

メガテック

SEPT 1992 £1.95

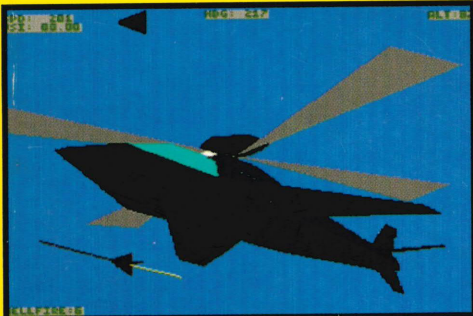


MEGA TECH

MEGADRIVE HYPER GAMING TECHNIQUE



**NUMBER 1
MEGADRIVE
MAG!**

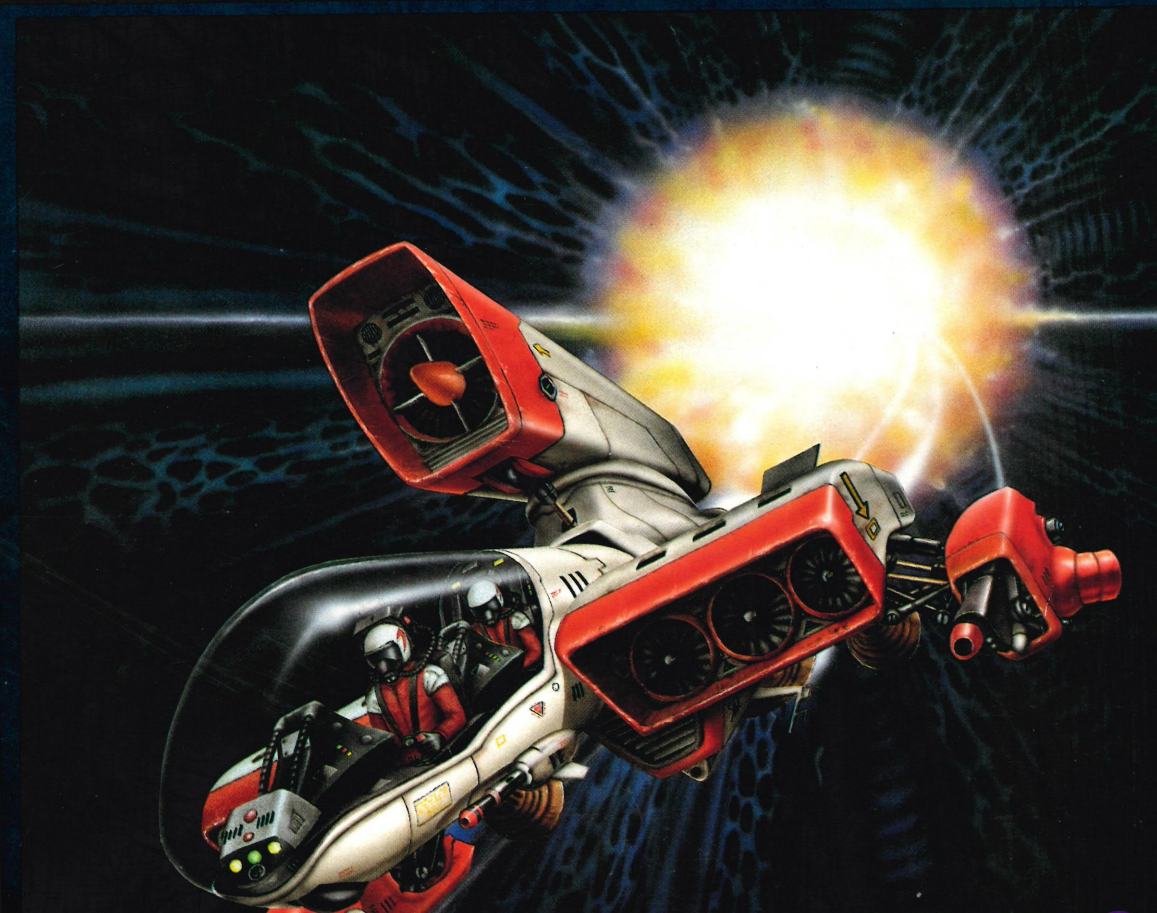


**LHX ATTACK CHOPPER
THE ULTIMATE FLIGHT SIM!**



**ALIEN 3 REVIEWED!
DEATH TO XENOMORPHS**

**TIPS
EXTRAVAGANZA!
20 PAGES OF CHEATS
HELLFIRE! TAZMANIA!
OLYMPIC GOLD!
AND MORE!**



**THUNDERFORCE IV!
WE REVIEW THE GREATEST MEGADRIVE
BLAST YET!**



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GEAR
WITH EA!**



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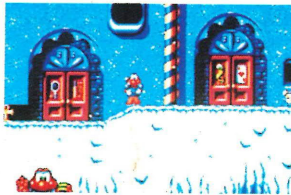
After all you need to be alerted to all the latest info on our best-selling, award winning MegaTitles like EA Hockey, Road Rash and Desert Strike.

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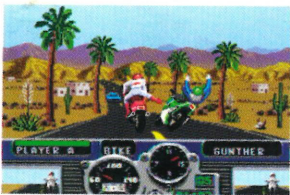
(Now there's an idea.)



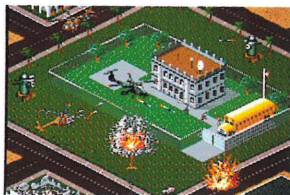
EA HOCKEY



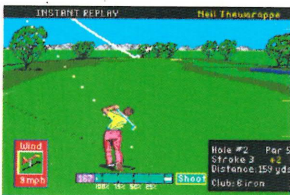
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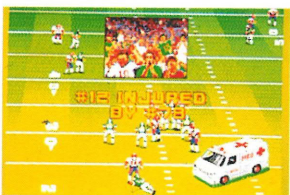
ROAD RASH



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F/22 INTERCEPTOR



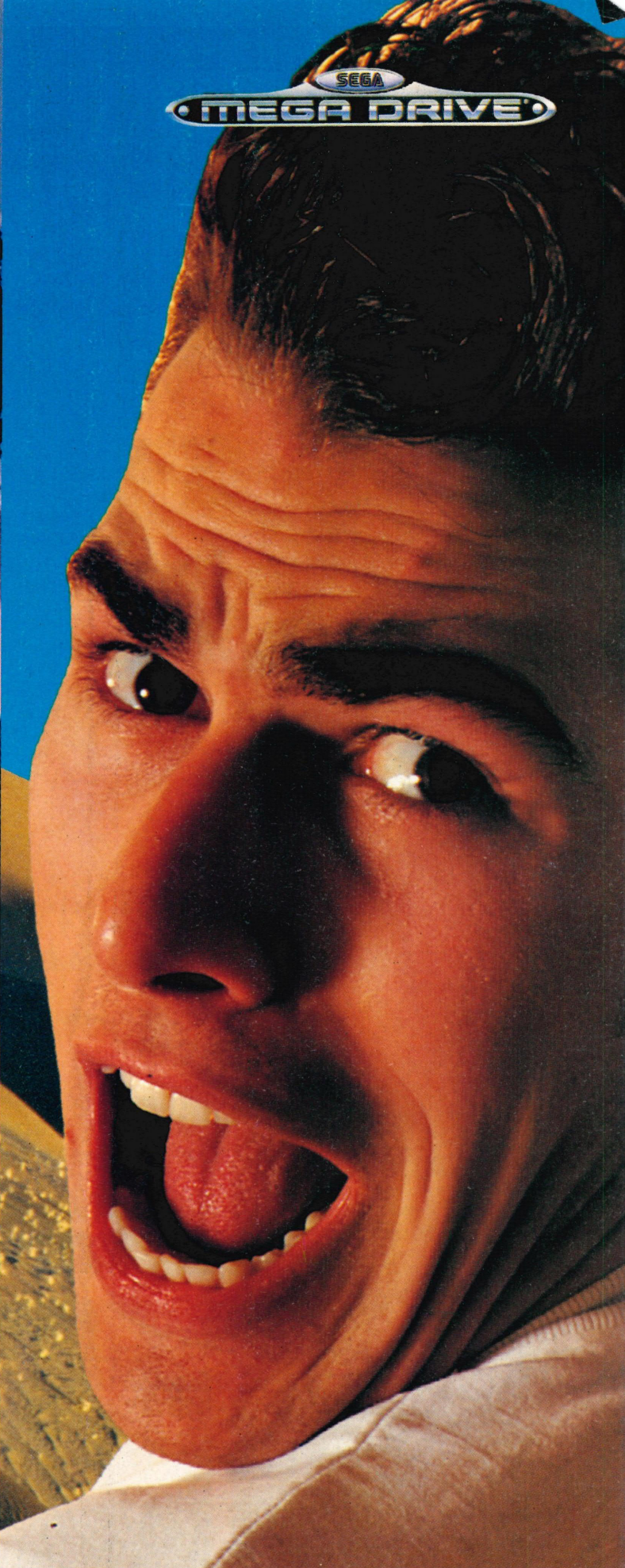
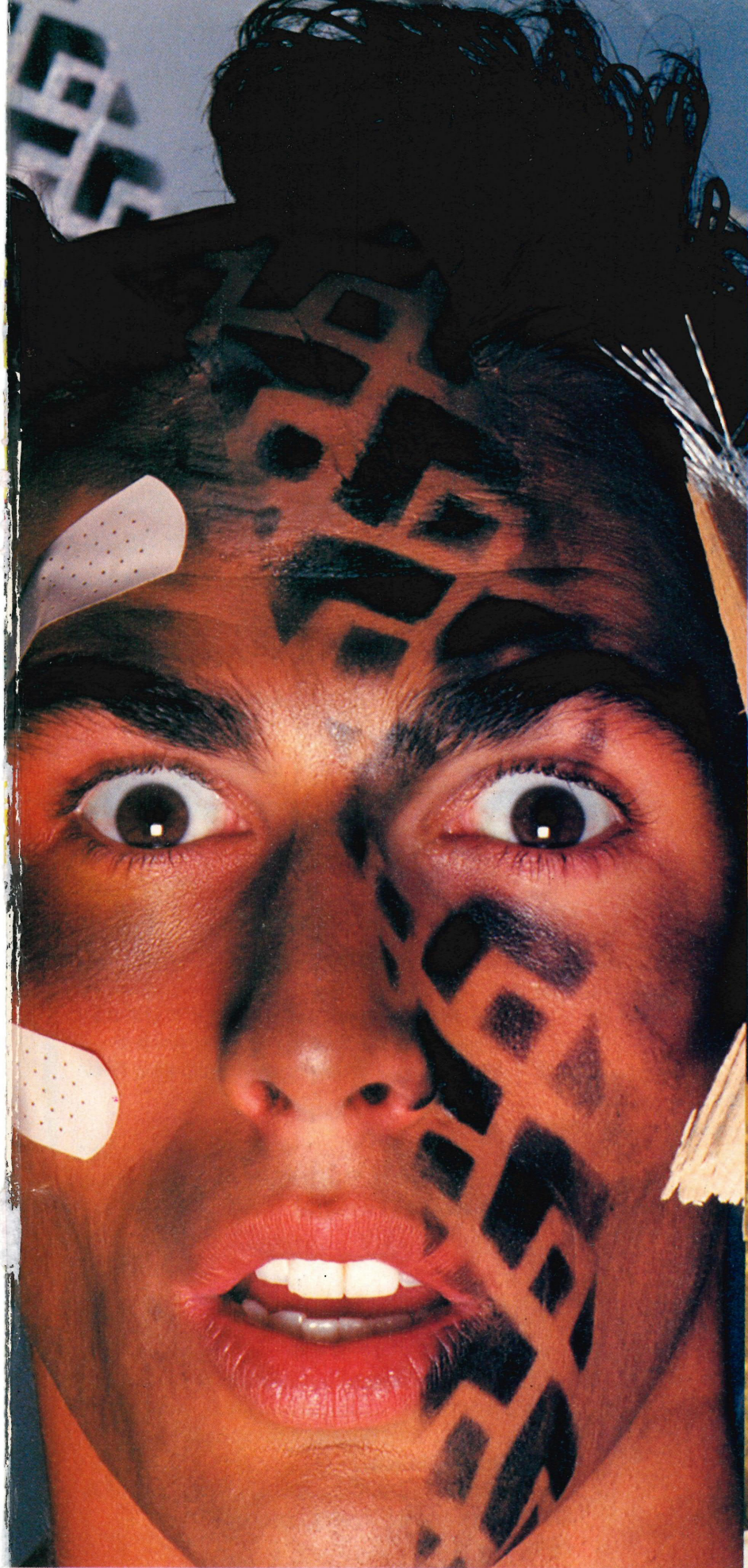
SHADOW OF THE BEAST

And watch out for these new hard-hitting Mega Titles, coming soon on EA: EASN World Basketball™ Twisted Flipper, Aquabatics. Where in the World is Carmen Sandiego™? Powermonger™ and LHX Attack Chopper.



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SEGA
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SEGA SPECIAL THANKS GOES TO
Kaizer at Cambridge Consoles (☎ 0223 211733) for his Thunderforce IV cartridge. You're a lovely man.

THANKS ALSO TO
Tony Takoushi at Sega Europe
Everyone else who's made this month go with a real swing.
You will be rewarded one day. Grrrr.

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Winners are typically announced in MegaTech two months after the issue containing the competition.

The editor's decision is final and no correspondence will be entered into.

If a prize is unavailable something of the same value will be offered. There will be no cash alternative.

COVER ILLUSTRATED BY STEVEN WINTER

CONTENTS

ISSUE NINE SEPTEMBER 1992

COVER STORY ● BY THUNDER!!!



The Megadrive blaster of the decade finally arrives in a blinding spray of laser fire, but how does it fare under the scrutiny of our targetting computers? Find out by winging your way to page 30.

NEWS & PREVIEW

MEGATECH NEWS6
All the latest from the world of Megadrive.
PREVIEW: ATOMIC RUNNER8
Arriving just too late for review, Data East's arcade conversion gets the preview treatment.
PREVIEW: GREEN DOG10
Sega bring you the tale of a surfing bloke on a platform quest for an Aztec surfboard. What fun!

TESTED: THE GAME GENIE12
We take a look at Hornby's gizmo which turns a crap player into a Megadrive super genius at the flick of a switch!
FUN AND ADVENTURE AT THE SEGA CHALLENGE14
Just who is the greatest Megadrive player in Europe?

REGULARS



● **MEGAMAIL16**
Questions, answers, complaints, blah, blah, blah.
● **GAMES INDEX76**
Games galore! The greatest Megadrive buyer's guide.
● **THE NEXT MONTH PAGE82**
What's the matter with you? Read this month's issue first!

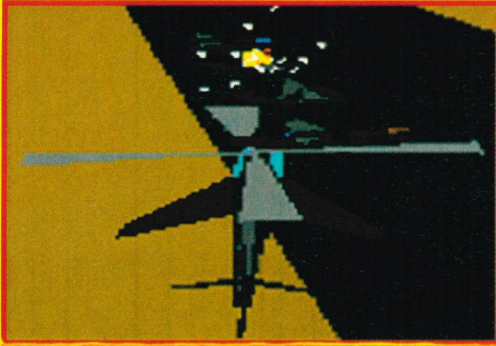
It's A FLIPPER THAT'S TWISTED ON PAGE 34.

CONTENTS



GAMES REVIEWED

PHOENIX ATTACK HOPPER
20
 A's secret hopper sim is unleashed. Does it whip enemy butt or just crash and burn?



TWISTED FLIPPER
34
 Crazy pinball shenanigans with the aid of Motley Crue and those madcap (woo hoo!) Electronic Arts boys!



ALIEN 3
 26
 They're back, and this time they're on the Megadrive. And boy, are they good!

GALAHAD38
 On the Amiga it was called Leander, and now us Megadrive owners can sample Arthurian action courtesy of Electronic Arts.

SUPER HYDLIDE
42
 You may be looking for an RPG, but are you looking for this one?

TIPS BONANZA!

- TECHNIQUE ZONE**46
 Man E Cheats, plus the missing Shining in the Darkness map!
- HYPER TECHNIQUE ZONE:**
- TAZ MANIA**48
 Want to know how to get infinite continues, or the easy way across the geysers, or even how to get through the mine car section? It's all here.
- HYPER TECHNIQUE ZONE:**
- REVENGE OF SHINOBI**.....50
 Psst. Looking for some hidden shurikens? We-e-e-ll, we might be able to see you right.
- HYPER TECHNIQUE ZONE:**
- BUCK ROGERS**.....54
 The solutions to the final levels and how to win in space battles, all described in graphic detail.
- HYPER TECHNIQUE ZONE:**
- HELLFIRE**60
 Beat the bosses with ease in our full player's guide.
- HYPER TECHNIQUE ZONE:**
- SPLATTERHOUSE 2**64
 Get the better of the gory fiends in this scary (woo-ooo!) splat 'em up!

WIN SOME MAJOR LEAGUE HI-FI WITH EA24

A hi-fi lover's dream, a pair of choice items from the Philips Collection, and you could win them, thanks to those generous souls at Electronic Arts!



Competition

CONTENTS



PROBE IN G-LOC REVELATION!

The word on the street is that Sega's conversion of the G-Loc coin-op is being programmed in sunny Croydon by Probe Software, the very same code-masters responsible for Terminator and the rather tasty Alien 3 (reviewed on page 26). So now you know. G-Loc fans will be pleased to hear that the finished cart will be out around November time.

MEGA-CD CLUB

An unofficial, free-to-join Mega-CD users club has been set up by Mega-CD technophile, Andy Bartlett. For your no-money, Andy will send you information-laden newsletter containing details of the latest releases and how to get the most out of your Mega-CD. To find out more you can write to the man Bartlett at 27, Hawks Lane, Wells, Somerset, BA5 3JU, but include a stamped, addressed envelope for Andy's words of wisdom.

COMING ON CD

And while we're on the subject, what's coming out for the Mega-CD in the near future anyhow? Your favourite importers should currently have stocks of Aisle Lord and Dark Wizard, both RPGs, playable in spite of their Japanese text. The latter title has a 40 minute-long cartoon intro(!), produced, we hear, by an ex-Thundercats animator (double '!').

Coming soon there's Sega's 3x3 Eyes, another role-player. Then we should have Yumini Mix by Game Arts, Super Gals Picnic by Kaneko and Shbaltz Lit by Kogago Studio. Your guess is as good as ours about that lot. Crying Dragon is an interesting-sounding shoot 'em up from the same folks who brought Megadrive fans Ultimate Tiger; and last, but not least, there's Visco's World Rally, which MegaTech reported on a couple of issues ago. Apparently it's been held back for further programming to make it even better than Thrash Rally on the Neo Geo! Kooer!

TOTALLY TUNE-TASTIC.

Imagine if you will, a CD library stacked full of all your favourite Megadrive tunes, sounds good? Well imagine no more, if you call Cambridge Consoles on 0223 211733 you can experience such classic hits as the soundtracks to Streets of Rage, Super Shinobi and more all in the comfort of your own home.

! NEWS COMING

Just for a change in the news pages here's a gallery of shots from games which should be seeking out your cartridge slot in the next couple of months. Watch out for more info in the next issues of MegaTech!

SONIC 2

Sega's forthcoming Sonic sequel is still on schedule for a November release, and while we all know that it co-stars a two-tailed fox (named Tails), the big(ish) question is, can the two characters be played simultaneously? Well it looks like the answer is yes! The two speedsters race along together, occasionally splitting up to negotiate intertwined parallel running courses. Exciting stuff, eh? More next month!



PHANTASY STAR IV

The epic roleplaying saga that is Phantasy Star will soon be reaching its fourth instalment. Programming has just begun on Phantasy star IV, so not a great deal is known about the game, although it is expected to follow the format of its predecessor, continuing the saga where the third part left off. The cartridge will have a battery game save and may well contain 16 Mbits of action—twice as much as Phantasy Star III! Don't hold your breath, though, as no date has been set for a playable version with English text.



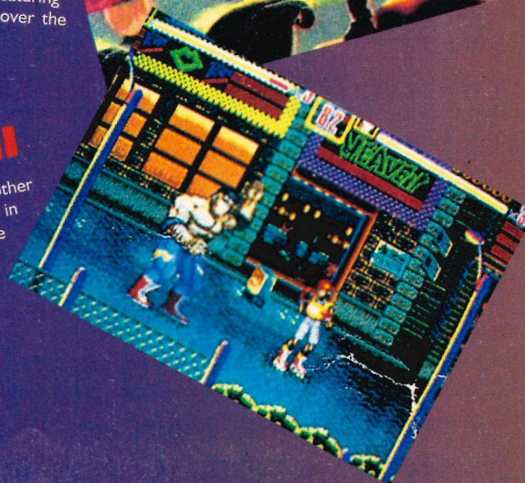
CASTLE OF ILLUSION II

He's back and this time he's brought his incoherent duck buddy. Here's a snap of Mickey Mouse's third Megadrive outing, World of Illusion, featuring Mickey and Donald which is due out all over the world in October. Can't wait!



STREETS OF RAGE II

We thought you'd appreciate a couple of pics of another game that is due to be due out by Christmas. Over in Japan it's Bare Knuckle II, but round this end of the planet it will of course be Streets of Rage II. Featuring larger sprites and meatier action than the original, this could be the Megadrive beat 'em up to end them all.



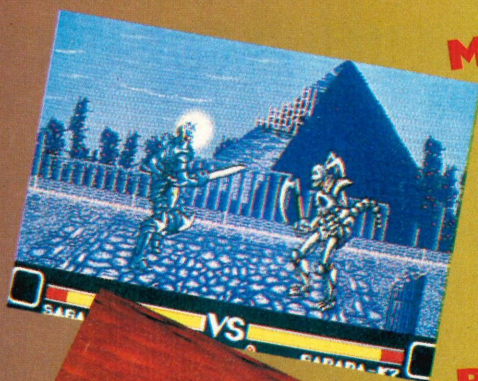


WRS

SOON!

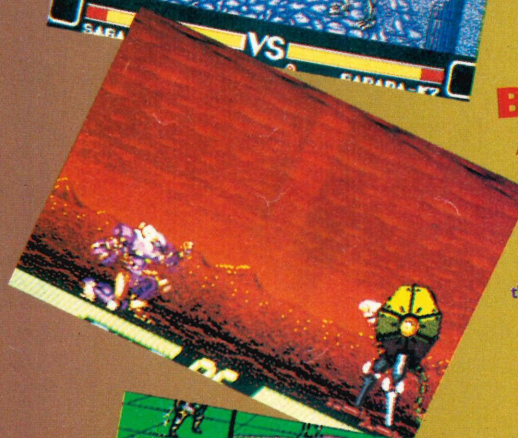
MAJIN SAGA

Feast your eyes on this mystery slash 'em up which features elements of Golden Axe and is soon to emerge on the 16 bit Sega market in Japan. It's name, roughly translated by the Paul Glancey School of Japanese, is Majin Saga, and you should be able to get one from the hands of your local importer in November.



BLACK HOLE ASSAULT

Remember Heavy Nova by Wolfteam? Well, the sequel, Black Hole Assault is about to grace the Mega CD in the far east. Still, if the first one is anything to go by, it's probably not worth bothering with, unless they've learnt by their mistakes that is...



RBI BASEBALL 4

Baseball fans! Coming soon on import is Sega's Sportstalk Baseball (a follow-on from Joe Montana's Sportstalk Football), and after that there's RBI Baseball 4 which is, well, it's the fourth in Tengen's RBI (which stands for Runs Batted In, fact fans) series.



GAUNTLET

As reported last month, Tengen are bringing out a conversion of that old Atari classic, Gauntlet, and here's a glimpse of how well the hugely successful sword and sorcery smash is being converted. Expect the finished article in November.



WWF DOUBLE WHOOPS UP

It seems there may have been some misunderstanding about last month's WWF fiasco cover story non-event blame-claim. To recap, we were unable to preview Acclaim's official slapfest because there's not much game to see yet. That's not to say that the game isn't coming out on Megadrive at all, though. Latest rumours have it coming out sometime in autumn, so put away your body oil and leotards till then.

VIRGIN DELAYS

We've had a few calls from punters wondering where Virgin's Megadrive titles have got to. Alas, Virgin have had to put some release dates back, so Terminator is now out in September, Speedball in October and Xenon II and Corporation in November. Expect new releases Superman and Mega-lo-Mania in December.

COMPETITION WINNERS

THE STONE COLD SOBER SEGA GIVEAWAY

The answers were 1. A, 2. A, 3. B and 4. A, and the lucky winners are; Loretta Chegwidde, Simon Baker-Smith, Mark Walters, John Parker, Peter Clarke, Katie Ashy, Stephen Jones, Carl White, Danny McNeil, Colin Stephenson, Daniel Guiney, Matthew Brechin, Tara Johnson, Jann Beresford, Tim Allen, I Selway, James Bloom, Jason Cooper, Gareth Rhys Howells and finally Roy Croft.

THE HARDWARE HORDE

Jonathan Watkins, Daniel Wickes and Tony Goodfellow. Runners up being Paul Kirkson, Jamie Edwards, David Garles, Mandy McPherson and Rami Hunter.

JULY SPOT THE SHOT

The shot was from 688 Attack Sub and the winners are: G T Banks, Simon Blackman, Andre Vanderputt, Matthew Wright, Robin Norton, Matthew Payne, Andrew Lam, Nicholas O'Connor, Thomas Hammersley, D Newell and Stephen May.

Sorry, Outrageous Sega Add-on entrants, but we haven't had a chance to organise the winning entries but we promise we'll print the list of winners next month. If you haven't received a Sega Chair by then, you haven't won.



MT 9
STATUS:

PREVIEW ATOMIC RUNNER

PUBLISHER
DATA EAST

PRICE
IMPORT

FORMAT
8M-BIT ROM

DEVELOPERS
DATA EAST

RELEASE DATE
OUT NOW

It's been a tight month for games to review, so it

was no surprise when, in typical Sod's Law fashion, an imported copy of Atomic Runner found its way to us just when we didn't have any review space left. So all we can do is whet your appetites for the full treatment next month.



The game is a conversion of an old Data East coin-op (circa 1988) which is set in the future, after a rather rough day when alien spacecraft have crash-landed on Earth and the occupants are taking thousands of earthlings prisoner. Luckily, Chelnov, the Atomic Runner of the title, was hiding out in his dad's secret laboratory where he was testing an ancient Egyptian atomic suit, and it looks like he, with the aid of his nuclear clothing, is the only one who can save the world.

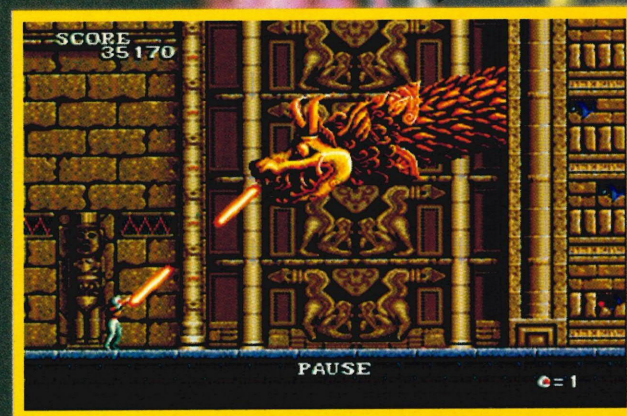
After escaping from his atomic recharging cell, Chelnov's off and running, as only an Atomic Runner can run, into the jaws of death and a fair few nasty alien bases which have been set up around the world. The suit comes with integral laser cuffs, so Chelnov is well able to defend himself against any roaming robots and slimy alien creatures he comes across, and it also improves his leg power so he can perform vast somersault jumps over the sort of spike-lined which always feature in this sort of game.

As you can see from the pics, Atomic Runner's sprites may be a bit weedy, but the background graphics are sma-a-art and after a brief play we can say that the game is quite good fun to play, if a little fiddly to control. Tune in next time for more in depth info.

Thanks to Shekhana (071 6314627 or 081 889 9412) for the loan of the Atomic Runner cartridge.



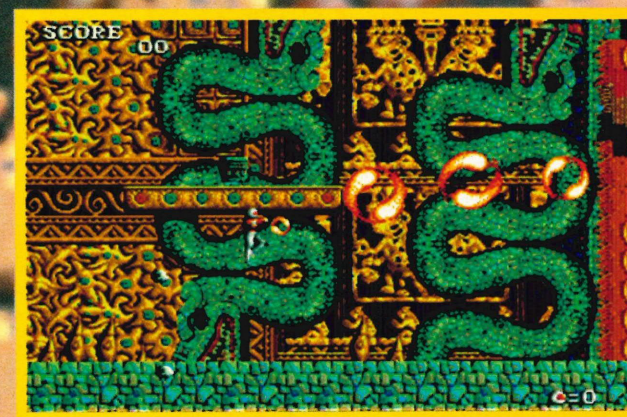
▲ Cruising the streets of New York, armed with... arms.



▲ Chelnov battles one of the end-of-level bosses.



▲ Shoot away the pillars that support the machines.



▲ Fireballs are one of the many power-ups.

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* The competition winners are picked every two months. Winners notified by post.

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MT 9
STATUS:

PREVIEW

GREENDOG

PUBLISHER

SEGA

PRICE

£39.99

FORMAT

4M-BIT ROM

DEVELOPERS

INTERACTIVE DESIGNS

RELEASE DATE

SEPTEMBER 1992

Before Sonic II hits town in November, Sega have a few more new carts up their sleeves, among them Greendog. It doesn't, as the title suggests, feature an ozone-friendly canine, and is actually a platform adventure based on a board game which apparently became a bit of a cult hit in the USA. The board game, created by Ric Green, required the players to surf their way around the world, and to a certain extent, the objective in Sega's game is pretty similar, with plenty of exotic locations, but very little in the way of surfing.

GREENDOG



▲ The quest begins!

MASSIVE BUMMER!

The eponymous Greendog is actually a Californian beach-bum whose only major claims to fame are an incredible hairstyle (although, in California, that doesn't really count as a claim to fame) and his incredible surfing skill.

Today, however, his incredible surfing skill has landed him in trouble. A massive wave has beached him, and when he comes to his senses he finds his neck has somehow acquired a medallion. Not wanting to be seen sporting a medallion (which went out of fashion in the Seventies never to return, even to California), Mr Dog attempts to remove it, but to no avail!

It seems this is some form of magic medallion which wants to be reunited with an ancient Aztec treasure hidden somewhere in the Caribbean (boy, that was a big wave!). Luckily, the back of the medallion indicates that Greendog has to visit six islands, Curacao, Jamaica, Saba, Grenada, Mustique and St Vincent to find the treasure which turns out to be bits of an magical Aztec surfboard.

BOGUS!

