$20; normal joypad \$20; auto and slow-mo joypad \$25.

**Tel (03) 808 3798**

MASTER SYSTEM 2 \$80 plus one game, (*Donald Duck* \$35) in box and complete with manuals. Buy the lot for \$115.

**Tel (096) 223 869**

## WANTED TO BUY

GAME GEAR unit for \$220 ono.

**Tel (02) 997 7273**

MEGA DRIVE: *Phantasy Star 3*. Buy, or swap for *Chakan: the Forever Man*.

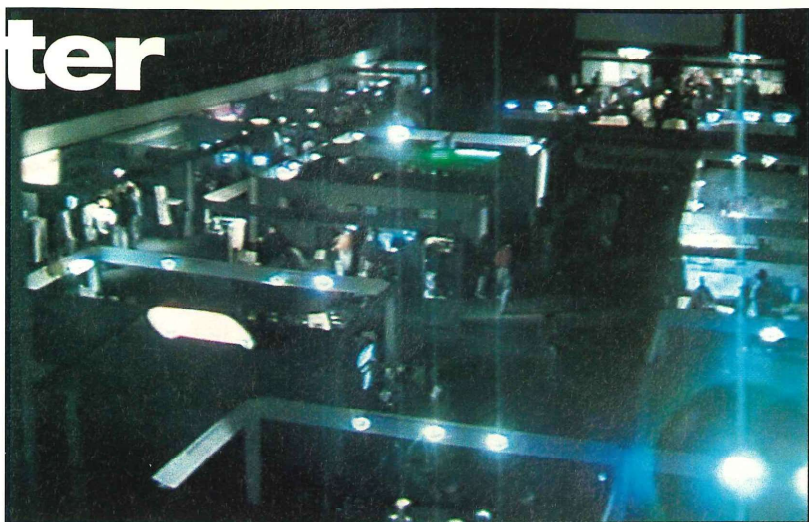
**Write: 4/11 Albert St, Casino, 2470.**

## Street Fighter kicks butt

The 1993 Victorian *Street Fighter 2* contest was staged recently at the Melbourne Sports and Entertainment centre as part of the Electronic Games Exhibition.

The contest was held over three days in November last year. Over 1000 sweaty-palmed contestants battled it out until, eventually, the final consisted of Chris Brooks from Surrey Hills and Jamie Khoshaba from Gladstone Park. The two gritted their teeth over the best of seven games – after the first six, the scores were even at three games each. In the last game, Chris emerged as the champion and won himself his very own *Street Fighter 2* arcade game. Jamie didn't go home empty-handed, though, winning the runners up prize of a Mega-CD.

There'll be another *Street Fighter 2* competition incorporated into the Electronic Games Show, held early this year in Sydney. Who'll be



the NSW SF2 champ? Only time will tell...

We'll give you more info on the competition, and the show, just as soon as it's been confirmed.

## Game Genie for Mega-CD

Those clever chaps at Codemasters have gone one step further, developing a version of the popular Game Genie for use with the Mega-CD.

Such a device has not been possible before, due to the constant loading of data from compact disc into the console's memory. However, this device analyses how the

data moves in the system, and is able to manipulate the constantly moving information.

The Game Genie fits in the expansion port between the Mega Drive and the Mega-CD and 'intercepts' code as it passes from the Mega Drive to the Mega-CD. Price and Australian release date are yet to be confirmed.

## High Flying Fun



Next time you take an international flight, you'll no longer have to endure *Forever Young* for the 15th time, but will be able to take *Sonic the Hedgehog* for a spin instead.

Well, you will if you happen to be flying Japan Air Lines and are wealthy enough to afford a first or business class ticket. Sega has produced the JAL Mega Jet for the airline, which is basically a Mega Drive linked to a liquid crystal display (a bit like the one found in the Game Gear). Sound comes through a headset, so you won't annoy neighbours who actually choose to watch the Mel Gibson weepy.

The unit won't interfere with the aeroplane's radio equipment, as certain hand helds are reported to do. Stroke of luck there, then. You can take your fave carts on board, or rent them from the cabin crew for a few yen.



## Out of this world

A whole bunch of sporting and TV stars recently got together in Sydney to road-test *Galaxian 3 - Project Dragoon*, a new futuristic game about to hit Timezone. Our heroes are pictured inside the spaceship, taking a break from hunting down an evil alien force. If you haven't picked them yet, standing is Sydney Kings' Steve Carfino, Home and Away's Tina Thomsen and Sydney Kings' Greg Hubbard. Sitting is Home and Away's Andrew Hill, athlete Jason Kougellis, cricketer Greg Matthews, Hey Dad's Matthew Krok and cricketer Brad McNamara.



# NEWS BITS

**S**ega's 32-bit 'Saturn' machine is on its way, but not for at least 12 months, according to our reliable sources. Apparently, completed already, the only 'if' about the device is whether it will be CD-only. Also, don't get your hopes up over backwards compatibility—it seems highly unlikely that you'll be able to link it up to your Mega Drive or Mega-CD.



**W**e may be blessed with Movie World and the Big Merino, but the UK now has 25,000 square feet of Sega-only theme park—a virtual arcade extravaganza! Something to remember when you next jet over



for a Harrod's shopping spree...

If that's not enough to make you mouth-foamingly jealous, Sega is to open an enter-

tainment centre in Las Vegas, of all places. Called Sega Virtualand, it'll feature 20,000 square feet of groovy new futuristic stuff. When's it gonna be our turn?!!

**M**ichael Jackson teaming up with Sega? Yep, the 'wild one' of pop is expanding creatively (at last!), and will be writing music and filming scenes, etc, for future releases. First cab off the rank is Scramble Training, a CD space shuttle sim.



**G**ood news to hand is that *Flashback 2* is on its way—well, it's in production, at least, programmed by the same team who created the original. You should be just



about ready for it, after surging through the second half of our *Flashback* playing guide this month.

**M**ortal Kombat 2 is bound to be one of the hottest games this year, and the good news is that the arcade version will soon be hitting our fair shores. New characters will add extra beat-'em-up action, with the old team picking up a few new moves too. Let's cross our fingers that the console version won't be too long in the pipeline. We'll keep you posted.



**N**ot one, but two versions of the Disney classic *Beauty and the Beast* are currently being programmed for the Mega Drive and Game Gear. Blatantly sexist it may be, but there'll be one for lads and another for lasses. The boys' version is to be called *The Beast's Revenge* and features dead hard beat 'em up sequences, while the girls get *Belle's Quest*, a fairy tale puzzler. The games are due from Sunsoft later on this year. I'll bet the majority of girls won't be opting for the female version...



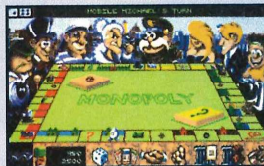
**A**nother game targeted specifically at girls, *Barbie* is based on the exploits of the world's top-selling plucky doll. Highly complicated gameplay lets you guide



Barbie to super-model success. In the bonus stages, you get to do her hair and make-up. We don't think

she gets to do the dirty with your brother's GI Joe, though.

**G**et ready for *Scrabble* and *Monopoly* on the Mega Drive. Yes, these trad family faves are due soon, and one big plus is you won't have to worry about conning your big brother into playing; up to four real or computer punters can take part. 'Robbing the bank' will be out, though.



# Quiz

1. What special powers does Sonic have in *Dr Robotnik's Mean Bean Machine*?
2. Does the new Mega-CD game *Silpheed* feature real-time 3D graphics?
3. *Gunship* is a game about aircraft carriers. True or false?
4. What planet do Toejam and Earl come from?
5. Who do the Incredible Crash Dummies want to rescue?
6. In which game can you pretend you're Claudia Schiffer (ie: an Amazonian blonde chick) with a big sword?
7. Where does Zool hail from?
8. Name Sonic's sweetheart.
9. Where do you get your photographs taken in *Cosmic Spacehead*?
10. What is the function of an altimeter (as seen in *Thunderhawk*)?
11. True or false: James Pond is a frog.
12. In which game can you up your Death Index to 'Slaughter'?
13. What does Marko have that's magic?

## how you scored

**All 13 correct:** Bad luck, you're just too clever for your own good, and will be run over by a bus today.

**10-12:** You nicely brainy thing! (*Not as brainy as us, mind.*)

**6-9:** I'm afraid that you're what's known as average (at best).

**5 or under:** Mong city.

1. None; he's not in it.
2. No.
3. False. It's about helicopters.
4. Funkatron.
5. Dr Zuh.
6. *Blades of Vengeance*.
7. The Nth Dimension.
8. Army.
9. The Post Office.
10. An altimeter indicates your height from the ground.
11. False. He's a mutated fish with legs.
12. *Mutant League Hockey*.
13. Balls (well, a football, that is).

## ANSWERS

the megazone lucky 13

# gameSPY

PreViews

## FIRE AND ICE

**A** Master System game featuring top quality graphics, *Fire and Ice* started life as a cutesy adventure starring a big dog with floppy ears. You take charge of the canine, who must make his way through seven slick-looking worlds and a bonus level – the Arctic, Scotland, Underwater, Jungle, Aztec, Rock and Egypt.

The climate becomes warmer as you progress, and this has an effect on the gameplay. The aim is to collect five parts of a key and exit to the next stage. The parts are hidden inside a meanie, and you will never find the same piece in the same place.

The Arctic level comes complete with penguins and walrus. You must avoid them all, as one touch will result in instant death. Kill them by first shooting, then jumping on them. Various pick-ups enable you to fire a ladder or an ice bridge to form a path – but be warned as, like all things, it will melt after only a short time.

In the Underwater world, you can swim on turtles and bounce on clams to reach desired objects. Make it through to the next stage and land in the Jungle, complete with natives firing arrows at you. In one part, shoot at a cloud and it will turn into a rain cloud, then to snow – collect it and make snowballs for ammunition. Visit the Aztecs and overcome the dreaded swooping birds.

When you reach the Egyptian world, you'll come face-to-face with a big bad boss in the form of a large chariot. When you blow it up, out pours a crowd of raging people, who you must freeze.

Each level contains a time limit: when it runs out, the difficulty factor increases dramatically. On the positive side, you can find puppies and make them your helpers – they have shooting powers and cannot be killed, so are great little allies.

**Format:** Master System  
**From:** Virgin  
**Available:** March

Play around in the snow, but avoid those deadly penguins.

It's likely that our canine friend will have to jump up on that platform and do something artistic with those balls.



It's been around for ages on other formats. Soon the Mega Drive will have its turn.

## PRINCE OF PERSIA

**T**his famous action game revolves around solving puzzles, as you assume the role of the brave Prince and rescue a beautiful maiden from the grasp of the evil Grand Vizier. Time is against you, with an hour to find her – during which you must defeat a horde of enemies.

Our European correspondent Derek de la Fuente recently spoke to *Prince of Persia* Mega Drive programmer Richard Walker in Domark's London office:

**Q:** So tell us about the conversion of the game.

**Richard:** The code has been completely rewritten by myself, and all the backdrops have been redone. It's more of an original project based on the PC/Mac version.

**Q:** Did you have to work within certain constraints?

**Richard:** Yes, because we started it before *Prince of Persia 2* was due on the PC. We believe we could have enhanced it and added even more gameplay, but the guideline was 'stick to the original and enhance the look of the game'.

**Q:** Describe why the original *Prince of Persia* was so good?

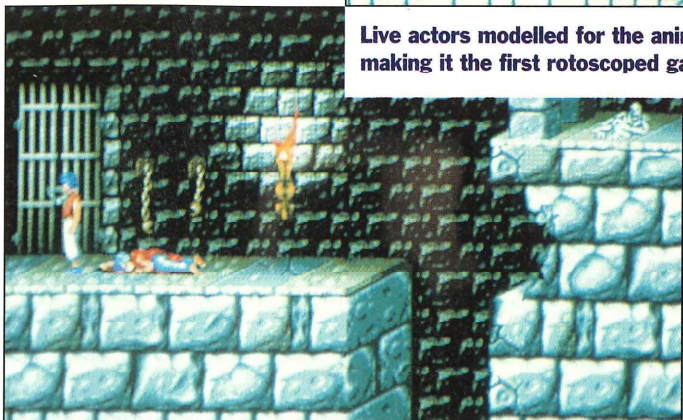
**Richard:** It was the first game to use a real actor – they studied his movements and converted them to the computer. The original programmer used his brother for this, and actually dressed him up in pyjamas and shot hours of video, then drew over the top of it. It was the first program to use this technique, which is called rotoscoping.

I think the game is a good mixture of puzzle-solving and action. It takes some thought to get through it, as it's very logical. Looking back on the completed code, nothing has really been that hard, as we had the structure of the game already written for us. I believe the public will find this one of the most pleasing of all the versions.

**Format:** Mega Drive  
**From:** Domark  
**Available:** April



Live actors modelled for the animation, making it the first rotoscoped game.



The prince leaves a trail of corpses as he sets out to do the job.

## JURASSIC PARK

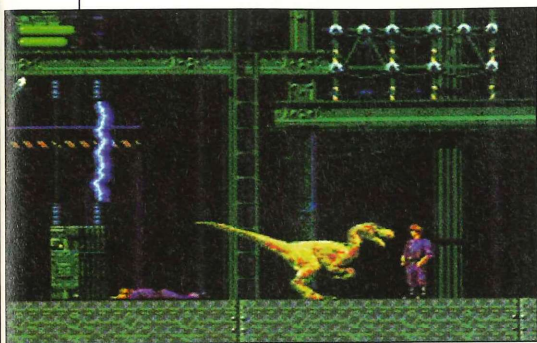
**B**y now, you've got blow-up dinosaurs, glow-in-the-dark dinosaurs, 3D dinosaurs, the Megazone dinosaur poster in the toilet... and the list goes on.

Now, all you Master System suckers can finally have the game (if you want it, that is). This is basically the same as the Game Gear version – travel through the park, stunning and bagging a load of dinos. Happy hunting.

**Format: Master System**

**From: Sega**

**Available: January**



**"My, that is a bad case of dermatitis, but I'm afraid you'll have to come back later."**



**And doesn't this look fabulous? The pillars, the French windows, the great night sky... oh, but what's that big scaly wildebeest doing in my living room?**

## CASTLEVANIA

**A** fairly trad hack 'n slash affair, where you knock the stuffing out of a host of vampires and mongy old zombies. THE best thing, however, is that you send them to eternal damnation by slashing about with a nice big whip.

You play a big blokey hero, who feels compelled to knock-off as many of these blood-sucking freaks as possible. Take a day trip out to the bat-ridden castle and gatecrash your way into the vampire's inner sanctum.

To get there, you'll have to contend with a swarm of zombies and other ghastly ghouls. Either chuck a magic potion at them, or get cracking with your wicked length of leather.

This is the Nintendo title's Mega Drive debut, and it promises to be a big hit (*particularly in the Megazone office...*).

**Format: Mega Drive**

**From: Konami**

**Available: January**



**Like any regular sports event, brawling is a major part of the action. Kill! Maim! Die, you scum in shoulder pads!**

## BRUTAL SPORTS

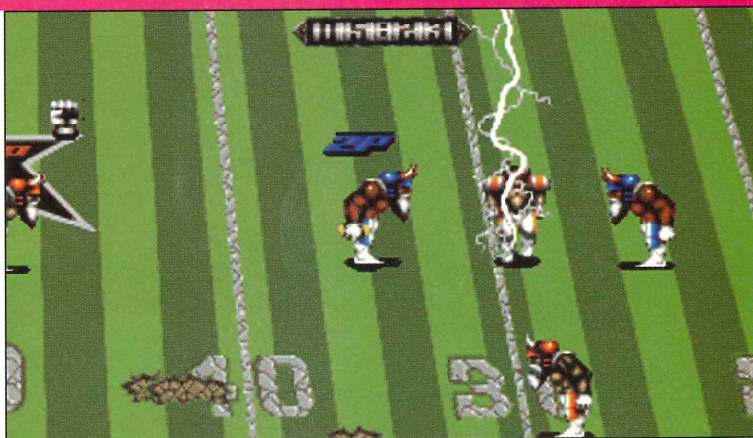
**A** gutsy blend of fighting and team sport, this game can be played on two levels – fight to win games or play by the rules, using neat passes and clever moves. You will find that a blend of the two will work best.

The game looks a bit like American football played by mutant Gladiators. Each team comprises seven players, who you select before kick-off.

The aim is to get the luminous ball in the opposite 'net' – a difficult task, since the opposing players have a vast array of weapons and will take any action to stop you. A quick slash with a sword and, hey presto, you have lost your head and the ball!

Bone-crushing tackling is the order of the day, and you have a vast repertoire of moves with which to do this. Helpful pick-ups are littered around the pitch: there are swords and magical icons, including lightning. Grab this and hurl lightning bolts at the opposing players... a quite shocking experience.

Another weapon is the freezer, with which you can turn the enemy into stationary blocks of ice, so you can charge up the field and score. Brawling is also important, and you can fight and eliminate players. On-screen meters inform you of the players' strength.



**It really is brutal... pick up lightning bolts and hurl them at your enemies. Electrifying stuff, and it sure beats passing.**

If the game is a draw, then it's a brawl to the end... the last player standing wins for his team. Heads will roll, blood will splatter and limbs will start walking on their own.

You will even see cheerleaders egging on their team, and the spectators may also play a part in the game. While the men might look tough and mean, the losing team members are left crying in shame!!!

**Format: Mega Drive**

**From: Electronic Arts**

**Available: May**



**Oh, what joy! Suddenly, your opponents are trapped within large blocks of ice.**

Here it is again, chock-a-block full of all the latest info on future goodies. No, this is not an incredibly late Santa joke; it's an introduction to the marvellous Megazone Game Guide (rapturous applause...).

# the megazone game guide

## Any Moment Now

### Asterix: The Secret Mission GG.....Sega

Asterix trims his beard for yet another adventure.

### Daffy Duck GG.....Sega

The feathered chap waddles onto Game Gear.

### Donald Duck 2 GG.....Sega

Another feathered chap does the business.

### Dr Robotnik's Mean Bean Machine MD,GG.....Sega

It's that evil Dr Robotnik again, testing us with some mind-bending bean-related antics.

### Eternal Champions MD.....Sega

They're champions, probably for ever.

### Home Alone 2 MD.....Sega

An annoying brat tackles burglars. Again.

### Jurassic Park MS.....Sega

Doctors, dinos and rugrats clash – but you all know the story.

### Master Hunter (Menacer cart) MD.....Sega

Shoot 'em down in this gun-happy frolic.

### Star Trek: Next Generation MD.....Sega

As seen on TV, but in a game.

### Toejam & Earl 2 MD.....Sega

The groovy two return for another slice of the action.

### Virtual Pinball MD.....EA

Create your own pinball tables – the most fun you'll ever have with a pair of flippers.

## February '94

### Asterix 2: The Big Fight MD.....Sega

The prolific one gets involved in a Big Fight.

### Asterix 3: The Great Rescue MS.....Sega

Save your village from those nasty old Romans.

### Bubba 'n Stix MD.....Core

A new action game involving... er, the two chappies in the title.

### Dragon's Fury 2 MD.....Tengen

A top-class pinball sim.

### Dune 2 MD.....Virgin

Another day, another battle.

### The Hulk MD.....US Gold

This huge green monster isn't bad, really. Just don't make him angry.

### Jungle Book MD.....Virgin

The game of the movie of the book of the short story of the poem of the idea.

### Road Runner: Desert Demolition MD.....Sega

An overgrown turkey who zooms around at high speed.

### Shadow Run MD.....Sega

Action, action and more action.

### Sonic 3 MD.....Sega

Another wonderful chapter in the life of the world's most famous spine-bearing mammal.

### X-Men GG.....Sega

Platform game where you encounter the dastardly mutant Magneto.

## March '94

### Aladdin MS,GG.....Sega

The baggy-panted one looks lush with animation straight out of the cartoon.

### Burning Fists CD.....Sega

Sounds painful.

### Dragon's Fury 2 MS.....Tengen

Mega Drive last month; Master System now. What next?

### Fire & Ice MS,GG.....Virgin

Hot things, cold things and lots of action.

### Hockey MS,GG.....US Gold

A game about... well, er... hockey.

### The Hulk MS,GG.....US Gold

Watch the green bodybuilder split his daks.

### Indy 4 MD.....US Gold

Another great slice of action.

### Marko's Magic Football GG.....Domark

Not a sports game, but an action game!

### McDonald GG.....Sega

Don't expect fries with this one.

### Road Rash MS.....US Gold

Mayhem on motorbikes.

### Road Rash 2 MS,GG.....Tengen

More mayhem on motorbikes.

### Snooker MD.....Virgin

We presume it's pretty similar to that game with lots of coloured balls.

### Star Trek: Next Generation CD.....Sega

It may not be from your generation, but Star Wars is back.

### Super Caesar's Palace GG.....Virgin

This one's a mystery – just like the man himself.

### Virtua Racing MD.....Sega

The new racing game everyone's talking about.

### Wrestling GG.....Sega

Sounds a bit hot and sweaty to me.

## April '94

### Dragon's Fury 2 GG.....Tengen

More pinball fun.

### Ground Zero Texas CD.....Sega

An adventure that's probably set in Texas. At a place called Zero. On the ground.

### Jester MD.....Sega

Even more action.

### Lost Vikings MD.....Virgin

Beware those crazy Vikings.

### Prince of Persia MD.....Domark

The popular action game comes to Mega Drive.

### Soccer Challenge '94 MD.....Sega

More soccer than you can poke a boot-stud at.

### Speedy Gonzales MD.....Sega

The fastest rodent in Hollywood crosses the games gap.

### Streets of Rage 3 MD.....Sega

The third instalment in this classic beat 'em up.

### X-Men MS.....Sega

Smart mutants and evil foe to boot.

## May '94

### Brutal Sports MD.....EA

A bizarre bunch of genetically-engineered players brawl it out on the field.

### Dragon MD.....Virgin

A martial arts beat 'em up based on the life of Bruce Lee.

### Marko's Magic Football MD.....Domark

Yes, it's that crazy Marko again, with his magic football.

### Rise of the Robots CD.....Sega

Engage in one-on-one combat with some tough metallic competition.

### DRAGON

**C**ult figure Bruce Lee stars in a game version of his life – no prizes for guessing that it'll be a martial arts beat 'em up. Our man in Europe, Derek de la Fuente, caught up with the programmers, Ronald Piekt Weeserik and Dave Chapman.

**Q:** How were you presented with the project?

**Ronald:** We obtained early slides of the film to give us a good feel for the game, but the film company gave no requirements to what the actual game should be.

**Q:** Tell us about the process.

**Dave:** The game specs specified that it should be a beat 'em up with large characters and a maximum of three characters onscreen, as

opposed to two. You basically know what the game is about and that the characters are going to move in certain ways, so even without using the actual game scenario, we can write routines for the player's movements and controls.

We designed a special program to calculate moves, and then the graphics were added later. The main onus

**A typical fight scene from the movie. Watch the biting, boys.**

is on collision detection, the way characters interact and how they use the area in which the players move.

**Ronald:** The actual presentation is standard in that you have an energy bar and must deplete the opposition's bar to win – but there are more features within the game that we feel are fresh and innovative.

If you look at all the other fighting games, they are unreal in the sense that there are special power-ups and impossible physical moves. *Dragon* relies on authentic movements, although it may take someone of Bruce Lee's physical abilities to execute them. The game is life-like, so no strange monsters, fire balls, etc. You will also find the animation a lot smoother than you have seen before.

The game is very graphically intensive, and the Mega Drive version is a full 16 meg. There are over 100 frames of animation per enemy. All the



**Checking out the chest detail. A little more hair, thanks. And some bigger muscles.**

**Is that a big pole you're holding, dear, or are you just happy to see me?**

**It's a hit! But watch out for the guy with the double-barrelled cleavers. He's even got an apron.**



**What a spiffy bunch of sprites, don't you think?**

enemies you see are taken from the film, as well as others inspired by Bruce Lee films. We have not tried to convey the actual plot of the film, but the essence of Bruce Lee – which is his martial arts expertise.

Both players will be able to train with Bruce Lee's teacher, Yip Man, and this will allow them to become familiar with the 36 different fighting moves on hand. There are also surprise moves to discover. One feature of the game is that each time you defeat one of the 12 opponents, you will take on their special moves – so as the game gets harder, you will have a fuller repertoire of moves, giving an equal challenge.

**Q:** So what else will stun *Dragon* fans?

**Dave:** This will be the fastest console game ever, and the way we have controlled the intelligence of the enemy will ensure that the player can never take anything for granted, as enemies will adapt to the way you perform.

One of Bruce Lee's traits was that he was always learning new moves, and the player will parallel this.

