

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

MEGAZONE

AUSTRALIA'S ONLY
100% SEGA
MAGAZINE

NOVEMBER 1993

\$4.95*

NZ \$6.95 (Inc. GST)



ROCKET KNIGHT ADVENTURES

Get ready for the ride of your life

STREET FIGHTER 2

It's Big, It's Bad, It's Brill

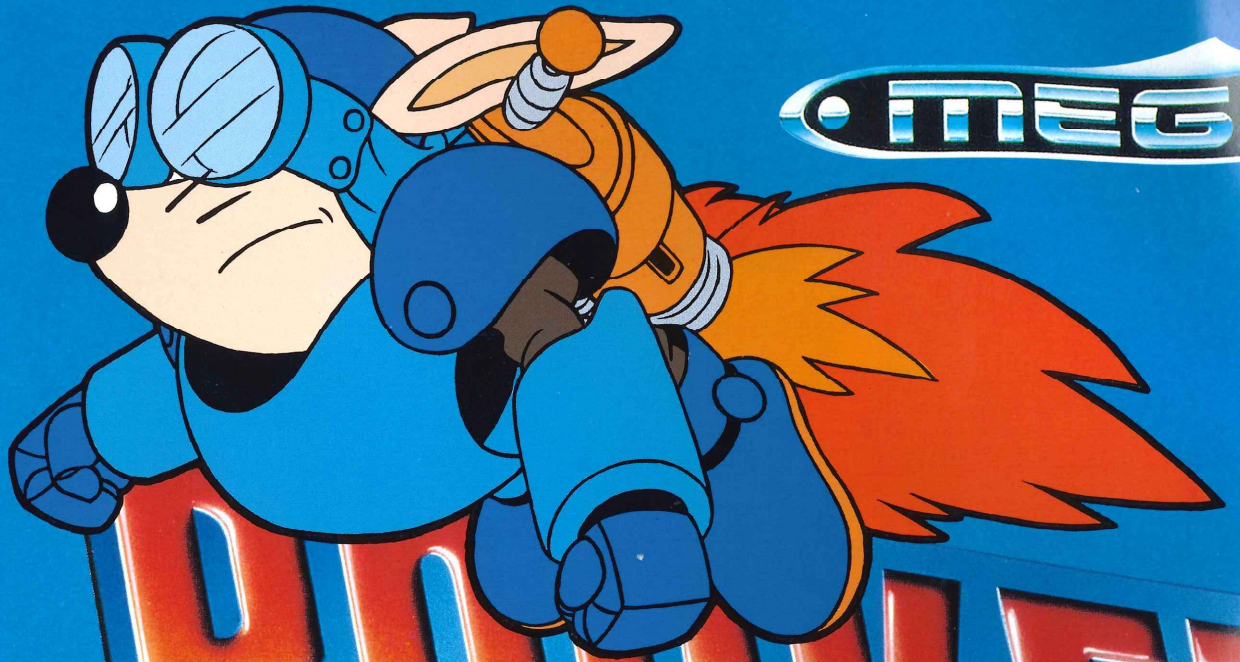
SONIC CHAOS

Mayhem on Master System

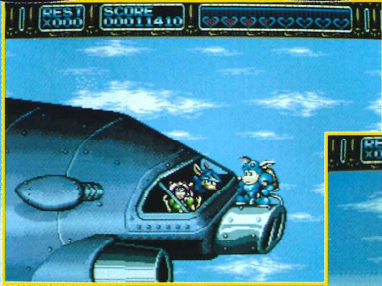
HUGE JOYPAD FEATURE PLUS WIN A VIPER III JOYSTICK!

SE

MEGA



ROCKET ADVENT



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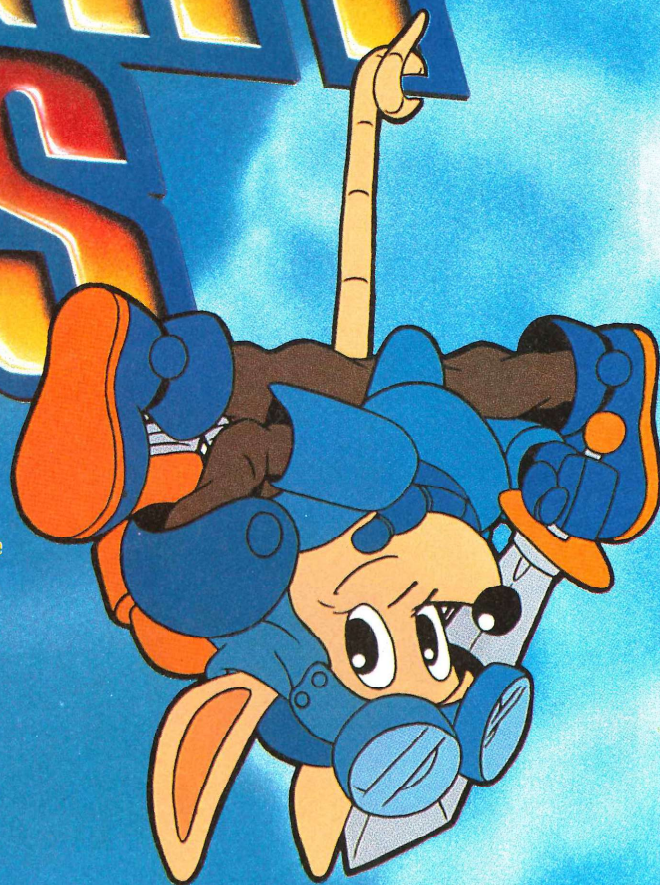
Meet Sparkster...

A new breed of superhero and star of Konami's all new
adventure for Sega Megadrive - Rocket Knight Adventures.



ROCKET KNIGHT ADVENTURES

Sparkster is hell bent on avenging his master Mifune's death.
Armed with his jet pack and sword of steel his mission is to annihilate
the Dark Lord and restore peace to his homeland once more.



KONAMI



If you're about to shell out for a joypad or joystick, then you'd be unbelievably silly to miss our exhaustive overview. I mean, we have the things coming out of our ears...!

ReViews

November 1993

MEGAZONE Contents

Megazone

PO Box 746,
Darlinghurst 2010

Phone: (02) 331 5006

Fax: (02) 360 5367

Editor

Adam Waring

Art Director

Duane Hatherly

Sub Editor

Sandra Bridekirk

Art Assistant

Chris Gander

Illustration

Brad Lonergan

Contributors

Wayne Lawson,
Fil Barlow, Trevor Viper

Advertising

Cameron Hoy

(02) 331 5006

Production Manager

Ian Walker

Production Coordinator

David Kent

Subscriptions Manager

Liz Martin

Subscriptions Coordinator

Katrina Panyotakis

Associate Publisher

Angie Daskalakis

Editorial Director

Andrew Cowell

Publisher

Philip Mason

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ROCKET KNIGHT ADVENTURES

It's more confusing than the Italian traffic code, but just go with the flow and you'll soon be swept up by this monster of a game.

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CHUCK ROCK 2

Son of Chuck may not start a new baby-boom, but you wouldn't want this little blighter messing with your puppy dog. He's tougher than a steel-coated Kimbie.

32

F1

Round and round, merrily, merrily... oops, didn't spot that billboard. Must've been 'cos I was going 200 kph... sorry, officer.

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SONIC CHAOS

The spunkiest little thing you could ever imagine, Sonic is back! And Tails is here too! And it's on the Master System! And it's really good!

38

PUGGSY

Poor Puggsy... nasty aliens have ripped off his spaceship, and now he can't find his way home. Maybe you can help the guy out a little by reading our review.

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MICRO MACHINES

It's silly, weird and damned good fun - much like an evening with the Megazone crew, really. Only we draw the line at bathtub interaction...

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STREET FIGHTER 2

Of course, we don't condone any forms of mindless violence. And we strongly disapprove of sexist stereotypes. Hey guys, where did that life-sized blow-up doll of Chun Li come from?!!

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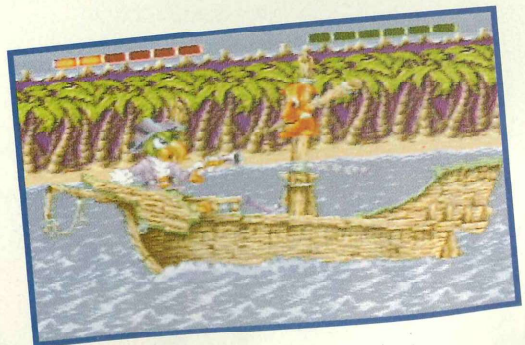
LETHAL ENFORCERS

Hang up the joypad, 'cos this one comes with its very own gun! As you may have guessed, there ain't a bunny rabbit in sight.

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WIZ 'n LIZ

"Bubble, bubble, toil and trouble...", read this review or, or... something not very nice might happen.



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*Recommended and maximum retail price only.

RegUlarS

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MEGA MOUTH

Some questions and answers; some silly letters with debonair, witty replies; a few *objects d'art*. Same old story, really.

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Duane tells you how to clean your kit; Adam unveils new technological thingies; Sandra gives INXS a thorough inspection; Chris advises us all to shut up and get back to work.

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GAME GUIDE

What's new, what's out, what's coming and when? We've bunged together a table, so you can get the answers at a glance.

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PSYCHIC SANDY'S GAME GAZE

When it comes to crystal balls, stargazing and amazing constellation capers, Sandy's the chick you can rely on. Take a peek into the future...

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REVIEWS INTRO

This page boasts a fab alphabetical list of all the games that feature on the pages that follow. OK?

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HINTS 'n TIPS

You may see your own tips here (if you've taken the trouble to send them to us), or maybe another reader has provided the answer to all your dreams. Sigh...

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GAMEBUSTERS

The Gamebusters team chalks up another one. This time, it's *Land of Illusion* that's lying battered and bruised in the corner.

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SUBSCRIPTION OFFER

Subscribe, subscribe to Megazone; or I'll keep singing this little poem... (100 times over). Seriously, if you take the plunge this month, you'll be in the running to score some great games.

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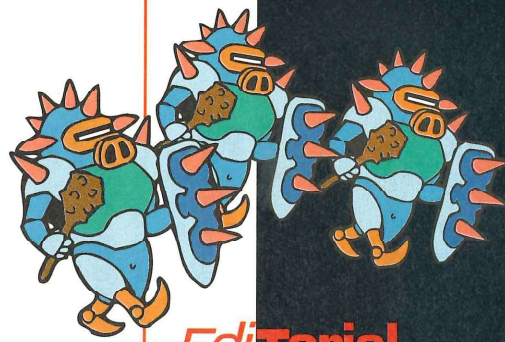
REX VECTOR

He's back! The most popular hero since the Six-Million Dollar Man teamed up with the Bionic Woman.

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END ZONE

News on next months' issue, as well as two sets of competition winners. Quick! Check if your name's there!



Editorial

Welcome to another exquisitely crafted issue of Australia's one-and-only 100% Sega mag!

It's been a great month for games; the software houses have been pulling out all the stops to get some excellent titles into the shops, ready for the build-up to Christmas.

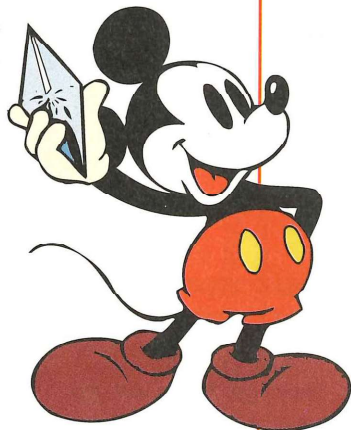
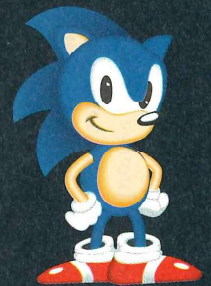
Rocket Knight Adventures on the Mega Drive is a real stunner. It's packed with loads of levels, tons of surprises and... well, find out for yourselves. The review's on page 26.

Master System owners haven't been left out, either. Sonic makes his third appearance on the 8-bit, and it's his best yet. *Sonic Chaos* gives you the option to play Sonic or Tails, giving two degrees of difficulty and making it suitable for gamers of all abilities. Get the full story on page 34.

We know that the only thing that gets between you and your games is your control pad. With that in mind, we've taken a bunch of the best controllers around, and tell you everything you need to know. (Erm, about joysticks, that is. We don't tell you that the world's fastest mammal is the cheetah, for instance. Apart from just then.)

Read, enjoy and see you next month.

Adam



PICTURE THIS

Dear Mega Ed,

I have been reacing your magazine for about seven months now, and it's getting better all the time, although you could make a few improvements. For example, how about having a gallery for pictures that people draw? What about having a high scores page? I also think that having a swapping and selling page would be neat.

I've got one more thing to say. I don't think that what Brian Costelloe said at the end of the review for *Wolf Child* in the August issue is true. He said that the Master System is nearly dead. I think that you should grab him by the collar and throw him to the sharks!

The reason why I am saying this is that there are still hundreds of Master System owners out there, and a lot of money is still being made because of them. I hope you agree with me.

**Matthew
East Kurrajong, NSW**

I'm not going to set aside a gallery page specifically as I think they look crap. But look, we've included the occasional piccie in *Mega Mouth* to brighten it up a little.

As I mentioned in a reply last issue, I'm prepared to accept entries for swapping/selling which we'll run as a column (I think a full page is a little excessive). We'll try it out for free, though if it gets out of hand, we may have to introduce a small charge to keep it to a sensible size. Send your swaps/sells to **Megazone Op Shop, PO Box 746, Darlinghurst 2010.**

Sorry, but high scores are just too boring.

Brian's already fish food. I do agree with you: though the *Mega Drive* is newer and sexier, there are hundreds of thousands of Master Systems out there and we'll continue to cater to readers who own them.

A WRITE OFF

Dear Megazone,
Congrats on a great mag – I bet your mothers are proud, BUT there are a couple of things that could be improved.

1. There is way too much dialogue in your reviews. All we get is a few pissy little screenshots among HEAPS of writing. For example, take the *Jungle Strike* review in the August issue. For a 94% game, you gave three miniature pictures. I mean, there's nothing wrong with heaps

of info, but it has to be evened out by lots of big screenshots, OK?

2. There are simply not enough Amiga reviews!

I'd also just like to say that I'm sick of all these crawlers that write in saying that mags from the UK suck. There is nothing wrong with most of these magazines, except for the fact that they're written by Poms.

**Glen
Urunga, NSW**

1. Luckily, we've come around to your line of thinking, Glen, and have been increasing the number of screenshots on our review pages (as you can see from this issue). This has been made possible by the acquisition of a new piece of whiz-bang technology called a *Grabber*, which has revolutionised how we put our pages together. As for the amount of words on the page, well you just can't hold back a *Megazone* scribe.

2. You've probably noticed that we're Sega only now. You can't have everything your own way...

There's nothing wrong with some of the English magazines – apart from the fact that they're ultra-expensive and always about three months out of date.

I used to work for a few UK magazines. Then I got fed up with the cold and rain, and now I'm making sure that Australia's best games magazine gives the ones I used to work for a run for their money. And watch who you're calling a Pom!



Got a bone or two to pick in public?

MORTALLY WOUNDED

Dear Saint Mega Ed,

I read in another magazine that there was going to be a cheat mode put into the *Mega Drive* versions of *Mortal Kombat* to allow you to play the game with the same amount of violence seen in the arcade original. Is this a load of tripe, or does this cheat really exist? If it does, how do you do it?

**J.C.
Cardiff, NSW**

Sounds like a load of old nonsense to me: it's an awful lot of work to go to for something that's hidden away. But if it does turn out to be true, we'll let you know through our *Hints 'n Tips* pages.

MY BROTHER'S CRAZY

Dear Megazone,
I have a five-year-old brother who is just CRAZY about Sega. Would you recommend a game for him? Will Sega ever stop selling Master System games? Please don't: it's just that I get that feeling, as they're not very popular at all.
Please print this letter, or I'll go mad and sell my Sega and buy a Nintendo (the crappiest thing since a caveman invented a wooden club).
PS: Sorry it wasn't very long – hope I didn't take up too much of your rich and famous radical *Megazone* time.
PPS: That was a compliment, by the way!

**Shaun
Pambula, NSW**

Try the new *Sonic Chaos*. The *Tails* mode is especially designed for younger players, while the *Sonic* mode is is tougher for the likes of you and me. It should be the the both of you happy.

There's still a trickle of Master System games coming out, and I think it will be some time yet before your source of software dries up.

TEAMING UP

Dear Megazone,
I am a big fan of your magazine, and think it's really great. I own a Mega Drive, and read the mag as soon as it comes in the mail because it is great. Anyway, enough sucking up. I have a few questions which I hope you can answer.

1. Is there going to be a converter which will enable you to play SNES games on the Mega Drive? If so, when will it be out and how much will it cost?
2. You know how Sega has National Championships every year? Well, I think that they should have a championship for two players because some of us aren't great gamers on our own, but with a friend we could be better. Some of the games they could use are *John Madden Football* (the team mate mode), *NHL Hockey* or *Sonic 2*.
3. Why do Mega Drive games cost so much?

MEGAZONE RULES!

Andrew

Hallett Cove, SA

1. Don't be daft. Inside your Mega Drive and the SNES are two totally different technologies. There's no way that a converter could be made cheaply enough - it would basically have to include an entire SNES. If you really want to play Nintendo games, then the only thing for it is to buy a Super NES. Hold on, what am I saying...?

2. So what you're saying is that you're a crap player and you want to team up with someone who's good and claim half the glory. Get real!

3. That's a damned good question, and one we'll be trying to get to the bottom of in a future issue of Megazone.

FIRST TIME FOR EVERYTHING

Dear Megazone,
Please print this letter in your magazine, as it's the very first time I've written to a magazine. I have a Master System II and three games, one of which is *Sonic 2*. I would like to ask a few questions about the Master System II:

1. I am a great fan of the *Sonic* series, and I'd like to know if Tails will be joining Sonic in *Sonic 3*.
2. What are the flavours of the *Sonic* soft drinks?
3. Is Sega thinking of making *Wonderboy 4* on the MSII?
4. Are the *Sonic* cartoons any good? I hope they screen here in Australia.

Please review more Master System II games, from the greatest fan of Sonic.

Gennaro

West Essendon, VIC

As the first time can be difficult, we're glad you've chosen Megazone for your 'coming of age', so to speak. Now to answer those questions.

1. We've been very impressed by the new *Sonic 3* (reviewed this issue), which is available only in this format. You'll be happy to hear that Tails is indeed alive and kicking, and you can even choose to play as him.

2. Our information is a bit unclear, but we reckon it's hedgehog flavoured - a personal favourite of mine.

3. We're not aware of any new *Wonderboy* games. However, to keep you informed on what games are coming your way, check out the previews section. We've compiled a list of the most up-to-date info we have on what will be hitting the streets and when.

4. If the comic's anything to go by, then the TV cartoon will probably be crap. Can't say for sure, though, as we've not seen it yet.

BY PIGEON POST

Dear Megazone,

I live in a small country town and don't get all the info on video games, like you city folks do. I own a Master System and Mega Drive, and I would like you to answer some questions for me please.

1. When will the Mega-CD II be coming out, and how much will it cost?
2. How much is the Master System game adaptor for the Mega Drive?

3. If *Night Trap* gets the all-clear, will it come out on Mega Drive?
4. Is there a special address for sending away for Sega games?

Thank you very much for answering my questions and printing my letter.

Mervyn

1. It's already out, mate. Or at least it is in the big city. It costs a measly \$599.95.

2. The Power Base Converter (for that's what you're talking about) will set you back \$79.95.

3. It will get the all-clear (either as an MA-13 or MA-17 title), but it will never be available as a Mega Drive title because it requires heaps of full-motion video, which only CD can provide.

4. There are a number of retailers who provide a mail order service for games. Give **Serious Game Store** a call. They're at 229 Prospect Highway, Seven Hills 2147. Phone (02) 831 4288.

UNCLE ARNIE

G'day Mega Mouth,

Having just subscribed to your 'hell' magazine, I'm wondering why I haven't received the Mega Drive II and Mega-CD II that's up for grabs?!! As yet, I don't even own a 'Sega Anything' (feel sorry for me yet?), though I feel confident that 'Your Megazone' (this means you, oh ed... grovel, crawl, suck, etc) will feel compassion for me, and rig the draw so I'll win!

Sorry about the lengthy sentence. If I don't win, I'll feel real bad! I'd also have to fork out \$700 for a system - ouch! Save me the pain!

Oh, Arnie's my uncle (cough, cough).

Apart from that, I noticed lots of other info on videos, interviews and other games systems in the Megamag. With this in mind, how about having anything that's not related to Sega systems printed on rip-out pages?

About time Sega info was published in an Australian mag (not only in foreign crud!).

Paul

Williamtown, NSW

No chance - I don't care if Arnie was your mother's accountant's step-son in a former life. It takes a hell of a bigger bickie to impress us.

Anyway, we've already done you a favour by personally ripping un-Sega pages from your copy of Megazone. Feel privileged and save the begging until you're older (Lifestyle Tip #43).

Write to Mega Mouth, PO Box 746, Darlinghurst 2010.



Neeraj of Metford NSW has sent us a strip of Raj the Game Player's debut adventure – a visit to Timezone that has rather catastrophic results. As Rex Vectar would be too upset if we printed Raj in all his A4 glory, we've shrunk him down a little. You'll get the idea...



Jolon of Cranebrook NSW has supplied us with this Mortal Kombat effort. Our arty fellow Duane reliably informs us that the original isn't just clever, but it glows in the dark as well! Apparently he was working late and it frightened the life out of him when he turned the lights out to leave...

BLOOD AND GUTS

Dear Megazone, I have been hearing that *Night Trap* will either be banned, censored or classified; and that *Mortal Kombat* will be censored, since the main interest of the game is blood and guts. Ho, ho, hee, hee, ha, etc... Please forgive my mirth, but the point is why!? Commodores, IBMs, Amstrads, Apples and heck, even Ataris don't censor, classify or ban games. For instance, I have a game on my Amiga called *Moonstone*. In it, you are a knight, and you can slice people in half and watch them fall in two bits on the ground, with blood spurting and their intestines hanging out. Or, you can cut heads off and watch them fly while the body spurts blood – every hit causes something in this gory role-playing game.

Why don't we see that from Sega or Nintendo? I mean, *Moonstone* wasn't banned or classified, and was definitely not censored. Neither are games like *Viz*, *Leisure Suit Larry* or others similar to *Moonstone*. I could go on naming games for hours, but I'm not going to. I just want to know why – as in how come computers are allowed violence, and consoles aren't?

A ticked-off Sega owner
NZ

A manufacturer of computers has absolutely no control over who produces software for it – anyone who's a decent programmer and has a couple of thousand disks to hand can whip up an Amiga title and flog it. The situation is very different with consoles. Sega and Nintendo are very choosy about who they'll let write games for their machines. Only companies granted an official licence are allowed to develop and sell software. What's more, all titles have to be approved by Sega or Nintendo before they can be released.

I think Sega sees itself as being morally responsible for the violence content of the



LETTERS

TAKING SIDES

Dear Megazone, First there was Confucious. Then along came Feebie. And now, meet Rastus. Yes, there is a new freak in town, and he has some questions he wants answered.

1. When printing your posters, why don't you separate them? While I agree that your posters are rather snazzy, it can sometimes become frustrating trying to choose which one to pin up on the wall.

2. My girlfriend is trying to force me to have sex with her. Who should I call?

Rastus
NSW

1. When we put a poster in the magazine, we have a choice of just making it one-sided or printing on both sides. We suggest you try flipping it over every day, or buy two copies of Megazone.

2. Don't feel pressured into doing anything you don't want to do. Tell your girlfriend that she must respect you as a person, and that includes waiting until you're ready to take your relationship a step further.

On the other hand, you could give her a damned good... (snip! – Must remember our 'younger' readers!)

BITS 'N PIECES

Dear Mega Dudes, My name is Anees, and I am begging you to print this letter in your HUGE mag. I own a Mega Drive and 22 games, like *Sonic 1* and 2, *Streets of Rage 2* and *Road Rash*. I have also subscribed to 12 issues of Megazone. I really like Rex Vectar's cartoon comic, and I like the Mega Mouth pages.

I heard that Nintendo is making a 32-bit CD-ROM for the SNES. Will Sega have a 32-bit machine by the time Nintendo launches their's? I was reading a UK mag, and they said *Streets of Rage 3* might come out later, and might be 24 Mbits instead of 16, like *Streets of Rage 2*. Is this true?

Anees
NSW

Nintendo's CD-ROM may well be 32-bit, but it's still ages away yet, while the Mega-CD is readily available over here. I don't think that it will make an awful lot of difference to the games, though, as the processor in the CD-ROM's main job is to transfer data to the console.

At the moment *Streets of Rage 3* is just a rumour. We'll have to wait and see.