Ordinarily, Greendog would just surf his way around the islands, but the medallion has somehow sapped his surfing skills, and it looks like he'll have to walk most of the way around the jungles, across the beaches, over the waterfalls and through the giant fish tanks. And everywhere's crawling with hostile wildlife and natives! Luckily for his feet, Greendog does occasionally come across an alternative means of transport. For instance, in Mustique, Greendog has to get through a spike-packed level on a skateboard, and in Jamaica, there's a beach to be crossed on roller skates!

During a sort of between-islands bonus game, Green pedals his way over the ocean on a flycycle (that's a sort of leg-powered helicopter). The flycycle is fitted with an extending boxing glove which comes in handy for knocking belligerent birds out of the air, thus making it safer to catch the bonus goodies which come parachuting out of the sky.

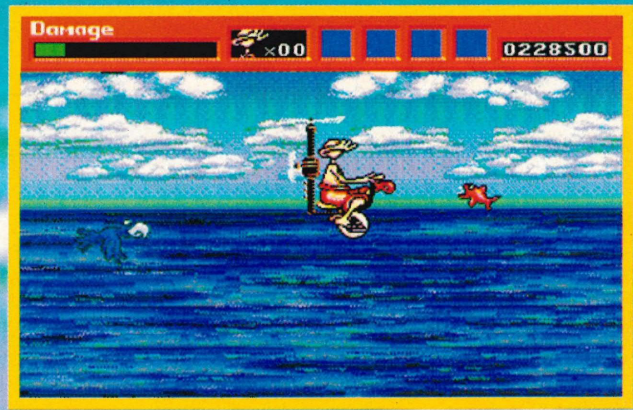


▲ The pendant that causes Green Dog all his problems.

GREENDOG PREVIEW



▲ The slightest contact with almost any wildlife spells trouble for our axe-allergic non-surfing hero.



▲ The flycycle, the only way to travel, we don't think.



▲ Green Dog comes off the worst after a run-in with a



▲ Skateboarding through a hazard-filled Aztec temple



▲ Dog hits the ramps of extra height.



▲ The dog is one of the few friendly animals.

COOL!

Throughout the game Green Dog can notch up points by smacking the scenery with the frisbee he always keeps in his back pocket. This uncovers hidden junk food, which has no nutritional value, but is worth a couple of hundred points per morsel. There are also some more tasty goods which aid Green Dog's quest, such as umbrella hats which provide temporary invincibility and a new smart frisbee which hunts out its own targets.

LATER!

Sega are certainly putting a lot of effort into their games' graphics these days (witness Taz Mania), and Green Dog is no exception to the trend. Smart sprites, ace animation and piles of parallax scrolling ensnared the eyes of your Green Dog previewer, and the music isn't bad neither not, no sir, it ain't.

But, 'Will the gameplay match the audios and visuals?' is the real question, and the answer to that will have to wait till next time when we'll be examining the finished article in full review-type form. Can't wait can you?



▲ A blond Tarzan in flared shorts.



GAME GENIE
FROM: CODEMASTERS
/HORNBY
PRICE: £44.99
OUT : NOVEMBER



Face it. You're stuck in a game. You don't know any cheats. Your friends aren't any help and just laugh at your game-playing inadequacies. What you need is a gadget that'll give you infinite lives, let you zap your way out of that infernal thirteenth wave, or miss that level entirely. What you need is the Game Genie.

GAME GENIUSES

Another example of fine Tommy console engineering, the Game Genie was developed by Oxford-based software company, the Code Masters, better known over here for 8-bit budget computer games than Megadrive products. Like Datel's Action Replay Pro (reviewed in MT7) the Game Genie is a cartridge which sits between the Megadrive and the game cartridge, and allows the player to alter the actual game program to provide infinite lives or whatever, to make the game easier or more interesting to play.

The Game Genie was originally developed to work with the Nintendo Entertainment System. When toy giants Galoob released the Nintendo version in the USA it sold like hot muffins and currently accounts for 50% of all video accessory sales in the USA. At first, Nintendo objected to the Game Genie because it altered games programs which were, copyright-wise, the property of Nintendo Corp. The objection went to court, but the verdict went in favour of the Genie. There were no such problems when Hornby Hobbies decided they wanted to release a Megadrive version, and Sega have actually given it their official Seal of Quality!

HOW IT WORKS

The Game Genie changes the way a game plays by altering the way the Megadrive reads the game program which sits in the cartridge. This causes no actual damage to the cartridge as all the modifications are forgotten when the Megadrive is switched off. Thus you can tailor a game so you have infinite lives, start on a particular level or perhaps outfit you with all the power-ups.

MORE GOODIES

On the other hand you can always make the game a tougher by speeding up nasties, reducing the amount of time you're given to complete levels or giving yourself less lives.

When the Megadrive is switched on with the Game Genie and a game in place, a code screen appears. To perform the actual game adjustments you use the joystick to enter up to five eight-character codes (the manual which comes with the Genie contains numerous codes for over 80 Megadrive games), then press START to get the game going. Once the title screen has appeared, just flick up the Effects switch on the Genie and you're modifications should be activated!



▲ Many games have level select cheats, and Sonic features a code for just about everything.

INFINITE LIVES

▼ You can enter up to five codes at a time.



PRODUCT TEST

MORE FIREPOWER



CODE BREAKING

The codes in the manual are quite exhaustive (those listed for Star Control change amongst other things, weapon power, fuel regeneration speed, the number of planets and the effect of gravity) but it's always fun to tinker with a game and discover your own cheats.

Finding new Game Genie codes is a matter of trial and error, though. The manual suggests entering equivalent codes from other games, then either swapping the sixth digit in the code for one of seven other characters, or replacing the first and second digits. If you try the second method, the first digit can be any one of 36 alternative characters (the alphabet plus 0-9), while the second can be any one of seven, so that's a total of 252 possible permutations. When you consider that you need to play the game each time to test your new code, you can imagine that working out your own codes is a lengthy process.

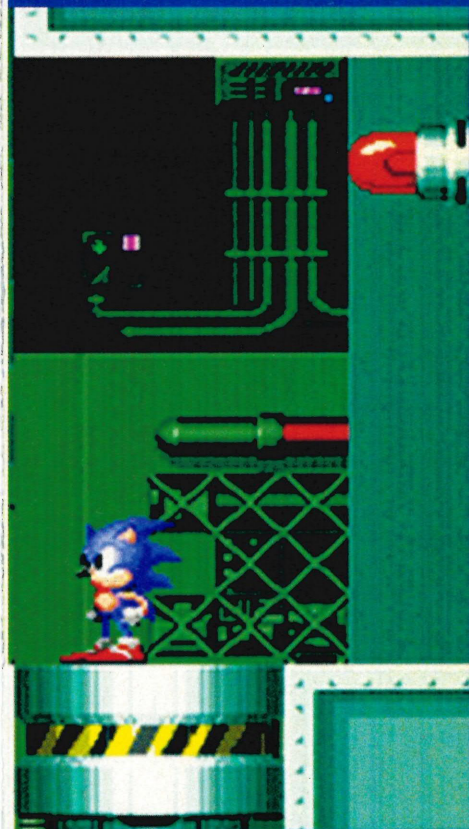
Replay Pro, lets the player work out his cheats very quickly and easily via the very useful Trainer mode which is built into the cartridge. It's not as easy to do the same with the Game Genie so you really need to rely on getting your codes from other sources, but it is rather more versatile in the range of modifications you can make, which might account for the higher price tag.

If it's infinite lives you're after, the Replay is probably your best bet. But if you want to revitalise games which have long gone stale, check out the Genie.

GREATER FLEXIBILITY

GAME GENIE

PRODUCT TEST



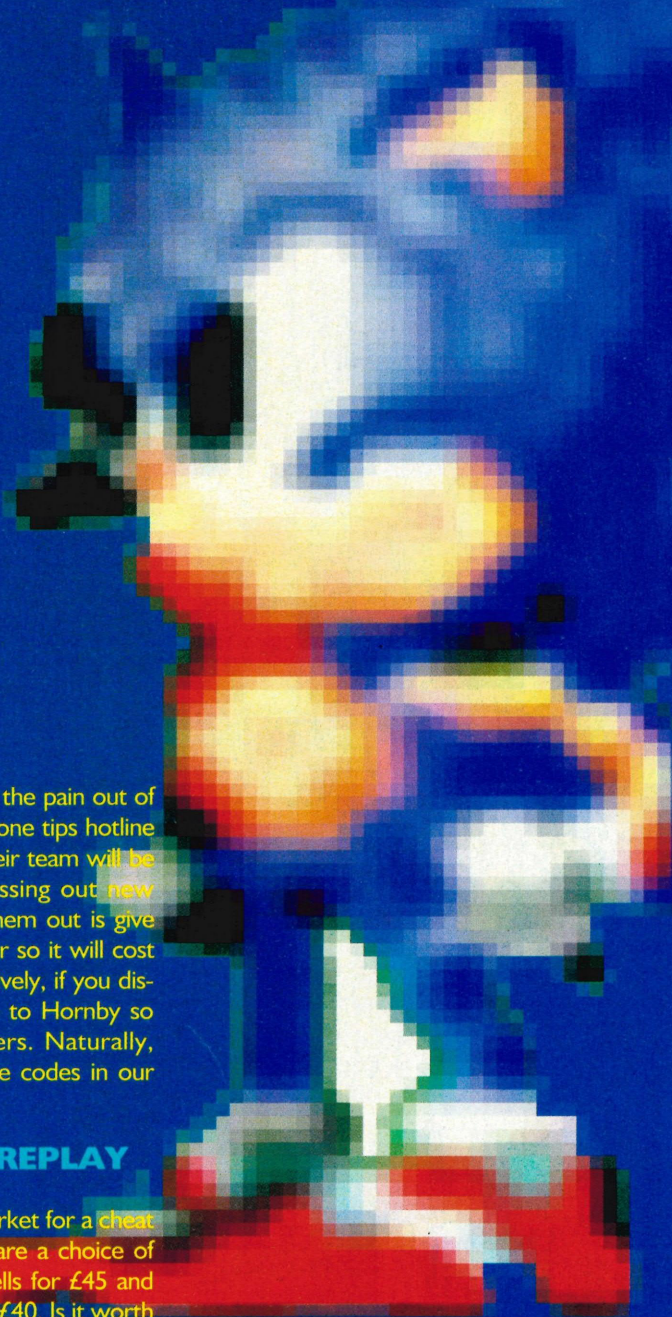
HELPING HANDS

Fortunately, Hornby have taken most of the pain out of finding new codes by setting up a telephone tips hotline to coincide with the Genie's release. Their team will be working away on the latest games sussing out new codes, and all you have to do to find them out is give them a call. It isn't even an 0898 number so it will cost the same price as a normal call. Alternatively, if you discover any codes you can pass them on to Hornby so they can help other Game Genie users. Naturally, MegaTech will be featuring Game Genie codes in our Technique Zone pages.

GAME GENIE vs ACTION REPLAY PRO

'So,' you're thinking, 'here I am in the market for a cheat cartridge for my Megadrive, and there are a choice of two, to wit, the Game Genie which sells for £45 and the Action Replay Pro which will run me £40. Is it worth paying the extra fiver, or not?'

The answer to this question is, 'Possibly'. The Action





Hola, can you hear me London? In true Euro '92 spirit the Sega European

Championship brought nine competitors from all over the continent to the swish Roof Gardens in Kensington to battle it out for the prestigious title of Euro Games Champ '92. And, funnily enough, MegaTech were there to see how the UK's hopeful got on.

The Katie Boyle of the event was Motor Mouth's very own Andy Crane who commentated throughout the event with the assistance of Julian Clary who was in attendance to shoot lewd one-liners over the heads of the under-18s and foreign contestants, the majority of which had a grasp of English which barely extended to 'Gud Mornink' let alone full-blown innuendo.



HAIL OUR BRAVE TOMMY HERO

NAME: Karl Roberts
AGE: 15
COUNTRY: UK
FAVE GAME: Road Rash

Hailing from Port Talbot in Wales (although we won't hold that against him, mainly because he's a karate black belt and has won the British Championship twice), he didn't actually win the UK final, but made it through by default after reigning champion, Daniel Curly, was excluded on account of him being a full-time games tester for developers Tiertex.

HIS OPPONENTS

NAME: Reza Abdolali
AGE: 20
COUNTRY: Germany
FAVE GAME: Sonic

NAME: Abel Vascunana
AGE: 15
COUNTRY: Spain
FAVE GAME: Sonic

NAME: Fabrice Menache
AGE: 17
COUNTRY: France
FAVE GAME: Super Monaco

NAME: Andreas Matt
AGE: 16
COUNTRY: Austria
FAV GAME: Lots

NAME: Frederick Mues
AGE: 15
COUNTRY: Belgium
FAV GAME: Streets Of Rage

NAME: Ricardo Joao
AGE: 15
COUNTRY: Portugal
FAV GAME: Sonic

NAME: Daniel Hemgren
AGE: 16
COUNTRY: Sweden
FAV GAME: Whatever he can get his hands on.

NAME: Patrick Antic
AGE: 17
COUNTRY: Switzerland
FAV GAME: Phantasy Star 2



THE RULES

The rules seemed quite simple. Play five games and points were earned for coming in third, second and first places and the one with the most wins! Couldn't have been easier. Well, as it turned out, it could've been.

GAME ONE: SONIC THE HEDGEHOG

The first game of the tournament was, shock-horror, Sonic The Hedgehog. With the help of the level-select cheat, the contestants where transported to the Marble Zone Act three to begin their quest for Euro-games dominance. With ten minutes to rack up as large a score as possible the rather tense participants got to grips with the pressure, while Clary explored the near-limitless double entendres thrown up by a game where collecting 'rings' is a key element. On the whole the scoring was good, bar a dire effort which barely topped four figures, from a contestant who'll remain nameless, except to say the name of the country they represented begins with an 'S' and ends in 'Weden'.



Coming in first with a respectable 46,000, was the French connection Fabrice, but could he repeat his winning performance in the next game, Road Rash?

GAME TWO: ROAD RASH

Again many opportunities were supplied for Messrs Crane and Clary to go on out about road rash being something you catch in a toilet at a truck stop. The object of this event was to finish the course in the shortest time possible. Owing to a chronic oversight on behalf of Sega, this event was time-limited to five minutes, which the Swedish contestant, trying to forget about his shambolic first round, pointed out would mean that, while being very Euro-democratic, all the contestants would finish at the same time, thus coming equal first and last. This was remedied by a sudden change in the rules so that the winner would be the one with the most miles covered at the end of the time.

The Swedish player proved being a clever dick doesn't pay as first place went to the side-burned German contestant Reza Abdolali. Next up was the secret, straight-from-Japan-honest-guv mystery game...(pause for effect)

GAME THREE: GREENDOG

The contestants had already been introduced to Green Dog and his frisbee-hurling abilities, and it was now down to them to rack up as large a score as possible in five minutes. By now Andy Crane was running low on orange juice and material and Julian Clary wandered off to embarrass members of the assembled media and Sega people with yet more of his particular brand of humour.

In the end the round was won by Andreas Matt, and, with the Austrian camp in a state of rapture it was on to the penultimate game – Olympic Challenge.

GAME FOUR: OLYMPIC GOLD

Rather than play the full Olympics the contestants were told to stop on reaching the diving, with the winner being the one with the highest score, easy innit? Well Mr Sweden got himself into all sorts of trouble at a very early stage and having six feet and two inches of leather-clad Clary dangling over him couldn't have helped. There were many fallers, and many interesting techniques employed, until all participants had finished their events and our brave Brit, Karl Roberts, was declared Megadrive Olympic champion.

FINAL GAME: MOONWALKER

A hush fell over the crowd as the Euro-hopefuls cracked their knuckles for the final test, Moonwalker. Again they had five minutes to score as highly as possible. This time our Swedish anti-hero could sit back and watch the Belgium player get into trouble while he stalwartly rescued kids and danced on his toes. Once more Reza Abdolali took the final event, and all that was left was to tot up who'd won what and announce the winner as...

Reza Abdolali! Who claimed the title of European Games-player Of the Year, collected a neat gold(style) trophy, a clutch of t-shirts and things to pin and stick to his jacket and Europe's first official Mega-CD. Mega-congrats and commiserations to Karl who put up a brave challenge.

ONWARD TO JACKO!

Then it was all off to see Michael Jackson at Wembley, with a nosh-up in the executive gallery and top-notch seats where we could look down on the low-notch standing arrangements with an arrogant smile, assured of a lift-home and freebie program.

And as if that wasn't enough, all the contestants were flown off to Barcelona the next day to see if their fellow countrymen could do any better in that slightly less prestigious event, the Olympic Games. And who said playing Megadrive games would never get you anywhere in life?





MEGA MAIL

MEGAMAIL



Quite a packed sack of letters this month, so we'll cut the waffle at the start of the MegaMail and tell you to send in those Megadrive-type letters to the editor at *MegaMail, MegaTech, Friary Court, 30-32 Farrington Lane, London, EC1R 3AU*. The best letter of the month gets a stylish MegaTech T-shirt to adorn his body, and if that's not worth writing in for, well, what is?



WINNER

MEGAMAIL T-SHIRT

SONIC WINTER STAGE FINALLY EXPLAINED!

Dear MegaTech,
I think that everyone who writes in saying that they have found or heard of a winter level on Sonic have all got the wrong end of the stick. Joe Hollingsworth who said he had heard of a winter level on Sonic and wanted to know how to get there must have been told by someone with a copy of an American magazine called Electronic Gaming Monthly. They did a bit of trick photography with Sonic and the background of Strider when Hiryu is running down that mountain, just before the bit where he jumps on the spaceship. But I have to admit it does look good and I was fooled by it for a while.

JAMES ANGUS, HALSALL

Well, thank you James for clearing that up, and thanks also to James Davies of Portland for sending in the same picture. Those EGM boys are such comedians, though. Did you know they printed another joke picture of Street Fighter II and a load of phony information about the Sheng Long character which had hundreds of Mean Machines readers ringing their office? Anyway, a T-shirt to each of you for your diligent research.

RPG ON CD

Dear MegaTech,
Since I bought my Megadrive last Christmas I have been astonished to see a scarcity of RPGs available on the Megadrive. I have had experience on the ST and Amiga and thoroughly enjoyed games such as Battletech, Mechwarrior and the Ultima series. They were so good I was looking forward to them appearing on the Megadrive, since Electronic Arts had the rights to convert games like Buck Rogers and Warriors of the Eternal Sun, I presumed they'd do the same for the games I mentioned earlier. So I would like to know whether there are any plans to convert these marvellous games to Megadrive?

WAYNE PEACOCK, STOCKPORT

There are no plans to convert the Battletech games on to Megadrive, but you'll be pleased to hear that the latest Ultima game (Ultima VII) is being developed by Origin on the Mega-CD. In fact, if you're an RPG fan, it looks like the Mega-CD will be an essential accessory as a lot of excellent American PC RPGs will be coming out on disc very soon.

BURNING QUESTION

Dear MegaTech,
My Megadrive gets quite hot after a couple of hours play. Is this normal or is my Megadrive sick? Please could you answer this as I'm losing sleep over the thought of having to blow the cob-webs off my NES.

Also: "Rolling Thunder 2 is only available on SCART-format." I'm afraid you've been misinformed. Rolling Thunder 2 has been available on PAL for at least a couple of months if not longer. Apparently only the early copies of RT2 were SCART, and they are now all PAL. Lastly, do you know of any plans to release NARC on the Megadrive?

Thanks a million and keep up the good work on this outstanding mag.

S CAVE, ILFORD

Unless it gets too hot to touch I wouldn't worry too much about your Megadrive. Like most electrical appliances the internals of the Megadrive heat up after they've been going for a while, but make sure that you are using the 9V or 10V mains adaptor which came with the Megadrive and keep the machine off the carpet (dust in the circuits doesn't help) and out of direct sunlight and you should be all right.

As for Rolling Thunder 2, okay, I admit you're right. It seems if you want a version of RT2 to work on a non-japanese, non-SCART machine you can



buy an imported Genesis version.

There's no sign of a Megadrive version of NARC as yet, I'm afear'd.

THAT LEMMINGS/TAZMANIA A QUESTION

Dear MegaTech,
I am hoping to buy a new game this year. I am going to buy Lemmings or Taz Mania but I can't decide which game to buy. Could you help me choose?

I was also wondering if the arcade game DD Crew was coming out on the Megadrive, and if so, when?

I think MegaTech is amazing and I look forward to receiving it every month.

ADAM WOOD, CREWE

Well, if you only get one game a year, Adam, I'd advise you not to get Taz Mania, because you'll have finished that in a week and you'll twiddling your thumbs until Christmas. Lemmings seems to have been held up at the licence-signing stage, which explains why we still haven't had it in for review (harumph!). You might think that DD Crew, being a Sega coin-op, would be ripe for converting to Megadrive, but no. It's not on the release schedule. If it turns up unexpectedly, be assured we'll let you know.

ARE SEGA CONNING THE KIDS?

Dear MegaTech,
We all know how easy a lot of the games are for the Sega Megadrive (eg, Sonic, Golden Axe, etc). I was wondering why this is. Is it because the programmers are themselves very poor players and so set the toughness of the game to their low standard? Or is it a more sinister plan? Is it because they are clever marketing people who make games easy so that we, the customers, complete their games quicker and hence buy games at a faster rate (which makes their wallets thicker)? I was wondering what you thought.

Also, since you at MegaTech have played a lot more games than I have, do you think games these days are generally getting tougher?

PETER MALLON, NEWRY

PS Your magazine is essential for Megadrive players-please keep it up!

Obviously the abilities of Megadrive players ranges widely and Megadrive games are programmed to cater for the widest possible audience, but it is a shame that some people don't get their money's worth out of games they've spent £40 on by starting, and quickly finishing, the game on the easiest skill setting. I don't think Sega have an active conspiracy to try to con punters out of their money, but the situation is obviously getting some Megadrive players down. Perhaps the best advice is to always start a game on the normal or mid-range difficulty setting, and take it from there rather than switching it straight to easy. One wonders whether Sega have some comment to make?

HOT PURSUIT

Dear MegaTech,
I have had every issue of MegaTech and I think they're brill.

Do you know if the arcade hits Chase HQ and Special Criminal Investigation will be coming out on the Megadrive and if so, when?

And I can't seem to find OutRun Europa anywhere. Please can you tell me where to get it from and if it's any good?

JAMES BELL, RUGSELY

SCI is out in Japan in October, but OutRun Europa won't be in the shops for ages yet, so it's not surprising that you can't find. Nor should you be surprised when I tell you that I don't know if it's any good or not because I haven't seen it.

IN ASTERIX

Dear MegaTech,
I am a Megadrive owner and I enjoy playing Asterix in the arcades.

A friend of mine has Asterix on his Master System, but I would like to know if and when Asterix is coming out on the Megadrive.

RORY HANBLY, PARNHAM

There's no news of a Megadrive version of Master System Asterix, and a conversion of the Konami coin-op seems unlikely, as Konami are concentrating solely on Nintendo products at the mo'. You could always buy a Power Base Converter if you're that keen on the MS version, though.

CDI-WHAT'S ALL THIS, THEN?

Dear MegaTech,
Like many people I am looking forward to the official release of the Sega Mega-CD in November. Now though, with several companies producing CD players that can handle sound and graphics, a few questions about Sega's CD player come to mind. Firstly, is the Mega-CD CDI? This would seem to be the logo that the companies have adopted denoting that it is interactive CD. During all the hype for the Mega-CD this has not been mentioned. Games are obviously interactive but is there likely to be any forthcoming software that will explore CDI more fully?

Secondly, an interesting development with CDI is Photo-CD, a system developed in conjunction with Kodak where up to 100 photos can be transferred from undeveloped film on to a single disc. You can then manipulate your photos in various ways. Designated Photo-CD centres are due to appear in the High Street in Autumn '92. Do you know if the Mega-CD will be able to display Photo-CDs?

Finally, are Sega missing the boat? Other companies have their products available for sale now, even before a substantial software base (of any significant quality) has been established. Yet Sega insist on making the British public wait, thus losing customers to other CDI manufacturers. Have they also underestimated CDI and perhaps designed a machine that is not powerful enough to compete both technically and in the market place?

Basically, what I am asking is would I be better spending my money on a proper CDI product than Sega's "toy"? I would be grateful for your opinions and perhaps we could even see some sort of comparison of systems as a feature in the magazine?

PETER CLARKE, BIRMINGHAM

Personally, I think it would be a great idea to run a comparative feature between the Philips CDI and the Mega-CD, because it would give me a chance to get one in the office and play it all day.

I'm afraid I'm not particularly au fait with all the features of the CDI (so I'll probably have someone from Philips ringing me up when they read this), but I'll do my best to answer your questions. If you're asking whether CDI is a software standard which allows games to work on all interactive CD systems, the answer is no, Mega-CD programs will not work on a Philips CDI. Also, while the Philips machine does read Kodak Photo-CDs, the Mega-CD doesn't.

The other difference between the CDI and the Mega-CD is that, at the moment at least, they seem to be aimed at different audiences. Philips CDI seems to have been designed primarily as a sort of family multimedia entertainment system and so the bulk of the software at the moment consists of interactive stories for children, educational packages, music encyclopedia programs and a few games. There is talk of Nintendo eventually releasing games for the CDI, but really the machine is not meant to be solely a games machine.

You might be right to say that the Mega-CD is a toy CD system, because it is designed to be used for playing games. That doesn't mean it doesn't have the scope to handle anything more serious, though; it's a toy, but it's a very powerful toy, and we'll just have to wait and see what uses Sega can make of that power.

DOG DISCOVERS ERROR!

Dear MegaTech,
What a great mag you've put together. I wouldn't buy any other. It's so good even my dog reads it.

What I'm writing to you for is to point out a small mistake in your super Hyper Technique Zone in issue 7. I don't know if anyone's told you but in the Shining in the Darkness maps on page 67 you've put the Cave of Truth in the space where the level four map should have gone. So in fact you have two Cave of Truth maps instead.

NEATH WALKER, PARCOTTON

It's reassuring that even your dog reads MegaTech in spite of our occasional mistake. I hope he wasn't thrown off by the lack of a level four map, but if you turn to this month's Technique Zone you should see that the missing chart is there in all it's glory.

continued over



BAD POETRY CORNER

Dear MegaTech,
I love MegaTech 'cos it's ace,
I love MegaTech 'cos it fits nicely on my book case,
I love MegaTech 'cos it only costs £1.95,
I love MegaTech better than my drink, Five Alive.
I love MegaTech to see all the games,
I love Megatech or I'll go insane.
I REALLY love MegaTech on the shelf,
If it ain't there every month I will yelp!

Thank you dearly chaps and please print this poem as it took me 7.23 minutes to write.

MR D DUBS, BURY ST EDMUNDS

PS I fancy Mark, he's so dishy!

**Dear Mr D Dubs,
Mark is very frightened,
And your poem is not enlightened.
That took me 8 seconds to write.
Readers, can you beat my Bad Poetry
Speed record?**

GRRRR!

Dear MegaTech,
I am writing to complain about those Nintendo geeks stealing our Super Kick Off and John Madden '92. I think something should be done about it because they wouldn't like it if we took their Super Soccer and if something isn't done now they probably will go and steal Sonic from us.

Yours Angrily,

TONY BYDE (15), WIMBLEY

My only worry, Tony, is that in three years you'll be eligible to vote for your choice of government.

INSECURITY STRIKES

Dear MegaTech,
I am writing this letter to moan about you giving away those security stickers. I think you should stop wasting your money and concentrate on your mag. I have been a fan since the beginning and a silent one at that, but I am fuming. Look at the average age in your questionnaire and you will see the age is 17 to 19 at a round figure, so they are not children. They do not need stickers. We need news or a few special offers every now and then. Your mag beats the rest. The shop near us sold out in a day. The rest are on the shelves gathering cobwebs. It might be an idea to sell your magazine twice a month or a special every now and then, not produce gifts.

To the Spot the Shot boys. This shot is not in your mag. If it is I will give you a cart of your choice.

S CURRAN, THE WIRRAL

Deciding what we produce as front cover promotions is always down to the resources available, namely time, people and money. Other magazines sometimes put up their cover price to help fund their free gifts, but that's not what we wanted to do, and the stickers were judged the best gift we could produce within our resources. It's true they were just a bit of fun, but judging by the number of letters we've received with them sealing up the flap of the envelope, most readers seemed to have got into the spirit of things and got some enjoyment and some use out of them. If you're worried that you're not getting

value for money out of the magazine, wait a couple of issues and see what we've got in store for our readers.

Your Spot The Shot query has got me perplexed. The shot is always a close-up of a Megadrive game shot, which isn't necessarily featured elsewhere in the magazine. The picture in issue 7 was from 688 Attack Sub. I think you therefore lose by default and I claim a free copy of Streets of Rage to replace the one I had nicked.

HIRE! HIRE! AGAIN

Dear MegaTech,
I am writing to you about a small problem with your magazine's MegaMail section. It is not your fault but your readers' who, for some reason, always have to ask you for an opinion on games. For all those readers, why don't you try a few video stores where they will find they can hire games out for around £2.50 per night and that way they can see which games they like and dislike.

For example, I tried out Techno Cop because I was thinking of forking out 35 quid for it. I found after 30 seconds of playing that the game was a load of crap.

JASON SORRELL, BASINGSTOKE

Hmmm. Absolutely.

SPORT FOR ALL

Dear MegaTech,
I am desperately looking for a hard, competitive sports game. I don't mind what sort of sport as I am a great lover of all sports, so please could you give me a hand in choosing?

KEVIN WILLER, NORTH WALSHAM

Probably the best sports games on the Megadrive at the moment are EA's John Madden '92 (which is an American Football simulation, in case you didn't know), EA Hockey, Bulls vs Lakers (basketball) and US Gold's Olympic Gold (a decent simulation of several sports).

EASY MEGA-CD QUESTIONS

Dear MegaTech,
I just wanted to find out a few things about the Mega-CD.

1. In issue 7 you said that the official Mega-CD will cost between £229 and £249. Does this mean with or without the Megadrive? If it means with the Megadrive, how much will it cost without the Megadrive?
2. Will the Mega-CD version of Sonic 2 be the same version as the Megadrive or the Game Gear?
3. When you buy a Mega-CD will you get any games with the unit?

STEVEN BINNS, TINGLEY, W YORKS

Short answers:

1. That's the price for the Mega-CD on it's own.
2. No. It will be an enhanced version of the game.
3. We probably won't find that out until nearer the release date.



