

MEGAZONE

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MEGA-CD
HERE AT
LAST

NOW
96
PAGES!

WELCOME TO
THE NEXT LEVEL

YOU
WANTED MORE
YOU
GOT IT!!

CHAKAN: The Forever Man
F-15 Strike Eagle III
Cool World • Greendog
Roller Blading
Dieter on SEGA



APRIL • MAY

MEGA-CD

RED

HOTT
SOFTWARE

\$29.95

24 RED HOT TITLES – JUST \$29.95



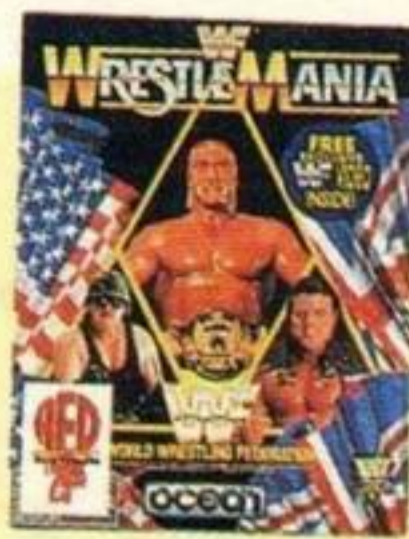
THE SIMPSONS

This exciting platform game is based on the original TV hit "The Simpsons". Controlling Bart Simpson you are challenged to save your home town Springfield and the earth from horrible mutant aliens.



TERMINATOR II

Terminator II is based on the box office smash. You are the terminator and your role is to destroy the rebel leader John Connor at his most vulnerable, a child. Experience the mind blowing action, spectacular graphics, and fierce animation for yourself.



WWF

Face the mighty Hulk Hogan and many more wrestling crazies in this testifying wrestling challenge. This game is certainly not for the faint hearted.



LINKS

This amazing golf game must be experienced to be believed. Links The Challenge Of Golf is a totally realistic golf simulator for your PC that is a quantum leap ahead of any computer golf game that you have ever seen.



SECRET WEAPONS OF THE LUFTWAFFE

Gives you a gripping, highly realistic experience of these extraordinary air battles, from the first daylight bombing raids in 1943 to the final days of the 3rd Reich.



SECRET OF MONKEY ISLAND

One of the most popular adventure games of it's time, Secret Of Monkey Island combines eye-gouging 3D graphics, and ear-piercing reggae music with astonishing, interactive game play.



ROCKETEER

Your the ace pilot and star of Bigelow's Air Circus. As if racing at over 300 miles per hour isn't exciting enough, you're also the famous Rocketeer.



DUCK TALES

Duck Tales, The Quest For Gold is a pulse-pounding action adventure, full of excitement and challenge!! In six different games you will search for the world's rarest treasures in a variety of exotic places.



BATTLEHAWKS 1942

Rich in historical detail and thrilling in graphic realism, Battlehawks 1942 gives you a heart pounding experience of the 4 naval air battles that turned the tide of WWII in the Pacific.



THUNDERHAWK

Put yourself in the pilot seat of this multi-role helicopter gunship employing state-of-the-art technology and fire power. Experience the fastest 3D graphic system yet to appear on home computer. 100% hands-on action from the amazing animation introduction to completion of your first mission.



MISSION IMPOSSIBLE

Your mission in this adventure role play, should you choose to accept it, is to delve into a dangerous world of espionage and uncover a large scale plot that could lead to a crime riddled government. This game contains digitised graphic scenes and music from the original TV show, Mission Impossible.



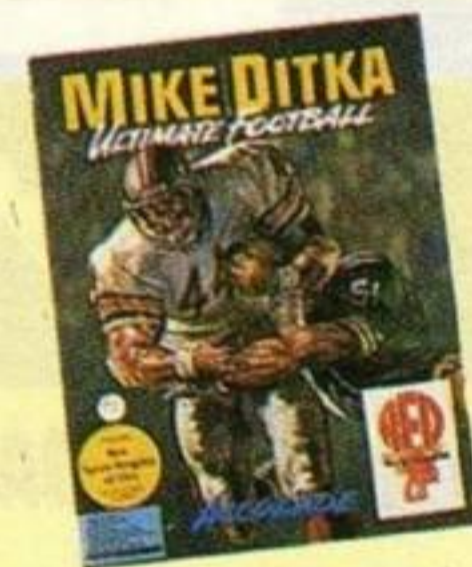
TEST DRIVE II

Head to head racing with the world's fastest production cars!! This game pits the fastest ever Porsche in a race that has only been run in the minds of engineers and enthusiasts. Until now that is!



JACK NICKLAUS UNLIMITED

This exciting golf simulation gives you the chance to build a golf course to your exact specifications. It gives you the ability to play state-of-the-art computer golf on any number of courses you can easily create. It captures the computer golf experience. This is truly golf from the ground up!!



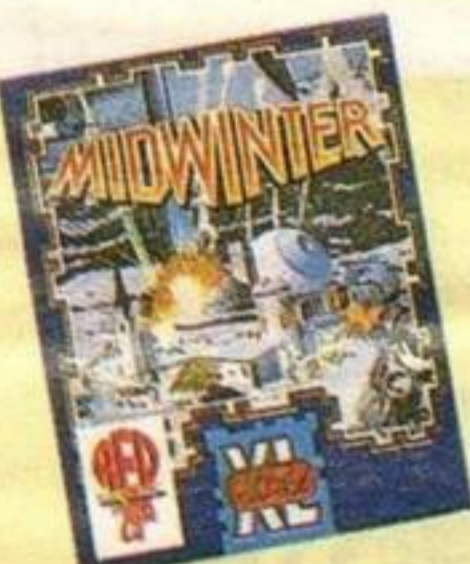
MIKE DITKA ULTIMATE FOOTBALL

This game is the ultimate in League Play and Championship Playoffs. It combines 256 colour VGA graphics with superb football action and realistic game play.



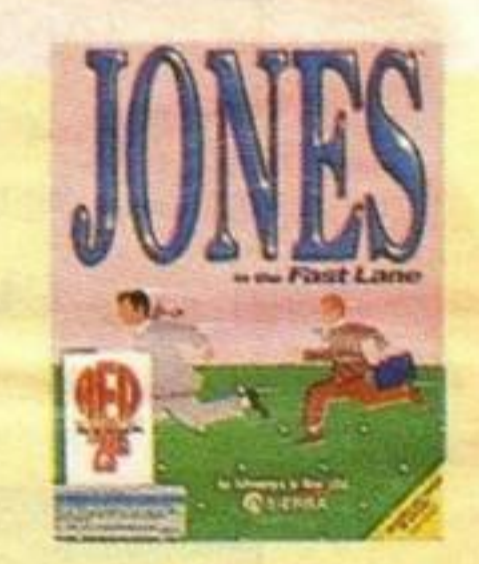
WINTER GAMES

Experience the total rush of The Games Winter Challenge, beautiful graphics, dazzling animation and endless challenge. From bobsleds to Biathlon, test your skill and determination in this challenging sequence of winter games.



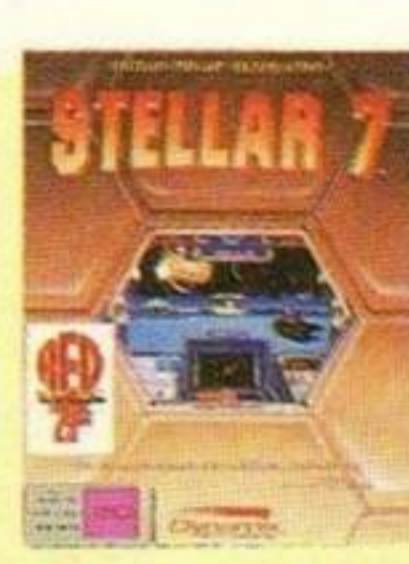
MID WINTER

This is a deep and compelling strategy game, original in concept and revolutionary in design. Fight back invaders who attempt to seize your sanctuary.



JONES IN THE FAST LANE

It's aboard game, it's a computer game. It's unlike any game you've ever played! It's Sierra's newest game of real life. You and any combination of 1-3 computer players vie to be the first to accomplish their goals of money, happiness, education and career.



STELLAR 7

This game is so fast and furious, you'll have to play it again and again. From the opening sequence, a vivid portrayal of the launch of enemy attack, to the closing screens detailing your dramatic victory or agonising defeat, Stellar 7 is fast-paced action and a whole lot more!



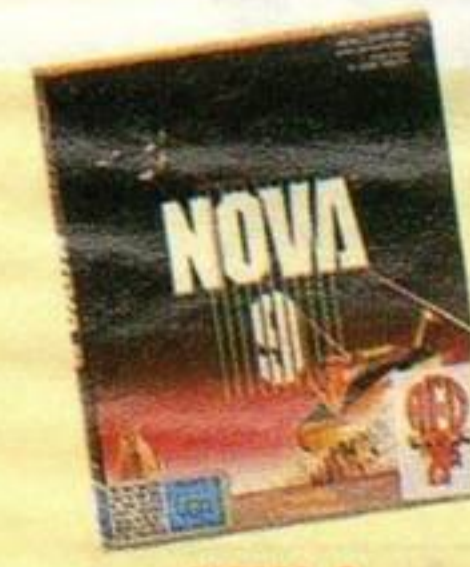
CLASSIC COLLECTION

"Classic Collection" describes this amazing compilation pack vividly. It is challenging and thought-provoking, from Gremlins 2, to Colossus Chess, this pack has something for everyone.



ZAK MCKRACKEN

This comedy thriller from Lucasfilm games combines zany humour with challenging, mind bending mystery. Travel the globe with Zak and friends and uncover evidence of an extraterrestrial plot.



NOVA 9

From the company that brought you the best selling sizzler Stellar 7, comes an intense and lightning fast strategy arcade game that will leave your heart pounding, your mind racing and your monitor smoking. Enter into battle against the forces of evil Gir Draxon on the 9 worlds of the Nova 9 system.



FUTURE WARS

Future Wars is the ultimate role-playing adventure game. Travelling through time, you find yourself constantly challenged by all sorts of strange characters. Go on, dare yourself to play this game of time travelling mayhem!!



RISE OF DRAGON

The year is 2053 and the Age Of Decay has begun in the city of Los Angeles. Crime is at an all time high and drug abuse runs rampant. You are the Private Investigator assigned to the role of bringing down the Dragon, who has come back to restore chaos to the universe and rule once more.



WORLD CLASS LEADERBOARD: THE SERIES

Now you have the opportunity to play the same courses that have challenged golf's greatest legends. This game features 16 famous 18 hole golf courses, each thriving with striking authenticity.



- MEGA CD** **20** All the latest details, plus the hot software we can expect soon
- ADDICTION** **26** Can you be hooked on video games?
- MENACER** **28** Now you really can be a sharp-shooter!
- DIETER** **30** When he's not starring in Home and Away, Dieter Brummer is a big Segahead
- BLADE RUNNERS** **68** In-line skating is the latest craze that looks like being here

PREVIEWS

7TH GUEST **18** We look at the development of the most mind-blowing interactive game ever!

WELL THIS IS IT MEGAHEADS

The expanded, revised, new and improved formula Megazone is here in your hands! We're now a permanent 96 pages of hard gaming action that will keep you up to date on everything that's happening in the gaming universe...and beyond. We've got a few new regulars, like astrology, comics and sci-fi/fantasy/role-playing that should keep you interested. We're also going to be keeping you up to date with the latest happenings from the street so if you have any suggestions for non-gaming articles, drop us a line.

Apart from the obvious change in size, there are a few other changes in the Megazone world. As you may have noticed, our price is now \$4.95, which is due to increased costs, the expanded size, and the fact that we will be coming out monthly from June (hold onto your hats!). But \$4.95 is still fantastic value for Australia's only locally produced multi-format game magazine, and old subscribers will continue to receive the mag at the old price.

Another change is that we are no longer covering Nintendo games. Now I know this will upset some of you, but from the indications from the recent reader's survey most of you had Sega's, PC's or Amiga's. We have never really covered Nintendo extensively, and with a new Nintendo magazine about to appear, we thought it was about time to concentrate on the most popular systems. Anyway, this issue we have got the latest on the Sega Mega CD which has just arrived Down Under. If what you've seen so far hasn't blown you away, check out the games that are coming up! We also finally review the hot beat 'em up, Streets of Rage 2 and show the winners from our competition two issues ago. Chakan is another hot new Sega title with a twist - in this game your aim is to die! There hasn't exactly been a mountain of computer releases at the moment, but we've got some of the hottest that are around, such as F-15 Strike Eagle 3, Stunt Island and Battle Chess 4000.

Well I won't take up anymore of your time, you've got a lot to get through!
Stuart Clarke - MEGA ED



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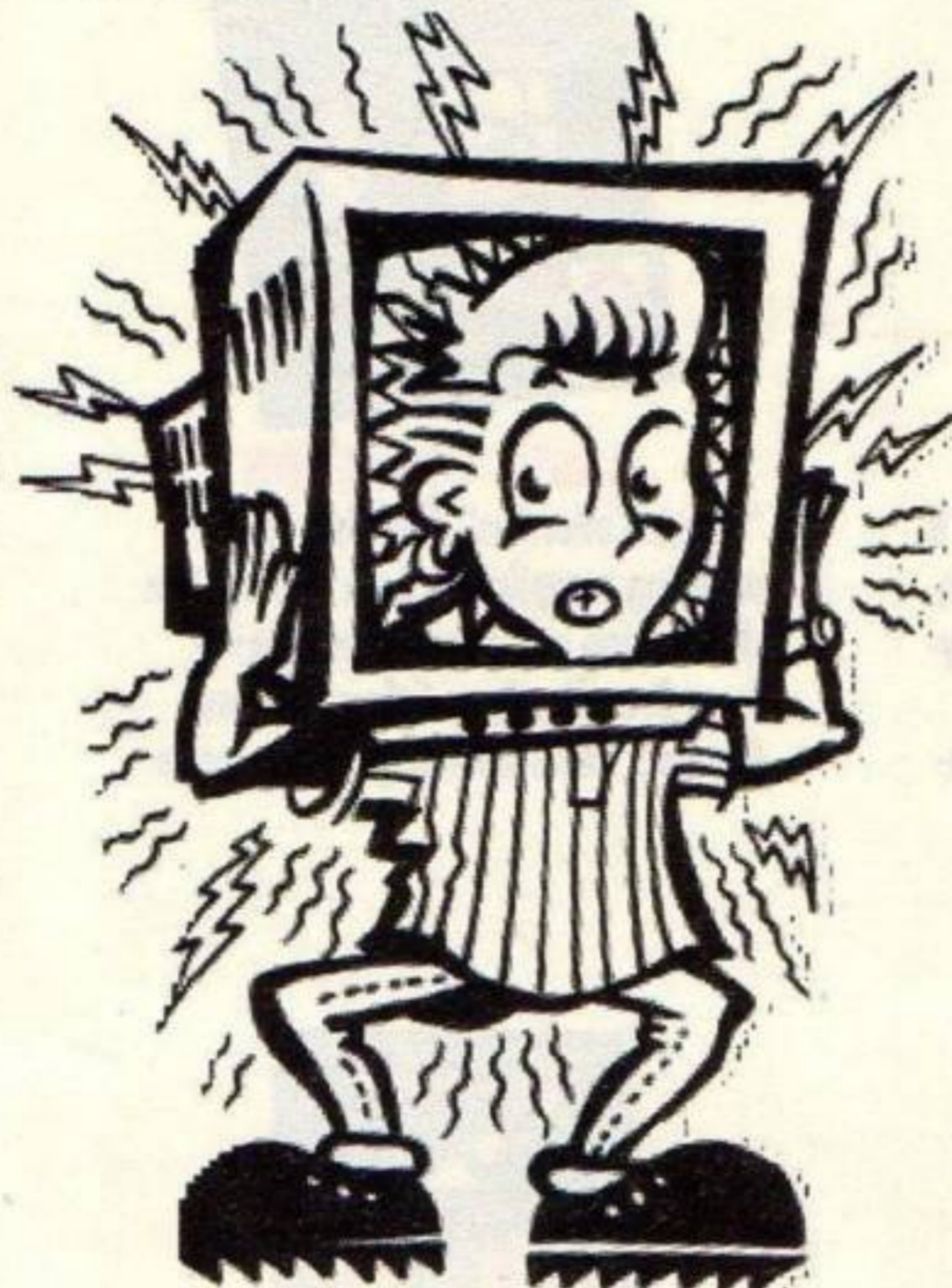
MEGAZONE

LOCKED BAG 7

ROSEBERY NSW 2018

MEGAZONE HAS BEEN BROUGHT TO YOU BY....

Birthday: 18th May, Taurus
 Favourite Games: Ecco, Comanche Maximum Overkill
 Likes: Kelly (Jennie Garth), raves and Thai take-away
 Dislikes: Donna (Tori Spelling), smelly suburban pubs and Chiko



Birthday: 5th Feb, Aquarius
 Favourite Game/s: Dragon's Fury
 Worst Game/s: Any flight sim
 Favourite Music: Simon & Garfunkel
 Favourite TV shows: E Street
 Likes: Sam, Choc Mud and Hokey Pokey
 Dislikes: Alan double cone ice cream



mega ed
Stuart Clarke

ed's helper
Adam Waring

Birthday: 22nd Feb, Pisces
 Worst Game/s: Beat 'em ups.
 Favourite Bands/Music: Early '80's punk. The Clash,
 Favourite TV shows: Used to like Neighbours, but now I like the Simpsons.
 Likes: Australian beaches and climate (can't tell he's English, can you? - Ed)
 Dislikes: Soy milk, wait-



art director
Tara-Jane Axford

graphic designer
Catherine Au Yeung

Birthday: 14 December, Sagittarius
 Favourite Game: Chakan, Worst Game/s: Side Pocket, games with men in them (huh? - Ed)
 Favourite Music: Oleta Adams
 Likes: Travelling, Wining & Dining, Having a good laugh (usually at myself)
 Dislikes: Being wrong

CONSOLE

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DEVILISH • ALIEN 3
SUPER OFF ROAD
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contributors:

Brian Costelloe, Nick Smith, Tim Smith, Mario Moeller, Drewe Zanki, Thom Hastings, Lucy Brightman, Simon Sharwood, Fil Barlow, Gabriel Wilder, Stuart Slater, Brett Munro, Tim Gadler, David Lang, George Connell, Anthony Mansour, Graham Cousens, Menekshe, Wayne Lawson, Madame Mimi (appears courtesy of Adam D. J. P. Griffiths Management Inc.)

Birthday: 3rd December, Sagittarius
Favourite Game/s: Terminator 2 - Arcade Game
Worst Game/s: Macho beat 'em ups.
Favourite Bands/Music: Pantera, Kiss My Poodles Donkey, Carcass, Sepultura
Favourite TV shows: The Simpsons
Likes: Veggie Burgers, money, smurfs
Dislikes: Phil Collins, Meatloaf, Triple M
Classic 9 at 9 (thanks to Tara!)



Production co-ordinator
Leigh 'Henry' Butler

Resident Artist:
Brendan Crane



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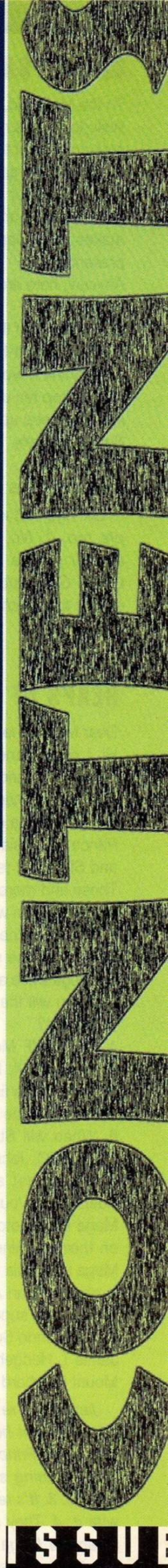
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ass-kicking tea lady
Shelley Kissing

Birthday: 20th April, Aries
Favourite Game/s: Sonic 2
Worst Game/s: Altered Beast
Favourite Bands/Music: Skunk Hour & everything except folk music
Favourite TV shows: Sticky Moments
Likes: Chocolate, Keanu Reeves



A P R I L • M A Y 1 9 9 3



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GNARLY GAME GEAR QUESTIONS

To the Mega-Ed,
Well done on a most excellently wicked mag. It kicks arse compared to other crappy mags. Well, I currently own a Sega game Gear and it is totally gnarly. With full-colour graphics, stereo sound, bodacious games and its ability to turn into a TV, the Game Gear makes other hand-helds look like toxic waste in its presence.

Anyway, here are a couple of questions to keep your brain in order.

1. Will World of Illusion come out on the Game Gear?
2. When will Pit-Fighter come out on Game Gear?

I also think it would be most awesome if you had an all-time top ten on every hand-held.

Anyway, keep up the excellent work.

Yours sincerely

Tim Dunham

Launceston Tas

OK Tim, that was nice and short, so I'll keep it simple too. 1. No, World of Illusion probably won't appear on the handheld, but Mickey 2 is on the Game Gear soon. 2. Should be soon, but don't expect too much- Ed

HEAPS OF SEGA QUESTIONS

Dear Megazone,

Hi, I have some Sega-related questions for my beloved Mega Drive and Game Gear (and Mega CD when it comes out!).

1. What has happened to Game Gear games being released in Australia? I haven't seen a new release for at least 5 months! When will The Simpsons, Prince of Persia, Popils, Marble Madness, Klax, Tasmania, Streets of Rage and Shinobi II (even though you reviewed it I still can't find it!) be released. These and more have been available in the US and Europe for two or three months! When will Sega Australia get their finger out!???

2. Is it true the prices surveillance is looking into the price of console games? I hope so, I'm sick of paying two or three times more than the US for Mega Drive and Game Gear games!!!

3. When will the Mega CD be released (to the nearest date) and how much will it cost?

4. Will WWF Mega Wrestlemania, Super Sonic, Pitfighter II, Powerdrift, Afterburner III, Prince of Persia, Terminator II Arcade Game, Super Star Wars be in the first batch of official releases of Mega CD games?

5. When will the Menacer light gun be released?

6. When will Streets of Rage II, Gauntlet, Chase HQ2, Thunderforce 4, NHLPA '93, John Madden '93, Alien 3 and Golden Axe III be released?

7. This is not a question but rather a reply to a certain Bam Bam of Adelaide. In your letter in October/November you said you hated owners of Mega Drives etc. Whingeing about games like Mega Lo Mania coming out on their machines, he then called it a pancy machine! For his information Mega Lo Mania is coming out on the Mega Drive by Virgin Games. This guy is obviously an Amiga owner who is jealous of the Mega Drive because of its technical superiority.

P.S. Nintendo Sux!!

Jamie T. Hedgehog (Sonic's Brother)

Mount Pritchard NSW

Jamie, you're right, Sega have been very slow with bringing Game Gear titles out, but hopefully things are improving. Streets of Rage is out, and Simpsons, Prince of Persia, Marble Madness, Klax, Taz-Mania and Shinobi II are coming soon. 2. I think they are, and the same is happening in Europe. 3. It's released and sells for \$699 with over \$400 of games coming with it. 4. They should all be out in '93 and most of them should be here when the Mega CD is launched. 5. It's out now. 6. They are all out now apart from Chase HQ 2 and Golden Axe 3. No news on when they're coming. I hope that satisfies you - Ed

I'M IN LOVE WITH SIERRA

Dear Megazone,

I have just started buying this mag and I thought it was so good I subscribed for another 18 issues. \$39.99 bucks. I reckon that's cheap. Anyway, to get on with it, I love IBM computers, especially Sierra games. I have eleven of them, Police Quest I, II, III, Space Quest I, II, III, Kings Quest III, V, Leisure Suit Larry I, II, III. I reckon they are all rad games (not better than this mag). Anyway, to get on with some questions.....

1. Will Sierra ever update Police Quest I?
2. Do you (Ed) know the locker number to Police Quest III (I brought Police Quest III, Space Quest III, Kings Quest III all in one and the manual is joined together, and in the game it says to look on the inside cover of the Police Manual and I do it (on Page 37) and it just has the index. (The front cover is blank).
3. Will Sierra ever make Quest For Glory IV?
4. Can Megazone (MegaCool) put more IBM games in it than Sega!???
5. Can you please put this letter in your mag, because I'm dying to know the answers (so is every other friend of mine who buys this mag -28 to be exact).

From your Megazone loving kid

David Sartori VIC

Thanks for subscribing, David, and because you do I'll answer your questions. 1. Yes, and the re-done version is out now. 2. The locker number is 776 3. Yes definitely, they have already started work on it. 4. We put about the same amount of IBM/Amiga games and Sega games, because that's the way people like it. 5. Yes, so you and your 28 friends can now sleep easy - Ed



You got somethin' to say?? then write t

A LEMMINGS SUCK

Yo Mega-Ed,

Suck, Suck, Suckedy, Suck!

I was wonderin' if you could answer this:

I own a 8086 IBM Compatible PC with internal PC speaker, mouse, joystick, 2 5 1/4" floppy disk drives, 20MB hard disk and EGA monitor (in other words it's damn slow, got crappy graphics and I can't fit anything on the hard disk).

In Dec 92/Jan 93 you had a preview on Lemmings 2. Do I have the right hardware standards or would I be better off buying lots of bricks, paint them green and blue and hurl 'em off a cliff?

Greg Kopff, NSW

Um, I'm sorry to say that you'd be better throwing coloured bricks off a cliff. You may be able to run Lemmings 2...just, but as you said it will be very slow with appalling graphic quality. It's probably better not to buy it until you upgrade your PC, otherwise it might spoil your enjoyment of the game. Sorry 'bout that! - Ed

SMELLY FINGER

Dear Megazone,
Stop putting Confucius down! He's a devoted reader and subscriber to your mag. He is also trying to forget that he used to work as a masseur and he is embarrassed about his past. Firstly Confucius say, Editor who publish letter benefit mentally and spiritually. Secondly Confucius say, man who go to bed with itchy arse wake up with smelly finger. Thirdly, Confucius owns a Super Nintendo and wants to see more Nintendo reviews. Confucius is a great man of wisdom but is striving to find inner peace and tranquillity by finding answers to these questions.....

1. Give me the address to Forksetarlene Badordick (Dec/Jan issue), so my son and I can give him a death massage with Nun chucks.
2. If this mag is so good, can it show how games are made?
3. Confucius is bitchen over not winning any comps - why?
4. Why do games cost so much?

This will make Confucius very happy, but if he is not happy I will torment you with his words of wisdom.

Yours in Literature, Confucius' Mother
(The guy who sent the Super Castlevania cheat last issue).

P.S. Confucius say, I played Sonic 2, went to sleep and wet bed.

You're really warped. Maybe you should meet Feebie who wrote the letter above. You could get together and make mutant children or something. Anyway there are going to be no more Nintendo reviews in Megazone as I explained in the editorial, so tell Confucius to choke on that. 1. No you can't have the address. 2 Yes, as soon as someone sends me to Japan (or America or England) I'll do a big article on how games are made, which everybody seems to want to know. 3. You're a loser, and lots of people enter our comps. 4. They cost a lot to make - Der! And I don't care what sort of nocturnal emissions you make, tell it to your doctor, not me - Ed

GRATUITOUS INSULTS

Dear Megazone,

I am writing in response to the letter from Anthony "no testicles" Wing in the Dec/Jan issue. I think that this person is a complete moron and needs to be locked in a damp cell with a few sex-crazy aardvarks. Only a large blob of festering love juices like him could possibly dispute the Amiga as the King of games machines. I will admit that some of the better console games (e.g. Sonic and Street Fighter 2) are on par with the Amiga arcade greats such as Harlequin, Zool and Putty. But the similarities stop there. The Amiga has the brilliant arcade games as well as so much more, i.e. RPG's, adventures, flight driving simulations. That's what makes the Amiga so mind-bogglingly amazing. It combines the best features of the PC and consoles, and ends up being superior to both of them.

I ask you this Mr. Farty Breath Wing. Do you ever expect to see the likes of the brilliant Monkey Island 2 or Fate of Atlantis on consoles? Amazing mid letter joke: "Q. Why are consoles called consoles? A. Because they are CONSOLEation for not owning an Amiga" - I have some advice for Mr. Poo Nostrils Wing, and it is as follows:

1. Stick your console in the toilet and do a big No. 2 on it.
 2. Buy an Amiga.
 3. Realise how brilliant the Amiga is.
 4. Feel really stupid for writing that letter.
- P.S. I think that it is very unfair that Adventure Zone only gives away PC games. P.P.S. Know any really good computer game mail order services?

Yours sincerely,

Christian (I own an Amiga and I'm damn proud of it) Forrester

I like your style, Christian, polite, but to the point. I'm sorry to say though that Monkey Island 2 and probably Fate of Atlantis as well, will be coming out on the Mega CD which happens to be a console. So bite that one Mr Smelly Fingers Forrester. And for mail order, try the Gamesmen in Sydney - Ed

ANOTHER ELITE FAN

Dear Megazone,

G'Day. Having just read your awesome Dec/Jan mag, I needed to voice my opinion on some points raised. I feel that a monthly edition of Megazone would definitely be a step in the right direction because even if the mag was thinner, it would total the same amount of Mega-cool news every two months - probably more, because less important info would be added to a monthly issue that might not make it into a bi-monthly edition. Besides, Megazone could get the scoop on all new Australian computer and hand-held news if you went monthly. I also see in the News Zone a report on Frontier-Elite 2. Quite simply, the second copy has my name on it! It'll be right behind Ed in the line (which will no doubt stretch for miles). If Elite is anything to go on (and I hope it is) Frontier should rock our socks off! Would it be possible to do a full review next issue please??

Speaking of sequels, even though I haven't been, is there any news on "Neuromancer 2". On the back of the instruction booklet, Troy Miles said he would think about doing a sequel. It is also supposed to have been made into a movie by Cabana Boy Productions. I can't find either of these anywhere. Hell, I can't even find the original book by William Gibson! If you know anything about any of these possibly non-existent items, please tell me. I know your dependable and extremely extensive sources could come up with something. That's about it, apart from the fact

that you print one of the most bitchen, radical, mind-blowing, out of this world, we name names, Merry Christmas, mags in the universe.