A THOUSAND WORDS

Dear Megazone,

After looking through my July issue for about the one-hundredth time, it became apparent to me what it is that makes me not await my next issue by camping outside the local post office as I would, had I subscribed to EGM, or any of the other American magazines available.

1. Pictures. They say a picture is worth a thousand words, and they're not half wrong. You could write pages describing one level, where a few pictures would suffice.

I'm not saying that a review should be all pictures and no text, just make the reviews longer, with at least 10 screenshots for every review that scored over 85%.

2. Those articles such as the one on how to become a professional rugby league player belong in a sports magazine, not a gaming magazine. I'm sure these articles could be removed to make room for longer reviews.

3. Subscriptions. Give people an incentive to renew their subscriptions. Sending their magazine to them a week earlier than the newsagents would be a start; bonus competitions and freebies could also be used. So there you have it – my suggestions on how to improve a close-to-perfect magazine.

PS. I did this letter on a computer, so will continue to send you copies until you a) drop dead, b) use my suggestions, or c) tell me why the heck not.

Niki

Repton, NSW

Phew, what a senel Well, Niki, two out of three ain't so bad. We've put in more pictures and cut the crap, so I hope we've risen in your esteem. As for when subscribers receive their Megazone, theoretically, you get it first, but all sorts of bugs in the system can work against us. Hopefully, all that's behind us and this situation will be no longer.

As for freebies and comps – we're always trying to get our hands on new goodies for you guys. Look, turn to the subs page and you could win a bunch of absolutely brilliant Electronic Arts games, plus save money in the bargain.

As for your other questions:

1. Maybe, it's too early to tell yet.
2. No, though we may do one for a future Sonic game.
3. No, two is plenty. If we made it any bigger then we'd reach the end sooner and it would all be your fault.
4. I'd dearly love to review more Master System games, but we can only cover what the software companies give us: the majority of games released are Mega Drive games and we have to reflect that.

Well, Matthew, a lot of readers have been asking about the Action Replay cartridge, and if you read last month's issue, you probably own one by now. For those readers still having trouble, call Australian distributor Kaylee Computing on (09) 310 1962.

Matthew
Atheistone, SA

The June issue of Megazone had some news about the Action Replay. I have been looking around for one, but I can't find it. Here are some other questions:

1. Is there going to be Donald Duck 3 or Mickey 3?
2. In one issue, can you make a totally huge poster of Sonic 1 and 2?
3. Could you have four pages of Rex Vector?
4. Could we have more Master System reviews?

COME AGAIN

ANYTHING KEEPING YOU AWAKE AT NIGHT?

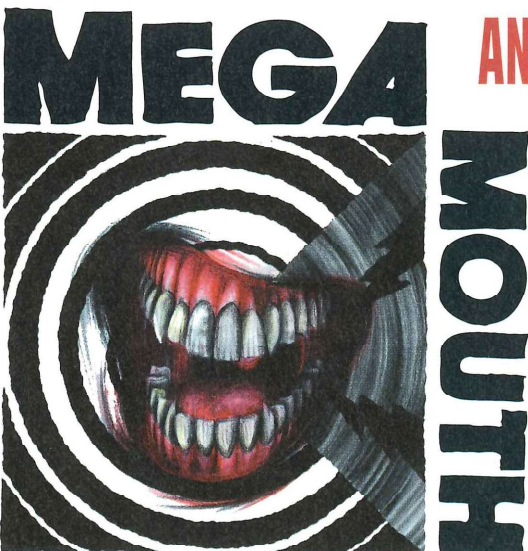
Got something to get off your chest? Well, best write in to Mega Mouth, then. Sorry, but we're too busy to reply personally, so don't include stamps or SAEs.

Keep your letters reasonably short and to the point. Questions are fine, but try to make them vaguely interesting. Note that "When is *Street Fighter 2* coming out?" does not correspond with our definition of being the slightest bit interesting.

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

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

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010



games released, which is why it's proposed a classification system. Sega is currently only applying these ratings to its CD-based games.

Whether the Attorney General's Office takes up Sega's scheme or not, it will bring about some kind of classification system, and this will effect all computer games, not only those designed for Sega or Nintendo consoles.

The reason that Sega took all the stick was because consoles are seen as giving young children access to games, where computers like PCs and Amigas are thought of as being available only to more mature game players. Now you and I know that's rubbish, but that's how it's perceived by the media – which made such a big stink in the first place.

GET IT WASHED!

If you've ever sat swearing at your console, vainly trying to work out why it refuses to play an old faithful, then a good clean—for your hardware and software—could be just the ticket.

Luckily, Nodtronics has released the Super Cobra Cleaning Kit, available in versions for the Master System and Mega Drive. Both kits contain all the goodies needed to de-smeg your system and games.

Even if you keep games protected in their boxes (yeah, right... all the time!), a dirty console can contaminate them on insertion. Console contacts are perpetually exposed to household dust and humidity. This melds together to form a kind of icky gum, which builds up unless removed.

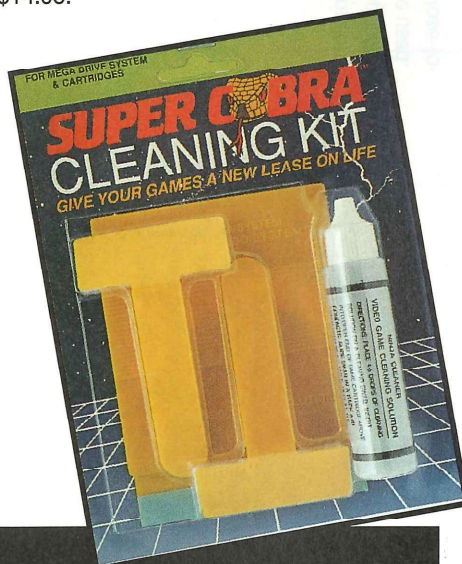
Depending on where you live, Nodtronics recommends treatment every one to three months. Obviously, if you live in a tropical or semi-tropical area, more frequent cleaning is required.

In both instances, servicing your console is as simple as inserting a cleaning card

into the machine. Games are freshened-up with the liquid provided—simply wipe above the contacts with a dampened swab.

Cleaning cards can be used up to six times, and the fluid lasts as long as you can make it! Discard swabs after two or three cleanings.

Pick up your Super Cobra Cleaning Kit from your local computer store. RRP is \$14.95.



Street Fighter 2—The Movie



It had to happen, I suppose. The video games industry has long drawn on movie licences; now there's going to be a film of a game.

Yep, you guessed it — *Street Fighter 2* will be showing in cinemas all across Australia. The full-length film will feature live actors playing the parts of all 12 *Street Fighter 2* characters.

It's a romantic comedy and will be suitable for family viewing... Just kidding; it will carry an 18 certificate due to lots of violence and bone-crunching fighting scenes.

The plot sees the *Fighters* coming together in a war-torn international trouble spot and taking on terrorists, drug dealers, the Mafia and, worst of all, the United Nations.

Filming will start shortly, and the movie will screen late next year. It's being directed by Steven de Souza, whose previous credits include *Die Hard*, *Die Hard 2*, *Commando* and *The Running Man*. We haven't the foggiest about the cast, though. Any bets on Tom Cruise and Nicole Kidman... *not!*

Sega picks up 32-bits

Sega is to release a 32-bit games console, but don't get too excited just yet — it's at least a year away, with Christmas '94 pencilled in. Even then, that's the earliest release date for the States, so when we'll get it is anyone's guess.

News is scant, but it will be CD based, and have heaps of custom hardware, including scaling and VR chips, plus the ability to display thousands upon thousands of colours.

It isn't known whether the new console will be able to play existing Mega Drive titles (as had been rumoured in earlier reports of a 32-bit Sega). We'll just have to wait and see.

VIRTUA RACING RECEIVES DSP TREATMENT

Sega's race 'em up *Virtua Racing* will be the first game to feature the company's new DSP chip. The revolutionary chip allows a standard Mega Drive to display ultra-fast, polygon-generated 3D graphics.

The chip sits inside the game cartridge and works in conjunction with the Mega Drive's processor. It gets on with drawing up the oh-so-complicated 3D polygons, while the Mega Drive performs the business of running the rest of the game. It functions in much the same way as Nintendo's Special FX chip, used in the recent *Starwing* Super NES game.

The arcade version of *Virtua Racing* stunned players with its multiple viewpoints, realistic handling and incredible speed. The DSP chip looks set to allow the Mega Drive to do the same in the home. Certainly, most of the features of the original arcade game will be crammed into the cart.



MICHAEL'S SNIP AND TUCK

We've manipulated Marky Mark, cut and pasted Kriss Kross, but the big news in the 'Make My Video' sphere is that our very own INXS have laid themselves open to wilful dissection by joystick.

Available this month from Sega, the game features Heaven Sent, Baby Don't Cry and Not Enough Time - all tracks from the band's last album *Welcome to Wherever You Are*.



Select images from three continuous screens of footage, then do arty things to them.



Would you really trust this woman to help you edit a video?

The game works in two modes: edit challenge and U-select. The first begins in the 'XS Club', where you meet a bunch of rather annoying chicks and chaps with nasty American accents. You select

whichever character you fancy, then construct a video according to their whims.

The latter mode allows you to take as long as you please to create an authentic MTV masterpiece. A save capacity (providing you have formatted the Sega CD backup RAM) is available, allowing you to keep the latest copy of your work.

In either function, select images from three continuous reels of footage. Sixteen special effects are available, and up to six can be combined for maximum surreal appeal.

INXS *Make My Video* carries a RRP of \$139.95.

Virtually Ready

Sega's virtual reality add-on for the Mega Drive will be released in America in time for Christmas. It will take a little longer to reach these shores, however. Apparently the designers are having a few problems converting the system from the US standard to the PAL system that we use here in Oz.

The system consists of a full virtual reality headset, incorporating colour stereoscopic vision, high quality headphones for surround sound, and head tracking. This headset is said to 'totally isolate' the games player from the real world.

Four compatible games have also been announced. *Nuclear Rush* is to be bundled with the headset, and has the player piloting a heavily armed hovercraft through radioactive wastelands. *Iron Hammer* is a shoot 'em up set in space with 30 levels. *Matrix Runner* is a cyberspace-type game where you play the role of an expert hacker, moving around the insides of a supercomputer. *Outlaw Racing* is a stock car affair where you deliberately barge into your opponents to put them out of action.

SUPER SEGA WINNING US MARKET

Recent press reports from the US have confirmed what we all knew long ago - that Sega is poised to blast Nintendo out of the murky marketplace waters, solidifying its supremacy in the global arena.

Apparently, Sega's technological advantage and the company's willingness to provide 'gorier' versions of games have been leading factors in the race.

Conversely, Nintendo has alienated many gamers with its cautious approach to the market, sanitising extreme violence in games such as *Mortal Kombat*.

In addition, the company has been slow to introduce new technological advances. In this area, Sega has developed a 3D version of its CD-ROM video game attachment, along with Sega VR, the much-touted virtual reality machine.

Admittedly, these advancements will not be accessible (yet) to the average games enthusiast, but it is telling to compare the facts: Nintendo is yet to release a CD-ROM unit, while Sega has had the Mega-CD on the market for some time now.

Despite the fact that many games are available on both systems, Nintendo has chosen to target the 'family' market, promoting 'cleaner' games with a more educational slant.

Although not exclusively so, Sega's approach is more hard-edged, which is obviously what most players want, and the factor that will undoubtedly take the company to US market supremacy by year end.

NEWS ZONE

the megazone game guide

No longer need you sit and ponder, "when oh when will *Sequel III* be arriving in the shops?". And no longer will we have to read boring letters asking the same. This is the most up-to-date and accurate list we can manage. If it's not here then we haven't a clue when it's due.

Remember, it's just a guide. If it's wildly inaccurate or just plain wrong, then don't blame us; we'll pass on the buck to the software houses, who supplied us with the information in the first place!

Seriously, special thanks to Electronic Arts, Sega and Sony Electronic Publishing, who were particularly helpful in assisting the compilation of this guide.

any minute now

Aladdin

MDVirgin

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

Star Wars

MD,MS,GGUS Gold

There's nobody in the Western world who hasn't seen this movie, so we all know what the game's about.

Asterix's Great Escape

MDSega

Stars a French bloke who goes around fighting Romans.

Championship Soccer

MDAcclaim

About as much fun as you can have with 22 men and a ball. Probably.

Dracula

MD,MS,GGSony

Save your girlie from the Count's bloodlust. Based on the recent movie.

Ecco the Dolphin

CD,GGSega

CD version of the dolphin sim. Offers more levels and mind-blowing sound.

Fantastic Dizzy

MD,MS,GGCodemasters

If you're looking for a fab family game, this may be egg-sactly what you need.

James Pond III

MDElectronic Arts

There's something fishy going on, so the scaly secret agent investigates.

John Madden Football '94

MDElectronic Arts

The Mr Big of gridiron games in

the latest of a long line of incarnations.

Hook

MD,MS,GGSony

The film was ages ago, but now you can play Peter Pan in the game.

Last Action Hero

MS,GGSony

Game of the film starring Mr 'Uzi nine millimeter' himself.

Micro Machines

GGCodemasters

This brilliant new game has now been formatted for your hand-held.

NFL Quarterback

MDSega

American football game, but can it hope to take the crown from the *Madden* games?

PGA Tour Golf

MSTengen

If golf is your game, then here's another sim to add to your collection.

IF YOUR  IDEA OF A GOOD TIME

IS SITTING ALONE IN THE DARK,



FIGHTING OFF EVIL FORCES

'TIL THE SUN  COMES UP >>>

the megazone game guide



Power Strike II

GG.....Sega

Faster than very quick – an aerobic workout for the thumbs.

Robocod: James Pond 2

MS,GG.....US Gold

Our fishy friend heaves himself out of the pond once again.

Runes of Virtue

MD.....Electronic Arts

Er, dunno what this is about really. Sounds like some kind of RPG thingy, but we could be wrong.

Sonic CD

CD.....Sega

It's that hedgehog again...

Spiderman II

MS.....Sega

Oh, the tangled webs we weave. Or at least, Spidey does.

Virtual Pinball

MD.....Electronic Arts

Ern, a pinball game.

World Cup Soccer

MD.....Acclaim

The world's gone soccer mad. Or it will next year.

WWF Royal Rumble

MD.....Acclaim

Yet another wrestling game licenced from the WWF.

december '93

Bart vs the World

GG.....Acclaim

Don't have a cow, man. Eat my shorts. Get stuffed, you git. Portable Simpsons silliness is coming your way.

Blades of Vengeance

MD.....Electronic Arts

A sharp game that consistently treads the edge of a blade. Er, and there's some heavy revenge in there too.

Cliffhanger

MS,MD,GG.....Sony

Sly Stallone's all-action epic appears just in time for Chrimbo.

EA Sports Soccer

MD.....Electronic Arts

Sports supremo EA's attack on the soccer simulation front.

Lethal Enforcers

MD.....Konami

The Mega-CD version's reviewed this issue, and bar the sound, the Mega Drive is the same.

LHX Attack Chopper II

MD.....Electronic Arts

Jump into the chopper, take to

the skies and blow things up.

Mutant League Hockey

MD.....Electronic Arts

Hockey game where you're actually deformed before the match.

Powermonger

CD.....Electronic Arts

Good heavens above – a God sim that was excellent on computer versions, and should be good on Mega-CD.

Sensible Soccer

MS,GG.....Sony

It's soccer's World Cup next year, so you can expect a million and one footie games in the coming months. This looks like being one of the best.

Space Commander

MD.....Electronic Arts

Looks like a fighting game set in space. Lots of black and stars and shiny metal objects.

T2 Judgment Day

MS,GG.....Acclaim

Blast away millions of metal monsters and save the world. It's all in a day's work, really.

early next year

US Football

MD.....Sony

Another American footie game, by the sounds of it.

Last Action Hero

MD.....Sony

Arnie makes it over to the Mega Drive a little later than on other formats.

Castlevania

MD.....Konami

Role-playing hack 'n slash affair, if our guess is anything to go by.

Simpsons: Itchy and Scratchy

MD,GG.....Acclaim

Cat and mouse capers from the five-nights-weekly cartoon-in-a-cartoon.

Gear Works

GG.....Sony

Brain-bending puzzle game involving cogs. Hmm, sounds like fun.

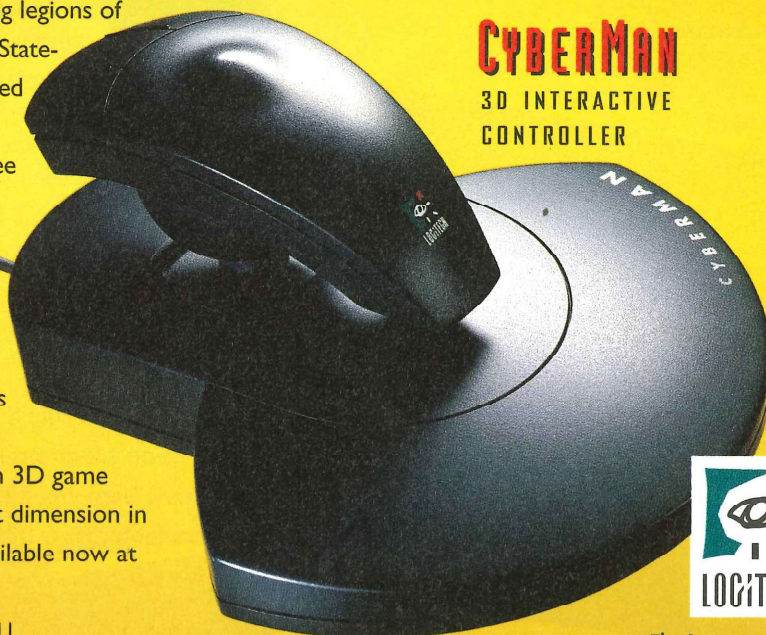
YOU NEED PROFESSIONAL HELP.



A mouse and keyboard are fine for tackling spreadsheets, not teeming legions of blood-thirsty marauders. State-of-the-art CyberMan™ puts an unlimited range of motion within your grasp: three directions [x, y, and z] and three rotations [pitch, yaw, and roll].

Just move or twist it any way you want to go. Plus it's the only controller with vibrating feedback that lets you *feel* the action. CyberMan is 100% compatible with conventional mouse applications, and comes with 3D game titles that will pull you into the next dimension in PC entertainment. CyberMan is available now at your local dealer, or call

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CYBERMAN
3D INTERACTIVE
CONTROLLER



The Senseware™ Company



psychic sandy's game gaze

CLIFFHANGER



Another rip-snorting action game based on a boy's rip-snorting action movie, *Cliffhanger* is teetering on the brink of a media saturation campaign (à la *Jurassic Park*) designed to shift Sly Stallone back into the bigtime.

If the whole idea sounds a little clichéd, then you're righter than a mountie's pick-hand. There's all the usual thrills, spills and I-hope-you-don't-mind-my-boot-in-your-face action as you rescue your mates from a gang of bloodthirsty terrorists.

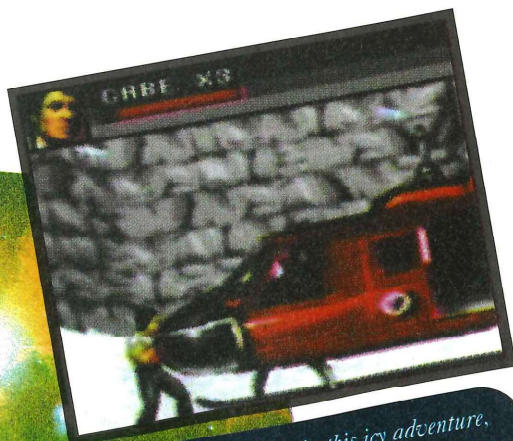
Seven levels take you through a Rocky Mountains winter, braving avalanches that would send most of us clinging to the nearest tree. If that's not enough, the cliffs are slippery and vertigo-inspiring, and the weather is damned chilly!

Scrape up the ransom money by recovering \$100 million in stolen loot. Besides being in possession of the all-powerful money-god, you'll also have ice-axes, guns, knives and a very flexible pelvis at your disposal.

Format: Mega Drive, Master System, Game Gear

From: Sony Imagesoft

Available: December

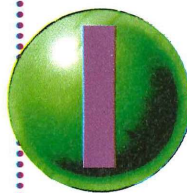


Play as Sly Stallone in this icy adventure, and you can be a big man in a big chopper.



Careful not to split your togs as you dodge Hook, the git. Isn't that one of the Queen Mum's hats?

HOOK



If you fancy playing as a grown-up Peter Pan and romping around in fancy tights (which, incidentally, reveal every muscle you may want to flex), then this could be the game you've been waiting for.

Based (of course) on the Steven Spielberg 'epic', *Hook* is designed to bring out all those parental emotions, as you embark on a quest to rescue your children from the evil Captain Hook.

Begin on an arduous journey through Never-Neverland, fighting and flying about until you reach Hook's attractively decorated pirate ship.

Unfortunately, Hook is no gracious host—he'd fillet you as soon as shake your hand. In order to defeat him and bring home the rugrats, you must summon all your magical powers and engage in a fight to the finish.

Format: Mega Drive, Master System, Game Gear

From: Sony Imagesoft

Available: November



I don't know about these modern-day cinema stars... Now Arnie's grabbed hold of a chopper.

LAST ACTION HERO



h dear... Arnie wanted to blast his name into the solar system with this one; now he wants to infiltrate our games as well.

If you aren't familiar with the movie plot, it runs rather like that Twisties ad, where a hunk strolls out of the screen when he gets a whiff of someone else's dinner. However, in this film... er, game, a wimpy-looking kid has crossed the celluloid barrier, finding himself in a movie with the muscle-bound hero, Jack Slater (otherwise known as Arnie S).

Thankfully, you get to play Slater, saving the world from an evil bunch of movie bad-guys, who manage to transport themselves into the real world by virtue of the wimpy kid's magic cinema ticket.

The usual enemies and obstacles apply as you crash through five levels of mayhem. If you get it right, there's a Hollywood-style happy ending to look forward to.

Format: Mega Drive, Master System, Game Gear

From: Sony Imagesoft

Available: November

FANTASTIC DIZZY



receded by more egg puns than you could poke a joystick at, good old Dizzy is back, racing around the place, wearing an extremely silly hat, boxing gloves and imitation Docs.

If you've never been privy to Dizzy's past antics, you may be surprised to learn that he has been the star of around a dozen adventures. Despite this fact, the guy's a pacifist, solving each puzzle by virtue of whatever hides beneath that hat.

In this outing, the eggman has to contend with a bunch of crooks called the Evil Wizard Zaks, who have turned all Dizzy's friends, family, acquaintances and pets into dastardly fiends. To top it all off, Dizzy's girlfriend Daisy is being held captive in a mystic castle secreted in the clouds.

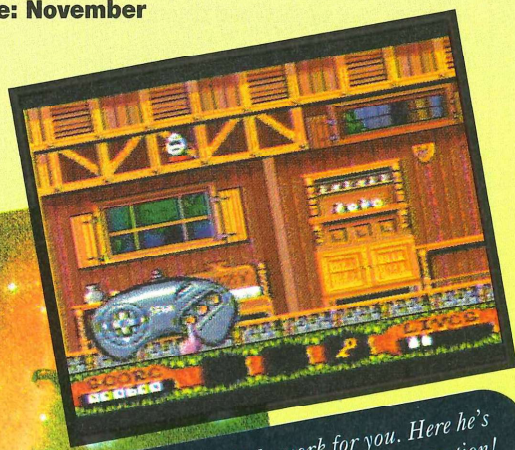
To reach his sweetheart, our hero has to traipse through a massive kingdom containing islands, diamond mines, a tree-house village, a dragon's lair and various underwater labyrinths. During his travels, Dizzy meets a variety of creatures, who provide clues to help him along his merry way. You see, Dizzy is always happy - could it be that our eggman comes sunny-side-up? (Sorry, couldn't resist...)

Gameplay is interactive, and involves Dizzy nutting out puzzles. Sometimes this requires the collection of certain objects; other times, it's up to your own little self to sort it out for the eggy being.

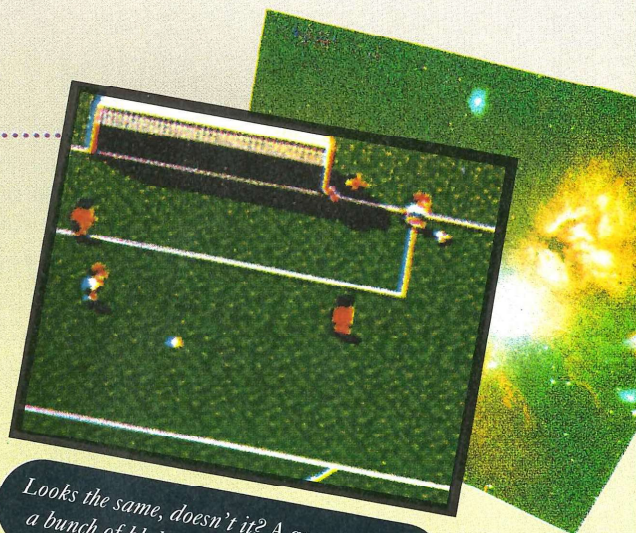
Format: Mega Drive, Master System, Game Gear

From: Codemasters

Available: November



Dizzy does all the work for you. Here he's giving a nice joypad lesson. Pay attention!