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(Sega Megadrive & Master System etc.) - Consoles **0898 330 903**



FORMAT

8
M-BIT

MT 9
STATUS:
REVIEW

BY EA

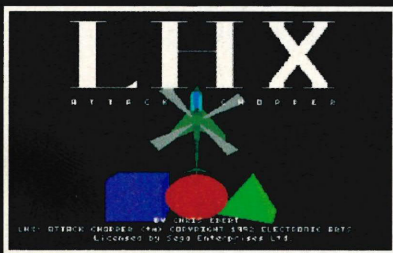
PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: FLIGHT SIM

CONTINUES: PASSWORD

SKILL SETTINGS: 3



When Leonardo Da Vinci dreamed up the first helicopter 500 years ago he could hardly have realised where it would all lead. In this game you get to fly a simulated version of the super-futuristic Light Helicopter experimental (LHX) stealth gunship, the deadliest combat helicopter that the US military will admit to owning.

As a top, crack, elite helicopter pilot you find yourself transported to various foreign countries which the US government feel would benefit from their military presence. Taking off from bases in friendly territory, you have to fly your LHX on strike, intercept and rescue missions to support your troops in the field and put spanners in the local dictator's works.

The opposing forces tend to vary widely from troops with AK-47 machine guns (not to be underestimated!) to T-80 tanks to Hind attack helicopters and MiG Flogger jets. Luckily, the LHX has room on its weapons pylons for plenty of missiles, and its targeting systems can spot an enemy soldier at a distance of a couple of miles, so you do get a fighting chance.

LHX ATTACK

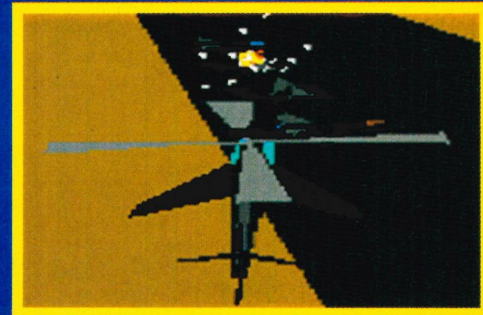
MISSION ORDERS



Rescue a downed pilot. ▲

There are 30 types of mission in LHX which vary in difficulty, though you're always started off on easy sorties, such as destroying artillery concentrations, before building up to tasks like picking up stranded GIs and intercepting six Hind gunships.

The first two sets of missions are set in Libya, where an unnamed criminal dictator is to be ousted, and good old Vietnam where the good old US armed forces are once again taking on the Khmer Rouge. You spend about 12 missions in each warzone before moving on to the next.



Blast the MiGs on the runway.▲



Escorting two Blackhawks. ▲

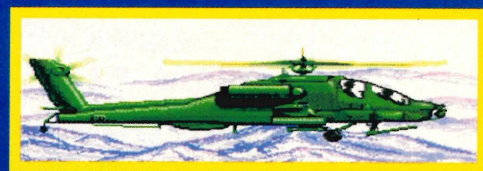
LHX vs APACHE



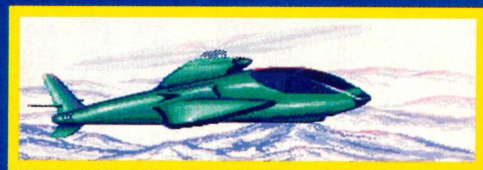
View from the LHX's cockpit.▲

The LHX isn't the only helicopter you can fly in the game. Before you embark on a mission you can choose that classic 'copter, the AH-64 Apache, as an alternative. The LHX has the superior manoeuvrability and a clearer cockpit display (as you can see from these pics) and it's a bit smarter actually because it looks like a big, black shark. The real difference, however, is in weapons capacity.

The LHX is armed with a 20mm cannon mounted on a turret under the forward fuselage.



APACHE ▲



LHX ▲

Standard ammunition load is 2,000 rounds. The Apache also carries 2,000 rounds, but its 30mm chain gun is slightly more powerful.

As far as missiles go, the Apache has the edge. It carries 16 Hellfire missiles under its wings, twice as many as the LHX. It only carries two Sidewinders as opposed to the LHX's four, but the Apache's wing weapons pylons are fitted with two pods, each containing eight Hellfire missiles, which beats the LHX's total of eight.



BACK CHOPPER

PAUL'S COMMENT



My favourite games are the ones which really make me feel like I'm there, and LHX is one of those games. I played the PC version to death when it came out because it was a perfect blend of big gun action and almost-real simulation, and I'm amazed, considering the Megadrive isn't as well equipped for this sort of game, that this version of the game is still great fun to play. It's not quite an instant hit, but it's easy to get into the feel of the game, and sneaking your way into enemy territory before letting rip with a load of rockets is a real thrill. Once you know what's going on you can see why the enemy aircraft and artillery behave the way they do, and you can work out what to expect when you round the next corner. The missions are vastly varied—you may be junking 180mm guns one minute and rescuing CIA agents from prison camps the next—and they're all very entertaining. If you're a Megadrive-owning simulator fan, you now have something else to play apart from F-22 Interceptor. I've got my money ready, EA.



At the controls of an Apache.▲

WEAPONS DETAIL

To survive a mission, it's important to know the capabilities of the three types of weapons your helicopter carries.

CANNON: Not a guided weapon, but tracks the currently selected target and fires 10 shells (20mm from the LHX's or 30mm from the Apache's) towards it with every press of the trigger. Can be used to great effect on softer ground targets such as trucks, cruise missile launchers and radar vehicles, thus saving the use of a Hellfire.

HELLFIRE: A laser-guided air-to-ground missile, normally used against armoured vehicles, but they can be handy for knocking down slower aircraft, such as helicopters. Keep the target in range and in sight, otherwise the laser designator will not be able to guide the missile home.

SIDEWINDER: The helicopter's tracking system takes an infra-red snapshot of the heat signature of the currently selected target, and when a Sidewinder is launched it homes in on that heat signature until it either runs out of fuel, is decoyed by a flare or explodes (along with its target) into phosphorescing dust!



Launch against a tank...▲



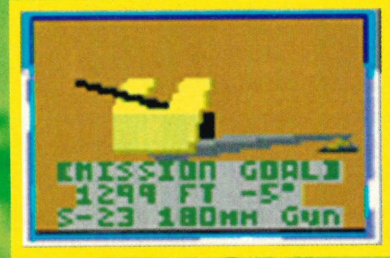
...you'd better get it...▲



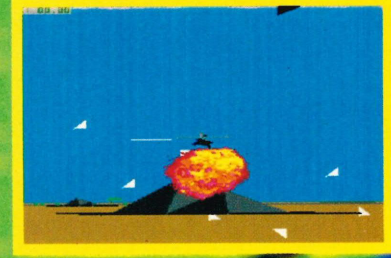
...or you're in trouble!▲



The Apache launches.▲



Target: SAN battery▲



and there it goes!▲

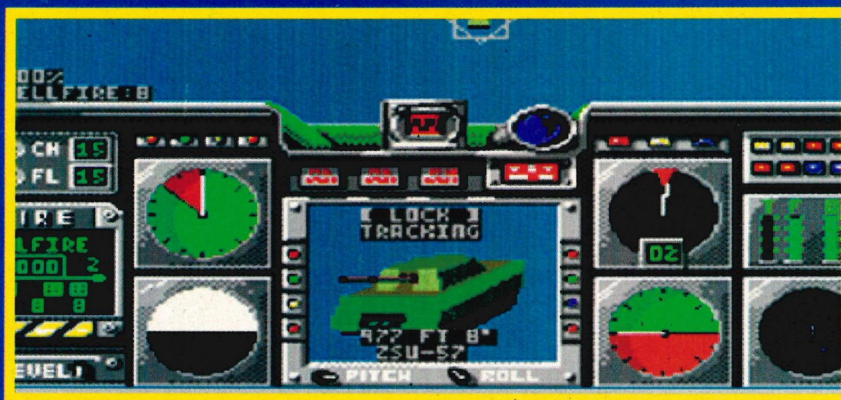


MARK'S COMMENT



Well this is a surprise. I wasn't expecting anything special from this game, let alone something which tops F22. One of the most notable features is the speed, the game really plays at a cracking pace and the vector graphics update really well. What gives this the edge over F22 is that it requires you to think about what you're doing rather than just wing around the skies blasting anything in sight. The controls take a little getting used to, and having a co-pilot with a second joypad is a good way to get going. No matter how good LHX is, I don't reckon that it's everybody's cup of tea as it's much more than a mere helicopter shoot 'em up, so if you're not completely convinced by the review it might be worth talking a mate into buying it then hocking a go of that. Otherwise, this is one of the best games I've played on the Megadrive, and I'm just off to total some more tanks.

NOE WAY



An enemy tank locks onto your Apache. ▲

A helicopter (even one like the LHX) is a pretty slow aircraft in comparison with a jet, so if you want to survive a mission and complete your objective, it's important not to make your presence on the battlefield too well-known by swooping in with all guns blazing.

The simulated LHX is built with simulated radar absorbent materials, but that's not going to save you from being spotted if you fly into battle too high. The technique to use is called Nap-Of-The-Earth (NOE) flying, which means you have to fly low (about 80 to 100 feet above the ground is best), following the contours of the earth and flying around, rather than over buildings and mountains so that they help hide your position. It's not a difficult trick to learn, and it makes it easy to sneak up on tanks and perforate them with 20mm shells before they've even spun their turret in your direction.

LHX ATTACK CHOPPER REVIEW



▲ A chase-plane view of the LHX launching a missile.

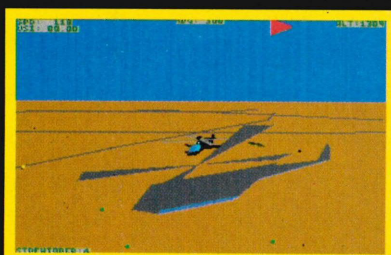


HIP DISPLACEMENT

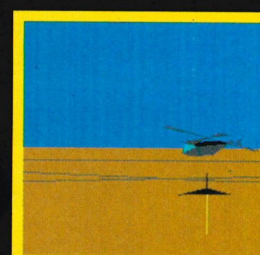
One of the best features of LHX Attack Chopper is that you can view the action from almost any angle, thanks to the array of display options. These can be more than just cosmetic touches, for example, when you're approaching a tank from a distance you can find out whether or not the driver has spotted you by switching to TARGET COCKPIT VIEW. If your helicopter doesn't appear, he's looking the other way! Here's a sample of some action where the different views really add something to the excitement.



Aha! LHX pilot spots enemy Hip transport helicopter and locks on with Sidewinder (COCKPIT VIEW).



Hip pilot knows he's in LHX's sights and tries to turn away (TARGET TO PLANE VIEW).

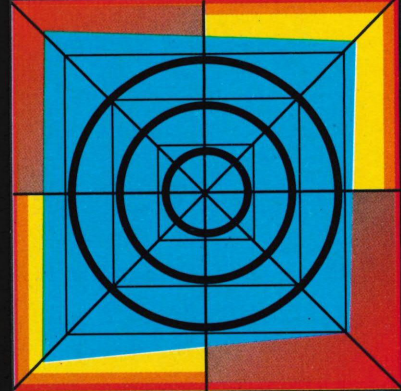


But it's to no avail! LHX Sidewinder and it streaks to get (MISSILE VIEW).



LHX ATTACK CHOPPER

REFLEXES STRATEGY



CHALLENGE THOUGHT

88% RATINGS



PRESENTATION

88%

GOOD MISSION BRIEFINGS AND CONTROL LAYOUTS HELP PROVIDE ATMOSPHERE. FUN TWO-PLAYER MODE.

GRAPHICS

90%

EXCELLENT VECTOR GRAPHICS WHICH ARE ALMOST TOO GOOD FOR A MEGADRIVE.

SOUND

83%

NOT MUCH IN THE WAY OF TUNES, BUT THE SOUND EFFECTS AND CO-PILOT'S VOCAL INSTRUCTIONS ARE GREAT.

SHORT TERM PLAY

89%

A MORE TECHNICAL SIMULATION THAN F-22 SO IT TAKES A LITTLE MANUAL-STUDY TO GET UP TO FULL STRENGTH.

LONG TERM PLAY

93%

LOADS OF THOROUGHLY ENTERTAINING COMBAT MISSIONS WHICH SHOULD KEEP YOU GOING FOR MONTHS.

MEGATECH RATING

92%

THE BEST CONSOLE AIR COMBAT SIMULATION MONEY CAN BUY.

DUAL CONTROL

LHX is a rather unusual flight simulation, in that it lets two players work as a team, with one piloting the helicopter while the other plays the weapons officer.

The pilot's joystick gives him control of the helicopters up/down control (the 'collective') and the forward/reverse speed control (that's the 'cyclic'), lets you switch weapons and fire them, and switches the display screens.

The second pad lets the weapons officer fire all three weapons without having to switch between them (a slight advantage), and moving the joystick moves the targeting reticle around all available targets on the head-up display. By pressing START and pushing forward on the pad, he can also switch on an accelerated time mode, to skip past any boring bits.



Mission accomplished ▲

ALTERNATIVELY

Missile Launch



F-22 INTERCEPTOR

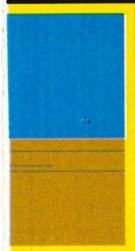
PRICE: £39.99

BY: EA

A pseudo-simulation of a high-tech jet fighter (by the programmer of LHX) with lots of simple missions for the budding pilot to complete. Fun, but not as realistic as LHX

MEGATECH RATING: 90%

MENT



Pilot launches



BOOM! Sidewinder strikes home and Hip is sent spinning earthward (PLANE TO TARGET VIEW).

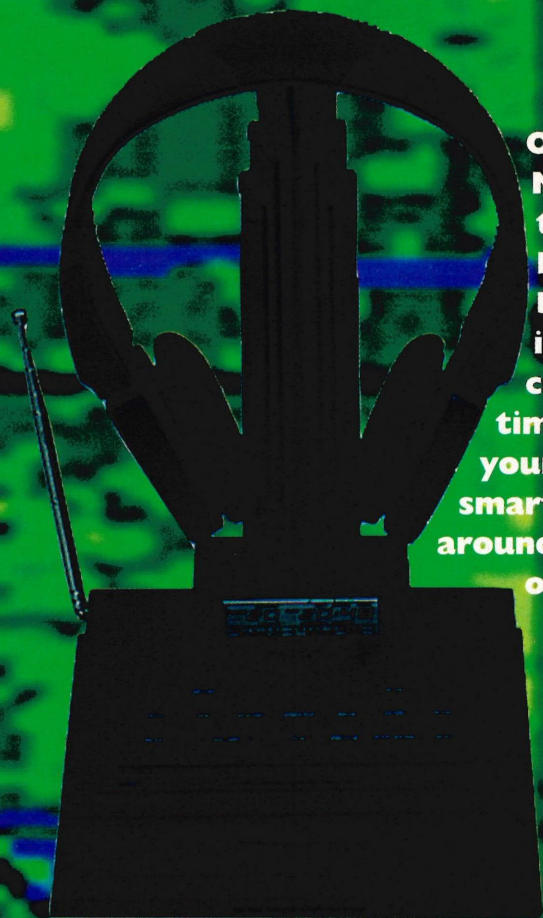


Watch your defeated enemy burn then head for home and a commendation, possibly



COP OF THE

COMPETITION



Once again **MegaTech** have teamed up with **Electronics Arts** to bring another incredible competition. This time you can win yourself one of the smartest hi-fi gadgets around. Read on to find out what they are and what you have to do...

First prize is an awesome limited edition Phillips AZ9712 tower stereo system. It's being produced to mark Phillips' bicentennial, and is only available this year. So you never know, it might be worth a bit one day. Not only does it look smart, it's packed to the brim with features. To begin with there's a fully programmable CD player, two cassette decks, Dolby B noise reduction and a digital radio with 24 preset stations. In addition there's a digital sound processor which lets you alter the acoustics to make it sound like you're listening to your music in anything from a small club to a giant concert hall, detachable speakers, surround sound outputs, infrared remote control and a completely huge 150w peak music power output. This little lot would usually set you back £499, and you could get your mitts on it for the price of a sheet of paper and a few pencils.

The runner up will get a Phillips AZ6819 Personal CD player, the last word in compact disc technology. Like

the Stereo system, it's limited edition, so you won't be able to buy it after this year. It has all the features of a conventional CD player such as programmable memory, intro scan, shuffle and repeat. On top of that it has a built-in digital sound processor like the one in the tower system. As if that wasn't enough it also has cordless headphones ('Incredible!'—Astonished Reader), which recharge when they're placed on their stand, so you can bob around safe in the knowledge that you won't pull the machine off its shelf. All that plus infrared remote control and modern design. All for a mere £299. Or no money at all, if you're the lucky runner-up.

By now you're probably wondering what you have to do. It's simple really. You've probably just read about what a mega game LHX Attack Chopper is, and how **TOTALLY HARD** the LHX actually is. Well what we want you to do is draw us an **EVEN HARDER** helo of tomorrow which could bust the LHX to bits and send it home with its tall vents in a sling.

You can use pencils, pens, crayons, airbrushes or any other drawing implement that takes your fancy. The closing date for entries is the 1st October.

Send your schematic or scene to:

The EA MegaChopper Stereo Giveaway,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.

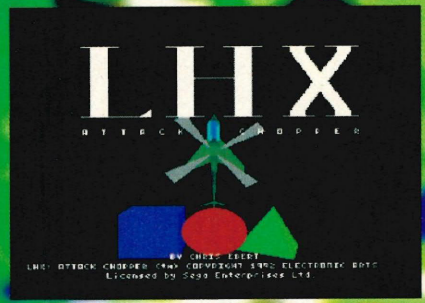
Sorry, but, as they used to say in Vision On, we can't return any of the pictures you send in.



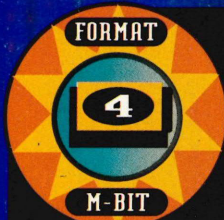
LOAD IS!



WIN
LIMITED EDITION
PHILIPS HI-FI GEAR
WITH
**ELECTRONIC
ARTS!**



COMPETITION



MT 9
STATUS:
REVIEW

BY ACCLAIM

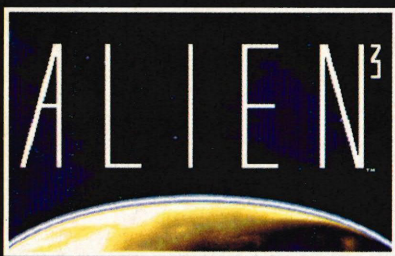
PRICE: £39.99

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 0

SKILL SETTINGS: 3



Aliens? Tense, nervous, killer aliens? We all know that problem. As if it weren't enough being sent to a prison colony for the rest of your life, you get there and find there's a hideous life form gestating in your intestines. Before you know it there's an epidemic and slimy acid-blooded xenomorphs are running around all over the place, no matter how much alien powder you put down near the pantry. However, now relief is at hand in the form of fast-acting Ripley, a veteran at the old alien-extermimating game, who has had the misfortune to crash land her space jalopy on the rough and tumble colony of violent sociopaths and deadly extra-terrestrials, armed only with a flame thrower, a machine gun, some grenades and sundry other small arms.

Aliens 3 is the exploration and guns game from Acclaim based on the latest in the famous Alien movie series, which sees Ripley saving all the captive surrogate alien parents and destroying the alien-infested areas of the prison.

ALIEN

**SHOOT! SHOOT!
AARGH!
KILL! DESTROY!**

The thing about Alien 3, the movie, is that Ripley and her convict cohorts have no weapons with which to defend themselves from the invading face-eaters except toxic waste, fire and long metal poles. In the game, Ripley the Walking Arsenal is carrying so much artillery the aliens don't stand much of a chance!

Ripley can cycle through her weapons at the touch of a button to select the one most apt for the situation she is in, with the currently selected firearm shown in the bottom corner of the screen, next to a counter indicating how many of the original 99 rounds are left in that weapon. The offensive capabilities Ripley has at her disposal are:



Pulse Rifle ▲

PULSE RIFLE A no-frills rapid fire gun which kills all known aliens dead with a couple of short bursts. It doesn't take long to run out of ammo, though.



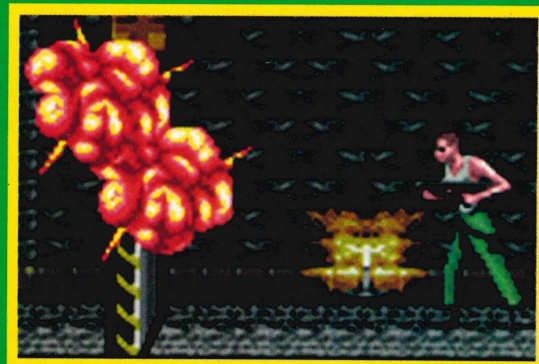
Grenades ▲

GRENADES. Good, honest grenades for the throwing of. Best used for dealing with aliens hiding around corners in the ventilation ducts.



Flamethrower ▲

FLAMETHROWER: A short-range but high-power weapon which acts more as a reserve for when everything else has run out.



Grenade launcher ▲

GRENADE LAUNCHER: A pump-action weapon which shoots high explosive grenades, although it has a slow fire rate and not much ammo to start with.



THE TERMINATOR 3

PAUL'S COMMENT



I criticised Probe's programmers for taking liberties with the plot of The Terminator when they produced the Megadrive game of the film, and they've taken more liberties with the plot of Alien 3. This time, though, I'm not complaining at all, because, unlike Terminator, Alien 3 has loads of great action which you could spend months enjoying. It's really not much more than a maze game with big guns, and it can't really be said that there's a whole lot of variety, but the action is so intense you could almost be there. The animation and the graphics are just superb and the music and sound effects are the best I've heard on a Megadrive since... since I don't know when. Plugging in the headphones or the hi-fi is essential. Chopping up the aliens with all those weapons is absolutely terrific fun, so much fun in fact, that I will definitely come back to the game after I finish it. I don't know when I'll do that, though, because I've been playing this in every spare moment and so far I've only got as far as level seven out of at least twelve. Don't worry if you've never seen the films, just get this game at all costs!

SPOT THE DIFFERENCE

The game of Alien 3 does differ a little from its big screen counterpart. For starters, Ripley is toting a whole heap of guns, none of which appeared in the film, which is a set in firearms-free zone. The rescue-the prisoners aspect is also a new non-film feature. Still, other than this just about everything is perfect, right down to Ripley's shaven bonce.



ALIEN 3 REVIEW



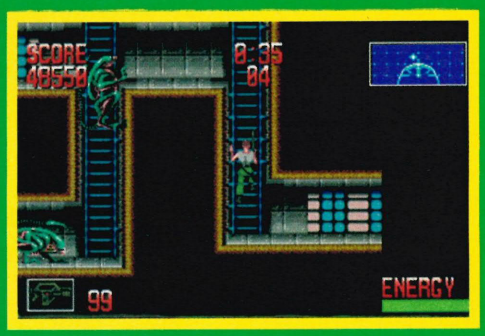
FRUIT AND NUT CHEWY BAR (IE THE TRACKER)

As well as several tons of hardware, Ripley also has a motion tracker, as seen in Aliens, to help her out. It displays the a thermo-sensitive readout of the area surrounding Ripley, with human bio-patterns (ie the prisoners) flashing red, whilst those nasty old aliens show up blue, thanks to their colder body temperature.

Alas, you can't rely on the motion tracker because it drains its batteries faster than an early Eighties personal stereo. Luckily, there are more batteries to be found around the place which put new life into your tracker.



Aliens above and below. ▲



Grenades come in very useful here as they can be shucked down passages to catch the aliens napping. ▲

As you might expect, safety and pleasing aesthetics were the last things on the minds of the designers of the prison. As a result, the environment Ripley fights her way through is full of tunnels, air ducts and blind corners. Travelling through the air ducts is very dangerous, as Ripley has to crawl slowly along, hoping that there are no aliens waiting around the next corner. The easiest way to deal with this is to drop a couple of grenades around or down any corners before you venture around them, thus clearing them of immediate danger.

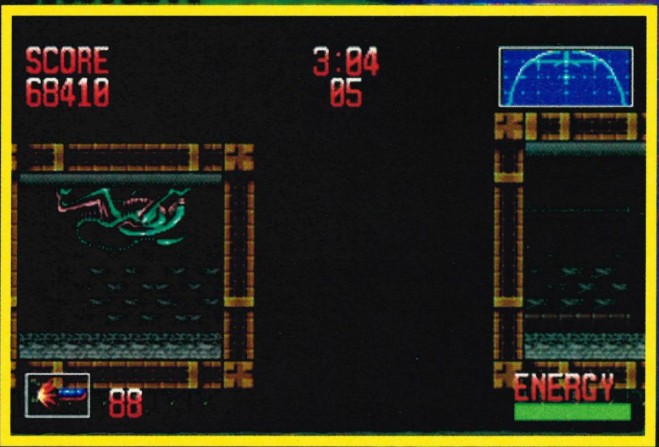
THROUGH THE AIR DUCT

THAT'S MY ALIEN

MARK'S COMMENT



Phew what a scorcher (beat The Sun to that one). This is one of the hottest action games on the Megadrive ever! Right from the smart intro sequence you know you're in for xenomorph frolics unlimited. Quite apart from shooting aliens with various neat weapons, the time-limited search for prisoners adds a real nail-biting edge, and ensures that only the jammiest player will get through a new level in one life. The sound effects are the best I've heard on any game (especially the rattle of the pulse rifle and the slurping sound made by opening eggs) and the music is also supremely atmospheric. To make Alien 3 even more impressive the programmers have put in loads of little touches such as the way the grenades bounce down the airshafts and obliterate bothersome aliens, the way the face huggers leap out from the eggs and the warrior aliens which try to smash doors down by ramming them with their heads. My only criticism is that the aliens look a little too dog-like, but apart from that there's almost no faulting Alien 3. You 'd have to be barmy to miss it.



Walk through walls to find secret rooms. ▲

Those aliens eh? They all the same to me. However, there are in fact marked differences between them, physically at least, although they all seem to have much the same interests (ie putting their parasitic babies inside other living things).



FACE HUGGER

The first generation face hugger lives in small eggs laid by the Mother Alien. Upon seeing these pods it's a good idea to shoot them, killing the beast before it has chance to attack. Leave the pods however, and the little blighters burst out as Ripley approaches, hugging her face in an attempt to impregnate her, or at the very least suffocate her! However, they are quite easily shaken off, but not before draining some of her energy.



Face huggers in the food store. ▲



ALIEN 3

ALIEN WORKER



Yer ornery everyday alien worker/warrior. Attacks Ripley on sight. There are hundreds of these patrolling the prison and each one is highly dangerous. Don't hesitate or try to run. Shooting is the best policy.

Workers can absorb more damage in the later levels.

ALIEN GUARDIAN

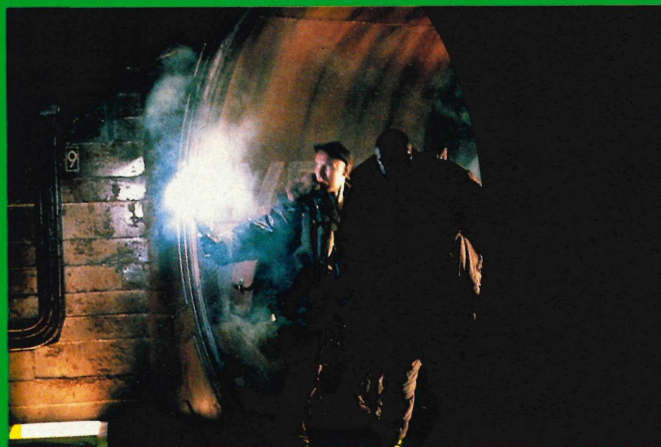


An extremely hard alien, thankfully few of which are found on the colony. At the end of every few levels, one of these speedy chaps appears, leaping around like there's no tomorrow and spitting acid at Ripley. A fully-armed grenade launcher is a great help here and because it's time-limited you have to make each shot count.

The bosses take a huge amount of fire to kill. ▲

BIG-SCREEN ALIEN DEATH

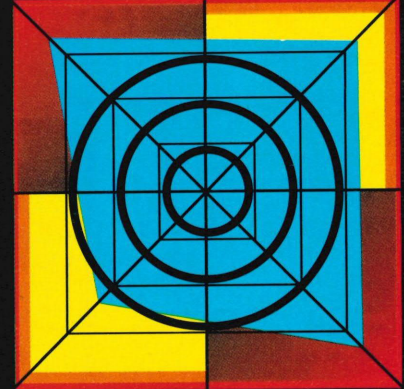
Any players who have been in a Rip Van Winkle-style state of suspended animation for several years, or perhaps are under eighteen and would never dream of breaking the laws governing video certification, may not have heard of the Alien series of films. The first, surprisingly entitled 'Alien' was brought to the world in 1979 and was a tense space horror thriller starring Sigourney Weaver, John Hurt and an alien. The emphasis was more on the lone-hunter-picks-off-the-trapped-space-ship-crew-theme, whereas 1987's sequel, imaginatively titled Aliens, was much much more of a gung-ho guts 'n' gore fest with a whole army of aliens. Alien 3 takes something of a departure from its predecessors, featuring no high-tech hardware and as much danger to Ripley coming from human adversaries as aliens. Alien 3 also features yet another new director, David Fincher, a first-time feature



Armed only with a flare, our heroes explore the ventilation shafts. ▲

moviesmith whose previous credits include Madonna and George Michael promo vids and Nike, Pepsi and Levi's TV commercials. Previous directors have been the famous Ridley Scott responsible for the first film and the even more famous James "Terminator, T2 and The Abyss" Cameron. Although he'd probably rather forget about The Abyss because it was dull.

REFLEXES STRATEGY



CHALLENGE THOUGHT

% RATINGS



PRESENTATION

92%

PLENTY OF OPTIONS, A GREAT OPENING SEQUENCE AND SCARY INTERMISSION SCENES!

GRAPHICS

94%

CLEAR AND DETAILED SPRITES IN SOMBRE COLOURS, PLUS EXCELLENT BACKDROPS RE-CREATE THE ATMOSPHERE WELL.

SOUND

93%

THE TREMENDOUS MUSIC AND SOUND EFFECTS REALLY DO ADD A LOT OF ATMOSPHERE TO THE GAME.

SHORT TERM PLAY

92%

AS EASY TO GET INTO AS A SWEET SHOP WITH NO DOOR. THE BLAST ACTION PROVIDES INSTANT GRATIFICATION.

LONG TERM PLAY

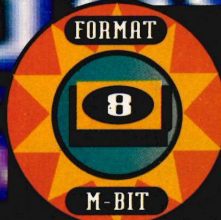
93%

LOADS OF LEVELS, AND THEY GET PROGRESSIVELY HARDER RIGHT UP TO REALLY, REALLY HARD LEVEL, AND IT'S NOT A GAME YOU'LL TIRE OF EASILY.

MEGATECH RATING

94%

NOT EXACTLY A TRUE TRANSLATION OF THE MOVIE, BUT ONE OF THE BEST ACTION GAMES EVER TO GRACE THE MEGADRIVE'S CARTRIDGE SLOT.