Later dudes
Trenton Blay
Goulburn NSW

Well, Trenton, look we're bigger - and we're going monthly from June so all of your dreams have come true! As far as I'm aware Neuromancer, the movie is a no go but the book should be available everywhere - it's a CLASSIC! There hopefully will be a Neuromancer 2 game, which should be totally bitchen and could completely blow all my synapses away - let's hope! - Ed

A READER RANKS THE ICEMAN

Yo dudes at Megazone,
Thanks for a really cool mag. I love reading the letters first. But last issue (Dec/Jan) I got so pissed off, I finally got motivated enough to write. I think that "Drew Icedman" - A reader Ranks must have an IQ less than the Editor of Women's Weekly and look uglier than Liz Taylor. Who does this guy think he is anyway? For starters, the NES pisses and spits all over the Master System II. You wouldn't find anything as cool as Mario III, Stealth, Battle Toads, Double Dragon III on the MSII! All they can handle is a few souped up versions of the excellent Mega Drive games. The MSII is so crappy, I would have to hypnotise my father to make him get me one. And about the Game Boy. So what, if it's not colour. For its price and capability it still comes up with some really cool games and graphics - T2, Fall of the Footclan, Dr Franken, Mario World etc. The Game Gear is too expensive. So what if it's got a TV converter. All you get for \$160 is a crap, hard to tune 7cm telly. Why bother? However, I agree with old Drew the Drop Kick that the xln7 is worse than what my dog leaves at the back of my yard. Also, the SNES rules and so does the Mega Drive (I own a Mega Drive and Sonic 2 is so fast, it blew me out of this world). Please Please Please go monthly of '66. 2 '66. in my opinion "Cold Turkey" is too much for me.

Later dudes

P.S. "Drew Icedman" was a leper, he'd be spaghetti in my fly-screen door by now.

P.P.S. The only record icky old comparison is the one I'm his dismal attempt at a console comparison is the one I'm gonna stick up his big fat hairy butt if I ever see him.

Paul "Don Corleone" Abad, Toowoomba QLD

Well, that was said with feeling wasn't it? But you really are a poor sad loser if you think the Game Boy beats the colour and processing speed of the Game Gear. Anyway there's no need to admit yourself to a Megazone Rehabilitation Clinic, because you can get your fix of gaming action every month from now onwards! - Ed

NOT FUNNY AT ALL

Dear Edone,
How are you?

We've been trying to think of a funny intro to this letter for about three weeks but we're just not generally funny fellows. So we'll stop trying to be funny even though we haven't been funny at all (you can say that again! - Ed).

We've been trying to think of which complement we should give your mag (but there's just too many complements to give you and your mag so we won't give you any). So we'll stop trying to complement your mag (or did we?), even though we have been planning to complement your mag for the last six weeks now.

Anyway, we'll cut the crap and start the question. (Thank God for that - Ed)

1. Why the hell is Streets of Rage on Mega Drive and Game Gear and not the Master System? (Or is it?) I guess the main question is, do you know if Streets of Rage is coming out in Australia on the Master System? If so, when so?

2. What did your fabbo mag give WWF Wrestlemania on the IBM and do you think it's worth me buying it?

3. Why do I never buy mags and end up reading them at my friend's place who is writing this letter with me (please don't insult me about this or I'll get my budgerigar to poop on you).

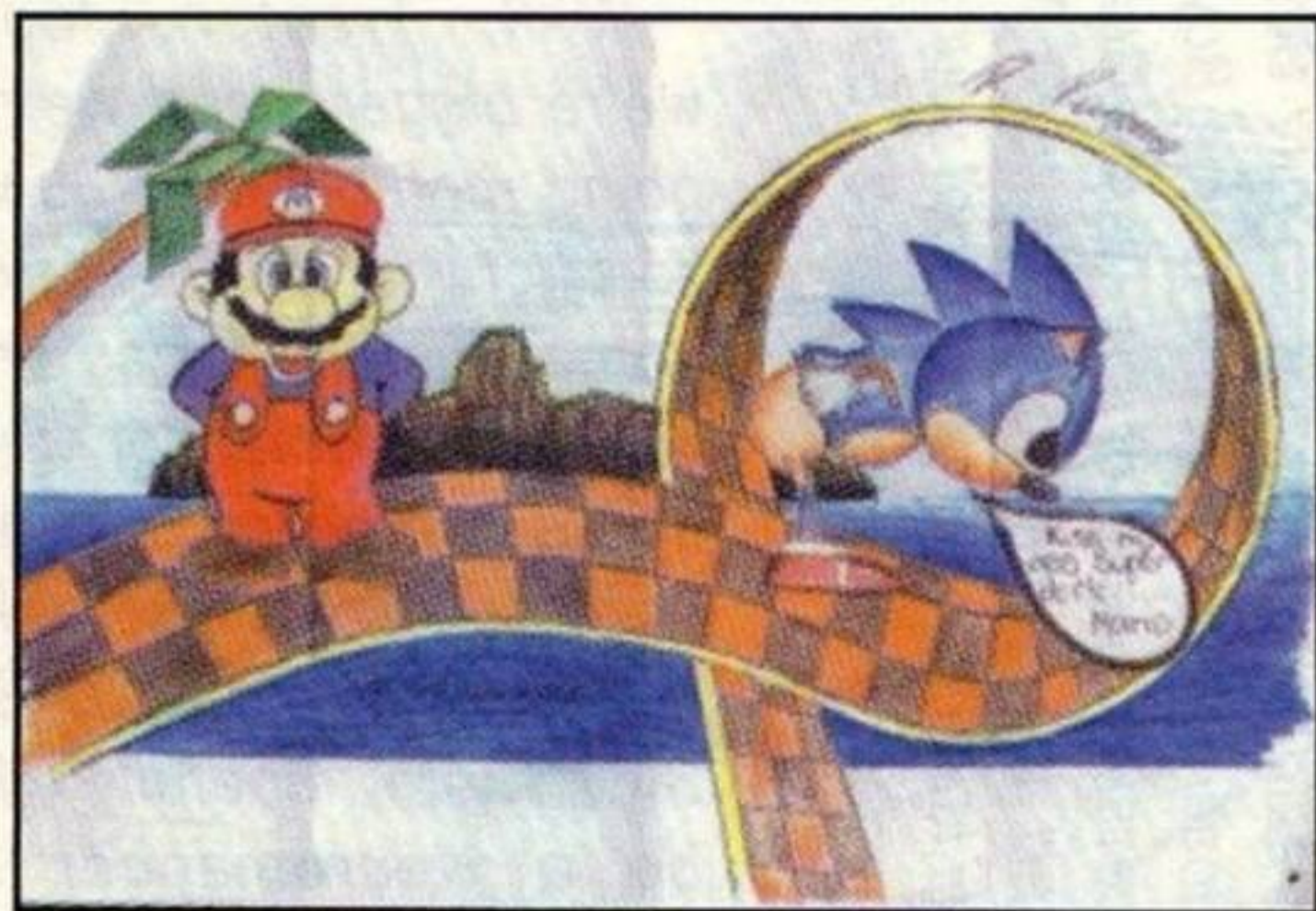
4. If you have played Taz-Mania on the Master System do you think it's worth me buying it. If you haven't what game do you recommend?

Thanks for your time, you absolute legend. By the way we think it's great that there is a good computer and console mag in Australia and I really hope you can answer our questions because there aren't any other mags we trust. Catch ya later - your buddies

Vornzo the Elephant (Anthony Vaughan) and the Sega (Luke Nicita)

P.S. Sorry for taking up so much space.

You should be getting down on your knees and apologising for that letter because it was the worst piece of crud I've read in a long time. But you called me a legend, and I quite liked it, so... 1. Streets of Rage is supposed to be coming to Master System, but I don't know when. 2. Yep, it's pretty cool. Check out European Rampage as well. 3. You're a scab, and that's not an insult, just a fact. 4. It's OK, but I recommend buying a Mega Drive and Taz on that - Ed



'Kiss my ass super dork Mario'
by Robert Puccio

STUPID WORDS

Dear Mega-dudes

Congrats-a-mundo on a Mega-Nova magazine....way cool!

Your mag is boss with game reviews but I'd like some heavy duty info on all the latest game console hardware, you know dudes, processors, special FX chips, memory, and peripherals etc. Hey! you could do an article and call it 'console conquerors', or 'rad consoles approaching giga-dom'. C'mon dudes I want to know how many bits they can throw in these things before they explode!

Also can you tell me if any of the big bad dudes Sega, Nintendo, Atari etc. have ever thought about bringing out a monitor that can handle what their latest consoles can spew out. Let's face it Amigogs the old TV just can't cut it any more, besides my old lady wants to watch Neighbours (Yecch!) while I got some serious gaming to do. Bad call, old lady dude. Neo Geo - the ultimate right? But at \$500 for the console and up to a game, yours truly need money just to buy the box it comes in. Yo! SNK and Distributor Dudes about changing it from ridiculously expensive to just painfully what this 24 bit, 12.5 MHz babe can do.

Finally to all those Techno Boffo Bimbo IBM'sters out there who like to put down all us good console buddies. All I can say is take a walk through your local arcade and ask yourselves how many of those games will you be playing on your PC in a year's time....Bogus thought, right!

Mega Super Hard Core Console Gaming Forever ...

Yours Awesomely

Karry Steel

Mansfield Park South Aust.

I think you've been overdosing on too much Bill and Ted and Wayne's World, dude. We have articles and news on game hardware all the time, like the Mega CD coverage in this issue and the technology bits on the news page, but we're not going to go totally hardcore techno because lots of people won't understand it - Ed

I'M INSANE...BLUB, BLUB

Dear Ed,

I will not waste my time or yours by hassling you and your magazine, unlike others of little or no intellect whose brains are what they sit on. You are a smart-arsed Editor (which works in your favour) and your mag is spunky, but let's cut to the chase:-

1. Will Monkey Island II come out on Mega CD?

2. What's the difference, if any, between the Australian and American version of Street Fighter on SNES?

3. Ever noticed how quiet it is when you're insane?

You may find me pathetic, and I'm glad we see eye to eye. Keep those psychotic minds at work. Oh, and I love Sega. You're my hero (NOT).

And I'm insane. Blub Blub Blub

Feebie Over the Hill NSW

(Home for Psychotic women who write stupid letters to weird Editors)

Um...yes. I think I'll answer your questions which will keep you happy long enough for the men in the white coats to come and take you to some maximum security nursing home (that is if you're not a patient already). 1. Yes. 2. None as far as I know, but there is a difference between the Japanese and American versions. On the American game they took out most of the blood (spoilsports!) 3. Yes. And do you know what's the difference between a frog? One of its legs is both the same. Take a look next time you take a naked midnight swim down at the local swamp - Ed

You got somethin' to say?? then write to MEGA MOUTH

INSULTING READER

Dear Mega-Ed - You big bag of dehydrated goat cack. I must say it's good to read an Aussie mag after wading through English ones.

I've got some questions for U 2 answer:

1. Is there any news on Street Fighter II for Mega Drive or Mega CD?
2. If so will there be any good joysticks with six buttons?
3. When will the Menacer hit Australian shores?
4. What do you think of Terminator on Mega Drive?
5. Is there anyone there who could finish Sonic on Master System in 3 days, Sonic on Mega Drive in 1 week, Sonic 2 on Mega Drive in 1.5 weeks and Terminator in 3 hours?
6. May I say this mag is the best?

Also the author of the letter titled "Stupid names Strike Again" has the mental capacity of a squashed apricot! HA! You miserable piece of monkey vomit!

Aaron Dragon Punch Booth

Sydney NSW (Doh!)

P.S. The Gunners Rule!

P.P.S. The Pissy Teen Queens suck!

Well Aaron, you slimy piece of slug snot, didn't anyone tell you that gratuitous insults are boring and not particularly funny. Anyway, here are the answers.

1. No real news. It might be out by the time you read this, and then again it might not. Sega are being very quiet about it.
2. Yes, one or two already exist.
3. It's already hit.
4. All right, T2 is better.
5. Probably a lot of people, and faster too.
6. Yes, and I think you just did - Ed

SLIMY LEECH

Dear Megafreaks,

Congratulations on your all Aussie, ultra glossy (bi-monthly ... AAAGGGHHH!), super cool games mag. Before you call me a slimy little leech who is only sucking up to get printed in your mag, I have a few questions.

1. Is Fatal Fury and/or Fatal Fury 2 coming out on the SNES or the Mega Drive?
 2. Why is it that I can't hire Neo Geo's at my local video store, but I can get a Mega Drive? Neo maniacs like me should be able to hire the "Rolls Royce of Consoles", without having to fork out hundreds of bucks to buy one.
 3. How do you get the Chaos Emerald in Zone 2 of Sonic 2 on the Game Gear? And where the hell is it in Zone 4?
 4. How come you review games for the Game Gear, like Shinobi 2, but they have still not yet appeared in games shops. Ask Sega for me, WHERE ARE ALL THE GAMES??? There's still only about 20, including such cures for insomnia as Woody Pop, and Dragon Crystal.
 5. Is Street Fighter 2 coming out on the Mega Drive? I ask this because I noticed that the new "Viper" six button stick of joy can be used on Mega Drive.
- Yours Jono Schmidt.

Jono! 1. Fatal Fury should be out on both SNES and Mega Drive soon and number 2 is coming. 2. No idea, ask the video shops. 3. I presume you mean the Sky High Zone. Well, in Act 2 on the large cloud get a running start to the right, jump off the puffy cloud and keep going to the right. If you get enough height and momentum, you'll get the second Chaos Emerald. As for the fourth zone, I'll give you a hint...it's in Act 2, but for more you're going to have to ring the Sega Hotline. 4. We get the games early but it's not our fault that they're not in the shops. Something must have gone wrong somewhere but we're told that lots of Game Gear titles are on their way. 5. Yes -Ed

MEGAZONE Locked Bag 7 Rosebery NSW 2018

GET A LIFE

Dear Megazone,

I own a Mega Drive, and have an IBM compatible at home, which I am occasionally able to use when I can prise my Dad away from his flight simulators. I have just bought Sonic 2, which is even better than I expected. Your reviews are always very helpful, and when I am looking to buy a new game, I can depend on my back issues of your mag to reveal one of good quality. As usual, I have one or two questions that I hope you can answer:

1. Do you have a round select for Sonic 2?
 2. Are you aware of any IBM compatible drawing programs which incorporate animation, and where could I find them?
 3. Is Sim Life worth shelling out for?
 4. When will the mag be coming out monthly?
 5. Could you please answer the above questions?
- Thanks heaps, and keep up the great work!!!
Yours sincerely at times
Finn Westerman.

Thanks Finn. 1. Yes, look in the Hints and Tips section. 2. The Disney Animation Studio is good and should be at most computer dealers. 3. It's OK, but I'd recommend getting a real life. 4. From June 5. Sure, I just did - Ed



Collage by Sega Club Member Christian Bocque'e



Lammings



RIPDES

virtual sega dpa virtual vcr activator game gear

Sega is definitely keeping ahead of the rest when it comes to new game technology. The company unveiled many of its plans for the coming year at the Consumer Electronics Show in Las Vegas in January. Just get a load of this...

Virtual Sega!

The next generation of Sega Mega Drive games will be so realistic, you'll feel that you're actually there! The hot news is that a Virtual Reality peripheral for the Mega Drive is on its way!

Sega of America has revealed that it intends to release a Mega Drive-compatible version of its Virtua Sega system by Christmas '93. The unit will deliver a completely realistic gaming world in full colour by utilising 3D stereo-optic vision and depth perception.

Sega has been busy working on the Virtua Sega system for years and showcased it in the incredible Virtua Racing 32-bit arcade game, which featured 360-degree 3D perspectives.

This incredible game playing experience is borne of technology previously only used by the likes of NASA. Sega is working in con-

junction with General Electric, the huge US corporation who are the leading developer of virtual simulator technology for the US military.

No other concrete details are available as yet, but it's likely that the device will be in the form of a head set containing miniature LCD screens, similar to the one used in the Game Gear. Megazone will keep you updated with all the latest developments.

Understanding Body Language

Beat-'em-up games are OK when played with the joy pad, but just imagine punching and kicking your way through a game for real (without getting hurt, of course!). Well soon you can! Sega have been busy developing a new peripheral for the Mega Drive called the Activator. It allows you to control on-screen characters with the movements of your whole body. The player stands inside a three-and-a-half-foot ring which plugs straight into the Mega Drive's control ports.

The device works by projecting infra-red 'smart beams' upwards. When the player breaks through the beams the movements are interpreted by the Mega Drive as if they had been made on the joy pad. The eight beams form a bi-level ring with 16 motion-sensitive panels so that leg and arm movements can be differentiated between. When not being used, the Activator's eight floor panels



can be separated easily for storage.

The Activator is compatible with Sega's existing library of software titles, but will have special rhythmic and athletic software developed for it. It will be released in September in America and will come complete with a two-in-one game cartridge. It will be priced around the \$70-\$80 mark. There's no news of an Australian release date or price as yet.

Virtual VCR

Exciting new developments for the Mega CD show that Sega have more up their sleeves than just games for their CD-based System. Virtual VCR is a special video compression technique that will allow the Mega CD to be used to play short films, music videos, cartoons and educational documentaries.

The discs operate in a similar manner to a conventional home video recorder. The TV screen displays pictures of exceptional visual quality combined with the convenience of random access so that pictures can be accessed from any segment of the disc. An on-screen control panel allows the user to play, stop and search through the disc.

The first discs featuring the virtual VCR technology are Prince, which features chart-topping singles from the **Diamonds and Pearls** CD, plus behind the scenes footage of the purple pop star. Time Magazine's March of Time series of short documentaries is the second release on the new format and features footage from 1935 to 1951 with Orson Welles as the narrator.

Future releases will include products licensed from two of the hottest names in the music industry. Rock band **U2** and **Peter Gabriel** have already signed contracts to develop Virtual VCR titles, and more will no doubt be confirmed soon.



The first two titles will be available in the States in the early part of this year. An Australian release is yet to be confirmed.

commander mega pc power tips role playing lemmings



Sonic even managed to grace the cover of the mega-trendy I-D magazine

Sonic - More Popular than Sex!

Yes, it's true! Sonic 2 achieved 10 times higher advance orders than Madonna's "Sex" book in Britain, as well as easily beating advance sales for the year's top CD - Simply Red and the top video, Terminator 2. It is destined to be the biggest selling 16-bit game of all time, selling over 400 000 copies in the first week on sale in the US.

Apart from the Sonic comic and techno tune we told you about last issue, there is now a full line of Sonic clothing and a daily cartoon series starting soon in the US. And more and more "celebrities" are becoming big fans of Sonic and Sega. These people include hard-core rapper Ice Cube, fashion designer Jean Paul Gaultier, Michael Jackson (who is rumoured to be producing a Mega CD game), Andre Agassi, David Faustino from Married with Children as well as bands such as PM Dawn and House of Pain, who in their big hit "Jump Around" rapped, "...trying to play me out like my name was Sega." As you can see, video games are definitely moving from cult trend to popular culture. About time too!

Games Get Tough

Sega games are just as tough as you are - it's official! A new technique in games programming, DPA (Dynamic Play Adjustment), means that the difficulty of a game can be adjusted to suit the skill level of the player.

Traditionally, programmers have found it tricky to set the difficulty level just right. If a game is too easy then months or even years of hard work are let down by the game being finished too quickly. On the other side of the coin, a game that's too hard quickly becomes frustrating. When you take into consideration the differing abilities of players, it's no wonder that programmers have such a hard time!

The new software technology allows the Mega Drive to 'watch' and recognise gameplay, determining whether the player is a novice, intermediate or advanced player. It can then adjust the level of gameplay accordingly. You'll no longer be able to find the pattern or use a series of repetitive moves to quickly beat a game. It will also ensure that games are suitable for play across a much wider range of age groups.

The first game to incorporate DPA is Ecco the Dolphin, the splash hit underwater adventure. Games developed in the future will also include the software.

Flights of Fancy

Flight sim fans who were stunned at the astounding Comanche: Maximum Overkill will be pleased to hear about a new scenario disk Nova Logic have released for the game. The new disk features 30 brand new missions to add to the 10 already on the game disk.

A variety of missions are included and will see you flying over snow-covered arctic wastes and through arid desert gorges. The missions are brought to you with the company's stunning Voxel Space technology, an eye-popping software technique that creates highly-detailed and



believable 3D environments.

Two more war-time sims are on the way from the company. Armoured Fist puts you at the controls of a next-generation hi-tech tank. A variety of American- and Russian-made war machines are featured, and you can battle it out or over pre-programmed battle scenarios or use the battle construction set to create your own.

Wolfpack: CD Multi Media lets you play the best-selling submarine simulation on CD Rom. There are more than 30 challenging missions and the opportunity to create your own. The game allows you to command US Naval forces against German U-boats or switch sides and take control of a German submarine intent on destroying an allied convoy!



It's a Mega PC!

Games players have some tough choices to make. For example, should you go for a Mega Drive, with all the best arcade games on it, or would a PC make a better choice? (At least you can pretend you've bought it for a reason other than playing games!)

The new Amstrad Mega PC is the answer in this tricky situation. It's a PC and it's a Mega Drive all in one! It looks like any standard PC, and indeed it's a pretty powerful 386SX PC complete with VGA graphics, and an Ad Lib sound card. But flip the sliding panel at the front of the machine and a cartridge slot along with controller ports are revealed.

The PC is always active, and so you can leave it to plough away at some complicated calculations while you give the evil Dr. Robotnik a good thrashing. When you switch back to the PC, it'll be ready and waiting for you.

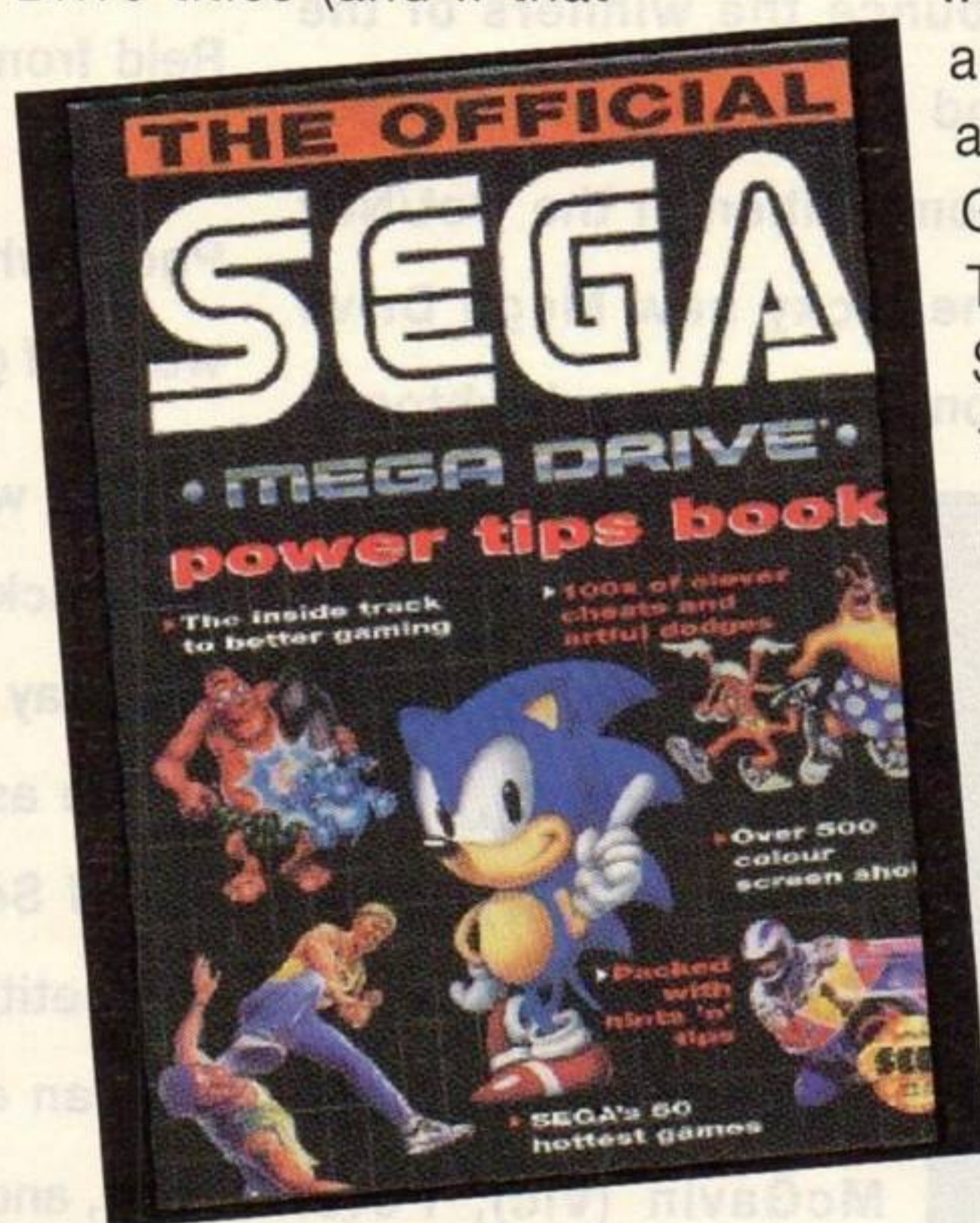
The price for this little lot is \$1,999 and includes a pack of six games for the PC side of the machine. No Mega Drive games are supplied with the machine as standard.

It's not the first time a PC/Mega Drive combination has seen the light of day. A few years back the Terradrive was launched in Japan, but it was ugly, expensive and died a quick death. The Amstrad machine is a lot sleeker, and with Amstrad's marketing behind it, it could do very well.

Get your tips out

Mega Drive games freaks who are stuck on their favourite game will be interested in a new book from Sega.

Called the Sega Mega Drive Power Tips Book it boasts in-depth tips, solutions and playing guides for the 50 top Mega Drive titles (and if that

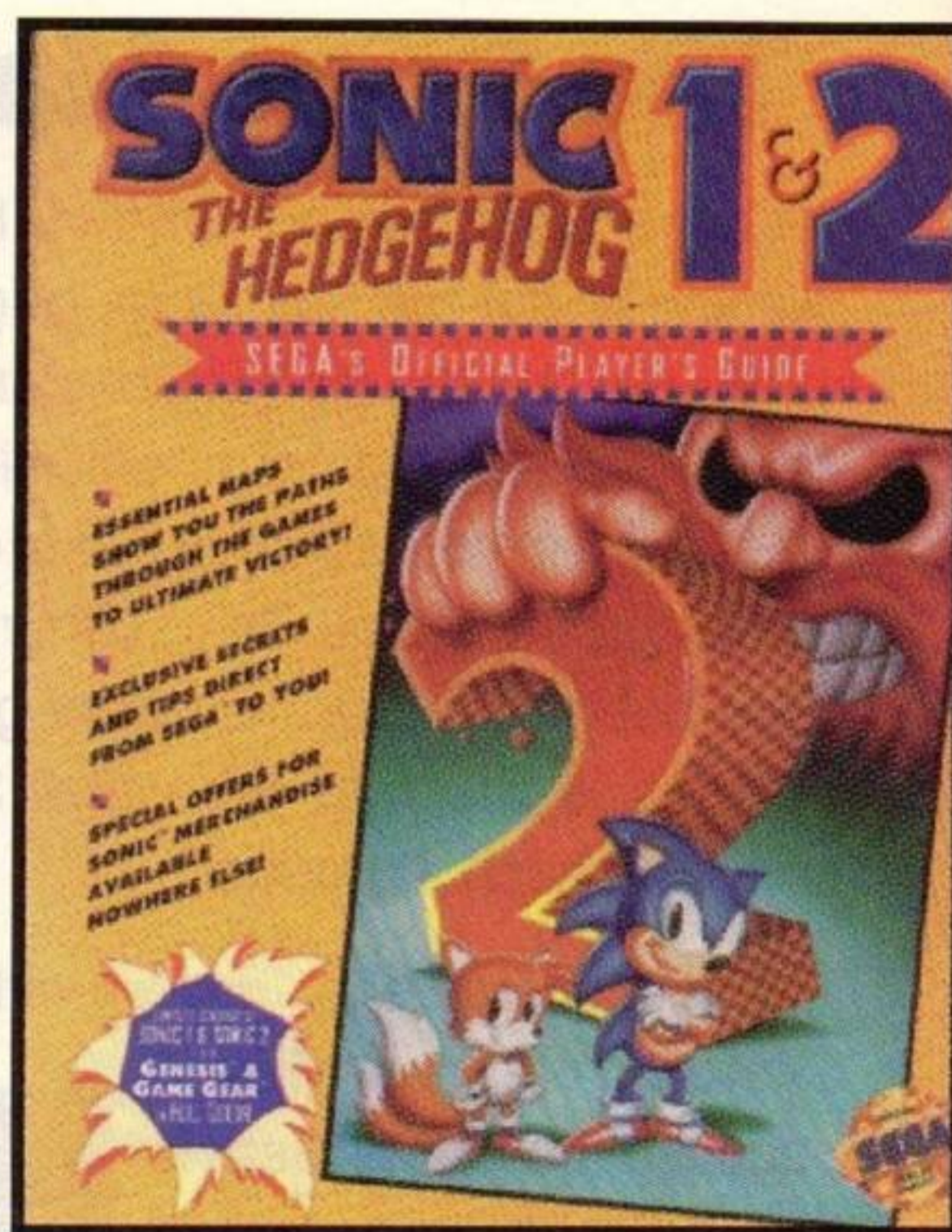


weren't enough, there are an additional mini-tips for another 50 Mega Drive games) so it should have something for everyone.

It's written by a chap called Neil West, who's a bit of a Sega Celeb back in England, having worked on both Sega Power and Mega magazines and appeared regularly on the Games Master TV series. The 112 page book costs \$29.95 and will be available from bookshops and computer stores alike.

Also hopefully available soon in Australia is a comprehensive guide to Sonic 1 and 2 which has come from America. It has sold around 100 000 copies there which shows you how good it is. It goes

mega pc



right through both games on both Mega Drive and Game Gear and an essential guide for real Sonic freaks who want to know every trick in the game. It should sell for about \$25 if it is released out here.

Going Underworld...Again

Role-playing fans are in for another treat as Ultima Underworld spawns a sequel. The original was a truly amazing game, which won the Megazone RPG of the year for 1992.

In Ultima Underworld II: Labyrinth of Worlds, Britannia castle has been gobbled up by a huge black gem! It's up to you to suss out the source

of the trouble, and put things right once again. You'll discover that it's the Guardian up to his old tricks again, and his magic has cracked the walls of reality, opening doorways to eight new worlds.

With a larger, more panoramic 3D window, more detailed graphics, smoother animation and a whole bunch of clever new puzzles to fig-

ure out, Ultima Underworld II promises to be more realistic and an even bigger smash than the first.

The game will be available on the PC only, and will require a 386 with at least 2Mb RAM and a hard drive. Sorry, but lesser machines just don't have what it takes to face the underworld!

Lemmings on Mac

The adventures of the suicidal green-haired dudes looks like being the biggest Mac game ever released. Out for a couple of months now, this title is apparently selling like hot cakes and having Mac users around the country glued to their mouse.

If you are one of the few who don't know, the basic plot of Lemmings is to get the creatures from a hole in the sky (which they drop through) to their home. Individual Lemmings can be 'possessed' and be made to dig tunnels, build ramps and climb walls. There are 120

increasingly tough levels to guide the humorously animated creatures through and the game's producer Psygnosis has enhanced the gameplay for the Mac version.