Looks the same, doesn't it? A green paddock, a bunch of blokes and a ball. Very sensible.

SENSIBLE SOCCER



illy title, but it's being billed as the best soccer game ever (yeah, yeah... that's what they all say). As the old crystal ball goes a bit foggy when conjuring up images of virile men in shorts, we can't really argue at this point.

Extra features are the main thing—there are three skill levels, and you can design your own league or cup competitions. Players can get the red or yellow cards, sending them to the bench in disgrace. Real football crowd samples provide the atmosphere, cheering your players toward victory.

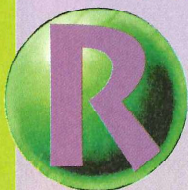
One or two gamers can slide, dive and tackle away, so strap on those shin pads, but please be sensible about it!

Format: Mega Drive, Master System, Game Gear

From: Sony Imagesoft

Available: November/December

MICRO MACHINES



Reviewed this month on Mega Drive, this fab, weird, kooky game is about to be released on Game Gear - but with a spunky new twist.

As well as a link option for two players, there will be a special mode allowing both players to compete

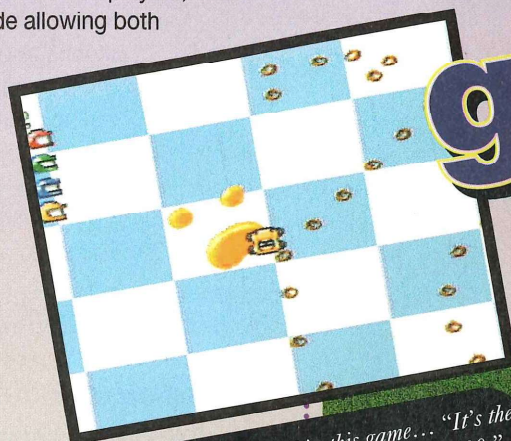
against each other on the same Game Gear. Value!

Zooming around the sandpit, snooker table and bathtub has never been so much fun (well, when done in the conventional manner, anyway).

Format: Game Gear

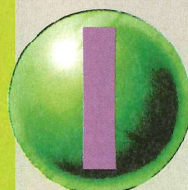
From: Codemasters

Available: November



Domestic perils prevail in this game... "It's the old maple syrup on the tablecloth trick, 99."

ALADDIN



It doesn't take a crystal ball to know that this game is going to be BIG. See next month's huge review for all the details, but let this be a teaser for all you masochists out there.

Based on the Disney film of the same name, *Aladdin* comes complete with genies, lamps and typically Eastern items - all adding superb atmosphere to this brilliantly animated work of art.

Aladdin kicks along with a monkey at his side (the monkey actually plays the bonus rounds), tangling with a host of baddies and seeking out his princess.

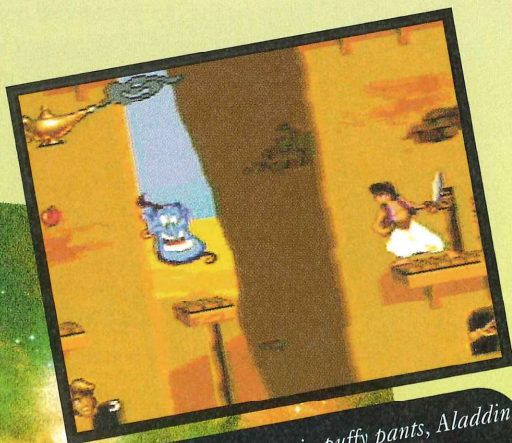
Typical Disney stuff really, but with top graphics quality and music straight from the movie.

It looks fab, plays fab and boasts three difficulty levels, so you'll be going at it for ages. We know, because we've tried it. So there.

Format: Mega Drive

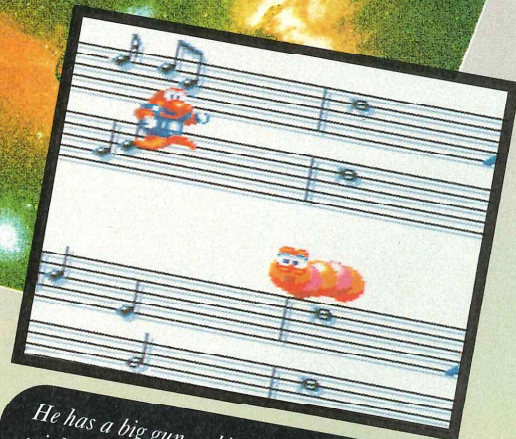
From: Disney

Available: November



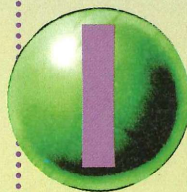
For a silly-looking guy in puffy pants, Aladdin sure acts the hero in this fab adventure.

psychic sandy's game gaze



He has a big gun, a big chest, and he'd look mighty good with a side-dish of French fries.

ROBOCOD: JAMES POND 2



In this pun-laden follow-up to the original *Pond* game, our fishy hero is back in the thick of it, working under a codename (the aforementioned cod) in order to save Christmas.

In true Rudolph tradition, Pond sets off in pursuit of the evil Dr Maybe, who has whipped up a stack of bombs and disguised them as North Pole penguins.

With only 48 hours to spare (that's two days for us normal folk), Pond is racing against the clock, donning a robosuit to prevent him from dehydrating and becoming smelly while he's on land.

Described as an 'arcade platform adventure', *RoboCod* contains eight large sections and includes a number of hidden bonus levels. A range of collectibles will improve Pond's performance, and help him face up to Mr Indecision for their final clash.

Format: Master System, Game Gear

From: US Gold

Available: November



STAR WARS



It's been a long time coming (what next – a game of *Casablanca*?), but that mega-grossing film *Star Wars* is finally poised to time-warp onto our consoles.

Just like in the movie, the game commences on the Tatooine Desert, where the dodgily-coiffed Luke Skywalker is searching for knowledge, a decent bathrobe and Obi-Wan Kenobi.

From then on, the action begins as Luke teams up with Han No-Longer-Solo and searches for the imprisoned Princess Leia. Bung in Darth Vader, some laser beams and a few storm troopers and you have yourself a game.

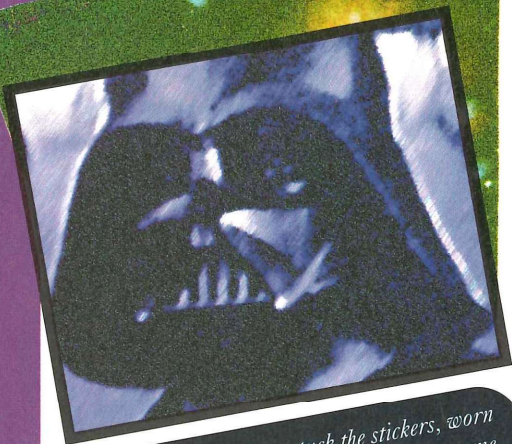
Although you can't play the dreaded Darth, you can manipulate Luke, Han and the royalty – all the good guys. Each character has their own strengths and weaknesses, so half the fun is learning which is most effective in different situations.

Scoring is based on the percentage of the game completed once the player KO's the Death Star. To keep you interested, however, the game can be ended in several ways, but only one of these results in a 100% conclusion.

Format: Mega Drive, Master System, Game Gear

From: US Gold

Available: November



You've seen the film, stuck the stickers, worn the badges, now get into the Star Wars game.



Faster than a speeding I-don't-know-what... tune up the reflexes if tackling Power Strike II.

PGA TOUR GOLF



Time for all you sports fans to emerge from the closet (along with those dodgy checked trousers and silly beanies) and face the world. Yes, golf has returned to the games arena, except this time it's teeing off on the Master System.

For what appears to be an intensely boring sport, this game is widely renowned as pretty top-level (not that any of us would ever dream of playing the real thing).

Weighing in at four megabits, this is a one-player game, with a whole bunch of fiddly things that you can mess about with while deciphering the strange lore of the green.

Format: Master System

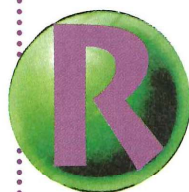
From: Tengen

Available: November



Be careful not to match this fashion faux pas – red trousers and a yellow shirt, really!

POWER STRIKE II



Reviewed for the Master System in our September issue, the Game Gear version of this shoot-everything-that-moves adventure is pretty faithful to its brother.

It's faster than Linford Christie with a wasp in his lunch box, and embraces more pick-ups than a Kings Cross wine bar. Zoom around at breakneck speeds, dodging bullets and grabbing beer cans and weapon-power.

The spirits tell me that this is a vast improvement on the Master System game, with great detail and good controls. Everything is fast, but you can tone your speed down a little while you get used to the gameplay.

Format: Game Gear

From: Sega

Available: November

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What should land on the Megazone doorstep the other day, but more Sega controllers than you could shake a joystick at. Adam Waring thought he'd died and gone to heaven, before realising he'd have to give them all back...

Get a grip

Chances are, the first add-on you'll buy for your console (apart from new games, of course) will be some kind of controller. The pads that come with your Sega are fine at first, but there are good reasons to upgrade, and even better reasons to be informed about your choices. After all, you're going to want your new joystick or joypad to be kicking on for as long as possible.

You may simply want to upgrade from the standard pad to something better. The control pad is the direct interface between you and the game. If the on-screen character doesn't jump when he's supposed to, then either your controller's crap, or you are. If you suspect it's the former, then it's time to invest in some better playing power.

If you're seeking to mix your game-playing time with a little social interaction, then you're likely to want to slip into two-player mode. Two-player games quite naturally need twice the number of controllers, but Mega Drives and Master Systems only come with one pad. While you can buy identical pads to those provided with your system, plenty of other options exist.

Controllers come in all shapes and sizes, have all kinds of features and offer an array of special gimmicks. Some simply just have a better feel than others. Here, we're making the choice a little easier for you, starting with a bit of segregation.

Joysticks to the left, please...

THE JOY OF STICKS

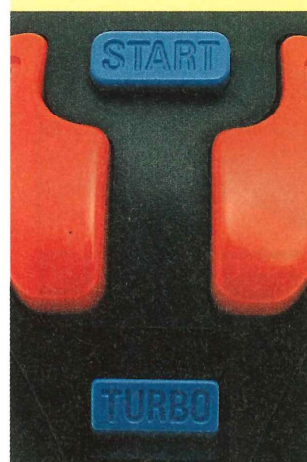
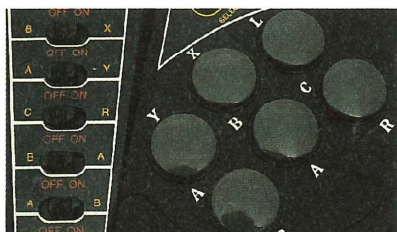
Joypads are much like the devices that came with your console. They're flat in appearance, with a thumb-operated pad to control movement, and any number of buttons (they're not restricted to the normal two or three that Sega's controllers have). The beauty of joypads is that they're cheap to manufacture, and therefore cheaper to buy.

Most people agree that joysticks are a real pleasure to use. Movement is controlled via a lever operated with one hand. This makes them much more responsive: it's far easier to give a gentle tap to a joystick for pixel-perfect positioning, than a clumsy thud-of-a-thumb-press on a joypad. They're easier-going on the old paws, too—while your thumb may fail due to fatigue, your hand will still have 10,000 kilometres to

burn. For better control and prolonged playing periods, it's a joystick every time.

Here there's a further split, between hand-held joysticks and the table-top variety. Almost all come with suckers or rubber feet to allow them to adhere firmly to the table top, but we class hand-helds as ones which can fit in the hand. Table-top joysticks most definitely need a solid surface to rest on.

Most hand-held joysticks are shaped with a handgrip, rather like real joysticks found in fighter planes. The buttons are often mounted on the handle itself, like triggers. These are perfect for shoot 'em



Joystick Jargon

Auto-Fire rapidly toggles the button on and off.

Six button joypad/sticks are designed to work with a new breed of game that requires more buttons than on a standard pad.

Slow Motion pauses and unpauses the game, letting you see exactly what's going on.

Hand-Held joysticks can be comfortably held while playing.

Infra-Red joypads allow wireless control over your games – much the same as how the remote control for your telly works.

Micro Switches are miniature, high quality switches that are found inside the best joysticks.

Table-Top joysticks are larger and need a table/floor/lap area.



continued on page 22

Is that a joystick in your pocket?

Vision Infra-Red Joystick MD \$69/\$89

Great for the armchair gamesplayer, these joypads operate using infra-red remote control. The pads themselves are very good quality, but it pays to double-up. A pack with a single joystick costs \$69, while a double joystick pack retails at \$89.



Sega Megafire MD \$34.95

The Megafire looks and feels almost identical to the original Mega Drive pad, but features independent auto-fire for each button. As this is set by a switch, you have good control over the action.

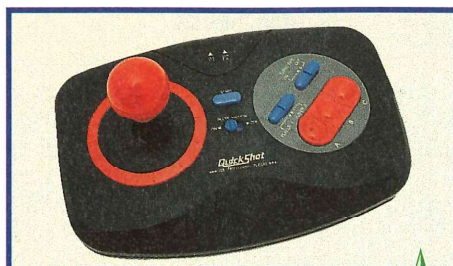
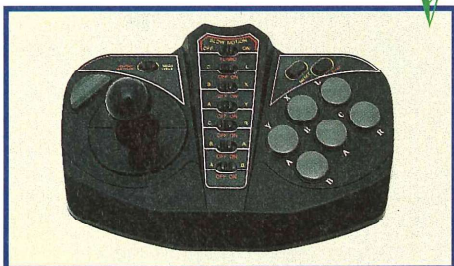
Sega Arcade Power Stick MD \$89.95

This is a very solid stick and weighs a ton, giving it a good, robust feel. It's very comfortable to use, and has a hand-shaped bit to rest your palm in. It features variable auto-fire, though no slow mode. Sega is releasing a six-button version, but this will set you back a whopping \$129.95.



Viper III MD \$89.95

This new Viper has been redesigned to be compatible with six-button games. There's a switch to select between Mega Drive and Super NES.



Quickshot Starfighter 3 MD \$39.95

This joystick features a second set of buttons which activate turbo-fire. Turbo-fire can be set to two speeds, and slow motion is an added extra.

Quickshot Maverick 3 MD \$59.95

This table-top stick is very good value. It has two plugs, fitting into both joystick ports, and a switch to select between player one and player two, so you can play both goes of a two player game without swapping leads.



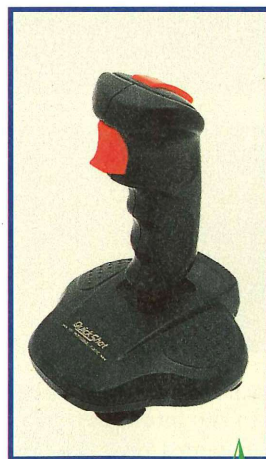
Super Cobra Control Stick MD \$29.95

Identical to the Master System version, apart from the fact that there are two switches instead of one. This adds slow motion to the joystick's capabilities.



Quickshot Python 3 MD \$39.95

The Mega Drive version of the Python. Button A is operated with your trigger finger; B, C and Start are thumb-operated.



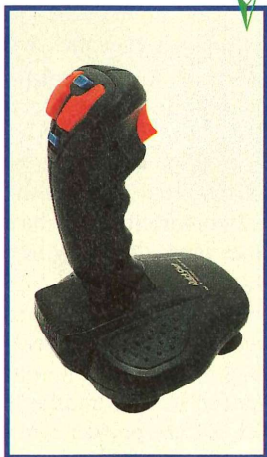
Super Cobra Terminator MS \$14.95

This must be the cheapest joystick around for the Master System. It offers no frills, and has one button mounted on the base, the other on the top of the stick.



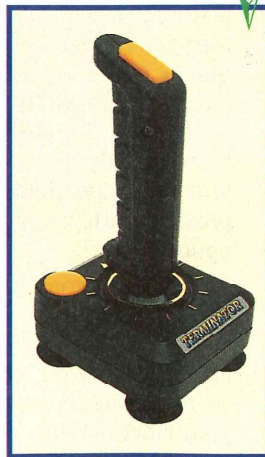
Super Cobra Control Stick MS \$29.95

An aircraft-style controller, the buttons are on the stick as well as the base. There's also an auto-fire switch on the front.



Quickshot Python 1 MS \$39.95

Nicely designed hand-held joystick. The buttons are mounted on the top and front of the joystick handle, making it ideal for shoot 'em ups.



t, or do you just want to kill me?



Super Cobra Action Pad
MS \$12.95

The least-costly joypad around. This is a basic replacement for the standard Master System controller. It's cheaply made, so don't expect it to turn you into a master gamer. On the positive side, it will allow you to add two-player control for next to nix.

Super Cobra Action Pad Mk II
MS \$14.95

For a couple of bucks more than the standard Super Cobra Action Pad, the Mk II adds auto-fire capacity. Again, it's been manufactured cheaply, but for a shade under \$15, what do you expect?



Master Blaster
MD \$95

This is very large – bigger even than the Mega Drive. It's fully featured, and offers variable auto-fire, a slow mode and heaps of buttons – though many of these are really designed for the Super NES, which it's also compatible with.



Owl Pad
MD \$34.95

Brightly coloured, and available soon in a six-button incarnation. A small plastic lever plugs into the thumb pad, acting as a mini-joystick.

Quickshot Invader 3
MD \$39.95

A set of switches next to each button selects turbo-fire and auto-fire, where the joystick fires constantly without the need to hold down buttons.



Quickshot Starfighter 3B
MD \$29.95

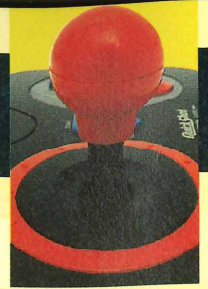
This is a no-frills replacement for the standard Mega Drive control pad. It's practically the cheapest you'll pay for a replacement Mega Drive controller.

All those features at a glance

Joystick Name	Console	Price	Auto Fire	Slow Motion	Six Buttons	Type
Master Blaster	MD	\$95	Y	Y	N	Stick TT
Owl Pad	MD	\$34.95	Y	Y	N*	Pad
Quickshot Invader 3	MD	\$39.95	Y	Y	N	Pad
Quickshot Maverick 3	MD	\$59.95	Y	Y	N	Stick HH
Quickshot Python 1	MS	\$39.95	Y	N	N	Stick HH
Quickshot Python 3	MD	\$39.95	Y	N	N	Stick HH
Quickshot Starfighter 3	MD	\$39.95	Y	Y	N	Pad
Quickshot Starfighter 3B	MD	\$29.95	N	N	N	Pad
Sega Arcade Power Stick	MD	\$89.95	Y	N	N**	Stick TT
Sega Megafire	MD	\$34.95	Y	N	N	Pad
Super Cobra Action Pad	MS	\$12.95	N	N	N	Pad
Super Cobra Action Pad Mk II	MS	\$14.95	Y	N	N	Pad
Super Cobra Control Stick	MS	\$29.95	Y	N	N	Stick HH
Super Cobra Control Stick	MD	\$29.95	Y	Y	N	Stick HH
Super Cobra Terminator	MS	\$14.95	N	N	N	Stick HH
Viper III	MD	\$89.95	Y	Y	Y	Stick TT
Vision Infra Red Joystick	MD	\$69/\$89	Y	Y	N	Pad

* The Owl Pad II will be available shortly. It's the same as a standard Owl, but with a six-button configuration option, and is set to sell for the same price.

** A six-button version of the Arcade Power Stick will be available later this year for \$129.95.



continued from page 19

up-style games, but for platformers the control can be a little imprecise.

Best of the lot are the table-top models. These tend to be designed so the left hand controls the movement, while the right stabs the buttons. In appearance, they're much like the arcade cabinets. As you may have guessed, they're also the most expensive.

AUTOMATIC FOR THE PEOPLE

Joysticks and joypads offer a variety of gizmos to make gameplaying easier (ie: allow you to cheat). The most popular of these is auto-fire (sometimes called turbo-fire). This is so common these days, it's almost a standard feature.

Auto-fire works by rapidly connecting and disconnecting the joystick's buttons. When it's engaged, the console interprets the signals as if you were repeatedly tapping away at top speed. It's not always useful – if a button makes the character jump, for example, then it's likely to look as if they're having a funny turn. But, auto-fire just can't be beaten for shoot 'em ups.

Some joysticks boast variable auto-fire, where you can adjust the rate that the buttons are switched on and off. Others have a mode in which the auto-fire is always on, without the need to hold the button down.


Slow motion is the other biggie, and really is the cheat's top chum. It works in a similar way to auto-fire, by continuously toggling the Start button. In most games, this pauses and unpauses the action, slowing the game down to a snail's pace.

There'll be a lot more six-button joysticks released in coming months. These feature extra buttons, and are designed to work with games such as *Street Fighter 2*.

ANY OLD IRON

Before you rush out to your usual purveyor of gaming goodies to purchase a new joystick, there's something you should know. You can't just plug in any old stick and expect it to work. It needs to be Sega-compatible. There was a standard for joysticks that most home computers adhered to. This was the Atari standard (so called, 'cos Atari came up with it), and your console is not compatible with these joysticks. Nor is it compatible with any designed for Nintendo or other consoles.

This is because the Mega Drive's controllers have three buttons, the Master System's have two, and any controller you buy must be internally wired for compatibility. Mega Drive joysticks will work on the Master System, though not all buttons will function.

All these joystick choices are sure to have you slaving like a dog on heat, especially after viewing our fab spread – check out the knob on that one, eh? Seriously, we've smaped the goods, given you the goss. Now all you have to do is decide which one's for you... 

The Joystick Jury

Sandra

"I like the Viper because it looks good. And the Sega Arcade Power Stick too, because it's heavy and has a matt black finish."

Erm, yes Sandra. You're not supposed to put it on your mantelpiece, you know. Girls, eh?

Chris

"I like Sega's Arcade Power Stick because it has good weight behind it. And the Vision, because you don't have a cord jangling around the desktop."

Yeah, sure. The real reason is that he thinks he looks cool with his feet on the desk, playing from the other side of the office.

Duane

"Well, I liked the one with the red handle." He means the Maverick 3. "And the Owl Pad's really good. The little red knob has a good feel (ooer missus, fnarr fnarr, etc). It's a good size, it's stiff and also has a good response. The thingummybob seems to eliminate the sore thumb you get with most joypads."

Adam

"Choosing the best is tough, as none performed badly. Everyone agrees that sticks are better than pads, but they are, of course, pricier."

"The Viper III is good, and is compatible with the *Street Fighter 2* six-button model. Sega's Arcade Power Stick is a nice, solid joystick. The cordless Visions are great gizmos, but a trifle expensive. For the budget-minded, the Owl isn't bad, though it's a bit garish for my liking."

Competition

SNAFFLE YOUR VERY OWN VIPER

Be one of the first in the country to own a brand new Viper III – one of the most recent innovations in the joystick field.

Worth \$89.95 each, Nodtronics is giving away a Viper III to six lucky readers. If you've seen one of these critters before, you'll know how cool they look. Be impressed by the six fire buttons, turbo-fire capabilities and slow motion select.

Best of all, you can plug a Viper into Mega Drive, Master System or Nintendo machines. To be in the running, just answer this simple question:

WE ALL KNOW THAT A VIPER IS A MEGA-COOL GAMING DEVICE, BUT WHAT ELSE IS IT?

- a: A brand of motorbike;**
- b: A poisonous snake;**
- c: A German device for washing car windscreens.**

Commit yourself to a, b or c, whack it on the back of an envelope, along with your name and address (make sure it's legible, please!). Send it off to:

Megazone Viper Giveaway, PO Box 746, Darlington 2010.
Make sure your Viper vote reaches us by December 10.



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Reviews



This is the bit where we tell you all about the latest games for your Sega system. We review each game in depth, so that you have as much information as possible before you decide which games to buy.

Readers of the old-style Megazone will notice that the format has changed somewhat. The ratings system is

simpler, but more informative; instead of heaps of meaningless scores, we've cut it down to four important areas, plus an overall rating for the game. The whole lot is in a readily-accessible panel located at the end of the review.

The overall rating is the really important one, and is Megazone's recommendation to whether you should rush out and buy the game or not. It's rated out of a hundred. Check out our sample panel on the right.

THIS IS WHAT IT ALL MEANS:

90% Plus.	A classic. You must have this game.
80-89%	Excellent. Comes very highly recommended.
70-79%	Good, but there are a couple of flaws.
60-69%	Check it out before buying.
50-59%	A bit average really.
30-49%	Oh dear, not very good at all.
29% or less	Complete trash. Don't waste your money.