MT 9
STATUS:
REVIEW

BY TECNOSOFT

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: UNLIMITED

SKILL SETTINGS: 4

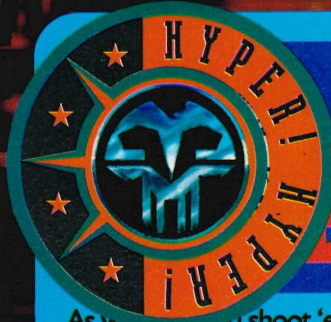


KZZZ... CHKK... CHKK... TK... Hello, can anyone hear us? We have grave news for all mankind, and can only pray that this terrible information falls into the right hands before it's too late. The dreaded Ohm Empire has not been destroyed, it's true. The mighty KAUS computer system has re-emerged on the distant water world of Aquaria and has once more begun it's fiendish machinations.

Even as we speak Kaus is building more fearsome constructs of war than have ever been seen before. All attempts to infiltrate the planet and destroy the accursed Ohms have failed. We fear that all our efforts are in vain, they are too powerful.

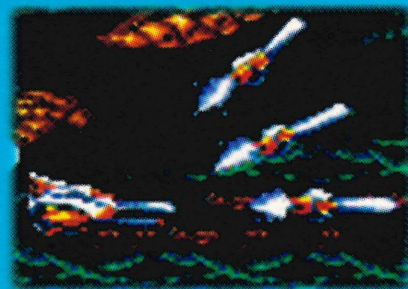
Wait though, perhaps there is a way. If we could dispatch the new prototype Thunder Force craft, the Rynex, armed to the teeth with the most awesome weapons there may be hope. It would be a most treacherous path, consisting of eleven, almost impossible sideways-scrolling levels packed with the ultimate in enemy hardware, each one ending in a confrontation with a mighty guardian. It is a slim hope, yes, but the only chance mankind has. Our signal is breaking up...KKKTT...help me, Obi Wan Kenobi, you are our only...KKZZK...

THUND



POWER EXTREME!

As with any good shoot 'em ups, Thunderforce IV has more than it's fair share of butt-kicking, power ups, but don't think for a second that they're just giving them away; ho no, you've got to earn them as usual by blasting open little bonus vessels. Here's what you could have won.



▲TRIPLE MISSILE ACTION

FREE WAY

Push left and the Rynex spews a spread of five high-explosive missiles to the right. Push up and they're launched downwards.



▲TWIN SHOT-BASIC BUT EFFECTIVE

TWIN SHOT

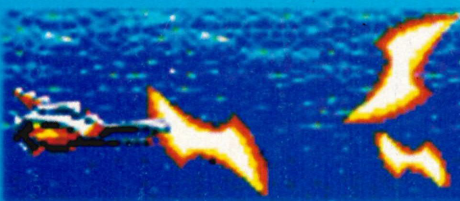
Your starting gun is this piffling little forward-firing, wee-wee quality weapon which is a bit feeble, but every arsenal has to start somewhere.

BACK SHOT

The other weapon you start with. The twin shot is split between the front and the rear. Useful for those aliens which sneak up from behind, though.

BLADE

Strenth Bruce, intergalactic laser boomerang-type things, except these ones don't come back, doh.



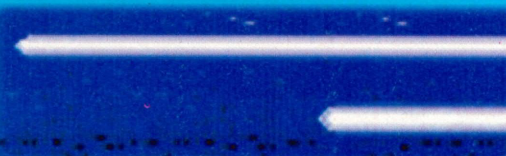
▲BLADE-ZAPPY LASER DEATH

RAILGUN

An enhancement of the Back Shot; which launches hot beams of blue destruction from your backside. Stand clear, bad guys!



▲HUNTER-SIMPLY THE BEST!



▲RAIL GUN-GOOD FOR DEALING



ERFORCE 4

CLAW

Hubba, hubba. Little drones spin around your ship, blasting baddies like there's no tomorrow, except with these babes there just might be.



▲THE SPINNING CLAW DRONES BECOME THUNDERSWORD GENERATORS LATER IN THE GAME

SNAKE

Diagonally firing cluster bombs keep the flies off your teeth, and napalm just about anything else hanging around above or below you.



▲DROP SNAKES TO SILENCE TROUBLESOME GROUND TARGETS

HUNTER

Great balls of fire! These home in on the nearest enemy and take him apart, molecule by molecule.



WITH BACK-DOOR MEN



SHIELD

Hmm. Wonder what this does? Just marvel at it, consumers.

PAUL'S COMMENT



It was about this time two years ago that I was picking my chin off the floor after seeing Thunderforce III. At the time we all thought that

Tecnosoft had pushed the Megadrive to the limit and surely things couldn't get much better—but we were all wrong! Thunderforce IV is a bigger game (8 M-bits instead of just 4) and the programmers have stretched the capabilities of the machine even further to make Thunderforce IV a simply spectacular game featuring the most amazing graphics on any Megadrive shoot 'em up and sound effects and music to match! The action is supremely fast and enjoyable, not to mention really chal-

lenging, so this really is arcade-quality stuff. The

only real problem is that it only works on Japanese SCART machines, but don't you worry, fans of Officialdom, for even now Sega are working on releasing a version of the game over here very soon. That should give you just enough time to save up your cash for the best Megadrive shooter yet!



▲THIS IS ONLY PART OF THE BOSS AT THE END OF STRIFE



SELECTABLE DELECTABLES



▲ YOUR FOUR STARTING LEVELS

The first part of the game consists of four different landscape levels and it's up to you to decide the order in which to play them.

THUNDER FORCE

MARK'S COMMENT



The Megadrive is weighed down with shoot 'em ups, but Thunderforce IV is an outstanding example of this type of game and it is without a doubt the best blast on the black beauty. From the opening titles right through to the closing credits, the whole game is a graphical love affair. The large, beautifully animated enemy sprites are perfectly complemented by the backdrops which scroll past using some of the finest parallax you could ever hope to see. The awesome soundtracks accompanied by meaty, blasterific sound effects make this a definite front runner for the best sounding Megadrive game around. And it's more than just a pretty face. Highly responsive controls and almost unbelievable speed make this game a complete joy to play; and that joy will last, because this is tough as old boots. On the downside, there are moments where it slow downs due to the sheer overcrowding of action going on, and there are many areas which bear more than a marked similarity to Thunderforce III. However, there is little doubt that a lot of care and effort went into the crafting of this game, producing a very polished end product. You want me to say it and I will. Thunderforce IV looks better, sounds better and plays better than any other blaster on the Megadrive, yes even Hellfire. It's the best and is completely essential!

DASER

Wild desert storms spiral and swirl, blowing sheets of dust and sand thousands of miles into the sky and those cheeky little rogues have taken full advantage of this situation, concealing themselves beneath the dunes and sneaking around, hidden by the poor weather. Great Moons, is there no end to their cunning?



THIS POPS OUT OF DASER'S DUNES

RUIN

Ruin? Looks in pretty good nick to us. Still, this city is constructed on the inside of a large tunnel and the only way out is at the other end. More terrifying than a trip through the U-bend, and you need more than Domestos to get rid of the scum floating around here.



THIS BOSS SHOTS GIANT BEAMS

AIR RAID

Mighty war hulks festoon the skies, and you've got to negotiate your way between their massive bodies if you want to see sun up; and don't you go thinking that they just sit there, counting their toes. Gad, no, gun turrets and little fighters make the whole darned thing a white knuckle ride all the way to the end.



DIDN'T QUITE DODGE THAT MISSILE...

STRITE

A poke in the eye and no mistake. Panoramic mountains cut through the clouds, casting their mighty shadows upon the oceans below. Blast your way through the first half and then it's into the deep blue itself to battle with some dastardly underwater meanies and all their finny friends. Wibbly aquatic effects and psychedelic, fluffy clouds abound.



THE RED BEAM IS JUST PART OF THIS BOSS' TARGETING SYSTEM. KEEP AWAY FROM IT!





THUNDERFORCE



A LITTLE HELP FROM YOUR FRIENDS

At the end of the fourth level, some more Thunderforce ships appear to help you take on a giant space battleship. Get yourself through the level and they send you through hyperspace to stage five and stick a chunk of machinery on top of the Rynex which amounts to the finest piece of power-up kit this side of the Horsehead Nebula, the Thundersword.

Now you can collect the Claw power-up and instead of the usual spinning guns, you'll find yourself accompanied by a brace of metal spheres. Lay off the fire button and the spheres charge up the Thundersword weapon, then hit the button again to release a devastating beam of laser destruction, guaranteed to cause serious molecular disruption.



▲ THE OTHER THUNDERFORGES HELP



▲ BLAST THE ENGINES!

HEY... THAT'S BIG!

Left to right, scrolling action isn't the only order of the day in Thunderforce IV. Fly to the top or bottom of the screen and it keeps scrolling with you, because the levels are all about two and a half screens high! On the desert levels this means that lurking ground craft shuffle about beneath the sands, whilst high up in the stratosphere, angels glide about in convoys, just waiting to prey upon you.

PICK ON SOMEONE YOUR OWN SIZE!

Thunder Force IV features some pretty hefty looking end of level bosses and no mistake; and their sheer ugliness is more than just skin deep. Prepare to swallow your tongue when you see some of the tricks these fellas have up their sleeves. Here's a little taster to whet your appetite.



OH NO! SCART ONLY!?

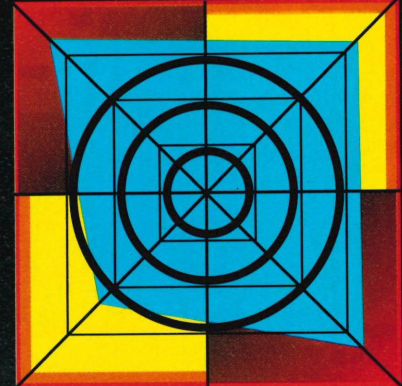
Yes! Unfortunately Thunderforce IV is one of those games which only work on imported Japanese Megadrives which display Japanese text. Try to run it on an official machine and the message above appears. If you're in any doubt about whether your machine will work with the game, best make enquiries of the importer who sold it to you before buying it.

A MILLION THANKS TO...

Katzer at Cambridge Consoles for loaning us his own copy of Thunderforce IV. Call Cambridge Consoles on (0223) 211733, for details of buying a copy.

THIS GAME IS ONLY FOR THE SEGA MEGADRIVE DISTRIBUTED IN JAPAN.

REFLEXES STRATEGY



CHALLENGE THOUGHT

92% RATINGS



PRESENTATION

90%

SOME GREAT EFFECTS ON THE OPENING SCREENS, PLUS A CHOICE OF FOUR START LEVELS.

GRAPHICS

96%

TECHNICALLY SUPERB, AND JUST STUNNING TO WATCH!

SOUND

91%

AWESOME METAL SOUNDTRACKS AND EFFECTS.

SHORT TERM PLAY

94%

SUPREMELY PLAYABLE RIGHT FROM THE START.

LONG TERM PLAY

94%

VERY TOUGH TO BEAT, AND ENTERTAINING EVERY INCH OF THE WAY!

MEGATECH RATING

94%

SIMPLY THE BEST MEGADRIVE SHOOTER YET!

THUNDERFORCE 4 REVIEW



MT 9
STATUS:
REVIEW

BY EA

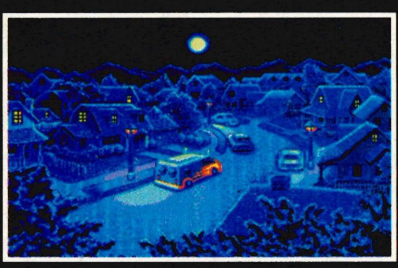
PRICE: £39.99

PLAYERS: 1- 4

GAME TYPE: PINBALL SIM

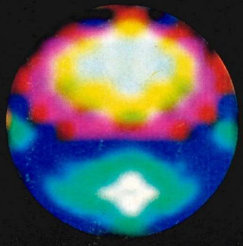
CONTINUES: 0

SKILL SETTINGS: 1



Hey spandex fiends! Do you want a rrrrookin' pinball game for your Megadrive? Well search no further than Twisted Flipper, the original Heavy Metal pin table from those headbanging heroes at Electronic Arts. Yes, pinball, that staple of the Dodgy Seventies Takeaway or today's modern superarcades and out-of-town ten pin bowling establishments, once more transcends its mere mortal form of a silver ball bearing and some twinkly lights and makes its presence felt on the mighty Megadrive.

As always, there isn't much of a plot behind it, what with it being a pinball game and all, although there is a rather obscure intro scene which shows a young fellah-me-lad waking up all his neighbours by playing loud music (which we all know is neither big nor clever). Still, rest assured that a lack of plot never stood in the way of ball-bouncing, bumper-bumping, points-accumulating, rrrrock 'n' roll pinball, so strap on that bullet belt and get down to those flippers.



TWISTED

TRIPLE TABLE TERROR TALE

Twisted Flipper is unlike most other computer pin-games. The layout is similar to the other MD pinball titles, with a three-screen high table, which contains three pairs of flippers controlled with the joypad. Each screen has different bumpers and hazards to face, making it more like three separate tiny tables than one large one.

However, where Twisted Flipper breaks from tradition is that it is not just set on one table, but on three. As you progress through the game, gaining points and defeating monsters, it is possible to upgrade your table to a swisher model, loaded with more gadgets and bleepy whistly things.

PUMP YOUR BALLS UP THE ELECTRIC TUNNEL

Pinball tables nowadays are so complex and bonus-laden that even the very way you spang the ball into play can reap huge rewards. To shoot the ball, hold down and then release the A button. A counter below the ball starts to count up as the button is held down, indicating the strength of shot. The actual exit from the launch tube doesn't open until after the ball has passed it, but after this there is a series of markings, each denoting points bonuses from 1,000 to 50,000 points. The idea is to cause the ball to start rolling back towards the exit ramp, pausing as it does on the highest points bonus possible by careful manipulation of ballistics. Should the player be skillful enough to get top points (50,000 to begin with), then the next time a ball is launched from the tube, the maximum bonus is raised to 100,000 points and then 1,000,000, making topper huge launch bonuses possible.

UNWASHED WEIRDO CLOWN ARMY SHOCK

There are a number of strange enemies lurking about the tables intent on bringing about your doom. The most mundane of these must be the circling statues which spin around, cracking more and more every time they are hit with your steel bearing. However, things do get weirder, first with a psychedelic-looking, evil, rotating head who doesn't actually do much, through disembodied brains, sporting eyes fixed in place on top of them, right the way to walking clown skulls on little feet which look more like something out of A Cotton Candy Autopsy than characters in a video game!

TWISTED FLIPPER REVIEW



FLIPPER

1K

50K

25K

10K

5K

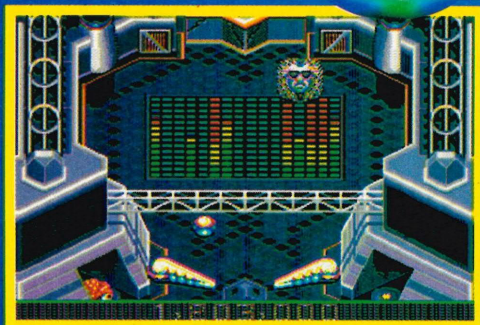
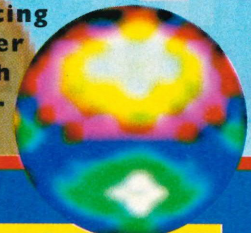


▲Over three screens of scrolling pinball action.

PAUL'S COMMENT



Twisted Flipper looks good, and I'm happy to see the programmers have cracked the problems which are the bane of video pinball games, namely speed and realistic ball control, but as far as gameplay goes it just doesn't compare with Devil Crash. There's a wide variety of things to hit, but whereas Devil Crash had a feel of real pinball with the ball firing off targets left, right and centre, Twisted Flipper's tables are comparatively sparsely-populated. There's too much manoeuvring the ball around the table structures and trying to hit special targets in sequence and not enough brainless, but exciting, spanging. My other complaint is that I found Twisted Flipper quite annoying to play. I was spending 15 minutes trying to set up the route to a bonus screen, only for the ball to fall the wrong way and drop off the table (sometimes it rebounds back into play, sometimes it doesn't). The table then resets and you have to go through the whole thing again, so you can spend ages fruitlessly playing the same bit of the game. I've no complaints about Twisted Flipper's graphics and sound as such, and overall this is streets ahead of some other Megadrive pin efforts like Dinoland, but if you're expecting something better than Devil Crash you will be disappointed.



▲Bash down the door at the top!

TWISTED FLIPPER REVIEW



TWISTED HISTORY

Eagle-eared (eh?) rrrrrrawk fans may recognise some of the soundtrack to Twisted Flipper, licensed as it is from stadium giants Motley Crue. Indeed, the track accompanying the title screen is their pop-tastic mega-hit Dr Feelgood, with other tracks including Live Wire and Home Sweet Home, none of which lose anything in the translation to Megadrive (ie they're still not very good). The name of the game itself is a tribute to Twisted Sister, a vintage band of make-up-wearing "stars".

MARK'S COMMENT



Hopes were high for Twisted Flipper. Given the success of Devil Crash (or Dragon's Fury as it's known officially), and the reputation of EA for producing some classic titles, we slept easy in our beds, confident that it wouldn't be another Dino Land.

In all fairness, Twisted Flipper is not as bad as its prehistoric pinball counterpart, but it's not a patch on Devil Crash. The rrrrawk 'n' roll approach may gain it a few fans, especially with a big name band such as Motley Crue being associated with it. However, a guitar sample does not a game make, and this is where Twisted Flipper falls short. The almost exclusively chrome table does look bland after a while, and the few things there are to hit are spread out over such a great distance that merely getting between them takes up most of the game time. The bumpers, bonuses and hazards themselves are nothing new. Oooh! It's a scary floating face! Oooer! Some floating statues! Yaaaawn! Some slithery worms! Whilst there is nothing technically deficient about Twisted Flipper—the controls are fine, the collision detection is spot on and the ball logic is true—I don't think it captures the thrill of real pinball.

BONUS BUMPER BONANZA

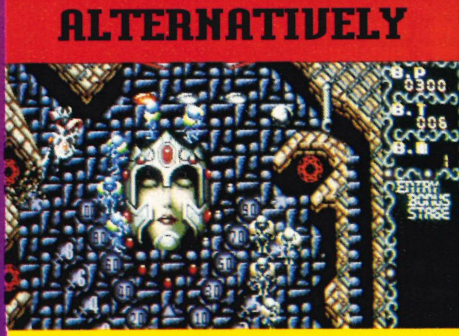
Along the way to completion of all three tables are fine bonus levels designed to aid you in your quest for the ultimate high score. The first of these is simple enough to find, placed as it is on the first screen of the first level. Firstly, two racks of pins spelling "ROCK" and "ROLL" are knocked down. This causes a Breakout-style cluster of bricks to arise in the centre of the screen. Destroy these and the pins reappear, this time bearing the words "JUMP" and "RAMP". Knock all of these down again and a strange-looking ramp contraption is summoned onto the screen. Flick your ball up the ramp and it flies into space, transporting you to a rather gruesome game where your floating flippers must bounce your three bonus bearings into a squidgy mound of rotting flesh, destroying as many of the emerging zombies as possible for mucho rewar-dos.



▲ Witness the Wall of Sound!



▲ The rollers accelerate the ball.



ALTERNATIVELY

DRAGON'S FURY

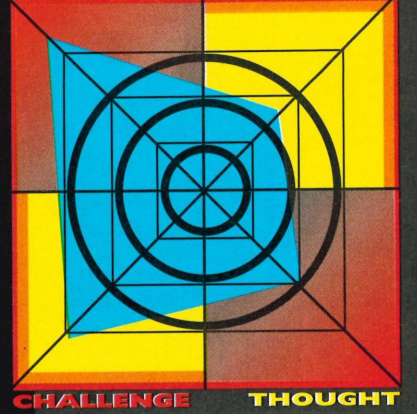
PRICE: £39.99
BY: TENGEN

Tecnosoft's supernatural-themed pin-game is yet to be beaten for realistic pin-action and depth of play. Staggering graphics, superb gameplay, loads of bonus screens and tons of extras make for the best pin-experience outside of Bride of Pinbot.

MEGATECH RATING: 90%

TWISTED FLIPPER

REFLEXES STRATEGY



CHALLENGE THOUGHT

% RATINGS



PRESENTATION



NICE INTRO AND OPTIONS COMPRISE ONE TO FOUR PLAYER MODES AND A MUSIC TEST.

GRAPHICS



NOT BAD. THEY'RE FAIRLY REASONABLY DRAWN, BUT THERE'S NOT MUCH VARIETY.

SOUND



YEEEEEAH HEADBANGERS, IT'S THREE RENDITIONS OF MOTLEY CRUE TRACKS AND A SET OF SPANGING EFFECTS!

SHORT TERM PLAY



WORKING OUT HOW TO GET THE BONUSES HOLDS YOUR INTEREST FOR A WHILE, BUT IT'S FRUSTRATING AND NEVER CAPTURES THE PINBALL ATMOSPHERE.

LONG TERM PLAY



GROWS A BIT TOO DULL A BIT TOO QUICKLY. IT'S A GAME YOU CAN COME BACK TO, THOUGH, IF ONLY FOR BRIEF SESSIONS.

MEGATECH RATING



DECENT ENOUGH AS FAR AS CONSOLE PINBALL GAMES GO, BUT TWISTED FLIPPER IS STILL DISAPPOINTING.

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MT 9 STATUS: REVIEW

BY EA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 0-3

SKILL SETTINGS: 3

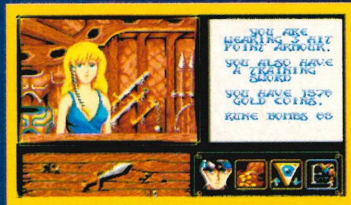


Devilry is afoot in Arthurian Britain. Princess Elaine has been kidnapped (perpetrators unknown), and the Knights Of The Round Table are too busy questing to rescue her. Step forward Galahad who, on the promise of a free knighthood and a seat at The Round Table, has been suckered into rescuing her. Between him and his goal lies an army of dragons, elves and goblins under the command of evil Morgana Le Fey, as well as mazes, traps and other Dark Age hazards.

Armed with whatever equipment he can buy and a limited supply of bombs, Galahad has to journey through 22 stages as he searches for the magical keys of honour which will let him continue his journey through the world. Should he succeed he'll be knighted by Sir Lancelot, given his complementary tin of Turtle Wax for his armour and earn a place in legend. Fail, and he'll probably end up well-preserved at the bottom of a peat-bog.



▲ Hmm, a vendor of arms.



▲ Inside the shop.

SHOPPING FOR SWORDS

Every so often you'll come to a town with a shop. Inside you'll find everything a working hero needs for his crusade, swords, armour, bombs, that sort of thing. A store's stock depends on how far into the game it's located. If it's still early days there will only be a few small swords that don't inflict much damage, so you can't tool up and make mincemeat out of the first few levels. Later on, though you'll pick up swords that fire energy beams and daggers.



▲ Training sword

TRAINING SWORD

This is the Tommy Tipee sword of the cut-and-thrust world of chivalry. It does very little damage, and frankly, does nothing for Galahad's image.



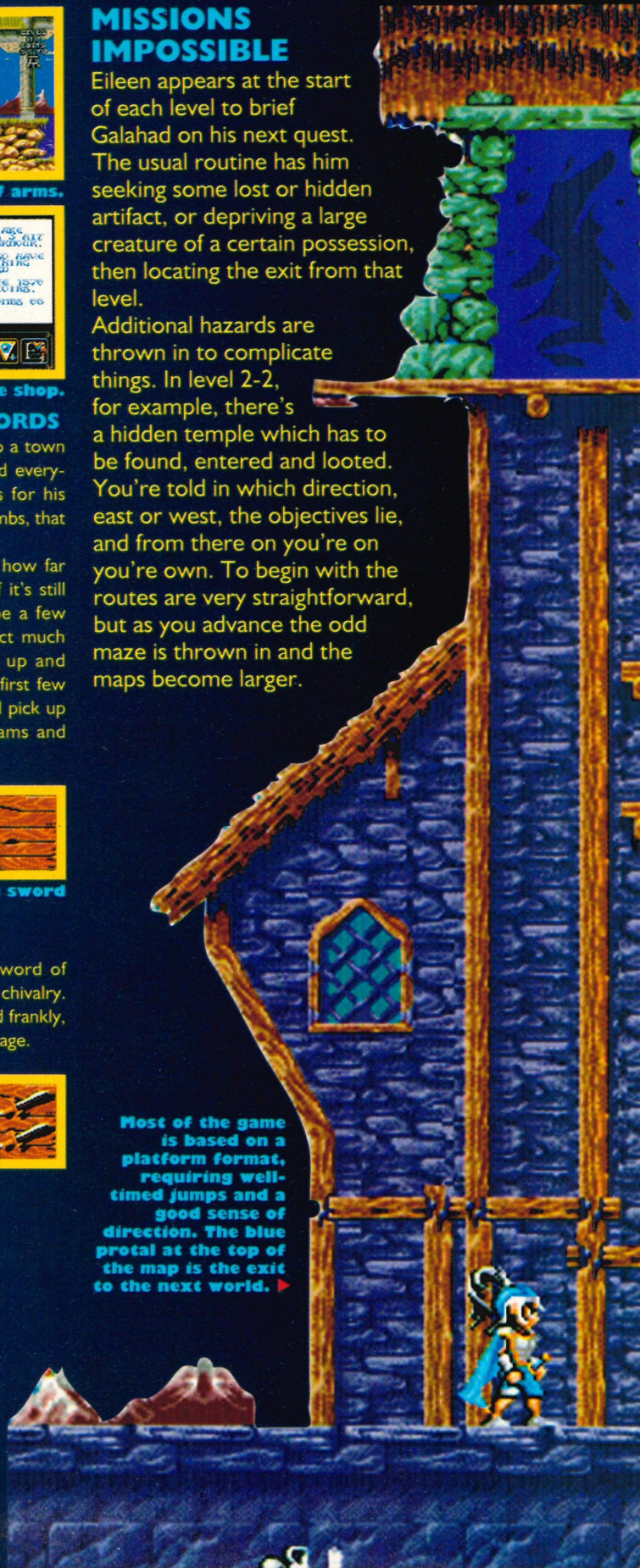
MISSIONS IMPOSSIBLE

Eileen appears at the start of each level to brief Galahad on his next quest. The usual routine has him seeking some lost or hidden artifact, or depriving a large creature of a certain possession, then locating the exit from that level.

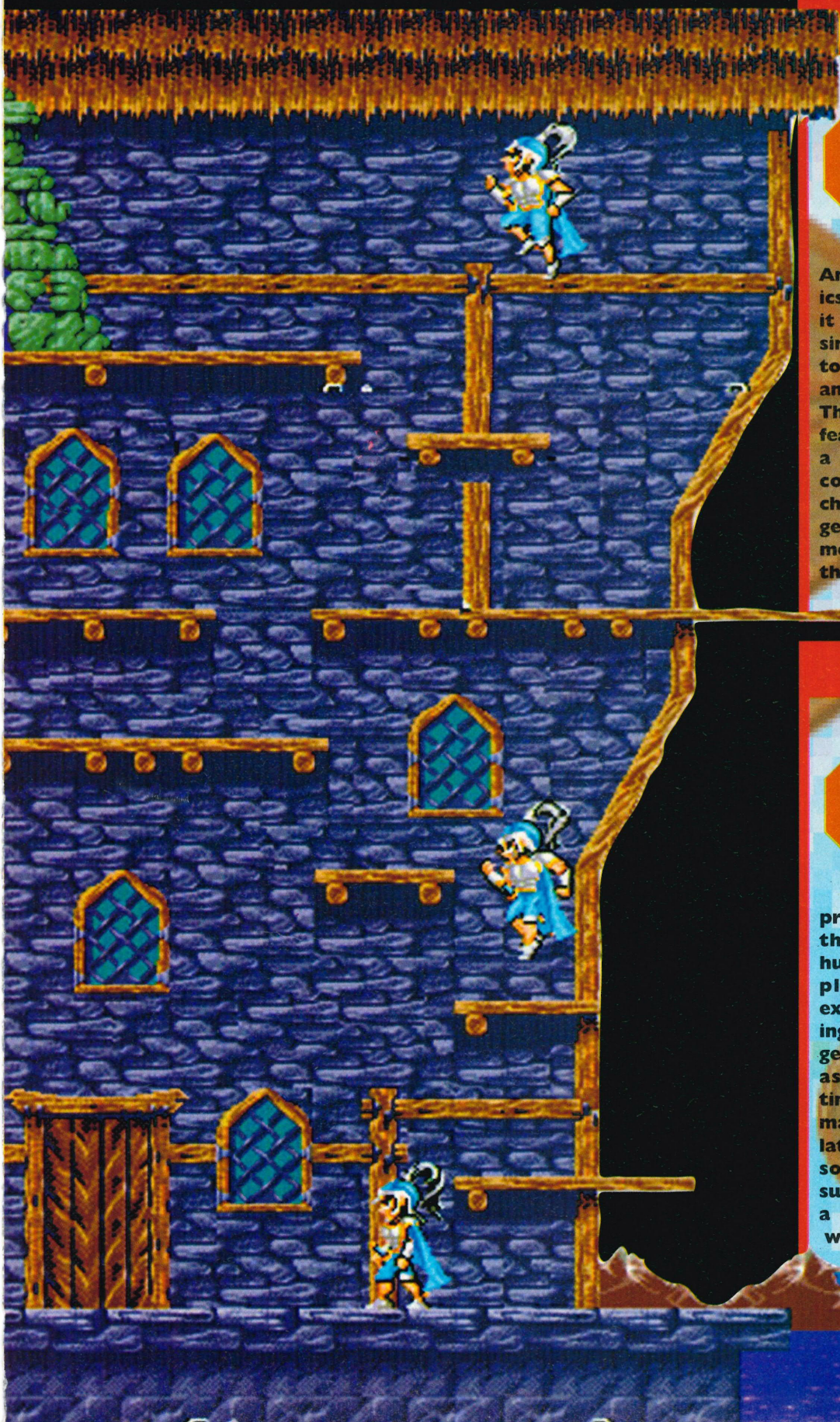
Additional hazards are thrown in to complicate things. In level 2-2, for example, there's a hidden temple which has to be found, entered and looted. You're told in which direction, east or west, the objectives lie, and from there on you're on your own. To begin with the routes are very straightforward, but as you advance the odd maze is thrown in and the maps become larger.