The game has previously been released across many different formats, including Amiga, PC and all Sega consoles. The Mac version contains both colour and monochrome graphics and has been designed to get the best out of any machine it's played on, from a Mac Plus upwards. It certainly keeps us happy here at Megazone!

Another Mac game that also has us smiling is the shareware program, Maelstrom. This '90's version of Asteroids has great 3D graphics, supremely addictive gameplay and groovy sound effects. Look out for i

competition winners game master

The Game Master

Game Gear owners who've been complaining about the tiny range of games currently out for the handheld can stop right now. The Gear Master is officially available and allows you to play Master System games on the Game Gear. Other converters have been available before by grey import, but this is the first time that Sega have endorsed such a product.

The converter should work with all Master System releases, this is because the Game Gear is basically a very small Master System with a built in screen. So know you know!

The cartridge converter costs \$29.95 and is available from all the best computer stores.



Winners, Winners, Winners!

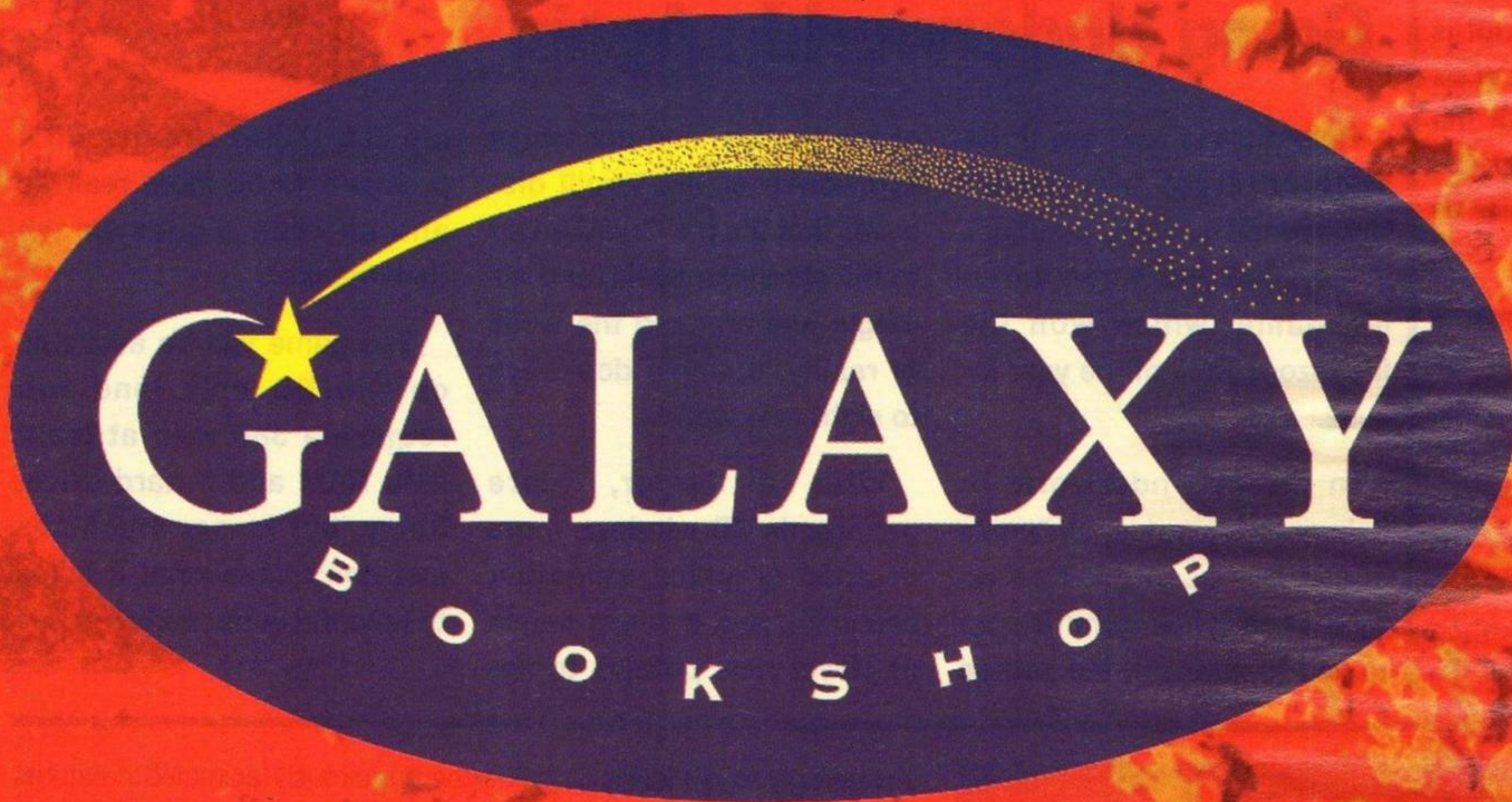
* Being the busy people that we are, we forgot to announce the winners of the Mega Drive and Sega T-shirts from our subscription competition in the Oct/Nov issue. Well, the lucky new Mega Drive owner is Sharon Coulter from Highton in

Victoria. And the excellent "Blow Your Mind" T-shirts go to: Justin Turner (NSW), Mark Douglas (NSW), Kevin McGarry (NSW), Michael Jansons (Qld), Rudd McGavin (Vic), Peter

Woolcott (Qld), Simon Van Gelder (Qld), Daryl Revell (Qld), Robert Nedeski (NSW) and Andrew Woodman (Qld). Onya!

* The Super-Sonic Pack winner from our Dec/Jan subscription competition is Ryan Reid from Ayr in North Queensland. Ryan not only wins a Super-Sonic Mega Drive Pack (which includes a coupon for \$150 worth of games), but Sonic 2 as well!

*And what would you do with 10 grand? That tricky question is something that John Sobeiray of Elizabethfield, South Australia will be asking himself. He's the lucky winner of Sega Ozisoft's Dream Come True competition and as a result finds himself with an extra \$10,000 in his pocket. Well done, and can we borrow 20 bucks?



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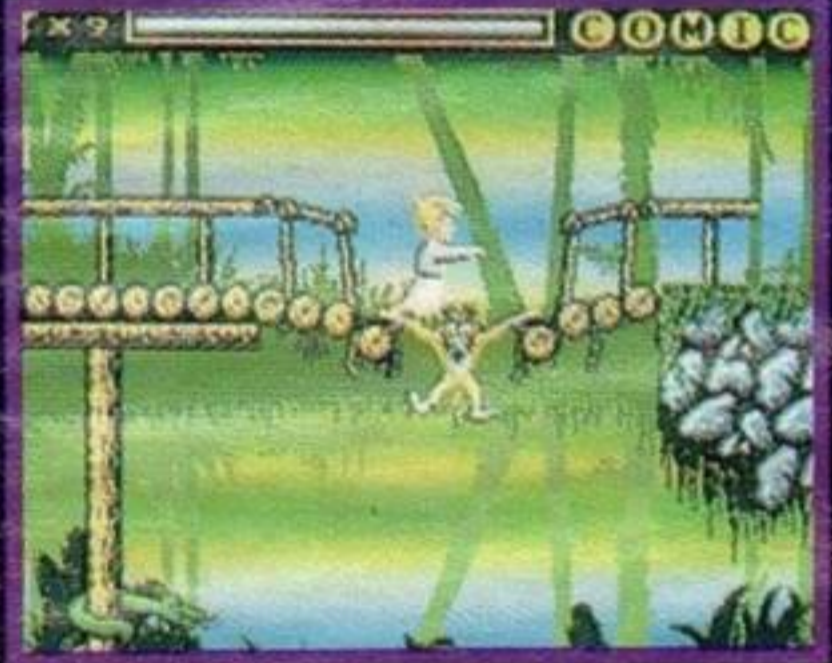
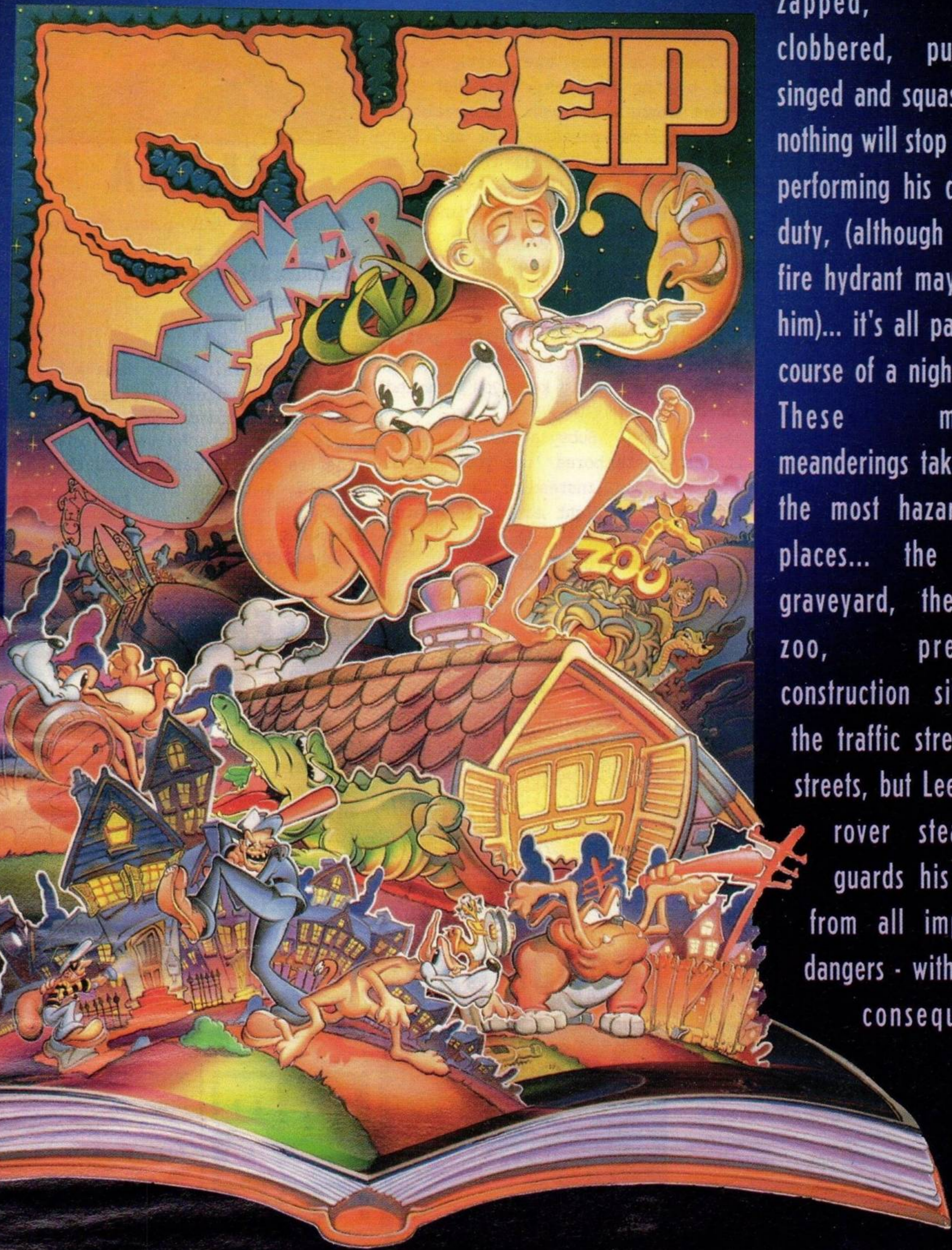
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DON'T FALL ASLEEP...

YOU NEVER KNOW WHERE YOU MIGHT WAKE - UP!

LEE IS HAVING A RESTLESS NIGHT, SURE HE'S FAST ASLEEP, BUT THAT WON'T STOP HIM TAKING ONE OF HIS NOCTURNAL JOURNEYS! FORTUNATELY, OUR SLEEPWALKER HAS A GREAT, BUT STUPID, CANINE COMPANION WHO WILL TRY HIS UTMOST TO PROTECT HIS MASTER FROM COMING TO ANY HARM - LEE'S FAITHFUL MUTT, RALPH.

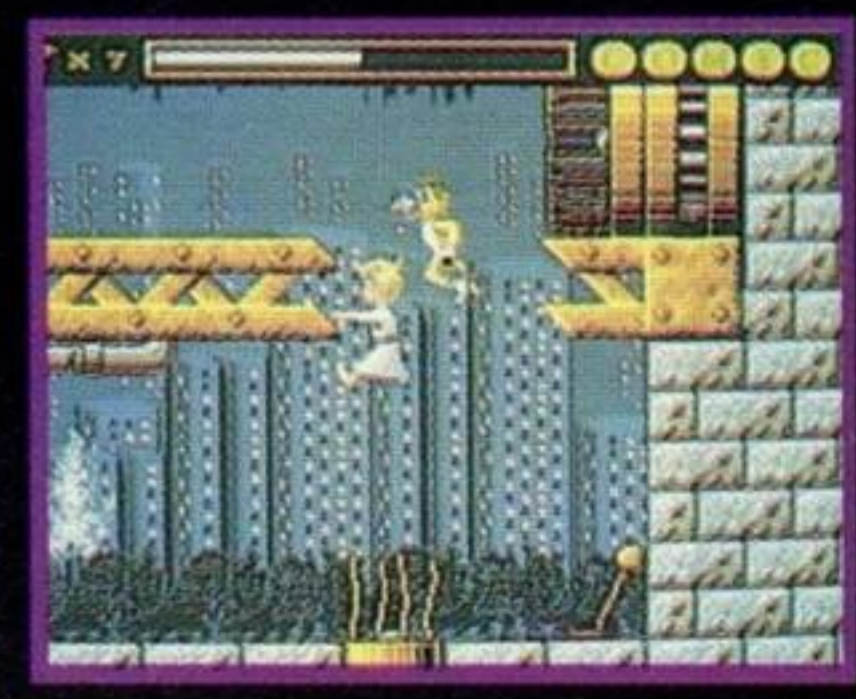
Lee's four legged friend is zapped, bashed, clobbered, pummeled, singed and squashed, but nothing will stop him from performing his dedicated duty, (although the odd fire hydrant may distract him)... it's all par for the course of a night errand. These midnight meanderings take him to the most hazardous of places... the creepy graveyard, the gooky zoo, precarious construction sites and the traffic strewn city streets, but Lee's loyal rover steadfastly guards his master from all impending dangers - with painful consequences.

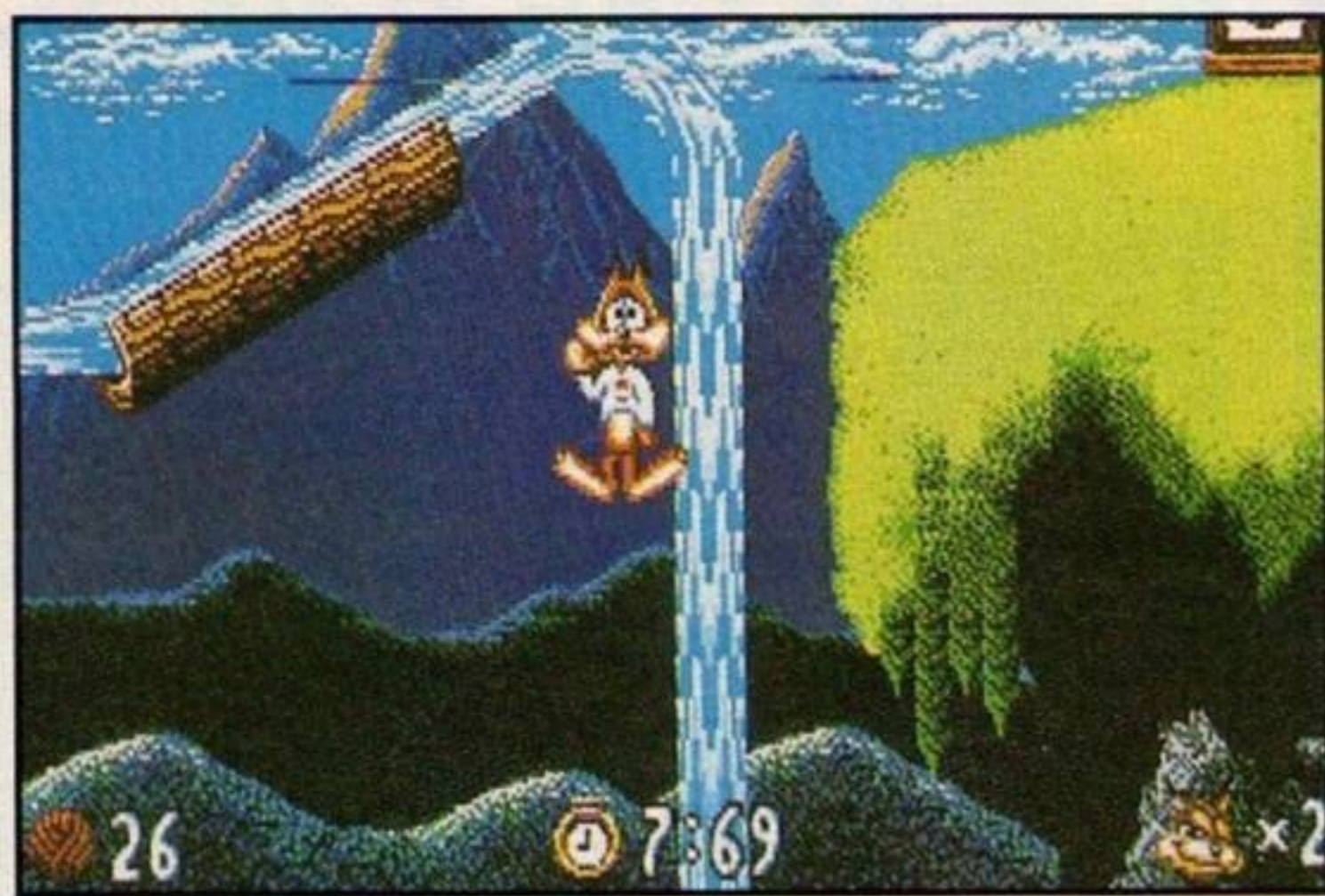


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BUBSY

MOVE over Sonic, you've got some competition! Your rival? Bubsy the bobcat. OK, so he may have a stupid name, but he's the star of one very silly



game. The plot sees the Earth being invaded by the Woolies. (No, not the department store where your Granny always buys her Christmas pressies, but an alien race intent on stealing all the wool in the world. The fiends!) They come from the planet Rayon under the guidance of the twin queens Polly and Esther (oh please!). You've got to stop the fabric-obsessed fruitbats from making off with mankind's yarnballs.

Aside from the wacko scenario, this is going to be one big game. The 16 megabit cartridge promises some excellent graphics and the makers, Accolade, are boasting that some screens are 30 screens long by 10 high. That should keep you occupied for a couple of millennia.

The memory is used in other ways too - Bubsy actually speaks. One neat touch is that if Bubsy gets bored 'cos you've left him standing around for too long, then, instead of tapping his feet, he turns round and gives you a right earful for being such a goober!

**Format: Mega Drive, SNES
Accolade**



AS its name suggests, The Simpsons Arcade Game is based on The Simpsons Arcade Game. Baby Maggie has been nabbed by jewel thieves, and so it's up to you to take control of your favourite Simpsons character and get the brat back.

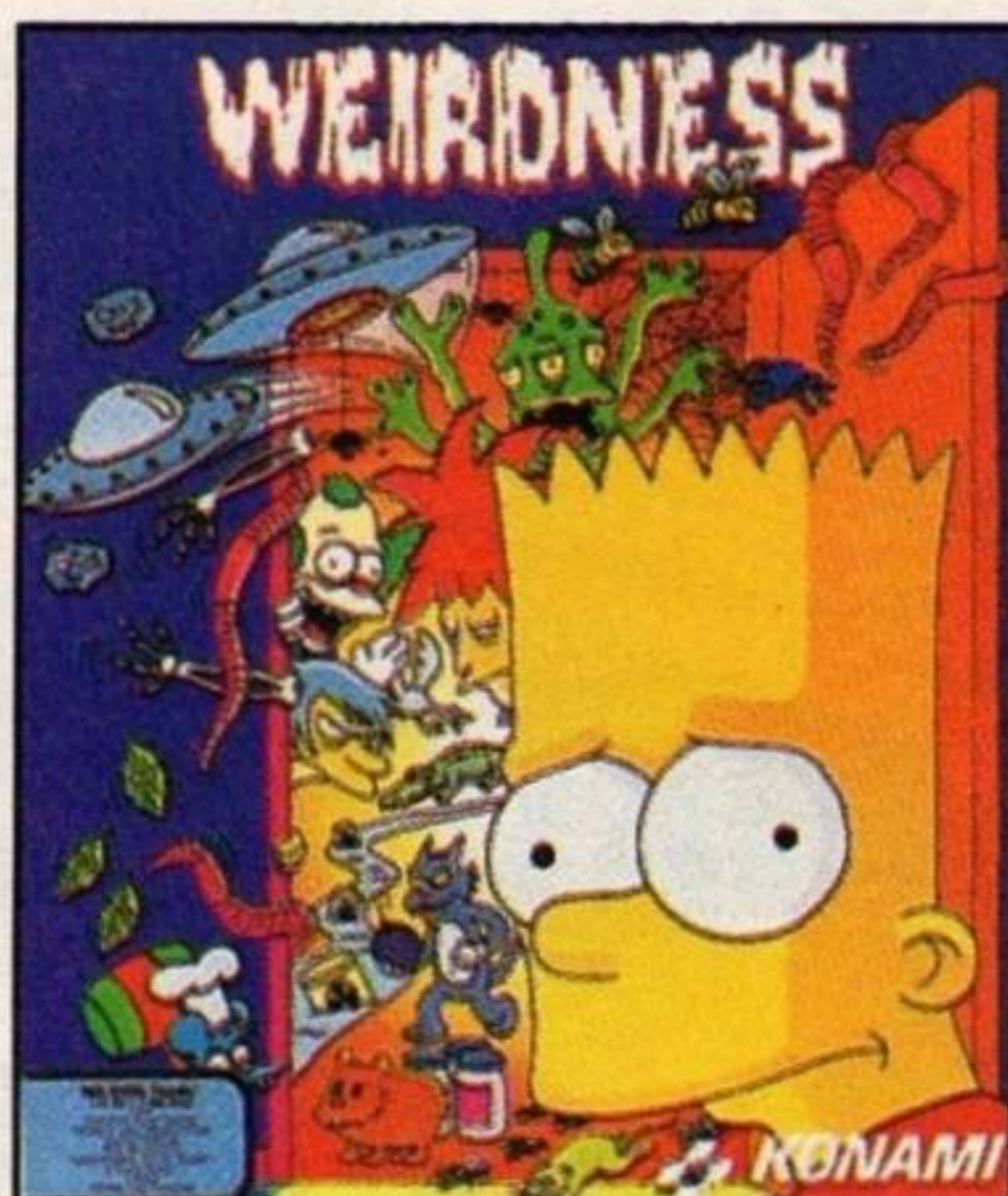


THE SIMPSONS ARCADE GAME

Everything from the arcade machine is here, including all eight levels and the bonus stages. One or two players will be able to take part in the action, and there are plenty of space mutants, robots and zombies to go round.

You can pick up anything that's handy to throw at the baddies, from trash cans to domesticated household pets! Power ups are in the form of burgers grabbed from innocent passers-by! Careful though, at the end of each level there's a big bad guy to overcome, including a bionic Mr. Burns.

**Format: PC
Konami**



BART'S HOUSE OF WEIRDNESS



YOU'VE read the book and had to keep the light on all night. You've seen the film and dribbled popcorn down your chin. Now you can play the game, if you can keep your hands steady enough to hold a joy pad..



DRACULA

Dracula is the game of the film of the book. It's based on Francis Ford Coppola's screenplay and includes over 15 minutes of footage from the movie plus screen layouts based on the blueprints of the movie's sets. The CD format is being used to its full extent, with more than 500 Mb of graphic and sound data included on the disc.

You'll meet many unpleasant creatures in your quest, but your mission is to confront and defeat the most evil vampire himself: Count Dracula! Eek!

**Format: Mega CD
Psygnosis**

IF you ask me, nature made a big mistake when it invented insects. Cockroaches, mosquitos, spiders... yes, OK, I know spiders aren't technically insects, but they're creepy-crawlies and they have too many legs for my liking.

Talking of multi-limbed creatures, the new puzzle game



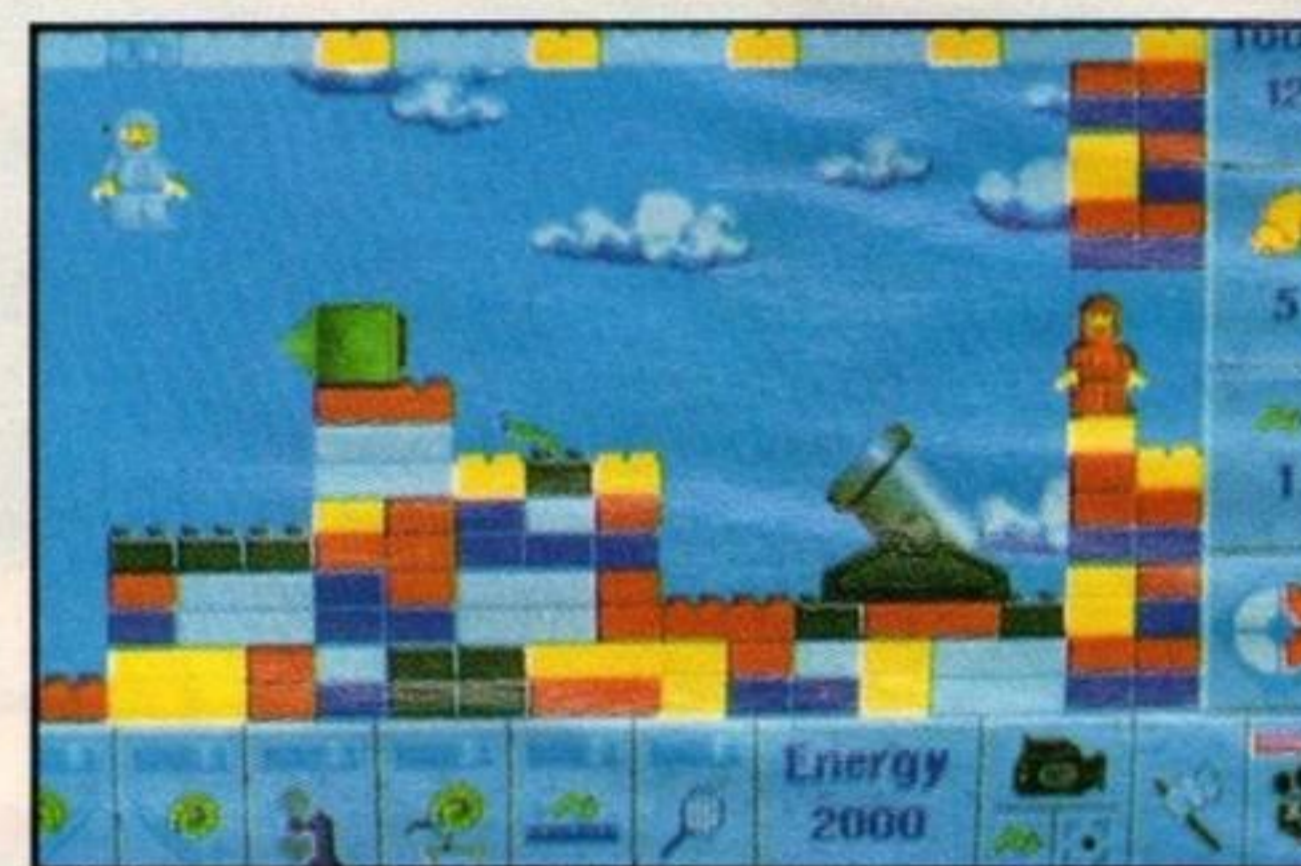
GREEPERS

Creepers sees you playing nanny to a load of creeping, crawling caterpillars.

You have to ensure the safety of the would-be butterflies as they make their way to their pupa pot. They face the possibility of meeting many grisly ends and you have at your disposal a rather unusual set of tools, including trampolines and fans, to get them home safely.

Sounds more than a little like the classic Lemmings? Well it's no surprise that the game comes from the same company, Psygnosis. There are over 80 intricate and well thought-out levels with highly detailed graphics and adorably creepy characters.

**Format: PC
Psygnosis**

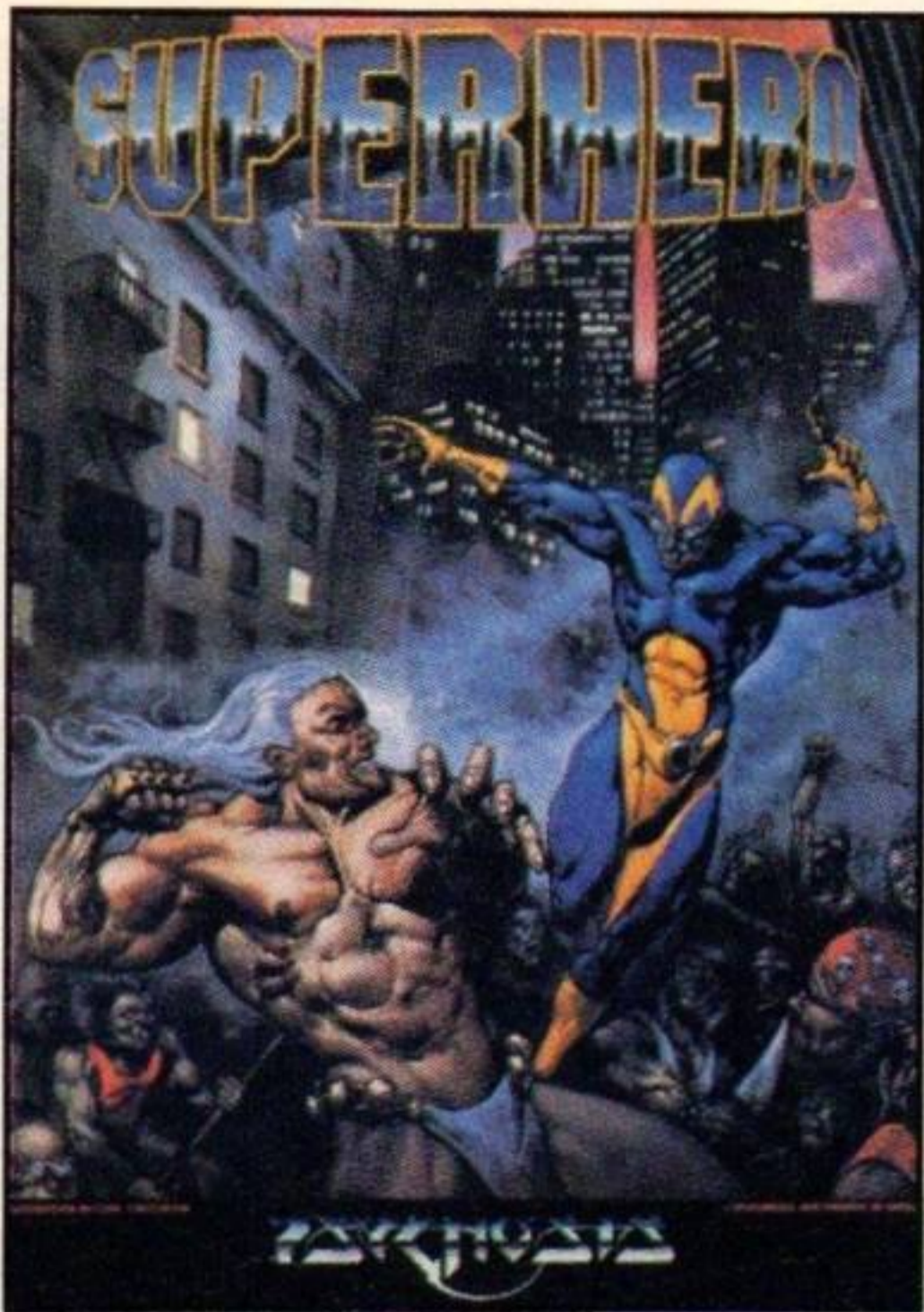


THERE'S more Simpsons tomfoolery in Bart's House of Weirdness. Guide Bart through six weird worlds connected to his bedroom. Doh! Your quest is to search for the coolest item in the universe. To survive you'll also need to find the three items that you need to stay alive: Fancy running shoes, Groovy Cap and Cool-Looking Shades. There are plenty of

useful weapons to help you, such as the burp gun, water balloon and spray paint can. But there also lots of things to watch out for: wiggling worms, burp balls and falling knives. Doh!