Note that the overall verdict won't necessarily correlate with the other, individual scores. It's a separate rating in its own right, and takes a number of factors into account, summing up the 'feel' you get from the package as a whole - whether you'll be playing the game in your sleep or swapping it for your little sister's Billy Ray Cyrus sticker collection.



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MEGAZONE

VITAL STATISTICS

- Format:** Type of console
- Supplier:** Who makes the game
- Price:** How much to expect to pay
- Size:** How big the game is

GRAPHICS

The backgrounds, sprites, smoothness of scrolling and special effects all go to make this score. Presentation is also accounted for when calculating this rating.



SONICS

The music and sound effects are covered here. We take into consideration not just how good the music sounds, but how well it ties into the game.



PLAYABILITY

This tells you how easy it is to get into the game and play. We also give the lowdown on how much fun you're going to have.



STAYING POWER

Will you get bored of the whole thing in two days or will you still be playing this time next year?



OVERALL

The most important of the lot, this. It takes the above - and other - factors into account.

99 PER CENT

Jet packs, sword-wielding opossums, robot emperor pigs, weather control satellites... It's all a bit much for Adam Waring, who has to sit down for half an hour while someone explains it to him.

ROCKET KNIGHT ADVENTURES



This new game

from Konami is a bit of a weird one. For a start, it stars an opossum called Sparkster. Nobody here seems to have a clear idea of what an opossum actually is, but we think it's a bit like your everyday Aussie possum, only with an 'O' in front. Something like that, anyway. And it's not an ordinary opossum, either. Lord no! Our Sparkster's a jet pack-wearing, sword-wielding opossum with more attitude than a gang of skinheads after a Friday night at the pub.

Such a strange game deserves a strange plot, and *Rocket Knight Adventures* certainly comes up with the goods. Seven wizards ruled the world of Elhorn. They invented the Pig Star, a

satellite to control the weather (probably to combat the effects of Global Warming). Everyone lived happily for ages, until that fateful day when one of the wizards had a bit of a turn, killed the others, and made the world an evil, smelly place.

Until you reach this point, everything's fairly clear. But then it starts to lose it. There's something about a key to the kingdom, a Princess Sherry getting kidnapped, and a pig-like emperor who is really a robot. Um, could you run that by me again?

Look, let's just forget the plot. All you need to know is that there's an opossum in the ointment. Sparkster is a Rocket Knight, and decides to right wrongs – which basically

means going on the rampage, killing anything and everything that gets in his way.

It's a kind of cutesy platformer, only very different. The graphics are cute in their own little way, but not overpoweringly so—as well as large-eyed, furry things there are evil-looking robots. It's a lot more violent too. There's none of your half-hearted bounce attacks, or rescuing enslaved friends nonsense—you rip enemies apart with a sword, and some of your adversaries are harder than the HSC.

The game is split over numerous stages. They're not massively big (which seems to be the current trend in



This mid-level boss needs to be hit loads of times on his shiny red nose before you can get any further.

platformers), but there are heaps of them, and each fresh challenge is a real battle. This game is packed full of surprises. Embark on a new level and you can't be sure what, exactly, you're going to have to face. You'll encounter lots of short, sharp shocks that keep you hooked.

There's more variety here than in a Smith's Crisps multi-pack. As well as your run-of-the-mill baddies (frequently pig-like creatures, although often not), you've got hard-to-kill



On the Level



Amazing as it may seem, all these screenshots are taken from one single stage of Rocket Knight Adventures. Every stage is made up from lots of smaller mini-levels pieced together. These levels are small, but each and every one is dripping with originality.





Sparkster moves between both sides of the waterfall in level two. Top: There's an extra life just waiting to be taken. Middle: Isn't it cute, how Sparkster hangs from branches? Bottom: Yet another mid-level baddie to contend with.



Whack the front of the train, making sure you jump the things it fires at you. But there's no time to rest once you've beaten it—this is the first of three biggies in a row.

end of level baddies, mid-level baddies, mid-mid-level baddies – in fact, they pop up all over the place. Quite often, you feel particularly pleased with yourself after defeating a boss as tough as your granny's Yorkshire pudding, only to find that he was just the entrée—patiently waiting for you is a boss who makes Mike Tyson look like a big girl's blouse. (You won't tell him I said that, will you?)

The pace is perfect—you will soon get the hang of individual stages, learning

those crucial little survival tricks that'll help carry you through unscathed. But every time you get to a new stage, you'll spend a good deal of time just working out what the Dickens you're supposed to be doing.

Each level plays differently too. They're rarely straightforward, and often so bizarre that you'll expend plenty of lives figuring them out. On some stages, you run around,

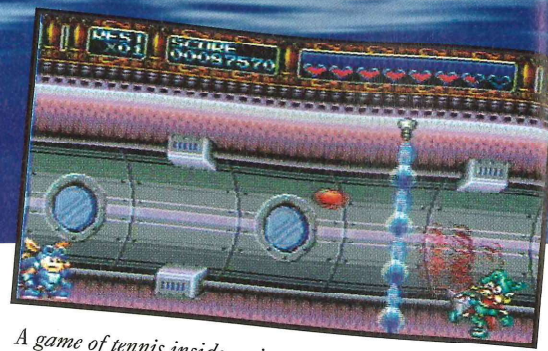


This game is full of so many wonderful effects. You're hidden for much of this level, but as the deadly lava rises and falls, you see yourself reflected in its surface.



It starts off simply enough with a platform-style theme and lots of pig-like creatures to fight. The first big baddie guards a bridge. Then you take to the skies and have to bag bad guys as they hang from hot air balloons. A giant sea serpent is your next adversary. Give him the pip and you crash through the walls of a stone tower. There are pools of fire everywhere, and a tongue of flame that licks at your heels. As you make your way up to the higher levels of the tower there are more pigs, including one that jumps out of a gift box. Finally, the end of level baddie smashes through the walls of the tower for your final battle until level two. Phew!

ROCKET KNIGHT ADVENTURES



A game of tennis inside a giant spaceship. Lob the bombs back with a well-placed smash from your sword.

jumping from platform to platform while dodging and killing baddies. In others, you'll fly through the air with your jet pack nudging overdrive. And if that's not enough, you'll swim, ride roller coasters, and even wear an exo-skeleton several screens high to fight in a massive boxing match.

In normal gameplay (not that there's anything 'normal' about it), Sparkster has three attacks, all accessed from the

same button. He can hit enemies from afar by shooting fiery missiles at them. When they're at close range, he can clobber them with his sword, which causes more damage. Holding the attack button down for a few seconds charges up his jet pack, allowing you to thunder across the screen at full pelt, sending your adversaries flying. It also affords you invulnerability that lasts the duration of your attack,

and is the key to beating many of the super-tough bosses.

There are no pass codes or save game facilities, so you have to make your way through the early stages in order to reach the place you last got to. This can be quite a chore, but you do learn the easy (ish) ways to defeat the bosses, and can breeze through things reasonably swiftly – at least it ensures that you won't finish the game too quickly. And *Rocket Knight Adventures* is quite generous with the continues, so you have plenty of lives to waste while working out what you should be doing.

Graphics are superb. Cute, in some instances, but also very atmospheric. There are some great touches—Sparkster uses his tail to cling onto trees, hanging upside-down

from branches and swaying gently from side to side. In underwater levels, he still grips with his tail, but bobs upwards.

During one stage, you fly over a city while missiles thunder skywards. After the main barrage, a single missile shoots upwards with a terrified pig clinging on for dear life! In another, red hot lava rises and falls, reflecting everything in its surface. Some platforms are hidden by foliage, so you have to judge your position from the upside-down reflection mirrored below you. Weird, but brilliant!

Music, too, is extremely polished, changing pace in accordance with gameplay. It sets the mood, like in-game music should, becoming menacing when an awful end-of-level baddie appears, and a little more up-tempo when time is of the essence.

Rocket Knight Adventures is the best thing to happen to Mega Drive for yonks—it's been ages since a game



These great little cartoon sequences appear between levels in an attempt to explain the story so far and move it along. We weren't any the wiser after seeing them, but they are cute, funny and a ball to watch.

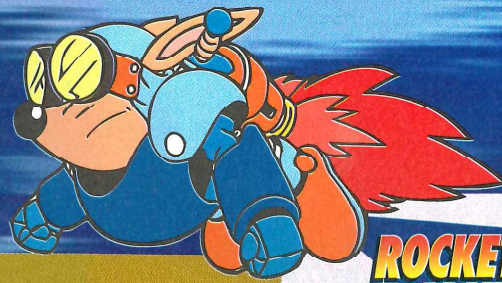


This huge, metallic monster has your number one adversary at the controls. You've got to be quick...

Most of level two takes place in water. It's a good thing that opossums can breathe underwater. Some of these caverns are very tricky to negotiate.

That lava is deadly, but start the walking platform and it'll carry you safely across. Remember to keep dismantling to avoid the spiky ceiling.





ROCKET KNIGHT ADVENTURES

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Konami

PRICE: \$109.95

CART SIZE: 12 megabits

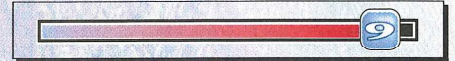
GRAPHICS

A whopping quantity of huge and hunky graphics, and more special effects than a Steven Spielberg movie.



SONICS

The music is atmospheric and keeps pace with the changing levels. There are some neat digitised 'squeaks', too.



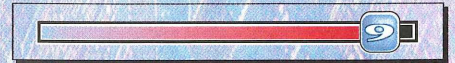
PLAYABILITY

More fun than a night with Cindy Crawford and a barrel of jellied eels. (OK, well maybe not quite as much fun, but you get the general idea.)



STAYING POWER

Yes, another nine... this is getting predictable. Suffice to say, you won't be able to put it down 'til you've seen everything – and that'll take ages.

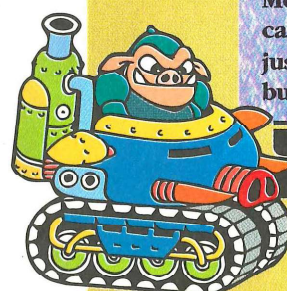


OVERALL

What a game! There's more variety here than in a Coles hypermarket. You can't help but get the feeling that an awful lot of time and effort has been put into *Rocket Knight Adventures*. Mere words cannot do it justice. Go and buy it. Now!

95 PER CENT

Word



Flying over the city, you're attacked by a barrage of missiles. Survive and these walkers are particularly tough.



has been so original and exciting. Compelling gameplay and the excitement of the unexpected keep you coming back for more.

Miss the last bus home, miss a particularly exciting episode

of *Neighbours*, miss Australia thrash England in the rugby, but whatever you do, don't miss out on *Rocket Knight Adventures*. **M**

The big bosses come in all shapes and sizes and need to be dealt with in a number of ways. The crab snaps at you with his claws,



moving platforms take you towards the fish's gaping jaws, and the robot shakes heavy machinery down from the ceiling.



CHUCK ROCK 2

S·O·N O·F C·H·U·C·K

CALL IT PECULIAR, BUT ADAM WARING DISCOVERS HE RATHER ENJOYS WANDERING AROUND IN A PREHISTORIC GROOVE, HITTING PEOPLE WITH LARGE WOODEN OBJECTS AND WEARING NOTHING BUT A NAPPY AND A RADICAL HAIRCUT.



The plot's a little thin, so let's get it over with. The original Chuck Rock had a happy ending with Mr and Mrs Chuck getting married and producing an offspring, Chuck Jr. Now Chuck (senior) has been kidnapped, so little baby Chuck does the right thing and sets out, hot on the trail of his hostage dad.

There are prehistoric perils aplenty for the brave babe to contend with; mainly in the guise of bad cavemen (and women), who'll stop at nothing to thwart our Chuck. But babies were a lot tougher in those days, and the Neanderthal nipper is more than capable of looking after himself.

A couple of well-aimed swings from his wooden club will usually put paid to the perpetrators' prehistoric pranks. Most baddies take a few hits before you reach knockout, and it's necessary to stand still while you deal with them. This slows the pace down somewhat, as you can't simply bash your way on relentlessly.

As well as giving out a good thumping, there are one or two puzzles to solve along the way. These are a little on the

simplistic side, but do provide a little variety to the gameplay. Large boulders are useful for jumping up to higher ledges, and are moved into position by hitting them with your club (though they can only take four hits—one more and they disintegrate). Strong-armed cavemen can be used as catapults—bash them and they'll hurl you into the air in a fit of rage, enabling you to reach far-off ledges. Keep an eye out for invisible platforms that lead to bonus goodies...

Happily, there are loads of lollies to collect. Although these have no effect on young Chuck, they do increase your score. More important are the babies' bottles of milk, which increase the tot's flagging energy levels.

Every now and again, you'll come across an extra-large and extra-mean dinosaur. You have to keep out of the way of its head, which dives towards you, trying to gobble you up. While you're avoiding the fangs, make sure you get in a fair few hits—the

idea is to bash the poor thing senseless.

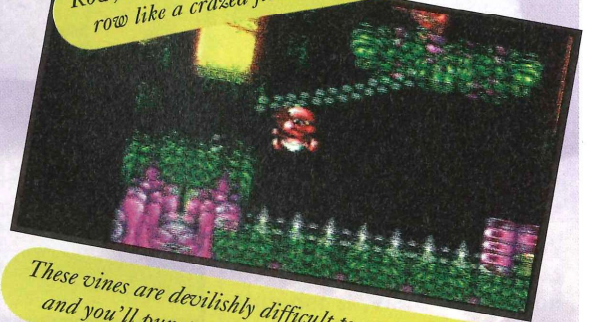
There are also neat bonus rounds. One sees you paddling down a river in a boat race. You have to execute a finger-crippling button frenzy on the jypad—the faster you drum it out, the quicker you travel.

Graphics are fab—some are very funny indeed. Bash one baddie, and his beard leaps off and attacks you! The end-of-level dinosaurs can be particularly chucklesome, showing great facial expressions when you bash them on the bonce with your club. Chuck Jr isn't without cuteness either, especially when crying his eyes out after being attacked by a particularly vicious dino.

On the negative side, sound effects are quite sparse and conspicuous by their absence—there are no screams or squeals to accompany the tantrum the terrible tot throws when he loses a life. Unfortunately, music burbles away continuously and



Row, row, row the boat, gently down the stream, well, row like a crazed fiend actually, for bonus points.



These vines are devilishly difficult to grab onto. Miss and you'll puncture your bottom on those spikes.

This entire mini-level is played on the back of a huge dinosaur. You even fight him at the end.

The sprightly sprog can get to all sorts of places using rocks to step over spikes and onto ledges.

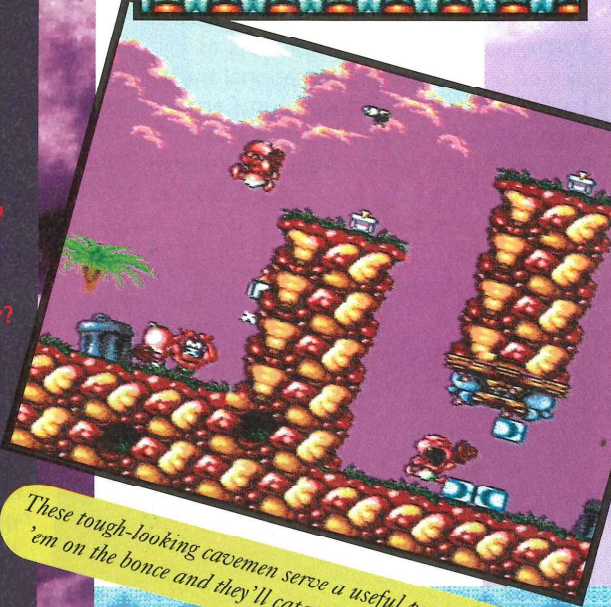
annoyingly. It's a pity there's not an option to switch the music off and sound fx on.

The other big criticism of *Chuck Rock 2* is that it's too easy. Get used to standing still when you bash the dinosaurs, and you can get through level-after-level without so much as a scratch. Still, there's a fair amount of game to explore and it's fun, while it lasts. **M**



MEGAZONE'S PREHISTORIC DINOSAUR JOKES

- What do you call a short-sighted dinosaur? Didyouthinkhesaurus!
- What do you call a short-sighted dinosaur's dog? Didyouthinkhesaurus Rex!
- What do you call a dinosaur who's swallowed a dictionary? Rogetsthesaurus!
- What do you call a gay dinosaur? Megasaurass!
- I say, I say, I say, my dinosaur has no nose! How does he smell? Terrible!



These tough-looking cavemen serve a useful purpose. Bash 'em on the bounce and they'll catapult you to new heights.



Uh oh, the end of level dinosaur. He's not that tough. Move as soon as he stops moving his head.



He'll take a snap at where you were a second ago. Crack him in the skull a few times and ta-da!



CHUCK ROCK 2
SON OF CHUCK

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Core Design

PRICE: \$89.95

CART SIZE: 4 megabits

GRAPHICS

Little Chuck and chums are cuter than Beth from *Neighbours*. The backdrops aren't bad either.



SONICS

A tune babbles away to itself continuously, but there are very few sound fx to back it up.



PLAYABILITY

The little tyke responds well to the controls. There are a few niggles, though. Catching swinging ropes is a bit of a pain, for example.



STAYING POWER

It's all a bit easy, and progress is rapid. Ultimately, it won't take too long before you see the end. There are extra levels of difficulty, though.



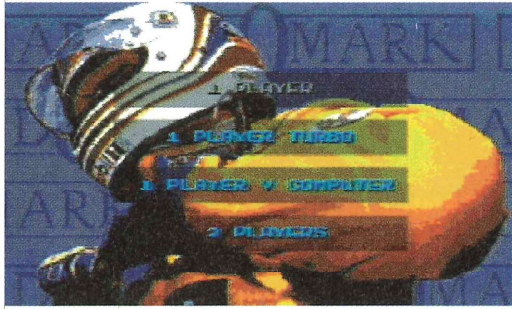
OVERALL

Cute and playable, *Chuck Rock 2* is a neat little platformer. It may not be the most original of games, but it's a pleasant enough romp, and manages to get a fair amount out of the Master System's hardware.

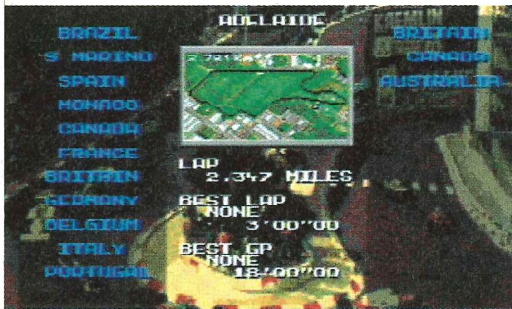
81 PER CENT



THE FASTEST GAME EVER TO GRACE THE MEGA DRIVE, THEY SAID. AND, BY GOLLY, THEY WERE RIGHT. ADAM WARING FASTENS HIS SEAT BELT, REVS THE ENGINE, WAITS FOR THE FLAG TO FALL AND SHOUTS "OH BUGGER!" AS HE REVERSES INTO THE CROWD, KILLING FOUR.



This is a bit obvious, really. Go for two players only if there are two of you.



Select the tracks you want to race on. There are 16 famous circuits from around the globe.

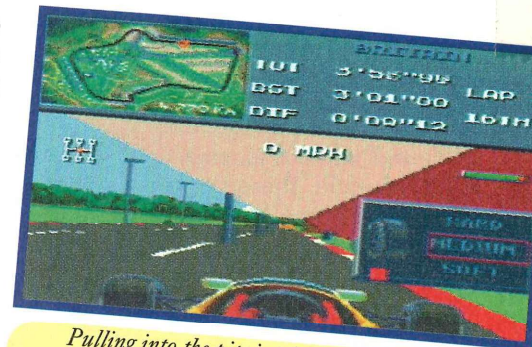


Unless you're barking mad, go for the automatic. Gears are too tricky on the joypad.

There's nothing quite so satisfying as driving like a complete maniac, especially in something very, very expensive that you didn't pay for. Being completely immune to injury or death is quite a bonus, too. *F1*, the latest in a long line of racing games for the Mega Drive, will satisfy all your need for speed. And, most importantly, you won't be breaking any laws in the process.

What makes *F1* stand out is its sheer sound barrier-busting pace. Yes indeed, it's quick, slick and, erm, rinki-tik-tik. It is, in fact, one of the fastest Mega Drive games we've seen, and gives a truer speed simulation than any other racing game you may want to rack it up against.

The object is nothing startlingly original: drive your lump of metal around the track faster than everybody else's. You're up against 16 competitors as you race on a selection of international tracks. Try the tarmac at Montreal in Canada, Silverstone in Britain, or stay closer to home and drive around Adelaide. You can choose to race as many of the tracks as you want in whatever order you like. A practice option lets you get used to particular tracks.



Pulling into the pits is trickier than parallel-parking an articulated juggernaut.

A range of skill levels enables you to control the top speed the cars run at. Even at the lowest setting, the track positively whizzes by. With good positioning, though, all but the sharpest corners can be taken at full pelt. Switch to expert mode, and you'll find that using the brakes is beyond compulsory. The scenery flashes by at silly speeds and, while you're going through the learning-to-drive-something-very-fast-indeed-process, you'll find yourself impaled on many track-side objects.

Luckily, your car is built tougher than an old Holden, so pranging only means coming to a sudden halt and waiting for a few seconds before being moved automatically back onto the road. (Maybe the NRMA should invest in a copy of this game...)

Driving on non-bitumen surfaces does wear your tyres though, and will make visits to the pits all the more necessary—burst a tyre and you're out of the race. Also, pit stops are annoyingly hard to make.



At the back of the pack, but not for long. Catching up is easy, staying on the track is another matter.

VITAL STATISTICS**Format:** Mega Drive**Supplier:** Domark**Price:** \$109.95**Size:** 12 megabits

Often, you'll have passed the pits before realising it. Slowing down to a snail's pace is the only sure way to complete the pit stop, but you lose the valuable ground you've made.

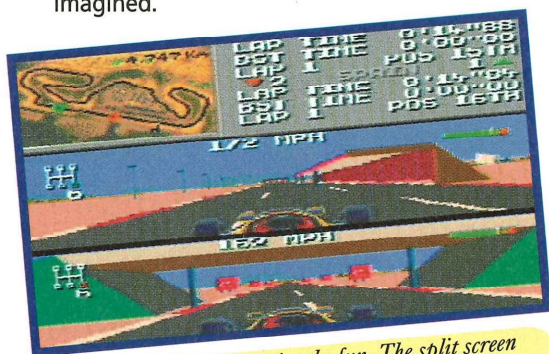
There are two main ways to play: the arcade game and the championships. The arcade game slaps you right into the thick of the action. You're at the back of the pack and have to race to the front, using every dirty move and swanky swerve ever imagined.



We seem to have crashed into a turn right sign. Maybe we should have turned right instead.

computer-controlled cars are rather easy to catch up with, but this is not necessarily so when taking on a second player (unless they're crap, of course). Here it's skill that's the decider.

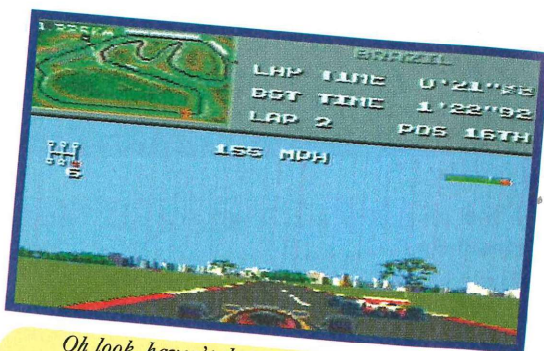
F1 is the official Formula One game. It's also just about the best of its type available on the Mega Drive. It has its faults: the computer cars are too easy to catch up with, and steering into the pits is a real bitch. Luckily, the game's incredible speed makes up for all of that. **M**



Two players means twice the fun. The split screen reduces visibility but allows for simultaneous play.

In the championships, you first have to complete a qualifying round to determine your position on the grid. After that, you're free to race your way around different tracks, while your progress is recorded on the championship table.

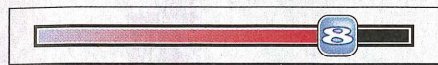
Two can play at once, in which case the screen is split vertically. This version adds the challenge that only another human player can provide. The



Oh look, haven't the cars gone small. This is turbo mode, where, erm, the cars are smaller.

GRAPHICS

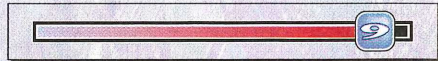
Statically, it's no oil painting; but in motion, the impression of speed is incredible.

**SONICS**

A fairly farty selection of engine sounds, and that's about your lot.

**PLAYABILITY**

Handles like a dream. The speed makes this the most convincing racer the Mega Drive has ever seen.

**STAYING POWER**

The Championship offers lots of long-term appeal, and the Arcade game is great for a quick spin every now and again.