Most of the game is based on a platform format, requiring well-timed jumps and a good sense of direction. The blue portal at the top of the map is the exit to the next world. ▶

GALAHAD



GAHALHAD



PAUL'S COMMENT



Galahad looks somewhat similar to Shadow of the Beast, but then that's not surprising as both games originated at Psygnosis before being translated from

Amiga to Megadrive. Galahad's graphics aren't quite as fancy as Beast's but it has the edge in the action stakes, simply because there's so much more to do in each level. It's not as if it has anything that makes you think, 'Cor! That was a really clever and unusual feature which I've never seen before in a console game,' but Galahad does consist of level after level of good, challenging platform action so you do get a fair few hours of play for your money, which makes a pleasant change these days. Good fun and good value. Worth checking out.

MARK'S COMMENT



I vaguely recall playing this on the Amiga, although I can't remember if I liked it or not. It starts off as a pretty average platform game with some nice animation, but soon

progresses to the major leagues. After the seventh level the maps become huge and complicated and the gameplay steps up a gear. I found it extremely challenging, and after playing it for two hours solid I could only get to level eight out of 22. The onus is as much on exploration as it is on timed jumps, and I get the feeling that map making may be required on the later levels. My only criticism is that some stages require exploration by suicide, for example, you're on top of a cliff and the only way to find out whether there's land or spikes at the bottom is to jump. If you want a game that really will put you through your paces, this is just the ticket.



▲ The mighty Forcesword.

LONG SWORD

Not only does this do more damage than the training sword, it also allows Galahad to throw two daggers with every swing he makes.

BROAD SWORD

Causes plenty of damage when it hits, and has the added bonus of firing energy beams, which can be powered-up by holding down the attack button.

COLLECTABLES

Galahad can take six hits before losing a life, although some nasties inflict more damage than others and some kill him with just one hit. Fortunately the creatures which inhabit the world of Galahad are a careless lot who leave their valuables lying around the landscape in chests. When Galahad find one he can open it with a swing of his sword and there's usually something inside that will help him in his quest.

ENERGY

Restores one energy point on Galahad's life bar.

1-UP

Frequent on some levels, gives Galahad and extra life.

SKULL

Very nasty. Touch this and Galahad loses a life.

SMALL COIN

Increases Galahad's wealth by 100 gold pieces

LARGE COIN

Like the small one, but worth 500 gold pieces.

BOMB

Adds an extra bomb to Galahad's supply.



▲ Ealanor is always on hand with advice.



▲ Some nasties are armed with bows.



▲ Kill this dragon to get to the next level.



▲ Hazards like this lie in every cavern.

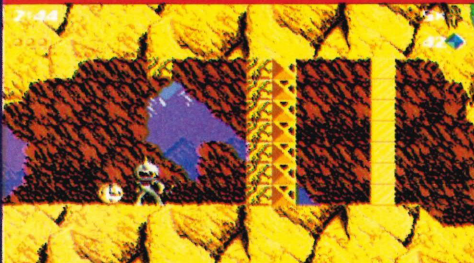


▲ Hit chests to open them.



▲ This dragon guards an extra life.

ALTERNATIVELY



KID CHAMELEON

PRICE: £34.99

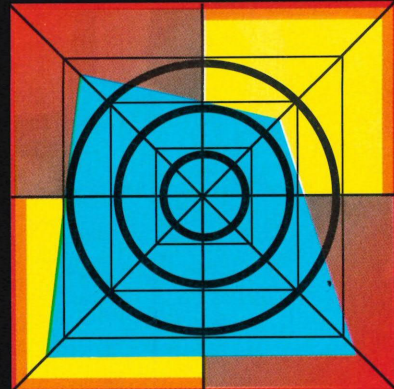
BY: SEGA

Apart from a novel character changing feature, Kid Chameleon doesn't offer much, and despite a huge amount of levels it's quite simple to go through.

MEGATECH RATING: 64%

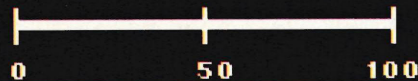
GALAHAD

REFLEXES STRATEGY



CHALLENGE THOUGHT

% RATINGS



PRESENTATION

75%

PLENTY OF OPTIONS, BUT, OVERALL, NOTHING STANDS OUT.

GRAPHICS

76%

NICE CHARACTER ANIMATION, BUT SOME OF THE BACKDROPS ARE FLAT.

SOUND

69%

THE MUSIC IS OCCASIONALLY LOUSY AND ANNOYING AS ARE THE EFFECTS.

SHORT TERM PLAY

78%

TOUGH, BUT GENEROUS RESTART POINTS SAVE IT FROM GETTING TOO FRUSTRATING TO BEGIN WITH.

LONG TERM PLAY

89%

GETS A LOT TOUGHER AFTER THE FIRST WORLD.

MEGATECH RATING

83%

VERY CHALLENGING, VERY BIG, VERY PLAYABLE AND GOOD VALUE FOR MONEY.





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Peterborough
Mailing
PO Box 300
Peterborough
PE1 5TQ

I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

MY NAME.....
MY ADDRESS.....
.....

Please send me.....T-shirt/s in MEDIUM/LARGE/XL (PLEASE STATE).....
I enclose a cheque or postal order for £6.50 per shirt.



MT 9
STATUS:
REVIEW

BY SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: RPG

CONTINUES: BATTERY SAVE

SKILL SETTINGS: 1

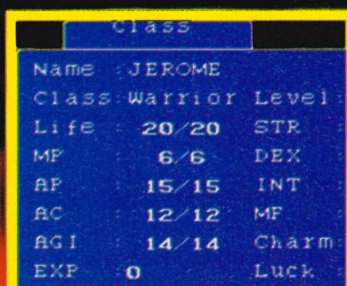
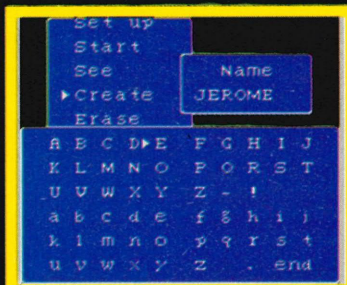


In a world called Fairyland you'd expect the inhabitants to either flutter around on wings granting wishes and sitting on mushrooms, or hang around in bars, wearing leather caps and listening to records by the Village People. In the Fairyland where Super Hydlide is set you might come across the winged variety, and you'll also encounter monsters and traps, but the only humans are those cowering inside safe havens to escape the aforementioned monsters.

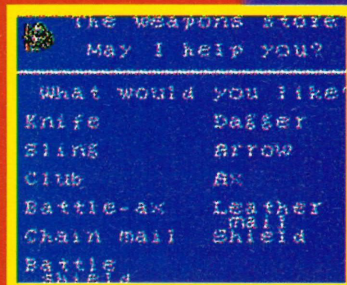
Fairyland was once a peaceful place, but now evil runs rife and no one dares venture out after dark. Except for you. Neither the game's manual nor its intro sequence explain whether you're suffering from a case of near-terminal heroics or are just plain stupid, but you've decided that enough is enough and that you're the one who'll put paid to this evil tide. The first problem is to find out who is off-loading their demons and critters on Fairyland and where

FROLICS IN FAIRYLAND

The first thing to do is create a character. There are four classes to



choose from, and this selection dictates the way you play the game. If, for instance, you choose a character who's strength is in magic, they'll be very weak to begin with, while a warrior class lets you steam into the adventure without pause for thought.



Your quest begins in the City of the Forest, deep in the heart of Fairyland. Here you're safe from scourges of the surrounding land. There are shops where you can purchase armour, weapons and provisions for your prospective hero. One of the things that has to be taken into account, though, is how much your character can carry. To begin with they won't be able to lug anything more than a knife, a helmet and a small amount of food. You're told how much they can carry and exceeding this load causes them to walk at a quarter of their usual speed.

RAMBLIN' GUY



▲ One of Fairyland's many dungeons.



▲ The entrance to the Forest city.

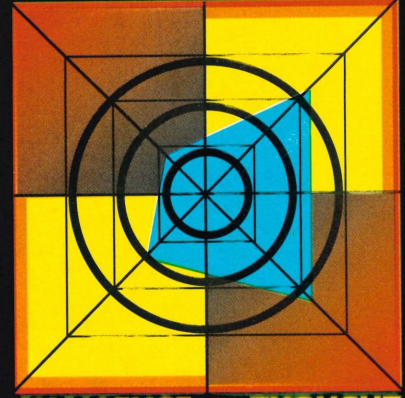
Finding your way around Fairyland can be quite a challenge. For a start there are no maps and most of the terrain looks the same. The first thing to locate is the money changer, which is near a lake to the south of the City of the Forest. This handy gadget lessens the weight of the gold you're carrying. The next step is to track down the entrance to some of the land's dungeons, inside you may find clues as to the source of the Fairylanders' problems and plenty of gold so you can tool up with even bigger weapons. Dungeons are very maze-like and, true to form, populated with an assortment of vampires, killer slime and wraiths. Usually you're required to track down a key to enable you to escape, but the maps aren't too big which makes memorising routes easy.

HYDLIDE



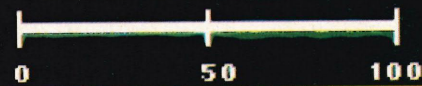
SUPER HYDLIDE

REFLEXES STRATEGY



CHALLENGE THOUGHT

2 RATINGS

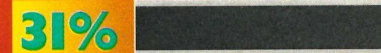


PRESENTATION



MISERABLE INTRO. IN-GAME PRESENTATION IS FUNCTIONAL RATHER THAN FANCY. AT LEAST THERE'S A FOUR-POSITION BATTERY GAME-SAVE.

GRAPHICS



TRAGIC, SMALL, BARELY ANIMATED GRAPHICS WHICH ARE TEN YEARS BEHIND THE REAL WORLD.

SOUND



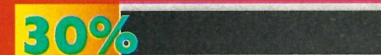
SOME REALLY GOOD SHOPPING MALL-STYLE TUNES, WHICH AREN'T VERY APPROPRIATE.

SHORT TERM PLAY



A SORT OF 'CAN IT BE AS BAD AS IT LOOKS?' CURIOSITY KEEPS YOU PLAYING FOR A WHILE.

LONG TERM PLAY



NOT MUCH EFFORT REQUIRED TO PLAY BUT IT'S FRUSTRATING AND UNREWARDING SO YOU WON'T BE PLAYING LONG.

MEGATECH RATING



DEFINITELY THE LEAST ENJOYABLE RPG AVAILABLE FOR THE MEGADRIVE.

If you feel that your life is threatened, to the city.

CHAT BACK

Not all Fairyland's inhabitants are out for a piece of you, there are one or two people who are willing to give you some advice. It's worth chatting to the city's inhabitants before you set off as they often supply the occasional pearl of wisdom.

The game lets out a little chime when you walk near a main character, which is your cue to strut up to them and press B to find out what they've got to say. You won't get very far if you ignore any advice you're given.

PAUL'S COMMENT



I'm sorry, I've given this game my best shot but the only conclusion I can come to is that it's not very good at all. The graphics are appalling, the jolly music is completely inappropriate and there are loads of little bugbears which make Super Hydlide a Megadrive annoyance. In

the cities you find characters who walk very slowly and like to stand in doorways when you want to go through them. On occasion you might even find someone with some unhelpful information, but their messages are made even more cryptic by the game's annoying habit of forgetting to display some of the text. The basic gameplay is pretty aimless and wandering around for hours on end clubbing cannibal plants is like playing a substandard version of Gauntlet. If this is SUPER Hydlide, I'd hate to see the less advanced version.

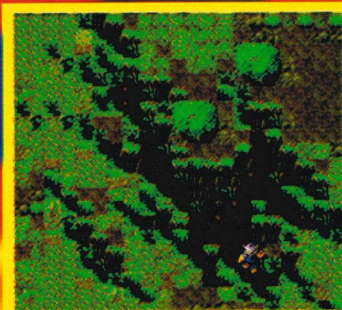
Young Hero... Awaken from your forgetful slumber, Your destiny beckons you!

MARK'S COMMENT



Although it's just been released here, Super Hydlide was originally launched in the States almost three years ago, and its age really shows. The graphics have dated more than anything, and resemble the most primitive type of early Eighties RPG. They are microscopically small

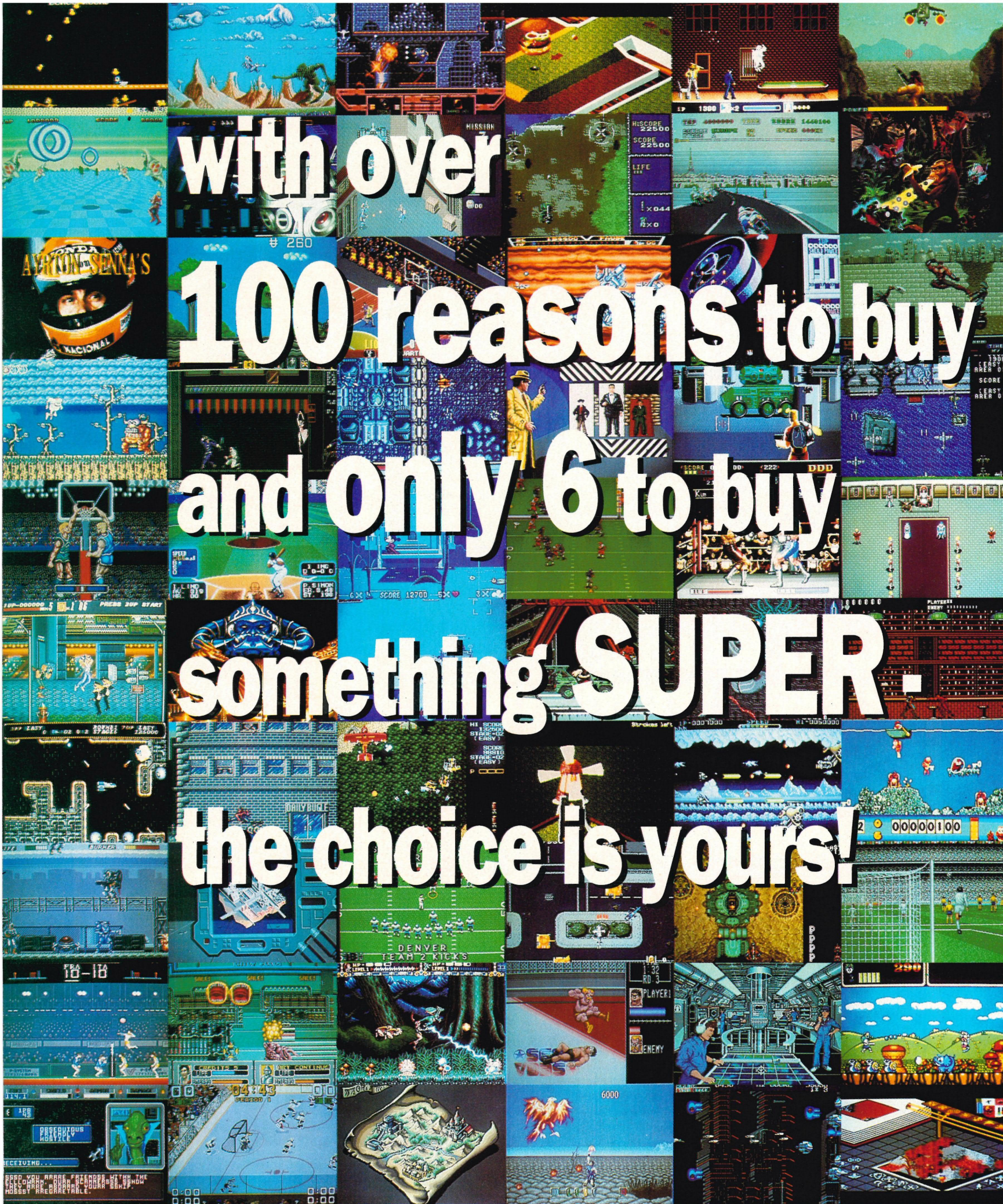
and contribute nothing in the way of atmosphere to the game. Advancing your character is really easy, it only takes half an hour to create a super-tough defender of the righteous who'll crush anything in their path, but where's the fun in that? After that most of the game is spent watching your puny sprite club other puny sprites with a variety of weapons. There's almost no puzzle solving and the biggest challenge comes from staying awake while wandering the landscape in search of a dungeon entrance. When there are games like Buck Rogers and Phantasy Star 3 around, who the hell needs this crap?



Fall. ▲ ▼ Sound test room.



SUPER HYDLIDE



with over
100 reasons to buy
and only **6** to buy
something **SUPER.**
the choice is yours!

TO BE THIS GOOD TAKES **AGES** TO BE THIS GOOD TAKES **SEGA** TO BE THIS GOOD TAKES



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SEGA

AGES TO BE THIS GOOD TAKES SEGA



Prepare yourselves for one whopper of a Technique Zone this month.

We've got no less than 21 pages of Megadrive tips for your delectation, including Hyper Technique Zones on Olympic Gold, Revenge of Shinobi, Buck Rogers, Hellfire and Splatterhouse 2. But enough of the intro and on with the tips!

Don't forget, if you've got some major league tip or player's guide to a Megadrive game send it in to:

Technique Zone,
MegaTech,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.

The best set of tips sent in will win the sender five games of his or her choice!

ZONE



KID CHAMELEON
TZ: N/K
HIDDEN HELMETS
FROM: KEITH LANGHAM, RUGBY

At the beginning of Devil's Marsh II walk past the three green slime creatures on the floor and jump up to reveal a hidden P which is the Cyclone helmet. There's also an Eyecops helmet in another hidden box on the right (see picture), but for the moment get the Cyclone helmet. Proceed to the end of the level, being careful not to lose the cyclone helmet and not to collect any other hidden Ps. If you manage to do this in a pretty good time you can collect a good bonus—up to 20,000 points!

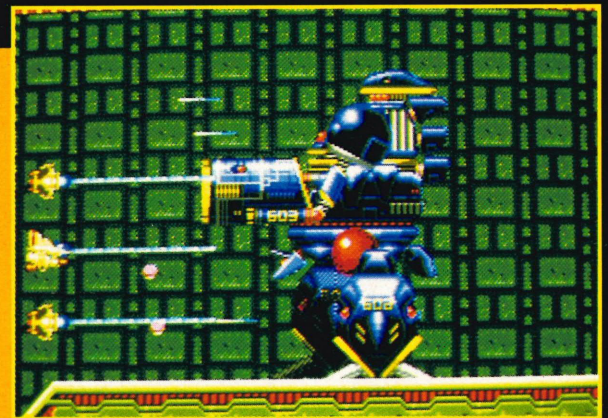
After arriving at the flag with the cyclone helmet still on, you can then go to the Knight's Isle, Whale Grotto and Hoverboard Beach and complete these in mega seconds to earn 20,000 points for each of the levels.



ZERO WING
TZ: N/K
MEGAWEAPONS
FROM: JOHN DANIELS, NORWICH

We printed this tip in issue two when we thought it only worked after you'd finished that game once and were going through it again. However, John has discovered that you can use it right from the start.

Watch all of the animated intro screens, then start the game and collect all the green power-ups and nothing else (no speed-ups or smart bombs) then when the next green is due to appear the purple mega power-up appears instead. If it doesn't, change weapons and wait for the next power-up of that colour. Occasionally it doesn't work and you get a 1-UP or 10-UP instead, but hey, that's not bad, is it?



TWO CRUDE DUDES
TZ: N/K
EXTRA POINTS
FROM: KEVIN CAFFAR, CHELMSFORD

Kevin sent in an almighty score of 999,999 for this game, and his secret is as follows. Play in two player mode and when you have killed everything on level one, leave one player in front of the orange building in the background so the other player can hit the centimetre or so of wall showing. That player can do that until he's got the highest score possible and the bloke trying to whip you to death can do nothing about it.

KRUSTY'S FUN HOUSE
TZ: N/K
LEVEL CODES
FROM: WIL DALY, DERBY

The codes for all the stages revealed!

Level 2: **WHOAMAMA**

Level 3: **FLANDERS**

Level 4: **BROCKMAN**

Level 5: **SIDESHOW**





SKINING IN THE DARKNESS

T2: R/R
MISSING MAP
FROM: FRED COLLINS

Sorry! Our Shining in the Darkness maps got kind of confused and this resulted in the Level 4 map appearing where the Level 3 map should have been, and the Cave of Truth sneaking into the Level 4 slot. So, here's the real Level 3 map, as supplied by the original artist, Fred Collins, who wrote in to point out our error.

LEVEL 3

22,3; 30,3; 1,27; 30,27 All leads to secret passages on

LEVEL FOUR

Watch out for...

- 1,5 Bildblock
- 13,17 Shell beast
- 11,28 Scizzar, giant crab
- 2,30 Healer fruit
- 11,23 Herb water
- 16,23 500 gold
- 17,27 Great flail
- 1,9 Light shield
- 1,28 Mystic rope
- 24,27 Mithril ore
- 30,17 Ice staff
- 29,9 Light helmet
- 1,21 Storm
- 15,25 Up from level 2 at 15,25
- 18,23 Gold Water—Use medallion when entering labyrinth before coming up to level 3. Search Gold Water on level 2 to retrieve half of medallion. Bring it here then go back to village tavern to restore magic and hit points. Use medallion to return.



GHOULS 'N' GHOSTS

T2: R/R
BOSS DESTRUCTION
FROM: ANDREW COULTER, BALLYCLARE

If you are having trouble fighting Loki, jump onto his foot and wait until he lifts his leg. When he lowers it again jump and you will land on his knee. It sounds a bit suspect, it's true, but you are actually safer from his fire in that position, making it much easier to kill him off, especially when using the short-range special weapon.





HYPER TECHNIQUE



ZONE

HYPER TECHNIQUE ZONE

ACTION REPLAY ACTION

IF YOU OWN AN ACTION REPLAY PRO CARTRIDGE, BUT CAN'T GET THE CODES IN THE MANUAL TO WORK, THEN TRY THESE:

FFD45B0003
FOR INFINITE LIVES



FROM

STEPHEN PHILLIPS, KINGS LYNN, MARK BROMHAM, PETERLEE, DARREN VIBERT, ST HELIER, DARREN FRANCIS, HARROW.



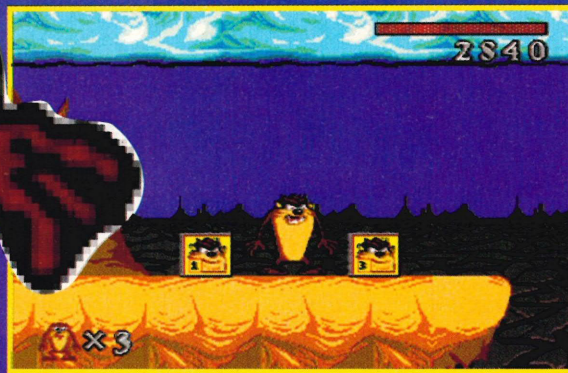
FIND THIS UNSUSPECTING ROCK MONSTER.



GRAB THE EXTRA LIFE AND LET HIM WALK TO THE RIGHT OF THE LEVEL.



LEAP OFF AT THE RIGHT TIME...



...AND PRESTO! MULTIPLE CONTINUES!

INFINITE CONTINUES

Go to the uppermost checkpoint on stage 2 of the Badlands, then go to the far left and pick up the extra life. Now go right until you come to a rock monster. Jump over him and keep walking right, but don't let him leave the screen. Soon you'll come across an extra continue which is just visible at the top of the screen. Climb on top of the rock monster to get it, then lose a life. You'll carry on from the checkpoint, and the extra life and continue will reappear. So you can keep collecting them and build up enough continues to let you complete the game with even less trouble than usual.



THE FACTORY

To cut out a large part of stage two, and pick up an extra life in the process, when you've pulled the third lever (which is the one by the chicken), drop down a level and spin off to the right. Jump over the gap to find some food and an extra life, then drop down. You're now a whole lot closer to the exit.



ICELAND

Stand on the final iceberg and wait for it to sink. Instead of drowning, Taz will drop into a secret room which contains an extra life, a continue and two kippers.



THE MINESHAFT

This section is quite tricky until you've learned what order the jumps are in, so, to help you out, here they are.

- 1 Fast
- 2 Fast
- 3 Fast and pull back at the top of the ramp
- 4 Slow
- 5 Slow
- 6 Fast and pull back at the top of the ramp. Extend the car when it lands.
- 7 Fast



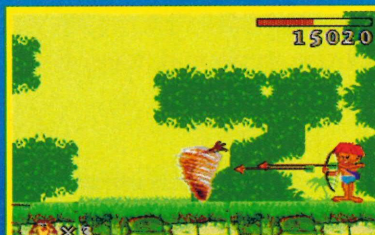
THE RIVER

Keep jumping and spinning across the water. You'll only lose little energy when you touch it, so you won't die.



THE BOSSES

You can either stay on the platform, pick up the bomb and throw it at the truck as it goes past or just stay on the ground and jump over the truck as it approaches.



BUSHLAD

Just hold down the spin button and keep running over him.



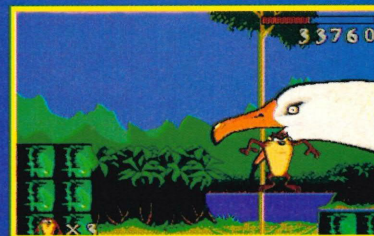
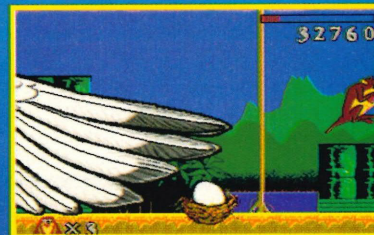
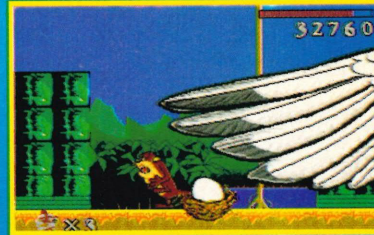
JUNGLE PLANT

Spin into him when he lowers his head, or chuck a packet of No-Weed at him.



TAZ-TEC

Just keep spinning into him, and make sure you don't spin too far right into the flame-blowing statue.

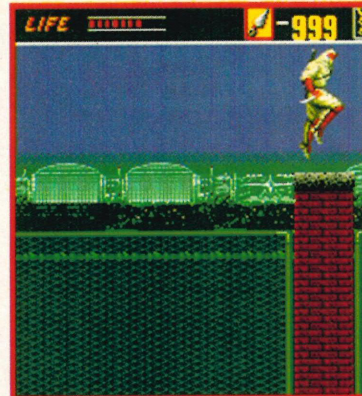


MOMMA BIRD

Avoid the wings (the right one attacks first then they alternate), and when her head appears jump onto the right-hand platform, jump and spin across to the left of the screen. You should hit her beak which causes her to flash. You have to do this six times to beat her.



TECHNIQUE ZONE



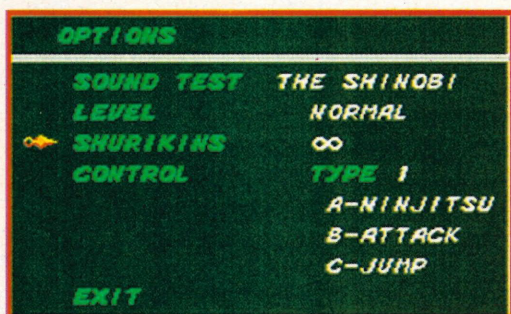
REVENGE OF SHINOBI
TZ: N/A
HIDDEN LIVES, MAGIC, HEALTH, SHURIKENS
FROM: NATHAN PRESTON, THEO FALLER

N

athan and Theo both sent in a list of hidden items and other tips for Revenge of Shinobi. In fact, Theo even brought in, in person, a video cassette showing how he finds the hidden objects. So full marks to Theo for effort.

LEVEL 3-1

Jump on the last pillar at the far right of the airport and throw a shuriken right to reveal extra magic.



INFINITE SHURIKENS

Go to the options screen and set the number of shurikens to 00 (see pic on the left). Wait and the 00 becomes an infinity symbol. This means you can start the game and never be short of shurikens again!

ACTION REPLAY

Use this Action Replay Pro code to give Mushashi an infinite supply of energy.

FFE13B0007

HIDDEN EXTRA ITEMS

The pictures show where hidden objects actually are, so all you have to do is shoot in their location to reveal them. This may mean performing a firing spin-jump when you can't actually see the position, but as every trainee Ninja knows (possibly), perseverance always wins through in the end.



LEVEL 1-2

When you get out, walk right to find an extra life between the two bottom parts of the bamboo platforms.



LEVEL 3-2

Throw a shuriken to the right as you go down the first lift in the aircraft for an extra life.



LEVEL 1-2

Shoot as you fall into the tunnel under the first building to reveal extra shurikens.



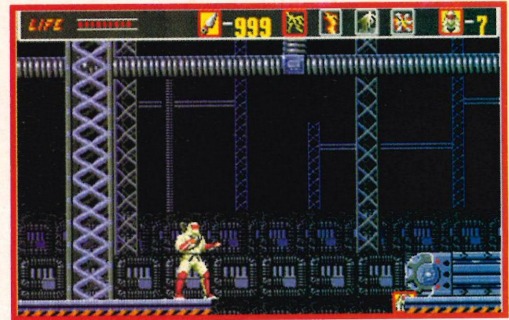
LEVEL 2-1

Jump and shoot just before you jump on the horizontal logs at the end of the first part of this level to find hidden magic.



3-2

In the last lift, fire as you pass the upper floor to find a large energy heart.



LEVEL 4-2

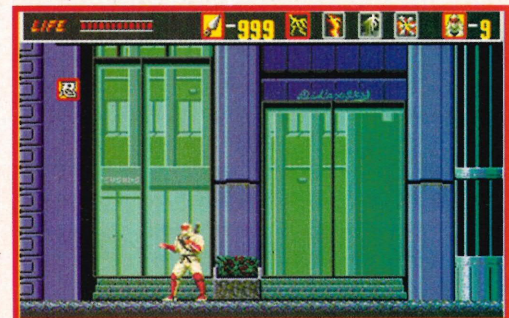
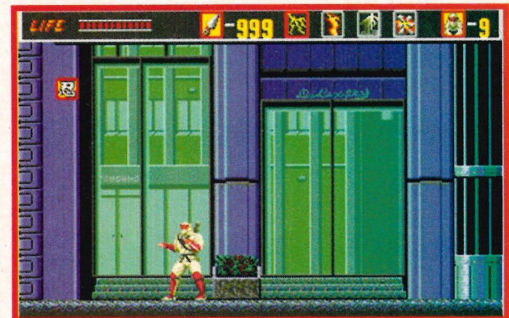
You can pick up loads of lives in the motormill. Just before the conveyor belt do a double jump and spray the area with shurikens. This will reveal a 2-UP (two extra lives) just at the edge of the belt. Jump across onto the conveyor belt and let it carry you back to the 2-UP. You can get the bonus and avoid losing a life if you're quick, but it's as well to fall down the hole so you can repeat the process again and again. Because this is a 2-UP you'll always gain one life.