The popular cartoon series is brought to life with radical graphics and Bart's digitised voice. The game also features all those locations and characters that will be so familiar to viewers of the program. On the way you'll have to find Maggie's ball in the back yard, make your way through Itchy and Scratchy's ice cream parlour of hammers and explosives and take on the Space Mutants at their launch pad. Doh!

**Format: PC
Konami**



THANK heavens for Lycra! The body-hugging man-made elastic fibre is, quite simply, as essential to your average superhero as having the strength of ten men or being able to see through walls. Superhero sees you thwacking, kerpowing and splatting your way through seven huge levels. It's a beat-'em-up, but the difference is that you create your own character at the beginning of the game. Each character has their own special abilities and more are picked up as you progress. In fact, there



SUPERHERO

79,228,164,440,000, 000,000 different combinations of superhero possible (well, that's what Psygnosis say, and I can't see anyone checking up on them to dispute it!).

And don't forget, your undies go on the outside...

**Format: Amiga
Psygnosis**

TORA! TORA! TORA! On December 7th, 1942 Japan's attack on Pearl Harbour brought the United States into World War II. Four years of naval warfare in the Pacific followed, with the Japanese forces eventually being defeated.



PTO



But could the outcome have been different? P. T. O. (Pacific Theatre of Operations) puts you in charge of either the Allied or Japanese forces. Assemble your fleets, sort out strategies, and then blast each other into little pieces. And then do it again. The game will have 10 levels of trickiness, so if you're defeated by the Imperial fleet you could always try again on a less taxing setting. Two players can also compete for victory of the seas. Definitely one for the strategy buff.

**Formats: Mega Drive, PC
KOEI**

TERMINATOR 2029

ARNIE'S back in yet another Terminator game. You just can't get away from him, can you? Anyway, this one's actually been released in game form before any sign of a movie.

It's set in the year 2029 (surprise!) and sees you involved in the desperate battle between the Resistance and Skynet. You're with the Resistance, by the way.

With just a heavily armoured Combat Exosuit and a dozen or so lethal weapons systems to protect you, you have to face the advancing hordes of the



Skynet Assault Forces. Gosh! Sounds action packed!

**Format: PC
Bethesda Softworks**



WAR. What is it good for? Selling games, apparently. Combat Air Patrol

COMBAT AIR PATROL

puts you in the cockpit of F14 and F18 fighter planes. Your orders are to strike various strategic targets in Kuwait and Iraq at the time of the Gulf War. You know the sort of thing, hotels, blocks of flats, children's hospitals.. OK, so the scenario may be a bit sick - after all, the Gulf War is hardly a distant memory and two years later the situation is by no means stable. But as a game it promises to be top-flight simulator! It will contain oodles of missions, great graphics and plenty of options, such as infra-red night attacks and pre-mission reconnaissance photography. Whether you're into strategy, or you prefer to be in the thick of the action, it looks like Combat Air Patrol has it covered.

**Format: Amiga
Psygnosis**



ROLO the Elephant is the latest megacute and twice as sickly star to make it onto your Mega Drive! He's on a quest to rescue all his chums who've been captured and put in cages by an evil Circus per-



ROLO TO THE RESCUE

son. Once Rolo has let his mates loose they then follow him around like a bad smell.

The different animals have different, specialised abilities so when you get to a bit that's unsuitable for elephants, you can swap characters such as to the high-jumping rabbit who can reach the platforms that you can't. This teamplay thing is the key to the whole game. Sounds good, eh?



Rolo looks like having gorgeous graphics of the sickliest kind and around 90 levels of puzzling action.

**Format: Mega Drive
E.A.**

"...A REVOLUTIONARY RE-THINK OF THE WAY THAT GAMES ARE PRESENTED
CHANGES OF UNDERWEAR MAY BE NE

THE 7TH GUEST IS A GAME

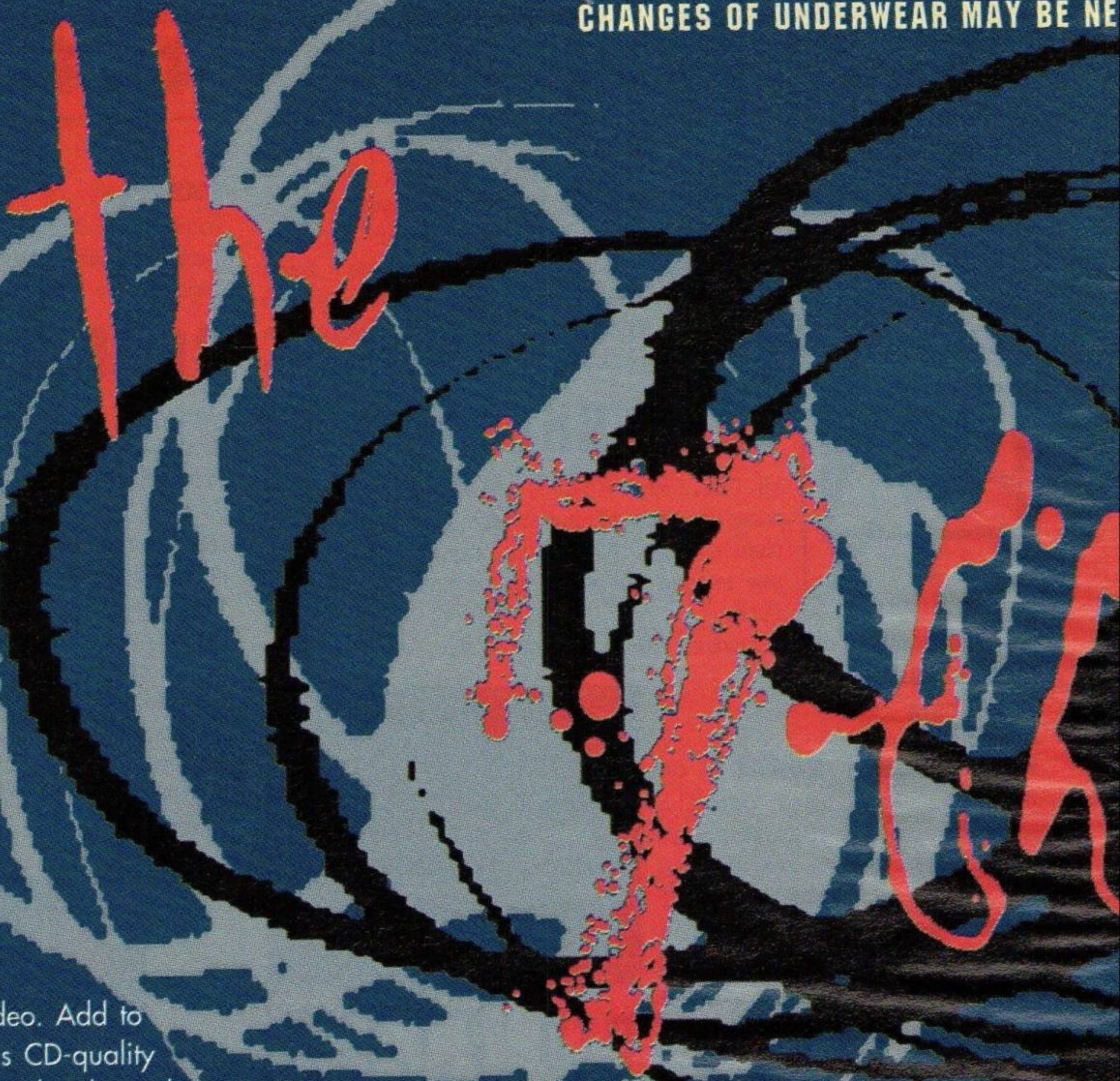
that will really have you spooked. The designers have tried to come up with a game that's genuinely scary. Obviously small sprites jumping up and down on platforms aren't going to project a feeling of spine-chilling terror. A revolutionary re-think of the way that games are presented has been used to create an atmosphere so intense that several changes of underwear may be necessary to complete the game.

It breaks away from the traditional mould of computer adventure games. You don't see yourself on screen, for instance, but rather observe the goings on as if you were there in person. There are no drop-down menus, point-and-click interfaces, icons or dialogue boxes. You interact by looking, listening and doing with the things you see directly on the screen. It's more like a book or a horror movie than a computer game - which is exactly what was intended. The difference is that you control the outcome. The game's designer describes the game as "an interconnected script based on triggers." Whatever you do, the objects that you click on and the puzzles that you solve all determine the outcome - and there's definitely more than one ending.

The graphics are stunning. The backgrounds are 3D computer-generated images, full of intricate detail. The other characters in the game are played by real actors using full-motion

video. Add to this CD-quality soundtracks and you've got a game that's so slick, you'd think it was an oil spillage.

The game is so massive that it takes two full CD ROMs. The first contains the dramatic introduction and the house data, the second has the dramatic climax and ending. But don't worry if you're wary of multi-disk games where you have to swap floppy disks so many times that the gameplay becomes a plodding bore - you're only required to swap



The bed looks so real you could almost get a good night's sleep on it.

It's here at last (well, almost!). Taking almost as much time to complete as the Sydney Harbour Tunnel, *The 7th Guest*, from Virgin Games, is finally about to hit your computer screens after what seems like a decade of waiting. In fact it's taken well over two years' work and nearly a million dollars to produce, with the hype machine being switched into overdrive for at least a year now. The release schedules have been pushed further and further back and now, *finally*, it's here. And the good news is, it looks like it's been well worth the wait. ADAM WARING frightens himself silly.

HAS BEEN USED TO CREATE AN ATMOSPHERE SO INTENSE THAT SEVERAL
 NECESSARY TO COMPLETE THE GAME..."

While the graphics are very pretty, the game can get pretty gruesome at times.



©Trilobyte & Virgin Games '92
 Image Modeled by Robert Stein III

The 7th Guest

DEVELOPMENT OF 7TH GUEST

The first step in getting a terrifying game is to start with a terrifying story. Horror novelist and journalist Matthew Costello, author of acclaimed horror novels *Darkborn* and *Beneath Still Waters*, scripted the story-line for the game. Matthew was an ideal choice as he has also been involved in designing several board and role-playing games.

Once the basic plot had been put in place, work on the game proper could start. The backgrounds were rendered using powerful 3D ray tracing software, giving a life-like quality to computerised graphics. The rooms have been drawn with painstaking attention to detail, and the result is frighteningly realistic. Is that real blood in the bath?

The guests that appear in the game are played by live actors. The services of a professional video production company were hired to film the actors against a blue backdrop. The video was then digitised frame by frame and then the blue was taken out before the characters were merged with the rendered background. (This technique is similar to superimposing, often used in the TV and film industries for special effects.) The result is full-motion video. CD-quality soundtracks are added to accompany the pictures and the result is the most realistic game you're ever likely to play!

the compact discs once.

The wait is over. The 7th Guest is here and it's going to be just as stunning as all the hype suggests. So what are you waiting for? This game alone can be your justification for getting that CD ROM drive you've always fancied...

WHAT'S THE STORY?

The plot goes something a little like this. Henry Stauf, small time criminal who's seen better times, has a vision of a carved doll with an extraordinary face. So vivid is the image that he carves a duplicate and, when he's finished, goes out for a beer to celebrate. He heads for a local bar, where everyone is completely awe-struck by his creation. The bartender buys the thing and Henry, knowing a golden opportunity when he sees one, sets up shop churning the things out by the dozen. He has more visions and dutifully replicates the intricate puzzles and other strange objects he sees. Needless to say, every one's a winner and he does a roaring trade.

It's then that he has a vision of an extremely bizarre house. As with everything else, he's compelled to build it—which is when things start to go horribly wrong. As soon as the house is completed kids start getting sick ... a little girl dies with a Henry Stauf doll in her hand ... people start demanding their money back. *Wooden Dolls 'R' Us* goes out of business and Henry shuts himself up in his mansion, living as a recluse.

A few more kids bite it; the only people who are happy are the funeral parlours and the specialist miniature headstone carver. Then six guests are invited to the manor. It's here that the game takes over, with you as The 7th Guest...

You travel through the game as yourself. You don't know why you're there, you don't know how you got in and you don't know how to get out. You're not even sure what you're supposed to do while you're there. You see the other guests but they don't see you and can't interact with you. Just what's going on? That's up to you to discover...



A gaming revolution?

The most talked about, longest awaited, most drooled over piece of gaming hardware is finally arriving on Australian shores. But what, exactly, do you get for your money? It's no longer gossip, speculation and 'probably'-the Mega-CD is here and now and Megazone has the facts, Adam Waring gives it to you straight.

There's been plenty of hype about the Mega-CD, but it's been all talk and no show – until now. The ultimate Mega Drive add-on has just been released across the nation, having arrived on the shelves of computer stores Australia-wide at the end of March. At \$699 it's certainly not cheap, but there's no doubt that the potential that lurks under the plastic casing is huge.

The Mega-CD is basically a CD ROM drive for your Mega Drive. That is, it allows you to load games from compact disc instead of from cartridge. That begs the question, "Why?" I mean, CDs are great for annoying the neighbours when you play Guns n' Roses at full volume at three o'clock in the morning, but what possible application can they have in games?

Conventional CDs hold music in digital form; stored as a series of numbers which the CD player can turn back into sound that you can hear and enjoy (unless it's Kylie, that is). The advantage of this over analogue recordings is that the sound is highly accurate and doesn't suffer from hisses or crackles. But there's no reason why the data on a CD can't be used to represent other things, such as a video game program, for example.

The big advantage of compact discs is that they can hold enormous amounts of data – hundreds of times the amount that can be contained on a car-

tridge. (A CD has a maximum capacity of 650 megabytes. Compare this to your average cartridge that holds around one megabyte of program code!)

Though this extra memory can be used to create bigger games with more graphics, the CD medium offers plenty of other exciting possibilities for gamers. Music can literally be of CD quality. Musical tracks can be played straight off the CD – just as if it were an audio CD – while you're playing the game. So instead of tinny computer-generated sound, games can have a full orchestral accompaniment, or you could be bopping along to the sound of a famous rock band as you play! Voices can also be taken from CD, so characters in games can actually speak without sounding like a Dalek that's been immersed in a barrel of treacle.

Another exciting option that the Mega-CD offers is full motion video. Digitised images can be loaded off the disc and incorporated into the Mega Drive's display. This means that games can be more realistic than ever before. Now you can actually 'be there', as digitised film footage takes the place of cruddy sprites or false-looking 3D effects.

TECHNICALLY SPEAKING

Bigger games with better graphics and realistic sonics are only half the story. Sega have taken the opportunity to add a couple of other hardware features to make the games you play even better. The Mega-CD has its own 68000 processor

that zips along at a speedy 12 Mhz. This extra processing power is used to download data in the blink of an eye; data cannot be accessed off the CD fast enough to play games directly, so the Mega-CD has a bank of 768K of RAM – about three-quarters of a cartridge-worth – into which parts of the game are loaded as they're needed.

A custom graphics chip adds sprite rotation and scaling to the Mega Drive's already impressive repertoire. This gives the console arcade-like powers; objects can be zoomed-in on, flipped, spun around and zipped around the screen almost effortlessly. A beefier sound chip has also been added so that the sound effects can match up to the impressive CD Music – a staggering eight channels of sound are available.

There's no doubt about it, the Mega Drive and Mega-CD combination makes for the most technically-impressive console around! The Mega-CD is more than just an add-on; it will transform your console into a games machine from another dimension. The features it offers are enough to make your average programmer weep with joy and we should soon be seeing games to do the amazing specifications justice.

WHY THE WAIT?

The Mega-CD has been available in Japan for quite some time now, so why have we had to wait for so long to see it arrive on these shores?

Mainly it's been to do with software. To be completely

ACD



A gaming revolution?

honest, much of the early Japanese Mega-CD software was a load of crap. Many of these games made absolutely no use of the Mega-CD's capabilities; the built-in hardware was largely ignored and just a fraction of the immense storage that the disc offers was used. What a waste!

Launching the Mega-CD without good quality software would have been a complete disaster! That's why Sega have waited so long to release it in this country; other consoles have died a quick death simply because there was nothing to play on the thing once you had taken it home. The Mega-CD can have all the technology in the world packed into the box, but without eye-popping software it will quite simply fail.

So the launch has been delayed awaiting the development of quality European and American titles; titles that have now appeared and are worthy of the machine that they've been developed for. It's taken time for programmers to get to grips with the new technology that the Mega-CD offers, and even more time to produce games where they have over 650 megabytes at their disposal! That's an awful lot of memory to fill!

MEGA DRIVE NOT INCLUDED

Once you've got your very own

Mega-CD safely home and sorted out the polystyrene packaging from the useful bits, you'll no doubt want to get it up and running right away.

If you don't have a Mega Drive, then you're going to feel a bit of a dickhead. The Mega-CD will not work on its own and needs a Mega Drive to function, so you'll have to nip out and buy one of those too!

The Mega-CD sits underneath the Mega Drive, and connects via a little expansion port that 'til now has been quietly and unobtrusively hiding under a slide-off cover. The two screw together for extra stability. Once that's done, you're ready to roll at last!

The Mega-CD has no on/off switch. In fact, there aren't any buttons of any kind on the unit. It automatically comes on when the Mega Drive is turned on. If there is no cartridge present when the Mega Drive is switched on then the Mega-CD takes over and a menu appears.

Everything is operated from this on-screen menu, even down to opening and closing the CD drawer. A pointer is moved about the screen to select the various options. Once your disc is safely in the unit, select CD ROM and you're away!

Sound comes out of the TV speaker as normal, but an RCA lead is supplied too. This allows you to link the Mega-CD to your hi-fi, so you can listen to your favourite games - or tunes - in ear-shattering stereo.

Also in the box you'll find three CDs to start off your CD games collection. Two contain

'proper' CD games, Cobra Command and Sol Feace. The other disc is a compilation of regular Mega Drive titles.

Cobra Command was reviewed in the last issue of Megazone. It's a futuristic helicopter sim and uses strange cartoon-like graphics. This game shows off the Mega-CD's full motion video capabilities, and it's like watching a film more than playing a game. The result is something very different from your run-of-the-mill Mega Drive title! If this game shows just a glimpse of what's on offer for the future, then the Mega-CD is going to be a sure-fire hit!

Sol Feace is a fairly standard shoot-'em-up, and has you piloting your ship through level-upon-level of evil alien space hordes! Though not as jaw-droppingly impressive as Cobra Command, good use of the sprite rotation hardware is much in evidence in this game!

The compilation disc gives you five previously released Mega Drive titles: Super Monaco Grand Prix, Revenge of Shinobi, Streets of Rage, Golden Axe and Columns. It's quite a mixed bag, with puzzle, racing and fighting games on offer. All are classic titles, and will complement your existing range of Mega Drive cartridges nicely.

THE SOFTWARE

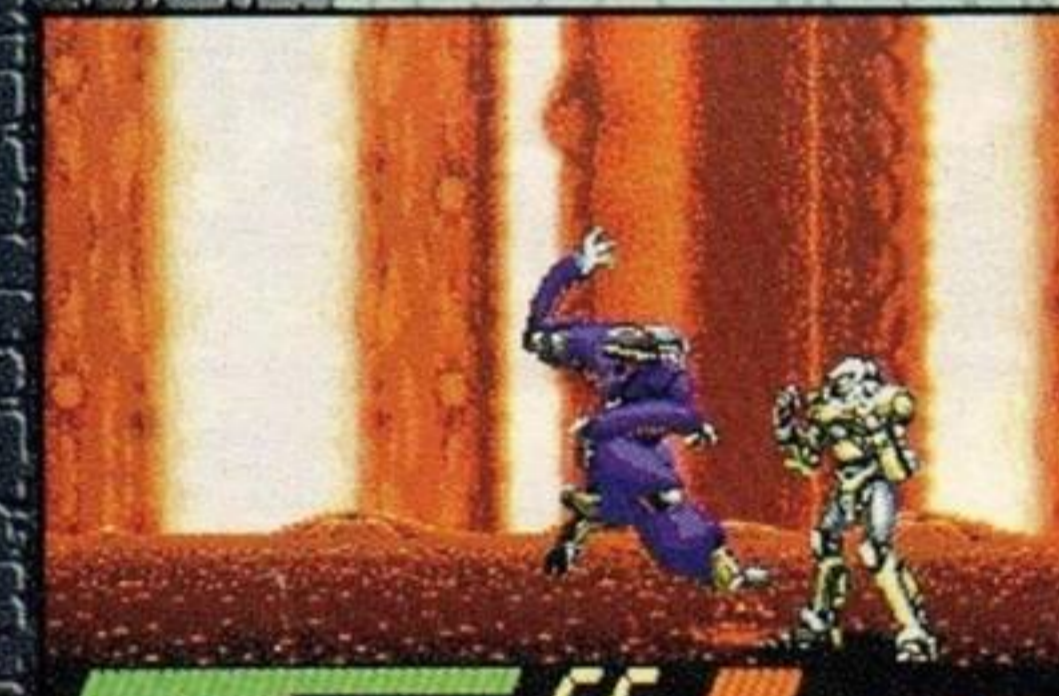
There is an initial line up of four games available for the Mega-CD, with more becoming available throughout the year. It's like a dam waiting to burst, Sega are confidently predicting that 100 titles will be available by the end of the year. Here's what's available now:



NIGHT TRAP



WONDER DOG



BLACK HOLE ASSAULT



PRINCE OF PERSIA



TODAY'S YOUTH ARE OBSESSED BY CONCENTRIC MOTION

TODAY'S YOUTH ARE OBSESSED BY CONCENTRIC MOTION

BLACK HOLE ASSAULT

This is a beat-'em-up with a difference. Instead of ninjas and vigilantes, the fighting is done with giant robots! Two metal monsters bash the rivets out of each other in a variety of planetary conditions such as the crushing gravity of Jupiter and the acid rain of Venus.

This is the follow up to Heavy Nova (available on the Mega Drive), and has taken all the good features from that game and made them great.

JAGUAR

Racing fans will love this one. You're put behind the driving wheel of a Jag XJ220 and have to put the pedal to the metal and make it past the chequered flag first. You'll be up against the top drivers from 16 countries, so you have a tough task ahead. All the thrills and spills of motor racing are guaranteed in this release.

PRINCE OF PERSIA

Something of a classic, this one. Boy meets girl, then promptly gets thrown into a dungeon and has an hour to escape before his true love marries someone else (against her will, or so she says). Excellent animation in this hugely atmospheric game of Arabian nights.

WOLFCHILD

A good old-fashioned platform game is last, but certainly not least, in the initial batch of games released. Wolfchild originally appeared on computers such as the Amiga, but the Mega-CD version has animated sequences and CD-quality soundtracks.

FUTURE RELEASES

It's the up-and-coming releases that are looking really hot. Details are scant, but what we can expect to see is more and more use being made of the Mega-CD's extraordinary features, such as full motion video and the special effects the graphic chip is capable of.

BATMAN RETURNS

The caped crusader returns for his greatest gaming appearance yet. There's a choice of three different games to play on the disc, plus graphics digitised from real movie footage.

DUNGEON MASTER: SKULL KEEP

Dungeon Master brought adventure games to the masses with its 3D graphics and friendly interface on computers. The Mega-CD version will be even

better with truly incredible graphics.

FINAL FIGHT

The awesome Final Fight is on its way, and by all accounts it will be pretty close to the arcade machine, including the two-player simultaneous mode. Huge graphics and loads of fighting moves should make this the beat-'em-up to have.

MORTAL KOMBAT

The ultra-violent arcade smash will make use of the video capabilities of the Mega-CD. Digitised images of real people will make you cringe as they have their heads ripped off!

PIT FIGHTER 2

Another beat-'em-up, this time Pit Fighter 2 gets the Mega-CD treatment. This game should lead the slightly disappointing number one for dead!

POLICE QUEST 3

From adventure masters Sierra comes the best of their famous Police Quest series. Do you have what it takes to solve the cruel crimes?

ROAD AVENGER

A race-'em-up with a difference. The other road users are brought to you with Cobra Command-like graphics. It's a struggle just to stay on the road as the highly-detailed cars try and force you off the road!

SEWER SHARK

This looks like being an absolute corker. Digitised video featuring live actors combines with lightning-fast gameplay as you race through the sewers delivering supplies to remote human outposts.

SECRET OF MONKEY ISLAND

What a game! The computer classic will be crossing over to the Mega-CD, enhanced with actors' voices taking over from on-screen text.

SHERLOCK HOLMES

There are three cases to solve in this multi-media extravaganza. More than 50 actors act out scenes before your very eyes. You'll have to have your wits about you to pick up the clues and solve the cases.

SONIC CD

The blue hedgehog is back (again)! This awesome new game in the Sonic series features improved animation, completely re-designed levels and a couple of new worlds have been thrown in as well. Between levels there are cartoon animations of the hedgehog in action, plus, of course, brilliant music!

STELLAR 7

You're behind the turret of a super tank and have to take on 20 different enemies in this futuristic sim. This game features sizzling vector and filled-polygon 3D graphics.

MAKE MY VIDEO

Reckon you've got what it takes to make your own video? You can direct big name stars like Kris Kros, C&C Music Factory and Marky Mark. Choose from a selection of real songs, add film clips and finally special effects to create your own personalised videos of your favourite stars!

WING COMMANDER

This is a completely mega-huge space/strategy adventure and has heaps of digitised speech and animated sequences. It originally comes from the PC, but until now nothing else has had the power to convert it.

WONDER DOG

This one's going to be big. It's a cutsie platform game that features an alien canine super hero. Cartoon animation and loads of CD sounds make the most of the Mega-CD's capabilities.

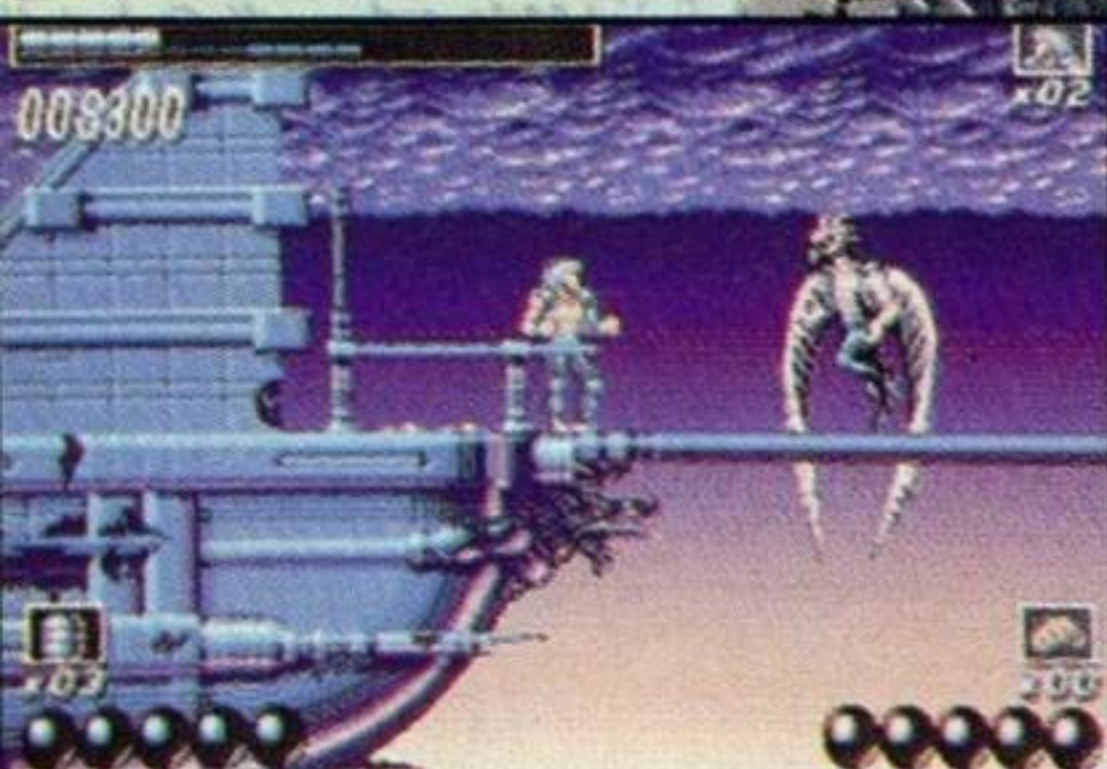
FREE CD PLAYER!

When you're not playing games, the Mega-CD can be used as a fully-featured audio CD player. Slap your music CD in the drawer and it acts like a standard CD player. The difference is that you move a pointer around the screen with the joy pad, using the TV display rather than fiddly little buttons, to make your choices. You'll find all the usual features you'd expect to find on any decent CD player; you can program your favourite tracks to play in whatever order you like, or select from two types of random CD play!

And there's more! The player has CD+G (compact disc plus graphics) capabilities too. If your audio CD has the new graphics capability built in, then a piccie of your favourite band will be displayed as you listen to the music. Cool!



SHERLOCK HOLMES



WOLF CHILD



MAKE MY VIDEO



JAGUAR





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DOG**

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CAN'T GET ENOUGH OF VIDEO GAMES?

spend every minute trying to solve puzzles and beat bosses?

MAYBE EVEN SKIP SCHOOL OR

WORK TO FINISH THAT NEW GAME BEFORE ANYONE ELSE?

well, maybe you've got to face up to the fact that you are **ADDICTED** to gaming.