**OVERALL**

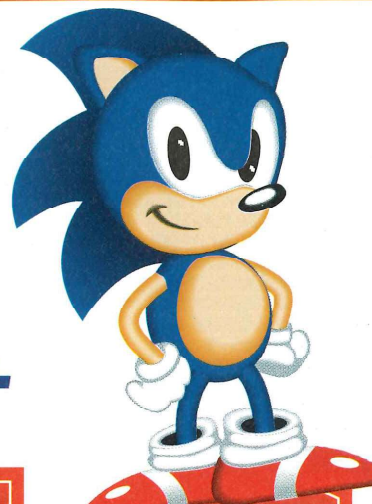
Faster than a Bondi tram, F1 is one of the best racers money can buy.

Not because of trillions of options, but because it's so fast and plays so damn well.

86 PER CENT



The blue, spiky one is back. No, Adam Waring hasn't been to Jackie's Hair Emporium for a blue rinse and style cut, but Sonic the Hedgehog makes his third appearance on the Master System.



SONIC THE HEDGEHOG SEGA **chaos**

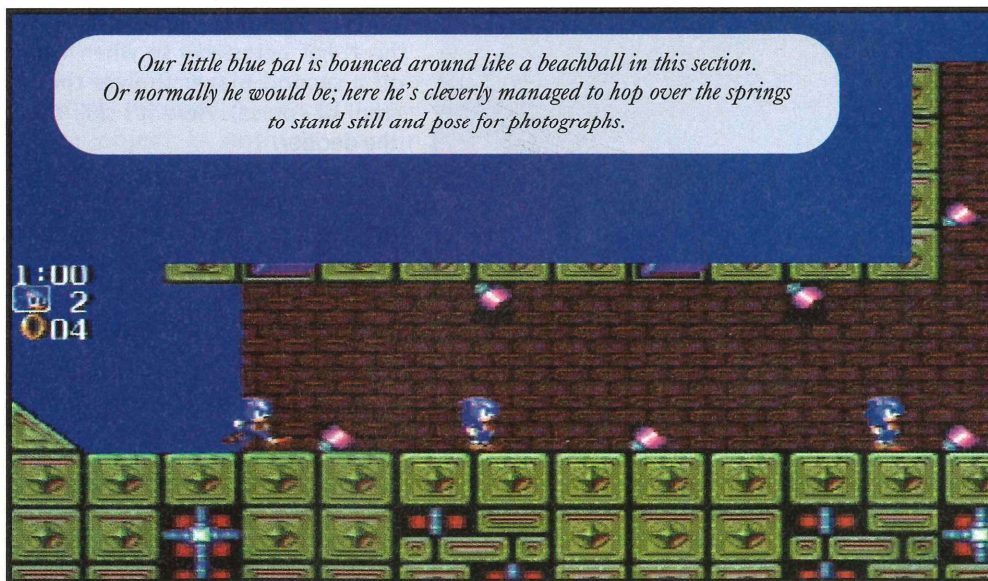
We don't actually have hedgehogs here in Australia so, for many of you, they're probably as familiar as the common Peruvian fur seal. Well, sorry to spoil any illusions about the beasties being all cute and cuddly. In reality, they're flea-ridden rodents that live in English hedgerows, and the only time you see them is squashed as flat as pancakes on country roads.

They're not blue, either.

Master System owners often complain that they see games long after the Mega Drive version has been released, and that they're usually hurriedly cobbled-together conversions. Well, you can stop that whingeing right now – Sonic's latest adventure comes in an 8-bit-only incarnation. And, my oh my, what a goodie it is, too.

Chaos emeralds are what makes things tick in Sonic's neck of the woods. Unfortunately, a chap who goes by the name of Eggman has found one of the emeralds, and is using it to develop a nuclear weapon. (He's an all-round bad egg, you see.)

Without all the emeralds in place, Sonic's island sank, causing Sonic and faithful chum Tails to be teleported into a parallel world, where they have to find



Our little blue pal is bounced around like a beachball in this section. Or normally he would be; here he's cleverly managed to hop over the springs to stand still and pose for photographs.

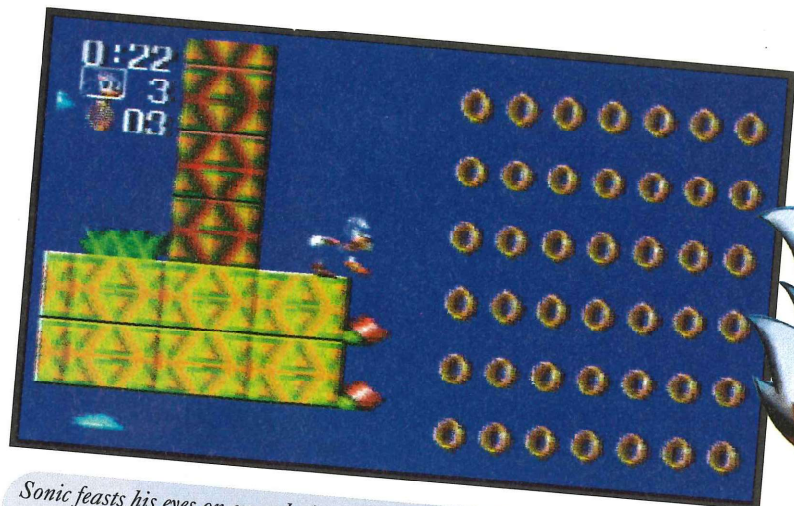
all the emeralds and undo any evil Eggman deeds.

There are six zones, each comprised of three rounds, plus five bonus levels only accessible once you've collected the requisite number of rings. Collect 100 and you enter one of these special stages, in which you have to find one of the emeralds within an allotted time. Only five emeralds can be obtained in this way; the sixth is picked up by beating the final boss, Eggman himself.

Like all the *Sonic* games, *Chaos* has an

excellent game structure. It's not just a case of completing the levels as quickly as possible – the emphasis is on collecting rings so you can access those special levels and find the chaos emeralds. A lot of recent wanna-be *Sonic* beaters fall down in this area. Sure, there are collectables, but all they do is give you extra points. Here, it's an important part of the overall gameplay.

Players of *Sonic's* previous adventures will be immediately comfortable here. However, new features have been added



Sonic feasts his eyes on enough rings to give Liz Taylor a coronary. Collect them for extra lives, but remember the reason you're here is to find a chaos emerald.

that give the game even more depth than its predecessors. The most important is the inclusion of Tails. While it's still a single player-only game, you can elect to play as either Sonic or Tails. Playing as Sonic gives you the standard game, but choose Tails for an easier time of it. It doesn't only affect the level of difficulty, but actually gives two different types of game.

The two characters have different abilities. Tails can fly, which means you can get almost anywhere with little more effort than pointing the joystick in the right direction. Sonic has to make progress through the more conventional means of leaping from platform to platform, but has a few tricks up his sleeves too. He can use hover boards and pogo sticks that Tails can't, and only Sonic can enter the special stages and thus finish the game properly.

Both characters have access to the Super Spin Dash, which is the ability to attain maximum speed immediately. Very useful when attacking baddies and breaking through walls.

As with the other Sonic games, Sonic and Tails can't be killed by baddies as long as they have at least one ring in their possession. All rings collected are dropped on contact. Manage to collect 100 and you're a



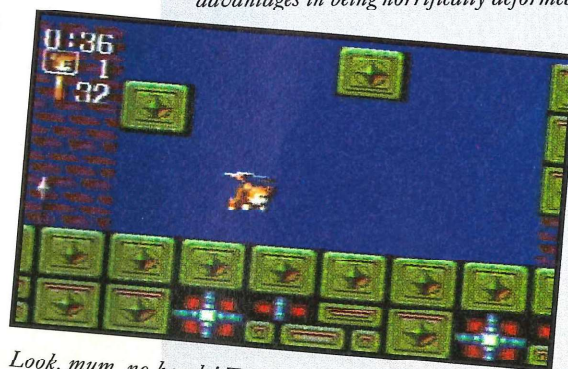
"Tails can fly, which means you can get almost anywhere with little more effort than pointing the joystick in the right direction."



Tails makes easy pickings in this bonus stage. There are advantages in being horribly deformed, after all.



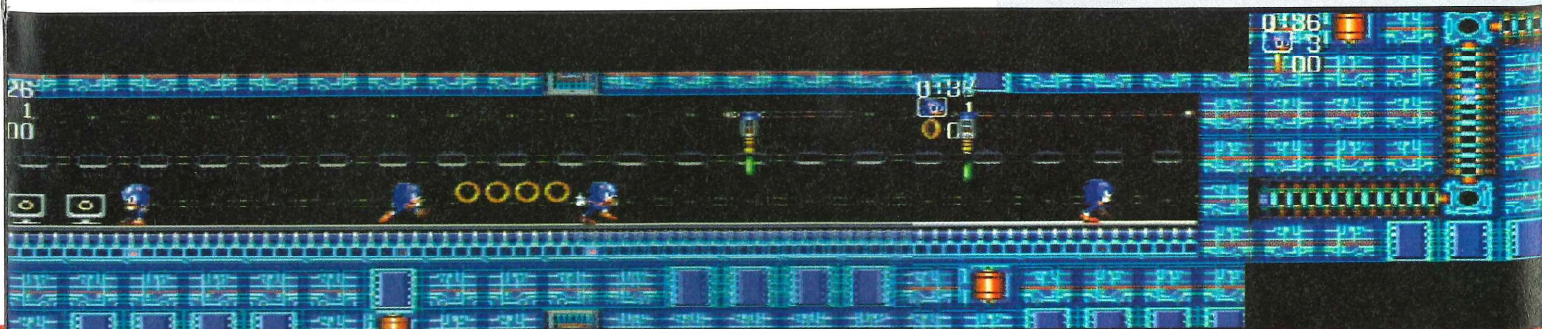
At the start of this round, you have to dodge the laser fire from the cannon above. Break through the wall and travel through the vacuum tubes on the other side.



Look, mum, no hands! Tails shows off his hovering-by-the-tail trick. Then he sees Sonic in half for the encore.



Another round over for Tails. The speed of your performance is judged in kilometres per hour.

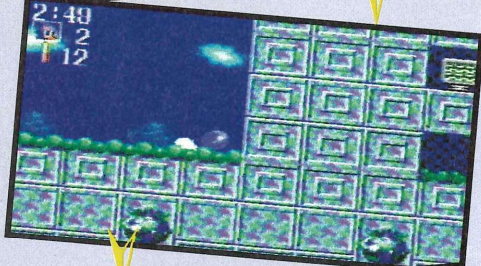




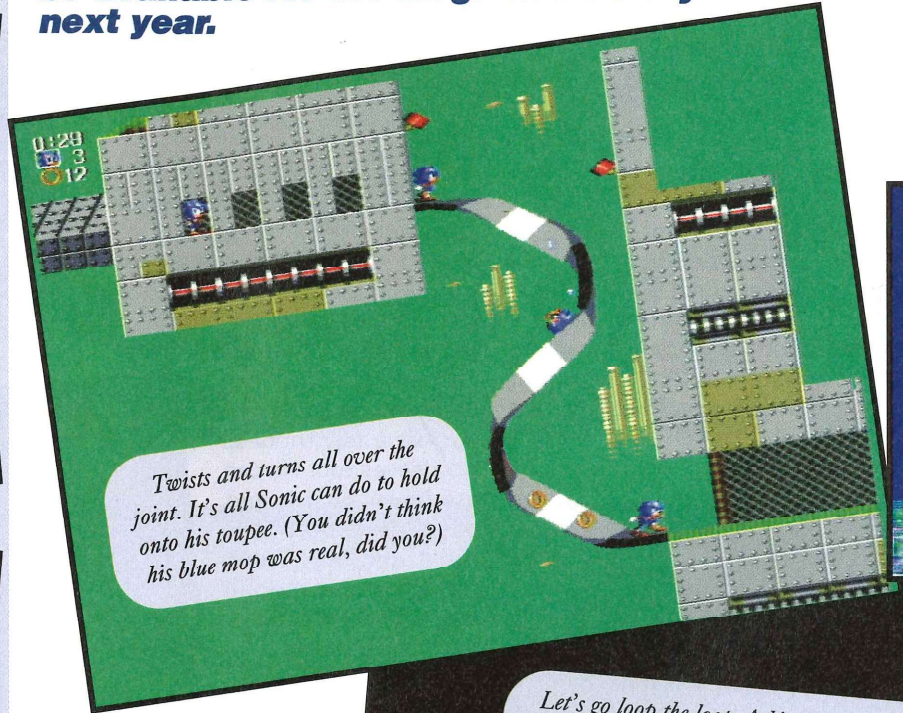
What's in store for SONIC?

If you've got a Mega Drive, and are looking forward to playing Sonic Chaos, then tough - it will only appear on the Master System and Game Gear.

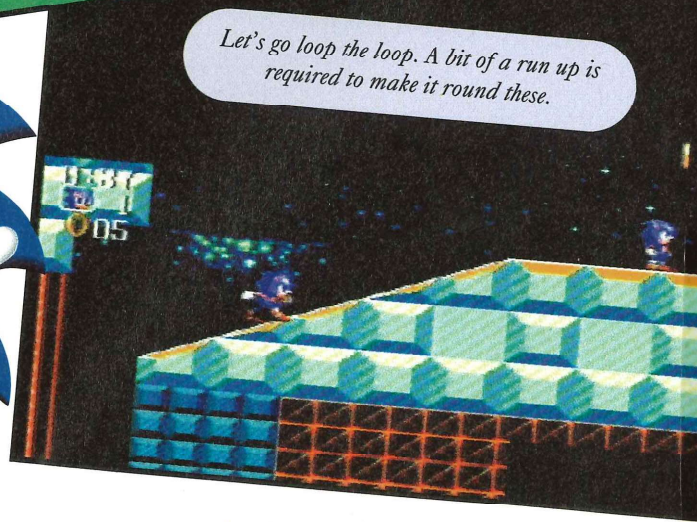
All is not lost, however. Mega-CD owners will soon be getting Sonic CD. Two new titles, Sonic Spinball and Dr Robotnik's Mean Bean Machine, will be available for the Mega Drive early next year.



A dead end? Not when you have the Super Spin Attack. Charge through the wall and Bob is indeed your mother's brother.



Twists and turns all over the joint. It's all Sonic can do to hold onto his toupee. (You didn't think his blue mop was real, did you?)



Let's go loop the loop. A bit of a run up is required to make it round these.

SONIC'S six appeal

There are six separate zones for Sonic to cut his teeth on, each containing three sub-levels. Add the five bonus stages, and you can see just how big this game is.



SONIC chaos

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Sega

PRICE: \$79.95

SIZE: 8 megabits

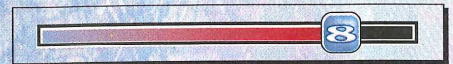
GRAPHICS

Sonic and Tails are both looking good. It's fast-moving, and the backdrops and gamefeel changes by the zone.



SONICS

Compulsive soundtracks, and incidental music that changes according to what's going on.



PLAYABILITY

The Sonic or Tails play choice means that a six-year-old will be as comfortable with it as a 26-year-old.



STAYING POWER

Twenty-three levels and a clever game structure means it'll be some time before you're done with it. (And even then, you'll still go back for a bash.)

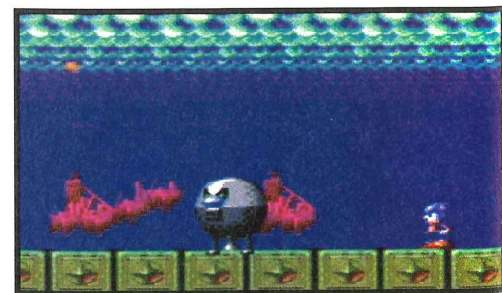


OVERALL

Sega has done it again. Once more, Sonic proves that he's king of the cutesy platform games. Regardless of whether you have the other games or not, this is absolutely essential.

94 PER CENT

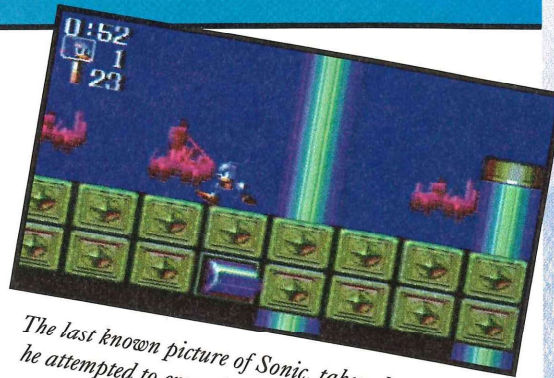
Word



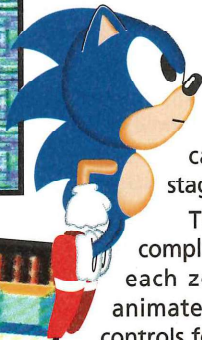
The mandatory end of level boss. Sonic tries his best, but realises talking won't get him anywhere.

These twisty tracks need to be taken at top speed. Otherwise you'll fall off and may scrape your knee.

Boing! Sonic finds a pogo stick-type of thing and bounces up to higher platforms. Tails can't use these, but can fly pretty much where he likes.



The last known picture of Sonic, taken shortly before he attempted to cross the busy highway, blindfolded.



life better off (and, in Sonic's case, you can access the bonus stages too).

The graphics are superb, with a completely different look and feel for each zone. Sonic and Tails are well animated and, if you don't touch the controls for a while, will start to tap their feet and then lie down for a rest until you get your act together.

This is Sonic's fastest Master System outing yet. There are loops, twisting platforms and vacuum tubes that propel the players around like nobody's business, and really do give the game a feeling of speed.

It's yet another successful venture for our Sonic. Sega has surpassed itself, producing an appealing, playable and long-lasting game that you'll be going back to at least until Sonic 4 comes out. **M**





You know that feeling... that really frustrating, stomach-churning feeling when you just know that a bunch of no-good aliens has ripped you off? Well, Trevor Viper does, and he ain't gonna take it no more...

PUGGSY

When the game opens, we learn that Puggsy has forsaken his intergalactic Gregory's, foolishly preferring to stop at an alien planet for directions. No sooner does he turn his back, than some of the locals (who look alarmingly like common raccoons) steal his spaceship and take it to the city, Raclantis, offering it as tribute to their ruler. Stranded in a strange land, Puggsy must reclaim his ship in order to move on.



Between levels you view this map screen. "Where, oh where has my spaceship gone? Where, oh where could it be?" warbles Puggsy in a fine baritone.

The world in which he finds himself is lush and beautifully depicted, comprising 51 different levels in 17 locations. Many of these levels are secret, hidden somewhere within each location, and often requiring a bucketful of sweat and tears to discover. What appears at first glance to be a small, simple and undemanding environment, soon

turns out to be surprisingly complicated and ingeniously conceived.

But that's not all. Puggsy, though essentially a mild-mannered, retiring sort of fellow, must defeat five World Guardians if he is to complete the course and locate his ship. These guardians are situated at five different points along the way, and provide by far the greatest challenge of the game.

For all its fun and sense of innocent exuberance, *Puggsy* is about the serious things in life: hard work and good, solid organisation. There are various objects scattered around the landscape, and most of these will prove useful at one time or another.

You have to pick these objects up and carry them to where they're needed, since the various puzzles you encounter can almost invariably be solved with the use of such props. Objects can be stacked on top of each other, and bonus points are earned for any objects carried out of a level exit. But remember – the more you carry, the slower you'll travel.

Unlike most games, basic

physics plays a significant role in *Puggsy*. Individual objects have their own separately-calculated mass and velocity, making handling all the more difficult. Drop an object, and it behaves just like it would in real life: it bounces away, gets lost, and has to be recovered. So be warned.

Climbing onto platforms and higher levels is a process that might prove difficult at first. Basically, you need to be carrying an object; you then leap upwards and 'hook' yourself onto platforms with the object, and haul yourself over the edge by pushing Down on the joypad (supposedly making Puggsy pull on the object and thus lever himself up).

If all this sounds unnecessarily complicated, then bear in mind that you'll be more than compensated by the sheer joy of playing it, and placated by the comparatively straightforward nature of the quest.

Definitely a 'family friendly' game (it's soooooo cute), *Puggsy* is a test of patience and strategy masquerading as a cheerful romp; a grown-up game in the guise of a kid's plaything. And as such, it's very good indeed. **M**

Hmmm, a wall of flame prevents Puggsy from going thataway.



Miniature chests give you clues—the objects popping out of them are what's needed.

Aha! up on that ledge is a water pistol. Pity it's too high to reach.



VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Sony Imagesoft
PRICE: \$89.95
SIZE: 8 megabits

GRAPHICS

Hard-edged forms, smooth animation and lovely, colourful visual designs make this a treat for the eyes.

SONICS

Understated, but effective sound fx, and a score that ranges from annoyingly cute to plain sinister.

PLAYABILITY

It's initially difficult to master key tasks like climbing, but you're compensated by great puzzles and huge levels.

STAYING POWER

There's enough in the way of challenges (puzzles, secret levels) to keep you well entertained.

OVERALL

Sometimes the simplest things prove the most effective. Lovingly designed and superbly executed, *Puggsy* will hardly redefine home game-playing, but in its modest way it's a winner—and extremely addictive.

80 PER CENT

Word



The first of the world guardians, a parrot dressed in pirate garb, is defeated by a slap round the chops with a wet haddock.

Look at those mischievous little scamps making off with Puggsy's spaceship. I don't think Puggsy will be best pleased.



Inside a pyramid and a slippery customer blocks your way. Kill the critters by throwing things at them or shooting them with guns.



There's some kind of ruckus going on here. Is that damsel in distress because Puggsy just whispered improper suggestions in her ear?



Puggsy is able to breathe underwater. Lucky, as he needs to take a dip to solve some levels. His movements are slowed down, however.



OBJECTS OF DESIRE

Objects can be found on every level – as can Events. The Events are mostly switches, locks, ropes, cannons – even the occasional teleport. But to activate an Event you need a corresponding object: a match to light the cannon; a torch to burn the rope; a key to open the lock. And to reach something high above your head, you often need to stack objects at its base and use them as stepping-stones.

For example, you can stack barrels to gain height, or drop them on a lever. Each will give a different result. Puggsy's interaction with the objects and Events is therefore a complex one, enabling him to resolve equally complex puzzles. The best advice is: think laterally. (Er yes, right you are Einstein-Adam)

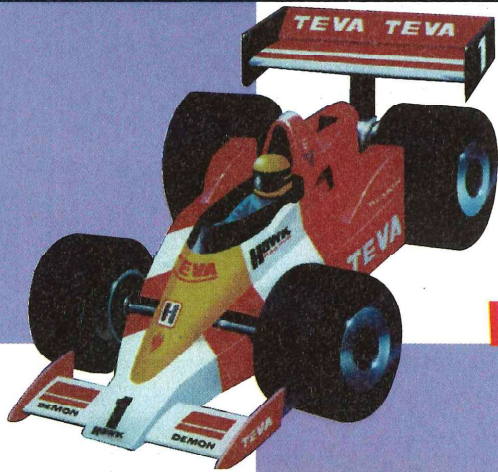


What's this lever? Pushing it (with another object) starts the fan, blowing the pistol down.

Now we can quench those flames. But the water runs out before the job's finished.



Luckily, this handy water pump let's us refill the pistol. Problem solved.



When I was a lad, we didn't have these new-fangled Mega Drives. We'd run around with hoops, spinning tops and little motor vehicles made of tin. Adam Waring crawls under the desk looking for his replica 1919 Lipton's Tea Van.

THE ORIGINAL MicroMachines SCALE MINIATURES

Fancy yourself as a bit of a boy (or girl) racer? No, not the kind who drives a souped-up Commodore with a beefy rear end, but the type whose pocket money is likely to end up exchanged for a five-centimetres-long souped-up Commodore with a beefy rear end.

In the Micro Machines tournament, you take on all comers in order to prove yourself the best racer who ever burned rubber. There are 11 contenders for the crown, from the cool-as-liquid nitrogen Spider, to complete dag Walter. You choose who you want to be, and three challengers to compete against. Your opponents range in skill levels, but it is a knock-out race. If you just choose the crappiest three, they'll be out of the running in the early stages, and you'll have to mess with the tougher opponents when you reach the more difficult tracks.

Each race consists of three spins around ever-trickier circuits. You have to place first or second to qualify, or else you're a life down and have to repeat the race. So get it right!

Win three races and receive the chance to grab an extra life. A bonus track pits you against the clock in the Ruff Trux time trial.

You only have one lap to complete, but it's very tough to do

it within the specified time limit.

The two-player game is really good fun, especially with the tanks and Formula One racing cars. The idea here is to get a whole screen-length ahead of your opponent. There are eight coloured lights, and you start out with four each. Every time you beat your opponent, one of their lights turns into your colour. Manage to snaffle them all and you win. Also, a handicap option is available, allowing players with different abilities to compete on a fairer level.