To get an extra load of double shurikens duck by the first flame jet and fire into it.

Right at the start of this level do a double jump and fire left to reveal extra magic.

Let rip with a spin jump and a burst of shurikens by the first welcome sign to reveal extra energy.





HYPER TECHNIQUE



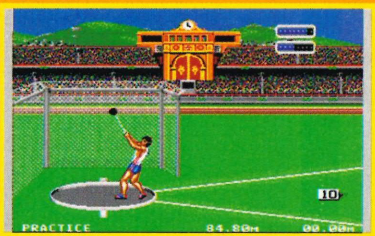
ZONE



100 METRES SPRINT

GARETH'S RECORD: 10.14 seconds

For this event Gareth recommends you place your joypad on a hard, flat surface. Put the index finger of your left hand on the C button for the dip at the end of the race, and use the index and middle fingers of your right hand to do the running.



HAMMER

GARETH'S RECORD: 81.5 metres

Use the same finger arrangement as with the sprint. Instead of letting go on the third revolution (as it says in the manual) release the hammer on the fourth for maximum distance



ARCHERY

GARETH'S RECORD: 154 points

For best results use a joypad with a slow-motion function to make aiming easier. If you don't have one, use slight taps on the pad to get the sights spot on.

OLYMPIC GOLD

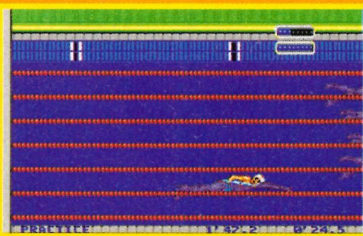
Winning techniques
From Gareth Cornick, Harrow

Gareth has sent in his tactics for all the events in US Gold's sports game, along with his records. He is right-handed, so if you're left-handed reverse the instructions about hands, if you see what we mean.



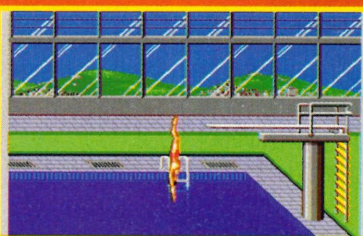
POLE VAULT

Do exactly as the manual says, except when it says you should press C, press and hold all three buttons, then press left.



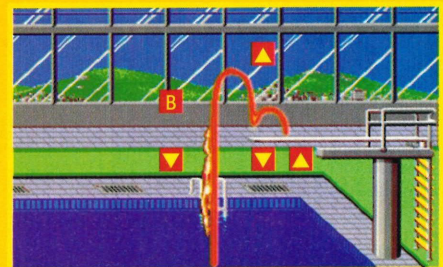
SWIMMING

Stay at the back so that you can just see the last computer player's feet. Wait in that position until the last 50 metres, then swim like mad and you should win!



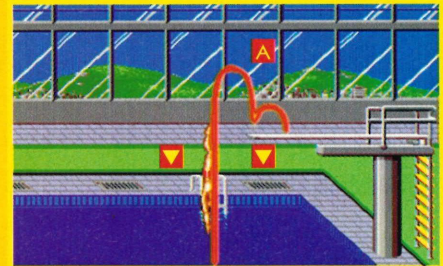
DIVING

Follow the arrows in these diagrams. Always roll the wheel back all the way.



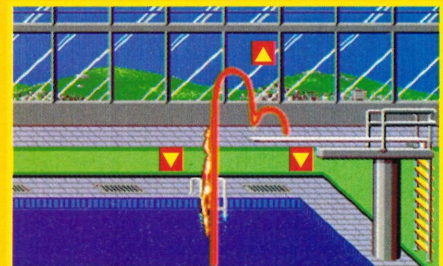
DIVE 1

Choose open dive, set the difficulty level to full and start the dive.



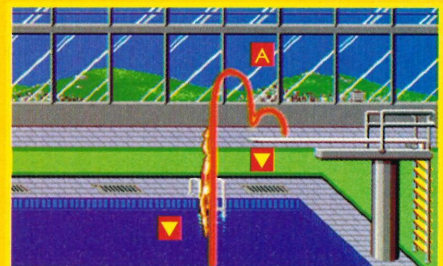
DIVE 2

Choose piked dive, set the difficulty level to full and start the dive.



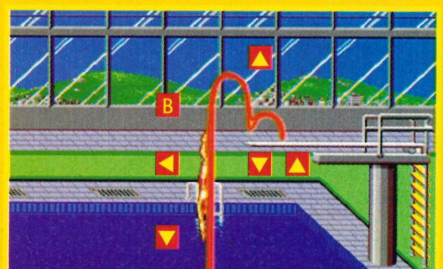
DIVE 3

Choose open dive, set the difficulty level to full and start the dive.



DIVE 4

Choose piked dive, set the difficulty level to full and start the dive.



DIVE 5

Choose forward outward dive, choose free dive, set the difficulty level to maximum and start the dive.

DIAL-A-TIP

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CONSOLE CHEATS AND TIPS

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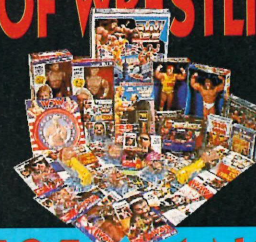
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HYPER TECHNIQUE



ZONE

HYPER TECHNIQUE ZONE

Buck Rogers

CONTINUATION OF GAME SOLUTION FROM: RHINO 69, KRIS BOLTON, STEVEN KEY AND IAN WILSON
Following on from our Buck Rogers tips in issue four, here's some more handy space-help, along with the solutions to the remaining levels of the game.

STAR WARS

A few pointers for interplanetary combateers!

When fighting Ram Heavy Cruisers, close to range three and keep firing beam lasers at the weapons, then blast the controls with beam lasers. Do not close any further until the weapons and controls are smashed. If it starts closing in on you, don't back away or he'll nail your head to the coffee table (metaphorically speaking).

Need some heavy firepower for that annoying mission? Well, fly around until you find a Mercurian Cruiser. They are the softest medium ships in the game, so use your beam lasers from range three then when the ship is disabled, storm it. Every Mercurian leader has a plasma launcher and some major armour which are very handy if you can get hold of them. Make sure your party is equipped with ECM and shielded armour before you do this and always attack the leaders first, otherwise there'll be a lot of trouble.

Don't try to intimidate pirate cruisers. It doesn't work.

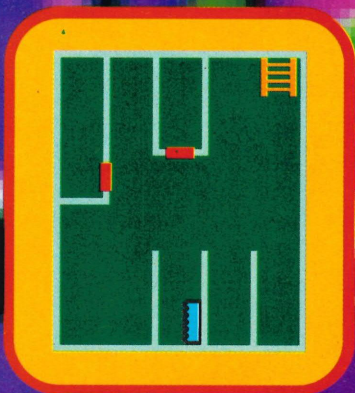
If a pirate captain attempts to bribe you when you board his ship, don't accept, because he's a tight git.

SHIP BLUEPRINTS

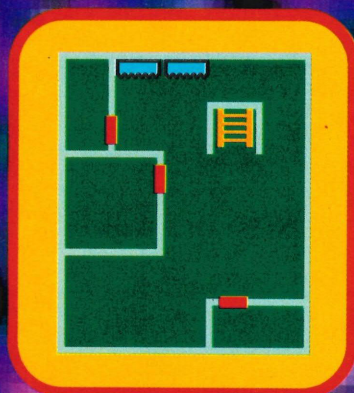


ENGINEERING DECK FOR RAM SCOUT

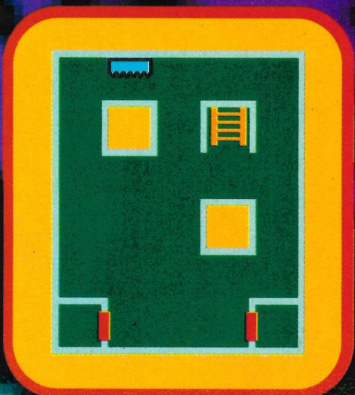
Travel clockwise to avoid robot attack.



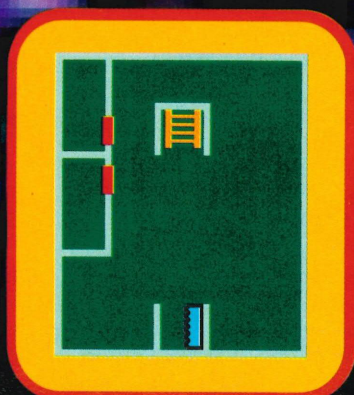
CONTROL DECK FOR PIRATE SHIP RAM SCOUT MERCURIAN ECLIPSE RAM SIDEWINDER



ENGINEERING DECK FOR PIRATE SHIP, OSARIS RAM SIDEWINDER MERCURIAN SHIP, ECLIPSE



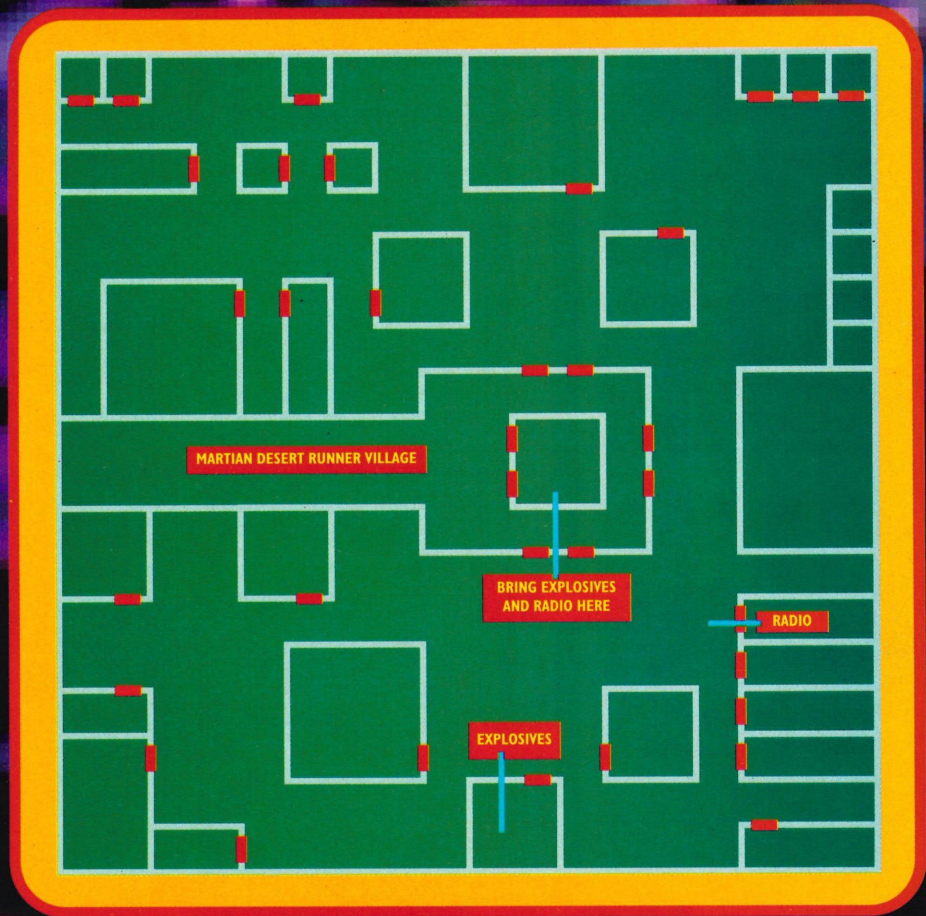
Note that all pirate ships (apart from the Osaris) have two engineering consoles, one of which is damaged and undefended. ENGINEERING DECK FOR PIRATE SHIP





MISSION FIVE — MARTIAN DESERT RUNNER VILLAGE

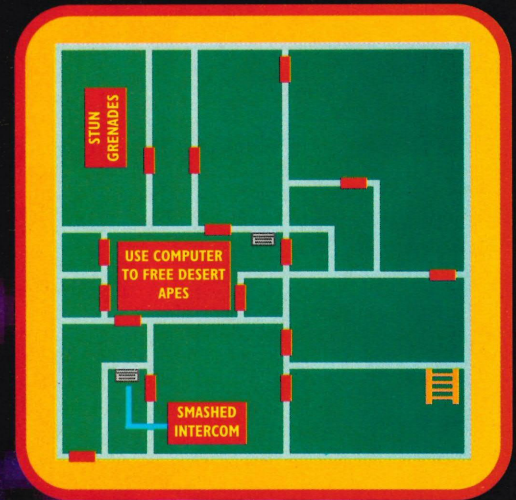
Now you're free of Talon head for your next mission on Mars. First you need to help out a Desert Runner village and then destroy the RAM Doomsday Device prototype. Once you've landed, go east to the village. Once you've finished there go northwest to the blue rock and from there go to the base.



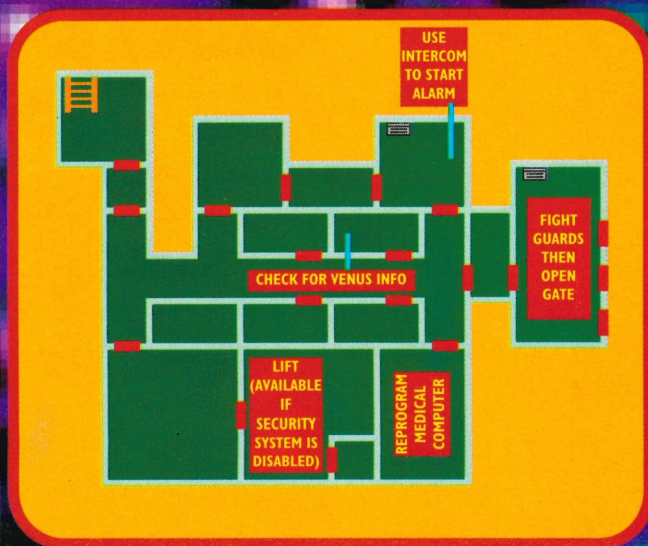
MISSION SIX — GRAVIDUS MONS BASE

LEVEL ONE

Make sure you free the desert apes first or you'll encounter many more guards. When you're done, make your way to the ladder and enter level two.

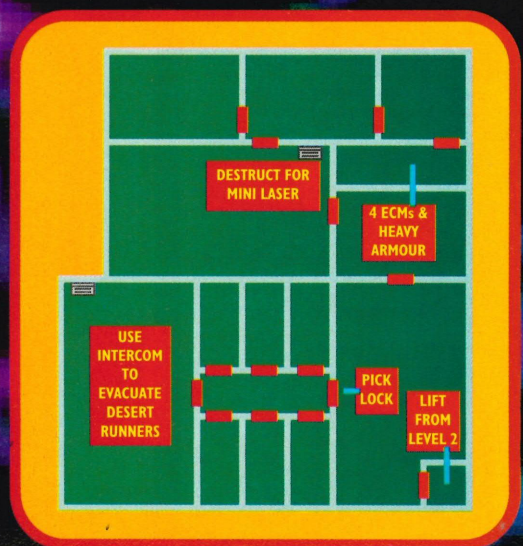


LEVEL TWO



LEVEL THREE

First pick the lock on the door then go and pick up the equipment. Then set the laser to blow using the computer and then use the intercom to evacuate the Desert Runners. Finally, go back to level two and escape through the main gates.





HYPER TECHNIQUE



ZONE

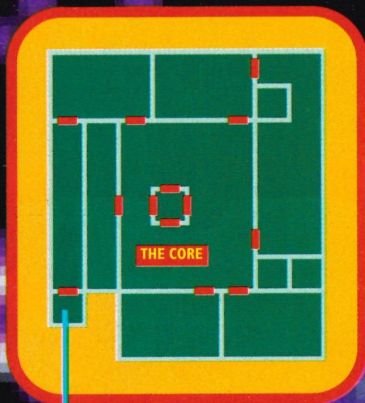
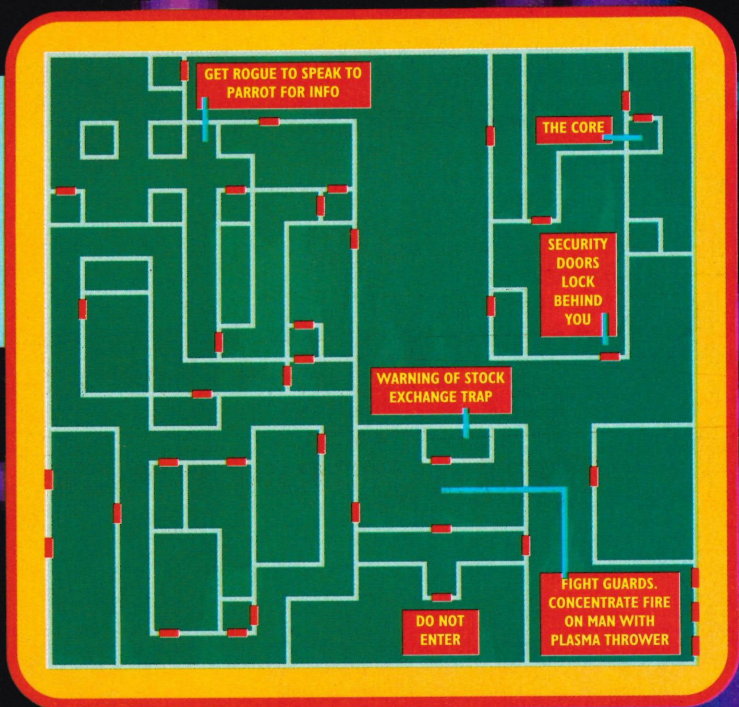
HYPER TECHNIQUE ZONE

Buck Rogers



MARIPOSA 3 – ENTRY LEVEL

If you're approached by any guards get your rogue to talk you out of trouble. You should always be able to escape. Make your way to the core to reach the other levels.

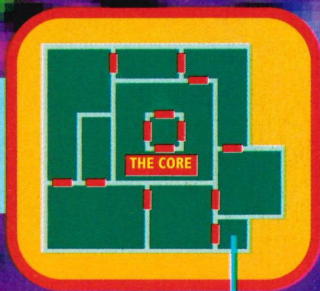


GRAB MEDALLION FROM DROID

MARIPOSA 3 – LEVEL 1

Make sure you get the medallion before going to the next level. Sometimes, as you go to grab it, a droid spots you and calls security robots, but these don't cause too much trouble.

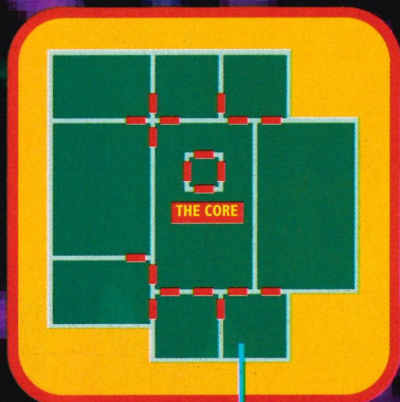
MISSION NINE – MARIPOSA 3



SEARCH TO FIND SILVER MEDALLION

MARIPOSA 3 – LEVEL 2

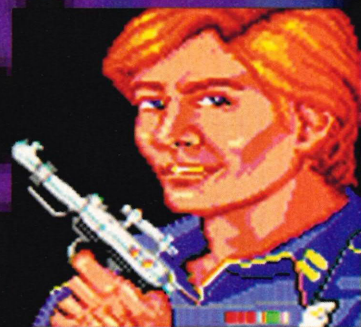
Just get the medallion and ascend to the next level.



USE ROGUE TO
DISABLE TRAP AND
GET GOLD MEDALLION

MARIPOSA 3 – LEVEL 3

Again, just get the medallion and go up.



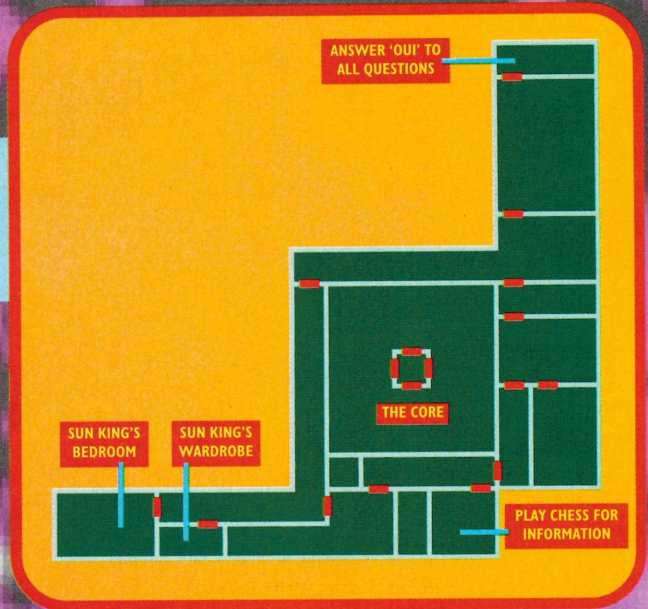


BUCK ROGERS



MARIPOSA 3 - LEVEL 4

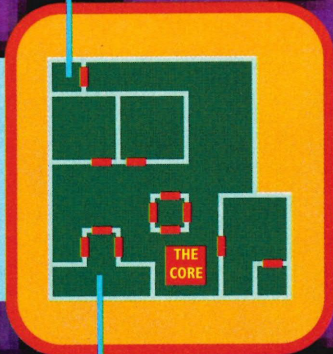
This is the Sun King's Domain. Just go straight to him and you can get through levels five to eight without any trouble.



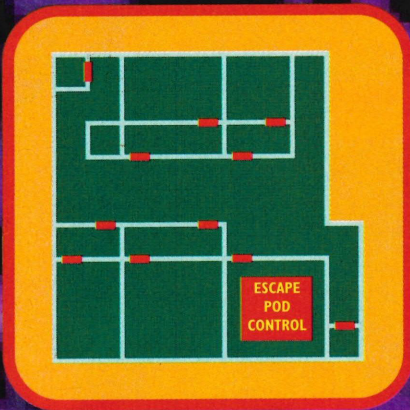
IGNORE ALARM AND USE STAIRS

MARIPOSA 3 - LEVEL 9

It's up to you whether or not you want to fight the guards for the extra rocket launcher. Whatever happens, go through the alarm warning and up the ladder to level 11.



FIGHT GUARDS FOR ROCKET LAUNCHER

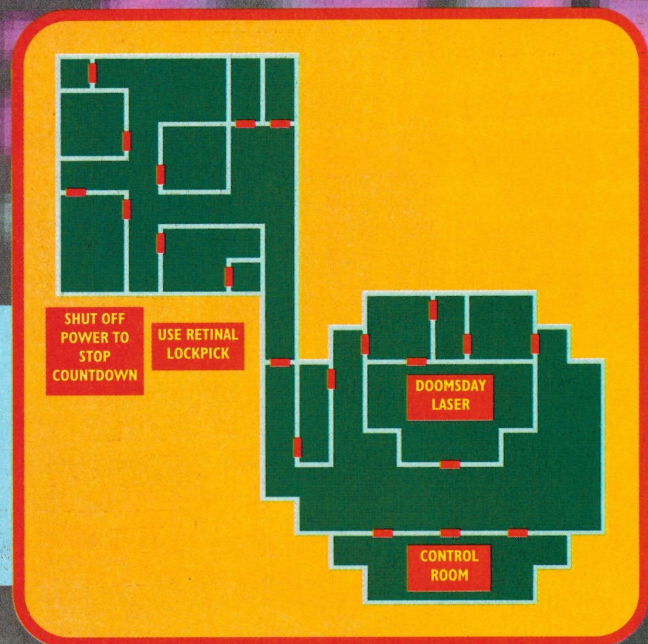


MARIPOSA 3 - LEVEL 10

First go to the pod control room then choose an escape pod. It's usually the one highlighted. Once you escape the game is complete!

MARIPOSA 3 - LEVEL 11

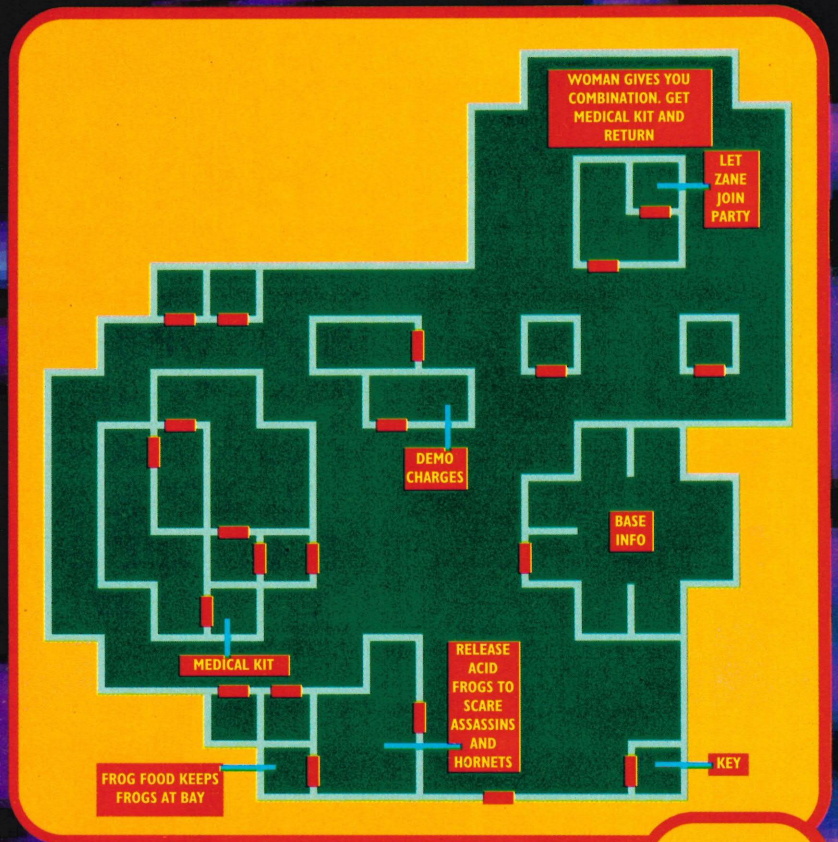
First shut off the power then go to the laser control room. Save the game before you enter as there are a load of rock-hard troops inside. When the doomsday laser is no more, escape via level 10.





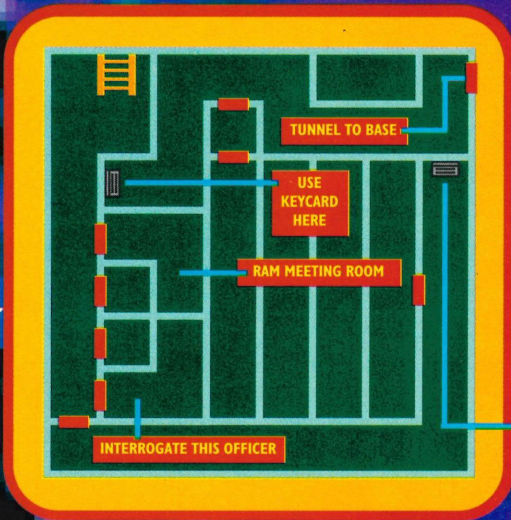
MISSION SEVEN — VENUSIAN VILLAGE

Release the frogs and get the keys. Speak to the Lowlander and then get the combination from the woman at the top of the village. Get the medical kit, take it back to her then exit, gatewards.



MISSION EIGHT — VENUSIAN BASE

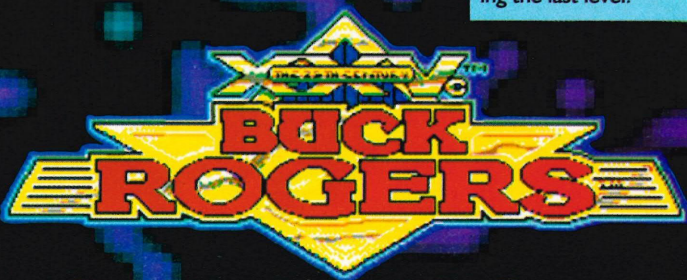
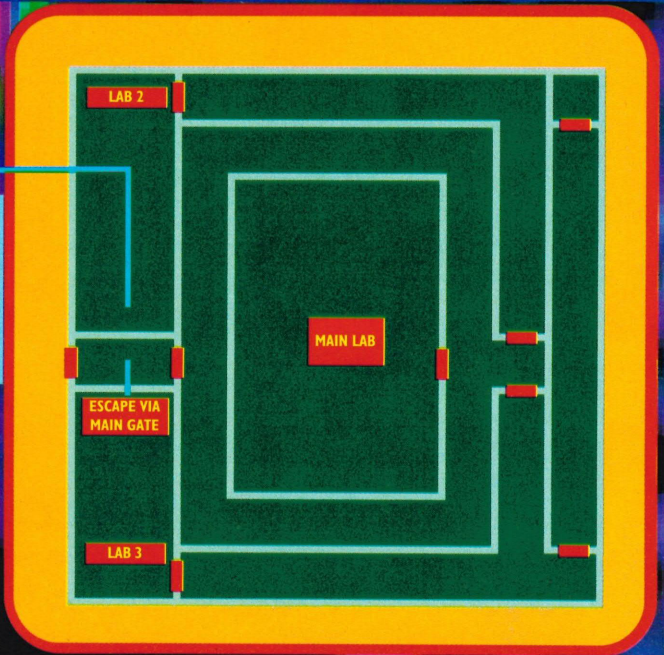
The best way to get into the base is through the ruins (southwest of the village) When you get into the first part of the base destroy the gliders and go through the tunnel to arrive on level two.



RUINS BETWEEN RUINS AND VENUS BASE
Get the security card from the officer and tie him up once you have finished with him. Other than that this level is easy.



VENUS BASE — LEVEL ONE
Escape via the main gate when you're done, then head for Salvation Starport before starting the last level.





VENUS BASE - LEVEL TWO

First go to the Squad Room. Arm up your rocket launcher before you go in then once the guards are beaten head for level three. Don't bother with the barracks unless you're looking for trouble.