BUT IS THIS NECESSARILY SUCH A BAD THING?

SIMON SHARWOOD STOPS PLAYING LONG ENOUGH TO INVESTIGATE THE ADDICTION OF THE '90'S.

ADD

Geoff X. is a Computer Physicist, although he prefers to be referred to as a Computational Scientist. (He may not be a dentist but we still can't give you his full name. He's very shy.) Geoff's currently studying towards a Masters degree and this requires him to spend about eight hours a day in front of computers, and one way or another at least a couple of those hours end up dedicated to playing games.

Which isn't particularly surprising, given that Geoff's Macintosh Classic has around 5 megabytes worth of games stored on its hard disk, or when confronted with the fact that there are 50 or so other games Geoff's been through in the last two years and thrown out. And for the record, he's beaten, solved or become bored with them all. Be they adventure games, arcade games, puzzles, solitaire or simulations, Geoff's played 'em and Geoff's beaten them.

And put off his work until later. Indeed, Geoff admits to "letting games interfere" with his work, because he enjoys them more than

work, looks forward to overcoming the challenges in games and feels good while playing them, or better than when he's working anyway. After a game or two he even says he feels quite relaxed. "Like after watching television" is how he describes it.

Games are Geoff's escape from reality, and although he feels he could do without them he doesn't foresee a time when he will or will want to. In any case, he says that "There's always a game there that I'm interested in playing."

Geoff is a games addict, although his addiction is not severe. It doesn't disturb his wallet or his lifestyle like 25-year-old Dave P.'s does. (Yes, you guessed it, another dentist!)

Dave spends two or three nights a week playing games until dawn. Another student of the computing sciences, Dave's addiction has afflicted him more severely. His university record contains more fails than passes, and his four year degree is about to extend into its eighth year.

But even Dave's problem is mild compared to that of others. He hasn't experienced any health problems, hasn't resorted to crime or submerged himself in games entirely. He leaves that to Japan's games addicts, the Otaku.

Otaku are popularly regarded as nerds who have created a nerd lifestyle and an electronic nerd community. They tend to communicate exclusively by phone, fax or modem, shunning real people who they generally find less fun and more difficult

DICTION

are YOU a victim?

'they are doubtlessly addicted to games, preferring them to contact with real people and preferring to interact with a programmed challenge instead of a social one'

to deal with than data and information, the otaku currency.

Otaku trade information compulsively, and specialise in areas such as tropical fish, comics and the most obscure celebrity gossip. The weirder the stuff you know, the more "net cred" you'll have as an otaku. For example Sir Mix-a-Lot's inside leg measurement would be an extremely valuable piece of gossip for most Otaku, and ensure popularity for whoever found it out.

And at the centre of the otaku lifestyle are computer games. All otaku play them, and most find them to be one of their major recreational activities. Some have even made a career of them, applying the expertise gained from endless play to a job in debugging or programming. But all are doubtless addicted to games, preferring them to contact with real people and preferring to interact with a programmed challenge instead of a social one.

Sadly, some otaku are extremely dysfunctional, and a few have even become violent criminals, apparently inspired by loneliness the otaku lifestyle creates, with its only inputs being comics, videos, games and data. So how have computer games produced such effects? Why do we get hooked?

The answers lie in how playing games makes you feel, which as we all know is usually pretty good. Even the frustration of not quite being able to complete a level or defeat an opponent, which most of us know feels awful, has its good side, as the promise of the sweet smell of suc-

cess becomes ever closer. And as for winning or whipping your big brother, well...we know how awesome that can be.

As awesome, in fact, as the feeling of satisfaction and freedom many people experience when taking drugs, at least according to a book called "The Sports Drug," by Garry Egger.

Egger reports that many athletes find the feeling of effortless prowess and the thrill of victory produces ecstasy and euphoria, which is more or less exactly what drug users claim they feel when high. And just as drug users become addicted to that feeling, athletes can too, training ever harder in order to attain their best performances and the resulting rush.

Which is why addiction to computer games happens. If you enjoy the feeling of playing and doing well, you'll want to do it a lot.

Gamers who enjoy, like Geoff, the feeling of having beaten a game, want to beat as many games as they can. The desire to do so again and again can produce a psychological need to feel the resultant satisfaction. This need is an addiction.

Which is not necessarily a bad thing. Games are infinitely preferable to drugs and many demand a considerable amount of logic, while the physical component of arcade games can sharpen reflexes. Computer games have even been prescribed as an aid in curing problems such as poor hand/eye co-ordination.

But addiction becomes a problem

when its effects are detrimental. Dave has a problem, as do many otaku. Geoff just needs to make sure he stays in control, which isn't particularly easy to do, as admitting to a problem is embarrassing.

Yet if it becomes obvious to you that your gaming habit is causing you problems, seeking help is the smart thing to do. Its better to be a bit embarrassed than to be a lot sick.

Steven Childs, Clinical Co-Ordinator of Drug and Alcohol counselling at Sydney's St. Vincent's Hospital, feels that a good warning sign of a detrimental addiction is a feeling of compulsion to play, and that when playing is no longer fun but necessary its probably time to pull back and seek help.

A lack of balance in one's life, he says, is another indication that addiction may be a problem. If games are dominating your life to the detriment of your work, health, finances, and especially relationships, you may have a problem.

Community Health Centres and services such as Lifeline are good places to start looking for help, as are School Counsellors, teachers and even parents.

Geoff X. can probably help too. He has, after all, beaten an enormous number of games. And if even he can't help, well let's not forget the good ol' Sega Hotline where solutions are always available 365 days a year...



the

M

PSYCHOPATHIC KILLERS WHO ALSO HAPPEN TO OWN MEGA DRIVES MAY FEEL THAT SOMETHING IS LACKING IN THEIR LIVES. WELL NOW THEIR PRAYERS HAVE BEEN ANSWERED WITH SEGA'S LATEST PLUG IN PERIPHERAL. LOCK YOUR DOORS AND HIDE UNDER THE TABLE — ADAM WARING HAS BEEN LET LOOSE ON THE STREETS WITH A MENACER...

Let's face it: while the joy pad is the bee's knees when it comes to most games — it's fab for platforms and puzzlers — it doesn't quite have it when it comes to a good blast. Nothing quite compares with lining 'em up in your sights, waiting 'til you see the whites of their eyes, then letting 'em have it at point-blank range, watching their brains splattering satisfyingly across the screen, blood gushing from their broken... (er yes, that's quite enough of that — Ed).

Sorry 'bout that, I do get a little carried away sometimes. (But I always manage to escape. Too clever for them, see.) Anyway, where were we? Ah yes, the Menacer is a light gun that makes shooting games more fun than ever before. It works completely by remote control; there's no messy lead trailing from the Mega Drive to the base of the gun. When you press the fire button the Menacer works out the precise point on screen that you're aiming at and then transmits the information, via an invisible



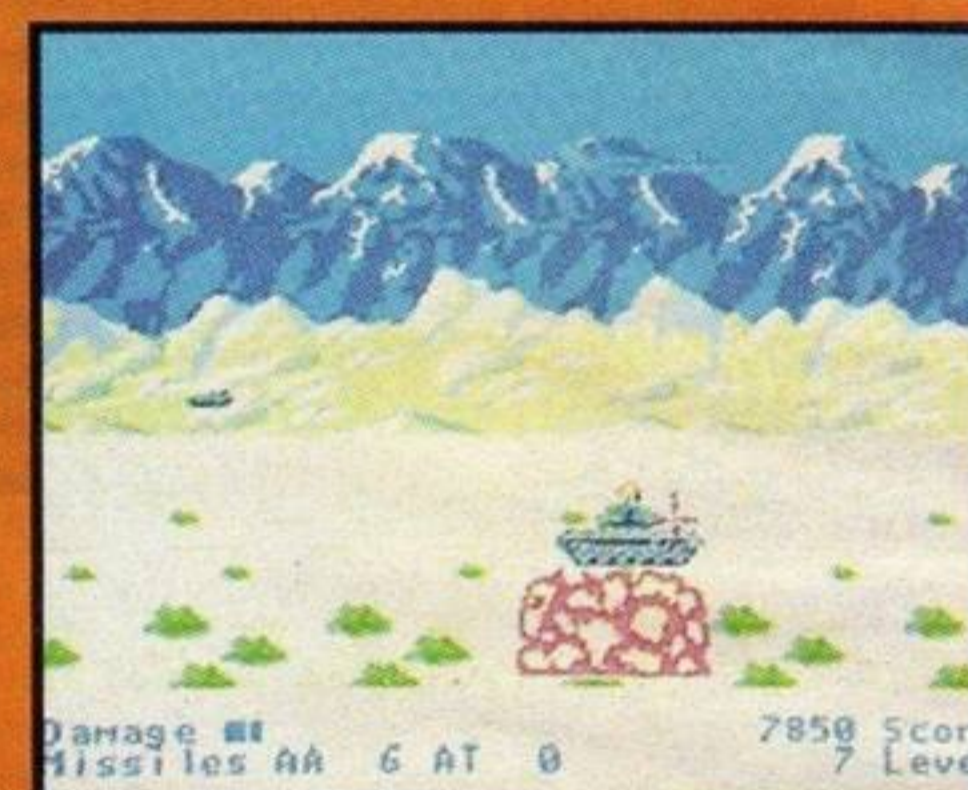
PEST CONTROL



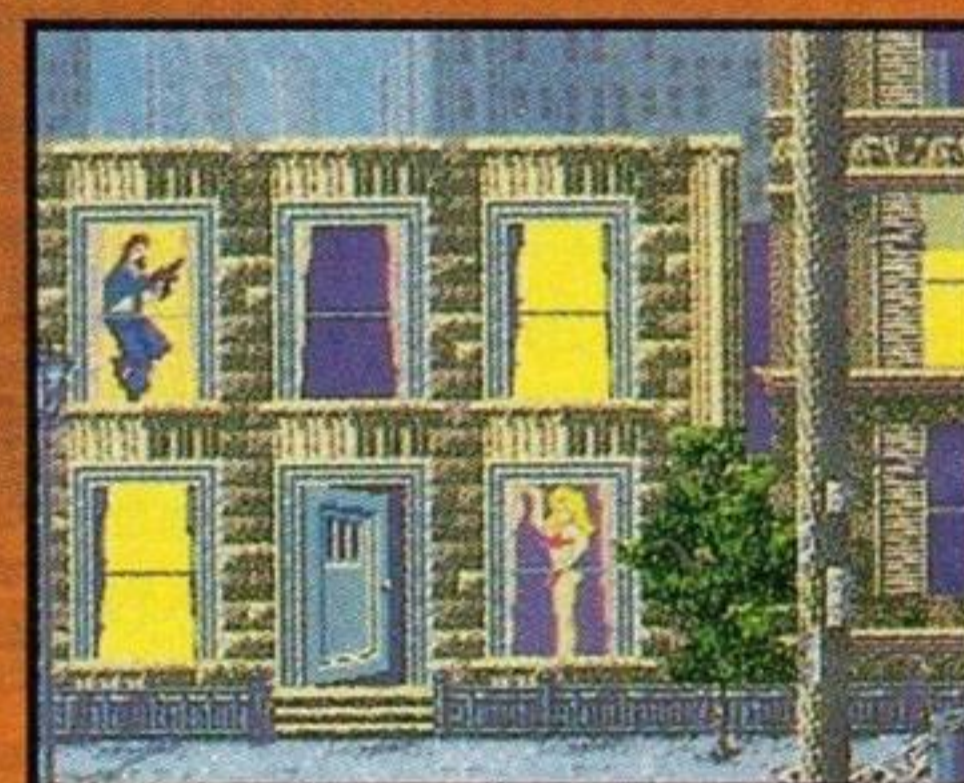
READY, AIM, TOMATOES



SPACE STATION DEFENDER



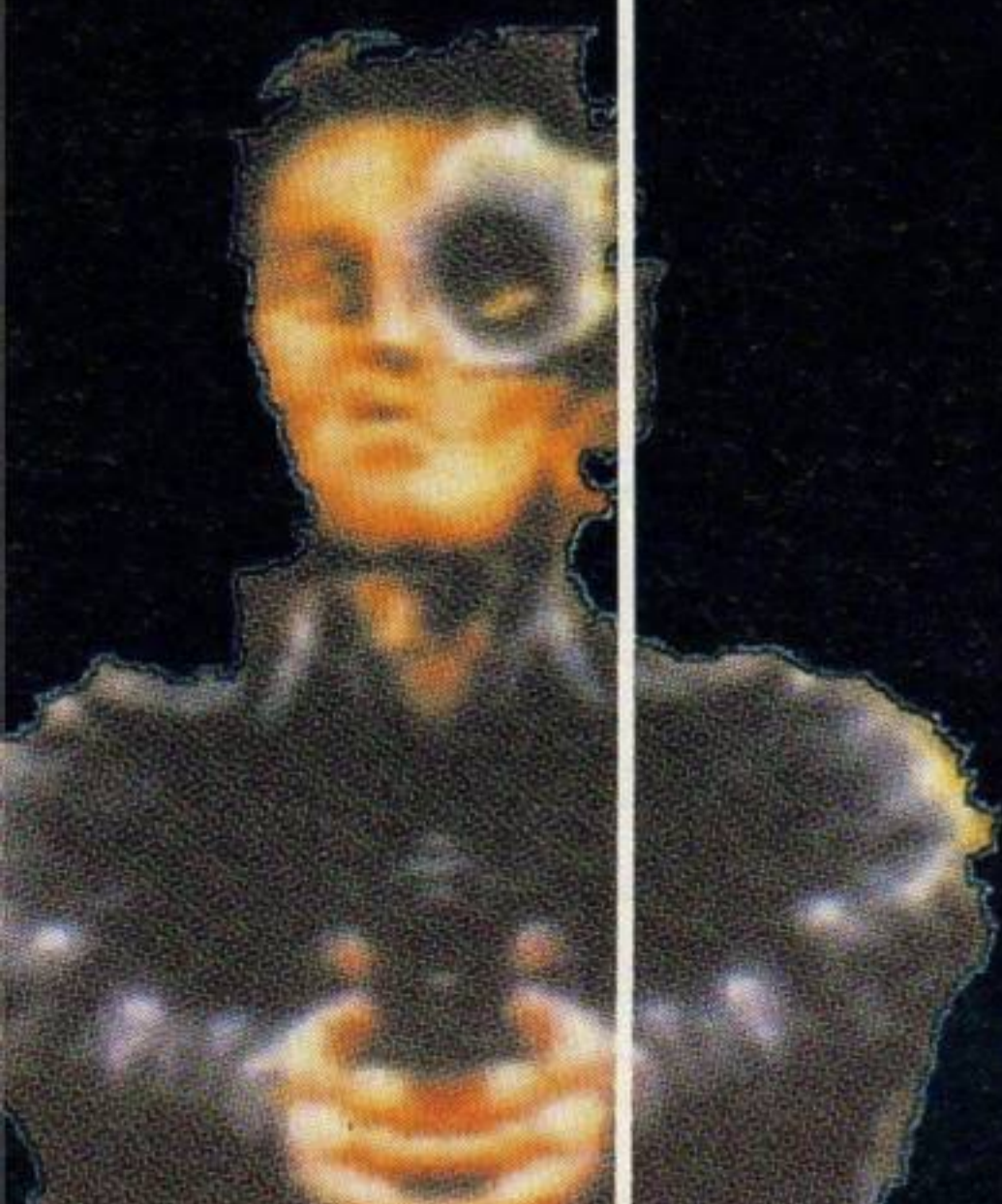
FRONTLINE



ROCKMAN'S ZONE



WHACKBALL



MENACER

beam of infra-red light, to a receiver that sits on top of your TV.

The gun is powered by six AAA batteries and switches itself off automatically if you don't use it for a half a minute or so. Battery life is around 20 hours and so it should last a few blasting sessions before you need to nip out to the corner shop to get yourself some more power. It's comprised of several different components and can be used in a fair few ways, by adding and taking away bits of plastic.

It's probably at its most practical in the most basic mode with nothing else attached. It looks like a futuristic pistol with two handles. The back handle has the actual trigger, while three buttons on the front of the gun can be used for extra features – launching grenades, for example.

The stock snaps on to the bottom of the gun and gives an element of stability to the weapon. It also makes it look more like a rifle in appearance and so looks pretty cool. It has a shoulder rest, which makes aiming easier, but it's a lot more street wise to shoot from the hip.

Then you can add the binoculars which clip on to the top of the gun. These supposedly give you more precision, but if the truth be told, they're utterly useless. They only serve to make you look like a total dork and have no practical use whatsoever. They don't magnify your view or anything like that, they just restrict it to tunnel vision instead – it's not unlike peering through the insides of two loo rolls. The plastic is also hard and not comfortable to put against your eyes for too long.

GAMES

Anyway the Menacer could be as fancy as you like, but without any games to play with it, it's about as much use as a chocolate fireguard (but not nearly as tasty). Luckily, Sega have thought of this and have included a six-in-one cartridge to start you off. The games are selected from a main menu, appropriately enough by shooting at them.

FRONTLINE

There's an entire army invading in Frontline, and there's no one to stop it, except you! Never mind, you're armed and dangerous and the Menacer is more

than capable of taking out tanks and helicopter gunships. The baddies move across the screen at a variety of speeds, some closer than others. It takes several shoots to put an enemy out of action, but luckily you also have a supply of missiles that does the job straight away.

WHACK BALL

Whack Ball is a bit of a weird game, it must be said. It's a kind of New Age Breakout clone. You have to bounce the ball off your rather large Menacer-controlled blob set against a psychedelic background. When the ball hits the bricks that surround it, they change colour. Change the lot and it's on to the next level. There's a time limit and later on gaps appear in the wall that need to be avoided at all costs.

SPACE STATION DEFENDER

There's aliens afoot in Space Station Defender! The bug-eyed bozos are invading the moon base in their Menacer-proof space pods. When they open the doors a quick blast sends the antenna-heads back to where they came from. You have limited energy and have to recharge periodically by aiming at a bar at the base of the screen.

ROCKMAN'S ZONE

Rockman's Zone sees you as a trainee FBI agent. You have to make your way through a mock-up town, blasting the pop-up bad lads as they appear in windows. Don't get too trigger happy though, there are innocent civilians out there and hitting them takes away your lives. Pity, but there you are.

PEST CONTROL

Pest Control puts you in the kitchen from hell. There's a pizza

on the table and hundreds of creepy crawlies who's intention it is to consume the said pizza. Simple enough, shoot the bugs before they get to the grub. The only problem is that it's night time, and you can only see by a small circle of torchlight. Where's the image intensifier when you need one?

READY, AIM, TOMATOES!

We've saved the best 'til last. Ready, Aim, Tomatoes! features that totally cosmic duo Toejam and Earl. As you'd expect, the plot's a little odd, but basically involves chucking a load of tomatoes at characters such as the mad dentist and the cute cupid. Comments are made on how well you did at the end of each level such as "Nice Shooting... Not!" when you stuff up. It's very, very silly and lots of fun!

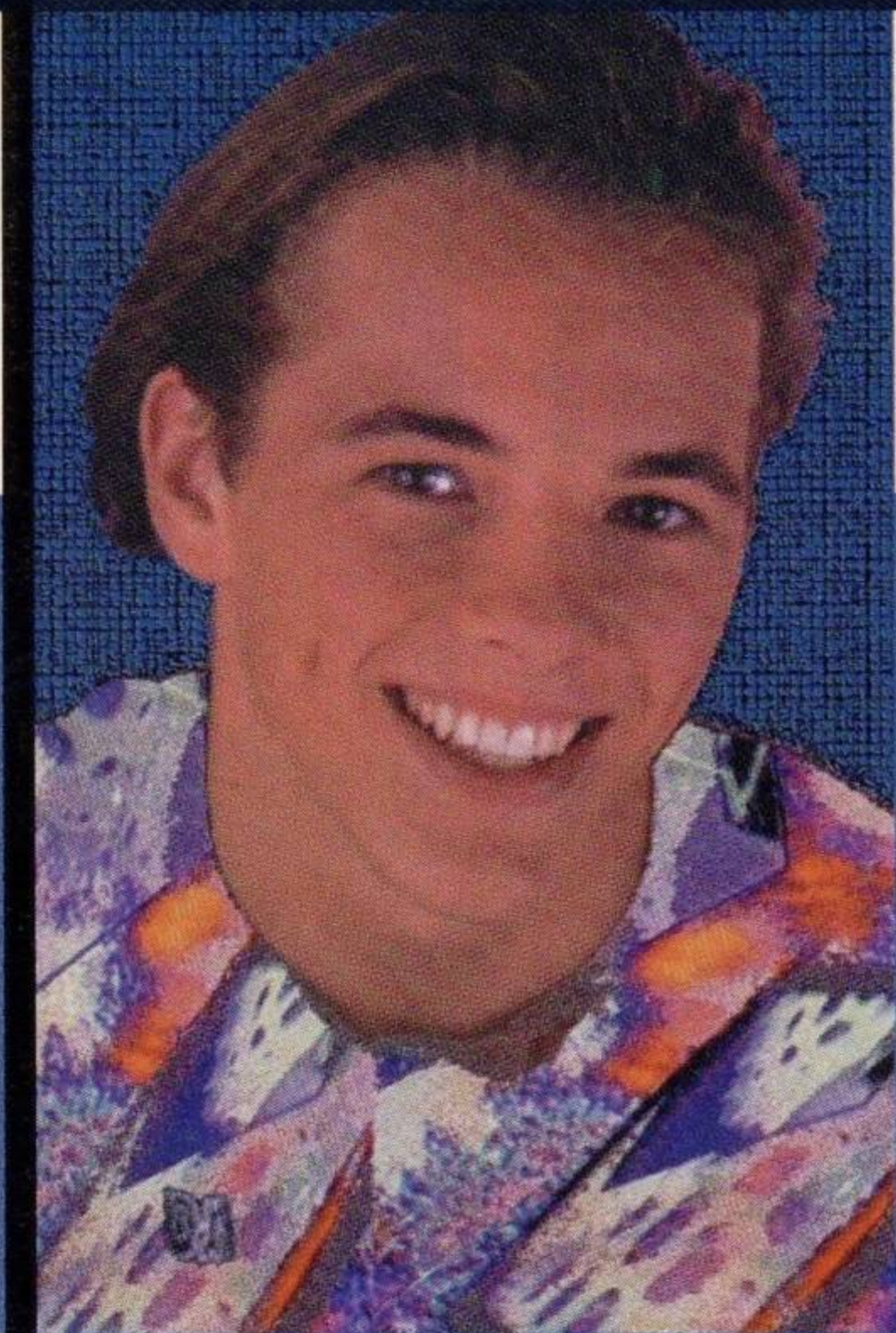
While the games provide varying degrees of fun, there's nothing that's really worth selling your sister into slavery for. They do give a glimpse of what the Menacer is capable of, however. But for some serious usage, you'll need to get hold of some additional software.

Terminator 2 (reviewed last issue) is the only game at present that works with the gun. It really adds a whole new dimension to the game as you can blast the targets as soon as you see them, without having to wait for the cursor to make its way across the screen. Give it a go and you'll never want to play the old way again!

At \$139 the Menacer represents good value for money, but its success depends on the amount of software that comes out for it. We want more games like Terminator 2! Let's keep our fingers crossed!

Dieter:

at HOME



Dieter Brummer, at only 16 years old, is already famous around the country (and soon the world) playing the Summer Bay rebel Shane on Home and Away. His decision to leave school early to appear in the popular soapie has certainly paid off, and he has already signed for a three-year run on the show. While he may get mobbed whenever he goes shopping, and his face adorns the bedroom walls of teenage girls across the nation, luckily he hasn't let fame go to his head. Instead, he spends large amounts of his free time playing on his Mega Drive. After seeing him at a few Sega Roadshows, Mega-Ed STUART CLARKE invited Dieter into the luxurious Megazone offices and took him on a tour of Sega's Australian headquarters.

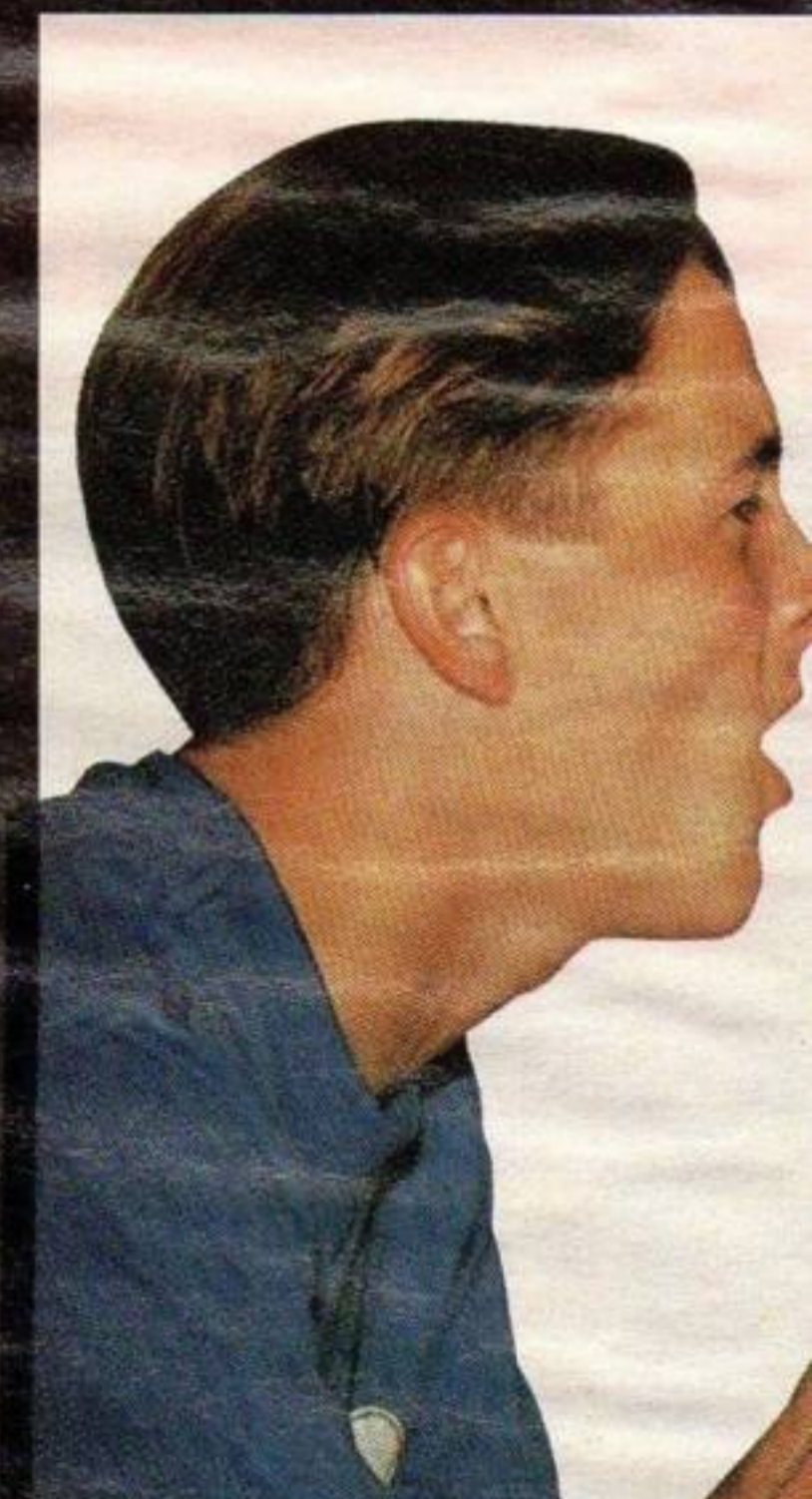
I first met Dieter at the Sega Continental Time Trials Final which was held late last year at Macquarie Shopping Centre in Sydney. One of the funniest parts of the day was seeing him take the third seat on the Ayrton Senna Grand Prix race. The other two contestants were state champions, flown in from around Australia for the finals, which would decide Australia's video Whiz Kid. Dieter was getting the cheers from the large crowd and maybe that is what spurred him on, but by the end of the race he had beaten one state champion and come mighty close to winning the race himself.

I assumed from that performance that he was a game-fan from way back, but I was only partly right. He owned an Atari 2600 way back in the dark ages of the early '80s, but had not really touched a home console until he got a Mega Drive a few months ago. Now though, video games are one of his favourite hobbies, and he has appeared at several Sega Roadshows, first with co-star Rebekah Elmaloglou (Sophie) and then with Tina Thomsen (Finbar). He has also personally "designed" (if that's what you call it) a customised Nintendo Game Boy for pop magazine Smash Hits to give away.

So with gaming a big part of his life, I thought I'd treat Dieter to a visit of the Sega HQ. First stop was the Sega Hotline where the phones are manned by game freaks 365 days of the year. The game cupboard at the Hotline holds every game that Sega have ever released in Australia plus pre-production ROM chips games yet to come out. Dieter was in hog heaven, choosing to play Batman Returns and Streets of Rage 2.

Eventually I managed to drag him off to see the Styrene area where cut-outs of game characters are made to promote games in shops. Then we went to see the massive warehouse where games are shipped out to stores around the country. Dieter could hardly control himself in here with so many millions of dollars of Sega goodies all around him. He was peering in boxes and going through piles of games that had been carefully stacked. Luckily I got him out of there before we got in too much trouble, and headed back to the Megazone office to have a game on the Mega CD.