**Format:** Mega Drive

**From:** Virgin

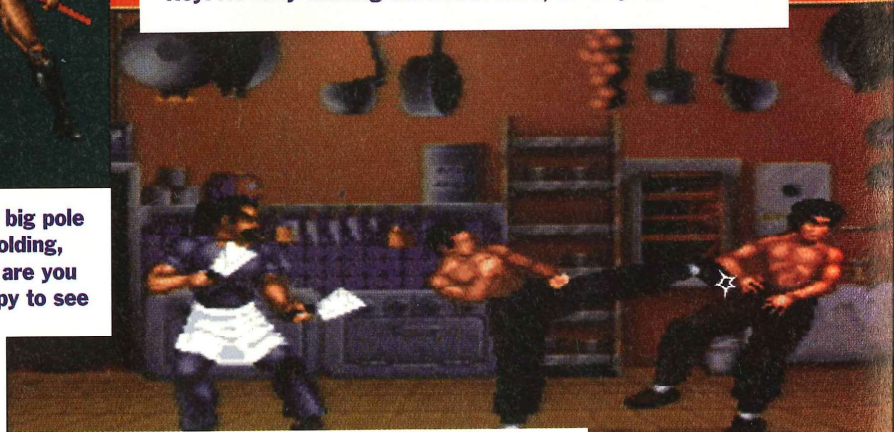
**Available:** May

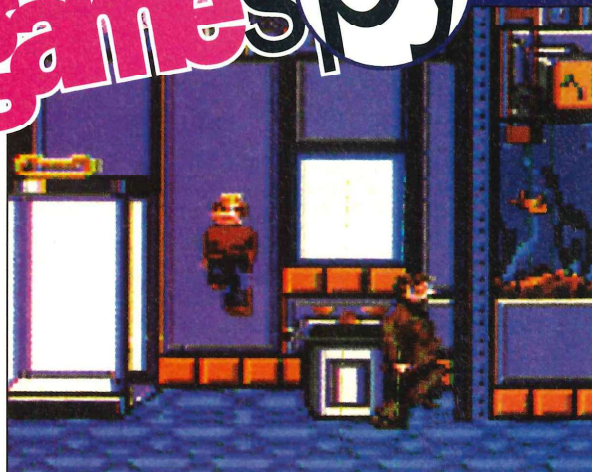


**Uh oh. This chap looks rather unfriendly. A dragon, no less.**



**"Hey! No dirty dancing allowed in here, thank you."**





The ghastly multi-millionaire brat attempts to cope with some not-so-solitary confinement.

## HOME ALONE 2

Young Kevin McCallister was the brat who inspired childowners worldwide. His parents, knowing that he can cope on his own, have jetted off for a sunny vacation, leaving the open-mouthed one in the care of a bunch of baddies.

Not realising that it's his two pals from the first movie, Kev attempts to defeat them in fine New York street gang style. Silly boy—all they wanted was to share a little Christmas cheer.

**Format: Mega Drive**

**From: Sega**

**Available: January**

## RISE OF THE ROBOTS

The Mega-CD seems finally to be coming into its own, with new and complex games like *Rise of the Robots*, a beat 'em up that promises a different battle with every play.

This is achieved through a form of 'artificial intelligence', where information analysis helps tailor the gameplay.

A different cinematic sequence introduces each battle, and a text breakdown is displayed. After assimilation, the fight begins. Depending on the outcome, you'll end up seeing either your player or the loader robot stooping its head, losing all power. 'Remove head to neutralise virus' will be displayed. The winning player is then invited to deliver the final blow, and his opponent's head flies off.

A unique feature is the game's power-up ability. Press the fire button briefly and your robot will deliver a standard blow. However, hold the button down to increase your firepower. The only drawback is that this move leaves you open to attack.

After each bout, performance is analysed and a read-out is displayed. Improvements are suggested, and this information results in a tougher opponent in the next round – you will have to alter your game to win.

Play against the computer or choose two-player mode, where you can pick any of the six robots and learn about their moves and traits. Three skill levels are available, and to complete a battle, you must execute a



It's a robot, and it's risen. You wouldn't want to meet this fellow on a dark and stormy night, would you?

specific fatality move.

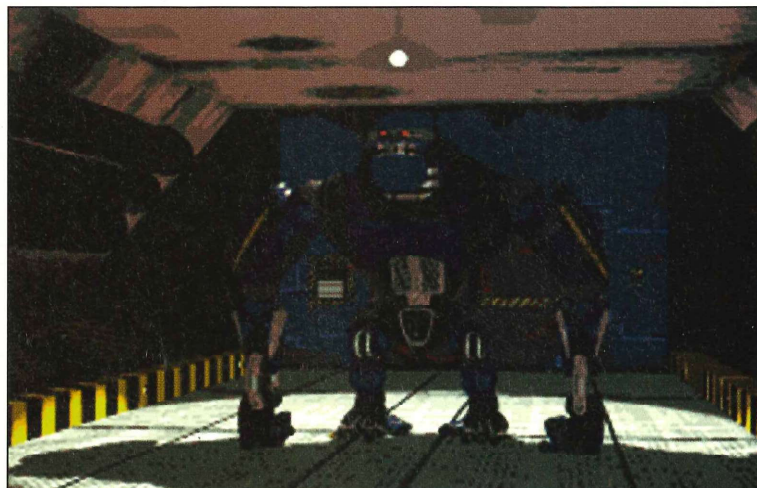
Special attention has been paid to sprite detection, so if you slightly miss a robot but make limited contact, this will be interpreted accurately – over 30 moves can be made.

Visually, the game looks stunning, so grab a tough joypad and be prepared to battle in *Rise of the Robots*.

**Format: Mega-CD**

**From: Sega**

**Available: May**

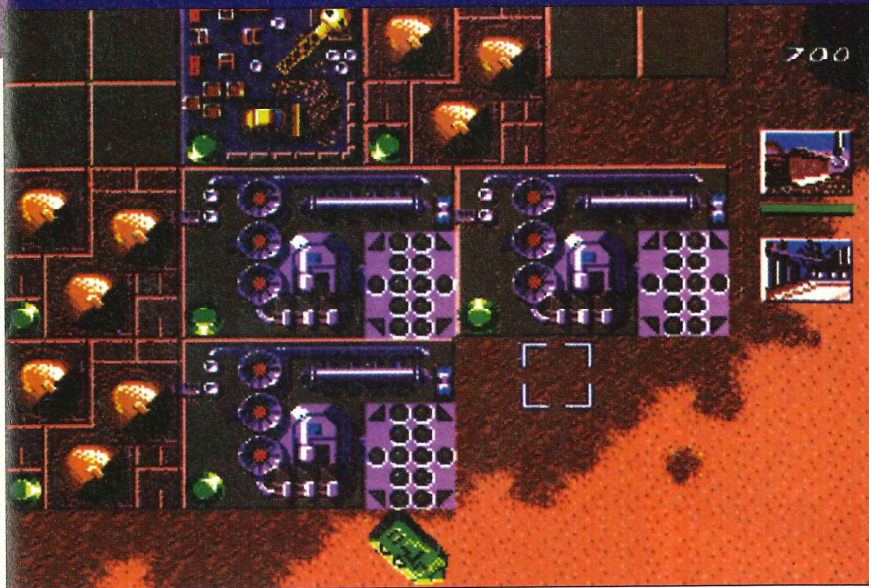


"My, what big biceps you have!" All the better to...

A can-opener tackles a pair of scissors, which are being mutilated by a set of wire-cutters. Maybe.







An aerial view of your refinery. Doesn't it look just like a refinery should?

## DUNE 2

You may have read the book or seen the film (starring a scantily-clad Sting in his younger, more nubile years), but now the game is here, and it's chocka with sand, spice and big tank things.

By the looks of it, most of the action is viewed from above. It's a strategy game, where you choose a team, receive a piece of land, then set about building a refinery (hmmm, very environmentally sound...). What you stick in your refinery is the important thing. You see, the desert surrounding your camp is rich with Melange, a highly valuable spice.

It stands to reason, that the more Melange you collect, the wealthier you become and the further you can expand your operation.

Unfortunately, others don't see it your way, and you're constantly under siege by nasty legions of troops, who'll stop at nothing to shut you down. Build up your own battalions, and show them what-for.

**Format: Mega Drive**

**From: Virgin**

**Available: February**

## MARKO'S MAGIC FOOTBALL

Despite the title, this game bears no resemblance to the sport in question. It does, however, co-star a very attractive example of the football species, ie: one round rubber thing decorated with pentagonal and hexagonal checks.

This football is the property of a young blond named Marko, who riots his way through 10 levels, eradicating baddies by virtue of a well-directed chip-kick to his ball.

Basically, it's an arcade-style game, taking place on platforms, with the odd puzzle thrown in for good measure. The levels range from a nasties-laden forest to the next door neighbour's backyard, with plenty of hidden rooms and surprises thrown in.

It's a good-looking, colourful cartoon-style game that seems to be aimed more at younger players, although the Viz-style title is an intriguing factor...

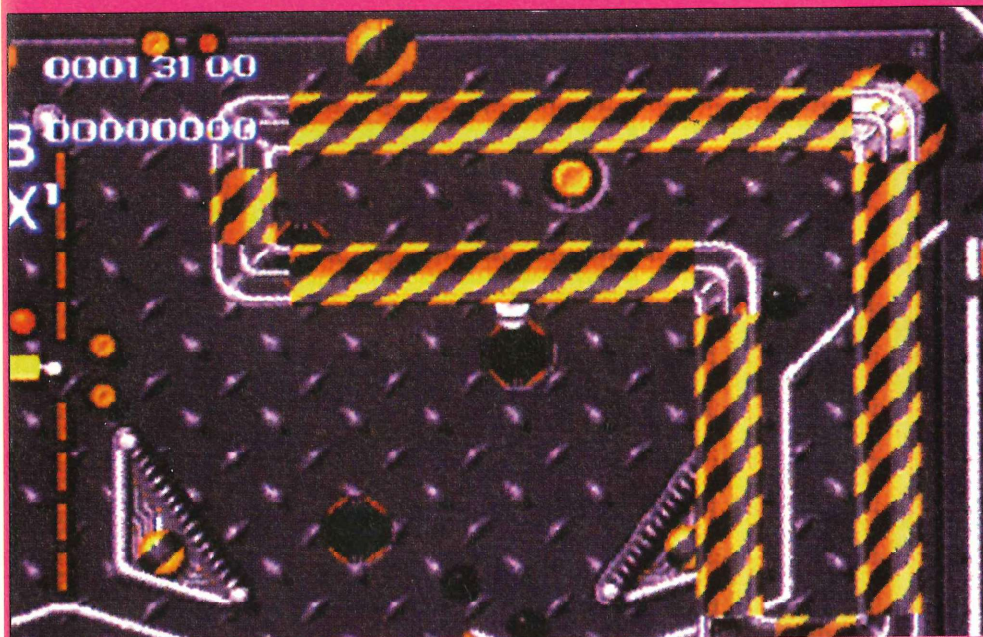
**Format: Mega Drive**

**From: Domark**

**Available: May**



That'll be Marko, then. With his magic football.



Customise your own pinball table. You can make it far more exciting than this one.

## VIRTUAL PINBALL

This is a pinball player's dream come true – a game where you can create your own tables from a host of options. Yippee! Joy, wonder, peace on earth, and all that sort of thing...

First, select a basic table. If you're lazy, you can choose one that's already programmed. Otherwise, exercise that creative flair and build on a blueprint table. Themes include gory, industrial and pool tables, just to name a few.

Bumpers, ramps, chutes, flippers, tracks, targets, etc. are up for grabs – it's as simple as entering Workshop mode, scrolling through the options and selecting your desired features, as well as your speed and action.

Up to eight tables can be saved, and all are huge – far better value than playing one of those nasty old-fashioned things, don't you think?

**Format: Mega Drive**

**From: Electronic Arts**

**Available: January**

We all love to play with them—usually while we should be doing important things like homework, washing up, or going out and forming social bonds with other primates. But have you ever wondered what goes into the making of a video game? Adam Waring talks to the people behind *Blades of Vengeance*, in the first of a three part series.



# What's in a game?

## Part one: designer games

**B**eam Software has the honour of being Australia's only video games development company (as you'll know if you bought last month's *Megazone*), and devised *Blades of Vengeance* for Electronic Arts. But it didn't suddenly just appear on the shelves of your local software store – it takes a team of a dozen or more people months (even years) for the initial concept to become a saleable product.

In *Blades'* case, development took 12 months. Before a single line of code is written or a pixel plotted, game ideas and designs have to be thought up. It doesn't matter how swish the programming or how slick the graphics look, if it's based on a

crappy idea, then you're going to end up with a crappy game which no-one will want to play. Obviously, the initial design stages are crucial.

*Blades of Vengeance* started life as an idea for a game bearing the working title of *Gulkana's Prophecy*—apart from the *Golden Axe* series, there weren't many hack 'n slash games available for the Mega Drive. A rough demo of the game—showing little more than the proposed graphical style—was touted around the software houses. The people at Electronic Arts liked what they saw. They also had an existing licence for a similar style of game, so asked Beam to adapt its game idea to fit the licence.

James Halprin was given the job of design coordinator for the project. His task was to take EA's design frame and, working closely with the rest of the team, make it into a workable game.

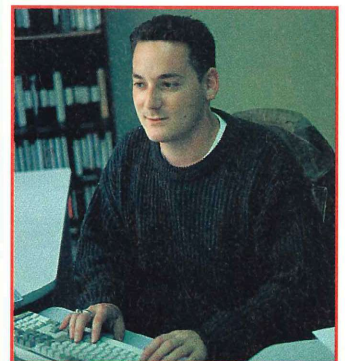
"EA had a design on paper," James says, "so we had to look at it, find the flaws, then work out what was possible and what was impossible."

Thus followed a great deal of work before the game design could be finalised and the programming stage 'properly' started. What looks good on paper doesn't necessarily translate into a good game, as James explains:

"The original design was

very ambitious. It had more levels, more cinema sequences, an overhead section... Many of these had to be scrapped for memory purposes to enable it to fit onto a cart."

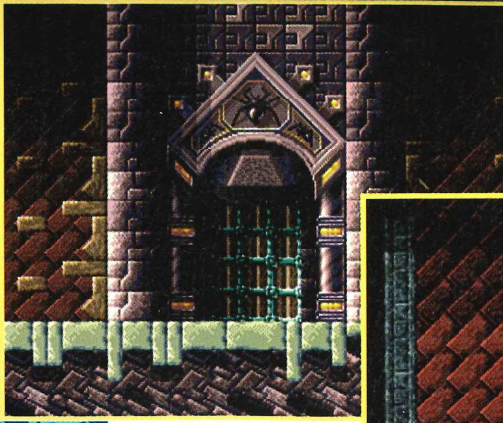
Along with the process of making the idea feasible, there were a lot of major gaps to be filled in. "The original design was lacking in detail in relevant areas – for instance, there wasn't any information on how the monsters were supposed to behave. We had to put a lot of things in as we went along," recalls James. "It ended up being a very different game."



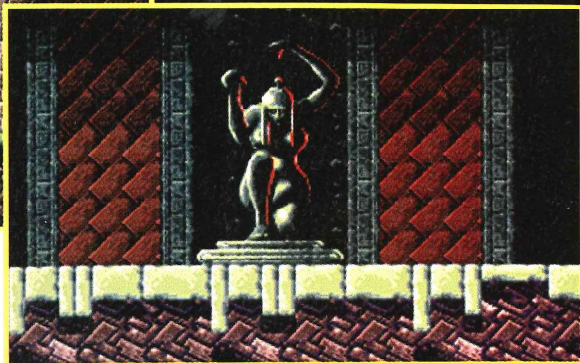
James Halprin, *Blades of Vengeance's* design coordinator.

*These are some of the initial character graphics for Blades of Vengeance. They ended up going through several stages of metamorphosis before the final look was settled upon. The fourth character, a half-beast half-human creature, had to be removed entirely mid-way through development in order for the game to fit into the cartridge's memory. The wizard, and the male and female warriors, look quite different in the final version.*






Early mock screens of the game. There are no monsters or players in it yet, they're basically just graphics. They serve to give an idea of what the game will look and feel like.



"Before any programming was even started, we spent three to four weeks just looking at the design, having discussions with programmers and artists to see how we could implement the game."

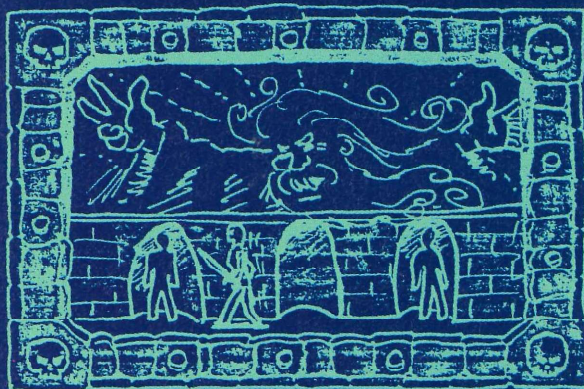
Nothing is ever set in concrete, and the game design was constantly modified throughout the development process. New ideas helped improve the game, and it was realised that some of the initial concepts were just not possible. "The game was designed with more main characters to play—four instead of three—but it was just not viable for various technical reasons."

"While in the middle of development, we sat down as a team and decided it was too much of a hack 'n slash and needed a new dimension. We added keys and doors to give it more of an adventure feel. We put in impact sprites so you saw blood when the enemies were hit, thus giving more satisfaction to the fighting scenes."

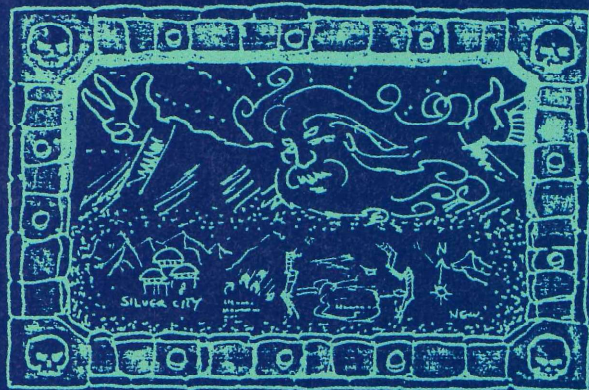
"All in all, more than a dozen people were involved. So although I was the coordinator, Trevor was the lead programmer and Simon the lead artist, many others also contributed to the development of the game. Everyone pitched in with ideas, designs and playtesting. It was a big team effort." 



↑ SCROLL ▽



(LONGER SCROLL FADE)



(FADE TO GAMEPLAY)

The game's exact sequence of events is worked out in painstaking detail before coding is started. These flow diagrams show what happens and when.

## The name of the game

**A**lthough you probably wouldn't give it a second thought, the name is very important to the marketability of a product, and developers spend hours pondering over titles. It has to be dramatic, punchy and exciting.

*Blades of Vengeance* wasn't called that originally. Lordy, no. The name was changed half-a-dozen times during the course of development.

Very early on, before a contract had been signed with EA, the working title was *Gulkana's Prophecy*. However, EA was originally planning to market the game as *Bard's Tale - The Arcade Game*. It was supposed to be an arcade action rendition of a popular role-playing game on computer formats. But EA believed that Sega gamers wouldn't have a flippin' clue what *Bard's Tale* was about (quite rightly, we reckon) and that the name wasn't strong enough.

It also went through *Dark Legacy* and *Shadow Master*—as well as a couple of others that everyone prefers to forget.



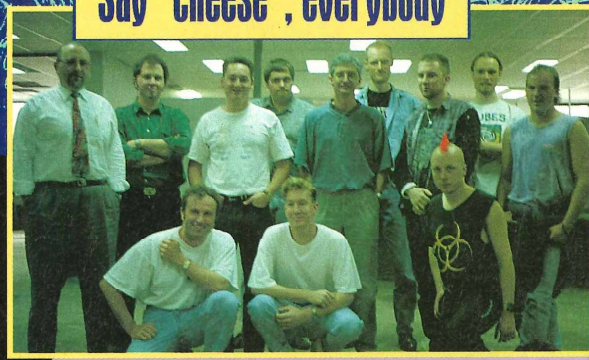
# What's in a game?



## On the drawing board

Hundreds of hand-drawn sketches were produced before any coding took place. Rough maps, monsters and diagrams all helped give a feel for the eventual product the team was aiming for.

## Say "cheese", everybody



**O**ver a dozen people were directly involved in the development of *Blades of Vengeance*. Programmers, graphic artists, playtesters and designers all worked long and hard before the game was ready to hit the shops.

**Adam Lancman** produced the game. He had the final say on all decisions, and made sure Electronic Arts was happy with the development.

**James Halprin** coordinated the design and converted and rewrote the initial plan sent from EA. **Justin Hurliday** and **Wayne Simmons** designed the game maps.

**Trevor Nurdin** was the lead programmer, and wrote all the systems for the game. Supporting him were **Jeff Kamenak**, **Tim Mackay**, **Andrew Bailey** and **John Carney**.

**Simon Hart** created most of the graphics and designed the majority of the level backgrounds and cinema sequences. Additional art came from **Holger Liebultz**, **Ken Newman**, **Alan Bjorksten** and **Gustaf Bjorksten**.

**Marshall Parker** wrote most of the themes and sound effects for the game, with a little help from **Ian Eccles-Smith**.

**Andrew Buttery**, **Shans Collier**, **Brad Ailken** and **Natasha Power** playtested *Blades*.



*This is the finished game, but thousands of man hours of hard graft went into the project before completion.*



## Next Month

And that is how *Blades of Vengeance* started life. But between then and now, many months of hard graft were in store. Next month, we talk to the programmers and artists who lived and breathed the game for over a year.



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# STOP PRESS

# CALIGULA DOES SONIC!



Roman emperor Caligula was the epitome of excess – drunken orgies, wild parties and a new toga for every occasion. Sandra Bridekirk rather thinks that Sydney band Caligula are just as indulgent, with Sonic hairstyles, Mega Drives in the bedroom and a serious case of Sega addiction.

**W**hen the guys in Caligula aren't sitting around playing games, they spend their time writing songs. Hence the recently released single *Tears of a Clown*, and a soon-to-be-available album.

But forget that! Their true vocation lies in designing games!

"We'd like to write music for games, as everything on them is crap," says Jamie. "It'd be great to do something hardcore, or techno – it'd get you right into it. Not for everything... on *Sonic*, you could use a funky slow groove or something."

Jamie freely admits to sampling a variety of *Sonic* sounds and using them on Caligula tracks. Sonic, in fact, may even have saved Jamie's life and etched his career path: like many people, he saw Sega as "an alternative to drugs".

The only vice Ashley associates with games is envy. "It makes you really selfish," he says. "Like when my flatmate plays, I get really annoyed when they do well..."

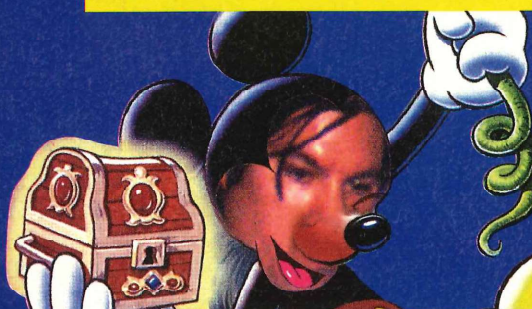
A Sega fan for over two years, Ashley buys a new game at least every three months. At the moment, he's hanging

out for virtual reality: "Yeah, virtual sex, virtual Cure concert..."

Being creative chaps, they'd all like to see more games where you can get your hand in and design the gameplay – like pinball sims where you do rude things with the flippers. "You could make up something silly, which makes the game a lot more fun," says Jamie.



## WHEN I GROW UP...



**James** plays guitar and finds Mickey Mouse inspirational. *Jungle Strike* is his fave game.



**Jamie's** a *Street Fighter 2* fan, but has a secret desire to be just like Ariel, the Little Mermaid. He plays keyboards.

**Dave** is into *Road Rash 2*, but plays the drums in real life. He wants to be Conrad Hart in *Flashback*.

# BAND: or MY LIFE AS A DOG, PART IV

**T**o top everything off, the guys have slapped their own (autobiographical) game on the storyboard, giving Megazone the exclusive publicity rights. Here we go, with the worldwide premiere of *Band*:

**Ashley:** You start off by jumping in your Tarago, and you go on tour. You have to choose your highway, and there are kangaroos hopping out at you...

**Dave:** ...and you've gotta do a budget...

**James:** ...and make visits to the record company...

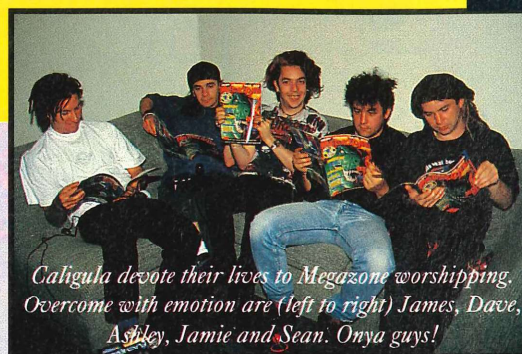
**Ashley:** ...and if you don't fill up with petrol, you end up dying. And if you don't let the group members out when they need to go to the toilet, you die too...