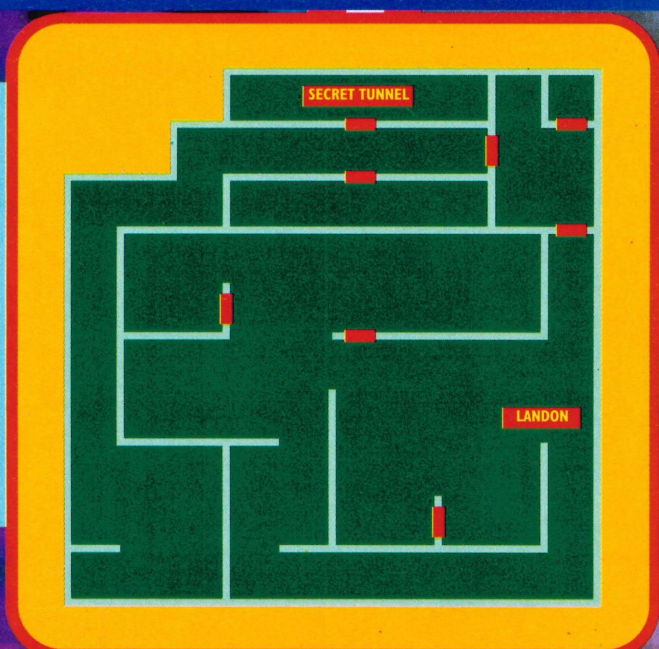
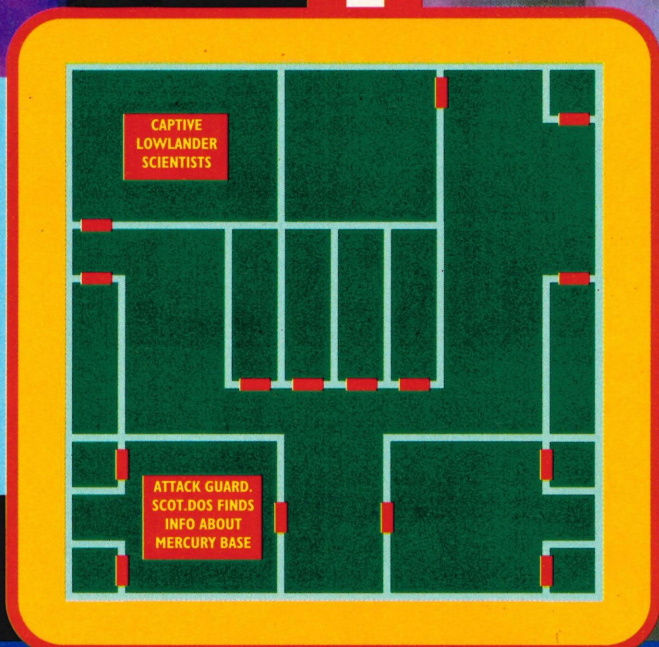
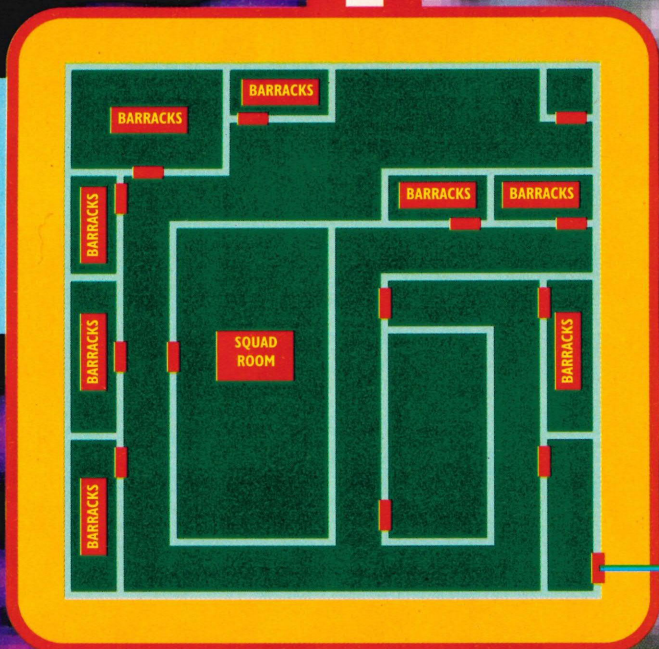


VENUS BASE - LEVEL THREE

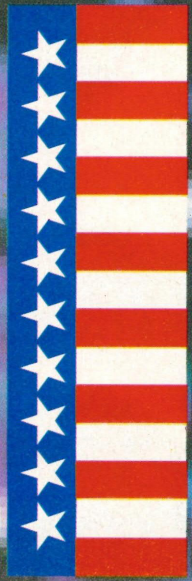
First go to the prisoners and learn the special code, then fight the men at the stand-off before going to level four. When you return, rescue the prisoners and go back to Landon on level four. Lowlander scientists are held here. Find their leader, Landon. The guards at this stand-off won't attack. Attack them and they are easily beaten. Scot.Dos will find info about a base on Mercury.

VENUS BASE - LEVEL FOUR

Go to Landon and Zane (the baby) will join him. He then tells you to go to deck one, lab two to find the retinal lockpick. Once you have it, return to him and he asks you to find the secret tunnel. After you've found it, return to him again and he sends you to the prisoners on level three. Unfortunately the escape tunnel is full of acid, so only the Lowlanders can use it. Escape through the ruins or the main entrance on level one



Buck Rogers



HYPERTECHNIQUE ZONE



**HYPER
TECHNIQUE**



ZONE

**FROM:
DAN TOWES,
GILLINGHAM AND
PAUL GLANCEY,
MEGATECH**

HYPER TECHNIQUE ZONE

HELLFIRE

THE FIVE RULES FOR HELLFIRE SUCCESS

1

DON'T TAKE RISKS

This is one of those games which is easy if you've got all the power-ups, but if you die once and lose your weapons it suddenly becomes very difficult. Therefore, don't take any risks to get to power-up cells!

2

DON'T SQUANDER YOUR HELLFIRES

But if you're surrounded by bullets you can use one to make all the enemy shots disappear, no matter where they are on the screen.

3

DON'T OVERDOSE ON SPEED-UPS

You'll make your ship uncontrollable.

4

ALWAYS USE RAPID FIRE

Unless you're mad.

5

DON'T LOSE YOUR COOL

A bit obvious, this, but Hellfire can be extremely frustrating, and the more frustrated you get the more frequently you end up getting destroyed.

ACTION REPLAY ACTION

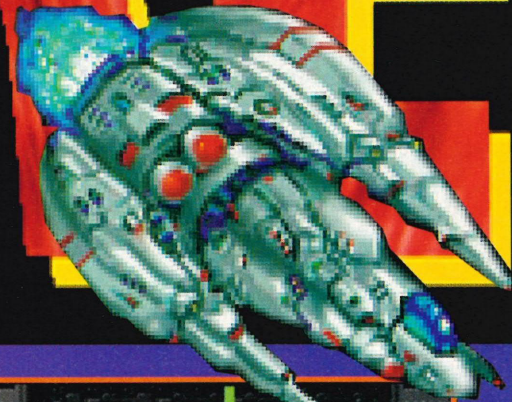
IF YOU OWN AN ACTION REPLAY PRO CARTRIDGE, BUT CAN'T GET THE CODES IN THE MANUAL TO WORK, THEN TRY THESE:

FF00670002
FOR INFINITE LIVES

FF00690002
FOR INFINITE HELLFIRES

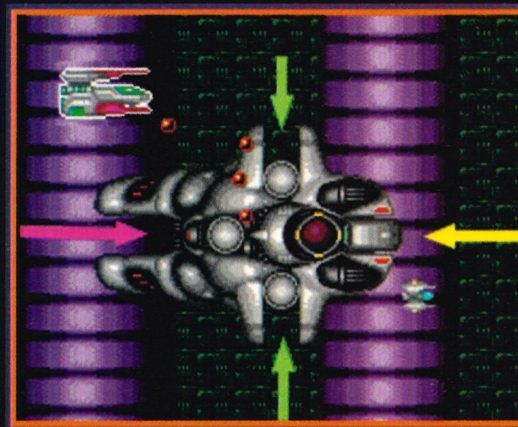


HELLFIRE



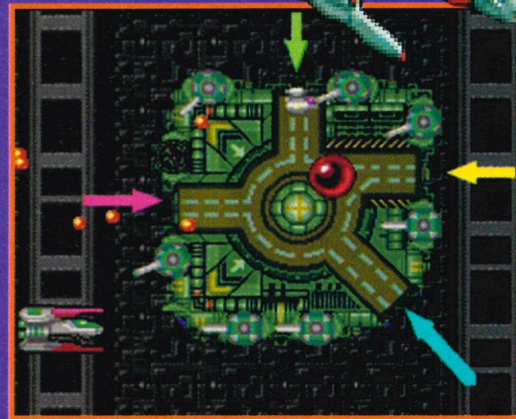
RAID COLONY ONE!

There are a lot of speed-ups on the go in this level, but make sure you stick to rule three or you'll be in control of a runaway Hellfire ship. Be sure to collect the shield, as this is vital to your survival.



MID-LEVEL BOSS-EASY

Take out the front, top and bottom guns using your forward and vertical lasers, then duck behind the ship and switch to rear shot on the red sphere to finish off the boss. Don't use any Hellfires, as you'll need those later.



END OF LEVEL BOSS-EASY

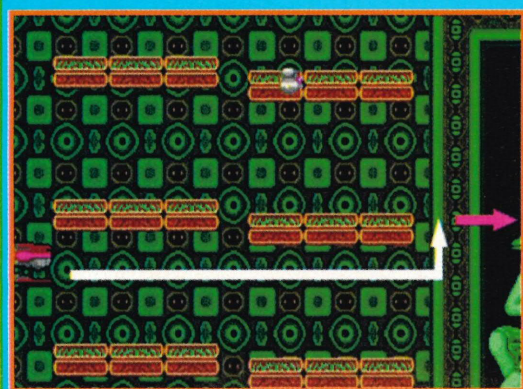
Destroy the guns before shooting at the red sphere. This moves around the internal pathways when you hit it, but it's not difficult to keep dodging around the boss, reconfiguring your weapons and shooting through the holes. Don't take too long, though; soon after the guns have been destroyed, bullets pour out of the centre of the boss.

PIC KEY → BACKWARD FIRE → FORWARD FIRE
→ VERTICAL FIRE → DIAGONAL FIRE → STEER COURSE

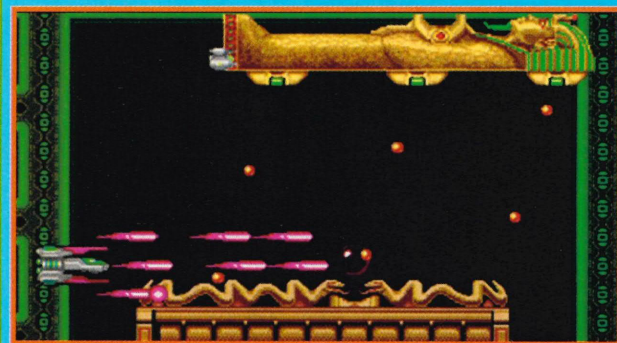
RAID COLONY TWO!

Again, don't get too many speed-ups but do get a shield.

All of the statues which move up and down have power-ups inside them so shoot as many as possible.



When you get to the area in the tunnel with the platforms moving up and down, don't rush through; wait until there's some space on the other side before trying to dodge across.



END OF LEVEL BOSS-EASY

Place your ship on the left of the screen and stay there. Wait for the lid of the sarcophagus to rise then when the red ball rises, shoot at it. When the lid comes your way, dodge the falling bullets (or use a Hellfire to get rid of them and damage the ball as well). Keep at it until it blows up.



HYPER TECHNIQUE



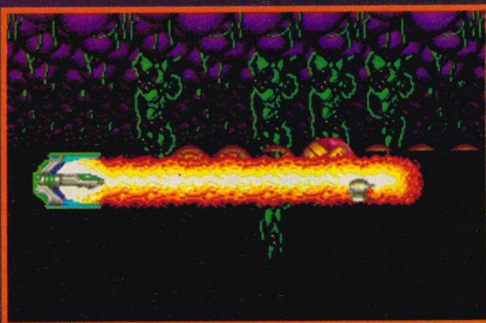
ZONE

H Y P E R T E C H N I Q U E Z O N E



RAID COLONY THREE!

This is plain sailing, until you get to the mid-level bosses.



MID-LEVEL BOSS 1—MEDIUM

As soon as it appears, Hellfire this boss right through the middle. When it comes apart, dodge around the balls and switch to diagonal shot to keep zapping the red ball. Keep at it until it blows up.

MID-LEVEL BOSS 2—MEDIUM

These zip around like nobody's business, but the key is to keep your cool and avoid being trapped. The red balls are your targets, so don't be afraid to let off a couple of Hellfires and get rid of them quickly.



END OF LEVEL BOSS—MEDIUM

All you need to beat this boss is a good weapon, a bit of speed and a couple of Hellfires. Follow the ship up and down, dodging the morass of bullets and blasting the red ball. If the bullets look like they're going to overpower you, launch a Hellfire to get rid of them.

RAID COLONY FOUR!



These walking tanks are pretty tough, but there are two ways to destroy them. The first method is the hardest, and that is just to stay close to the ground and keep blasting them until they explode. The less strenuous method is to switch

to diagonal fire, fly above the tank and dodge around the missiles (this isn't too difficult because you can lure them to a certain height then duck underneath). Once the missiles have gone, the tank's missile bay closes for a while, giving you a chance to swoop overhead and let rip with your lasers.



MID-LEVEL BOSS—EASY

Later in the level you come across volcanoes which rise out of the water and lob little flying creatures at you. All you have to do is position your ship so that the weapons are aimed at the crater of the volcano and keep shooting to destroy the creatures as they're spat out.



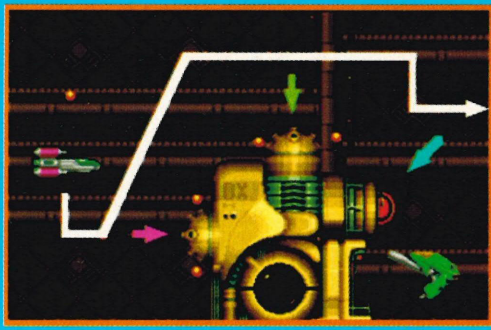
END OF LEVEL BOSS—MEDIUM

These spinning heads are easy if you have a powerful weapon and a few Hellfires, but don't panic if you find yourself under-equipped. The key is to concentrate on dodging the small golden bullets and stay away from the middle of the screen as the heads always fire a big, purple fireball when they reach the centre right. Use diagonal fire until you've destroyed one head, then go to the middle of the screen to a point just under the heads' line of fire. The heads should now be going around the edge of the screen in a clockwise direction, so as they come towards you, drop down in front of them and shoot. The last head should reverse direction, but switch back to diagonal fire and he it should be easy to destroy him.



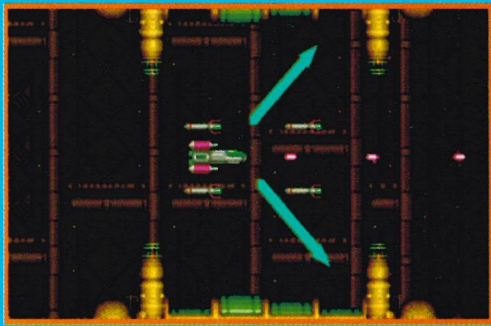
RAID COLONY FIVE!

This level is tricky so keep your cool, and if your joypad has a slow mode, switch it on.



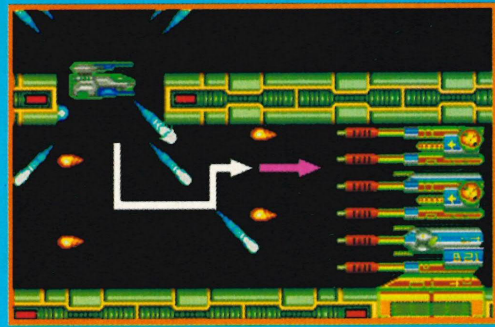
MID-LEVEL BOSS-EASY

These big machines look dangerous, but they aren't. Just shoot the gun turrets to get some bonuses and be careful not to get in their way when they zoom off the screen.



The missile corridor heralds the start of one of the trickiest parts of the whole game. To tackle this you need a little speed, maximum firepower and plenty of Hellfires. As you approach launch a Hellfire through the top and bottom of the corridor to destroy the missile launch hatches. Switch to diagonal fire and aim for any hatches that have survived.

From here it gets tricky. Once you've made your way through the maze of orb gun turrets get ready to go down. Slowly move down through the passages, shooting the robots and dodging the bullets.



END OF LEVEL BOSS-MEDIUM

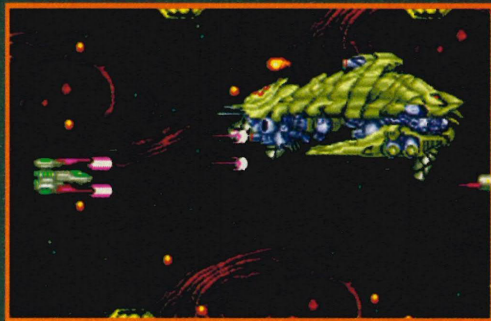
When you reach the bottom, keep your cool and concentrate on weaving up and down out of the path of the bullets, firing all the time. Use some Hellfires to polish off the baddie.



PIC KEY — BACKWARD FIRE — FORWARD FIRE
— VERTICAL FIRE — DIAGONAL FIRE — STEER COURSE

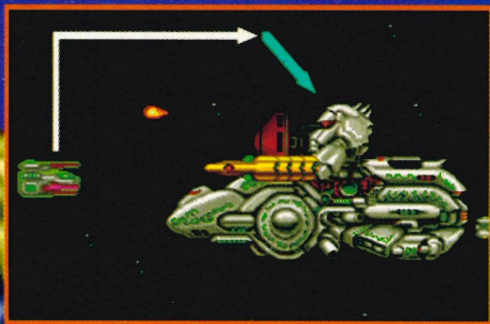
RAID COLONY SIX! FINAL COLONY!

MID-LEVEL BOSSES-EASY



This level is packed with huge ships, for which the only tactic is to shoot them anywhere you can! Don't worry if they don't flash to indicate hits, you are actually damaging them. Oh, and if you've got a slow-motion on your controller, keep it switched on.

When the starfield starts to speed up get ready for some high-speed, missile dodging action. Don't bother shooting these, just weave up and down to avoid them.



END OF GAME BOSS-DIFFICULT!

After destroying another squadron of big ships, you come across this monster, which is the end of game boss! The best way to beat it is to activate diagonal shot and go to the top left. From here you have to dodge bullets and rockets and zap the 'headpiece' when the boss lowers his shield. Don't forget, you can unleash whatever Hellfires you have left to finish him off.



HYPER TECHNIQUE ZONE

HYPER TECHNIQUE ZONE

SPLATTERHOUSE 2 SOLUTION AND CODES

FROM Ben Byrne and
Christopher Williams

Ben and Christopher were just two of the many who sent in solutions and tips for this creepy game. Thanks to one and all!

SUBLIMINAL MESSAGES

Look at these codes carefully. Can you feel yourself turning into a murderous psychopath? Well, that's because, if you take all the first, second or third letters from each section of the codes you get nasty words like 'KILL', 'DEAD' and 'FEAR'. Woo! Scary, eh?

LEVEL 2 EDK NAI ZOL LDL

LEVEL 3 IDO GEM IAL LDL

LEVEL 4 ADE XOE ZOL OME

LEVEL 5 EFH VEI RAG ORD

LEVEL 6 ADE NAI WRA LKA

LEVEL 7 EFH XOE IAL LDL

LEVEL 8 EDK VEI IAL LDL

ACTION REPLAY

Here's an Action Replay Pro code which supplies infinite energy for players of the official Splatter House 2.

FF00F 70004

SPLATTERHOUSE 2



THE GRAVEYARD

This is a 'dead' (har har) easy level. The zombies aren't very bright and often fall into the pits themselves. So don't be in a rush, and just jump across them, hang back and see what wanders in. Duck and low-kick the two purple worms that drop from the ceiling just after you collect the pole.



IN AN ELEVATOR

The way to beat the leaping creatures in the elevator is to punch the first one that appears, then let the second one jump over you and spin around and punch it.

The next stage marks the arrival of the purple leapers. These creatures take two hits to kill and have two types of attack. First they have a long-range punch, which can be avoided by ducking. After it's thrown its punch walk forward and hit the leaper. It will fly back then jump at you, so use a flying kick, or walk back and punch, to kill it.

The green slime can only be stunned, not destroyed. So jump over it as soon as you hit it with the bone.

THE SWAMP

Flying kick over the pools instead of leaping, as carnivorous fish will leap out at you. As with the first level, the zombies aren't very good at avoiding hazards, and can be lead to a watery death in the pools.

THE BRIDGE

You start this stage being chased by what looks like a giant octopus. You can't afford to slow down, so use flying kicks to kill the zombies. There's an oar lying on the ground halfway through this section, but Rick has to stop to pick it



up and pause to use it, so it's not worth collecting.

Fall down one of the pits on the second half of this stage to get to an underground corridor. Kill all the zombies just before the spikes, one of their heads will come off. Pick it up and throw it at the zombie which is operating the spike-control lever.

THE HOUSE

Push up in front of the shotgun to collect it. It only has a few shots, but it's useful all the same. Jumping over the disembodied hands is quite tricky, so low-kick them instead.



TM



HOUSE 2

HYPERTECHNIQUE ZONE

er side.

ESCAPE

Stay in the centre of the elevator until the fourth piece of masonry has fallen. Then move to the side, and back again after two more blocks have fallen.



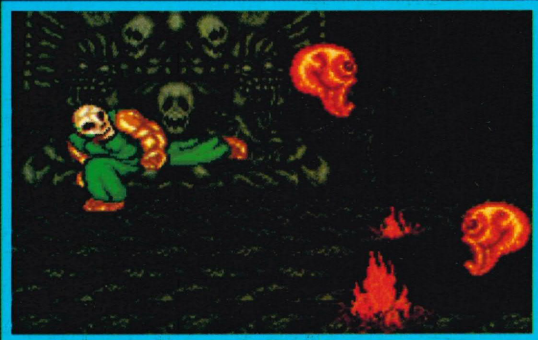
Drop down the holes in the floor to find an underground passage similar to the one in level four.



The zombies are easily avoided or punched.

GATEWAY TO HELL

To beat this level's sole inhabitant, duck down and kick the first wave of heads, then stand up and punch the second wave. From there on it only takes one hit to destroy the



heads. Finally, there's a head with a tale attached, duck to avoid its first attack, then stand up and punch it when it starts moving in a diagonal.

IN THE PIT

Stand just to the right as you're falling and face in that direction too. This allows you to punch whatever appears on that side of the screen while leaving to enough time to turn around and destroy whatever comes on from the oth-





SAITAN'S

THE BOSSES



THE GUT

Just walk right up to this guy and hit him straight in the face, as fast as possible. After a short time he'll start shaking, which is your cue to jump backwards to avoid the noxious green slime which is about to spew forth from his belly.

BIG HEAD



The eyes are the vulnerable spot, and they can only be attack with flying kicks. Ghostly heads attack from the left, then the right, then from both directions. In between each wave the head's mouth opens to spits a gob of ectoplasm at you, so keep an eye out for that and jump as soon as it's released.

HANGING DEMON BABIES (NB NOT REAL BABIES)



Attack the shears first with punches and low kicks. Pick them up when they've fallen to the ground, then jump and throw them at the chainsaw, which will knock that to the ground. Stay where you are and duck to avoid the four creatures which drop from the ceiling. When they've gone, pick up the chainsaw and stand by either the right or left stream of blood. A baby will drop down on either side of the screen, and if you hit the one nearest you fast enough it

won't have time to attack, and you'll be out of the other one's range. Duck when you've killed those two, as all four will drop down again. Now all you have to do is massacre the middle two. Stand near one of the centre holes, and wallop one of the creatures once when it drops down. This gives you time to avoid the spit-attack of the other one. When all four have been destroyed a section of wall slides back to reveal a blobby red thing. Hit it twice to finish this level.



THE FLY

This is a tricky one. Get a quick hit in before it transforms into the fly creature. Then walk back, and punch it when it jumps at you. Jump over it when it slides, turn around and punch it again when it jumps at you. Just keep repeating this process until it transforms into a spider. Walk right up to it, smack it with a low kick, and stay ducked so it jumps over you. It should now scuttle off into the corner of the screen. Keep doing this to beat it.



MAD SCIENTIST

Keep to the left of the screen when he throws a bomb, then move forwards when the flames die down. Eventually you'll catch up with him, and all it takes is one punch to reduce him to a pool of quivering slime.

THE CRYSTAL

Walk up to the crystal and punch the balls which orbit it, then punch the crystal itself. Lightning shoots down from the ceiling, but you can tell where it's going to land by looking at the ground. Stand in between the bolts, and start attacking the crystal when they've passed.



OCTOPUSSY

The way to kill this creature is by hurling its spikes back at it. Punch or low kick them out of the air. Don't bother flying kicking the high ones, duck under them instead. When you hit one it falls to the ground and you can collect it. Wait for the octopus to open its eye, then jump and throw the spike at it.



THE FINAL BOSS

Go to the right of the screen, duck and kick the two heads that fly on. Punch the boss itself, then go to the left of the screen, turn and smack the heads that fly on, punch the big creature and go to the right of the screen. When you're attacked by three heads in a row, punch the first two and low-kick the third. Keep repeating this, and flying-kick the boss when he turns into a bat.



BIG prizes to be **won on the MegaTech Hyperlines!**

We're giving away more prizes than you could safely shake a joystick at, and as if that wasn't enough, there's a helpline



packed
with cheats for all the

latest games. All you have to do is dial this number, choose the line you want and listen to the instructions. It couldn't be easier, so get on the blower - NOW!

0839 500 807

WIN A MEGA-CD

On line one we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games.

What can it do that's so hot? Well just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. In addition there's an extra 16-bit processor that runs along side the one in the Megadrive, allowing all sorts of extra graphic effects such as sprite scaling and rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough recorded music and speech can be incorporated directly into the game from the disc!

WIN A STEREO MONITOR WORTH £300!

On line two you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

WIN £200's WORTH OF SOFTWARE!

On line three you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

THE HYPER TECHNIQUE LINE!

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!



Calls are charged at 36p per minute off peak, and 48p per minute at peak times. If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call!



HELP!



Phantasy Star 3 is the popular one this month, with readers sending in problems from everywhere in the game. If you've got a problem with any Megadrive game, send it in to us and we'll try and drop a rope ladder into your particular pit of despair, and if you think you can help where we have failed send your answer in

for us to print. The address to write to is, as ever:

Helpline, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

HELPLINE



WONDERBOY IN MONSTER WORLD

Q Please could you tell me how to beat the rock-faced bosses Glagg and Gragg. I am desperate for an answer.

ALAN PARK, CLYDEBANK

A Stand on the platform in the middle of the screen and jump over the rocks they fire at you. Jump down and hit them when they've swallowed the boulders. When the boulders appear again, run back to the centre of the screen and use the springy platforms to get back to the platform. Keep doing this to beat them.

wonderboy in monster world



AFTERBURNER 2

Q When I select the option screen and try to change the music or switch it off then play the game, it always resets to Maximum Power. I've followed the instructions in the manual but it just doesn't work.

NEIL COOPER, STOKES-ON-TRENT

A Neil, Neil, Neil. Music tests are there to let you check out what tunes and sound effects are used in the game, not let you choose what music plays. No wonder you couldn't get it working.

afterburner 2



phantasy star III

PHANTASY STAR III

Q I recently bought this game for my Megadrive and although I don't normally like RPGs, this is ace. Although the difficulty put me off at first, I soon got the hang of it. I used the playing guide in issue six and destroyed the weather station. A guy in Rysel gave me a boat to cross to Agoe. I talked to everyone there and was directed north to Shusoran. Someone there said something about a sand bar connecting Shusoran to Cille, and that it wouldn't form unless the moon came out, although I can't get out through the back of the town to check this out. Also, there's a passageway in the item shop that I can't get into. Please help.

KEITH HORN, LANARKSHIRE

A First return to Aridia and go to the satellite control room on the upper floor of the tower. Put the moon stone and the moon tear into the satellite control system to make the moons return to their old orbit. You now have to return to Shusoran and explore the fountain to find the entrance to Shusoran's castle. You need to make your way right through and out the other side. Stand on the northern pinnacle of the beach and, if you're in the right place, the sand bar will appear.





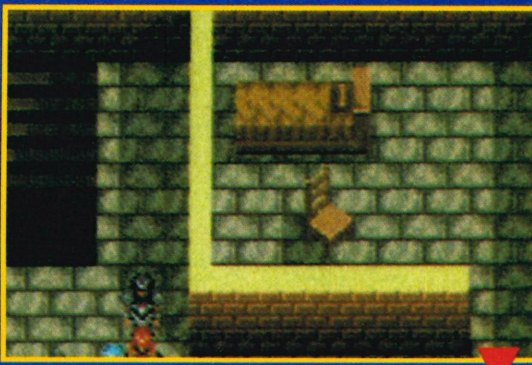
We don't have time to personally reply to your queries, but our marvellous Helpline Heroes will.

Send your enquiry to one of these guys detailing exactly where you're stuck and include a stamped, addressed envelope for the reply. This month's superstars of the Helpline pages are Ian Comerford and Urman Ali. Quackshot, Robocod, Eswat, John Madden '92, Fantasia, Moowalker, Spiderman, Strider, Mercs, Sonic, Altered Beast, Outrun, Castle Of Illusion, Alien Storm, Revenge Of Shinobi, Golden Axe 2, Wrestle War, Rambo 3, Alex Kidd, Road Rash, F22, World Cup Italia '90, Streets Of Rage, Hard Drivin', James Pond, Pitfighter, Two Crude Dudes, Super Monaco GP, EA Hockey, Thunderforce 3, PGA Tour Golf, Super Hang-on, Buster Douglas Boxing, Toe Jam and Earl.

Ian Comerford, 14 Summit Place, Lower Garnal, Dudley, West Midlands, DY3 2TG

Alex Kidd, Afterburner, Afterburner 2, Arrow Flash, Air Dive, Aleste, Altered Beast, Alex Kidd In The Enchanted Castle, Arcus Odyssey, Arnold Palmer's Golf, Back To The Future 3, Buck Rogers, Budokan, Burning Force, California Games, Columns, Cyberball, Darius 2, Decap Attack (Magical Hat), Desert Strike, Devil Crash, Dynamite Duke, Eswat, Fire Mustang, Forgotten Worlds, Gain Ground, Ghouls 'N' Ghosts, Golden Axe, Granada X, Gynoug, Herzog Zwei, The Immortal, Insector X, James Pond, Robocod, James Buster Douglas, John Madden '92, Klax, Kings Bounty, Marvel Land, Mercs, Midnight Resistance, Might And Magic, Moowalker, Onslaught, Outrun, PGA Tour Golf, Pitfighter, Populous, Powerball, Pro Baseball, Super League, Rainbow Islands, Rambo 3, Revenge Of Shinobi, Ringside Angel, Road Rash, Shove It!, Sonic The Hedgehog, Space Harrier 2, Space Invaders, Stormlord, Streets Of Rage, Super Hang-on, Shining In The Darkness, Spiderman, Super Monaco GP 1+2, Super Thunderblade, Super Volleyball, Sword Of Sodan, Sword Of Vermillion, Taz Mania, Technocop, Star Control, Star Cruiser, Thunderforce III, Strider, Twin Cobra, Valis III, Wonderboy In Monsterworld, Zoom.