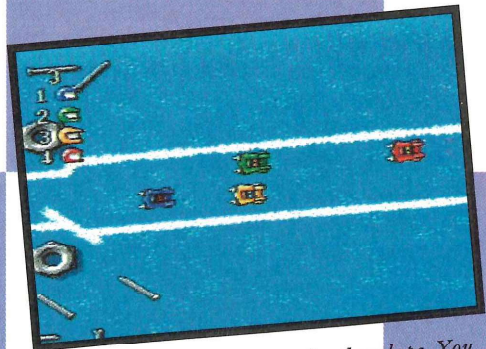
There are eight standard transport modes to choose from. Cars, boats, helicopters and even tanks are available. They all have their own handling characteristics too, so each type takes a little getting used to. Being toy cars, the races take place around the home, on school desks and in the garden. The tracks are littered with obstacles, and comprised of everyday bits and bobs.

The track occupies the entire screen, and scrolls quickly and smoothly to keep up with fast-moving vehicles. The backgrounds are fantastic – forget the boring roads, grass and miscellaneous shrubbery that make up other racers' scenery. Being based around the home, there are all sorts of interesting scenarios, from nuts and bolts to breakfast cereal.

Sound effects are basically what you would expect: revving engines, skids and bloopy noises when you pick up a bonus.



First – yippee! Then again, I was racing against the three worst drivers of the lot.



Each course has you racing for three laps. You have to be first or second to continue.

Not brilliant, but good enough. Although a tune plays away on the title screen, there isn't so much as a squeak in the game itself.

A game based on toy cars may sound a bit of a nob idea on first hearing, but it turns out to be probably the best racing game the Mega Drive has ever been blessed with. **M**

Horses for Courses

There are eight types of Micro Machine to master, with races taking place in specific environments for each class of vehicle. Every car has individual characteristics, requiring you to 'acclimatise' to each different one.

SPORTS CARS

The races take place in the classroom (whoever thought school could be this much fun?), with lots of narrow bridges and death-defying leaps between school desks.



ROAD WARRIORS

These have all the handling capabilities of a Woolworths shopping trolley. They also explode in high-speed collisions. The action's in the garage.



TANKS

These are slow and don't corner at all well. To make up for this, you can blow your opponents up. Yippee! The battleground is the bedroom floor.



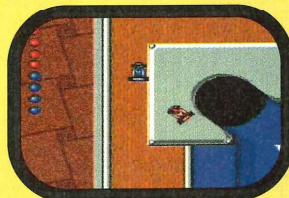
CHOPPERS

Take to the air in these miniaturised helicopters. The inertia's a bit on the wild side, and hovering around the back patio is tricky to get used to.



FORMULA ONE

Unsurprisingly, these are the fastest of the lot. They corner beautifully, and whiz around the pool table in a pretty nifty fashion.



TURBO WHEELS

These beach buggies are naturally at home in the sandpit, bouncing off dunes, pebbles and each another.



POWER BOATS

Having a bath has never been so much fun (well, not on your own, anyway). There's plenty of floating debris to get in the way of your water-borne rides.



FOUR X FOUR

These four-wheel-drives do their stuff on the breakfast table, bouncing over cereal with stunning off-road grace - but beware the sticky maple syrup.



VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Codemasters
PRICE: \$99.95
SIZE: 4 megabits

GRAPHICS

The backdrops are excellent, showing a vast and varied cornucopia of household objects. Not an awful lot of animation in the sprites, though.



SONICS

Engine noises, skidding sounds and a couple of jangly bits. Mildly annoying music on the title screen, but none in the game.



PLAYABILITY

The different vehicles have unique handling characteristics. Getting used to them is fun.



STAYING POWER

Thirty-two tracks, nine types of vehicle and a two-player option. You'll be playing this for some time to come.



OVERALL

Micro Machines is so addictive. You can't help yourself going back for 'just another go'. The single-player game gets steadily tougher and, even when you manage to beat it, there's still plenty of challenge left.

87 PER CENT

the word



Complete a lap within the time limit in the bonus stages for an extra life. It's not easy, mind.

STREET FIGHTER 2

It's the game everyone's been waiting for—the ultimate martial arts fantasy fling. Trevor Viper nervously revs up his Mega Drive, then sighs with pleasure as Chun Li punches his lights out.



M. Bison takes on M. Bison. Two players can be the same character in the Championship Edition.

Hold the presses! Cancel the front page! At last, *Street Fighter 2* has arrived. The most eagerly awaited Mega Drive title since Sonic's second outing, the game looks set to do huge business.

And why not? After all, since its arcade debut two years ago, *Street Fighter 2* has stood alone among fight games, being better-designed and more complex than virtually any of its competitors.

As legions of fans know, it's basically a masters' tournament; a head-to-head showdown between the greatest practitioners of the world's many disciplines of martial arts, from Karate to Habbadi Yoga and Sumo.

Each champion has a

The birth of



How did the original *Street Fighter* become so popular, anyway? When it appeared in the arcades in 1986, it was just another in a seemingly endless stream of beat 'em up, knock 'em down fight games. These new-fangled action/adventure epics were just starting to drag punters away from chase games like *Outrun*.

Yet its wealth of features (including pressure-sensitive pads to gauge the strength of your blows), strong graphics and thrilling sense of real conflict soon established *Street Fighter* as the fight game for aficionados, and the litmus test for the serious

coin-op player — though shoddy conversions on the then-popular Commodore Amiga and Atari ST did little to enhance the legend on the home front.

Still, for five years there were calls for a sequel. Admirably, designer Capcom was determined that *Street Fighter 2* would not simply be a rehash of the original. Patient fans were rewarded when the game debuted in March 1991. The astonishing advances made upon the original, not to mention the newfound sophistication of the *Street Fighter* tournament, became apparent.

The Screen Test

THE CHARACTERS ARE ESSENTIALLY THE SAME AS IN THE ARCADE VERSION BUT, UNLIKE THE ORIGINAL STREET FIGHTER, ALL OF THEM (INCLUDING THE TERRIFYING M BISON) ARE ACCESSIBLE FOR PLAY.



RYU

Coldly effective Shotokan Karate champion.

SOME SPECIAL MOVES:

Fireball (D, DF, F+P)
Hurricane Kick (D, DB, B+K)
Dragon Punch (F, D, DF+P)



KEN

Cocksure blond American beach-bum and Karate master. Friend and former sparring partner to Ryu.

SOME SPECIAL MOVES:

As for Ryu.



GUILE

Ferocious American marine driven by revenge for the torture he suffered as a POW in Thailand.

SOME SPECIAL MOVES:

Flash Kick (CD, U+K)
Sonic Boom (CB, F+P)
Air Breaker (D+K3)



CHUN LI

Female Wu Shu champion seeking to avenge the murder of her father.

SOME SPECIAL MOVES:

Wind Kick (hit K rapidly)
Cyclone Kick (CD, U+K)
Heel Kick (D+K2)



BLANKA

A mutant with electrical powers, Blanka was raised by wolves in the Brazilian jungle.

SOME SPECIAL MOVES:

Electric Shock (press P rapidly)
Roll Attack (CB, F+P)
Face Bite (ouch! F+P3)



DHALSIM

Slender and lethal yoga master from India.

SOME SPECIAL MOVES:

Yoga Fire (D, DF, F+P)
Yoga Flame (B, DB, D, DF, F+P)
Yoga Nugie (F+P2)



Who needs a remote control telly when you can have amazing rubber limbs?



Chun Li unleashes her wind kick. Must have been that vegetable curry she had for dinner last night.

different reason to fight – some are driven by revenge, others by pride or arrogance. When brought together in battle, it's inevitable that scores will be settled, long-standing grudges refuelled, and complete mayhem engendered.

In the Mega Drive *Championship Edition*, players can select one of eight characters, each with over 30 different moves to master (and other, special, moves to be discovered). That's the easy part – then you must battle 11 of the most formidable opponents ever pixilated.

The individual characterisations are sharply defined, and allow for some real allegiances to develop. Complete with individual histories and credible motivations, one of the game's real triumphs is the distinguishing features allotted each character.

That said, some inequalities have been remedied in this incarnation. For example, in earlier versions, Guile – the berserk former marine – was the easy option for those players whose game skills were, shall we say, in need of a little polish.

Here, he's been reined-in slightly, as the other fighters have grown in

strength and speed. Consequently, he is no longer a sure-fire, odds-on favourite in any bout, and doesn't dominate the action as much as previously; it ultimately comes down to the individual player.

The brilliance of the game's design is evident in the number of fight combinations (78, as opposed to 58 in the original *Street Fighter*), and possible moves available to the skilled tactician. Thus, unlike in other fight games, the simple method (standing in one place and repeating a move *ad nauseam*) is hopelessly doomed to failure. The



Each character has their own home ground. Guile takes on all comers at the airforce base. (Including himself.)



The Screen Test



ZANGIEF

Sturdy Russian wrestler type who used to work out with grizzlies back in Siberia.

SOME SPECIAL MOVES:

Spinning Lariat (P1+P2+P3)
Spinning Pile Driver
(B, DB, D, DF, UF+P)

E HONDA

Rather hefty Japanese chap who wears a blue nappy.

SOME SPECIAL MOVES:

Sumo Torpedo (CB, F+P)
Hundred-Hands Slap
(press P rapidly)
Sumo Crush (F+P3 or F+K3)



VEGA

Vain Spanish casanova who reputedly wears a mask to protect his face and prevent clogged skin-pores.

SOME SPECIAL MOVES:

Air Throw (F+P3 - in the air)
Air Drop (CD, U, F+P2)
Backflip (B, B, B quickly)



BALROG

One-time heavyweight boxer turned powerhouse.

SOME SPECIAL MOVES:

Headbutt (F+P3 - a new move!)
Lunging punch (CB, F+P3)
Uppercut (CB, F+K3)
Super Backfist (P1+P2+P3 or
K1+K2+K3)



SAGAT

Former street fighter, until Ryu defeated him with the Dragon Punch, leaving a huge scar on his chest.

SOME SPECIAL MOVES:

Tiger Blast (D, DF, F+P)
Tiger Knee (D, DF, UF+K3)
Tiger Uppercut (F, D, DF+P)



M BISON

A Thai dictator and the Grand Master in the Street Fighter tournament, capable of channelling psychic energy as well as physical strength.

SOME SPECIAL MOVES:

Scissor Kick (CB, F+K3)
Head Stomp (CD, U+K
then F+P for a second kick)
Flaming Torpedo (CB, F+P)



sheer variety of moves, and the overall pace of the game, requires thoughtful strategy as well as quick reflexes.

The best approach is to vary your style of play: anticipate, know when to dodge and when to attack, rather than always charging blindly forward; mix up kicks and punches, and use your special

moves sparingly.

Two-player mode features another welcome plus - unlike most games, where a clear advantage is quickly established, one player cannot dominate the action in *Street Fighter 2*. This is an excellent duelling machine, demanding the utmost from even the most skilled of players. **M**

This is no time for cuddles, boys. You're supposed to be bashing each other's brains out.



E. Honda takes offence at being called a fat git and bends Sagat's fingers back until he says "Sorry".

Guile puts his hands together as Blanka shows off his new gymnastics routine set to Swan Lake.



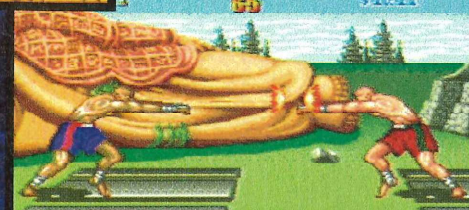
M. Bison shoves an electrical appliance up his adversary's bottom but forgets to let go as he turns it on.

Travel all over the world, meet people from interesting cultures and give them a damned good kicking.



Always wanting to impress the ladies, Ryu attempts to incinerate Chun Li with the fireball trick.

The tug o' war using invisible nylon thread passes for popular entertainment in these parts.



CB stands for Charge Back (two seconds)
CD stands for Charge Down (two seconds)

STREET FIGHTER 2 undies?

The merchandising industry that has sprung up around *Street Fighter 2* has spawned a wealth of material, from comics (published by Malibu), action figures (on sale in Japan only, by all accounts) and soundtrack CDs; as well as the predictable array of T-shirts, stickers, lunch boxes, stationery and buttons. Even *Street Fighter 2* underpants – presumably so you can walk those mean streets with that little glow of confidence...

Back to School

The styles of martial arts that feature in the game are almost entirely drawn from actual disciplines around the world.

La Savate (Vega)

Born of France's colonial relationship with South-East Asia, Savate is a style of boxing that concentrates on kicks. The action favours long-range attacks and short, intense bursts of action separated by brief rests.

Kabaddi/ Marma-Adi (Dhalsim)

An ancient Indian art utilising slaps and punches – with knuckles, fingertips and toes – directed at specific nerve clusters and meridians.

Wu Shu (Chun Li)

The dominant form of mainland Chinese Kung Fu, originating in the 10th century BC. A fast, fluid style of fighting complete with leaps and favouring long-hand combat. Emphasises speed as much as power.

Muay Thai (Sagat)

Also known as Thai Boxing. A fast, full-contact sport that allows strikes from the hands, feet, elbows, knees and shin; permitting a wider range of target areas. Hands are held high to shield the face.

Sumo (E Honda)

A wrestling style based on mass, speed and balance. Favours pins, throws and

slaps rather than impact-based strikes – it is knockdown rather than knockout fighting. A traditional Japanese style, still popular today.

Shotokan Karate (Ryu & Ken)

With low stances and powerful stabbing blows. Punches and kicks are designed to break blocks rather than avoid them. Shotokan was established in Japan in 1936, and is now one of the world's most popular styles of martial arts.

US Special Forces (Guile)

Not a school of martial arts as such. Guile utilises elements of Ju Jitsu and Judo (for grappling and throwing), combined with moves derived from Karate (for striking power).

Ler Drit (M Bison)

An 'unknown style', combining aggressive punching and kicking with the interior channelling of psychic energies. Overtones of Buddhism.

Sambo (Zangief)

A Russian style of combat that combines Greco-Roman with 'sport' wrestling and judo, developed in the 1930s.

STREET FIGHTER 2

VITAL STATISTICS

FORMAT: Mega Drive

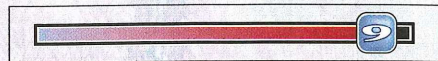
SUPPLIER: Capcom

PRICE: \$169.95

SIZE: 24 megabits

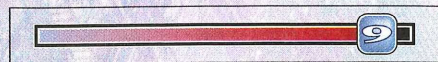
GRAPHICS

Distinct and well-detailed figures; smooth, kinetic animation; strong backgrounds with a varied and interesting palette. Very fine.



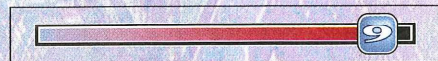
SONICS

The shouts, the grunts, the dry, heavy slap of bruised flesh hitting the ground... all music to your ears.



PLAYABILITY

A six-button joystick takes a little getting used to, but its range of options more than compensates for any initial difficulty.



STAYING POWER

The player combinations and multi-level arrangements make this a challenge in either single or two-player mode.



OVERALL

Yes, it's every bit as good as we hoped it would be. Consistently entertaining, fiendishly difficult to master, and most of all, incredible fun. A classic.

91 PER CENT

The Word



Lethal ENFORCERS

GET READY TO FIGHT

FOR YOUR LIFE ALL

OVER AGAIN, AS

THIS LONG-TIME

ARCADE FAVOURITE

INFILTRATES YOUR

HOME. THE ODDS MAY

BE STACKED HIGHER

THAN A FRENCH

WEDDING CAKE,

BUT TREVOR VIPER

IS DETERMINED TO

SHOOT HIS WAY OUT.



You don't have long to blast the bad guys. Dilly-dally and you'll receive a shotgun blast to the chest.



Whoops! While wasting members of the general public is fun, it doesn't do much for your cred as a cop.

Lethal Enforcers is basically one of those 'last stand' gunfight games. Whether playing alone or with a partner, you're confronted with a merciless horde of would-be murderers – only your expert shooting skills and steady nerves stand between you and a gutful of lead.

The game is available in CD and Mega Drive versions, which are practically identical, both with the original game and with each other – though the CD boasts slightly superior sound quality.

You're supplied with an attractive blue pistol (euphemistically titled 'The Justifier'), which feels and looks less realistic than the average kiddies' cap gun. Luckily, the on-screen cartridge is pretty cool, and has a firing capacity of six bullets. Your actual quota of ammunition is, however, inexhaustible.

To reload, you simply aim away from the screen – generally speaking, it's easiest and most advisable to cock your gun in the air and fire once. Here, the reduced size of the television screen (as opposed to the arcade game's almost three-foot playing area) actually proves an advantage, since it means you need aim only slightly to the side of the target region.


Your enemies are formidable, but woefully predictable. To say these guys aren't bright is an understatement! They must know they're bound to be killed, that individually they've barely got a hope of surviving, but do they stop? Oh no, they keep right on coming. And not

en masse, where they might have a chance – no, these goons attack one-at-a-time. Bright, guys. Real bright.

Still, to confuse things, innocent bystanders have a nasty habit of getting in the way of the action – much as they tend to do in real life. They walk slowly across the screen with their hands raised, as if somehow convinced that, against the combined firepower of you and a seemingly infinite number of well-armed thugs, this gesture lends them some kind of magical invulnerability.

It doesn't; they can be killed at any moment. And, unlike the baddies, when they're shot, they bleed and emit a gurgling sort of scream. It ain't pretty. Still, if any harm is to come to them, it'll be on your conscience – loathsome in every other respect, the bad guys at least have the decency to honour their truce. You should too.

In a rather nice, humane gesture, manufacturer Konami has also catered to those who find murderous gunplay distasteful, allowing the option of playing in Practice Mode, which is a series of increasingly difficult target shoots.

Some targets are fixed, some move. Others bear the face of an innocent victim (represented by a frightened woman), interspersed with those of villains (ie: mean-looking toughs with sneers and bared teeth). Just like in the real world, it doesn't pay to shoot the wrong one. It does nothing for your score – or your reputation. Happy shooting! 

THE LEVELS

STAGE 1: 'The Bank Robbery' occurs

in a financial institution-sized office that's been overrun by a seemingly endless supply of hoods: there are more ski-masks here than at Thredbo in July... Outside in the lane, you're hurled into another pitched battle (look out for those policemen!), before speeding into downtown Anycity USA for a run-in with passing cars that culminates in a rocket launcher attack.

**STAGE 2: 'Chinatown Assault'**

begins on the street, outside the undoubted dens of iniquity that are the China Inn and Chinn's Restaurant. After your average little scuffle, the action shifts to the entrance of the subway station, and then onto the platform itself, where a train loaded with hoods waits on the opposite line. Then you're aboard the nearest train, and both

take off at roughly the same speed. The inevitable happens, and you and the crims battle it out as you race towards Central, terrifying commuters and doing wonders for train-side graffiti. Be careful of those knives!

**STAGE 3: 'The Hijack'** mostly takes

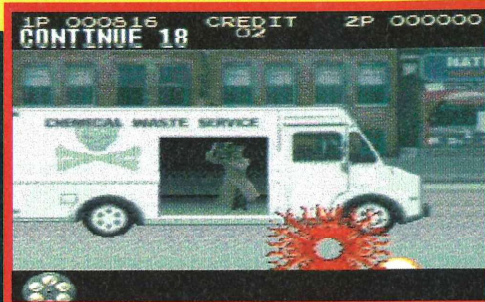
place on an airport runway, where a plane waits with its doors open and landing gear engaged. You proceed along the undercarriage, where baggage is being loaded, then back along the side of the plane. Finally, attempt to survive a perilous ambush from within the cabin and cockpit. Grenades and Uzis are the order of the day.

**STAGE 4: 'The Drug Dealer'** begins

on the waterfront. Battle commences on the pier, as you clash with a host of Armani-clad sleazeballs. Then tackle the boat itself, before returning to terra firma for a shootout at the open gates of a warehouse. Finally, it's out onto the freeway for a series of duels between yourself and the occupants of various sleek-looking red sports cars.

**STAGE 5: 'The Chemical Plant'** is

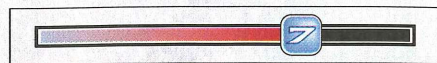
fairly self-explanatory: the action is set at various locations around the plant, where a maze of pipes and silos provide alarmingly good cover for the villains. It ends in an apocalyptic blaze, through which the forms of your adversaries are dim and indistinct. You need every ounce of skill to fight your way out.



Lethal ENFORCERS

VITAL STATISTICS**FORMAT:** Mega-CD**SUPPLIER:** Konami**PRICE:** \$159.95 (includes gun)**SIZE:** CD**GRAPHICS**

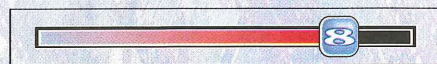
Some locations are grittily realistic rather than spectacular, but good detailing of the anonymous thugs.

**SONICS**

The music is somewhat annoying, but the sound of weapons' fire is deadly accurate.

**PLAYABILITY**

Sure, it's a turkey shoot – but it's also entertaining. One drawback: your outstretched arms get very heavy.

**STAYING POWER**

Demanding lots of concentration, there's a more cerebral element here than in most shoot 'em up games.

**OVERALL**

Killing innocents ain't pretty; getting bad guys (who deserve it, anyway) sure is a lot of fun. It's as action-packed as the front-row at a Madonna concert, but the only pistol you'll be clutching is The Justifier.

82

PER CENT

The Word

MEGA DRIVE

While this review is based on the Mega-CD version of Lethal Enforcers, the Mega Drive version is practically identical. The only differences we could make out were the sound effects, which come directly from CD. The above ratings are equally applicable to the Mega Drive, which is available from December.

ReView

LADIES AND GENTLEMAN, BOYS AND GIRLS... TONIGHT, FOR YOUR ENTERTAINMENT, WE ARE PROUD TO PRESENT THE GREAT WARINGO! (APPLAUSE...) SECONDS LATER, ADAM WARING DISAPPEARS IN A PUFF OF SMOKE AFTER HIS 'SAWING A WOMAN IN HALF' TRICK GOES HORRIBLY WRONG.



WIZ 'N LIZ

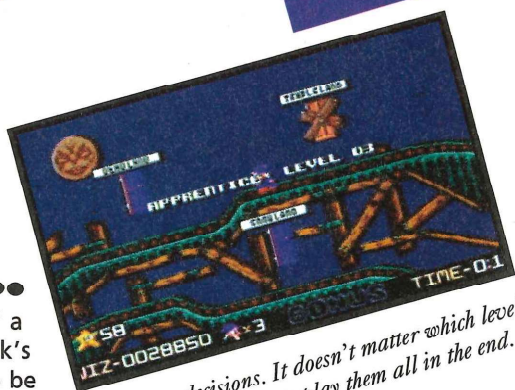


Let's see now...



take a lizard's tongue, the wing of a bat and half a teaspoonful of lark's vomit. These hangover cures seem to be getting worse and worse! Luckily, in *Wiz 'n Liz*, the spell components aren't nearly so grisly, mainly consisting of the sort of items you'd find in the weekly shopping basket. Nope, not Microwave Hotshots - we're talking about healthy lifestyles here! Fruit and veg are the order of the day.

Wiz and Liz are sorcerers. One day, after a bit of experimentation with the old K-tel Do-It-Yourself magic set, all the wabbits (you can tell it's a cute game, spelling rabbits like that) mysteriously disappear. Every magician needs a wabbit or two up his sleeve, so a major rescue



Decisions, decisions. It doesn't matter which level you pick, you have to play them all in the end.

mission is in order.

The wabbits have been teleported to other worlds, so our none-too-clever conjurers set out to visit these worlds and scoop up the strays. There are one or two complications, however...

The first is that the wabbits are little bas... erm, little devils. Snaffling them is the key to your progress, but the infernal critters will not stand still! You can't leave the world you're visiting until you've spelled a nonsense word (at least,

none of them are in my dictionary) that appears at the top of the screen. Wabbits vanish on contact, leaving behind a letter that flutters on little wings. Spell the word, and fruits, time icons and stars replace the disappearing wabbits. Collect them if you like, but be warned - there's a very strict time limit ticking down.

Time is very much of the essence. You've got to go into those levels, grab the wabbits, and get out in as short a time as possible. On the other hand, you need to collect fruit to cast



Look at all those lovely organically grown vegies. Just the thing to go with rabbit stew.

THERE FOR THE TAKING

IF YOU REALLY WANT TO GET ON, THEN YOU'RE GOING TO HAVE TO KNOW WHAT THE COLLECTABLES DO. AND BECAUSE WE'RE NICE HERE AT MEGAZONE, WE'RE GOING TO GIVE YOU THE LOW-DOWN.

BUNNIES



These little rascals kind of go pop when you run into them. Floating upwards in their place are various goodies. You'll have to jump to reach them.

LETTERS



These fly out of those rabbits you popped just a second ago, and are picked up to spell words. The words may be complete gobbledegook, but you need them to create a portal in order to escape the level.

FRUIT AND VEG



Handy for making salads, they're also the ingredients for magic spells. Most of them are of your common or garden variety. The occasional one gives you arcane powers.

WIZ 'N LIZ

Spell casting is an imprecise science. Mix fruit and veg together and you never know what you'll end up with. (A bit like Sandra's cooking.)