**All:** Yeah!

**Ashley:** And then when you get there, you get out and get into a fight; then arrive at a gig and all the groupies run out (*yeah, sure...*), and you get points taken off if you score with all the real ugly ones. And then you have a battle with the support bands, 'cos they're trying to steal your drinks rider...

**James:** ...and you get more points for capturing riders and groupies...

**Ashley:** There are little bits of ammo you can pick up, like gaffa tape, which you can stick onto people's hairy legs. And then, you'd play on stage and have to avoid the stage divers and the cans they throw at you...



*Caligula devote their lives to Megazone worshipping. Overcome with emotion are (left to right) James, Dave, Ashley, Jamie and Sean. Onya guys!*

## VITAL STATISTICS

**FORMAT:** Mega Drive

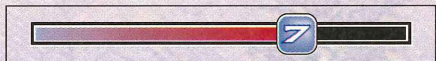
**SUPPLIER:** Caligula

**PRICE:** Two slabs of VB

**SIZE:** A rather personal question

## GRAPHICS

Dark, smoky pubs hamper visibility; but the 3D inside-a-cramped-Tarago-with-five-men feel is great.



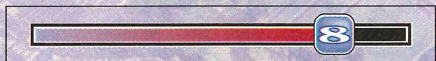
## STAYING POWER

You won't rest until you're playing the Prince of Wales and the Sando in one night. It's a mug's game.



## SONICS

Heaps of distortion and a cool techno groove. Watch out for the blood-curling screams as band members wake up with ugly groupies.



## PLAYABILITY

Can be difficult to manoeuvre around beer cans, and stage divers flannelette shirts tend to obstruct action.



## OVERALL

Caligula have a bright future in the world of games, but there are a few too many beat-up-the-roadie scenes. A fun romp, particularly with the volume cranked to 11.

**76** PER CENT



**Sean** plays bass and wants to be just like Donald Duck, but *Terminator 2* is the game that keeps him awake at night.

## CALIGULA STYLE TIPS

### What's in

Mega Drives on stage  
Sonic haircuts  
Dreadlocks  
Games stress relief

### What's out

Sega thumb  
Nintendo  
Games greed  
Mindless violence

## CALIGULA FILE

**Influences:** The Cure, Prince, Smokey Robinson, Kelly Bundy, Mario (just joking...)

**Recordings:** *Caligula* EP, *The Bluff* EP, *I.C.U* EP, lots of singles and the new album.

**Future:** Music credits for *Sonic 34*, *Virtual Sex*, *Sega & Rock 'n Roll*; a national number one!

## COMPO

### GET DOWN WITH CALIGULA

Score yourself one of five autographed Caligula CD singles by answering this simple question:

*Who would Ashley want to be like, given half the chance?*

- A) Margaret Thatcher
- B) Peter André
- C) Sonic the Hedgehog

Write your answer on the back of an envelope and send it to:

**CALIGULA ATE MY BABY BROTHER COMPO**  
Megazone  
PO Box 746, Darlinghurst 2010.



**Ashley** sings and likes *Jungle Strike* the best. He fancies Sonic's haircut.

HERE COMES

# SONIC

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# WIN HEAPS OF CARTS FROM ELECTRONIC ARTS!

**Y**ou need never go outside again! You see, our friends at Electronic Arts were in a generous mood this month. "Here," they said, "have 10 of our latest and, even if we do say so ourselves, rather smashing games. Go on, give them away to your readers."

"Gee, thanks, we will," we said.

One ever-so-lucky reader will be taking home no less than 10 of EA's latest Mega Drive titles – that little lot would set you back around \$1000 in the shops. As you'll agree, it's enough games

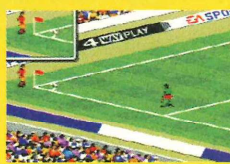
to severely restrict your social life.

And 10 not-quite-as-lucky-but-still-pretty-fortunate readers will be the best dressed Segaheads this side of... of... of Gulargambone; there are 10 runners-up prizes of cool and comfortable EA sports T-shirts.

Here's what's on offer:



## FIFA International Soccer



Stunningly super soccer simulator – try saying that after a few stubbies of VB.

## Haunting



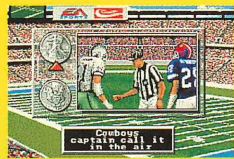
Scare the living daylight out of a family who caused your untimely end. Not one to play with the lights off...

## Road Rash 2



Motorbike racer with no holds barred. If someone gets in your way, knock 'em off.

## Madden NFL '94



Brilliant American footie game that you'll have a ball with, even if you're not keen on American football.

## Zool



He's a Ninja, looks like an ant and hails from another dimension. The Nth one, actually.

## B.O.B.



Robotic shoot 'em up with tons of different weapons to obliterate your enemies with.

## James Pond 3



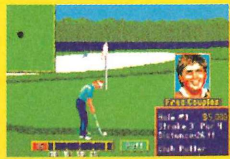
Absolutely huge platforming affair starring a fish. You'll be at it for months. And then some.

## Jungle Strike



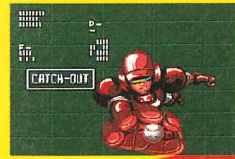
Heaps of missions and scenarios. One of those games that every Mega Drive owner *must* have.

## PGA Tour Golf 2



Save yourself the expense of all those argyle sweaters and golf 'sticks'. And lost balls.

## Super Baseball 2020



They'll play baseball like this in the future, and we'll all live on the moon. Huge arcade-like graphics.

To be in the running to win this brilliant prize, simply answer the following three questions, then send 'em on a postcard, or the back of a sealed envelope, along with your name and address, to:

**Onya EA, Megazone,  
PO Box 746, Darlinghurst 2010.**

The rules: Get them to us by February 4th, and be fair: just one entry per reader, please.

## QUESTIONS:

1. What do you fly around in, in *Jungle Strike*?  
a) A 1979 Holden Commodore b) A pogo stick c) An enormous great chopper
2. What game does this screenshot come from?  
a) Zool b) James Pond 56: Eating out at Doyle's c) EA Sports: Trout Fishing in Canberra
- 3) Who programmed *Blades of Vengeance for EA*?  
a) Sword Slashers Inc b) Beam Software c) Honest Ron's Software Emporium



**Snogging, time-travel and a metal clone—it's all in a day's work for Sonic, who's finally burrowed his way onto the Mega-CD. "And about time, too," says David Thompson. We couldn't agree more.**

# Sonic CD



**T**he game all Mega-CD owners have been begging for is visually a brilliant excursion, making good use of sprite scaling and rotation capabilities, as well as the six megabit CD ROM buffer. The change to a funky CD soundtrack, with surround-sound special effects, makes the Mega Drive prequels seem lame in comparison.

The game opens with a special two minute cartoon animation sequence accompanied by a thumping new theme song – just the thing to pump yourself up in readiness for a game. At the title screen, you're given options to start a new game, continue from your last stored level, save or load different backups (using a nifty new data backup screen), or attempt individual levels in order to better your times. The data

backup feature of the Mega-CD is a blessing, and makes completing the game much easier.

One aspect that may disappoint some readers is that the two-player mode has been scrapped. Tails has been replaced by Amy, the Barbie doll of hedgehogs, and Sonic's previously-hidden squeeze. Amy appears in round two, Collision Chaos, but is immediately snatched by the turbo-charged Metal Sonic. Our blue hero has to battle through the rest of the stages to rescue Amy and free the Little Planet, which is chained to Robotnik's secret mountain in the opening titles. It was only when I finished the game that it became obvious this was the point; but who cares what the goal is, anyway? It's fun enough just reaching the end titles.

A new talent of Sonic's is his ability to time warp. When you encounter a sign marked Past or Future, hit top speed for a few seconds and Sonic will begin to trail brilliant stars. He's then launched forwards (or backwards) in time to a different arrangement of the same level, which even features a new soundtrack.

It's not always easy to build up enough speed, so some thoughtfully placed bumpers can help you do the deed in a confined space. There is much to be discovered on these alternate levels, and much danger, as mucking around with Sonic's past can play havoc with his future! You may not *need* to time warp, but the warp sequence is so cool that it's worth doing just to watch.

At first glance, *Sonic CD* may seem depressingly like its prequels, but you soon realise there's a lot more to it than this. A great deal of thought has gone into designing the many obstacles encountered. Backgrounds have improved, and feature increased movement and a better sense of depth. The multitude of Robotnik's dastardly creations has also improved – some of them are shaded so well, they could have been ray-traced.

The basic levels – Palmtree Panic, Collision Chaos, Tidal Tempest, Quartz Quadrant, Wacky Workbench, Stardust Speedway and Metallic Madness – are similar in design to *Sonic 2*. On the downside, only the final level, Metallic Madness, presents any real challenge to the seasoned Sonic fan – my best time for Zone Two was about eight minutes! Being shrunk down to about a third of your regular size by an energy beam doesn't help – wait until you see mini-Sonic!

The controls for *Sonic CD* are nothing new. The super-spin attack is available, and is essential for outrunning Metal Sonic in Zone Three of the Stardust Speedway stage. You and Metal Sonic are pursued by Robotnik, who is hot on your heels and brandishing an argument-free death beam. If you pause for more than a moment, you're



*Sonic CD features many delightful little touches:*

*Kill baddies, and flowers sprout in their place.*



*Use Sonic to play pinball in the Collision Chaos Zone.*



*If unlucky, Sonic becomes a giant icy pole in the wacky Workbench Zone.*



The Super Sonic Spinning Snog

In Sonic CD, our hero stifles the rumours and proves he has a gentle, romantic side. Here, he meets Amy, but tragically she's kidnapped before they can get down to some serious snogging.



cactus. The trick is to race ahead of Metal Sonic and let him pass underneath you every time he blasts through the spikes. Use him to clear the way, but keep close to him. At the end of the zone is a door that closes after whoever enters first. Make sure it's you, and Metal Sonic will be caught in the death beam. Yes!

Finish a level with enough rings and you enter the special stage—a 3D horizontal playing field that looks really cool. The object is to destroy several UFOs that are hovering around. If you blast all of them within the time limit, you receive one of seven Time Stones—the Sonic CD versions of Chaos Emeralds, and the secret ingredients behind Robotnik's time/space travel. The 3D perspective, and the stack of nasties on the ground, makes this more difficult than it sounds.

When you complete Sonic CD, you're rewarded with a knockout ending sequence. As the credits scroll up the screen, a small window plays a full-motion animated cartoon sequence of

Sonic racing through the various stages of the game. Cute!

Many people complain that the Sonic series is too easy to complete, but these games are more about having fun running around, looping loops at warp speed and searching for items—you're missing the point if you're just trying to power through the game.

Good software is scarce on the CD format, and this one's a real gem—here is your excuse to splurge. If Santa wasn't kind enough to slip it in your sack, go out and buy Sonic CD now! **M**



Sonic spins like... like... like something moving around very quickly in a concentric motion.



Three time zones bump the game's levels up from 21 to 63, plus the special stages.

Later on in the game, Sonic finds a shrinking ray. Not surprisingly, it shrinks him.

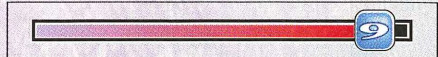


VITAL STATISTICS

FORMAT: Mega-CD  
 SUPPLIER: Sega  
 PRICE: \$119.95  
 SIZE: CD

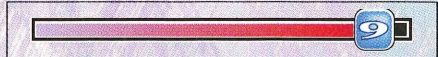
GRAPHICS

Unmistakably Sonic, this is lushly constructed, making good use of the format's capabilities. The 3D special stages are especially good.



SONICS

A whole heap of new soundtracks that slide into a rave-type groove. A nice change from trad Sonic tunes.



PLAYABILITY

Dead easy to pick up. Simple, responsive controls and a great sense of speed.



STAYING POWER

At first glance, this is far too easy, but the time travel modes and 3D special stages help top-up the interest factor.



OVERALL

A new Sonic game is not to be sneezed at, and Mega-CD owners will be in heaven over this one. It looks, feels and plays great—if it were harder, it'd be near perfect.

91 PER CENT



It's one of the great philosophical questions: does life exist elsewhere in the universe? What would happen if we weren't alone? Adam Waring rather fancies we'd poke the revolting green antennae-heads in all three eyes, and do our damndest to destroy all traces of their civilisation.

# Silpheed

It's just one thing after another with aliens, isn't it? One minute, they invent interplanetary travel; the next they're attacking Earth, all lasers blazing, with ideas above their station about being masters of the galaxy.

They didn't reckon on the ol' SA77 Silpheed starfighter though, did they? It's the usual thing: the horrible alien hordes are advancing, you're up against impossible odds, but there is a glimmer of hope – a lone starfighter may just succeed where thousands would surely fail. (Quite why this should be, I've never fully understood, but hey, it's worked in the past...)

The intro graphics are stunning, and look more like the start of a Saturday morning cartoon. This theme continues throughout the game, with these animated sequences interspersed between the game's levels. Once you're done with gawping at the impressive title screen, it's time to fasten your seatbelt, say goodbye to your loved ones, and press the Start button.

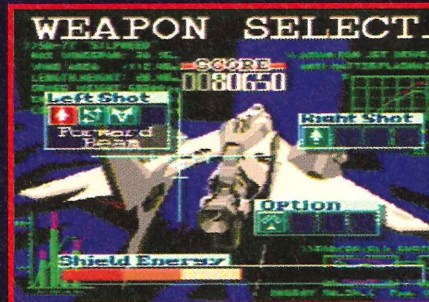
Things begin comparatively sedately, as you fly over the home planet, warding off the alien invasion. It's fairly standard shoot 'em up stuff,

with aliens zooming all over the screen and attacking in waves. Your ship is at the bottom, and always fires upwards – though it banks as it goes to the sides, and shrinks as it goes 'into' the screen, giving a 3D feel. Soon enough, though, you're flying through asteroid fields with giant alien space cruisers and all sorts of other bizarre bits and pieces.

Killing and avoiding aliens is the name of the game. Keep your finger on the fire button and send a constant stream of laser raining down on the enemy. Your firepower is unlimited, so there are no worries about running out of ammo. As you progress, pick up optional weaponry, that tends to have a limited repertoire of usage. While flying along, you're sure to receive a fair old battering – luckily, pods can be shot open to reveal shield repairs and an occasional invulnerability icon.

Sound has a true bearing on the gameplay. The music has a crusading-through-space-fighting-for-justice-and-freedom-against-impossible-odds-but-we'll-pull-through, kind of vibe. The digitised speech gives you warnings, and tells you which direction to move in order to avoid some impossibly large piece of space debris.

Silpheed boasts some amazing, gob-smacking, jaw-droppingly stupendous 3D graphics, but they are strictly in the background. Your ship, and the alien spacecraft you battle against, are fairly small sprites that reduce in size the further up-screen they travel. While this does give a reasonable 3D perspective, the actual polygon-generated graphics are really an interactive backdrop to the main action. The backgrounds twist with stomach-churning suddenness, throwing up some



You get the chance to power up your weapons between levels. Hmm, what to choose...



Who left that lying there? A huge asteroid on level two needs to be neatly sidestepped.

It may not be real 3D, but it sure as hell is stomach-churning stuff.

SCORE  
0055300



*This game just doesn't stand still, with things exploding all over the joint.*

SCORE  
0083500

*The big ship is just a background. The little blobs are the worry.*

dangerous obstacles. You don't have any control over this movement; though you are free to travel wherever you like on the screen.

Basically, it's a standard shoot 'em up with a tarted-up look. But the graphics are incredible, and they do add to the overall gameplay—especially the huge asteroids and spaceships you have to negotiate your way around. And heck, it's darn good fun to boot. There are always approximately half-a-million things happening on screen at once: things to avoid, kill or pick up. You hardly have time to sip your choice of beverage. **M**

SCORE  
0162950

*Crikey O'Reilly. The graphics get more impressive as you progress.*

SCORE  
0002950

*Doesn't Earth look pretty from space? You don't have time to admire it, though.*

# Silpheed

## VIRTUAL STATISTICS

**FORMAT:** Mega-CD

**SUPPLIER:** Sega

**PRICE:** \$119.95

**SIZE:** CD

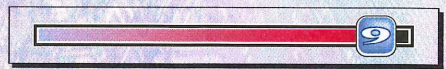
### GRAPHICS

Check out those amazing 3D graphics! Unfortunately, they are limited to backdrops and presentation screens.



### SONICS

Great, 'go get 'em' soundtrack, plus speech that's actually an important part of the gameplay.



### PLAYABILITY

Dodge everything, shoot everything. Not particularly sophisticated gameplay, but masses of fun!



### STAYING POWER

Every level is different from the last, but it's still a classic kill-everything-in-sight scenario.



### OVERALL

It's a great looking game, but when you remove the bells and whistles, it's a basic shoot 'em up. That doesn't stop it being a damn good blast, and one of the best Mega-CD games around.

# 82 PER CENT

# Word

## 3D or not 3D?

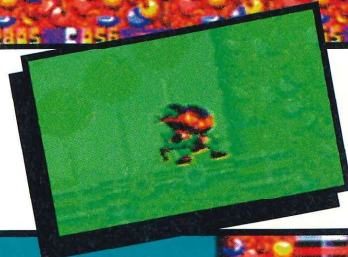
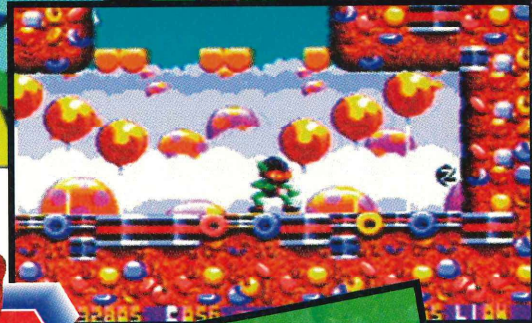
At first glance, the 3D polygon-generated graphics look like the Mega-CD working overtime. However, it's only the backgrounds and between-level animated sequences that are actually rendered this way. Everything else is made up of sprites. But what we're seeing is more the Mega-CD's capability to produce full-motion

video, rather than to calculate fast 3D graphics. The sequences are always the same; you have no control over the footage you see. The graphics aren't being generated in real time, but have been etched firmly into the CD's plastic. It's a clever system that gives the impression of a super-fast 3D game. And heck, it's still a massive amount of fun. But it's not proper 3D. Just thought we'd set you straight.

# ZOO!

He's cool,  
looks like a malformed ghou,  
and shoots baddies as a rule.  
Sandra Bridekirk goes back to school,  
and learns that writing rhyming puns  
doesn't often make us drool  
—but hey, this one's such a jewel!

(You're ratched — Ed.)



**Z**ool, that wacky Ninja from the Nth Dimension, is a nimble little critter, shooting, darting around the place and scaling objects — all the while decked out in a costume and goggles that make him look like Spiderman's kid brother.

Zool battles his way through seven weird and wonderful worlds, each consisting of a number of levels, in search of the despicable Krool and his evil partner Mental Block. You see, Zool was calmly cruising around the cosmos when he crashed into this bizarre planet, littered with evils created by the aforementioned Krool chap.

For some reason, Zool's crusading mission in life is to spread a positive message of imagination and creativity — and he ain't gonna let some two-bit dictator get the better of him (well, not if he can possibly help it, that is).

The action kicks off in Sweet World, a snowy wonderland of sugary glass domes, the odd pav and terrain that looks like a smartie-studded cross-section of wedding cake — complete with marzipan frosting.

Scattered around is a calorie-counter's nightmare: rows of candy canes, cupcakes with gooey icing, slices of cream sponge... but the best thing is that you're rewarded for being a pig, gaining points, speed and other desirables.

Zool slides about on the slippery icing (as you do), scaling sheer candy cliffs faster than Sylvester Stallone can lace up his boots. Your control over him is pretty cool: he starts in fifth gear, stops in mid-step, and can turn in the air and defy the laws of physics, leaping in one direction then turning and floating backwards to land

behind where he took off. Which is handy when you run into trouble.

And sure enough, there's trouble aplenty here, with a stack of nasties to confront, concealed perils to dodge, and an end-of-level baddie that's tougher than your sister's jam sponge.

Dispose of this tenacious bee-like thug and groove into Music World, where you'll be assaulted by drums, violins and cymbals — wild! Pick up as many cassettes, CDs and records as possible, and you'll be well on your way.

You see, in each level you must collect a number of objects in order to proceed to the next. A counter at the bottom of the screen tells you how many you've accrued — reducing it to zero can prove quite a difficult task on later levels.

Other worlds are equally bizarre. The fruit section is particular fun — jump on grapes that squash beneath you, gorge yourself on strawberries, and avoid the bunnies that will act like the silly gits they are, as they try to hinder your progress.

Be prepared for some heavy-duty footwork when you reach Tool World, where hammers move around the screen, and nails try and make a serious mess of our hero. Actually, getting wasted is kind of fun for a while — Zool splatters into a nice squish of red goo. Nasties splatter too, but not always quite so dramatically.

As well as being tough to tackle, some of the end-of-level baddies will have you in stitches. A bizarrely-shaped electric guitar will strum and zap its way towards Zool, firing

*Grab the Z-dooerie and, after a quick flash, you'll have a twin to play with. Yippee!*

plectrums—kind of like *Spinal Tap* on acid. For variety, there's also a shoot 'em up section, where the screen scrolls vertically and the game design changes drastically.

Another feature is the 'Z' counter which, when grabbed suddenly, gives you a Zool clone, who increases your power and follows you around like a shadow — jumping when you jump, grabbing what you grab. He doesn't last long though, so enjoy it while you can.

Luckily, restart stages offer a swag of continues — and you'll need them. While it's no pushover from the beginning, skilled players will be happy to hear that the difficulty level rises at a good and steady rate.

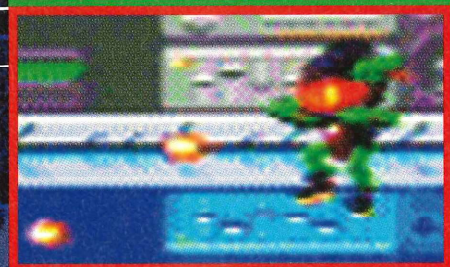
Overall, it looks great, with some fab backgrounds and well-drawn sprites. But the controls are a little fiddly, taking quite a lot of practice and patience to master — but I can't help wondering whether we need another game like this. **M**



*"The first to reach the speaker wins!" cries Zool.*

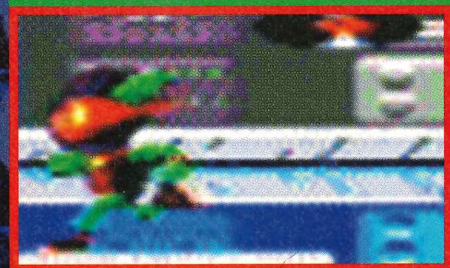
# The A, B and C of Killing Nasties

Zool has a stack of enemies, each of which needs to be disposed of in a particular manner.



## Shooting

Shooting is a good start – use button A to do the business.



## Corkscrew spin

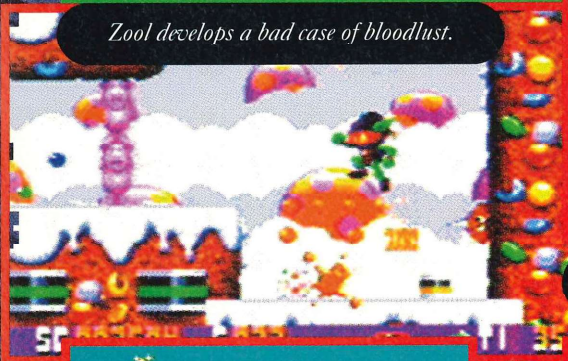
Other nasties can be annihilated with Zool's special corkscrew spin. Jump with button B, then spin with button C for a deadly twist.



## Jumping

Jump on baddies to shatter them into insignificance. Button B is your friend here.

*Zool develops a bad case of bloodlust.*



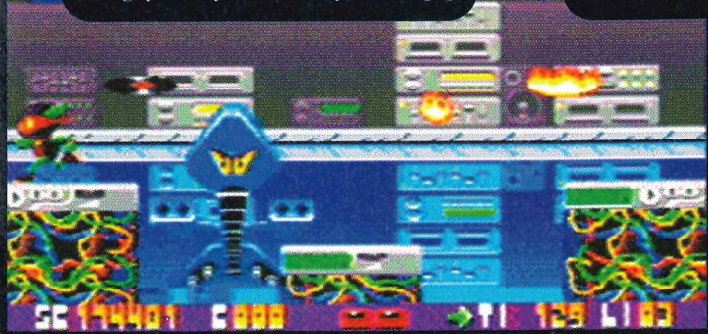
*That's one big bee with one big sting.*



*Strangely, Zool feels the need for a lollipop.*



*It's just like being in a dream, eh?*



*Believe it or not, it's a giant guitar. Strange, but true.*



*Zool seems confident, but he's got a difficult task ahead.*

# MEGA DRIVE Review ZOO L

## VITAL STATISTICS

**FORMAT:** Mega Drive

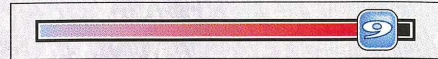
**SUPPLIER:** Gremlin

**PRICE:** TBA

**SIZE:** 8 megabits

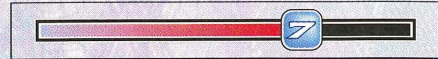
## GRAPHICS

Smooth animation, colours and sprites, and some (literally) tasty backgrounds. A nice red splatter when Zool or his enemies die.