Umran Ali, 146 Lady Barn Lane, Fallowfield, Manchester 14, M14 6RW



more phantasy star III

Q I am in the first generation of Phantasy Star III. I have been to Aridia and fixed the weather control system, have defeated Lyle at Shusoran and am working my way back to Aridia. My problem is how do you transform into an aerofoil or an aquaslammer, because it takes ages to cross Aridia by foot? Or do you encounter these things later in the game?

J FAIRBAIRN, BERWICKSHIRE

A You don't transform into an Aquaslammer, Wren does, but he can't do this until you find the aqua parts in the third generation.

Q I am really stuck in the second generation of Phantasy Star III. Ayn, Wren and Mieu are in my party, but I can't find the entrance to the Eastern World. I have searched through Aquabica and Aridia. I think it may be because I can't turn into a plane. I have tried restarting the game and looking for something I might have missed to no avail.

JON FORTURN, SCOTLAND

A We assume you mean the island of Techna. To get there you need to go to the peninsular east of Endra, follow it around and you'll find a dragon who'll take you there.



streets of rage

STREETS OF RAGE

Q I have been trying to get a cheat for this game but I've had no luck. Please can you tell me one?

RAHAN QURESHI, SHEPPERTON

A There's one cheat that we're not so sure about as we haven't got a copy of the game to try it on any more. When the game over message appears press Left, Left, B, B, B, C, C, C, and Start. You should continue from where you left off, or not as the case may be.



the immortal

THE IMMORTAL

Q Where do I put the gems at the end of level two? The goblin king told me, but I can't work it out. Have I got a duff copy?

STUART SHAW, ROTHERHAM

A The right order to put them in is the first gem in the top-right of the left circle, the second in the top-left of the centre circle, and the third in the centre of the right circle.

Q I have had The Immortal for about a week now and I'm already getting very frustrated. I can't get past the room with the spikes which is just after the encounter with the goblin king. Please print a safe way through.

TOM BRANCATI, WILTSHIRE

A There is only one way through, and that's to walk in 45 degree angles, from your start path which should be up-left.



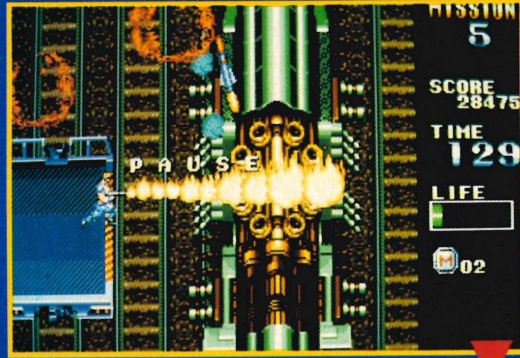
KRUSTY'S SUPER FUN HOUSE

Q I recently bought this game on the strength of the review in MegaTech. I think it's great, but I've had the same problem twice in so many days – Krusty seems to freeze up for no apparent reason. He won't even commit suicide. In the end I have to reset the Megadrive. I'm using a US cartridge on a UK machine.
By the way, I just like to say thanks to helpline hero Paul Stephens for helping me out with Quackshot.

GRACE YONET, LONDON

A We've tried our US version on a British machine and found no problems whatsoever. It looks as though your cartridge might be faulty, or, if the game crashes in the same place, you've discovered a bug that the programmers overlooked

krusty's super fun house



MERCS

Q I can't destroy the train on mission five. I've tried loads of different tactics, but nothing works. How do you beat it?

L BILLINGS, SURREY

A Flamethrower is the best for this job. First shoot the four big guns, which is the easy bit. Next, you've got to blast the the rocket launchers in the middle. Finally there's the rocket-turret near the top of the train which is the final thing to destroy. It fires missiles which rain down from the top of the screen, so you need to turn from shooting the turret to blasting the missiles. This is the toughest boss in the game and takes a lot of practice to beat.

merc



STRIDER

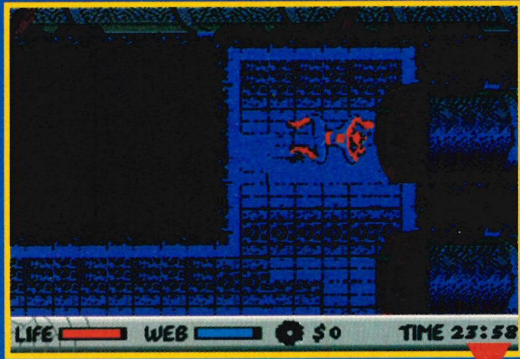
Q In the Japanese version of Strider there are large piles of gun-shells inside the ship on level three. When I destroy these a small panda appears and waves. I have tried shooting it, but nothing happens and it disappears after ten seconds.

A Also, In the Japanese version of Hellfire on levels two and six, sometimes when you shoot the scenery a small worm or alligator appear and wave. I have tried to shoot them and collect them but nothing happens. Please could you tell me why these creatures are there.

DAVID SIM, LAURENCEKIRK

strider

A As a joke. If you've ever seen any Japanese TV you'll know they have a strange sense of humour. This is just an off-shoot of that.



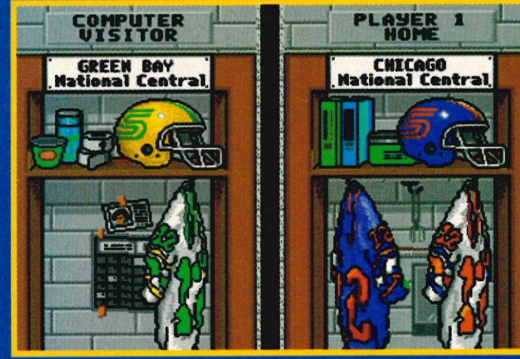
SPIDERMAN

Q I have had this cartridge for over a month now, but I still can't get past the level after the caverns (which is after you've defeated the Hobgoblin and Venom). I have beaten all the bosses but I don't know what to do next. Please answer my request because I'm going MAD!!!

G HUNTER, LONDON

A It sounds as though you're in the same room as the bomb. To get past this bit you need to enter the code to deactivate it. Look closely at the dome and you'll see that it flashes between black and another colour. The other colour is the colour of the key that you have to insert. So put it in, wait for a few seconds and the dome will flash another colour. Insert the keys and you can go on to the showdown with the Kingpin.

spiderman



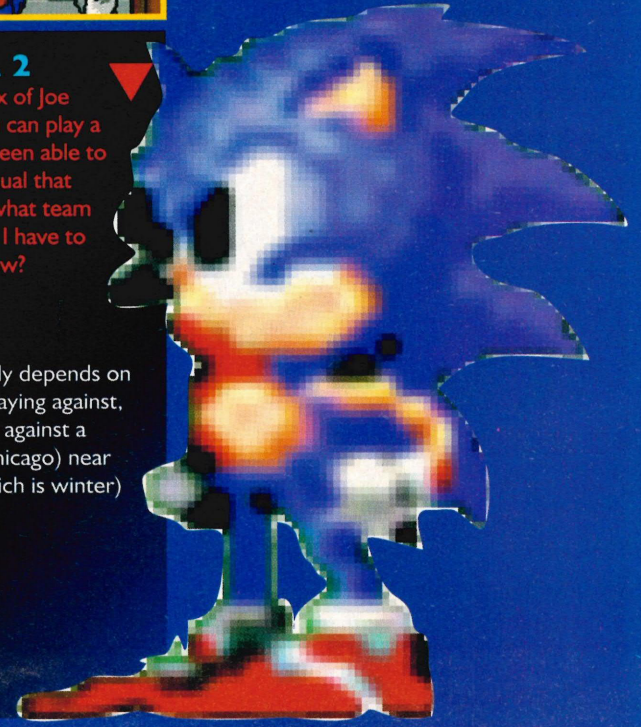
JOE MONTANA 2

Q I noticed on the box of Joe Montana 2 that you can play a match in snow. I haven't been able to find this. It says in the manual that the weather depends on what team you're playing. So who do I have to play against to make it snow?

MICHAEL DOBBIN, STOCKPORT

A The weather not only depends on what team you're playing against, but when. Playing a match against a northern team (such as Chicago) near the end of the season (which is winter) usually does the trick.

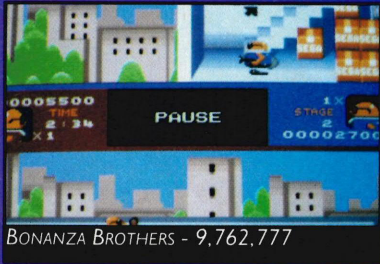
joe montana 2





AFTERBURNER - 27,861,520

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry



BONANZA BROTHERS - 9,762,777

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

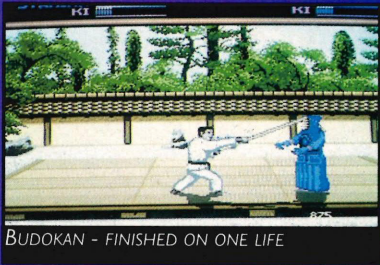
ALTERED BEAST
4,612,310
Liam Cullen, Welwyn Garden City

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BONANZA BROTHERS
9,762,777
Paul Whiting, Kidlington

BUDOKAN
Finished on one life
Jim Graham, Stevenage



BUDOKAN - FINISHED ON ONE LIFE

CALIFORNIA GAMES
Footbag
188,700
Steven Binns, Leeds
Surfing
9.4 (Turbo setting)
Martin O'Neill, Peckham, Kent
Skating
4,680
Alex Randall, Harrow

COLUMNS
72,994,617
Philip Butler, Cramlington

DARIUS 2
6,530,390
Mark Hogg, Burton-on-Trent

DECAPATTACK
Completed with 99 lives left
Daniel Creser, Northampton

DESERT STRIKE
4,653,102
Liam Cullen, Welwyn Garden City



DECAPATTACK - FINISHED WITH 99 LIVES LEFT.

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DICK TRACY
267,200
Dan Towes, Gillingham



DICK TRACY - 267,200

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280
Bob Payne, West Bromwich

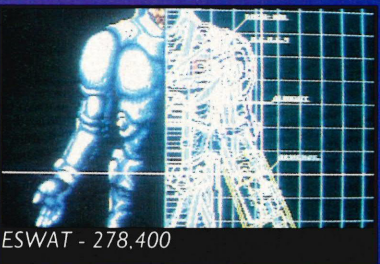
EA ICE HOCKEY
121-2 Blackhawks vs Oilers
Gerald Powell, Pontypridd

EARNEST EVANS
1,480,050
David Wheeler, Caerphilly

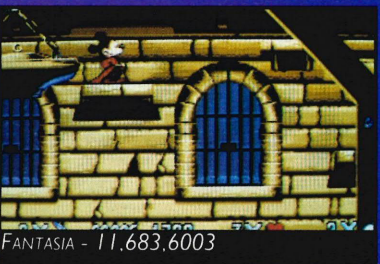
ESWAT
278,400
Joseph Carson, Glasgow

F-22 INTERCEPTOR
USA-32,767
Neil McCrory, Dumbarton
USSR-32,767
Adam Kearsey, Gravesend
IRAQ-32,767
Adam Kearney, Gravesend
KOREA-32,767
Neil McCrory, Dumbarton

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow



ESWAT - 278,400



FANTASIA - 11,683,6003



If you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to **HYPERPLAYERS**, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

HYPERPLAYERS



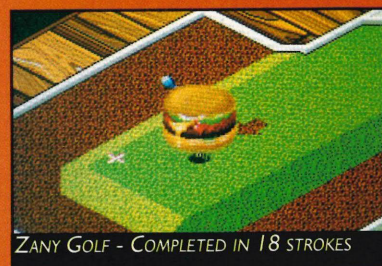
Flicky = 1,370,530



RAMBO 3 - 999,999,995



SUPER MONACO GP - 5,227



ZANY GOLF - COMPLETED IN 18 STROKES



ZERO WING - 2,584,700

H Y P E R P L A Y E R S

NAME.....
 ADDRESS.....

 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....

FATAL REWIND

2,471,380
Ian Collins, Dawlish

FIRE SHARK

7,122,130 (Completed)
Sharon Mitchell, Ealing

FLICKY

1,370,530
Oliver Co

FORGOTTEN WORLDS

1,985,400
Steven Burge, Fakenham

GAIARES

1,608,352
Asif Akhtar, Wimbledon

GAIN GROUND

201,534
Glenn Squibb, Wroxall, IOW

GHOSTBUSTERS

17,758,000
Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS

984,620 (Professional)
Steven Burge, Fakenham

GOLDEN AXE

645.5
Jonathon Vince, Saffron Walden

GOLDEN AXE II

841.0
Vernon Moon, Guildford

GRANADA X

23,563,545
Carl Bown, Bournemouth

GYNOUG

2,345,760
Wesley Thomson, Fifef

HARD DRIVIN'

634,483 (Normal)
Nicola Whittaker, Eastbourne

HELLFIRE

10,947,090
Asif Akhtar, Wimbledon

JAMES 'BUSTER' DOUGLAS BOXING

12,372,305
Luke Jquin, Pembury, Kent

JOHN MADDEN '92

All Madden 262-New England 10
(1176 rushing yards, one hour game)
Simon Rodd, Broadstairs

KLAX

8,064,580 (import version)
Sharon Mitchell, Ealing

3,863,033 (official version)
Donna Chilcott, Somerset

MAGICAL FLYING HAT

135,170
Richard Rogers, Royston

MARBLE MADNESS

205,360
Darren Neale, Helston

MARIO LEMIEUX HOCKEY

New York 42 Hartford 8
James Cooper, Tadley

MERCS

Arcade Mode
1,407,500
Neil Kendall, Birkenhead
Original Mode
1,374,600
Neil Kendall, Birkenhead

MICKEY MOUSE

736,100
Sharon Mitchell returns!

MIDNIGHT RESISTANCE

1,531,800 (Normal)
G W Bird, Leyton

MOONWALKER

949,400
Philip Butler, Cramlington

MUSHA ALESTE

133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY

522,360
Nigel Weston, Wilmslow

OUTRUN

36,774,160 (Hyper)
Dean Krawiec, Brighton

PACMANIA

1,000,111 (Hard)
Lee Tooze, Brixham

PGA TOUR GOLF

Avenel
239 strokes (Best 72)
Steve Jones, Portsmouth
60 strokes (best 18)
Meredydd Wilson, Swansea

Sawgrass

247 strokes (best 72)
Giles Evans, Gorleston
51 strokes (best 18)
Simon Bond, Stoke-on-Trent

West Stadium

245 strokes (best 72)
Simon Shone, Heywood, Lancs
51 strokes (best 18)
Dean LLOYD, Rugeley

Sterling Shores

243 strokes (Best 72)
Steve Crosdale, Braintree
51 strokes (best 18)
Simon Shone, Heywood, Lancs

PITFIGHTER

2,071,290
David Wavible, Ayr

POPULOUS

515,090 (Genesis level)
Phillip Best, St Austell

QUACKSHOT

1,657,000
Chris Sibbald, East Kilbride

RAIDEN TRAD

2,072,650 (Easy)
Neil Morgan, Reading

RAMBO III

999,999,995 (Hard)
Tim Burton, March

REVENGE OF SHINOBI

9,999,900
Daniel Sullivan, Coventry

ROAD RASH

5513,042
Luke Jaquin, Pembury, Kent

ROBOCOD

10,389,600 (Completed)
Chris Collins, Cheadle

ROLLING THUNDER 2

2,003,720
Jim Cannon

SHADOW DANCER

2,123,800
Sven Chesters, Sussex

SONIC THE HEDGEHOG

9,999,990
David Glover, Driffield

SPACE HARRIER II

27,283,600
Lee Royle, Reading

SPIDERMAN

23:00:46 remaining (Nightmare)
P Kelly, Manchester

STREETS OF RAGE

1,055,800 (inc bonuses)
Stefan Ewen, Leicester

STRIDER

236,800
Mick and Barry Gosling, Coventry

SUPER HANG-ON

Expert: 90,892,640
Stuart Morgan, Kegworth

SUPER MONACO GP

5,227 Driver's Points
Stuart Morgan, Kegworth

SUPER MONACO GP II

160 driver's points
Wayne Pearce, Haddlesey

TASK FORCE HARRIER

765,000
Neil Brockhouse, Bolton

TAZ MANIA

36,946
Jacob Davies Pyke, Ashford

TEST DRIVE 2

366,917 (Desert, Porsche 959)
Khalid Kudolus, Loughborough

TETRIS

43,953 (281 lines)
Kenji Crompton, Barrow-in-Furness

THUNDERFORCE II

2,689,719 (Hard)
Steven Cooper, Fife

THUNDERFORCE III

5,632,750
Lawrence Simpson, Hackney

TOE JAM & EARL

1,523 (completed with Toe Jam)
Sven Chesters, Sussex

TOKI

320,600
Lee Cooper (!), Manchester

TROUBLE SHOOTER

669,780 (Completed on normal level)
Ben Randell, Hastings

TRUXTON

2,522,030
Lawrence Simpson, Hackney

TWO CRUDE DUDES

999,999 (Hard)
Kevin Gaffar, Chelmsford

ULTIMATE TIGER

4,100,000
Robert Ingram, Hounslow

WARDNER

1,106,800 (Normal, 9 lives left)
Neil Lemon, Bedford, Middx

WINTER CHALLENGE

Speed Skating-21.35 seconds
Gary Nunn, Chesham

Cross Country-3 mins 37 seconds
Ian Sherriff, Plymouth

Downhill-1 min 42.93 seconds
Richard Pursey, Ilford

Ski Jump-110.9m
Gary Nunn, Chesham

Biathlon-4 mins 8.3 seconds
Robert Butcher, Biggin Hill

WORLD CUP 90

45-0 (Brazil vs France)
Adrian Faulkner, Northwich

ZANY GOLF

18 strokes (completed)
Yuen Aw, Birmingham

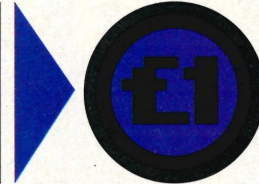
ZERO WING

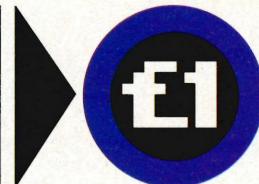
2,584,700 (Easy)
Craig Wilkins, Delapre

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Megadrive games for sale. Altered Beast £5, Road Rash £20, Arnold Palmers Golf £18, desert Strike £25. Phone Lee 0685 812930.

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Will swap or sell Test Drive II, Sonic. Phone (0670) 362699 ask for Mandy.

Swap E.A. Hockey, Wrestle War and ESWAT for your Desert Strike, Road Rash, Pitfighter or any decent games. Also swap MegaTech issues 1 & 2 for best games offered. Write to: Stewart Scott, 26 Wingate Road, Hardwick, Stockton - On - Tees, Cleveland, TS19 8LU.

Robocod cool game swap for Two Crude Dudes, Road Rash or Immortal not Japanese. Please ask for Jes. Phone Stratford (0789) 731660.

Swap my Populous or 688 for Desert Strike or PGA. Robin Norton, 18 Castle Road, Woodford, Halse, Daventry, Northants, NN11 6RS.

Will swap Desert Strike, Mercs, John Madden 92 for Populous, Buck Rogers, Corporation or Devil Crash. Phone Steve 091 487 9709. After 6pm. All games with instruction manuals.

Swap F22 for Desert Strike or Mercs; Swap Spiderman for Gynoug or Thunder Force 3; Swap Golden Axe for Super Monaco or Marble Madness; Altered Beat for Sonic or almost anything else. All carts U.K, so must swap. Re. Phone Lowestoft 501988.

Megadrive Sonic, Spiderman for Castle of Illusion, Moonwalker. Phone Stuart on 0304 613541 after 4pm.

I will swap Streets of Rage for your Fighting Masters, F22, Fl Circus for 688 Attack Sub ring Andrew on (0909) 483184 Hurry.

I have Sword of Vermilion, Buck Rogers, Faery Tale, Sonic, Phantasy Star II, Want - ESWAT, Might and Magic II, Castle of Illusion, Rings of Power, Warsong, Corporation, Toe Jam and Earl. Send Game(s) and needs to: Danny, 5 Jourveax Street, Jersey, C. Islands.

Swap Road Rash for Gynoug, Hellfire, Tazmania or Devil Brash. Phone Tom on: 0270 662028.

Swap PGA Tour Golf, Tazmania, Robinson's Basketball for Strider, Hellfire, Shining Darkness or Revenge Shinobi. All boxed new. Phone 0534 35037 evenings. Also Crackdown for almost anything else ask for Stephen.

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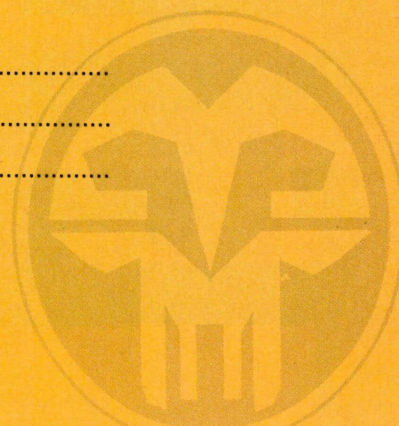
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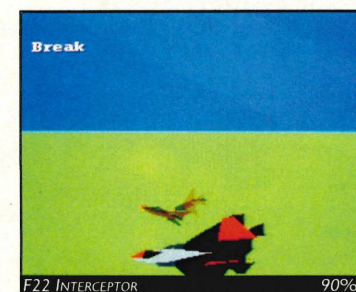
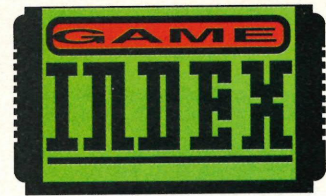


GAME EX

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth").
AEROBLASTERS	KEMCO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALISIA DRAGON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ARCUS ODYSSEY	RENOVATION	IMPORT	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSAULT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi-be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AYRTON SENNA'S SUPER MONACO GP 2	SEGA	£49.99	91	90	77	94	92	93	Arton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONANZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS-COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	93	90	91	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.



GAME NAME	BY	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
CORPORATION	VIRGIN	£39.99	80	76	84	76	91	87	Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game.
CHUCK ROCK	VIRGIN	£39.99	88	93	90	90	82	86	This prehistoric platform game finds caveman Chuck Rock trying to rescue his beautiful wife from the clutches of the evil Gary Gritter. The game has loads of great features and plenty of smart graphics, but suffers from being a little slow.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DAVE ROBINSON'S BASKETBALL	SEGA	£39.99	81	86	77	85	80	83	This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still an excellent game.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirling, in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamers alike.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's as simple as that!
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply.
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	92	91	92	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
EVANDER HOLYFIELD'S BOXING	SEGA	£49.99	75	82	76	75	55	58	Even with decent, large graphics, some nice features such as a boxer design kit, Holyfield's Boxing just doesn't have enough action to make it a contender. Each opponent can be beaten with the same tactic, and the harder ones just take longer to fall over.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.



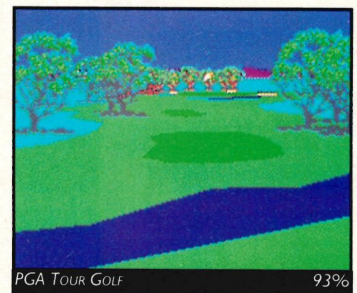
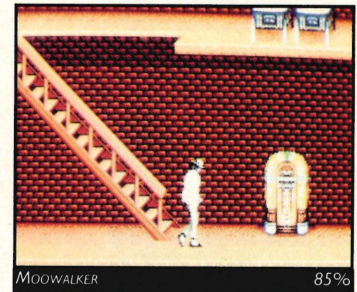
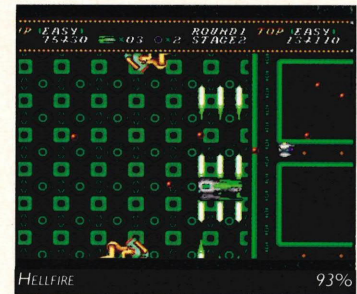
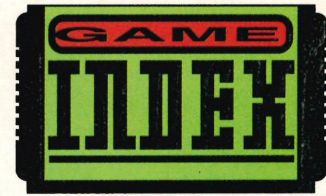


GAME INDEX

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	N'TECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety of moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIARES	RENOUATION	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE II	SEGA	£34.99	79	80	67	72	67	67	Although Golden Axe is fantastic, Sega couldn't improve on it with its sequel, in fact they produced a game which wasn't a patch on the fast. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this.
GRANADA X	UBI-SOFT	£39.99	85	70	75	82	83	81	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here. It's starting to look a little dated now, but is still worth bothering with.
GYNOUG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups. It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
HARD DRIVIN'	TENGEN	£34.99	84	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOUR	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out.
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the strategists, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.



GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M*TECH RATING	
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
KRUSTY'S SUPER FUN HOUSE	ACCLAIM	IMPORT	92	91	78	92	91	90	Springfield's premier tourist attraction, The Fun House, has been overrun by rats. Its owner, Krusty the Clown, has to deal with these pests by leading them in traps in this excellent puzzle game from Acclaim. Out of the ordinary, and well worth checking out.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander. Not your run-of-the-mill game and not every one's cuppa, but interesting none the less.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll like this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	£34.99	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCS	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
NIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the credit-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eeek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.





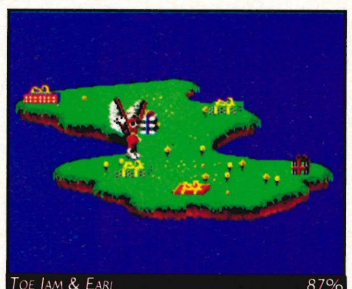
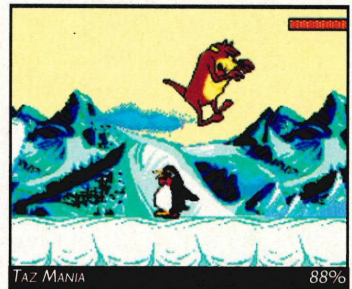
GAME EX

GAME NAME	BY . . .	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M TECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD BLASTERS	TENGEN	IMPORT	79	82	80	77	70	72	This is a conversion of a old coin-op that puts you in the driving seat of an armoured assault-car, traversing a post-holocaust landscape putting paid to bad guys with machine guns, electro-shields and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must be if you own the appropriate machine.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPEEDBALL 2	VIRGIN	£39.99	90	87	92	92	93	92	This future-sport sim from Virgin is the last world in full contact competition. Smash your opponents off the ball, punch them and kick them, and during all this you've still got to find time to score!
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
SPLATTERHOUSE 2	SEGA	£44.99	72	80	71	80	77	79	There's gore-a-plenty in this game as the hero despatches of undead characters with poles, guns, fists, feet and even a chainsaw. Could have been better, but fun all the same.
STEEL EMPIRE	HOT-B	IMPORT	89	93	83	89	70	85	This is an excellent shoot 'em up spoilt by one thing - it's too easy. The graphics are stunning, and beat those of most Megadrive games hands-down. Despite its one drawback, this is an exceptional game. Well worth checking out if you're feeling free with your cash.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are nigh on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER OFF-ROAD	BALLISTIC	£24.99	82	79	84	88	78	83	This is a great conversion of an old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on customising their vehicles. The two-player game is a good laugh, but it dulls slightly in one player mode.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.



GAME NAME	BY	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TAZ MANIA	SEGA	£39.99	70	96	93	89	80	88	Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being a little too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else.
THE TERMINATOR	VIRGIN	£39.99	84	85	90	73	50	60	The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARL	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
TWO CRUDE DUDES	DATA EAST	IMPORT	91	94	76	91	85	87	This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's too easy to complete though, so this will appeal to fans more than anyone else.
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat 'sports' simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

GAME INDEX





COME WITH US TO THE FUTURE... ...TO NEXT MONTH!

But you think this is just the Next Month page, right? Well, you're wrong, this is no ordinary Next Month page, because it is in fact a tear in the very space-time continuum through which snippets of information about next month's issue are uncontrollably leaking through.

Don't believe me, eh? How about if we reveal that, contained within the October issue of MegaTech will be the likes of Sonic II, Lemmings (licence problems permitting) Atomic Runner, Twinkle Tale, Top Pro Golf, Grey Lancer, Prince of Persia on CD and maybe even Batman Returns. Match this formidable collection with the likes of Power Monger and G-Loc and you're got perhaps the most terrifyingly awesome lexicon of exclusive Megadrive previews and reviews, bundled in with only the finest of tips and mind bending news ever to be communicated between mere humans.



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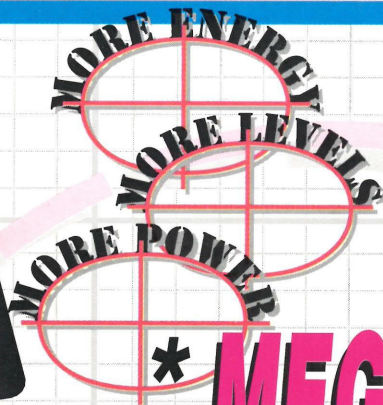
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**Of course, this represents only one possible future which might never be realised in your current dimension.*

NEXT MONTH...

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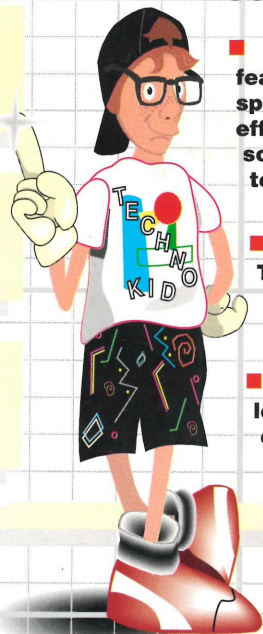
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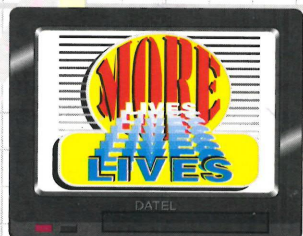
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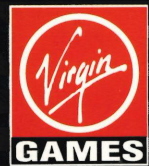
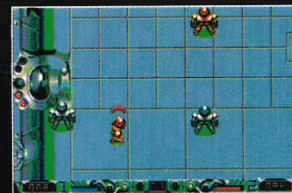
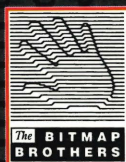
Available for the **Sega Mega Drive** and **Master System**, SPEEDBALL 2 includes...

- **BRUTAL FUTURE SPORTS ACTION**
- **ONE OR SIMULTANEOUS TWO PLAYER MODES**
- **BATTLE YOUR WAY TO THE TOP IN LEAGUE, KNOCKOUT AND CUP COMPETITIONS**

SPEEDBALL 2 - Another **immaculate concept** from **Virgin Games**.

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