The two-player game is basically a race. Grab all your letters before the other player gets their's. It's just a pity there's not more interaction.



An end-of-level flower. I don't think calling it an overgrown weed was a good idea.

magic spells that allow you to move through the game. Collect enough vegies, and one will magically follow you around! These can be saved up and used for magic back on the home screen.

Mix two fruits/vegies in a bubbling cauldron to cast a spell. You have absolutely no idea what will happen the first time you try a particular recipe. It could spawn anything from the useful (extra time), to the ridiculous (all wabbits turn wed), or a sub-game. Messing around with spells is more fun than a mystery flight with a Megazone cover star.

The scrolling is extremely slick, and scenery zooms by very quickly. *Wiz 'n Liz* has a cuteness factor of approximately 17 million, mainly because of all the fluffy wuffy bunny wunnies hopping all over the place. Although the backdrops



change by the level, the actual gameplay is pretty much the same throughout – until you get to the sub-games, that is. These are mostly very simplistic, but great fun to discover.

There is a two-player option, where the screen splits in half and players race to spell words and reach the exit first. It's very simple – there are no spells or time limits. Again, it's very fast, but because the players have different words to spell, it's almost like playing two individual games. It could have done with a little more interaction, though.

In single-player mode, *Wiz 'n Liz* has a lot to offer. There's not a lot of difference between levels, but finding out what all the spell combinations unleash will have you hooked. **M**

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Psygnosis
PRICE: \$99.95
SIZE: 8 megabits

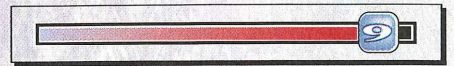
GRAPHICS

Lightning-quick scrolling and cutesy-wutesy graphics make this a visual feast.



SONICS

A good selection of soundtracks that are as fast-paced as the gameplay. Gives a real frantic edge to the game.



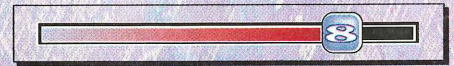
PLAYABILITY

Simple playability that runs at a blistering rate. You'll need to fine-tune your reactions to get anywhere.



STAYING POWER

Although the levels are all extremely similar, there's plenty of fun to be had discovering the ins and outs of over 100 spells. And that'll take a while.



OVERALL

Cute, original and very, very fast. You'll keep at *Wiz 'n Liz* because there's so much to find. There are loads of little surprises in store, and the silly sub-games are a treat.

83 PER CENT

The Word



Brrr. It's a bit chilly round the old... I knew I should have worn my thermal undies.



One of the many sub-games involves chucking rotten tomatoes at these fellow. What spiffing fun!

STARS



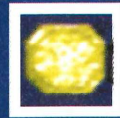
These can be spent buying extra goodies in a shop. To embark on your spree, the shop must first be opened through magic.

TIME



Three seconds' of time is obtained from each time icon. The extra time isn't accredited until you finish the level.

INSTANT TIME



These usually only appear when you've got a few seconds to spare. Unfortunately, they're notoriously difficult to grab. Get one and it gives you an extra 30 seconds.

BONUS LETTERS



Not to be confused with ordinary letters, bonus letters are blue and spell out the word 'bonus'. Grab the lot and you'll enter a bonus round, where there's time and stars galore.

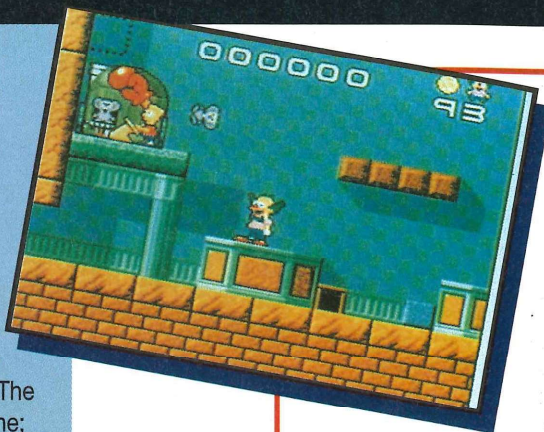
H I M M T S

STREETS OF RAGE 2

MEGA DRIVE

Marlon from WA says you will land on your feet when thrown, by holding Up, B and C.

Couple this with a tip from another reader, Henry from VIC. Henry reckons that there's an extra life hidden in each of the first three levels. The first is in the left-hand corner of level one; as soon as you get out of the truck in level two, you'll find a life hidden behind the truck, in the top left corner; lastly, when in the alien cave, find a life underneath the alien stand at the bottom of the screen.



KRUSTY'S SUPER FUNHOUSE

MEGA DRIVE

The unstoppable Matthew of NSW has a password that allows you to enter all of the doors in the game. It's simple - just key-in the designer's name spelled backwards. Luckily, it's not Gianipolous, but Williams, so tap out SMAILLIW.

LAND OF ILLUSION

MASTER SYSTEM

A tip from Michael of QLD: When you reach the end of the first part of Forest Stage (where the opening is, and after the two tornadoes), jump on the snake, and try to jump as high up the wall as possible. Near the top, press Right, and you should walk through the wall. When you come to the end, climb up the ladder to arrive at the finish of the stage.

AFTERBURNER 2

MEGA DRIVE

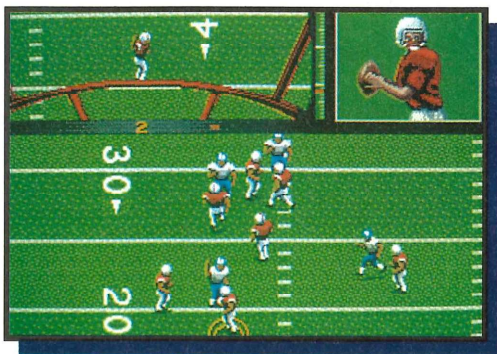
Select your starting level using this tip from Grant of NSW. On the intro screen, hold down A, B, C and Start. Then, when the carrier appears, simply press right and left on the joypad to choose your desired level.



MADDEN '92

MEGA DRIVE

To reach the play-offs final, go to 'continue play-offs' and key in D2G54FVH, says Simon of NSW.



ECCO THE DOLPHIN

MEGA DRIVE

Matthew from NSW has been playing around with old Ecco, and decided to grace us with the fruits of his labour. To receive an inexhaustible air supply (no, not the band), key in SHARKFIN. If that's not enough, here are the level codes:

UNDERCAVES	MRNAAIINNCN
THE VENTS	VKQIDUAA
THE LAGOON	IRTCPHHXX
RIDGE WATER	CCXEWWBMO
OPEN OCEAN	MZCQWWBMM
ICE ZONE	NGUMRQLS
LAST FIGHT	LLLLLEEE
WELCOME TO THE MACHINE	NNNNNNNN

& TIPS

TOE JAM AND EARL

MEGA DRIVE

Oliver of NSW has written in to share his wisdom, enabling us all to reach level zero.

On the first world setting, work through as far as level three, collecting as many presents as possible. Find a carrot man and ask him the contents of the boxes. If you have either the icarus, wings, rocket skates or float, fall back to level one. Open the present and travel across the water, heading for the bottom left corner of the map. You should come to an island. Fall down the hole in the centre of the island, and you will land in the mystical level zero.

GOLDEN AXE 2

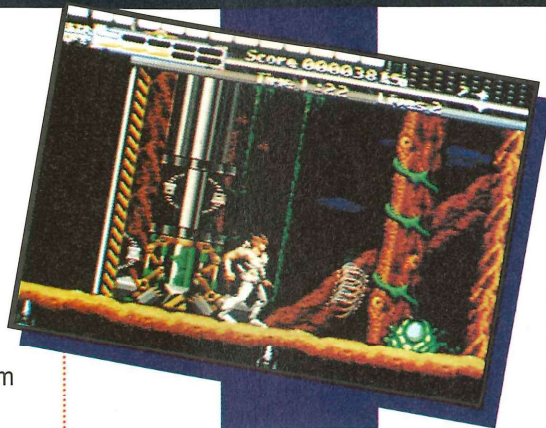
MEGA DRIVE

From Henry of VIC: Hold button A when the level one boss appears. Defeat the boss, and do not strike any wizards on the bonus stage. At the start of the second stage, let go of A to receive 200 magic points.

GLOBAL GLADIATORS

MEGA DRIVE

Snare yourself a level slip with this tip from Shaun of NSW: pause the game, and then press B, C, B, A, B twice. Voila!



STRIDER

MEGA DRIVE

There is a way to begin again where you last died, says Oliver of NSW. At the beginning of the game, while the Master is laughing, press Down, then buttons A, C, B, C and A. Not only will this put you back in the game, it'll also restore your energy to full.



FATAL FURY

MEGA DRIVE

If you're not crazy about hearing the characters' voices, Matthew (a different one!) from NSW has the answer. Just turn the background music off, start in the normal manner, then as soon as the battle commences, press Start twice.

CALIFORNIA GAMES

MEGA DRIVE

Jared from QLD has been kicking away to score a swag of bonus points. If you wish to do the same, do a hand plant, kick turn and aerial turn in any order and as many times as you like. The reward will be 3000 bonus points.

ALEX KIDD IN MIRACLE WORLD

MASTER SYSTEM

To obtain continue mode, Trent from VIC recommends holding Up while repeatedly pressing button two.

The code to finish the game is a nice little sea-side ditty: sun, wave, moon, star, sun, moon, wave, fish, star, fish.

GOLFAMANIA

MASTER SYSTEM

From Simon, NSW: If you hit a shocker and the ball is still in the air, turn off the game and choose to continue. Now you can keep swinging at the sucker until you get it right.

MOONWALKER

MEGA DRIVE

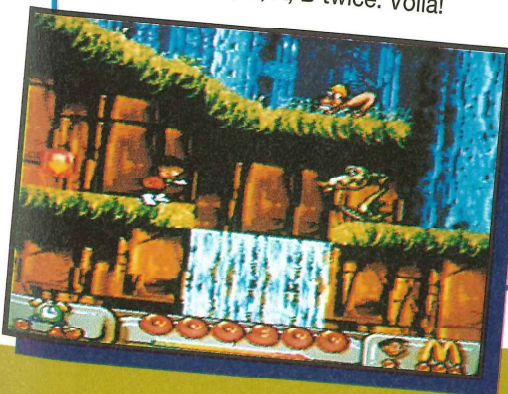
According to NSW Simon, if you want a level select and have two control pads, hold down Up and Left on control one, and A and Start on two. Then, just press Start on control one.

POWER STRIKE

MASTER SYSTEM

Simon from NSW swears by his one life that you'll end up with 10 lives if you try this little movement:

On the title screen, press Down, Right, Down, Down, Left, Right, Down, Right, button one, button one.

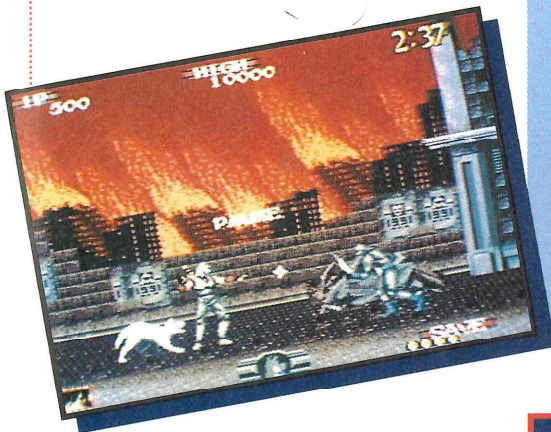


& TIPS

SHADOW DANCER

MEGA DRIVE

From **NSW Simon**, a level select option: just press A, B, C and Start on the title screen.

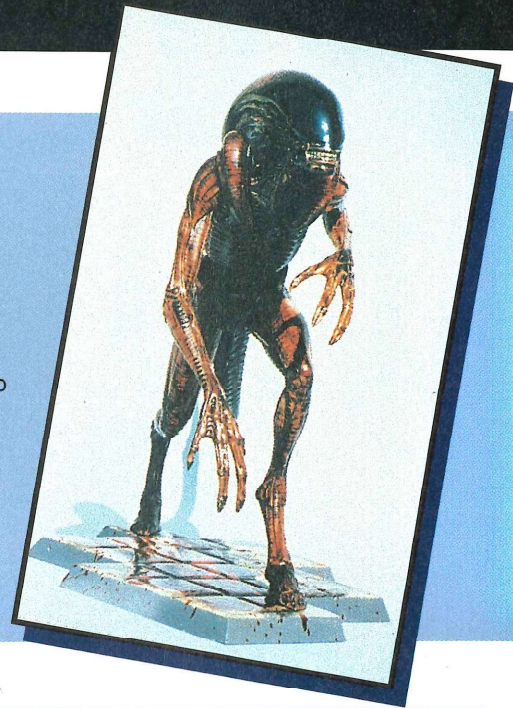


ALIEN 3

MEGA DRIVE

From **Grant** of **NSW**: Go to the options screen and plug your joypad into port two. Now press C, Up, Right, Down, Left, A, Right, Down. If you've done it correctly, you'll hear a power-up sound.

Plug your joypad back into port one, and start the game. Now pause the game, press C, B and A, then start the game again. You should now have skipped a level.



DYNAMIC DUKE

MEGA DRIVE

From **Matthew**, **NSW**, a tip that brings you an entire screen-ful of useful options. Just press C 10 times before hitting Start.

DOUBLE DRAGON

MASTER SYSTEM

So you wanna be invincible? **Matthew** of **NSW** says that all you have to do is jump up and down 30 times at the start of level four. Now, if we knew it was going to be so athletic...

DESERT STRIKE

MEGA DRIVE

Level codes from **Grant** of **NSW**.

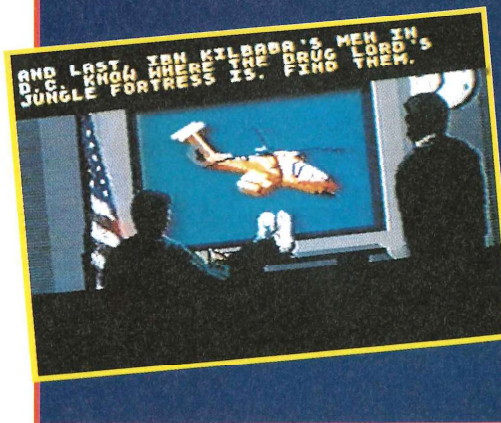
- LEVEL 2 BQJRAEF
- LEVEL 3 TLJKOAP
- LEVEL 4 WTEOVJP

JUNGLE STRIKE

MEGA DRIVE

Oh, what a popular game this is! Not one, but three laddies sent in level codes, so thank you to **Jason** of **NSW** and **Chris** and **Darryl** of **QLD**. Unfortunately, the guys could agree only on the first code, so let's hope that this is the definitive version.

1. Nothing
2. RNCK3B9WHZD
3. 9VSGFRV76GG
4. XTS29NSHJK7
5. VNMHD39VSPP
6. WSZ3BWN4CDX
7. TMD3BWNL4HM
8. 7GJ9W74S6GG
9. N4S6J9T7N6L



SEGA

MEGA DRIVE

MORTAL



KOMBAT[®]

16-BIT CARTRIDGE


ARENA[™]

Licensed by Sega Enterprises, Ltd.
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LAND OF ILLUSION



STARRING MICKEY MOUSE

LAND OF ILLUSION IS A MASTER SYSTEM CLASSIC. IT'S A HUGE GAME AND GETS AS TOUGH AS OLD BOOTS. WAYNE LAWSON GIVES US A GENTLE GUIDING HAND.

FOREST

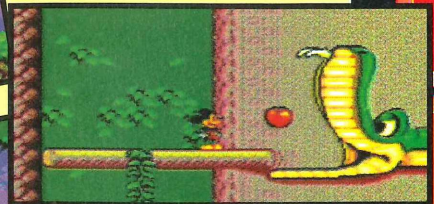
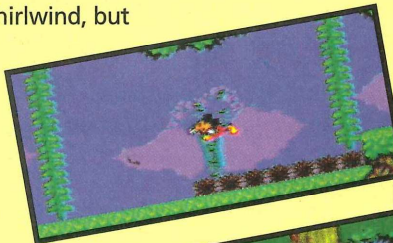
You shouldn't have too much trouble here—use this level to practice Bounce Attacks and throwing objects. To get to the higher ground, climb up the vine and wait for the leaves to fall onto the screen. Jump on these, being careful to avoid the spider on your way.

Duck to avoid the first whirlwind, but let the second one carry

you over the spikes.

There are lots of goodies inside the tree. There's also a chest containing a cake above the doorway you entered the screen through. To reach it, jump off to the left when you're fairly high up.

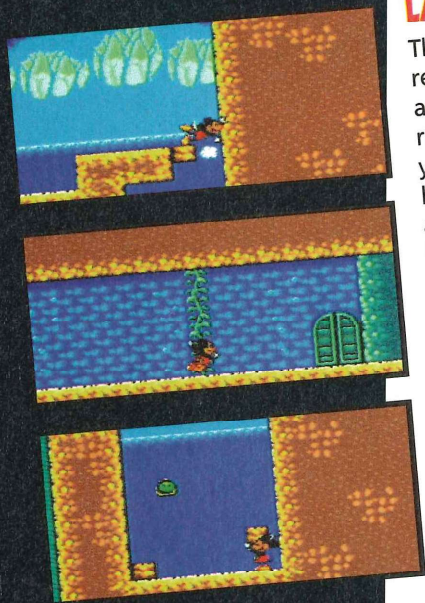
Throw the apple into the snake's mouth to make him shut his trap.



LAND OF ILLUSION

STARRING MICKEY MOUSE

Gamebuster



LAKE

The most important thing to remember here is to watch your air meter. Wait for the water to rise to avoid the spikes. When you reach the far right of the lake, Bounce Attack the blocks and you'll fall to the lower level.

Swim right, grabbing underwater vines to stop the currents dragging you back. Surface for air whenever you get the chance.

Once through the door, swim up and head right. Jump into the last water-filled pit. Pick up the block and throw it at the creature at the bottom. A key will appear; take it and head right to the exit.



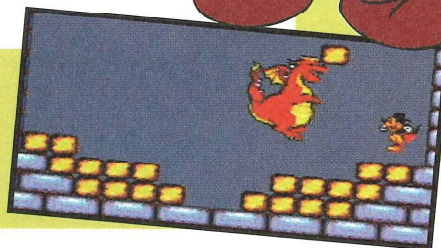
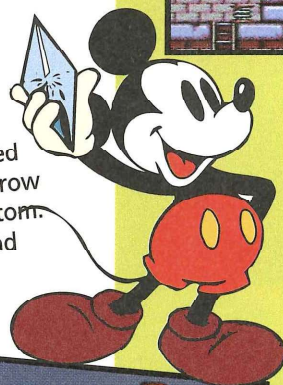
BLACKSMITH'S CASTLE

Head right and be quick to keep out of the way of the running flames. Throw any blocks that get in your way, and you'll reach a pool of water. Head up.

When you get to the top, go right to find an extra star. Use the spring to reach it.



Head left and you'll find a series of platforms in front of you. Cross these, but be careful – some sink into the lava. The wooden door leads to the dragon.



DRAGON BOSS

To kill this fire-breathing foe, pick up the blocks which lie around the room and throw them at his head. Watch out for his fireballs—they rebound around the room. Hit him three times to toast him.

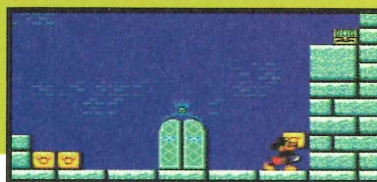
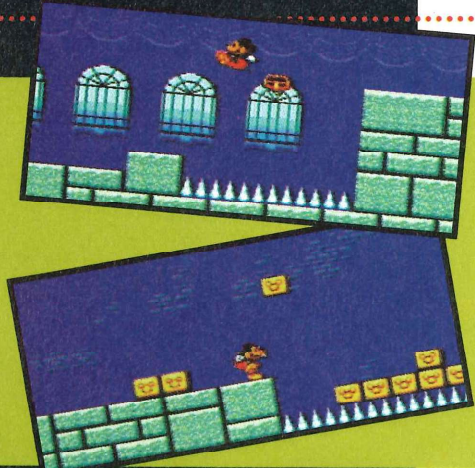
FLOODED LAKE

This is identical to the Lake stage, only there's more water and it's easier. Head right until you can go no further, then go up. When you surface, head left to find the exit.

CASTLE RUINS

Pick up the lanterns to see what you're doing. Bounce on the pumpkins to get over the spike pits. Throw the blocks on top of spikes to build a bridge. Just before you reach the first exit, pick up the three blocks on the left-hand side, and stack them on top of each other at the right to build a tower to get to the trunk.

The screen scrolls continuously to the right. Keep ahead, knocking out blocks on the way. Grab the key at the end and then jump on the buttons to make the screen scroll back again. As soon as you step off the buttons, the screen will scroll in the opposite direction, so make sure you're quick. The key unlocks the door and lets you through to the next level.





GHOST BOSS

Wait 'til the ghost comes down low and jump on its head. Watch out for the flames, though. Hit him three times and he'll be spooked for good.



POIT!



TINY CAVERN

From this stage onwards, Mickey has the ability to shrink or enlarge at will. Good thing too, as he'll need it to fit through the mini passageways. Head right through them to find the door.

There's a purple-coloured passageway in the background that you need to enter to reach the exit. Head for the top-right corner and you'll find a dead end. Kill the spider and then push Up. You'll find yourself in this other passageway. Head left to find the exit.

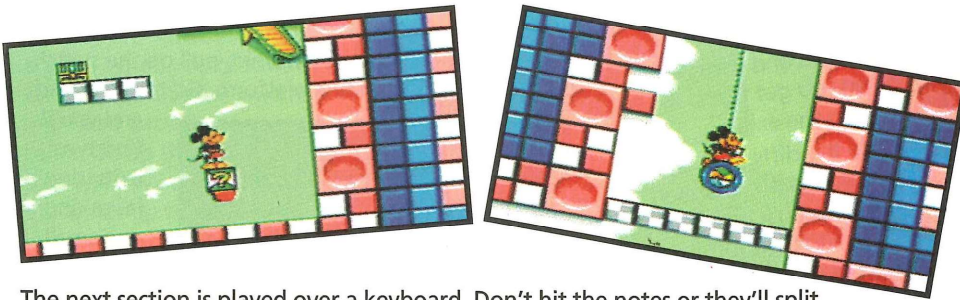


FLOWER FIELD

Very simple, this level. Use the petals to jump from flower to flower. Head to the right and you'll find a closed flower. Jump into it and it opens. The key appears, allowing you to exit.

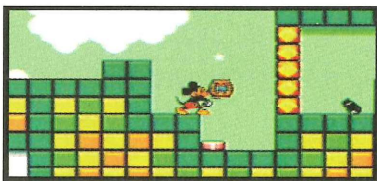
TOY WORKSHOP

To exit the first part, put the pot on the button to keep the door open for you to go through. Head down the water pistols to find the exit. Ignore the first semi-hidden door you come across—there's another door further down and slightly to the right.



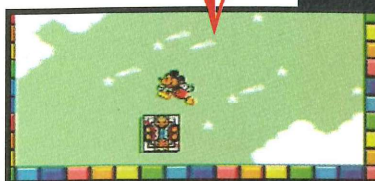
The next section is played over a keyboard. Don't hit the notes or they'll split in two. The yoyo acts as a lift. Jump onto it and press Right to go up, Left to go down again. Throw a small ball at the large ball that hangs from the ceiling. It will crack, revealing a key that unlocks the door.

In the final section, use the key as a step to jump up to the platform. Then step on the button to move the clamp above the key. Step off and the clamp picks up the key and deposits it at your feet.



CARDS BOSS

Bounce Attack the jumping cards. When there's just one left, it will start to spin. Keep jumping over it, attacking it only when it stops moving. Three hits and it's decked.