## SONICS

The same old story: fx okay, music so-so. Nothing exactly leaps out at you.



## PLAYABILITY

Slightly difficult to get used to the jump and shoot controls, but Zool can climb, and race about like nobody's business.



## STAYING POWER

Fun for a while, and quite cute in its own little way, but beating the bosses can be infuriatingly tough.



## OVERALL

A solid platformer, with enough there to make it a challenge. It's been successful on the Amiga for some time, but do we really need another Sonic?

# 80 PER CENT

# The word

# COMING SOON ON MEGADRIVE





# MUTANT LEAGUE HOCKEY

MEGA DRIVE

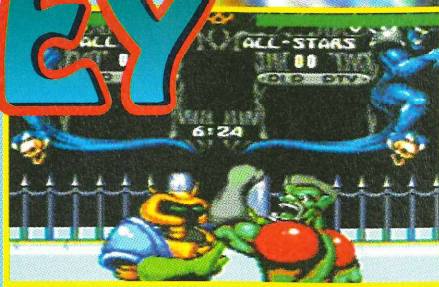
Review

# MUTANT LEAGUE HOCKEY

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**SUPPLIER:** Electronic Arts  
**PRICE:** TBA  
**SIZE:** 16 megabits

Sport is all about a contest of equals—big, muscly bloke against big, muscly bloke. Trevor Viper switches on to *Mutant League Hockey*, and finds he's finally met his match...



There's a bit of a ruckus. Get into a scrap and the action switches to a punch 'em up.

Ever thought most sports tournaments would be radically improved by dispensing with the referee? That whingeing, pedantic know-it-all in the middle with a tin whistle and an inferiority complex?

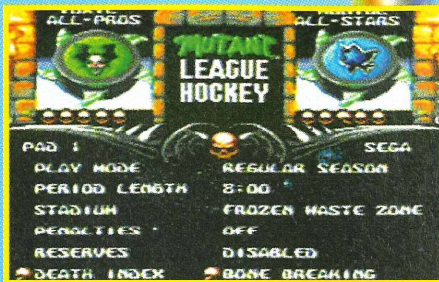
Well trust me: *Mutant League Hockey* won't make you change your mind.

On the one hand, this promises to be a no-holds barred, knock 'em down, chew 'em up battle between the legions of the damned—a cool game where limbs fly off and scores of decaying bodies are torn to pieces in the simple cut and thrust of play.

In actuality, it's fairly tame, and it seems even a mean sideways glance will have the ref halting play and awarding tiresome penalties. It just doesn't flow. In fact, it soon becomes quite boring.

It is, of course, at about this point that you should return to the option screen, turn the penalties off (and while you're there, up the Death Index to 'Slaughter'), and prepare for some almighty carnage. But somehow it still doesn't gel.

Why? Well, for one thing, the animation ain't all it should be: the perspective is occasionally confusing, and the scrolling is slightly too jerky to move things along at a convincing pace.



There are plenty of pre-game options, including the level of nastiness on the pitch.

More seriously, it's also a fairly clumsy amalgam of two different genres: a conventional hockey game coupled to a primitive boxing simulation, with players battling it out on the field.

Unfortunately, the fight itself is clumsy: the two contenders look as if they're standing side by side rather than facing each other, and when they do slug it out, nothing seems to happen — few punches connect because they're not lined up properly — making the final decision very dodgy indeed.

You can choose a number of venues — Helldome (so where's Mel Gibson and Tina Turner?), War Stadium and (my own favourite) Madness Square Garden — although they all seem remarkably similar.

There's also a variety of teams to select, from the Pücksucker Pukes through to the Dead Things and The Derangers, with little difference in between.

Lastly there's the problem of actual gameplay. You keep pressing buttons hopefully, but often to no avail.

Disappointing. **M**

## GRAPHICS

Slightly fuzzy, bleached-out graphics with clunky scrolling, but good character designs.



## SONICS

Fairly standard, with some nice groans and grunts from the mutants.



## PLAYABILITY

Difficult to work out just what effect your controls are having: often it seems to run independently of players.



## STAYING POWER

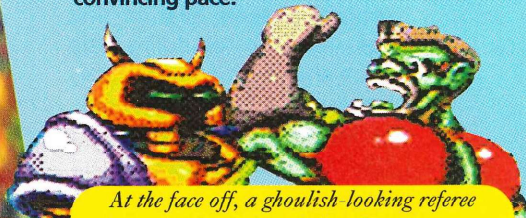
Too many frustrations, and too much confusion over what the game wants to be — ice hockey or boxing?



## OVERALL

Something of a disappointment, really, for a game that—in terms of mayhem and fun—promised so much. Pity.

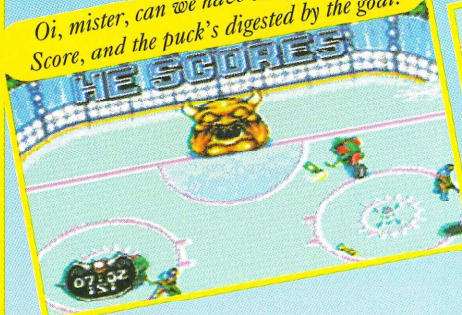
62 PER CENT



At the face off, a ghoulish-looking referee throws in the puck and then dives for cover.



Oi, mister, can we have our puck back? Score, and the puck's digested by the goal.



Oh dear, our star player seems to have been eaten by a hideous ice-monster.

**South American terrorists, mad Middle Eastern dictators, pacifist Himalayan monks... they don't frighten Adam Waring, who softly whimpers before hiding behind the nearest Large Safe Object.**

# Thunder Hawk

## The killing fields

*You'll visit all corners of the globe in Thunderhawk, from South-*



*East Asia to the Middle East.*



*Wherever you are in the World,*



*though, the mission's the same:*



*kicking butt is the name of the game.*



It's a mad world we live in. Mad as two spoons. Mad as a small village with all the lights on. And, of course, some places are madder than others (especially where it's a bit hot, like in Queensland). The worst thing is that some of these completely hatstand nations have dangerous weapons at their disposal. Luckily, your expensive and extremely large chopper is on hand to mete out a little discipline.

The action takes place in the world's top trouble spots: Eastern Europe, South East Asia, the Middle East—wherever you find people not prepared to conform with our 'civilised' Western ways.

Choose from a list of 10 missions, each set in various strife-stricken locations, ranging from the jungles of South America to the frozen wastes of Alaska. Operations are split into a series of sub-missions—the exact number varies according to the particular scenario. There's one common theme throughout: you'll face hundreds of tanks, AA missile launchers, planes and choppers before completing the assigned mission.

First of all, you're briefed on what exactly you're required to do. It may be knocking out a communications centre or destroying a convoy of lorries—whatever it is, there'll be lots of destruction involved. As well as the specified targets, there's always plenty of other military hardware to contend with.

Mostly, you begin at the

bottom of the battlefield and have to make your way to targets at the top. The game is played in a rectangular area—leave its perimeter and you abandon the mission (or, if you've destroyed all the targets required, get the hell away from everything else that's attempting to destroy you). You're given an audible warning whenever you approach the outskirts of your area of operation, so take heed!

A few navigational aids will help you out. Radar shows the whereabouts of your enemies, while a scrolling terrain map lists targets. A number of weapons are at your disposal, and these change according to the mission. Typical is a cannon (which has unlimited ammunition), a bunch of rockets and a few precious guided missiles. Missiles can take out air- and ground-based targets, though you're better off saving them for airborne adversaries, as these fast-moving foes are nigh-on impossible to hit with anything else. Your crosshair automatically centres on a target and locks. Fire off the missile and (nine times out of 10) wave goodbye to the guy on the receiving end. Rockets will pretty much take out anything they hit, but the gun needs a few shots to reduce targets to a pile of rubble.

This all sounds fine and dandy, but choosing your



*Wham! Bam! Take that Saddam! Oops, wrong dictator. This one's called Dave.*



*That was a near miss (ie, a hit). One more like that and it's game over.*

weapon is a bit of a pain. Button A fires the currently selected weapon and B cycles through them; but in the heat of battle, you simply do not have time to switch to missiles to shoot down a plane while attacking ground forces with other weaponry. The resulting confusion means that missiles get wasted, often doing little more than turning a perfectly innocent tree into matchwood.

*Thunderhawk* is a 3D flight sim-cum-shoot 'em up—far more common in computer games than on consoles. The view is from the cockpit, and the graphics are very fast, smooth and slick. The tanks, helicopters and bits of artillery are well detailed, and look convincing as you approach them at speed.

Digitised speech explains missions and is

ReView

## Thunder Hawk

## VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Core Design

PRICE: \$119.95

SIZE: CD

## GRAPHICS

Excellent real 3D graphics, but not an awful lot of variety, except for a few colour changes in different countries.

## SONICS

Digitised speech and an atmospheric tunc. Other effects are short of exceptional.

## PLAYABILITY

It looks great as you sweep around the countryside, but the control system is too clumsy to be really effective.

## STAYING POWER

More than 40 individual missions, but the feel is very similar throughout. Tanks, tanks and more tanks.

## OVERALL

A welcome change from run-of-the-mill titles, and a fabulous-looking game.

The control system stops it from being a real classic.

80 PER CENT

Stick on your L plates – it's time for a flying lesson!

PILOTING A STATE-OF-THE-ART HELICOPTER IS NO WALKOVER. YOU NEED TO SPEND AT LEAST 30 SECONDS STUDYING THIS PICTURE.

**Altimeter** – indicates your height from the ground.

**Compass** – shows your current bearing.

**Missile Lock** – fire a missile and it will automatically go for its target.

**Map Screen** – the terrain is mapped out here, along with your mission objectives.

**Current Weapon** – shows which weapon is selected.

**Radar** – the red dots are ground-based targets, yellow are airborne and white are incoming missiles.

**Damage Indicator** – this tells you how poorly your helicopter is.

used sporadically for warnings and suchlike. The American accent is a little unclear, though. There's a neat soundtrack, which is quite similar to *Apocalypse Now*. The fx are OK – lots of booms and bangs, but nothing overly special.

Pick one of three difficulty levels. In Easy, the early missions are a walkover – you can pretty much ignore what's going on around you, moving straight in to eliminate targets. The harder levels are chock-a-block full of artillery, and you'll be lucky to last five seconds.

It's certainly a different kind of Mega-CD title, but the bungled gameplay is a weakness – you just can't use your missiles effectively. Apart from that, it's very fast, and is the one to turn to when in need of a quick blast. **M**

Missions are explained in the briefing room by an American with a lisp.

It's frightening that World War III could start over a barrel of oil. Yet fun.

This reminds me of the time I first went for my P plates. Maybe that's why it took me 17 attempts.

View the computer screen to see just what you'll be up against. Eek!



Go baby, go. A missile streaks towards its target. Die, foreign fiend!

# Blades of Vengeance

slash a path through armies of ghosts, ghouls and goblins while playing your choice of superhero. David Thompson toys with the idea of being a 120 kg muscle-man, but decides he looks better as a six-foot blonde in a red bikini.

*Death comes to us all in the end, but it isn't every day that a hideous drooling zombie from the depths of hell itself bites your head off.*



## Items

Absolutely essential for getting anywhere in this game are magic potions and items. These can be found in hidden treasure chests or 'extracted' from certain creatures.

**Healing:** Pretty essential for keeping you alive when your strength is running low.

**Strength:** Gives you temporary super strength. Useful for bigger baddies.

**Invisibility:** Worth a try every now and then.

**Force field:** When you really *have* to dive into molten lava or a sewer and survive it...

**Key:** You need these to open doors.

**Blast:** Like a smart bomb. Zaps everything on the screen. Will kill weaker bad guys.

**Helmet:** Good for fashion-conscious heroes.

**Gas potion:** Makes you smell so bad that your enemies die if they get too close.

**Transform:** Interesting trick. Can change a tough baddie into a wimp.

**1-up:** Gives you one more life.

**B**lades of Vengeance is a platform-type action game. Choose to play as a scantily-clad Amazonian blonde with a wickedly sharp sword, a muscle-bound grunt with an over-sized meat cleaver, or a wizened wizard – a bit like *Golden Axe*, really. Each character has his or her own strengths and weaknesses that you discover soon enough during play.

The Amazon's sword has a long reach, but less power than the grunt's axe. The wizard has the advantage of being able to zap baddies across the whole width of the screen, but usually requires twice as many hits to kill them off. Duel-player mode is your best bet, as you can combine the battle strengths of two characters – being attacked on both sides simultaneously is no fun in single-player mode.

Magical items can be found, giving you strength or healing damage, as required. After the completion of each level, shop for these using the silver you've collected along the way.

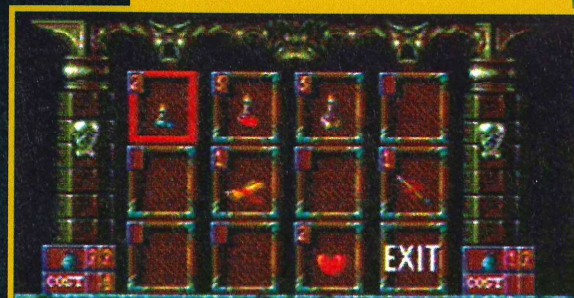
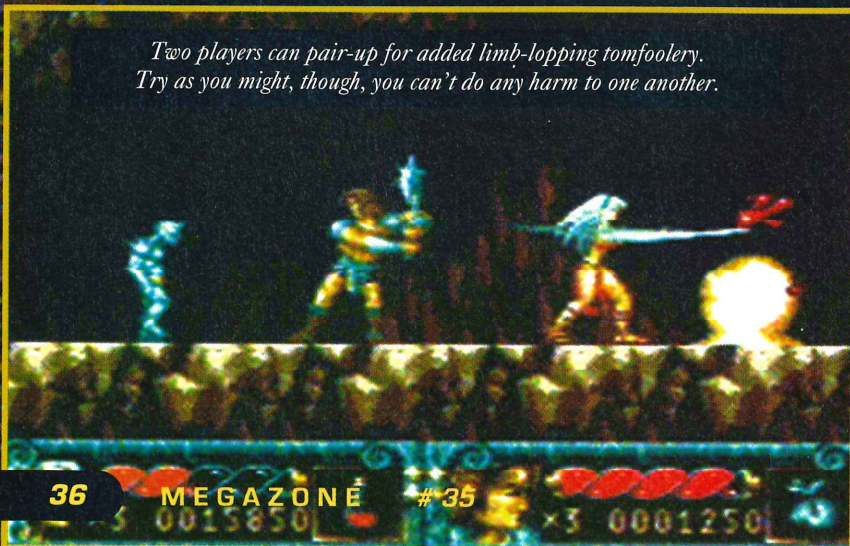
The characters are of a decent size, and

are reasonably well animated. Their range of actions is not as varied as in games like *Street Fighter 2*, etc, which have so many moves that you need a six-button joystick to activate them all.

My main grievance with *Blades of Vengeance* is that the first stage is a little tedious. It really was a challenge to keep motivated enough to bother with the upper levels. This is pretty sad, because the game does get better: the graphics improve in colour and complexity, and playing is a lot more satisfying. Another odd thing about stage one is that the first boss is exceedingly difficult to kill without losing a life or two. In comparison, the bosses of stages two and three are dispatched in seconds.

Most levels are relatively easy to complete – just keep your wits and slash away like mad. Searching all corners of each level is definitely recommended, as chests of goodies are always hidden in obscure spots. Be on your guard when opening these, as sometimes they can contain swarms of poisonous and persistent spiders.

*Two players can pair-up for added limb-lopping tomfoolery. Try as you might, though, you can't do any harm to one another.*



*You can buy useful extras from the shop. Check out the shopping list – a kilo of carrots and an invulnerability spell.*



*What a lovely bridge. Every level has a distinctive look – and it gets better as the game goes on.*

Hidden rooms can be found by jumping at seemingly solid walls and passing into new chambers. The dungeons are nicely detailed, and are studded with particularly nasty traps designed to make your life as miserable as possible.

The music sounds good at first – moody and sinister – but it soon becomes obvious that the pieces are quite short, and cycle through very quickly. A minor gripe, maybe, but it gets on your nerves after a while.

On the joystick, button B operates your sword and button C is used to jump. Jumping and slashing result in a combination movement. As well as letting you duck or determining your direction, the D-pad controls the type of slash you make – but only when you're standing still. Up and Down are also used for climbing any ladders you may find. Button A is used to activate whatever magic has been selected.

When the game is running, pressing Start will pause the action and allow you to step through the magic items you are holding. When paused, pressing button C operates the scroll screen mode, where you use the directional pad to explore those edges of the screen that are just out of visibility – very useful for making sure there really *is* a step on the edge of an otherwise fatal precipice.

After playing *Blades of Vengeance* for a few hours, I warmed to it a little more; mostly because I had become a bit more proficient at using the magic items. Employing them wisely will allow you to last much longer, get you further and make the game all that much more fun.

For those into fantasy-style platform games, this is an excellent example. The levels are detailed, but don't really knock you out. Then again, it's one of those games that improves with time. Check it out. **M**



*The end-of-level buddies in Blades are dealt with in the standard way...*



*Give them a good what-for, while avoiding close contact with the bad 'un...*



*Persistence pays off and, before you know it, you're through to the next level. Yippee!*

*This river of lava looks a little hot to the touch, and indeed, it could leave you with a nasty blister. All is not lost. Through a combination of floating platforms, leaping and killing, you'll make it safely.*

# BLADES OF VENGEANCE

## VITAL STATISTICS

**FORMAT:** Master System

**SUPPLIER:** Core Design

**PRICE:** TBA

**SIZE:** 8 megabits

## GRAPHICS

The characters are a decent size, and the backgrounds are good, but a little more detail would've made them great.



## SONICS

The soundtrack is OK, but repeats too often. Sound fx are scarce, but apt.



## PLAYABILITY

Frustrating to start, but gets easier as you master the magic items. The most fun is found in two-player mode.



## STAYING POWER

The first level is a disappointment, but battle through it, and the game becomes more interesting.



## OVERALL

A good concept that won't suit everyone – but why should it? A great hack 'n slash fantasy platformer with a few not-too-tragic flaws.

**78** PER CENT

**The Word**



Beans, beans, they're good for the heart; the more you eat the more you...

Adam Waring gets wind of the newest Sonic spin-off, that strangely has nothing whatsoever to do with speedy blue hedgehogs.

# Dr Robotnik's Mean Bean Machine



Chain reactions are the key. They really kill your opponent's plans by filling up their screen.

God, that Dr Robotnik's a git. Not content with capturing fluffy-wuffy bunny rabbits, turning them into Robots and bending them to his perverse will, he's now designed a machine to encapsulate Mobius's bean population.

Well, there's the plot for you. What we actually have is a Tetris/Columns-style puzzle game. Beans fall, two-at-a-time, from the top of the screen and into a rectangular grid. Control is simple: tap left or right on the joystick to move the pair of beans in that direction; rotate them with the buttons. The beans are multi-coloured – connect four or more of the same colour to make them disappear, giving you more space to play with.

This is, in essence, the aim of the game. Keep clearing away the beans so that you can keep on going. There are one or two complications, however.

You don't play solo, but compete against another player or one of the evil

doctor's robotic minions. The first one to run out of space loses. Now this would be a fairly un-interactive experience, if it wasn't for a couple of twists in the gameplay.

The trick is to cause chain reactions; when one group of beans is expelled, those above fall to take their places. Should this new set of beans form another group, they too will disappear. This process can be repeated several times (providing you're clever and far-sighted enough to set up your beans properly, of course).

Not only does this bump-up your score and free valuable space, it also creates

*Dear oh dear, you've been beaten good and proper. And doesn't the robot know it, the smug trout.*

## full of beans



There's only one way to win, and that's by completely stuffing-up your rival's playing area by filling it with refugee beans.



*Dr Robotnik hatches another dastardly and not-entirely-together plot.*



*The fuller your opponent's screen gets, the madder they get. Don'tcha just love it when that happens?*

*As soon as you beat one of Robotnik's metallic minions, another steps in to take its place.*

refugee beans which drop into your opponent's screen. The effect varies from one or two refugees falling when you manage to create a single group, to the rather more dramatic situation where a series of clever chain reactions cause a couple of dozen beans to really mess up your adversary's plans.

Refugee beans are transparent, and don't vanish in the same way as coloured beans. They will disappear when a group next to them is set off, and this is the only way to get rid of them.

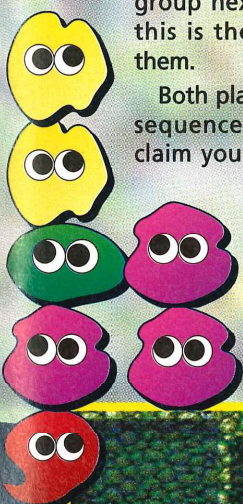
Both players always have the same sequences of beans, so you can't claim your rival had better luck. In order to help you plan ahead, the colours of your next pair of beans are always indicated.

In the single-player game, you're up against

robots of increasing intelligence. The first fellow is a walkover, and can be beaten reasonably easily, even if you don't quite know what you're supposed to be doing. From there onwards, things become decidedly sticky.

Although the game increases in difficulty, nothing else changes. It always looks and plays the same – even the backgrounds don't change. This gets a little tiring. Two-player mode is more fun, but be warned – stuffing up each other's screens can lead to warfare on a major scale! (I still have the Sandra-inflicted bruises to prove it.)

It's simple, granted, but totally addictive! Maybe it won't hold great long term appeal, but you'll be hooked from the word go. **M**



# Dr Robotnik's Mean Bean Machine

**VITAL STATISTICS**  
**FORMAT:** Mega Drive  
**SUPPLIER:** Sega  
**PRICE:** \$99.95  
**SIZE:** 12 megabits

## GRAPHICS

Nicely drawn, as far as beans go. Colourful, cute little eyes... and a fab 'splat' when they burst.



## SONICS

Fairly average, except for the satisfying 'yippee!' when you bomb your opponent with refugees.



## PLAYABILITY

Like all good puzzlers, the gameplay's simple, yet you have to think horribly complicated thoughts.



## STAYING POWER

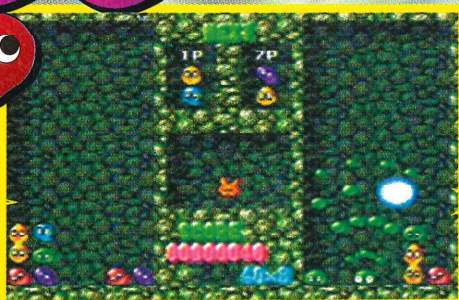
It gets tough quickly when playing against the robots. Five levels of difficulty help you hone your skills.



## OVERALL

A puzzler very much in the Tetris mould. Very tough in one-player mode, but great fun with a chum. You'll be at it for ages at first, then it'll be filed away as a firm family favourite.

**81** PER CENT



To do this, you need to set off as many chain reactions as possible. It's all a question of thinking ahead – and doing it fast.

**He's licensed to thrill, on a mission to kill... James Pond is back with a vengeance (and a brand new pair of legs) to tackle Dr Maybe and defeat his dastardly army of rats. Sandra Bridekirk hates 'em, so was quite happy to help Pond crush a few rodent skulls.**



# James Pond 3

## OPERATION STARFISH

*"Ooooh... where will I go now?" ponders Pond, as he surveys the vast and cheesy terrain.*

It's not often that sequels are good. It's an even rarer event when a sequel of a sequel is good, but the *Pond* series just seems to be getting better and better. *Operation Starfish* easily surpasses both its predecessors (which weren't half bad), and effectively sets the old fish up as the Mega Drive's answer to (ahem) *Mario*.

Story-wise it's a progression. Having defeated the evil Dr Maybe at the North Pole in *James Pond 2*, the plucky adventurer is now sent to oppose his arch-enemy's plans to turn the moon into a giant cheese mine staffed by rats.

This nasty band of cutthroat rodents (garnered from an ad placed in the *Rodent Times*) are helping Maybe create a monopoly in the cheese markets of the entire galaxy. Pond must seek out and destroy these mines, thus freeing the world from a tyrannical market stranglehold.