The stunning video and audio capabilities of the CD really blew him away, and Cobra Command had him addicted within seconds of seeing it. I had to postpone any

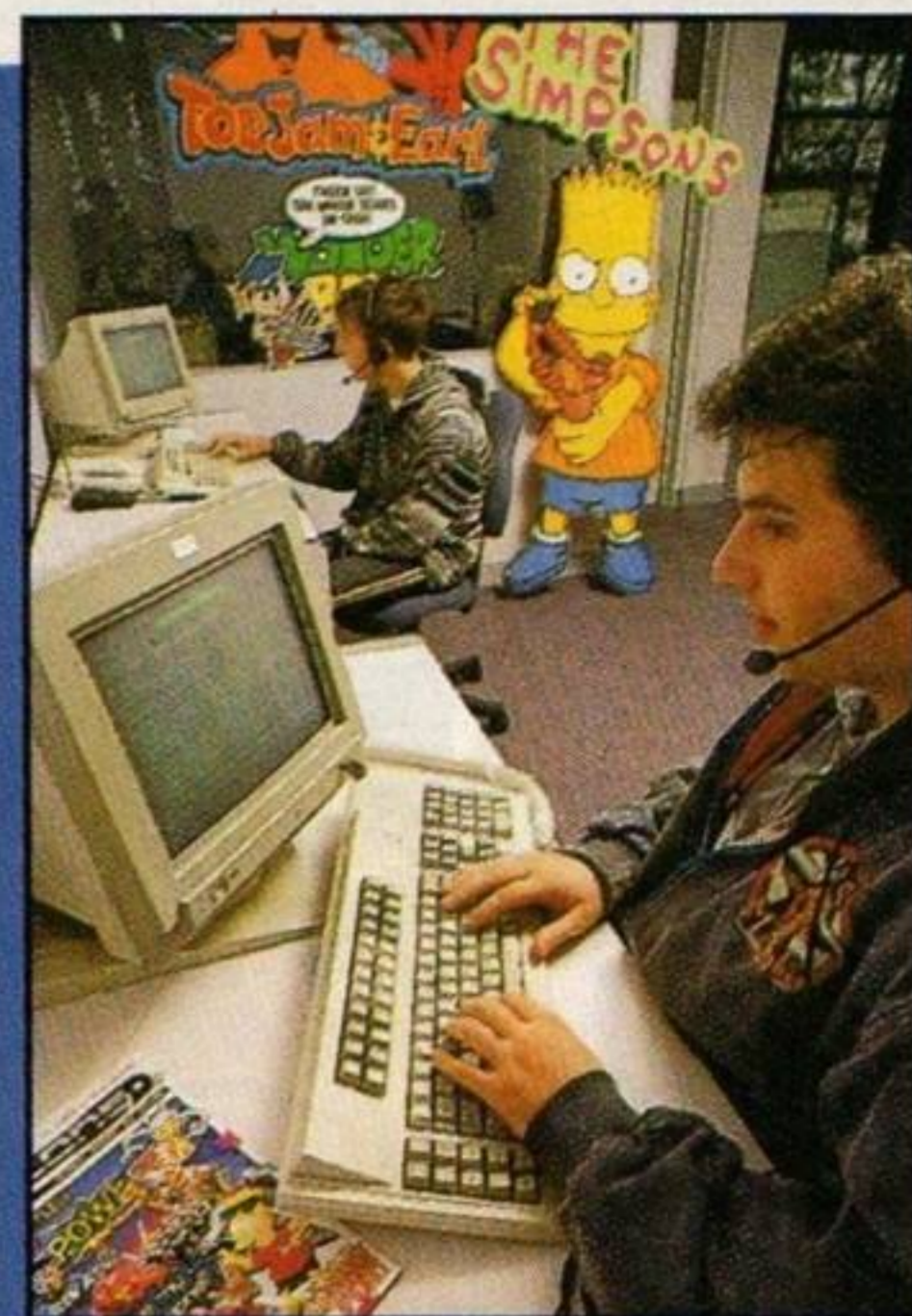


at PLAY



▶ A sneak inside SEGA HQ:
A jam-packed warehouse...

▼ The SEGA Masters (??)
at work on the hotline



sort of questioning until he had had a decent fix of gaming action. Then we eventually got down to business.

How has Home and Away changed your life?

"I'm always recognised everywhere I go, which is a bit of a pain sometimes if you just want to go out with your mates and be a nobody. I suppose that sort of attention comes with the job though and I've sort of got used to it. I'm also making a lot more money than I was at school, and with that money comes the material things which I've never had before, which is good. I've also got a lot more confidence being on TV."

What's it like being a teen heart throb and being mobbed by packs of girls when you're out?

"I don't really care about it all that much, though I'd prefer that it didn't happen. Had I not been in the show no one would even care or pay special attention to me. The girls wouldn't scream when I walk down the street if I wasn't on TV, but I am, so I've just got to accept it. Some fans do go psycho but generally they're all right."

Where did your video gaming start?

"I've never been too big on going to arcades, but I had an Atari 2600 when I was younger (looks a bit embarrassed revealing that), but I think everyone had an Atari back then!"

So what was your favourite game?

"Oh, that's a hard one. I think it was Maze Craze – that was a really weird one. Combat wasn't bad either."

You've now got a Mega Drive. What's your favourite game on that?

"I haven't really got a favourite game as I like to have a go of all of them, but I own Ayrton Senna's Monaco Grand Prix, Taz-Mania and Batman, which is great. I haven't got Sonic unfortunately, but I love Sonic 2. I generally like action games and shoot-'em-ups, and some of the sports games are pretty cool as well. I just had a go on Streets of Rage 2 and that looks excellent. I really like Street Fighter 2 on the Super Nintendo, so I hope something like that comes out on the Mega Drive."

When I tell him the Champion Edition of Street Fighter 2 is coming to Sega his face lights up - "Excellent, my mates will love that. They don't have machines themselves but they come over to my house and play there."

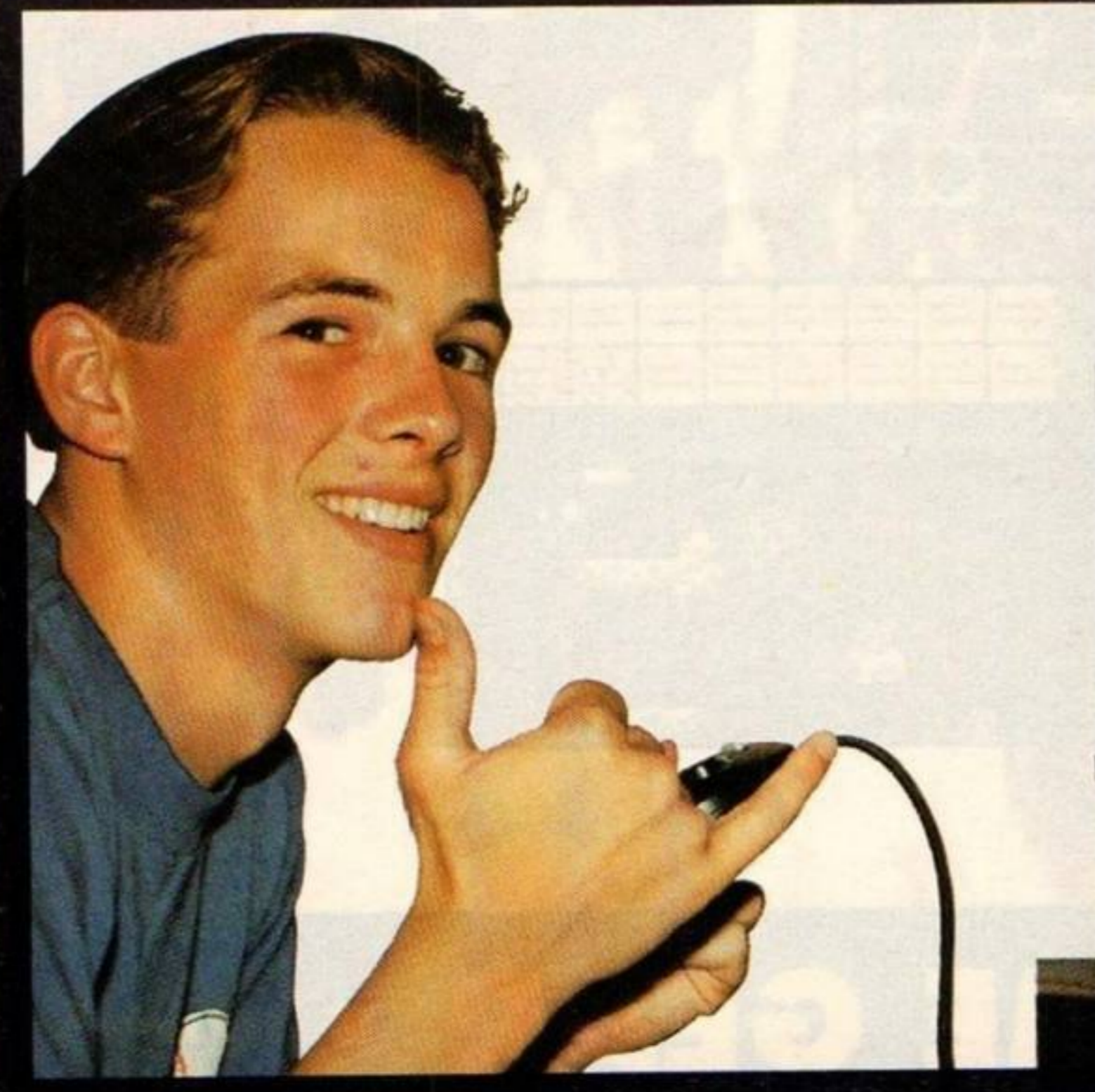
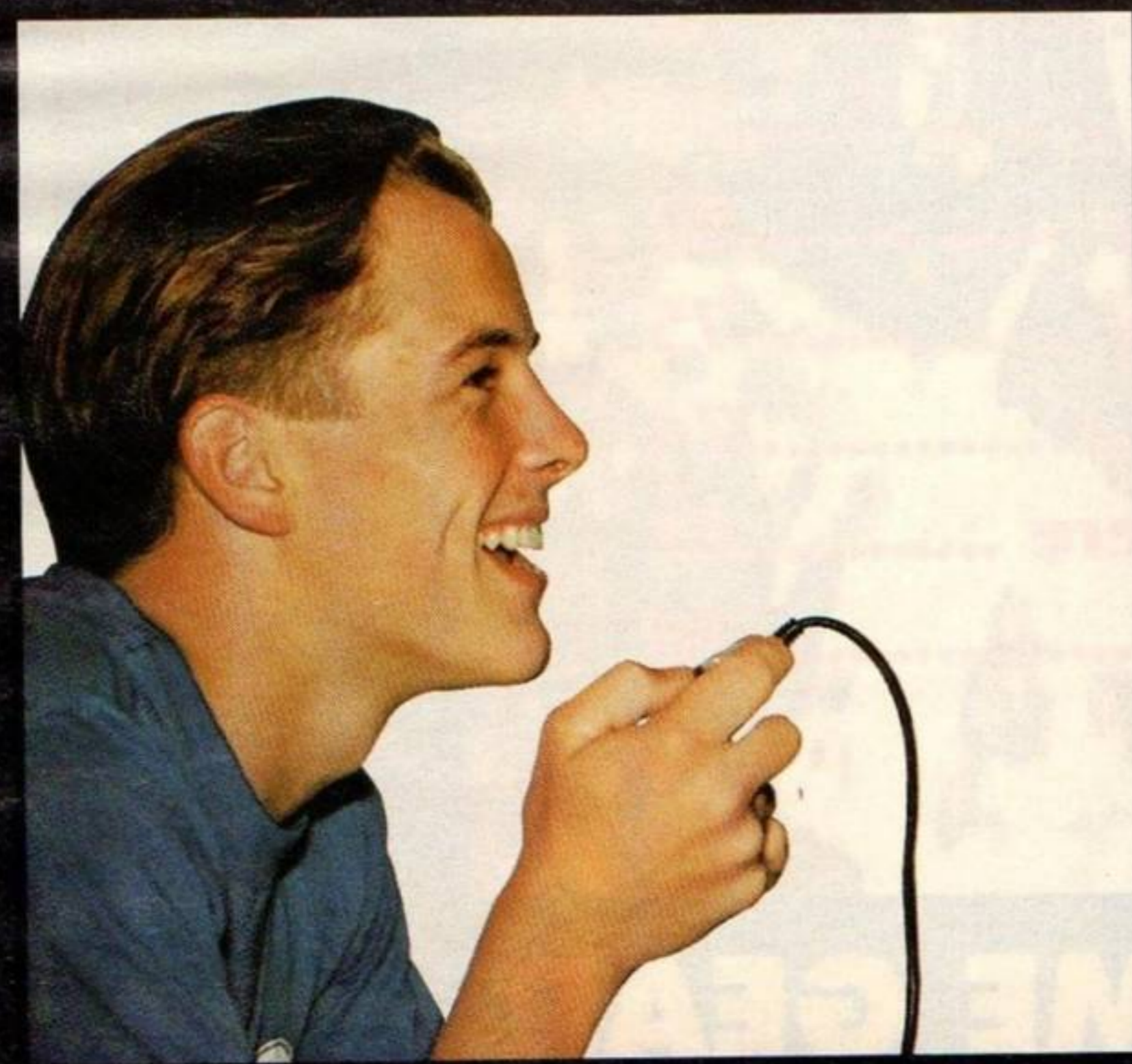
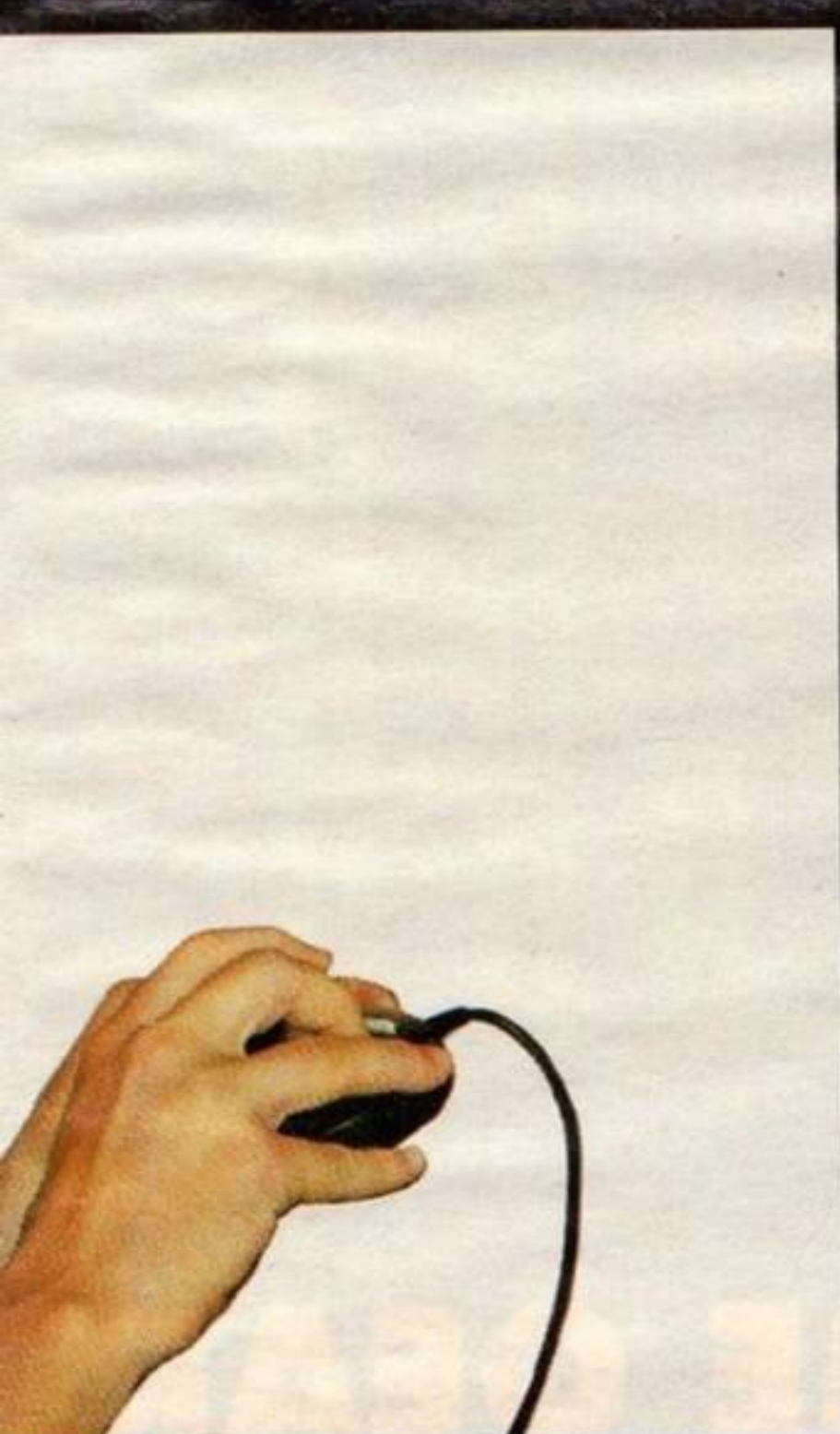
What's your favourite time to play games?

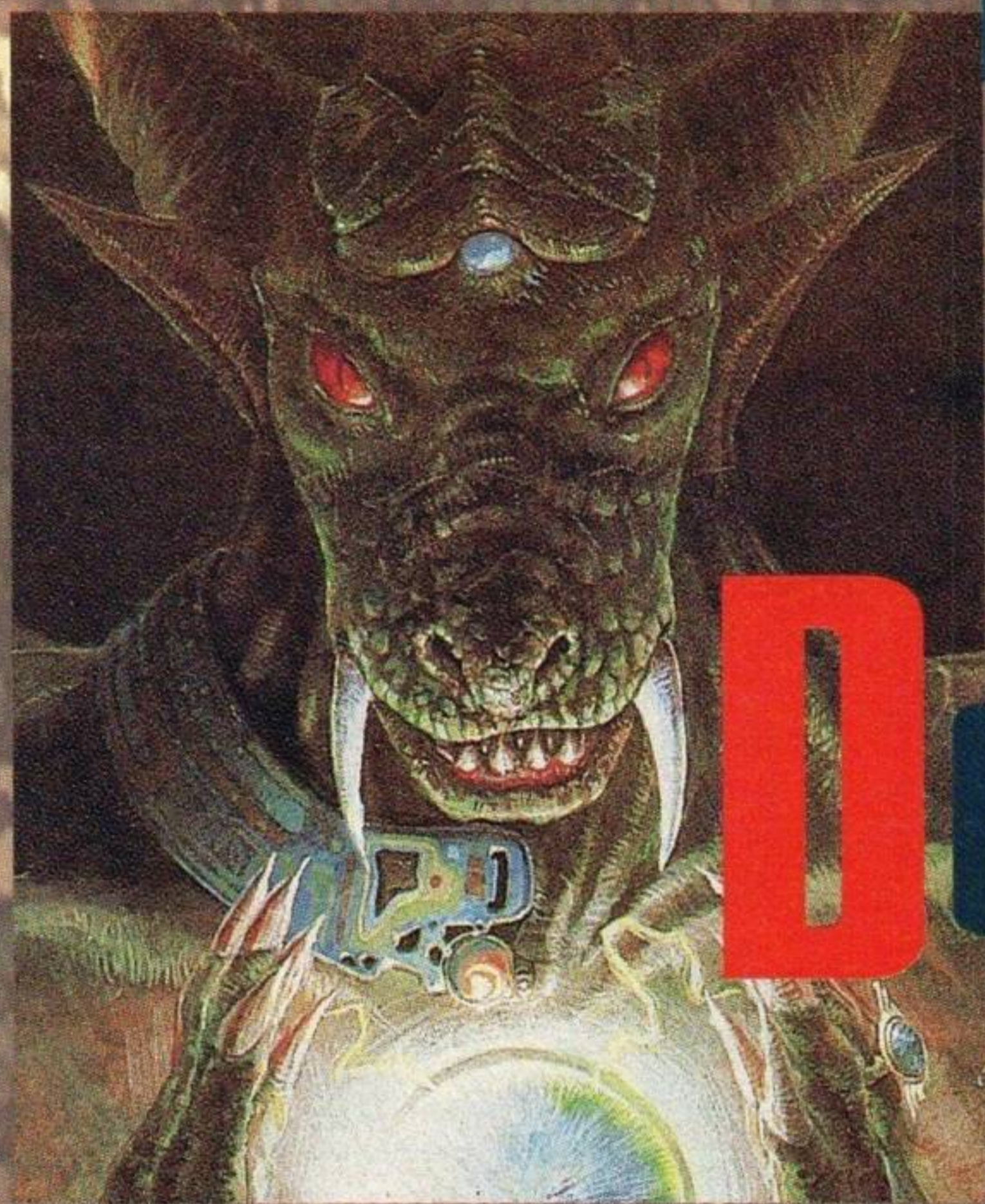
"Usually late at night. I go to my girlfriend's house or to friends' houses, and come home at about 12 o'clock and turn the Sega on. I usually play Batman and try and get through to the end."

Does anyone else in Home and Away get into video games?

"Tina (who plays Finbar) has got a Mega Drive and she's just starting to get into it. There's also a Mega Drive on the set of Home and Away, which little Ryan Clarke (Sam) always takes over when he's on a break. No one else gets to use it!"

Dieter then started muttering something about "just one more go" and "die alien scum". He just wasn't making much sense, so I thought it best to let him get back to his Sega...





Devilish

How do they make Aliens 3 a game?

I mean there are no weapons in the movie! Gee, the programmers thought, a non-violent computer game? We think not! And so Alien 3, the video game, was born, and the only thing it has in common with the movie is creepy dark passages and Ripley's shaved head!

The game idea is simple. Ripley must negotiate mazes of airducts and corridors in order to find the hostages who are hanging around waiting to be force fed a baby alien, but to make sure that Ripley doesn't get that holiday or that pay rise from the company, are our favourite intergalactic bugs! So it's up to Ripley to blast those bugs with grenades, flamethrowers and just about any weapon she can get her hands on. Apart from rescuing your given quota of hostages, you'll have to watch your energy level and the timer which shows how long Ripley's got to get the men, and get the hell out! The graphics are very nice with smooth animation for not just Ripley, but the aliens and face-huggers as well. The music and sound are spot on for bringing the big screen excitement to the little screen.

The Mega Drive version of Alien 3 is a classic which you should definitely check out, and the conversion to the Game Gear is a great job that should keep action fans very happy indeed. A very challenging title that is perfect for those who like a little bite in their games. (chuckle, chuckle).

TIM SMITH

Well, it's time for another breakout clone for the Game Gear.

Good news for those who enjoyed "Woody Pop" (for some reason) and for those who haven't played the ole' Breakout since they blew the dust off the 2600. For those younger readers who don't know what Breakout is, well it's not a pubescent skin nightmare, but a game in which you are the block down the bottom, and there are bricks up the top. To break the blocks up the top, hit a ball from your blocks, up to the bricks and simply knock 'em out one by one.

Devilish follows the same concept but, it is a multi-directional scrolling game, in

which you must bust blocks and nasties through eight different scenarios, from graveyards to volcanoes. As well as having to hit zombies and voodoo dolls which block your path, there are also bonus tiles which give you smart bombs, 1 ups, extra points and turbos. To control the ball when the screen goes left or right you can turn your bat sideways, or split it into 3!!!

There are 2 different modes to play Devilish. The first one you race against the clock and in the second there is a time trial where you have to get the best time getting through the level. The graphics are decent enough, with eight different themes for each level, which are sometimes quite pretty, and the music is pretty groovy with some smart spot FX! The bosses are pretty cool as well!!! Overall a decent game, that again takes the Breakout genre to another dimension. It's two different playing modes, gives a little extra lasting appeal. Fun but repetitive.

TIM SMITH



Graphics	80
Sound	82
Music	80
Playability	80
Lastability	75
Difficulty	74
Atmosphere	82
Overall	78

ALIE

SUPER OFF ROAD

Graphics	90
Sound	85
Music	85
Playability	88
Lastability	86
Difficulty	90
Atmosphere	88
Overall	88

GENTLEMEN, START YOUR GAME GEARS!!! STRAP YOURSELF IN FOR THE RIDE. THE FLAG IS ABOUT TO DROP!

Whoa mama!! In my opinion, this is the best title yet for the portable Sega. Super Off Road is a faithful conversion of the arcade game and, to top it off, if you attach the gear to gear cable, you and your friend will be blasting nitros together in 16 of the most mud ridden tracks you'll ever see!

The idea of the game, you say? Win, and I mean win every race! You see, you start the game with the wimpiest of cars. Every time you win the race of 4 laps, you get \$150,000. With this you must decide what to buy, choosing from engines to tyres and shocks to nitros. You can upgrade up to six times for each feature, but it'll cost you!!

OK, you've bought your gear and you're off, the silver car's giving you heaps around the hairpin. Holding down button one for max acceleration, you then hit the straight and press button two for a burst of nitros and ol' silver's biting your dust!! Each track gets increasingly difficult (hurricane gulch sux!) and so do your opponents! Along the way make sure you grab those bags of cash, and extra nitros as well! You get three lives and each time one of the computer-controlled racers beats you across the finish line, you lose one.

The graphics are superb, as is the game-play. The music putts along quite well, and 2 player link-up mode puts the icing on the cake! This one goes off! Definitely take Super Off Road for a test drive!!

TIM SMITH



Graphics	90
Sound	90
Playability	93
Lastability	93
Difficulty	88
Atmosphere	90
Conversion	92
Overall	93

3

Well strange happenings are to occur soon! If you see people practising roundhouses or sweep kicks then they just may be getting ready for the new Sega Activator. You see this sucker has no buttons as it runs on body movements. Sounds weird? Well that's because it is, but it looks hot. Read the news zone for more info. Sega are also working on a new Virtual Reality home console. No, this is no joke as in # 22! No juicy info has passed my eyes on this one yet but you'll be the first to know if any does!

Pioneer are joining the bandwagon and releasing their own version of the Mega CD but there's one major difference. Their system can take the big 12 inches of a full movie length CD! More to follow as tons of possibilities could arise!

Finally, no more ifs or buts with **Mortal Kombat!** It's being developed for the Mega CD, Mega Drive and...wait for it, the Game Gear! It's due out around September. The 6 button controller that's been made for SF2 should come in handy here. Speaking of weird controllers and add ons, a new 4 player adapter is to make its way soon to Mega Drive and Gauntlet (which was put back for this new peripheral) will be the first title to utilise powers.

News for the Mega Drive: Fatal Fury has been released in the US and will be out here soon. Flash Back is the game to blow all others away and is getting rave reviews OS. Splatterhouse III is even gorier than the others and on its way. Other titles on their way -

Battletoads, Powermonger, Gods, **The Humans**, Toys, **Paperboy 2**, Warrior of Rome II, Mystical Fighter, Deadly Moves, American Gladiators, Gemfire, Wolfchild (also on CD), Devilish, **F-15 2**, Outlander, Clue, Monopoly, Death Duel, The Flintstones, Hook (also on Game Gear), **Batman - Revenge of the Joker**, **Wayne's World** (Schwing!), Pirates Gold and the Neo Geo classic **King of Monsters**. That's some line-up!

WOTZ

As you'll read in the news pages the releases coming on the Mega CD are ultra tasty, so I'd be running down to your local computer dealer real quick to get yourself a machine (the rumour is that there's only a limited number being brought into the country at the moment). News from Japan indicates that lots of Nintendo's hot titles will be

appearing bigger and better on Sega CD. These include Castlevania IV, Alien Probotector, Parodius, Super Gadius and Bart's Nightmare. Other titles for the CD from Japan are Golden Axe III, Thunder Force V, 3x3 Eyes and Shining Force III.

Yoohoo! Nintendo where are you? Suddenly you're all quiet as Sega produce the big guns! I'm sure that they've got something lined up though. Oh, and Atari isn't innocent either. I mean congrats on your 20th B/Day but how about a second coming (as the 7800 was a joke, wasn't it?). Where's the Jaguar or the Lynx 2? There haven't been any Lynx releases for ages either!

Sorry, only a short one this time round but as soon as all the news comes through from the US, I'll be back as big as! Stay Cool!
Console Freak!

BRIAN

GAME GEAR

1. Sonic 2
2. Super Off Road
3. Lemmings
4. Mickey Mouse 2
5. Taz-Mania

HOT! TOP 10

MEGA DRIVE

1. Sonic 2
2. Streets of Rage 2
3. Two Crude Dudes
4. Mickey and Donald
5. Chakan
6. Ecco
7. Terminator 2
8. Dragon's Fury
9. Green Dog
10. Another World

MASTER SYSTEM

1. Sonic 2
2. Sonic the Hedgehog
3. Wonderboy
4. Mickey Mouse 2
5. Bart vs the Space Mutants
6. Master of Darkness
7. Alien 3
8. Taz-Mania
9. Lemmings
10. Terminator

IT'S LIFE IN THE SPACE AGE AND SOMEONE BIG AND POWERFUL MUST HAVE BEEN WATCHING A RERUN OF TERMINATOR 2 ON THEIR TV (OR WHATEVER THEY WOULD WATCH THEN) AND THOUGHT "HEY WHAT WOULD REALLY HAPPEN IF I'D LET THIS BOMB OFF IN NEW YORK?". SO SURE ENOUGH THE BIG APPLE BECAME A ROASTED CORE AS AN UNKNOWN PARTY DROPPED THE BIG ONE.



THE STREETS ARE A MESS, AND YOU ARE THE HUMAN GARBAGE CLEANERS!

New York in this day and age no longer wear after shave. Nor do they have names like Sven or Rupenstein. They are just big brutes who use naughty words and no longer need an education or good family to take a bite out of the big apple! Amongst the gutted remains of a city once bold and strong, a battle of immense ferocity is about to take place as these two soldiers of fortune take to the streets in search of evil scum and users of naughty words!

Two Crude Dudes is your basic beat 'em up platform game, translated from the arcades (originally titled "Crude Busters") but that isn't to say that it is bad. You can punch or kick your opponents in or just pick them up and dyke them over a cliff! If that's not enough (and it isn't) then you can pick up a car or any nearby object for that matter and let them have it in the gob! All sorts of weapons are of use in this way such as traffic lights, boulders, street signs and even phone booths (so much for Clark Kent's place of refuge!) are thrown as if it was a dart in a dart match.

If the action is too heated for our gallant heroes then there's always the Coke machine nearby! But in post-holocaust New York quarters and dimes are no longer the currency. Violence now runs the shop so the odd punch and kick to the coin slot allows the machine

weapon! Head butts all round!

The graphics in this game are slightly blurred but serve the purpose with little touches of brilliance here and there. The animation on the main sprites aren't terribly great but the design of the characters is cool. The enemy sprites are basically the same as the main dudes and the bosses are nothing huge either. So graphics are average really. The sound effects aren't realistic by any means, but some mean tunes are laid out with one or two being exceptionally good. The main sprites are, at times, seemingly sluggish as the characters are so big they are slow to move. One major gripe is that the game doesn't flow enough as every screen has tons of enemies that are easily wiped out! Also the enemies are annoyingly stupid as they just walk up to get their heads thumped in! More work could have been good in the difficulty area as the first level was finished on my first attempt! But the higher levels have more in them to prove a nuisance and they could slow your progress down to a halt.

I couldn't see Two Crude Dudes being too addictive to advanced players because of its relative easiness. It has some good original touches here and there but this doesn't carry out throughout the game. With Streets of Rage 2 proving to be awesome hit, there appears to be no real valid reason to purchase Two Crude Dudes unless you either already own Streets or are a vivid beat 'em up fan who lives for head butts and spankings! Do take a look, as I always say, at Two Crude Dudes because I found some kids couldn't stop playing it. Maybe there's something in it for you.

BRIAN COSTELLOE

2

CRUDE



DUDES



- GRAPHICS76%
- SOUND74%
- MUSIC84%
- PLAYABILITY83%
- DIFFICULTY62%
- LASTABILITY70%
- ATMOSPHERE77%
- MENTAL70%
- OVERALL.....75%

SIDE

Grab your cue, chalk the tip, smell the money, call "Rack 'em", and you've just entered "The Side Pocket Zone". Well actually it looks as if we just stepped out of the movie "Color of Money".