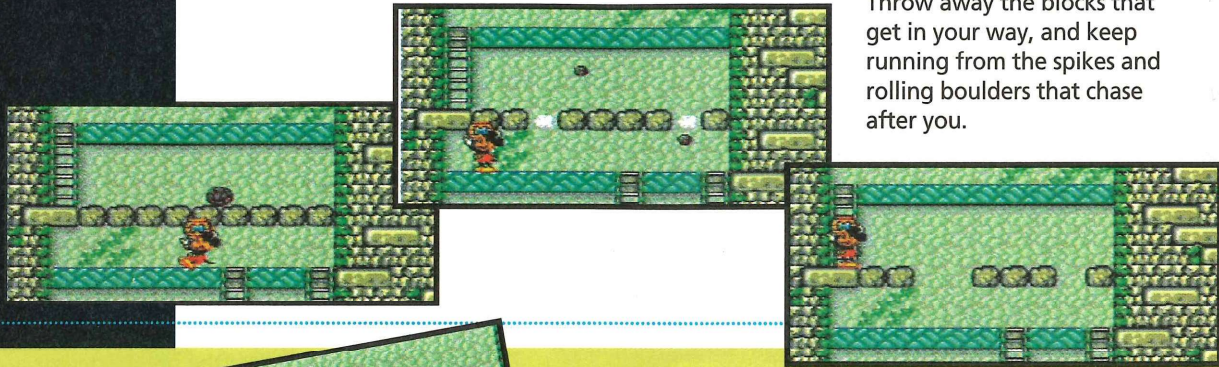
LAND OF ILLUSION

STARRING MICKEY MOUSE

PALACE RUINS

Jump across the gaps while avoiding the creatures. Bounce Attack the bouncing boulder; this will render it harmless and allow you to pass. Climb the steps while avoiding the dragon bubbles. At the top of the steps, allow the

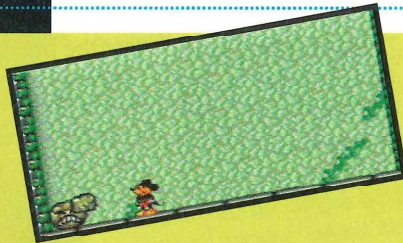
boulder to explode and jump through the gap. Go left and pick up the pot. Jump up the platforms. When you get to the platform you can reach, drop the pot and use it as a step. Head right to the door.



Throw away the blocks that get in your way, and keep running from the spikes and rolling boulders that chase after you.

BOULDER BOSS

Jump over the rolling boulder. When it stops, a block will fall onto the screen. Bounce Attack it and you can pick it up. Throw the block at the now-grinning boulder. Repeat three times to see who laughs last.



Craggy Cliff

Climb up the first cliff, using the magic rope, and then Bounce Attack the bird, continuing to jump across the left. Drop down and go up the cliffs.

When you get to the top, go right to the exit.

Inside the cliffs, the lanterns light your path. Between lanterns, you'll be in the dark, but don't panic, just keep on going. Run across the floors that move up and down—you have to be quick or you'll get squashed.

Climb the sides of the pit, being careful to avoid the bird. At the top, Bounce Attack the bird, bouncing back off it to reach the key. Go left to the exit.



DESERT

Go to the far side of the pyramid. Near to the bottom-right, there's a small block right next to a larger one. Pick up the block to reveal a secret passage. Shrink, and enter it.

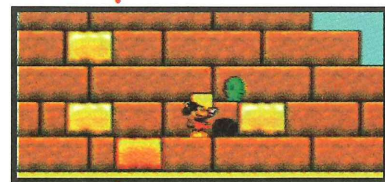
Inside the pyramid, pull up the switch to create a platform. Go to the far left

and you'll find two exits, one large and one small. Take the larger one, on the left.

A wall embedded with spikes moves after you.

Run ahead,

as fast as you can, pulling the switches so as to allow you passage.



SNAKE EGG BOSS

Jump over the egg as it rolls from side to side. When it hatches, jump on the snake's head that pokes out. Do it three times and you've cracked it.



POIT!



GOOD PRINCESS' CASTLE

Head right 'til you reach two doors, then choose the one at the bottom. Keep going right, bouncing off the bad guys to cross the pits. When you come to the ladder, Bounce Attack the lower pumpkin to reach it.

Now head for the top, using the blocks to build steps. You need to stack them two high, so if there's a third block, take it up with you.

Use your rope to climb up to the top of the chamber. At the top, jump left to the exit. It helps if you shrink in size for the next section, where you have to run between spiky things.

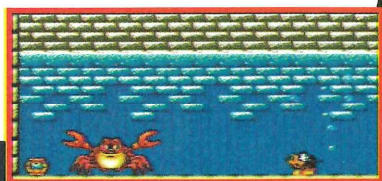


SAND CASTLE

Keep jumping on the sinking sand to stop yourself from going under. Jump on the blocks that appear, but be quick; they disintegrate rapidly. Fall down the sand timer on the right, and go left.



You'll find yourself in deep water again, so watch your air. Head left, flicking the switches to clear a path. When you reach the far left, activate the switch and head back the way you came. Go up through the hole that will have appeared. Exit the water up top and head left. Jump up the side using the sand blocks and go right. Be careful crossing the pool - that jellyfish is electrifying! Block off the fountain to create another jet of water nearer the ledge, and exit.



CRAB BOSS

Swim above the crab as he moves towards you. Throw the pot to hit him after the bubbles have disappeared. Get him three times to give him the pinch.

GENERAL HINTS

Treasure chests contain cakes or gold coins. Cakes replenish lost energy and coins give you bonus points.

If you have trouble reaching a high ledge, use the M pots, or other handy objects as steps.

Nasties can be killed by using Mickey's Bounce Attack, or by throwing things at them.

There are five special objects that Mickey gets as he plays through the game. They are necessary for the rodent to finish.



Magic Flute

Allows Mickey to return to the map screen whenever he likes.

Shrinking Potion

A gulp of this shrinks Mickey to Mini Mouse size - allowing him to get through narrow passages.

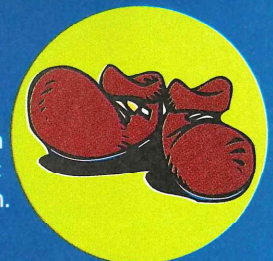


Magic Rope

Mickey can climb up walls and other vertical surfaces with this item.

Cloud Shoes

Once Mickey's wearing these, he can walk on clouds without falling through.



Magic Bean

Plant it in the right spot and it turns into a giant beanstalk.

LAND OF ILLUSION

STARRING

MICKEY MOUSE

POTT!



ISLAND

Enter the pit and push down when you can go no further, then plant the bean. Lo and behold, a beanstalk appears! Go Up, climb vines, jumping from leaf to leaf and using the occasional gust of wind to reach the top and get to the Phantom's castle.



PHANTOM'S CASTLE

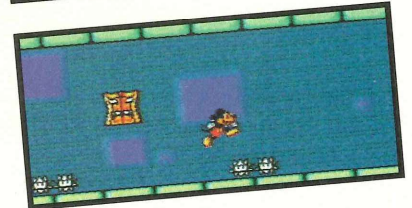
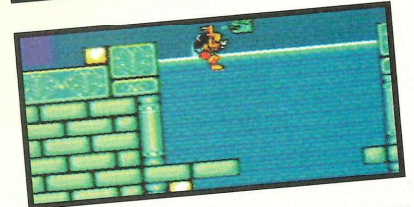
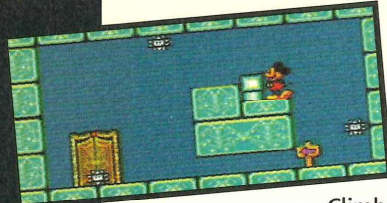
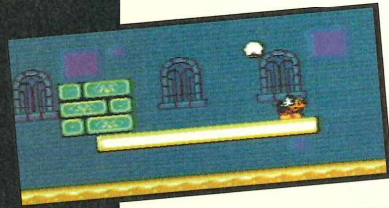
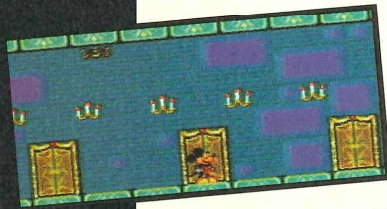
In the first room go through the middle door. Hop on the moving log and get to the door at the end. Kill the spider and activate the switch. Collect the key. Jump over the lava pit, and enter the door at the end.

In this room, shrink, walk through the passage and jump up to the left to release the lock. Drop down and go back through the passageway to exit.

Collect the key, avoid the ball and jump the spikes. The lava pit has now turned to water. Keep going to the left, grab the key, and then go back and drop down through the water-filled pit.

At the bottom, open the locked door but don't go through it. Go left and activate the switch. Go back, and this time go through the door.

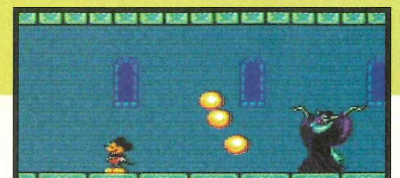
Climb the block to reach the door. There's a small door to your left. Approach and it will chase after you. Run all the way to the far right. Bounce Attack the door and you'll be able to go through it. Push the lock down. Go all the way to the left and through the solid-looking door. Jump into the water and head downwards. The door at the bottom leads to the final boss...



PHANTOM

Avoid the phantom as he spins along the floor. You have a split-second to Bounce Attack him before he shoots fireballs at you. Hit him twice and he will take to the ceiling. Avoid the falling blocks. One will remain on screen—pick it

up and throw it at his head. Hit him twice and he'll then come back down to earth. It's much the same as before, only he shoots lightning rather than fireballs. Another two hits and that's it.



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SEGA
MEGA DRIVE



SPECIAL CHAMPION EDITION

16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM

SEGA

SMASH HITS

It's the only magazine you can turn to
for your fortnightly dose of

STARS! • INFO! • GOSSIP!

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What's got TV and film stars galore, posters,
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STAR!

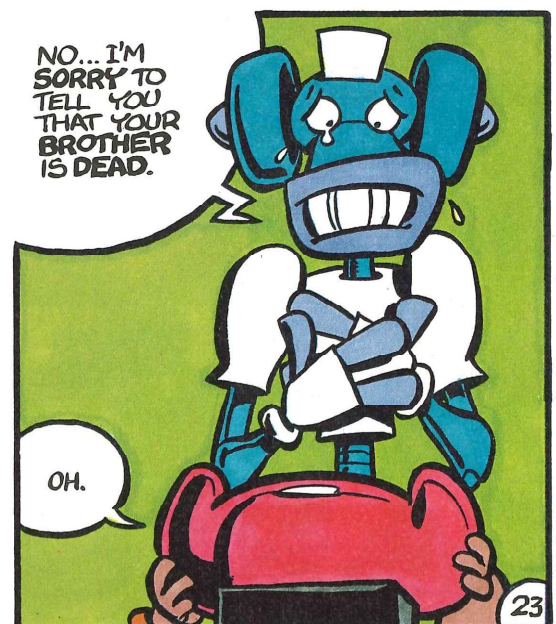
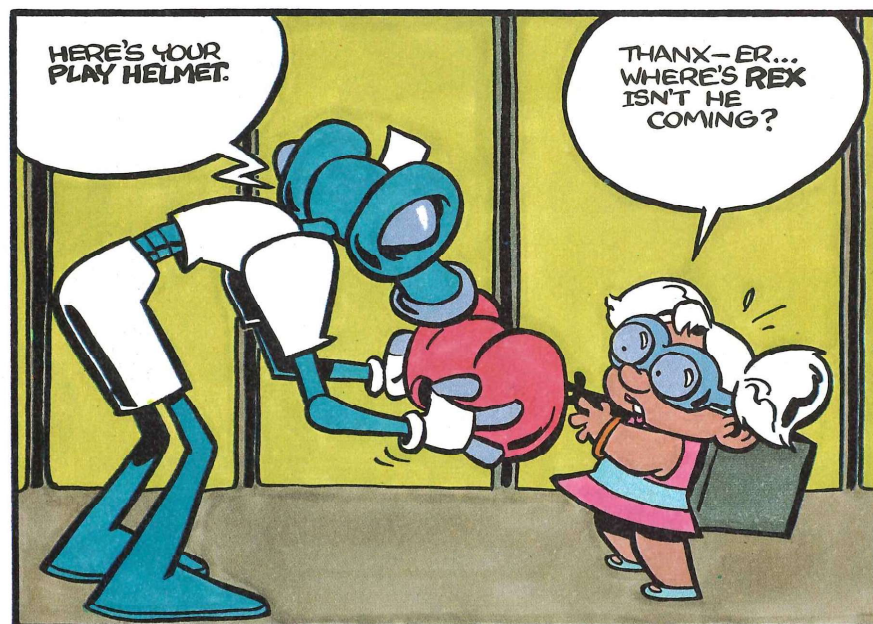
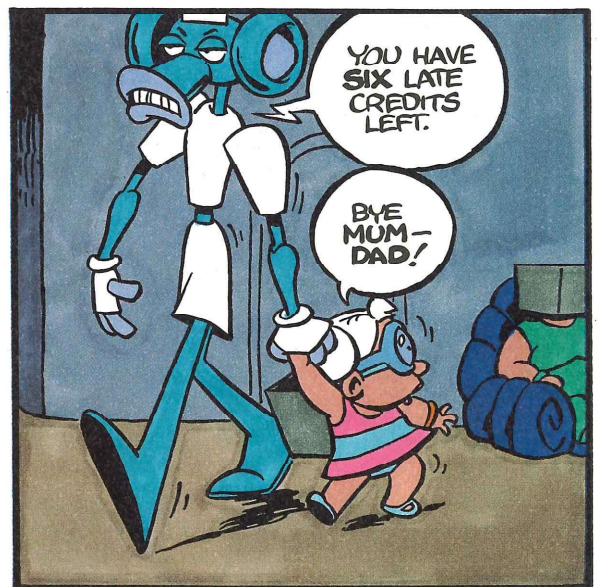
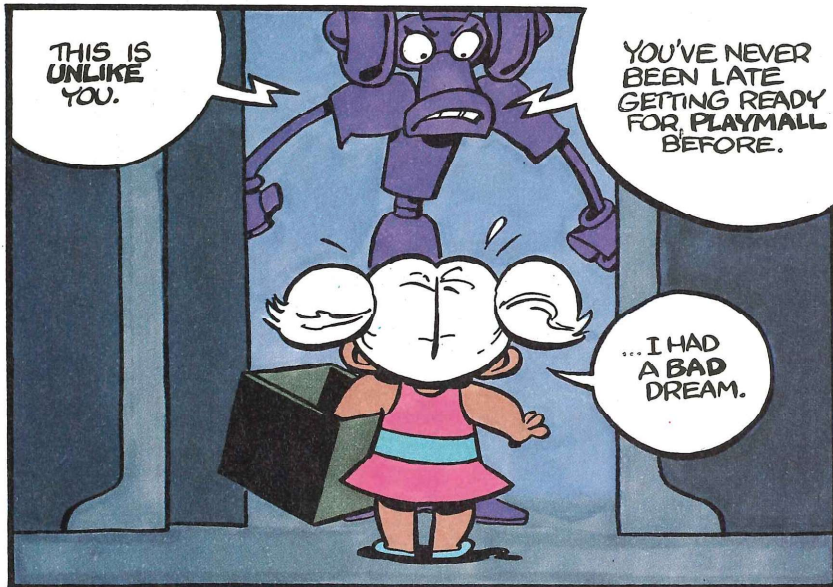
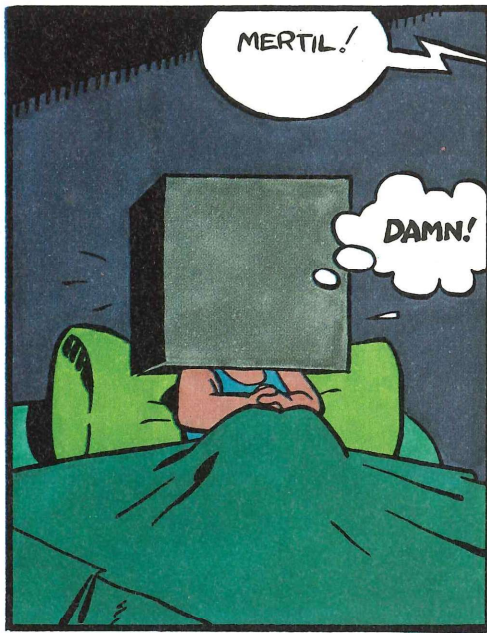
It's the
magazine-spectacular
that'll blow your socks off!

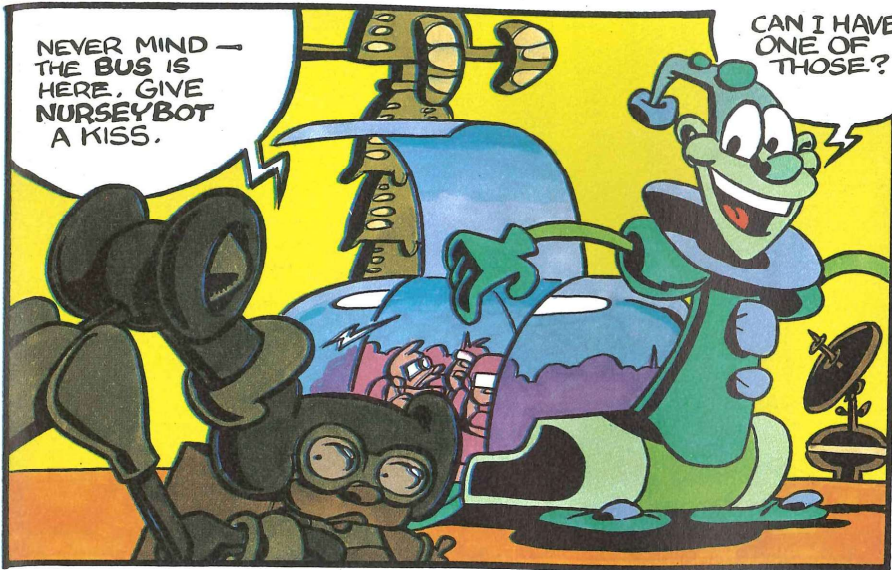
REX VECTOR

BY FIL BARLOW

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THE STORY SO FAR:- REX AND THE XPEER GANG ARE BEING HUNTED BY ALL TWELVE BATTLELORDS. BACK ON EARTH, REX'S SISTER (CONTROLLER OF THE XPEER'S RETROBOT) IS ABOUT TO BE DISTURBED...



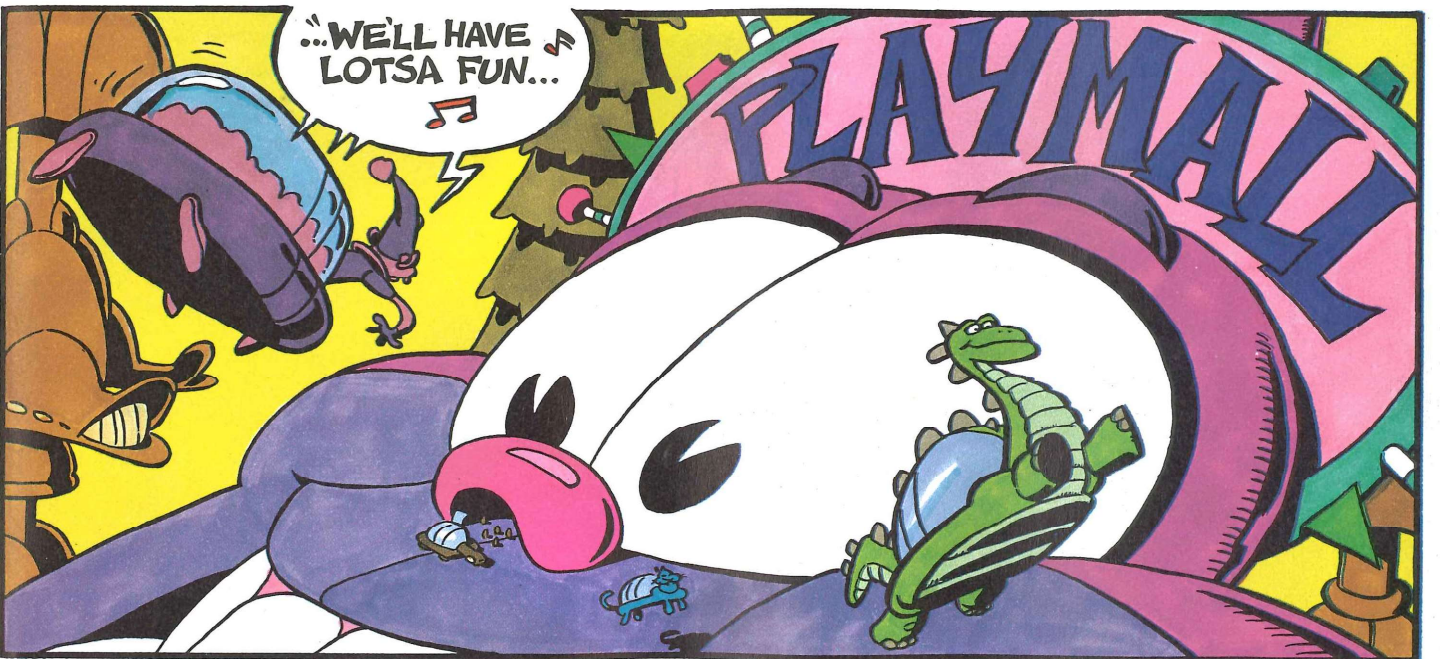


NEVER MIND — THE BUS IS HERE, GIVE NURSEYBOT A KISS.

CAN I HAVE ONE OF THOSE?

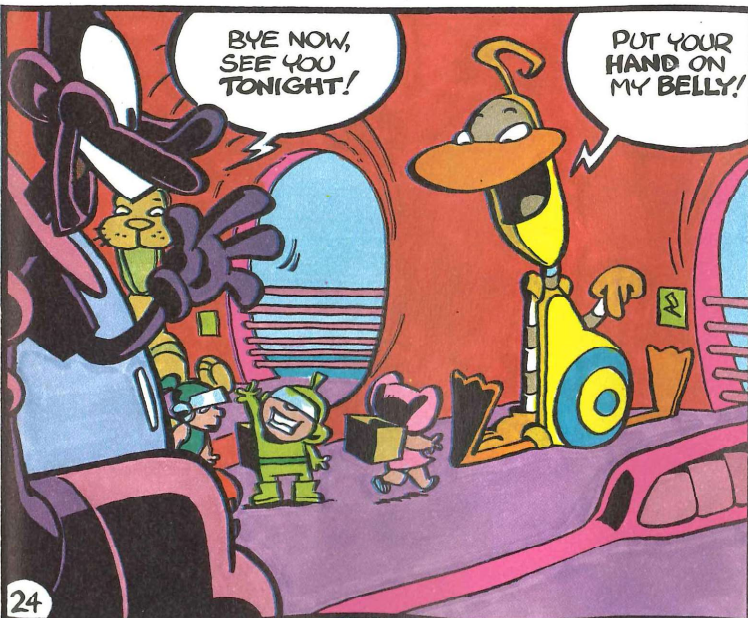


SING ALONG PEOPLE: "WE'RE ALL GOING TO PLAYMALL..."



...WE'LL HAVE LOTS A FUN...

PLAYMALL



BYE NOW, SEE YOU TONIGHT!

PUT YOUR HAND ON MY BELLY!



WAAHA HA! HELLO MERTIL VECTOR YOU MAY ENTER!

SIGH

LOOKS LIKE A COOL SPOT TO PLAY.

TO BE CONTINUED...

END ZONE

Phew-ee, another one bites the dust. Yep, that's the thing called 'Megazone #33, November' over and done with. Hope you enjoyed reading it as much as we enjoyed putting it together. (Yeah, sure... we just *lurve* the sleepless nights, Adam's beer-breath after a long evening with the computer... Duane's CENSORED!).

Next ish should be even spunkier than this one. For a start, we'll be dropping in on Aussie software developer Beam Software to check out some home-grown gaming innovations.

Then there's all those games we'll be reviewing. *Aladdin* is a real stunner—the best animation we've seen in any video game, no less. Can't wait.

We're not going to tell you what else we're reviewing, 'cos we'll probably get it wrong. Whatever happened to *General Chaos*, which we said we'd be reviewing this time round, eh? Slight technical hitch there...

Anyhow, it'll be Christmas too. Kind of weird, as we'll be writing the mag in October. But what the heck, we'll put on paper hats and gorge ourselves with plum pudding just for you. Catch you then!

COMPETITION WINNERS

During the past few months, we've literally been flooded with entries for the *Jurassic Park* and *Global Gladiators* competitions (in fact, the mailperson has issued a worker's compensation suit against us... BIG trouble).

Just joking, but the response has been fab – what else would you expect when such terrific prizes are up for grabs?

Firstly, a couple of very happy readers have scored themselves a brand, spanking new Mega Drive and a copy of the *Jurassic Park* game. The lucky twosome are Marcus Hon of Cabramatta, NSW, and Anne Richardson

of Ludmilla, NT.

Global Gladiators winners each score a copy of the game in the format of their choice.

First out of the Megazone slop-bucket were Jason Lung of Mansfield, QLD; Shayne Brinkley of Armidale, NSW; Andrew Hendry of Tumut, NSW; Glen Jarvis of Toowong, QLD; Tim Stirrat of Red Hills, QLD; and Damien Brotherton of Nightcliff, NSW.

Thanks for entering, guys, and enjoy the prizes. For all those who missed out, try, try and try again, for you too could win with your Megazone friends – hey, we could be onto something here... The Megazone Rap! Er, maybe not.

**DON'T BE A COMPLETE GIT—IF YOU DON'T SUBSCRIBE
(AND YOU'D BE MAD NOT TO CONSIDERING THE GREAT PRIZES ON
OFFER THIS MONTH), PICK UP THE NEXT ISSUE OF MEGAZONE AT
YOUR LOCAL NEWSIE FROM 1ST DECEMBER***

*With any luck

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