Check out the map screen for a taste of what's to come – it's massive. And you know what they say – big map screen, big, er...

game. There are hidden passageways, interconnecting sections, bonus levels and invisible platforms. Best of all, each level has its own, very different, look and feel.

If you've ever dreamt of flailing about in a vat of warm custard (and let's face it, who hasn't?), then don't try it here. The dairy delights in Custard World are definitely not good for your health.

Most of the levels tend to be food-related, so it's best not to play on an empty stomach. Plough your way through the tasty delights of Fruit Falls, and chill-out in the cool-looking Ice Cream world (sorry, must've been those cones I had earlier...).

Every time you complete a world, another path opens up. Gameplay alters according to where you are; for instance, in Butter World, you slip and slide about in oily abandon.

Scattered around on each level are various helpful props, from the occasional balloon (enabling you to float down from a height, checking out the scenery and

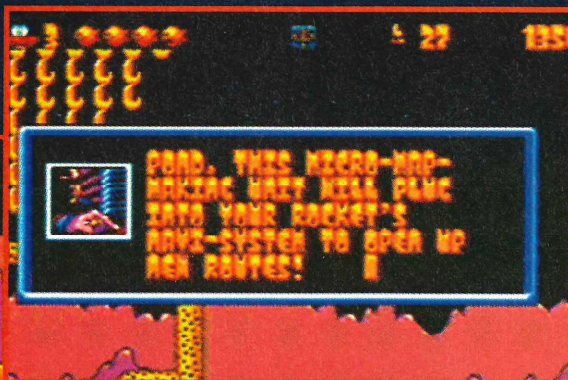
avoiding dangers), to the lethal bombs or sticks of dynamite. Pick them up with button C, then pitch them at your nearest enemy to blow the sucker sky-high.

The point-scoring opportunities are huge. Be sure to headbutt any floating blocks you see – there's treasure in them – and gather all the *Sonic*-like crescent moons, hanging in the air waiting to be claimed; the more moons, the higher your bonus.

Often hidden are further platforms to climb on – if one looks to be leading nowhere, try jumping up anyway: you might cause an invisible block to materialise, giving you a foothold to another, higher level.

Your enemies are more problematic. The smaller rodents can be dispatched with a quick jump on the head, but the bigger ones will cause trouble if you try to stand and fight. Let alone the occasional maniac who buzzes along in a speeding automobile and does his best to run you over. Time to get out the dynamite...

*A quick whack to the communications beacon and you finish the level. Well done, Pond, old fish.*



*"You make me feel like dancing...". Our fishy hero dons the magic slippers for some funky upside-down antics.*

*Every now and again, Pond receives a message from HQ. Make sure you eat it immediately afterwards.*





## Mario on the Mega Drive!

**W**ell, not quite. But *James Pond 3* is the closest you'll get to a *Mario*-style game on your Sega.

OK, so we all hate *Mario* in the Megazone office: we have to, it's in our contracts. But despite the unpleasant moustache, the overweight odd job man's games do have one or two endearing qualities, even we have to concede.

*Mario* has never been a match for *Sonic's* stunning graphics or sickeningly slick speed, but the *Mario* games are very, very large

and full of more secret rooms and surprises than ASIO's HQ. Replay a previously explored level and you'll more-than-likely discover another little something that you didn't know before.

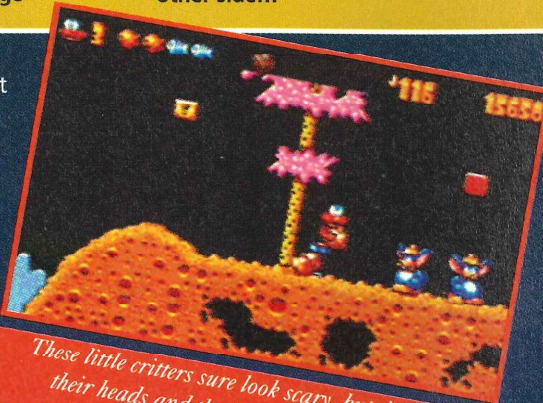
*James Pond 3* is just as big and just as clever, with 111 levels and numerous invisible platforms, hidden passageways, and secrets to find every time you're fresh at the controls.

You'll no longer need to defect to the other side...

The object of each level is to take out the communications beacon, which must be destroyed by your own brute force. Use the C button to punch its lights out and keep powering towards old Maybe himself.

One fun bonus is Finnius Frog, an incredibly long-tongued amphibian who helps you out. Swap characters to play Finnius, giving poor old Pond a well-earned rest.

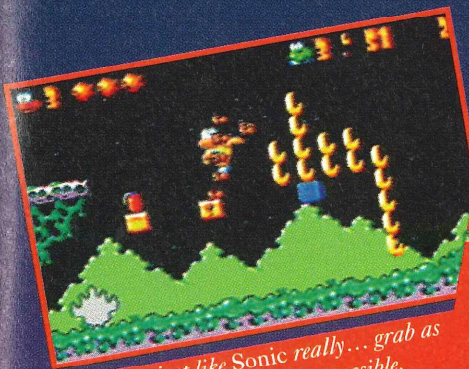
Clocking in at 111 levels, it's huge, it's fab and you'll be bashing away at it for months. One of the best value Mega Drive games in ages. **M**



*These little critters sure look scary, but jump on their heads and they'll take you for a ride!*



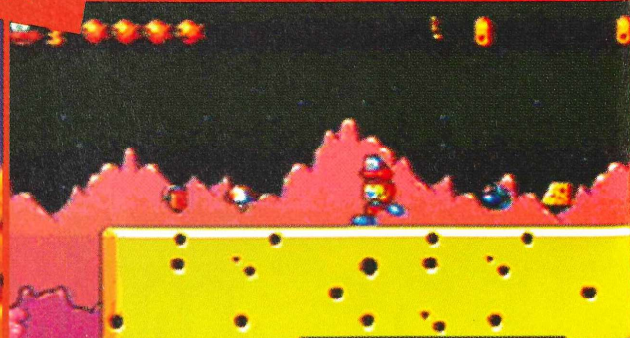
*For a fish out of water, Pond sure is nimble on his feet. Must have good gills or something...*



*It's just like Sonic really... grab as many crescents as possible.*



*At last our secret agent gets a chance to do what he does best. Swim, that is.*



*Decisions, decisions... Pond can only carry one thing at a time, and here he has to choose. Pick the bomb!*

# James Pond 3

## VITAL STATISTICS

**FORMAT:** Mega Drive

**SUPPLIER:** Electronic Arts

**PRICE:** TBA

**SIZE:** 16 megabits

## GRAPHICS

A very stylised, cartoony look and feel. Super-smooth animation offsets a garish colour scheme.



## SONICS

Good, tense soundtrack working on a variation of the Bond theme. Some nice fx, including a great Q voice between levels.



## PLAYABILITY

Simple to operate, with responsive controls (climb, jump and use) within a vast but basic platforming format.



## STAYING POWER

It's hard enough to keep you at it for months to come. Takes a little while to get used to, but very quickly addictive.



## OVERALL

Fast, slick, huge and more fun than you'd expect to have with a fish. The best *Pond* game yet.

# 86 PER CENT

# Word

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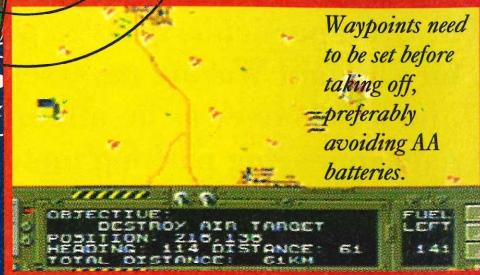
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TREVOR VIPER BEGAN TO SWEAT, ARTILLERY FIRE WAS RICOCHETING ALL ROUND, AND THE CHOPPER RESEMBLED AN AIRBORNE HUNK OF SWISS CHEESE. "WE'RE HIT! WE'RE GOIN' DOWN!" "GIVE THIS TO MA DOG LUCY, SARGE. TELL HER... AH WUZ THINKIN' OF HER..."

# GUNSHIP



Select the type of mission you want, and don't forget to get a haircut.



Waypoints need to be set before taking off, preferably avoiding AA batteries.

**WHEW.** Amazing, the memories a single well-placed sound effect can stir up. The sky dark with choppers, artillery flying in all directions, the heat and rush of battle, the skill and discipline of martial combat.

Not that I've actually been there (General Schwarzkopf won't return my calls), but I've seen lots of Robert Mitchum movies.

And also played a fair number of games, which gives me the... ah, leadership skills to point out that *Gunship* – while a perfectly serviceable helicopter simulation – just doesn't cut the mustard in the lounge room, let alone in a full-fledged battle scenario.

Choose your theatre of operations, and bravely volunteer for one of a selection of missions, electing to destroy air, ground or ammo dump targets.

In the Middle East, you're flying low across unremarkable desert terrain on a pre-set course towards an objective that includes a point for refuelling and a number of way stations. You encounter other choppers, large and small, that fire missiles and ballistics in your direction. There's even a concerned-sounding male voice shouting things like "Incoming!" and "We're Hit!"

Part of *Gunship's* problem is that, once your mission's course has been plotted and

set, it's virtually impossible to deviate away from it, thus reducing your defensive manoeuvrability and making navigation pretty dull.

Also, your own firepower is fairly unremarkable, proving either completely ineffective against faster-paced targets (you can't get 'em fixed in your sights), or annihilating larger, troop-carrying choppers with frustrating ease.

It basically becomes a matter of dumb luck: if something crosses your sights slowly enough, chances are you've got a kill. If not, keep flying, buddy.

Once you approach your objective, the game's perspective shifts abruptly, losing the fun cockpit/first-person feel and becoming a conventional arcade game viewed from the side, the chopper scrolling horizontally across the screen, dodging ground-to-air and air-to-air fire.

This is the weaker section: the movements are jerky and unconvincing and the gameplay itself becomes dull. And it's all too easy. (A hint here: if you maintain a perfectly even altitude, just above the ground, everything will miss you anyway.)

Overall, *Gunship* is a competent but rather uninspiring game that doesn't reward experienced players. Aspiring fly-boys and gals better look elsewhere for your basic training. **M**



Every now and again, an enemy pops up for a bit of target practice.



When you close in on your target, the action switches to a side-on shooter.

Jaw firmly set, eyes narrowed to slits. That's the mean, moody look.

MEGA DRIVE

Review

# GUNSHIP

## VITAL STATISTICS

FORMAT: Mega Drive  
SUPPLIER: US Gold  
PRICE: \$119.95  
SIZE: 8 megabits

## GRAPHICS

The in-the-cockpit simulation doesn't thrill; the other perspective offers better animation, but nothing too fab.



## SONICS

Not loud or sophisticated enough to convey the thrill of airborne combat.



## PLAYABILITY

Controls are obvious – just steer and fire – but the effect is pretty unremarkable.



## STAYING POWER

It's too simplistic, easily mastered, and not surprising or complex enough to sustain interest.



## OVERALL

When you're on your first real bombing raid into enemy territory, odds are you'll think "Hey, *Gunship* was nothing like this!" And for a sim, that ain't good.

59 PER CENT

# Toejam and Earl 2

## Panic on Funkatron

We humans have a long way to go before achieving intergalactic acceptance. Mainly because we wouldn't know the meaning of 'funky' if a particularly large piece of funkiness hit us in the face. Adam Waring reverses his baseball cap, says "Yo!", then falls over as he attempts to casually lean against a disappearing parking meter.



Just in case you didn't realise, that's an Earthling. Bag it and send it back home.

**T**oejam and Earl have a problem: Funkatron, their home planet, has been invaded by humans. And just as CFCs are none too good for our ozone layer, the planet's funkiness is being depleted by the presence of these carbon-based lifeforms. The coolest aliens this side of the Betelguese Five set out to put things right, by recapturing the meddlesome Earthlings, sticking them in jam jars, and sending them back to where they belong.

It's not a sequel in the ordinary sense of the word. The gameplay is quite radically different, with a side-on platforming approach, rather than the pseudo-3D of the first game. The characters, and the character, of the game have been transposed into a completely new playing system – it's not merely the same game

with a few bells and whistles.

All the funkiness and humour of the original are there. The characters 'speak' with ultra-cool *Bill and Ted*-style dialogue. As progress is made, a gaggle of the duo's extra-terrestrial chums are encountered, and a wittily scripted conversation ensues. The jokes may be old, but these, as they say, are often the best ones. At one point, for example, a character says, "I have a message." So you say, "A message, what is it?" The reply: "It's when someone tells you something to tell someone else." Well, it made me laugh.

In two-player mode, Toejam and Earl can even 'give each other five'. It doesn't actually achieve anything – no bonus points are awarded and it doesn't get you any further in the game. It does look cool, though.

The humans run around the landscape, and, being obnoxious earthlings, kick you in the shin or throw tomatoes at you. Pitch jam jars at them until a fit is achieved. An indicator at the bottom of the screen points to the nearest human. When you've bagged the lot, take them to a launch pad and bung them in a space pod. A green-haired dude will ask whether you've snared them all (to which you always reply in the affirmative). If some have slipped through the net, you're sent back to finish the job off properly. Otherwise

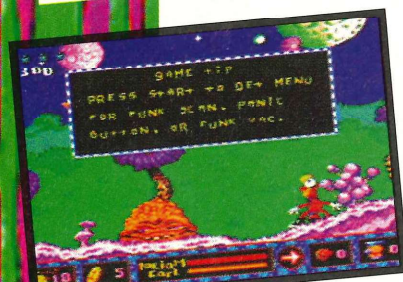
you're launched, via a giant springing platform, into the next level.

An important part of the gameplay is searching trees and bushes for extra items. Funk, money and pressies are found in this way, and can be used to make your search easier. Money can be inserted in parking meters, which pop up all over the place. The exact result of this is unknown until you actually try it. Rest assured that it'll be good... for the most part. Funk is used to do your Funk Move and the Funk Scan (where a radar shows hidden items – and humans – in trees, bushes and under the ground).

The occasional door leads you to a bonus round, with goodies there for the taking. Run along, picking up the pressies and extra time, while



The level's over and Toejam hurtles through space and onto the next stage.



There are plenty of tips to help you along as you go through the game.



Doesn't the purple go well with the green? Answers on a postcard to...



Rocks often hide humans, so beware.



Looks like a parallel Universe, to me...

# ToeJam and Earl 2

## Panic on Funkatron

**VITAL STATISTICS**  
**FORMAT:** Mega Drive  
**SUPPLIER:** Sega  
**PRICE:** \$129.95  
**SIZE:** 16 megabits

### GRAPHICS

The graphics are excellent, with lots of weird alien landscapes, weird aliens, and general weirdness all round.

### SONICS

Sounds funky. Lots of great fx, especially the 'boom, boom, shaka, clap' bits in the jammin' session.

### PLAYABILITY

Easy to pick up, with lots of surprises along the way. Plus a great sense of humour that makes it an instant hit.

### STAYING POWER

It's a lot of fun, but when you get down to the bare bones, each section is very much like the last. Walk along, bag humans and you're off onto the next level.

### OVERALL

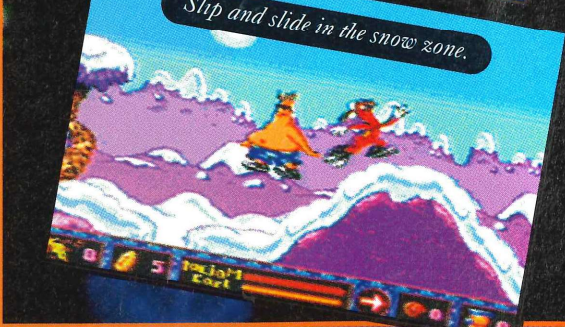
*ToeJam and Earl 2* is a great laugh at first, but will it last? Once you've heard all the jokes, the levels are very samey.

It does get repetitive, but it's repetitive fun.

**79** PER CENT



Collect all the humans and send them back to planet Earth.



All this modern-day language may be a bit too much for our 'older' readers (those over 14). So here's Megazone's guide to speaking it like a native.

### Speak the lingo

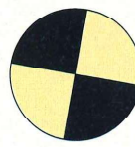
- How's it hangin'?**.....Is this picture straight?
- Cooooool**.....Could you turn up the central heating, it's a bit nippy?
- Excellent**.....Really rather good.
- Most excellent**.....Good, but could do with some improvements.
- Grouse**.....A bird with feathered feet.
- Hang loose**.....I'm not wearing any underwear.
- Filthy**.....Look at the state of this bedroom!
- Wicked**.....A style of cane furniture.
- Bogus**.....There's something unpleasant hanging from your nose.
- Not!**.....A lump in a piece of string.

avoiding things that slow you down and gateways back to the level from which you entered.

Every now and again, you will come across a groover equipped with a ghetto blaster. He'll do the sociable thing, and invite you to get down to some serious jammin', but you must copy his dance steps. The three buttons give you a 'boom', a 'shaka' and a 'clap'. You're rated according to your performance, from lame if you stuff it up completely, to awesome for a faultless display. Do well and you're rewarded with bonus funk.

All the graphics are pretty cool—weird alien landscapes, comical-looking aliens and well-animated main characters. Sound, too, works well. It's all good stuff. But, once you've seen all the jokes, it does start to wear just a teeny bit thin. The levels are very similar, and bagging another set of humans (just like last time) doesn't really offer that much variety. Don't get me wrong: I loved playing *ToeJam and Earl 2*, and chuckled away for hours. I'm just a little concerned that I won't be laughing at the same things in a month's time. **M**

THE INCREDIBLE



# Crash Test Dummies

Feel like you're going to pieces? You think you've got it tough - try being a crash test dummy for a while! No stranger to being legless, Trevor Viper investigates the world of simulated amputation.

**H**ere's the biz: the nasty Junkman has kidnapped Dr Zub, inventor of the T9000 engine. Seems the villain wants to build a mechanical race to enslave the earth - armed with the top-secret T9000 design, he'd be all but unstoppable. For some strange reason, it's up to the crash dummies to recover Dr Zub and stop Junkman.

Not that they seem to take the challenge too seriously: of the two dummies, one decides to stay and guard the laboratory (talk about locking the gate after the horse has bolted!), while the other poor fool embarks on a hazardous rescue mission.

The poor old dummy is worn away in true Pythonesque style - losing a leg, but still hopping along bravely; then a second leg's gone, and he's reduced to pushing himself along with his hands. Your only hope is to reach a new level, where a complete body magically reappears.

Still, there are rewards out there too: spare limbs hang in the air waiting to be claimed, rotating bonus discs give points and spinning spanners increase your ammunition.

Jumping avoids some of life's hazards, but can be difficult, depending on how

well-appendaged you are at the time. Shoot targets, but be frugal with the ammo, as supplies are constantly low.

Your mission starts in the dummy parking station, but the real game begins when you're plunged into the crash centre itself: an industrial nightmare of floating platforms, slippery rapid-transit discs and more gimmicks than you could poke a leg at (if you had one to spare).

My favourite of these is the coin, which inflates you to weather-balloon size, letting you float about between platforms - a good way to reach those problem areas. But, like everything here, there's a time limit, so hurry!

Despite the fact that *Crash Dummies* is incredibly simplistic, it can be quite compulsive. However, the graphics are naff, and the gameplay is too shallow to give it any lasting appeal. Still, younger players will find it mostly 'armless (ouch!)'. **M**

Our hero can still do damage - even with missing limbs.



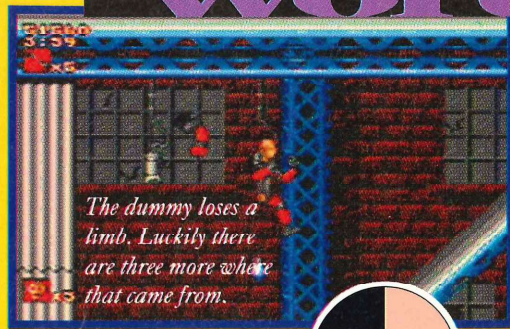
Dodge bikies, collect spanners. It's all in a day's work for a crash dummy.



For some unexplained reason, this bloke chucks toy aeroplanes at you.



Make it through the first couple of stages and you reach the test centre.



The dummy loses a limb. Luckily there are three more where that came from.

MEGA DRIVE

ReView

THE INCREDIBLE

## Crash Test Dummies

### VITAL STATISTICS

FORMAT: Mega Drive  
SUPPLIER: Acclaim  
PRICE: \$129.95  
SIZE: 8 megabits

### GRAPHICS

The backgrounds will hardly leave you open-mouthed, but the limbless dummies are a treat to watch.



### SONICS

Understated music, but some good fx - especially the awful little gurgle the dummy makes when hurt.



### PLAYABILITY

Not difficult for anyone familiar with *Sonic* or *Sonic 2*. Simple controls put the emphasis on problem-solving.



### STAYING POWER

Too simplistic to have any real lasting appeal for all but the rugrats.



### OVERALL

Obviously intended for younger players, *Crash Dummies* lacks sophistication, and is not really relevant to serious gamers.

58 PER CENT

Word



# COSMIC SPACEHEAD™



**"A groovy experience in arcade adventuring"**

Mega Machines magazine



**Electric Shocks**



**Teleport Key**



**City Streets**



**Planet Detroitica**



**Factory Reception**



**Night Lights**

**"Brilliantly original, challenging and great fun - don't miss it!"**

Sega Pro magazine

**"The interaction is great and the puzzles are really sharp"**

Mega Power magazine

## How would you prove Earth's Existence?

It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! Experience high-speed excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically out of this world!



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# COSMIC SPACEHEAD

**COSMIC SPACEHEAD IS A SMALL MAN WITH A BIG MISSION: HE'S DISCOVERED THE PLANET EARTH, BUT NONE OF THOSE FOOLS ON LINOLEUM WILL BELIEVE HIM. OBLIVIOUS TO THE EVILS OF TRIKK PHOTOGRAPHY, HE DECIDES TO RETURN TO OUR FAIR GLOBE AND TAKE A COUPLE OF PİKKIES. SANDRA BRIDEKIRK PACKS HER BAGS AND GOES ALONG FOR THE RIDE.**



**C**osmic Spacehead is not your average Mega Drive game. Mainly, it's an arcade adventure, but then again, it's also a platformer. And a puzzler. Confused? Well, so are we, so let's start from the beginning. The game commences on Linoeum, where Cosmic must endure all the usual red tape before going off travelling. This includes searching for and collecting various items (such as a passport).

At each location, you interact with a cast of characters, who tell you what you need to do. Often, this involves procuring money. Generally, you'll find a coin on the ground, then gamble it in a vending machine. Lucky sod that you are, you'll win a vast amount of cash that will enable you to get the job done and proceed to the next stage.

This is where the game becomes rather annoying and disjointed: to reach each new site, you must pass through an arcade-style platform section in which lots of little nasties try and dispose of you. It's fairly easy

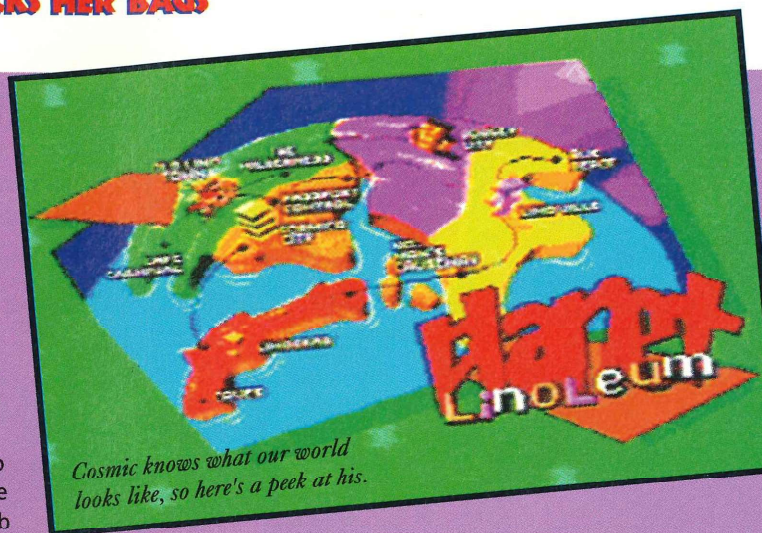
to die – just touch one baddie and you're history – but you can also pick-up extra lives by collecting some of the Cosmic Candy that's found in abundance (snare 10 pieces and you've another Cosmic up your sleeve).

It's depressing to find out that there are 32 of these arcade sub games, from astro racing, to surfing and robot attacks. The one good thing is that once each of these sequences has been completed, you are not required to play that game again, and can move back and forth at will.

OK, enough of all that... In each of the game's 11 sites, from The Wilderness (inhabited by a Godzilla-style monster) to No-Man's Causeway, you accumulate

treasures and possessions, which tend to come in handy in other, later stages.

Control Cosmic by way of on-screen commands. At each location, you can: look, pick up, talk, give and use. It sounds fiddly, but you get used to it pretty quickly. There's no problem carrying things, thankfully – and pretty soon you're more loaded down with junk than a pack mule on vacation.