Yes, strangely enough the characters in this game are suspiciously like the pool heroes Tom Cruise and Paul Newman, only not as silly looking (sorry Nicole). Side Pocket captures the old time feel of pool in its prime. The music (which is unbelievably suited to the game) makes you feel like you're in a Pool parlour, cigarette smoke swirling over the table and your opponent swinging his cue arrogantly.

If you think that a pool game is just for wimps, you're dead wrong! It requires a great deal of strategy and skill just to complete the first round! Side Pocket has been beautifully structured and implemented, graphics are smooth and ball movement (excuse me!) is smooth and realistic.

The basic object of this little game is to ride your motor bike around the States while playing in different pool comps. If you think you'll be completing this real easily then you'll be shocked! There will be no "Six Pocket Theory" flukes on these tables, and to make it a little harder, there's a "Challenge Shot" at the end of each level, which requires you to pot a certain number of balls in one shot,

whilst dodging full wine glasses that are set precariously across the table at different intervals. To pass these levels will require a great deal of practice, timing, skill and just plain luck.

Side Pocket has been designed to be as realistic as possible by using most of the same factors that are in use in Pubs, Clubs, and comps around the world. You view the whole table from directly above and every time you are about to take a shot, you'll see a white line that shows the direction and angle the white ball will move - this is your "eye". Once the line has been set you then must decide what to do with the cueball after it has been struck. This is determined by:

CENTRE: Makes the cueball stop dead when hitting another ball straight on.

DRAW: No it doesn't mean draw on the table, rather it means the amount of backspin placed on the cueball.

LEFT: makes the cueball arc slightly right.

RIGHT: Opposite of left (*Derrr!* - Ed)

FOLLOW: Makes the cueball travel forward after it has hit the appropriate ball.

MASSE 1: is a huge backspin

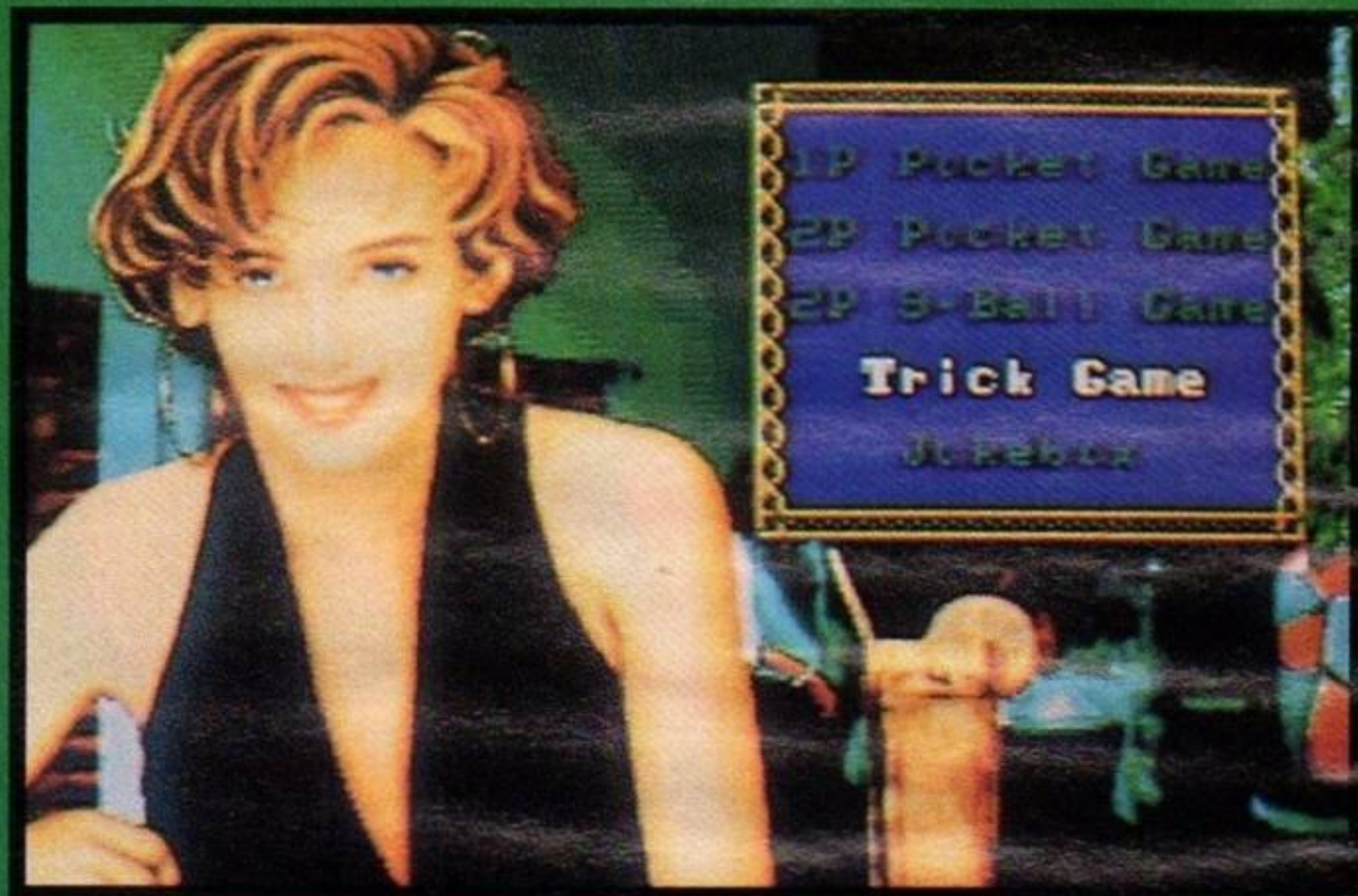
MASSE 2: is an advanced Masse 1.

MASSE 3: is a jump ball.

The top of the screen also has other

displays such as score, ball power, next ball to be sunk to achieve maximum points and shot meter which counts how many cueball shots you have left.

So by now you still may be thinking "piece of cake!". Well you've only got eight cue balls in which to clear the table. If you miss a ball or sink the white you'll lose a shot. Lose all your shots and it's game-over time. But to rub salt into the wound you need points ... and lots of them. Each ball you pot will give you a meagre 100 points and to pass the first level you need 3000 points. Sound impossible eh?



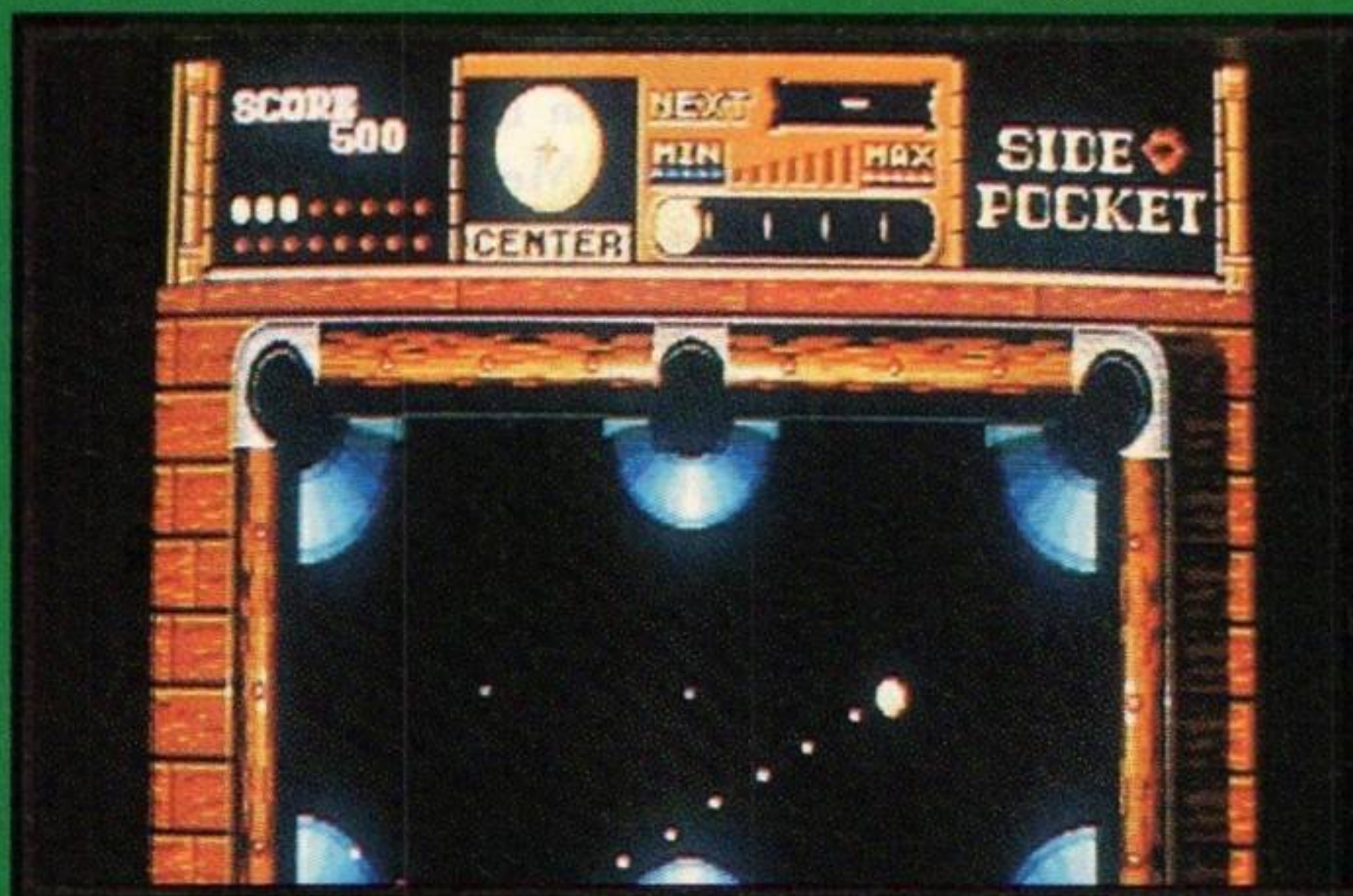
"Well, hello. Fancy a game?" (I'm glad there were no ball jokes - Ed)

Well, this is where the bonuses come in. Sink balls in a row or numerical order and at the end of the frame you'll receive bonuses for this which can put you well into the thousands. Even though you're collecting bonuses, you can also

The tensions on for the trick shot.



If you play as well as Tom Cruise, you'll get to the bonus zones.



P O C K E T

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e x t r a
p o i n t s
i n t h e
g a m e .

Every second shot or so, you will see a pocket light up with a flashing star (it always seems in the hardest of positions for me). Whack a ball into this pocket and you can receive extra shots, points or trick shots. To add an extra "Slant" to the game, Data East have put in a "Bonus Zone" which appears every time you have one ball left on the table.

This is signified by a flashing "Zone" in one of the side pockets. Just sink the cue ball into this phantom zone and you'll see a new black frictionless table appear. Basically hit your last ball and watch it zing around the table looking for a pocket but you only have one chance at this otherwise it will

return you to the normal green table. In all Side Pocket is sweet to the eye (especially the girls - woo! woo!), magic on the ear and a delight to play. It's also easy to control and I guarantee you'll find it very addictive. Apart from the game I've described there's also the Trick Shots, Nine Ball, Pocket Ball, 2 player option and Jukebox which you will find rewarding in every aspect.

I would recommend this game to anyone!!! "Rack 'em up!"

BRETT MUNRO



Graphics	90%
Sound	87%
Music	94%
Playability	89%
Difficulty	83%
Mental	85%
Lastability	92%
Atmosphere	93%
Overall.....	90%

There's a variety of different games, including Nine Ball.

MEGA DRIVE

Over four years ago Joe Musashi made his debut in the arcades in the classic game "Shinobi" (which was then converted onto the Sega Master System). For his next adventure, to keep up with fashion, Joe bleached his clothes to star in one of the finest platform beat 'em ups ever to appear on the Mega Drive - The Revenge of Shinobi.

From there his Ninja-fighting career turned against him, after starring in a game he'd rather forget about - Cyber Shinobi. And the last time we saw our hero was in the above average "Shadow Dancer", where he had his trusty dog to help him on his quest. Together they defeated the Neo-Zeed army and Joe

was once again hailed a hero. A lot has happened since then - Joe's dog has been put down (probably due to the numerous RSPCA complaints!!!) and (Surprise! Surprise!) the Neo-Zeed terrorist organisation has assembled the most powerful army ever, led by the mysterious Neo-Ghost.

To make the attempt to destroy the Neo-Zeed, Joe realises he needs to be more powerful too. He has now mastered five ancient magics, ranging from the 'Hakuriu' which freezes every enemy in ice for our hero to destroy, to the 'Ikazuchi' magic (better known as the 'death wish') where Joe literally commits suicide by making his assorted body parts fly across the screen in order to cause massive damage to the bad dudes (yes, we do worry about Joe sometimes!!!)

He has also mastered new deadly combat

techniques. Using the same method as 'Golden Axe', he can now perform a deadly running slash or jump kick. His new ability to swing along the ceilings is an alternative technique, rather than just having the restricted ground assault. Another welcome bonus that Sega has introduced is, like Streetfighter II, when our hero gets hit with a fatal blow the animation slows down as to show the ugly severity of your death! Sega have also doubled the size of this new cart (from four to eight meg) giving players eight tough levels of more intense action.

Joe begins the game in the forests, caverns and industrial areas of Japan. In round four an enormous battleship carrying ammunition, soldiers etc is located, and you must survive its challenge to enter the main hide-out of the mysterious Neo-Ghost.

Visually, the graphics are great. In some stages they're not quite up to the high standard that Revenge of Shinobi I achieved, but it sure makes up for it in others... such as the ugly mutha at the end of level three.

The actual sound effects in the game are great, but the music itself is slightly disappointing when compared to the thumping soundtrack of it's predecessor.

Playability-wise however is where this game excels. With new enemies to defeat, combat techniques and magic to master this game is really addictive. With four modes of player difficulty, expert players sure won't have this completed on day one. In fact, I found myself up all hours of the night trying to conquer it - especially in the hardest mode!

Overall, Sega have succeeded in producing a game which will be an essential asset for any platform fanatic. Die-hard Shinobi fans will have many sleepless nights (and hopefully no fits!!) in trying to beat this one. A brilliant extension to the Shinobi series!

David Lang

Graphics	88%
Sound	90%
Music	85%
Playability	91%
Difficulty	93%
Lastability	91%
Atmosphere	86%
Mental	84%
Overall	89%

The Ninja superhero Shinobi is back and faces his greatest enemy ever! That's right, Joe Musashi, who vowed never to fight again after vanquishing the Neo-Zeed terrorist organisation has once again come out of retirement for his fifth time in the unimaginatively titled "Revenge of Shinobi II". But like Wonderboy and Leisure Suit Larry where there has been so many different games that everyone has lost count, this one is also known as Shinobi III. Confused? You're not alone!

Your Ninja magic comes in very handy at times.



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Atomic Runner

Set to rock the market again is Data East with their hot release of Atomic Runner. This is the scenario: aliens have been popping down to the planet Earth for the last 5000 years or so, and these E.T.s, known as 'Deatharians', claim that they are responsible for much of the ancient Egyptian architecture and that their history on Earth goes back well before man evolved on this piddly little planet. Now they're not messing about any more. It's no longer the occasional raid every couple of hundred years or so, but a full scale invasion of the planet.

Chelnov, the hero of the game, is a man with a mission. His father was a brilliant scientist who was injured during a blast, and with his final breaths, he tells Chelnov of the horror that has been happening over the years.

He directs his son to a chest that he has hidden under the pile of smelly laundry in the corner of his laboratory. The chest contains a power suit that makes an ordinary human, super-human. With his last dying gasp he tells Chelnov of the powers of the suit and how he must stop the Deatharians, and not to forget to cancel the papers. As an extra incentive, Chelnov's sister, Chelmi, has been kidnapped by the evil alien dictators.

Atomic Runner is a left-to-right platform, shoot the hell out of anything that moves and ask questions later, type of shoot-'em-up. Like most games of this type it's chock full of power-ups and an impressive array of weapons. Weapons, now there's an interesting subject! Chelnov has plenty at his disposal - if he can find them. (Hint: look behind the torches on the walls.)

LIGHT RING: Once this weapon is running at maximum power, you'll be destroying things fast and with a wide range. When unpowered it's almost useless.

MORNING STAR: Ecch! Stay away from this beast. Smiling at your enemies would do more damage.

SPIKED BALLS: These are supposedly the best weapons but are quite mild because of their short range. When you're surrounded, they can provide a little shelter.

HOMING MISSILES: These guys are quite rapid but can be a little slow at times. They tend to only lock onto a target when you're facing them.

BOOMERANG: Quite a powerful weapon. When fully stoked up, it provides rapid firing at a good distance.

Graphically, this game should blow you away almost as much as that awesome arsenal! There are loads of good lookin' bad guys. These chaps appear in droves and they don't stop until you've dropped. End-o-level bosses are enormous and are beautifully animated. The brilliant backdrops have to be seen to be believed, and the whole lot is put together seamlessly with breathtaking parallax scrolling adding to the overall effect. The music is pretty good too, and will have you tapping your toes while blasting your enemies into their component atoms. Gameplay is tough and the action is intense because of the large amount of enemy fire that is constantly targeted at you (especially on the hardest level). It soon makes you go trigger happy. After playing many a shoot-'em-up, I have to confess this is not bad at all, and Mega Drive owners could do with more games of this type!

To recap: Atomic Runner's background graphics are nothing short of superb, the sprites are stunning in both detail and variety and sound and music are quite impressive and smooth. It's not bad in the playability department, either. Play Atomic Runner once and you'll be back to try your luck again. A very decent shoot-'em-up indeed.

Brett Munro

Graphics	85
Sound	80
Music	80
Playability	83
Lastability	83
Difficulty	80
Mental	81
Atmosphere	80
Overall	84



Chelnov has to run right around the world to defeat the Deatharians.



FIRST

THERE WAS THE GAME ELEVATOR ACTION. WALKING AMONGST PLATFORMS FROM ELEVATOR TO ELEVATOR WHILE DODGING SPIES AND FINDING SECRET FILES. NEXT CAME THE IMMEDIATE HYBRID "ROLLING THUNDER" IN WHAT WAS EASILY DESCRIBED AS AN AMAZINGLY PLAYABLE COIN OP. NEXT THERE WAS SHINOBI, WHICH WAS EQUALLY PLAYABLE, AND THERE HAVE BEEN TONS OF OTHERS IN A SIMILAR VEIN SINCE THEN. STILL NONE QUITE GOT THE SAME PLAYABILITY THAT WAS PRESENT IN ELEVATOR ACTION (ONE OF MY ALL TIME FAVES) BUT WE HAVE SOME GREAT TITLES TO PLAY NONETHELESS.

ROLLING THUNDER

Now there is Rolling Thunder II. It is basically the same as No. 1, but a few differences have been chucked in for storyline purposes. Thankfully these changes don't affect the gameplay at all so you are basically getting the original upon the purchase of this classic title!

Apparently, those naughty people down at "Geldra" are up to no good once more after Albatross successfully intercepted their last plot! In case that last sentence sounded like Dutch to some of you, I'll explain. Geldra is a criminal organisation whose rulers get off on world domination and things like that (each to their own I suppose!). They own shares in powerful companies, and those they don't own they just scare to death! Now there is also a secret organisation organised by the government

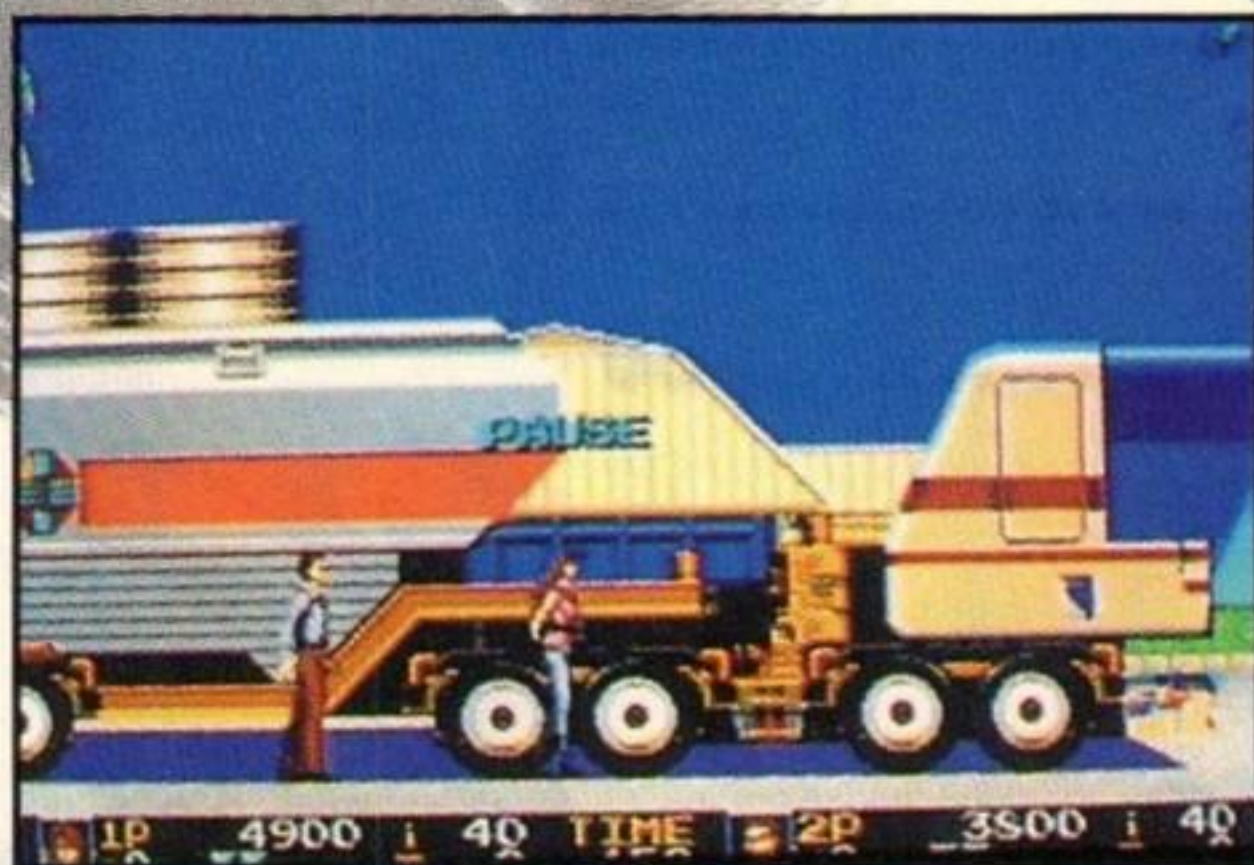
designed to get rid of nasties such as Geldra.

Albatross is the code name for their top agent whose name shall remain secret for obvious reasons, i.e; we don't have the faintest idea what it is either! (we don't really care though!). His partner's code name is Leila and together they must find the whereabouts of the criminal headquarters and make havoc for Geldra. You see Geldra are knocking satellites down left, right and centre in an attempt to confuse the hell out of everyone. If you don't stop this nonsense at once all hell will be let loose!

To give you an idea of how Rolling Thunder 2 plays, for those who didn't play the original coin op, it is very reminiscent of Shinobi in the arcades. You can choose between the two agents (Albatross and Leila), both agents being equal in power. The biggest notice-

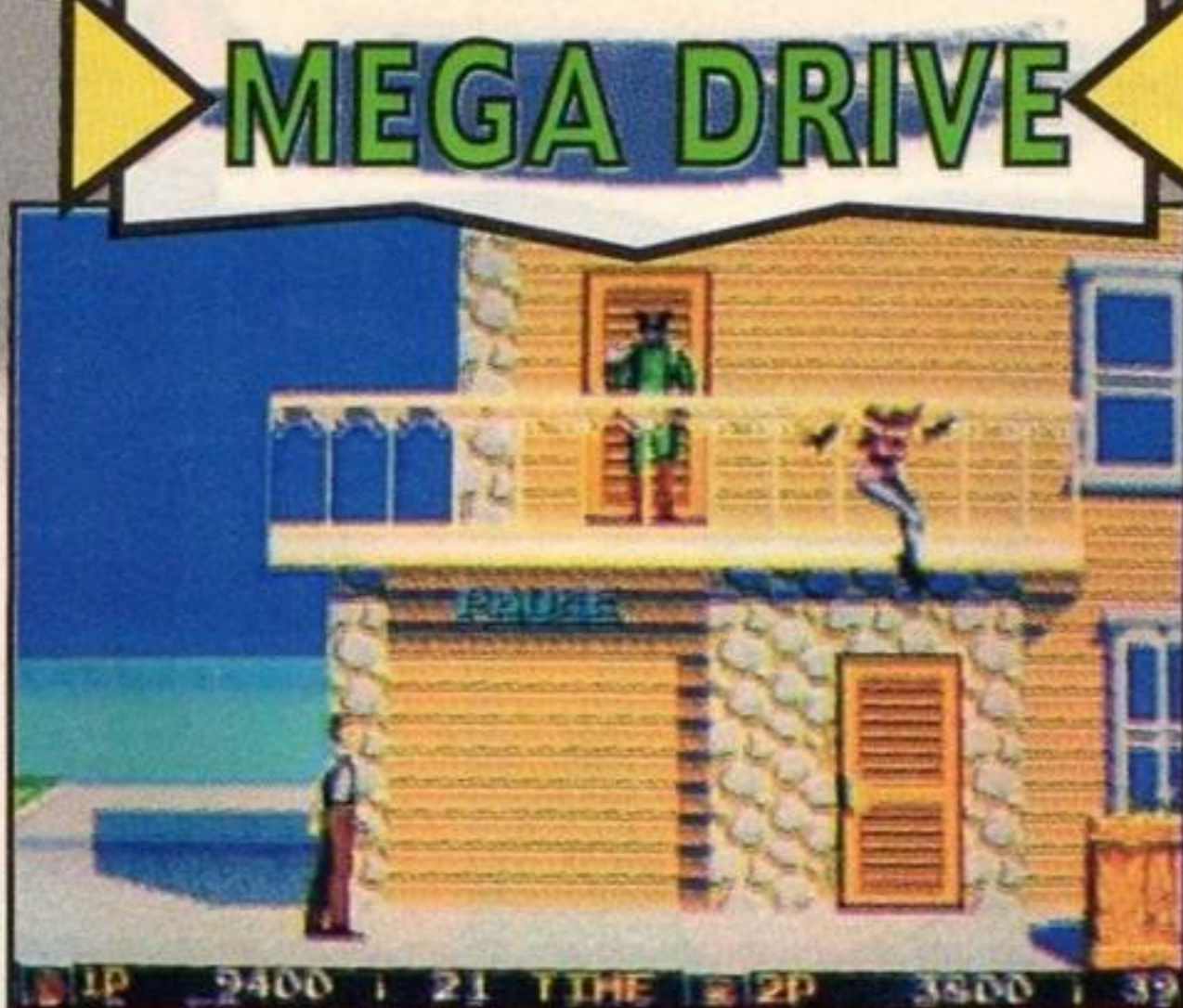
able difference between this and the original is the new two player option where both Albatross and Leila help each other at once. This works really well and makes for an easier attempt at the game. Your only weapon at the beginning is your gun but other weapons, namely a machine gun, flame thrower and laser launcher are to be found randomly. You are restricted to limited bullets so beware, as refills are few and far between. Enemies can cause harm to you in many strange ways. The most obvious enemies are the dudes with the hoods over their heads which are back from the coin op. But now there are flame throwing guys and also people with radioactive suits on (actually these guys seem really pointless to me) but they are there in abundance waiting for you.

The graphics in Rolling Thunder II are exceptionally good with pixel perfect translated sprites being adopted from the arcade game of old. Nice new touches are also thrown in such as the walls which offer a point of refuge when under fire. Plus the parallax



ROLLING THUNDER II

Secret-agents tend to be very athletic



Ooh look, an evil scientist's hidden laboratory



backgrounds are kept simple and to the point. The dinky sound effects aren't really noticeable as they are well hidden within a decent 007 style soundtrack! You can check-out the soundtrack if that sort of thing excites you in the weird sound test screen which shows an alien band performing these tunes for your pleasure.

Fans of all platform games will go ga ga when they have a turn as it is immensely playable. The same addictive feeling that kept you pumping 20 cents down the slot remains in this modern-day version. The only problem with the playability is the small but annoying feature that stops you from shooting while jumping. But get over this gripe and a well thought out challenge awaits you. With so many easy games flooding the Mega Drive market it is refreshing to see some chal-

lenge whacked back onto the market and this is hopefully the start of what's to come. It's presentation is outstanding with cinema scenes explaining what's going on keeping with Namco's tradition of excellent intros. The intermission cartoons are well done as well with action shots of the two heroes strutting their stuff. Also the storyline screens are straight from the coin gobbler itself! (including the sad one liners!)

Rolling Thunder II is an example of a title that offers both excitement and challenge without becoming annoying. (Although the once-hit-you're-dead feature may turn some people off). But if you don't feel like starting from Round 1 every turn (and let's face it no

one does really, do they?), you can write down the passwords for play later!

If you have ever played the original title even just once, you'll understand just how addictive this is, so there's a valid reason for spending some dollars on this one over other similar titles. E-Swat, Revenge of Shinobi and Ghouls and Ghosts are the only three other titles that come close to this genre of gameplay but they're old, so chances are you've already seen them by now. Go for Rolling Thunder II for an excellent challenge which offers entertainment as well.

BRIAN COSTELLOE

GRAPHICS ~~~~~87

SOUND ~~~~~64

MUSIC ~~~~~89

PLAYABILITY ~~~~94

LASTABILITY ~~~~92

DIFFICULTY ~~~~91

PRESENTATION ~~~88

ATMOSPHERE ~~~88

VALUE ~~~~~85

CONVERSION ~~~97

OVERALL ~~~~~88



MICKEY 2

Mickey had fought long and hard, eventually he regained his lost love, Minnie, and banished the evil Witch Mizrabel and her hordes of darkness. Exhausted after such a plight, Mickey settled down into his bed and began reading a book of fairy tales.

As he read, his eyes grew heavy, and he fell into a deep sleep. When he awakens, he finds himself in a strange, gloomy village. He wanders around trying to get his bearings on where he is until he bumps into a sad village girl, who looks suspiciously like Daisy Duck, who spoke of the village's peril. An evil giant had heard of their wonderful magic crystal. The giant had become greedy with thoughts of what the crystal could give him, and stomped off to acquire the precious gem. The crystal, however, was more important than Mickey could have imagined. The village girl also explained how the crystal protected the village, and without it, the good magic of the valley had disappeared and in its place the darker bad magic surged through the valley. Now, instead of happiness, spooky gloom reigns supreme.

Mickey (always the womaniser) proudly boasts he shall return with the crystal, to restore the once tranquil existence of the village. The giant lives in a castle in the clouds and to reach it Mickey must go in search of the good Princess, who bears a remarkable similarity to Minnie Mouse. She resides in the North Mountains and can tell him the best way to get to the giant's castle. Let the adventure begin!