## HEY, BUDDY WANNA BUY A PASSPORT, GOING CHEAP...!

**YOU'LL NEED A PASSPORT IN ORDER TO MAKE YOUR WAY AROUND PLANET LINOLEUM. HOW TO OBTAIN ONE IS THE FIRST MAJOR OBSTACLE.**



**1. FIRST GRAB THE DOLLAR COIN LYING AROUND IN OLD LINO TOWN.**



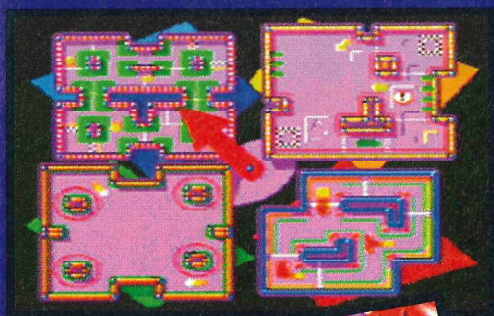
**2. GO TO CAPE CARNIVAL (EXIT LEFT OF THE SCREEN) AND INSERT THE DOLLAR INTO THE LUK.E.DAY MACHINE. PRESTO! YOU'VE WON 50 LINO DOLLARS.**



**3. RETURN TO OLD LINO TOWN AND USE SOME OF THE MONEY IN THE PHOTO MACHINE LOCATED IN THE POST OFFICE.**



## ANYONE FOR A FACE FULL OF CUSTARD...!



IF THE GAME'S GETTING A BIT MUCH, TUNE INTO PIE SLAP, WHICH YOU CAN ACCESS FROM THE MAIN MENU. THIS IS A BONUS TWO-PLAYER GAME, IN WHICH YOU AND THE PERSON OF YOUR CHOICE CAN RACE AROUND MAZES, TRYING TO KILL EACH OTHER WITH CUSTARD PIES. CUTE, EH?



Certainly it's an interesting-looking game: the graphics are clean but sketchy, and the overall appearance is in the style of a late '50s/early '60s cartoon show, like *The Jetsons*.

But mostly it's childish—the younger audience is, after all, its market—with crap jokes you would've heard by the age of five, puzzles that are completed with infuriatingly illogical solutions (whoever heard of removing a monster with the aid of a balloon?!), and those annoying platformy bits.

A valiant effort, but *Cosmic Spacehead* could've been a lot better. **M**



*Cosmic must avoid these zombie-like critters. Touch one and it's hasta la vista, baby.*



*Oh dear, another silly platform bit. This time with trees.*

**4. TALK TO THE PERSON AT THE ENQUIRIES COUNTER, AND HAND OVER THE PHOTOS AND YOUR BIRTH CERTIFICATE (ALREADY YOURS) IN ORDER TO RECEIVE YOUR PASSPORT.**



**5. EXIT THE POST OFFICE, AND HEAD FOR PASSPORT CONTROL (EXIT BOTTOM OF THE SCREEN) AND THENCE ON TO FORMICA CITY, AND REGIONS STRANGE AND DISTANT.**

# COSMIC SPACEHEAD

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**SUPPLIER:** Codemasters  
**PRICE:** \$99.95  
**SIZE:** 8 megabits

## GRAPHICS

Looks a lot like an episode of *The Jetsons*, with strong colours and some endearingly cute touches.



## SONICS

Minimal fx and some agreeably cheerful music, though neither is particularly memorable.



## PLAYABILITY

Controls are simple, but working out which command or object to select can be soul-destroyingly frustrating.



## STAYING POWER

Not complex or cohesive enough, and too easy to sustain any long-term interest.



## OVERALL

It's interesting, but the two gaming styles just don't sit well together, and end up grating on the old nerves after a while.

**67** PER CENT

**PRETTY EASY, EH! OH, AND WHILE YOU'RE IN THE POST OFFICE, DO TAKE THE TIME TO POST A LETTER TO YOUR COUSIN – THE REPLY (WHICH LEADS YOU INTO A PREVIOUSLY SECRET TUNNEL) MIGHT SURPRISE YOU...**

# A Bluffer's Guide

## Posters

Fast making wallpaper a thing of the past!

## Title

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

## Date

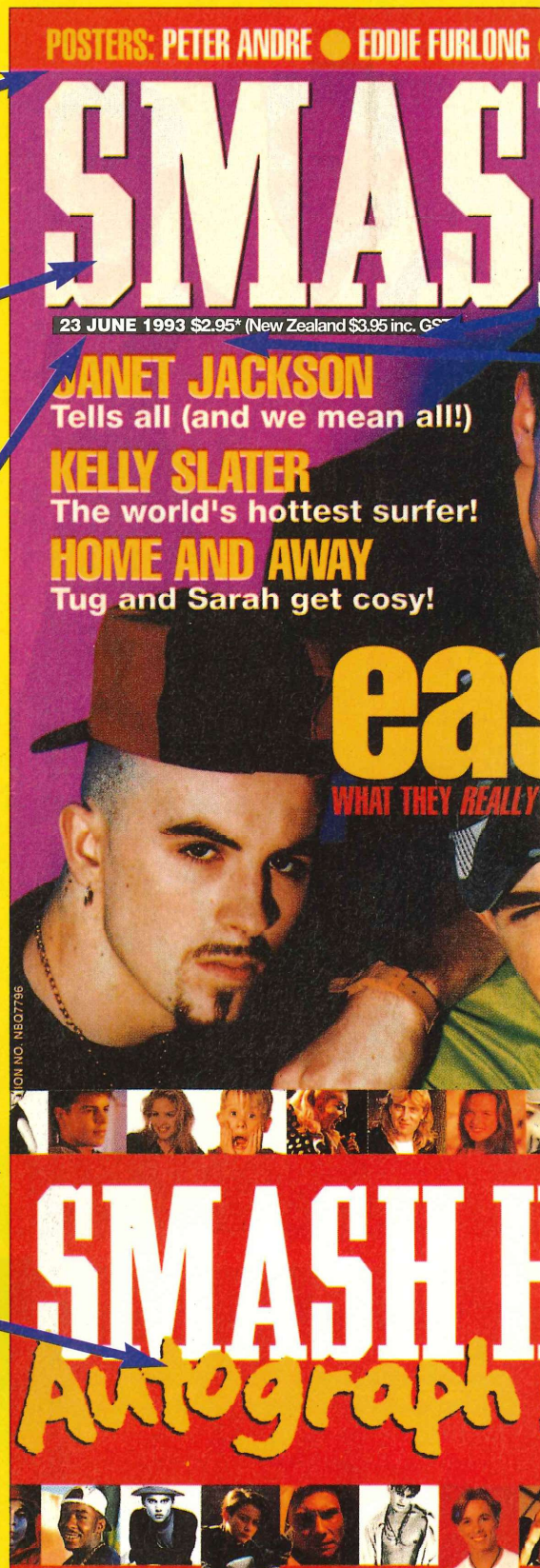
Indicates fortnightly frequency!

## Staple

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

## Free Gifts

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



# SMASH HITS

# Get with

# le to Smash Hits



## Funny Price

A snip at \$3.95 in New Zealand. Including GST! Even Dr. Hewson would approve!

## Real Price

\$2.95 (in "new" money)

## Famous Personalities

In this instance a group of lads with wispy beard, odd hats, a gold tooth and mean "dispositions". Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

## Plus

Plus a bonus plus.

## Barcode

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

# hit every fortnight!

# H I M N T S

## BUBSY

MEGA DRIVE

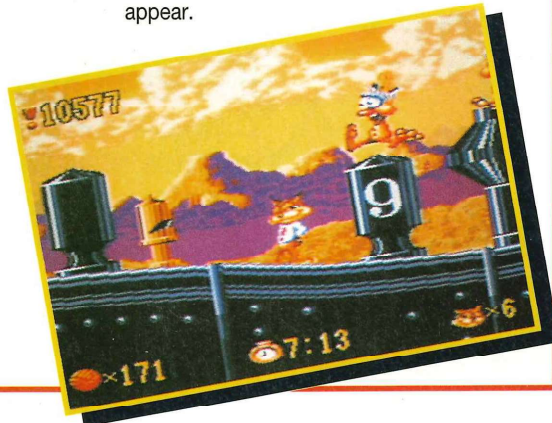
Two readers named **Chris** have kindly supplied us with these level codes. The **NSW Chris** also sent in a level select cheat.

Level 1	JSSCTS
Level 2	CKBGM
Level 3	SCTWNN
Level 4	MKBRLN
Level 5	LBLNRD
Level 6	JMDKRK
Level 7	STGRTN
Level 8	SBBSHC
Level 9	DBKRRB
Level 10	MSFCTS
Level 11	KMGRBS
Level 12	SLJMBG
Level 13	TGRTVN
Level 14	CCLDSL
Level 15	BTCLMB
Level 16	STCJDH

The following level select cheat is for **TMNT: The Hyperstone Heist**.

Wait for the Konami logo to appear, then press button C, button B (twice), button A (three times), button B, then button C – all before the logo disappears. Press Start.

When the title screen appears, press button A, button B (twice), button C (three times), button B, then button A. Press Start again, and the options screen should appear.



## ACTION REPLAY CODES

MEGA DRIVE

These Mega Drive codes were sent in by **Mark of NSW**. Thanks, Mark!

### ALEX KIDD IN THE ENCHANTED CASTLE

FFC1200003	Infinite lives
FFFE200099	Start game with 90 coins
FFFE2X0001	Start the game with any item, where X equals: B for cape A for necklace 9 for rings 8 for cane 7 for pogo stick 6 for helicopter 5 for motorbike
FFFE0B000X	Start any level, where X is level: eg; 1 for level 2, up to A for last

### DESERT STRIKE

FF109B000X	Start on any level, where X is level: eg; 1 for level 2, 4 is end
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### COLUMNS

FFC8690000	Infinite time
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### TOEJAM AND EARL

FFA2520017	Infinite energy, Toejam
FFA253001F	Infinite energy, Earl
FFA24D00FF	Gives Toejam 511 points and brings his rank to Bro. Move around a few screens and become Funk Lord
FFA24F00FF	Same, but for Earl
FFA251000X	Earl can choose rank using X: eg; x=8 for Funk Lord
FFA250000X	Toejam can choose rank

## BUBBLE BOBBLE

MASTER SYSTEM

From **Adam of NSW**: If you want to reach level 200 with all the items, enter 9ENVA55M.



## AZTEC ADVENTURE

MASTER SYSTEM

**Cain of NSW** has a fab cheat that will give you a level select. When you turn the game on, but before the title screen appears, press Up five times. Wait for your first helper to be hit by money, then press Right once. Do the same when your second helper gets hit by money; then repeat for your third. When Aztec and his helpers begin to walk away, press Left once. Level select cheat completed!

## STREETS OF RAGE

GAME GEAR

Our mate **Chrisso of WA** swears by this one – go to sound test 11 and press buttons one and two simultaneously. Almost by magic, you now have a level select and the choice of invincibility.

# & TIPS

## ROCKET KNIGHT ADVENTURES

MEGA DRIVE

The opposite of our usual aims, these cheats are designed to make this fab game harder for those smarty-pants players who've worked their way through.

When the Konami logo appears, press Down six times, Up twice, then Down two more times to access Very Hard mode. If you're a glutton for punishment, key into Crazy Hard mode by pressing Left four times, Right four times, Left seven times, Right once, then Left once.



## X-MEN

MEGA DRIVE

A couple of readers have phoned to point out that October's *X-Men* tip didn't quite cut the mustard, so here is the amended version.

It's best to have two joypads for this tip, by the way. Switch on the Mega Drive, then hold down buttons A and C on joypad one. When the title screen appears, press Start on control pad one, then control pad two, then control pad one again.

You begin the game in the Control Room. Crouch down in front of one of the access panels on your right, and hold down button B and then C to warp to your selected level.

Also, you can press Start at any time during the game to replenish your health and receive an infinite supply of Rogues, Storms, Archangels and Icemen.



## POPULOUS

MASTER SYSTEM

Heath of VIC writes that the password to the 4999 level is KILLOGOAL.

## MORTAL KOMBAT

MEGA DRIVE

Yet another *Mortal Kombat* missive has arrived, this time from Terry of NSW, who provides us with a couple of little curios.

If you press Start on your second control pad when fighting the Reptile, on the character select screen, all the characters will turn a green colour, and Sub Zero and Scorpion will look just like the Reptile. This is purely a visual operation, and has no effect on play.

If you do Liu Kang's fatality over the other side of the screen from where his opponent is, his uppercut will miss him, and the bad bloke will be like putty in your hands. You'll still get the fatality bonus, too.

Also, if you lose two bouts before the credits screen comes up, press Up, Down, Left, Right (repeated) on control pad one, while pressing C, B, A, C, B, A (repeated) with your other hand. This will prevent you from losing the credit.



## ACTION REPLAY CODES

MEGA DRIVE

### SONIC 2

FFFE1000X Two-player code, where X is:  
 0 for Emerald  
 4 for Metropolis  
 7 for Hilltop  
 6 for Wing Fortress  
 A for Oil Ocean  
 B for Mystic Caves  
 C for Caasin  
 D for Chemical Plant  
 E for Death Egg  
 5 for Metropolis Zone 3

### BUBSY

FF023B0008 Infinite lives  
 FF00E90059 Infinite time  
 FF02470099 Start with 99 yarn balls (switch to normal before collecting more)  
 FF00FC0009 No music  
 FF024900XX Level select, where XX is 01 for level 2, etc

### MORTAL KOMBAT

FFAC7E00A0 Unlimited time  
 FFFF540003 Unlimited credits  
 FFCAB90079 Player one infinite energy  
 FFCBB90079 Player two infinite energy  
 FFFF570000 Blood flows when hit  
 FFAABD000X Fight on any background, where X is:  
 1 for Palace Gates  
 2 for Warrior Shrine  
 3 for Upper Pit  
 4 for Throne Room  
 5 for Goro's Lair  
 6 for Inner Pit

# HINTS

## NIGHT TRAP

MEGA-CD

I'm sure a number of you have acquired an import version of this controversial game; John of SA has, at least, and he's sent us this second-by-second plan to the game. John says that in some instances, he's allowed a few seconds grace, but overall, you must be fast. Also, don't miss the definite, and never miss an access code change. Here goes!

Hall 1	0:08
Bedroom	0:34
Bathroom	0:40-0:50 (2 Augs)
Living Room	1:00
Kitchen	1:20
Entrance	1:35
Entrance	2:55
Hall 1	3:10
Bedroom	3:20
Driveway	3:45
Hall 2	4:10
Bathroom	4:15
Bedroom	4:35
Living Room	4:50-5:10 (2 Augs)
Bedroom	5:30
Driveway	Immediately after
Entrance	5:40 precisely for access code change
Living Room	5:50 (use old code)
Hall 1	6:10 (new code)
Hall 2	6:20
Hall 2	6:50
Kitchen	7:00
Bedroom	7:25
Driveway	7:40
Bedroom	8:00
Hall 2	8:10
Hall 1	8:25

Bedroom	8:40
Living Room	9:00 (code change stays for 15-20 seconds after)
Hall 2	10:45
Driveway	10:55 (2 Augs)
Hall 1	11:30
Living Room	12:00
Bathroom	12:30 (definite)
Hall 1	13:15
Entrance	13:30 (code change)
Living Room	13:55
Living Room	14:10 (code change)
Hall 2	14:40
Hall 1	15:30
Driveway	16:20
Living Room	16:40
Bedroom	17:00 (definite)
Living Room	17:20
Bathroom	17:55
Driveway	18:12 (2 Augs)
Entrance	18:17
Living Room	18:30
Hall 1	18:40 (trap second chance - important)
Living Room	19:20
Entrance	19:50
Living Room	20:08
Bedroom	21:15
Kitchen	21:40
Bedroom	22:10

Stay in the living room and follow the conversation. Trap the family in the living room, if possible.

Bedroom	24:20 (definite)
Bathroom	24:45 (definite)
Hall 2	25:10

If you've been playing *Night Trap* with the aid of a Pro-CDX cart, and are facing problems, then Pietro of VIC may have the answer for you. Apparently, some rooms don't load up fast enough to catch the Aug, but Pietro has found a way around this.

Pause the game, then press button A to enter the room, followed almost immediately by button B, which catches the Aug. This method is necessary in order to clock the game. Practice, as you may need to repeat it every second on the counter in order to trigger the trap at the correct time.



## ACTION REPLAY CODES

MEGA DRIVE

### JURASSIC PARK

FF00530003	Infinite lives, Raptor and Grant
FF00550028	Infinite energy, Raptor and Grant
FF003B0005	Infinite ammo in white dart
FF003C0010	Infinite ammo in red dart
FF003D001A	Infinite ammo in electric gun
FF003F0010	Infinite ammo in steep grenade
FF003F0010	Infinite ammo in flash bomb
FF00400010	Infinite ammo in explosive dart
FF00410010	Infinite ammo in explosive grenade

### T2 JUDGEMENT DAY

FF80190025	Infinite rockets, player one
FF80690025	Infinite rockets, player two
FF801C00FF	Inexhaustible firepower, player one
FF806C00FF	Inexhaustible firepower, player two

### BATTLETOADS

FFE0460005	Infinite lives, player one
FFE0C60005	Infinite lives, player two

### JUNGLE STRIKE

FF10CF0003	Infinite lives
FFBF87003C	Infinite Hydras, until you die
FFBFC70009	Infinite Hellfires, until you die
FFBF4700E8	Infinite chaingun, until you die
FFF86B00E8	Infinite armour, first mission
FF10C70064	Infinite fuel
FF10B3000X	Level start, where X is 1 for mission 2, etc

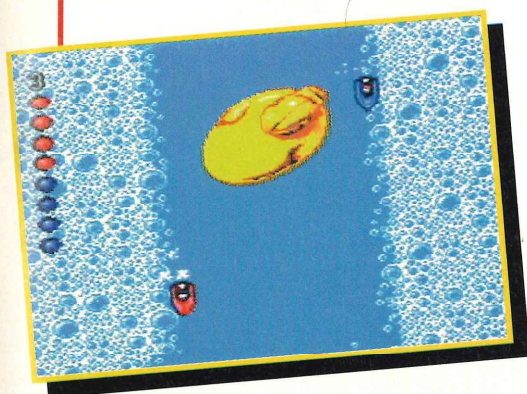
Reckon you can do better? Send your best cheats to:

# & TIPS

## MICRO MACHINES

MEGA DRIVE

For infinite lives, while playing the game, key in B, Down, C, Down, Up, Down, Left, Down.



A couple of other cheats increase your vehicle's handling capabilities. For extra grip, key in A, Up, B, Down, C, Left, Start, Right.

To make collisions even more dramatic, enter C, Up, Left, Right, A, B, A, C.

To increase speed, use Up, A, B, Left, Right, C, Start.

For a more difficult time of it, enter Left, Right, Left, Right, Up, Down, Start, Down.

If you're a totally kamikaze gamesplayer, and want to take yourself to the brink, make things super-hard with Left, Down, Up, Down, Right, Down, A, Down.

## MORTAL KOMBAT

GAME GEAR

Brothers **Brian** and **Jason** of **WA** have been messing around with *Mortal Kombat*, and reckon they've found a load of fatalities when in Gore Mode.

If you missed how to access the red paint zone (printed last month), here we go again:

Turn on the game, hold down all the buttons and wait for the codes screen. Keep holding them down, and wiggle the directional pad around. Do this until 'Now Entering Kombat' comes up.

Once that's done, let fly with these moves:

### SCORPION

**Harpoon:** Left, Left, 1  
**Teleport:** Down, Left, 1  
**Fatality:** Start, Up, Up

### RAYDEN

**Electricity:** Down, Right, 1  
**Teleport:** Down, Up  
**Torpedo:** Left, Left, Right  
**Fatality:** Right, Right, Left, Left, 1

### JOHNNY CAGE

**Fireball:** Left, Right, 1  
**Shadow Kick:** Left, Right, 2



**Groin Punch:** Start, 1  
**Fatality:** Right, Right, Right, 1  
**SONYA BLADE**

**Ring Toss:** Left, 1  
**Leg Throw:** Down, 1, 2  
**Flying Elbow:** Right, Left, 1  
**Fatality:** Right, Right, Left, Left, 1

### SUB ZERO

**Freeze:** Down, Right, 1  
**Slide:** Left, Left, 1, 2  
**Fatality:** Right, Down, Right, 1

### LIU KANG

**Fireball:** Right, Right, 1  
**Flying Kick:** Right, Right, 2

# SEGA

## HOT READER TIPS

If a game is driving you crazy, drop us a line and we'll hassle our friends at the Sega Hotline for the answers.

Send pleas and bribes to:  
**I Must Be Useless, Megazone,**  
PO Box 746, Darlinghurst, 2010.

### DEAD-END ZONE

Could you tell me a way of accessing a Hidden Palace Zone in *Sonic 2*?

**Richard**

There is no Hidden Palace Zone. You can enter a secret zone with the help of a Pro-Action Replay cart, but it is totally unplayable.

### NO GO

Are there any level selects for *X-Men*, and is there going to be a sequel?

**Tomor**

No, and no sequel is planned at the moment, but the characters do appear in *Spiderman: Arcade's Revenge*.

### CHEATING TEDDY

1. Is there a cheat mode for *Fantasy Zone*?
2. How many levels are there for *Teddy Boy*, and can you tell me the level select?

**Justin QLD**

1. No.  
2. There are 50 rounds, and here is the cheat: Start the game and kill off all the players. When the Game Over screen flashes blue, press Up, Down, Left, Right. When

the new screen appears, go to fire and press Up once, Down 10 times, then button one. You can now select your level.

### BONUS TOONS

A couple of weeks ago, I bought *Tiny Toons*, but I am angry that the bonus stages (not the Wacky Land one) have been removed. I found out about them - Jackpot, Machine, Squash, etc - in overseas magazines.

**A.F.A**

Those bonus stages are from the sequel to *Tiny Toons*, which should be here any moment.

### SOLO KOMBAT

I was wondering if you had any cheats for *Mortal Kombat*, like invincibility or unlimited lives?

**Ken QLD**

There are no such cheats for *Mortal Kombat*.

### NEW WORLD

Do you know the code for the 5000 world in *Populous* on the Master System?

**Jamie QLD**

The code is ALPINPIL.

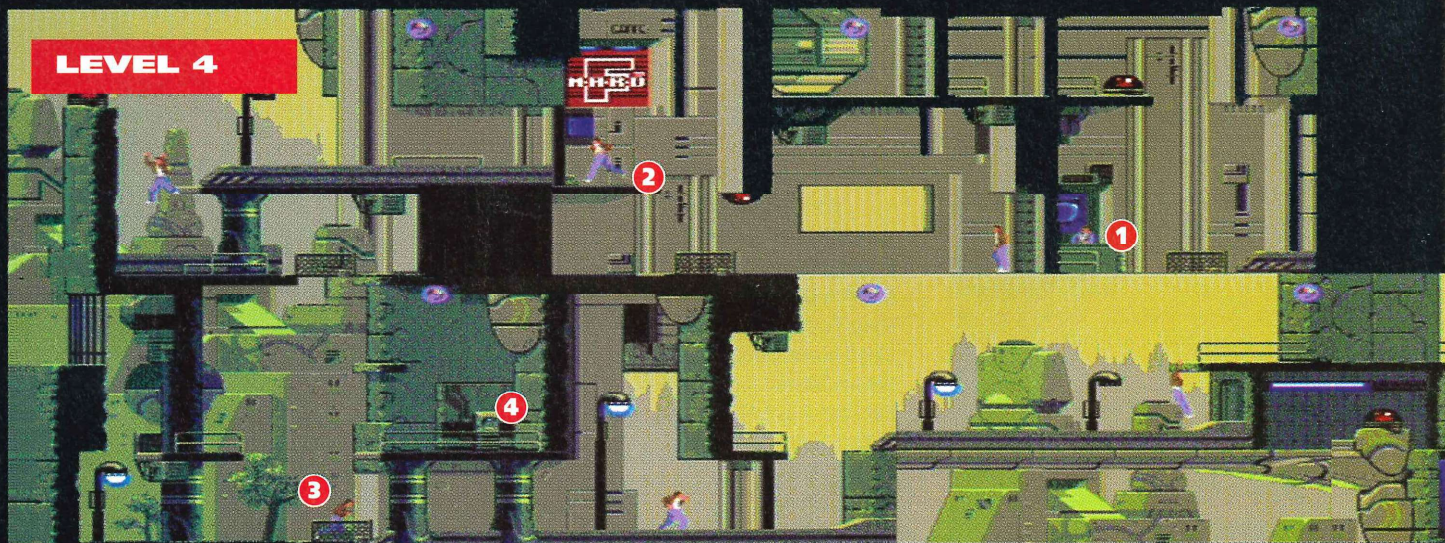
**A** funny thing happened to Tim Gadler the other day. There he was, walking down the street and minding his own business when, all of a sudden, he found himself explaining how to get through the remaining levels of Flashback. Again.



**H**ere it is, part two of the ultimate guide to *Flashback*. Levels four, five, six and seven blown open for all to see. Some points worth reiterating: There are three grades of difficulty. The gameplay and layout is identical, it's just that there are more baddies in the higher levels. This guide is based on the easiest, but is equally applicable to the more difficult games, you'll just have to have your finger on the trigger more. By now, it's no picnic. Forget the ginger beer and cheese and pickle sandwiches with the crusts cut off. Always approach new screens with caution (ie, your gun ready) and have your force field to hand.

# Flashback

## Gamebuster



### LEVEL 4: Part 2





## LEVEL 4

### Part 1

1. Take the lift down and give your papers to the man. Go through the door and left.
2. Don't take the lift up, but clamber up the ledge instead. Walk past the guard and into the sensor to open the door. Turn around and blow the guard away.
3. Roll to the left and kill the guard. Drop down, take the lift down, blast away the droid and the guard.
4. Climb up to the first ledge and go to the right. Recharge your batteries, go back down and keep on heading right. Draw your gun for each new screen – there are mutants everywhere!
5. When you've gone as far as you can go, call the taxi and you're away.

### Part 2

6. Get out of the taxi and save the game. Climb up to the top ledge and do a running jump to the right. Do the same again.
7. Walk right up to the window. Pull out your gun and press fire to smash the glass. Go right.
8. Take the lift down and go right. Hit the sensor to open the door and blast away at the baddie.

9. You need to get onto the blue ledge above you. There are two ways to do this: from the middle platform, run to the right, grab the ledge and hoist yourself up; from the bottom of the screen, take the lift up, grab the ledge and pull yourself up from it. Turn and shoot the glass to the left. Jump across the gap and pick up the key that was behind the glass.

10. Go down to the bottom of the screen, head right, through the doors, and insert the key into the key lock, but don't go through the door. Take the lift up instead, and go left. There's an energy point up and to the right, should you require it.

11. Keep going to the left, blow away the robot and hit the switch. Go back the way you came, towards the door you opened, but roll onto this screen to avoid the gun. This time you'll be able to go through the doorway without being vaporised.

12. Take the lift down. There's a save point – I'm bored of telling you to use them each time you come across one; it should be a matter of course by now. Jump up onto the blue platform directly above the save point to move back the wall. Wait for a lift to appear to the right. Take it down.

13. Climb up the ledges onto the screen above. Go right when you reach the very top ledge. Watch out for the robotic mouse and jump the gap and hit the switch to the extreme right.

14. Climb down, into the pit. Go through the

door to the left and get the key. Blow away the droids that have been set free. Go through the door to your left.

15. Climb down onto the screen below, open the door to the right by tripping the sensor. Go right, along the top platform.

16. Jump down into the pit. Avoid the laser, but let the robotic mouse run into you and hurt you (it's worth it, you're likely to take more damage if you try and avoid it). Jump over the sensor and hit the switch to the right.

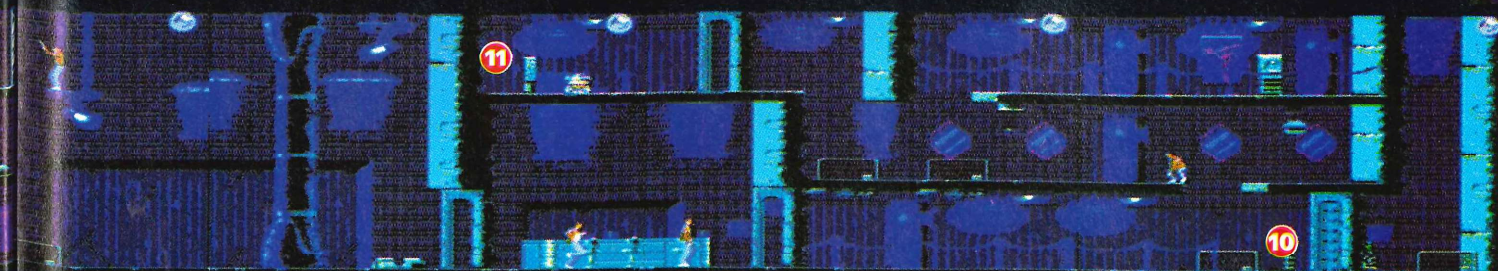
17. Climb out of the pit and go back to the left, go down to the bottom of the screen and go right. Open the door with the key, recharge your batteries from the generator and take the lift up. Keep heading right until you reach another lift. There's a room with a save point and generator on the way, though the trapdoor makes it very tricky to get into.

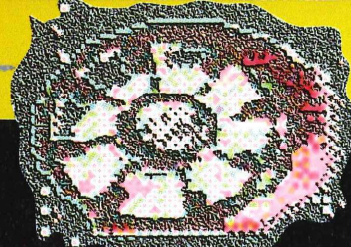
18. Go down, then head left. Climb up to the middle platform, run to the left, grabbing the ledge and pull yourself up (make sure you don't hit the left-hand sensor on the way). Hit the switch and do a running jump through the doorway to the right.

19. Grab the key. Walk right, back to the lift and go back up.

20. Use the key in the key lock to the right, climb up and go through the door. Go right and blow away the droid.

21. Climb onto the platform and jump over the mine. Run to the right to keep ahead of the moving vaporiser, jumping the pit and avoiding the mine as you go. Destroy the droid and roll through the door and onto level five!

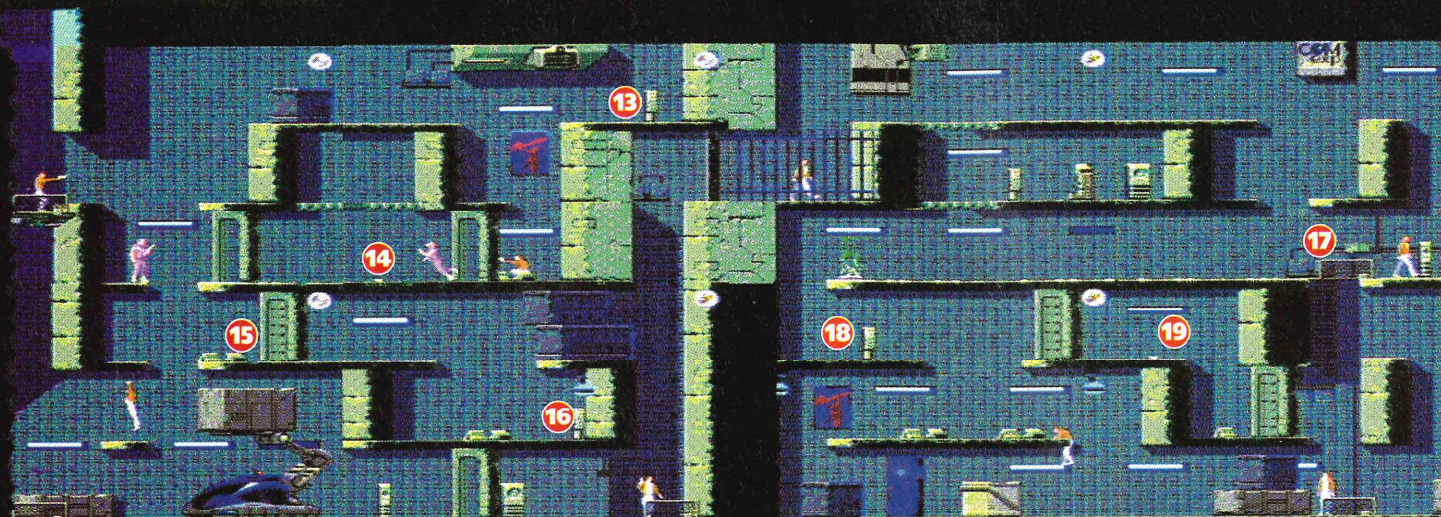




# Flash X-DEA

## Gamebuster

### LEVEL 4: Part 2



### LEVEL 5

1. As soon as the door opens roll to the right. Keep going, drop down and pick up the gun to the left, just next to the save point. Blow away the mutant and pick up the key he drops.

2. Go right. Climb up, hit the switch and use the key in the lock, go through the door, climb up as far as you can go, and up onto the next screen.

3. This bit is all about timing: avoiding the vaporisers, go to the right. As soon as the vaporiser disappears from below the platform, climb up and up again, heading left immediately.

4. Go left to the next screen - there's an energy generator on the screen just below, should you need it.

5. As soon as the vaporiser disappears from the middle ledge, roll to the left and blow away the bad guy. Pick up both the tele-receiver and the tele-control. Climb up to the ledge and throw the receiver to the right, beyond the vaporiser. Activate the tele-control and pick up the receiver again.

6. When the guard above is facing away from you, climb up and run to the left. Turn and shoot the guard. Pick up the key and go back to the right. On the next screen, throw the tele-receiver

through the vaporisers and teleport using the controller. Pick up the receiver.

7. Go right and use the key in the key lock. Throw the receiver down the shaft and teleport once more. Blow the droid away and pick up the receiver. Go left and down and roll left, draw your gun, go through the sensor and kill the disgusting morphing alien thing - these are tougher than anything you'll have met before; keep rolling away from them and shoot when they morph to resemble vaguely human forms. Go right, drop down, kill another morph.

8. Head left to the save point. Keep going left and immediately drop down the first pit. When the vaporiser passes, climb up, drop into the second pit and kill the droid. Head left, avoiding the vaporiser.

9. Climb up to the ledge, throw the teleport receiver down to the left and teleport (you can carefully drop down if you've forgotten the teleporter somewhere along the track). Go to the big teleporter, and beam yourself across space to the alien's planet.

### LEVEL 6

(over page for map)

It's morph city Arizona on this level, so be prepared at all times. Approach each new screen with caution, and when you hear that tell-tale squelching sound, keep rolling and firing 'til one of you's dead.

1. Go right and climb up to the top platform. Go right and hit the switch.

2. Carry on to the right and roll under the barrier to get to an energy recharge point and top up your energy levels.

3. Go to the left, back the way you came, and down to the bottom of the screen. Go right again, through the doorway and take the lift down. Walk left, to the bottom of the screen, and roll across to the right to avoid the laser.





## PASSWORDS

Lvl	Easy	Normal	Expert
1	PIXEL	FALCON	CLIO
2	BETSY	DATA	ARCTC
3	PANCHO	MILORD	BLOB
4	STUDIO	QUICKLY	STUN
5	TOHO	BIJOU	MIMOLO
6	AKANE	BUBBLE	HECTOR
7	INCBIN	CLIP	KALIMA

To see the end sequence, enter:

**CYGNUS**

Here's a sneaky cheat that enables you to run through walls, doors, etc. Go right up to the wall you want to go through and turn around. Press A and push away from the wall. As soon as you start to move, let go of the A button, change direction, and press and hold A again. With a bit of luck, you'll go straight

through the wall. It does take a bit of practice, but makes for great short cuts.

### Action Replay code

You can play the Genesis import version on the Australian Mega Drive with these codes:

**0018E86000**

*followed by*

**0024526038**



**4.** Drop down to the next screen and pick up the stone that's in the bottom right-hand corner. Go left.

**5.** Roll under the barrier and throw the stone onto the sensor. Climb up and go left through the door.

**6.** Climb up to the switch and hit it. Climb back down carefully – a trap door has opened below you. Drop through it and shoot the door. Flip the switch. Go up to the middle level and get the atomic charger from the dying man. Roll off the screen to the left.

**7.** Pick up the diary and read it. Go straight to the lift and down – ignore those sensors, you don't need to touch them.

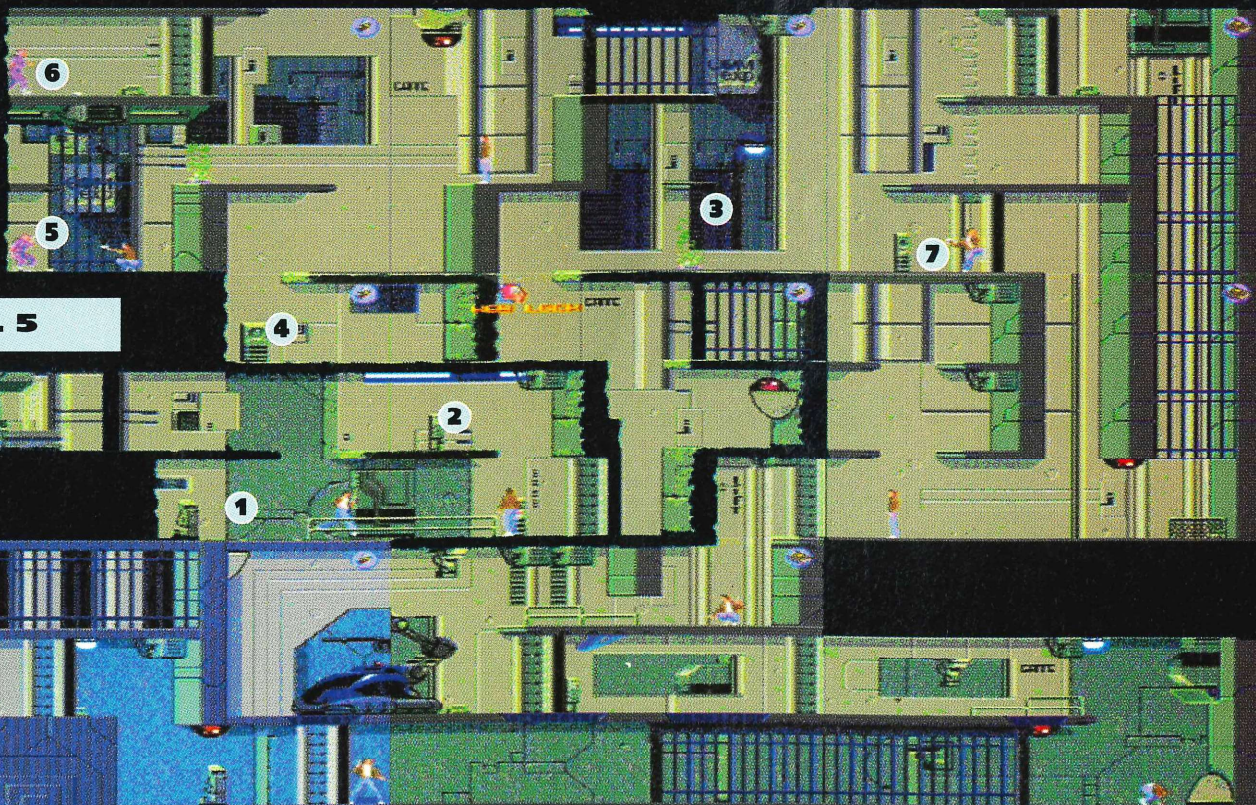
**8.** Take a running leap to the right, climb down, and hit the switch to open up a trap door. Go down through it. There's a generator here.

**9.** Go right, and do a running, jumping grab onto the ledge. Pull yourself up and a lift appears. Step onto it and go down. Trigger the sensor just to the right, go down. Kill the revolting alien mutant dog-

thing. You'd best save at the save point.

**10.** Go left, climb to the top platform and go left again. Go through the door, and roll to the left and to the bottom of the screen. Walk right and pick up the key.

**11.** Walk right, underneath the green thing, and you'll teleport up to the ledge above you. Go right. You may as well save again at the save point on the way. Make your way back up to the top. Head all the way to the right. Use the key to open the door.



**LEVEL 5**

# Flash Back

## LEVEL 7

Although you may not have noticed, you're now on level seven. Much of this level is played on the same game map as level six.

**12.** Do a running jump and grab onto the ledge. Hoist yourself up on the elevator. Roll to the left, clamber up the platforms. When you're at the top, take

one step to the right, turn on your force field and wait for the bombs to go off.

**13.** Drop the tele-receiver at the bottom of the screen and leave it there for the time being. Climb onto the middle ledge



and go right. Take the lift up. Press the switch to the right. Climb up and jump across to the left. Go left, jump the gap, go left and down to the energy generator for a vital top up. Go back a screen to the

right. Activate the switch, and use the teleport controller to get the hell out.

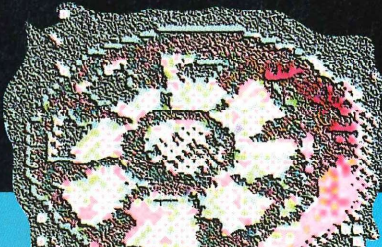
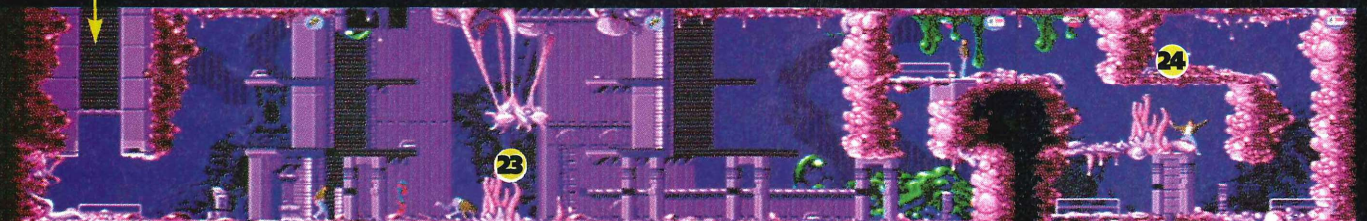
**14.** Kill the morph and get the key he drops. Pick up your tele-receiver. Go right along the bottom of the screen and



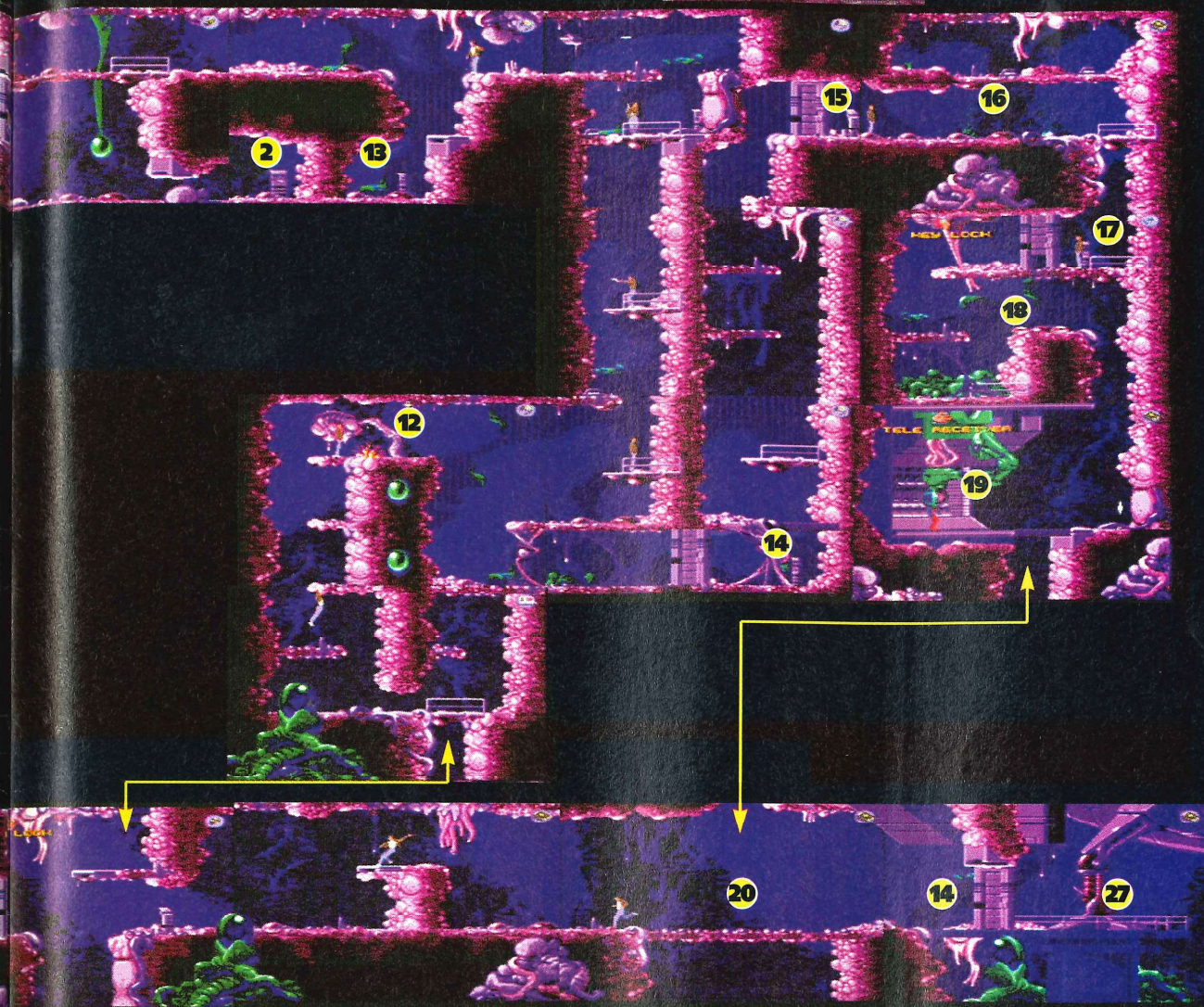
put the key in the lock. Note that you'll have two keys at this point, so if it doesn't appear to work, you're using the wrong key.

**15.** Climb up and use the lift. Keep heading up. Go right to the save point.

**16.** There are three vaporisers. Watch the robotic mouse in the alcove above you. As soon as it approaches



# VAPORISER



the sensor that de-activates the vaporiser directly in front of you, jump across.

**17.** Take the elevator down and activate the key lock.

**18.** Drop down, and down again, onto the elevator. Stand on the left-hand side of the elevator and take it up—it will set off the mines. Throw the tele-receiver down the shaft to the right and teleport.

**19.** Keep crouched down, standing to shoot the ball when its shield revolves away from you, and ducking down again straight away. Keep on doing this until it's been destroyed.

**20.** Stand at the very far left-hand side of the screen and throw the tele-receiver down the shaft and teleport.

**21.** Pick up the receiver, run to the far right and place the receiver next to the

door in front of the space ship.

**22.** Head left as far as you can. Save the game at the save point, but keep going left, jumping across pits and ignoring any elevators on the way. When you get as far left as you can go, take the elevator down.

**23.** There's a save point at the base of the elevator. Go right, and you're in there with the disgusting, gooey mucus brain. Jump up to the ledges on either side and shoot it alternately from the left- and right-hand sides. Morphs will appear, which you'll have to deal with while you attack the brain. The brain is dead when no more morphs appear.

**24.** Go right and activate the switch to call the elevator. Go up and run to the right. Take the next lift up, walk to the sensor to the left. (Don't let the exploding

mouse concern you.)

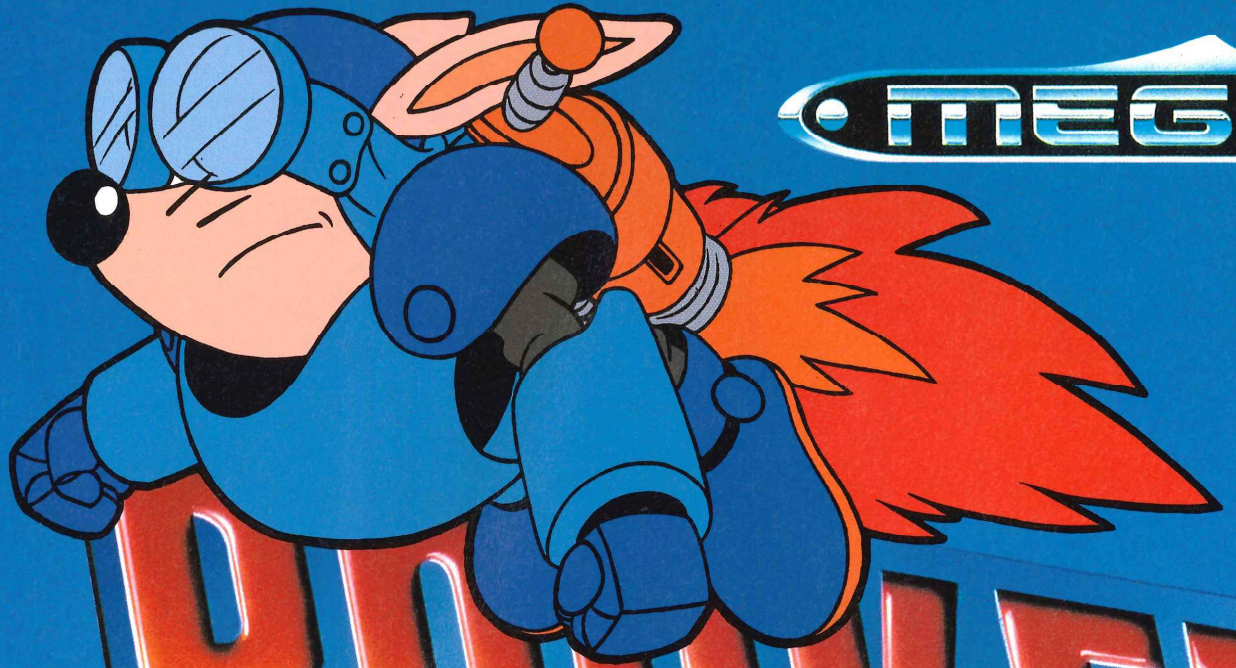
**25.** Take the lift back down and kill the morph. Take the key from his crumpled, lifeless form. Open the lock next to you and go through the door. Take the lift down. Go right through the open doors, walk onto the next screen and jump over the vaporiser (note that this is the only vaporiser you can jump in this way).

**26.** Go as far right as you can go, and drop the atomic charger. Activate the switch and the charge is set. Activate your tele-control to get back to near the spaceship.

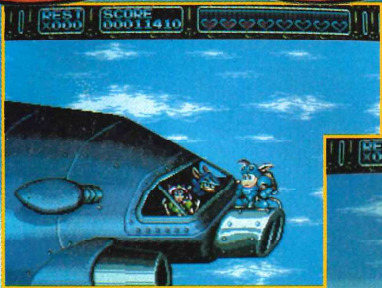
**27.** Go through the open door. There's an elevator hidden behind the structure. Take it up and you're out there. All that's left to do is read the conclusion to the story and weep (it's very sad, see).



MEGA



# ROCKMAN ADVENTURE



# KONAMI

Distributed by KONAMI (UK)

SEGA  
MEGADRIVE



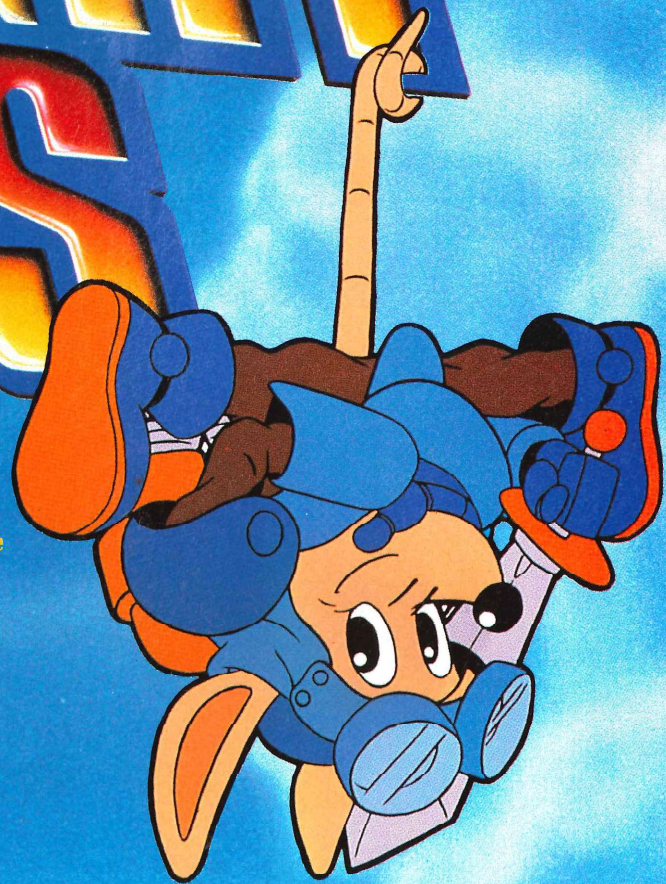
# Meet Sparkster...

A new breed of superhero and star of Konami's all new  
adventure for Sega Megadrive - Rocket Knight Adventures.



# ROCKET KNIGHT ADVENTURES

Sparkster is hell bent on avenging his master Mifune's death.  
Armed with his jet pack and sword of steel his mission is to annihilate  
the Dark Lord and restore peace to his homeland once more.



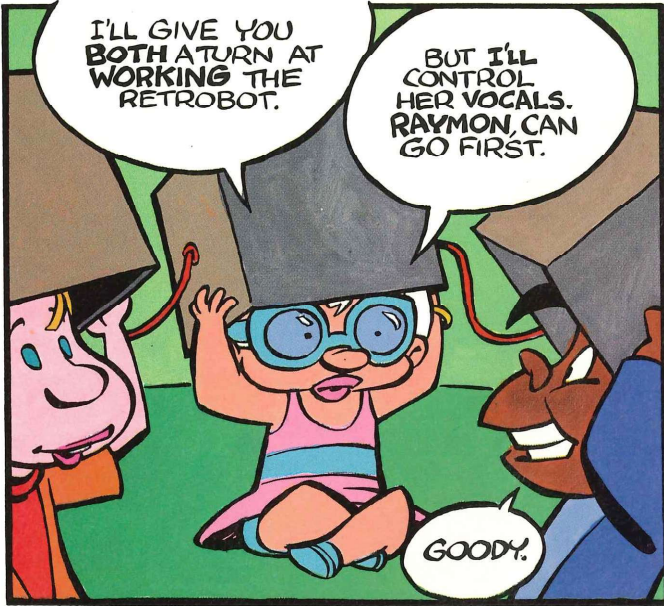
# KONAMI

# REX VECTOR

BY FIL BARLOW

©COPYRIGHT 1993

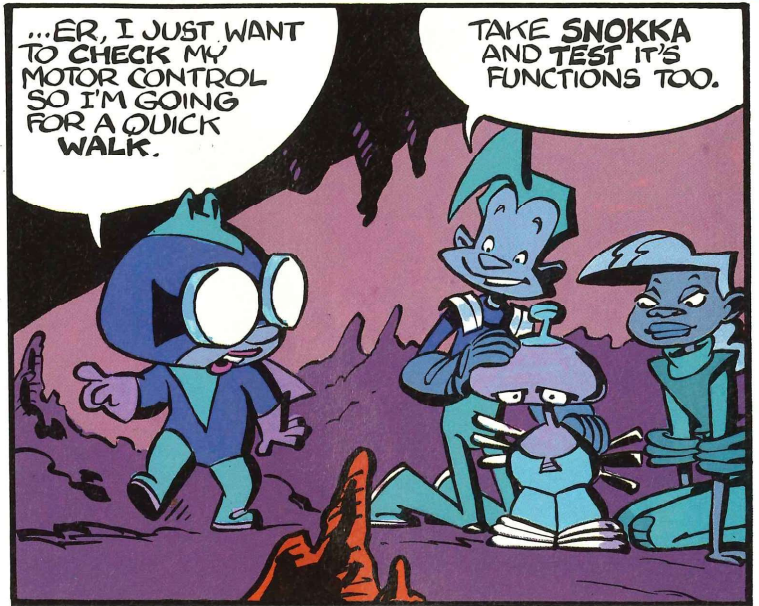
THE STORY SO FAR: - REX AND THE XPEER GANG ARE IN VIOLANTIS REPROGRAMMING ROBOTS. BACK ON EARTH REX'S SISTER, MERTIL, IS INTRODUCING HER TWO PALS TO THE RETROBOT SHE SECRETLY BUILT...



I'LL GIVE YOU BOTH A TURN AT WORKING THE RETROBOT.

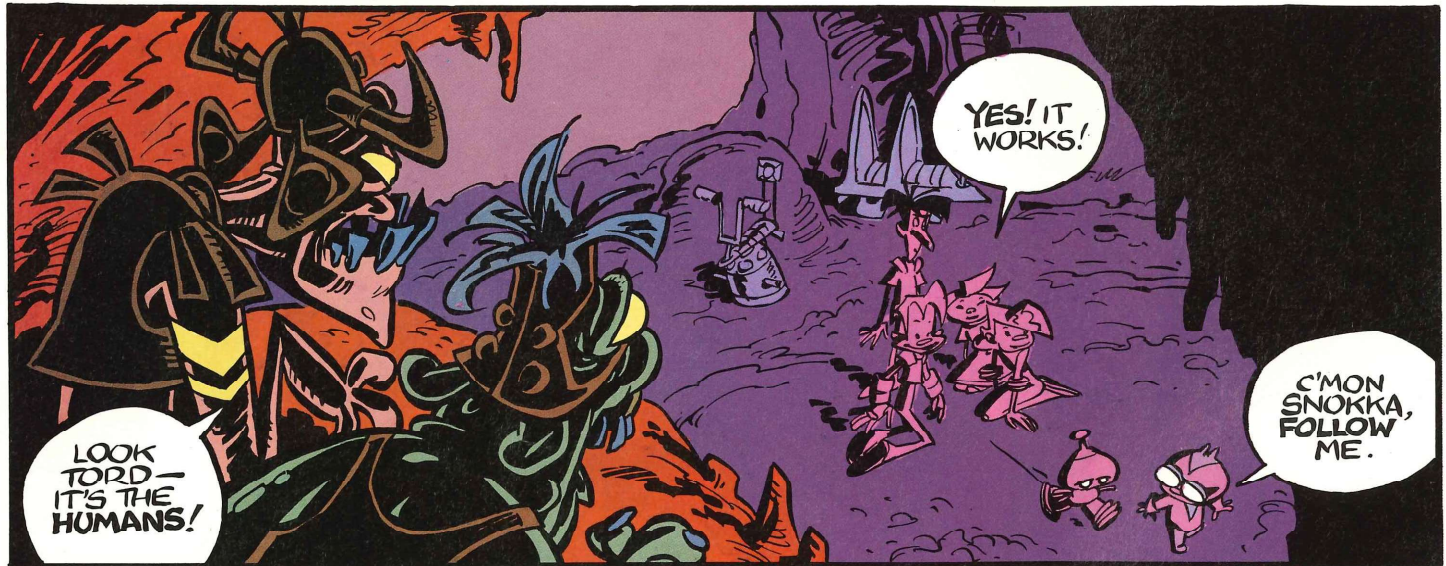
BUT I'LL CONTROL HER VOCALS. RAYMON, CAN GO FIRST.

GOODY!



...ER, I JUST WANT TO CHECK MY MOTOR CONTROL SO I'M GOING FOR A QUICK WALK.

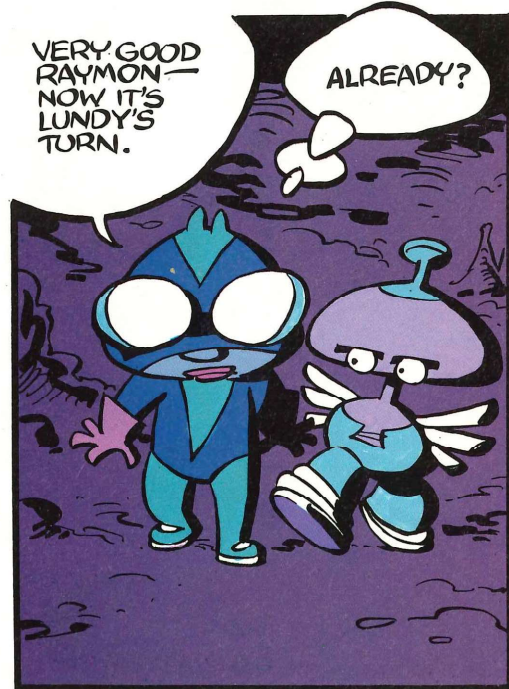
TAKE SNOKKA AND TEST IT'S FUNCTIONS TOO.



LOOK TORD - IT'S THE HUMANS!

YES! IT WORKS!

C'MON SNOKKA, FOLLOW ME.



VERY GOOD RAYMON - NOW IT'S LUNDY'S TURN.

ALREADY?



OH DEAR - TROUBLE!

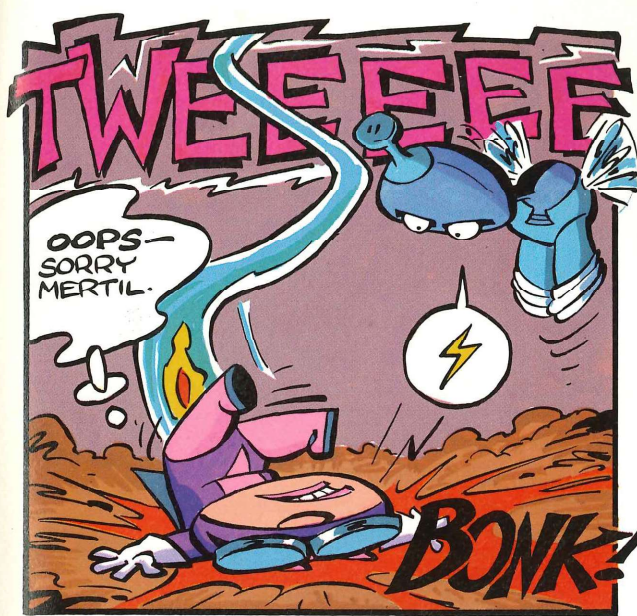
CAN I FLY US BACK?

NO RAYMON IT'S MY TURN!



OKAY.

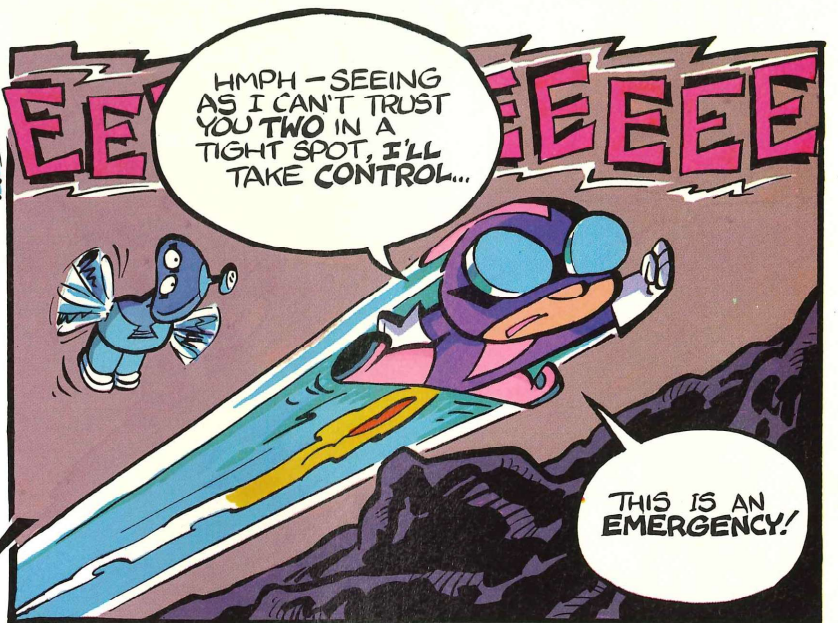




OOPS—  
SORRY  
MERTIL.

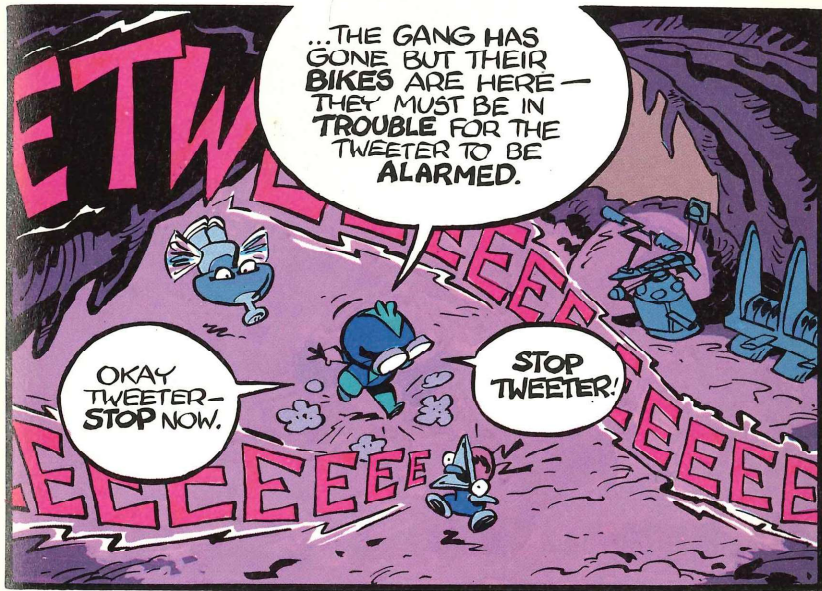


**BONK!**



HMPH—SEEING  
AS I CAN'T TRUST  
YOU TWO IN A  
TIGHT SPOT, I'LL  
TAKE CONTROL...

THIS IS AN  
EMERGENCY!



...THE GANG HAS  
GONE BUT THEIR  
BIKES ARE HERE—  
THEY MUST BE IN  
TROUBLE FOR THE  
TWEETER TO BE  
ALARMED.

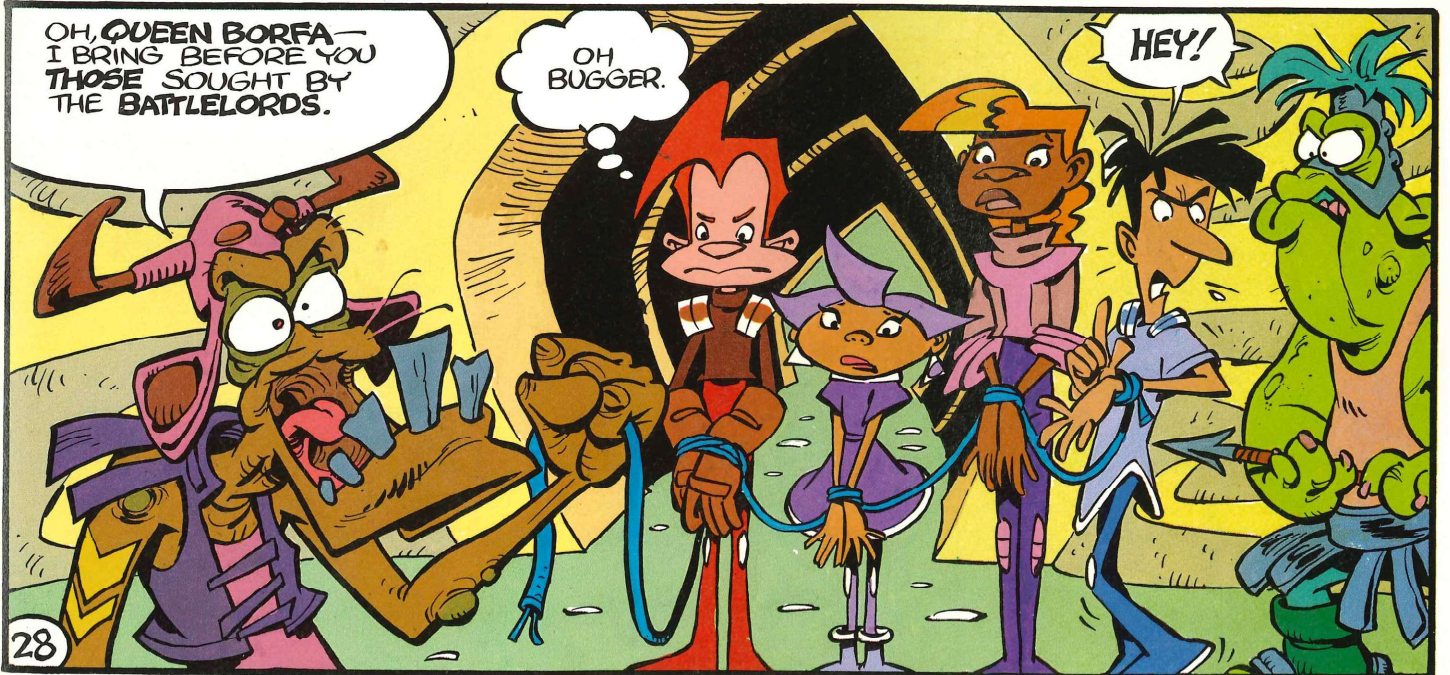
OKAY  
TWEETER—  
STOP NOW.

STOP  
TWEETER!



**SHUTUP!**

TRP.



OH, QUEEN BORFA—  
I BRING BEFORE YOU  
THOSE SOUGHT BY  
THE BATTLELORDS.

OH  
BUGGER.

HEY!



HEY HE'S  
KINDA  
CUTE.

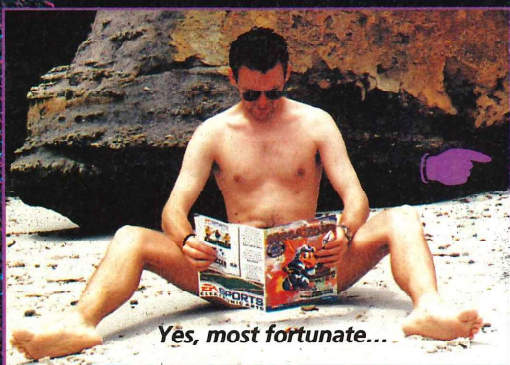
TO BE CONTINUED...

# DATEL

**It's been a busy month (again) but, like the troopers we are, we've managed to push out yet another issue of Megazone. You may not believe this, but producing the magazine isn't the be-all and end-all of our lives. Oh no, we know how to enjoy ourselves...**

*Did you do anything out of the ordinary this month then, Adam?*

I went to Byron Bay for a little break. I, er, 'forgot' my swimming trunks, and so 'got back to nature' on a secluded beach. Luckily I had a copy of Megazone with me...

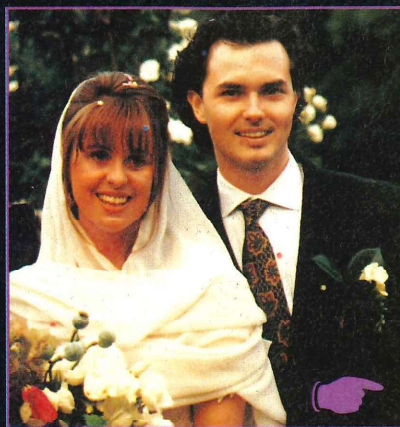
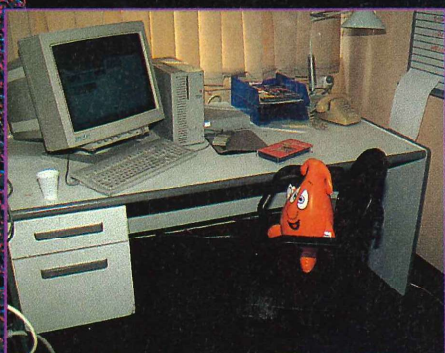


*Yes, most fortunate...*

*That just leaves you, Chris.*

I left to get a job designing pamphlets. See ya!

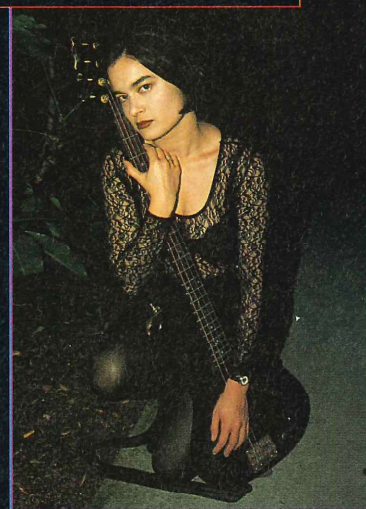
*Oh. Bye, then.*



*How about you, Duane?*

Let's see. I went shopping, went to the beach, bought some new shoes, went to my ballroom dancing class. There was something else... what was it now...? Ah yes, I got married.

*Blimey! Mind you, she's a looker. Phooaarr! Congratulations!*



*What did you get up to Sandra (that we can print)?*

I've decided that the rock 'n roll lifestyle is for me, so I've joined a new band. We're called Mandy and the Mucus Membranes, and we're playing down the Darlo on Friday night. See you there!

*Yes, ah... we'll be there. If we're not washing our hair, that is.*

## COMPETITION WINNERS

**W**e had a homungous response to our Datel competition in the October issue. Our chums at Kaylee Computing, who are Datel's Australian distributor, put a bunch of Pro CDXs and Universal Adaptors up for grabs.

We asked you to translate '*Hasta la vista, baby*' into English. The answer was, of course, 'See you later, baby.' The five lucky winners are:

Jeffrey Holt, Cobar, NSW; Ralf Camuglia, Greendale, VIC; Roland Dodd, The Caves, QLD; Dale Miller, Rooty Hill, NSW; Blake Shorter, Quakers Hill, NSW.

Well done, guys! Your prizes are on the way.

**MEGAZONE #36 IS ON SALE 26TH JANUARY\*. DON'T MISS IT, OR MANDY AND THE MUCUS MEMBRANES WILL MAKE A PERSONAL APPEARANCE IN YOUR LOUNGE ROOM.**

*\*Probably*

**COMING SOON**



**TO MEGADRIVE**



**EA SPORTS**  
ELECTRONIC ARTS



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**INTERNATIONAL**  
**SOCCER**

**16**  
**MEG**

**4**  
**WAY**  
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