Disney are renowned for producing high quality games and they haven't let anyone down yet. They have greatly improved upon the original Mickey adventure in a number of areas, the animation of the characters being a particularly noticeable one, and the actual number of levels has increased to 17 stages.

You must guide Mickey through the various levels in order to save the village. Along the way there are several items which can be used in order to help Mickey progress through the game, such as Barrels, Winged Barrels (to fly), Springs, Logs and Clocks. An interesting feature is some of the monsters you fight can be

'Now, instead of happiness, spooky gloom reigns supreme'

frozen, then thrown at other enemies. Other Disney characters you come across are Donald Duck, who plays the King of the Sand Castle, Goofy as the toymaker, and Horace Horsecollar as the Blacksmith.

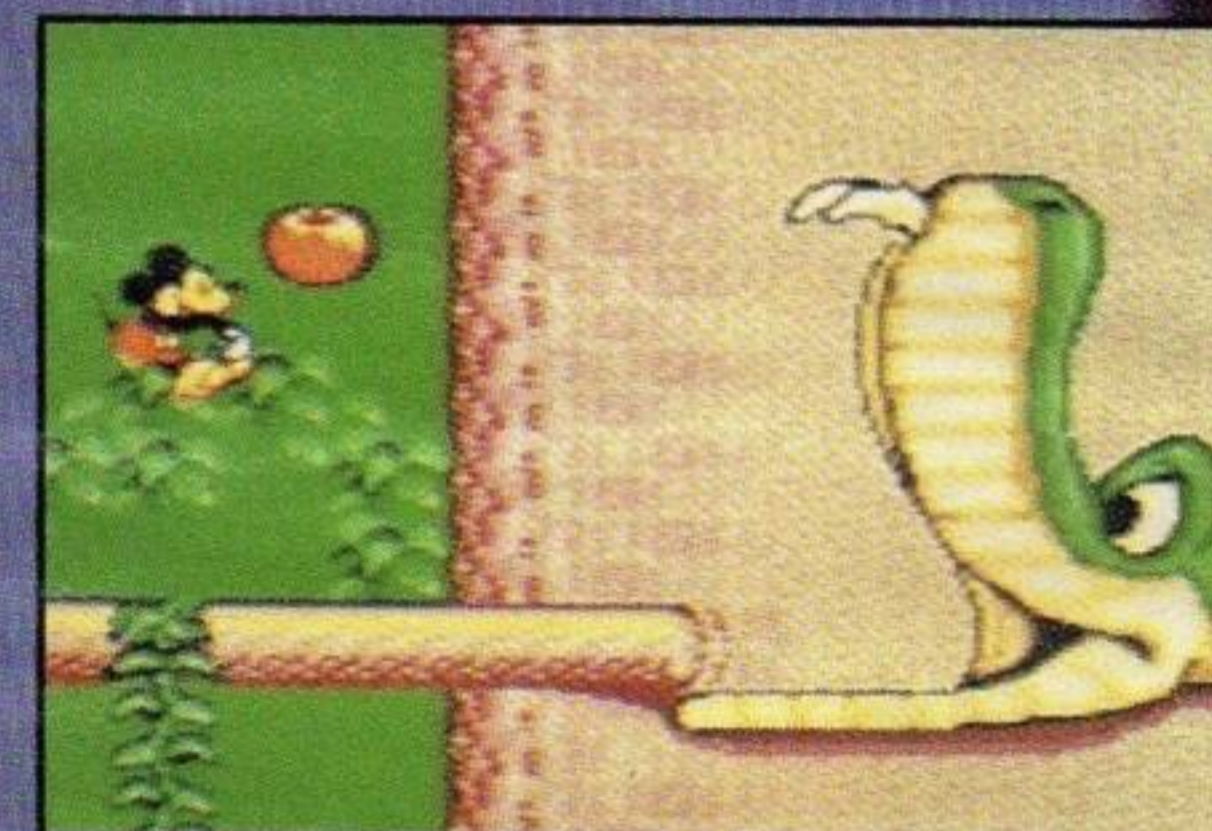
Graphically the game is excellent, with well defined characters that complement carefully detailed backgrounds. The animation has also been improved upon, with in-between scenes that look very much like a cartoon. The sound is also good, the tunes that play during the level are very atmospheric and add to the game's appeal.

The playability of the game is very much like the first, with Mickey able to jump, duck, climb and throw. The difficulty setting is right for the younger audience and novices alike and, being a fairly big game, it should last a long time on the list of everyone's favourites.

Disney haven't let anyone down yet, and while Mickey Mouse 2 isn't a huge departure from what they have done in the past, it's another winner!

NICK SMITH

Graphics	87
Sound	85
Music	86
Playability	91
Lastability	92
Difficulty	86
Mental	88
Atmosphere	86
Overall	90



ARIEL

The Little Mermaid

HAVE you ever wanted to interact with and explore a Disney animated movie? No? Well neither have I, but here's your chance anyway in Disney's new tale of deep sea magic and mystery, which has been adapted from the box office hit *The Little Mermaid*.

Just in case you haven't seen the movie (and if not, why not – it's a classic!), the story involves the evil Sea Witch, Ursula, who has transformed the peaceful Merpeople into sad little polyps and, if that wasn't enough, has kidnapped a member of the Royal family (let's hope it's Fergie!). So now it's up to Ariel or King Triton (Ariel's father) to defeat Ursula and restore peace and order to the oceans.

First and foremost you are given the option of playing either Ariel or King Triton, which slightly changes the basic storyline and weapons that are available to you. As Ariel, you must defeat the evil Sea Witch and save King Triton with musical notes and sparkling stars. But choosing Triton will equip your arsenal with magical bolts and blazing fireballs, setting you on a quest to save your daughter, Ariel. The mission in each level is to swim in search of little polyps, so you can turn them back into the beautiful Merpeople they once were.

As you explore you will, more than likely, come across all sorts of treasures and collectables such as gems, hearts and keys. Not all treasures are easy to find, and some are actually buried underneath the seabed and can be dug out by your helpful fish friends.

Graphically the game is, in common with virtually all of Disney's titles, nothing short of brilliant. The amount of detail in the animation is a major contributing factor to the game's realism. The sound effects and music are all in the spirit of the big screen counterpart, with some of the tunes being very reminiscent of the water stage music in another classic Disney game, *Castle of Illusion*.

Playability-wise, however, this game is a slight disappointment. A major reason for this is the game's collision detection, with the console continually thinking you're getting hurt by an enemy which isn't even touching you. While this is barely noticeable in the early stages of the game, frustration may get the better of you and you'll find yourself literally throwing your Mega Drive out of the window!

Despite this problem, the game is still playable. If you enjoy this style of game still check it out, but I would personally advise you to save your hard earned dosh for Sega's brilliant *Ecco*, another underwater epic with a similar theme, this time starring a dolphin rather than the animated antics of Ariel. Ariel's not bad ... but not great.

DAVID LANG



Just hanging about really..



Look behind you !!!



Ouch!! headbutt or what?!

Graphics	86
Sound	87
Music	89
Playability	63
Lastability	66
Difficulty	69
Atmosphere	83
Mental	75
Overall	71

Master of DARKNESSES

HOW IS IT THAT THESE SPOOKY MYTHS AND STORIES COME ABOUT? COULD THEY BE THE PRODUCT OF SOME SADIST'S WEIRD FANTASIES, OR IS IT JUST TO SHUT THE KIDS UP AT BED TIME? WHEREVER THESE LEGENDS WERE DERIVED FROM THEY HAVE A HUGE CULT FOLLOWING. ONE OF THE BEST KNOWN OF THESE CHILLING TALES WOULD HAVE TO BE THE LEGEND OF COUNT DRACULA, A VAMPIRE WHO SNOOZES THE DAY AWAY AND FEEDS DURING THE NIGHT. NOT BY NIPPING DOWN TO PIZZA HUT MIND YOU, THIS GUY PREFERS THE TASTE OF WARM BLOOD, BUT FORGET THE SIDE SALAD AND DEFINITELY NO GARLIC BREAD.

So, as the legend has it, the beauty of the glowing moon on a cloudless night brings with it an immense evil. In the shadows lurks a being whose only desire is to feed on the living to satisfy his immortal body. He drinks from the bodies of innocent victims, draining them of blood and leaving them white, pale, with two punctures in their neck and one heck of a hang-over.

The story is set in England, one hundred years ago. One night an investigator of the paranormal, a psychologist named Dr. Ferdinand Social, was using his Ouija board (they didn't have Segas back then) when suddenly a ghostly presence spoke, through the board, of impending doom... "Killer ... Vampire ... Go to Thames ... Caution ... In the wake of Dracula."

Dr. Social knew what had to be done, he packed his things and headed for the Thames River (personally, I'd have hotfooted it out of town). On the way, he couldn't help but think about the recent happenings: after every full moon a body is found by the banks of the river. Social came to one conclusion: there must be something



The thing is, Dracula has also called upon his evil minions to try to sap your will and strength. You'll face zombies, gypsies, demon dogs, ghosts and poltergeists who are capable of more than rearranging the furniture.

Luckily, you don't go empty handed. Along the way are various Friday the 13th-type masks which, once broken, contain either a weapon, energy or an extra life. The weapons range from a pathetic dagger to axes and of course wooden stakes. If you do get to an end-of-level boss with just a dagger, you'll be in for a long battle, so be careful what you pick up.

In the shadows lurks a being whose only desire is to feed on the living to satisfy his immortal body

supernatural happening here. (He's a bit of a clever dick, you see.)

This is where you begin your quest to meet and defeat the evil Count Dracula. Master of DarkNESSES will take you through five levels of phantom-filled platforms, each consisting of three rounds. Once you've battled your way through the Thames level you come face to face with one of Dracula's old mates, Jack the Ripper. Once he is put in his place your journey continues through other, even hairier and scarier, areas. You must go through a church, a graveyard, a clock tower, the waxworks, a suspicious-looking laboratory and finally through a maze of stairs and doors where you'll confront Dracula himself.

The graphics are fantastic with clear sprites, some great backgrounds and the attention to detail is a breath of fresh air for the ol' Master System (especially in the church). The sound is also one of the highlights of this game with an eerie soundtrack playing throughout. The sound fx are a little gaudy at times, though.

There hasn't been anything really exciting happening to the Master System for a while, but this game changes that. With its playability and difficulty set at just above the average game player, this should keep most glued to their machine for a fair while. But when you play make sure to lock the doors and windows and turn on all the lights. Ha! Ha! Ha! Aaaarrghhh...

NICK SMITH

GRAPHICS	84
SOUND	82
MUSIC	87
PLAYABILITY	90
LASTABILITY	87
DIFFICULTY	88
ATMOSPHERE	88
MENTAL	85
OVERALL	89

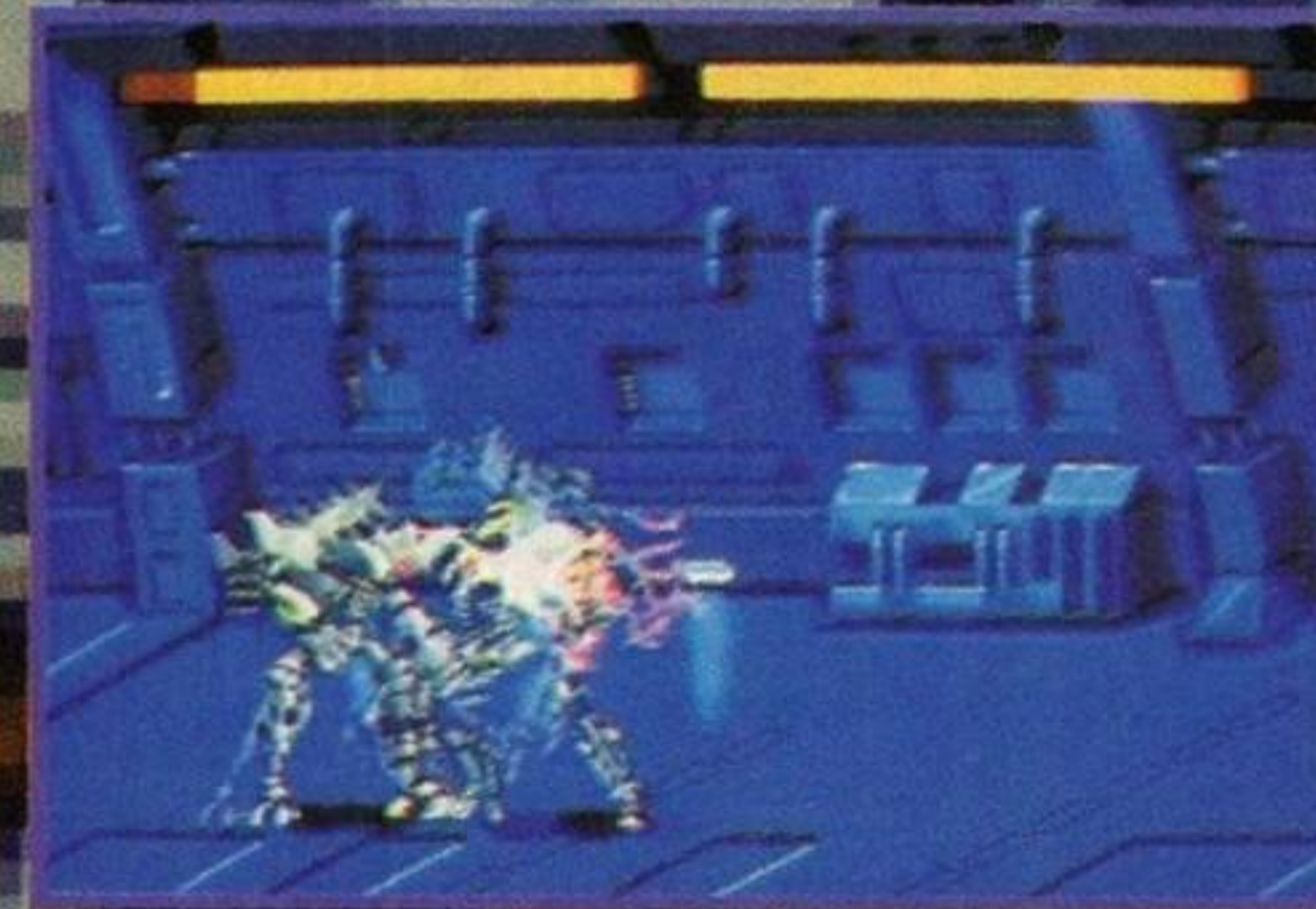


Cyborg Justice



GRAPHICS	85
SOUND.....	90
MUSIC	80
PLAYABILITY	91
DIFFICULTY	88
LASTABILITY	90
ATMOSPHERE	87
MENTAL	80
OVERALL	86

JUSTICE



OI! ALL YOU WIMPS. YES I KNOW JUST WHAT YOU'RE ALL GOING TO SAY. "I DON'T LIKE PLAYING BEAT 'EM UP GAMES WITH FIGHTING IN THEM 'CAUSE THERE IS TOO MUCH BLOOD AND GUTS AND I DON'T LIKE THE IDEA OF GETTING MY FRIEND'S INTESTINES AND MAKING A PRETZEL FORMATION WITH THEM." WELL, WITH THIS NEW BEAT 'EM UP "CYBORG JUSTICE" YOU HAVE NO EXCUSE WHATSOEVER, BECAUSE INSTEAD OF HUMAN ORGANS YOU HAVE MACHINE CIRCUITS AND IN PLACE OF FLESH YOU HAVE SHRAPNEL.

The story goes something like this. You are an android warrior who has just been chopped up into little french fries by an evil, humungoid robot dude. Obviously you are not too happy about the whole incident, so you put yourself together, go into "Vengeance mode" and go off into the wasteland with one bad cybernetic attitude.

As you go on you come across other robots who are stupid enough to take you on hoping to ruin your grand plans of revenge. If you blow them away, they will fall into a pile of rubble. But wait a sec; you can pick up the scraps (like legs, torsos, arms and hands) and use them yourself to improve your amour, speed and strength! (Now that's what I call lending a hand!) It works out that you can have over 200 different combinations.

A good thing with this game is the number of moves you can use to pummel your

In Vengeance Mode you go off into the wasteland with one bad cybernetic attitude

foe into the ground. I've found 15 moves so far including uppercuts, hammer fists, head smashes and the knee into the groin move. (I wonder if it would really hurt a robot?)

When you pick up other parts from your victims, the hand is the one to go for. Not only does it do incredible damage to the poor guy in your sights but the animation is so funny and real it just makes you want more.

The weapons are as follows:

Normal hand - you start the game with this and it works just like a jackhammer.

Spinner Hand - this one spins like a ball and chain, knocking off bits of metal.

Saw Hand - this weapon is a real crack-up. You just have to get close and you'll cut off your opponent's arm. (Gives a

whole new meaning to the word "Disarm").

Launch Hand - Just press a few buttons and your hand becomes a lethal missile.

Laser Flame Hand - this one fires lasers (surprise, surprise).

Fire Spray Hand - This beauty fires your opponent's chips, hydraulics and wires in no time at all.

The game options will be to everyone's liking as well. There's the one Player game for those who want all the glory themselves, the two Player for that big tag team effort, and a One on One fight to the death (or not death really, but you'll end up like scrap metal that is only useful for making number plates).

In one word Cyborg Justice is "Awesome". The moves are easy to get through and it's not the sort of game you can finish within 3 days of buying it. The robots move very smoothly and the sound FX are great when hitting or kicking the other fool and watching metal fly off his body. Every time I play the game it reminds me of Monty Python's classic movie - "Quest For The Holy Grail". Whenever I lop off somebody's arm, I'm just waiting for him to say "'Tis but a flesh wound!".

Beat 'em up fans who don't check out Cyborg Justice soon deserve a bit more than a flesh wound. That's your last warning!

TIM "GABBLER" GADDLER

CHAKAN



More than a
thousand
years ago, a
powerful
warrior-priest
challenged
Death...and
won

Chakan, who has lived twenty torturous lifetimes, has finally decided to share his curse and let you suffer right along with him. Chakan is the Eternal Man – the forever wandering soul, who was the mightiest warrior who ever lived, so mighty he had no equal, not even death himself. The victory over Death, instead of glory and fame led to a life of misery and he was destined to wander forever, with the only hope of gaining rest by eliminating the Inhuman Royalty of Darkness (another name for supernatural evil).

When you consider how long Chakan has been around you would realise that he would have a pretty good idea of what people would like in a video game. So after living a life of undeath for over a thousand years he has developed a game that is so addictive it is the reason why this review is being written at 4.45 a.m. For those mature players who like getting their money's worth in good hard pressing, quick thinking, reflex action games then this is it.

The great concept of this game is that it totally sticks to the storyline. Chakan is immortal, he will never die and that's the fact Jack! The whole idea of the game is that he lives for eternity or until the foes are defeated. This is a life of long, tiresome misery and in turn this



is portrayed to perfection in the game.

So for all you money spinners who might have cheat carts or those book worms who go on the never ending search for cheats, this game has just got one on you. Just like Chakan, you keep coming back, trying to get it right, trying to advance to the next phase or plane. Every time you fail you start from the beginning of the porthole, each time you run out of time you start from the very beginning of that porthole and lose everything you obtained in it. But don't think for one minute that just because you don't die, that you'll walk through it in the first sitting. BIG MISTAKE!! HUGE MISTAKE!!

Instead of killing you off, the game annoys you off. Behind each porthole is a platformed maze of beasts, undead and other foul creations from the

darkside. You have a range of weapons you need to collect, all serving different purposes. As well as that you have your magic which you get by collecting all these different potions and mixing them together to go BOOM! Each porthole has to be completed with the proper weapons and in particular ways. It is trying to succeed in these seemingly impossible tasks that starts getting your blood pressure to rise. There is no saving or password feature so if you die at a particular stage 20 or 30 times then you'll be that agro you'll be thinking of doing some serious damage to anything you can get your hands on. Maybe you'll chuck in the towel and shut off the game and then realise at that instant the game has just kicked your butt.

You too are suffering the same agonising fate as Chakan, fighting through a living hell. To

I ATTACKED WITH SUCH FURY AND MIGHT,
THAT EVEN DEATH HIMSELF WAS TAKEN
ABACK. AND THEN, INCREDIBLY FELLED!



AW



Don't think for one minute that just because you don't die, that you'll walk through it in the first sitting. **BIG MISTAKE!!**

be totally honest the idea of giving infinite men and then waiting for you to commit suicide is such a flavoursome idea and is perfect for this game because it really works well. The way that it bugs you knowing that if you turn it off you have to start from scratch and unless you devote a well dedicated and sizeable amount of time to it that you will never, ever have a hope of dying again.

Anybody who's ever been attracted to the dark side of the force will be totally overwhelmed with the absolutely 'A' grade graphics which are set to dazzle you for 24 legendary phases. With great detailing you will enjoy watching and

controlling Chakan's spins, rolls, fights and magic. As you enter phase after phase you will meet monsters that make you really think about the minds of people able to come up with them – are they highly imaginative, insane or just on drugs. Whatever it is it works and works well. Particularly take a good look at the porthole entrances as the hologram simulations are superb.

Overall, you have the most outrageous game where seeking death is the goal and staying alive is a curse, where patience is pushed to its limits. Chakan has been over twenty lifetimes in the making, and it is worth every bit of the wait.

ANTHONY MANSOUR

- Graphics92
- Sound87
- Music87
- Playability92
- Difficulty93
- Lastability85
- Atmosphere95
- Mental88
- Overall92

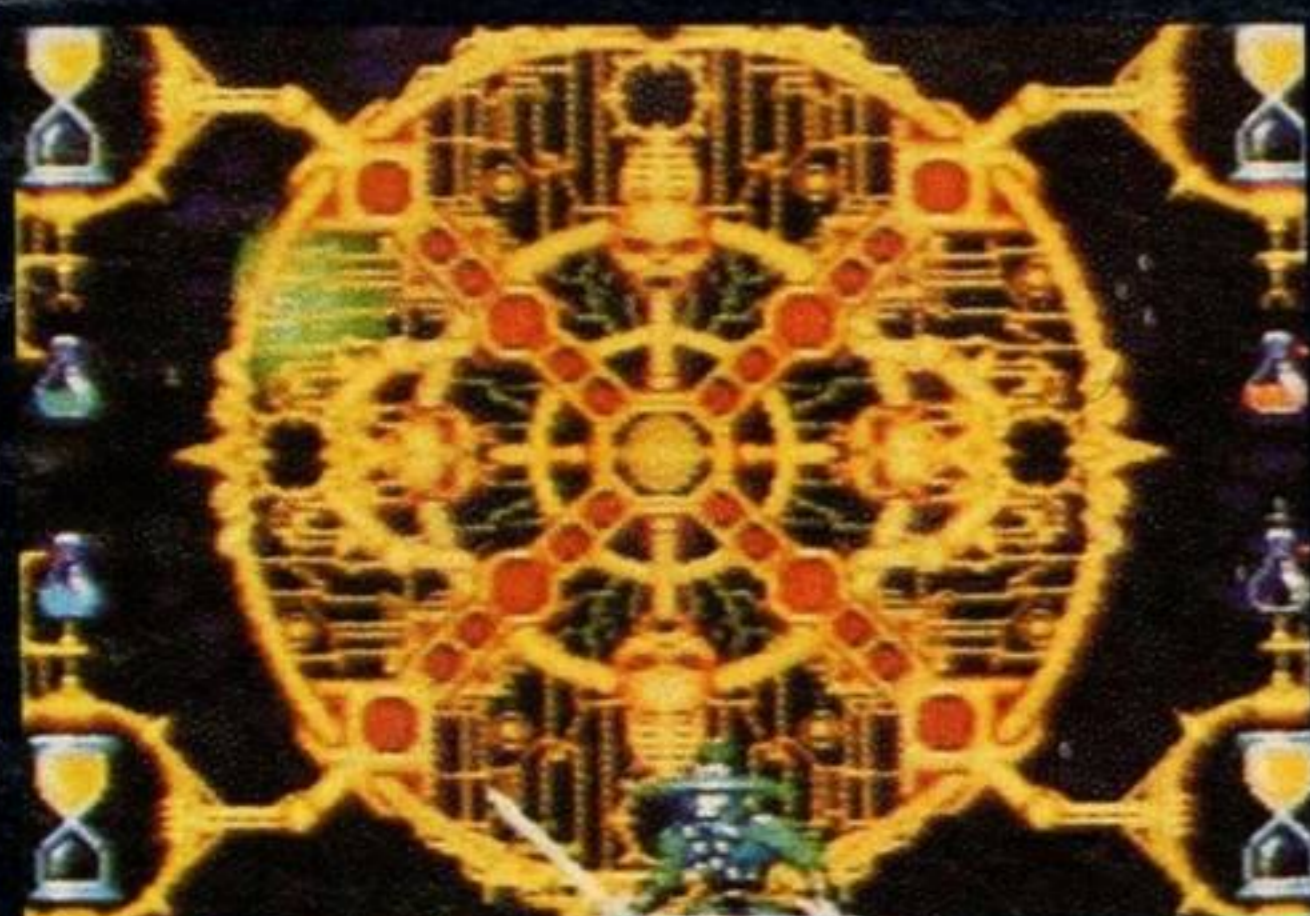


Hmm, I wonder what's through this door?



Chakan can't die, but he can sure feel pain

Umm, the monster's the other way!

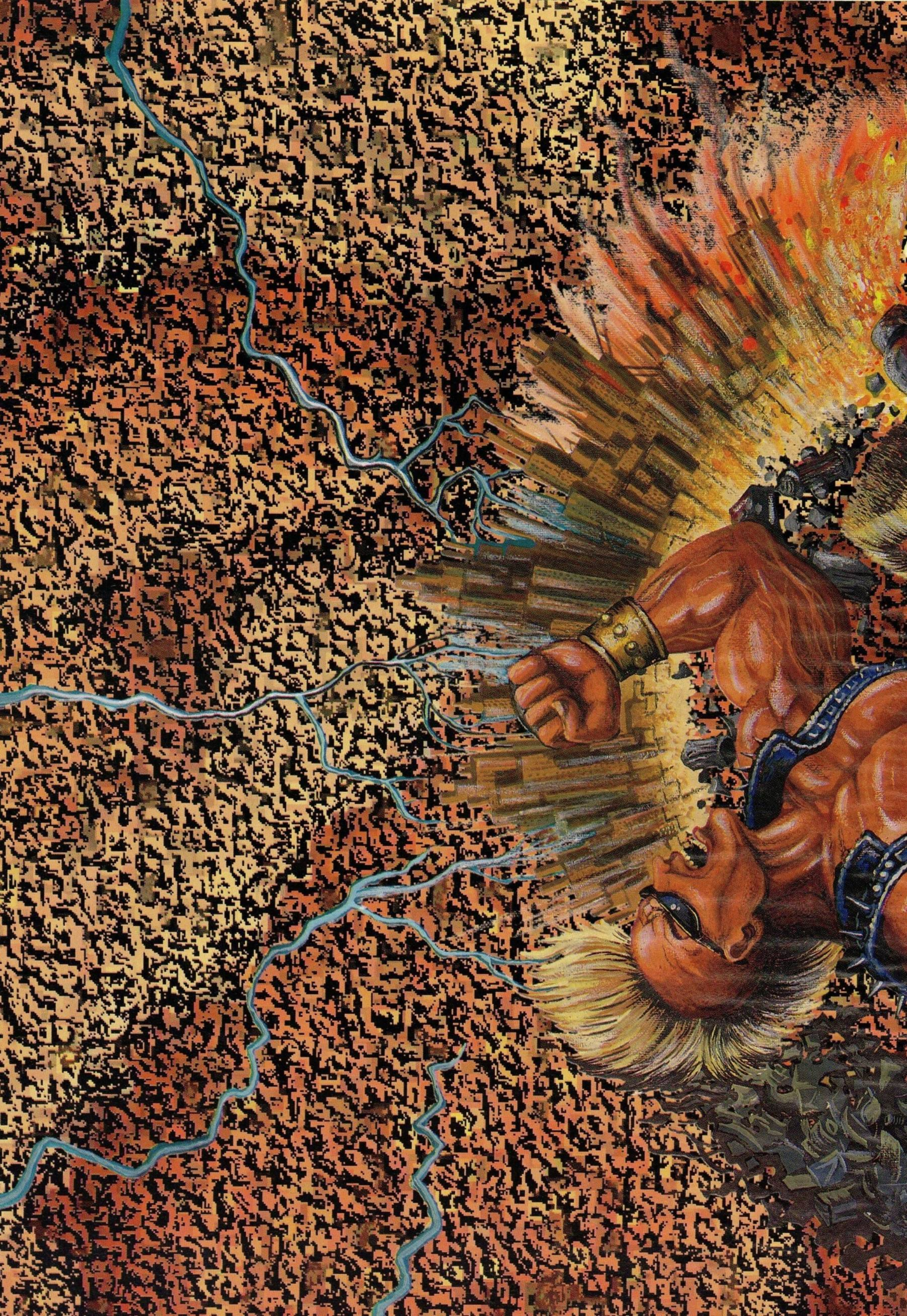


This wheel tells you how far you've come



Flaming swords aren't going to help you under water







SEGA

OUTRUN 2019

O.K,
so you've finished
Outrun, Battle Outrun
and Outrun Europe, and you
think that makes you a cham-
pion Outrunner, right???
**Wrong! The need for speed is
back again, only this time you
are in the future!**

Well, I guess all the champion Outrunners know about the Outrun saga, don't you? But if not, here it is. The whole idea is to drive like as if there was no tomorrow without hitting other cars or inconvenient objects on the side of the road (i.e. signposts, trees, the odd billboard or two). Avoid all of these and you will be sure to make the checkpoint within the time limit.

Now you might be thinking "This sounds so boring, I would rather spend my money on the entire Simon and Garfunkel collection than waste my money on this game". But before you do something really stupid like that, there are some really hoopy features you should hear about first.

First of all there is your Turbo that makes

you go at an incredible breakneck speed, making you fly past other drivers with no worries at all. But you must be careful on turns for you will find yourself doing a forward somersault with a half pike and finally landing on your roof. (Well you can't say you didn't crash in style, can you?)

Then there is the playback option. This allows you to replay your whole driving experience on all the stages you went through. This lets you remember what you've just been through and take note of where to slow down or speed up or which path to take. Or just save it for your friends and show how good you are at panel beating your own car.

You also have your options that allow you to select the transmission from automatic to manual. A level select, so you can select any level you want just in case you are getting nowhere quickly by not passing what seems like an impossible level. There's the usual sound and background sample selections as well as the SRAM clear to wipe off any old games saved.

A good thing they improved with Outrun 2019 is the 3-D scrolling effect of objects coming toward the car. They are a lot smoother compared to its predecessors. Other novel ideas are, if you are on a bridge you can fall off the edge to your death, feeling for the first time the effects of

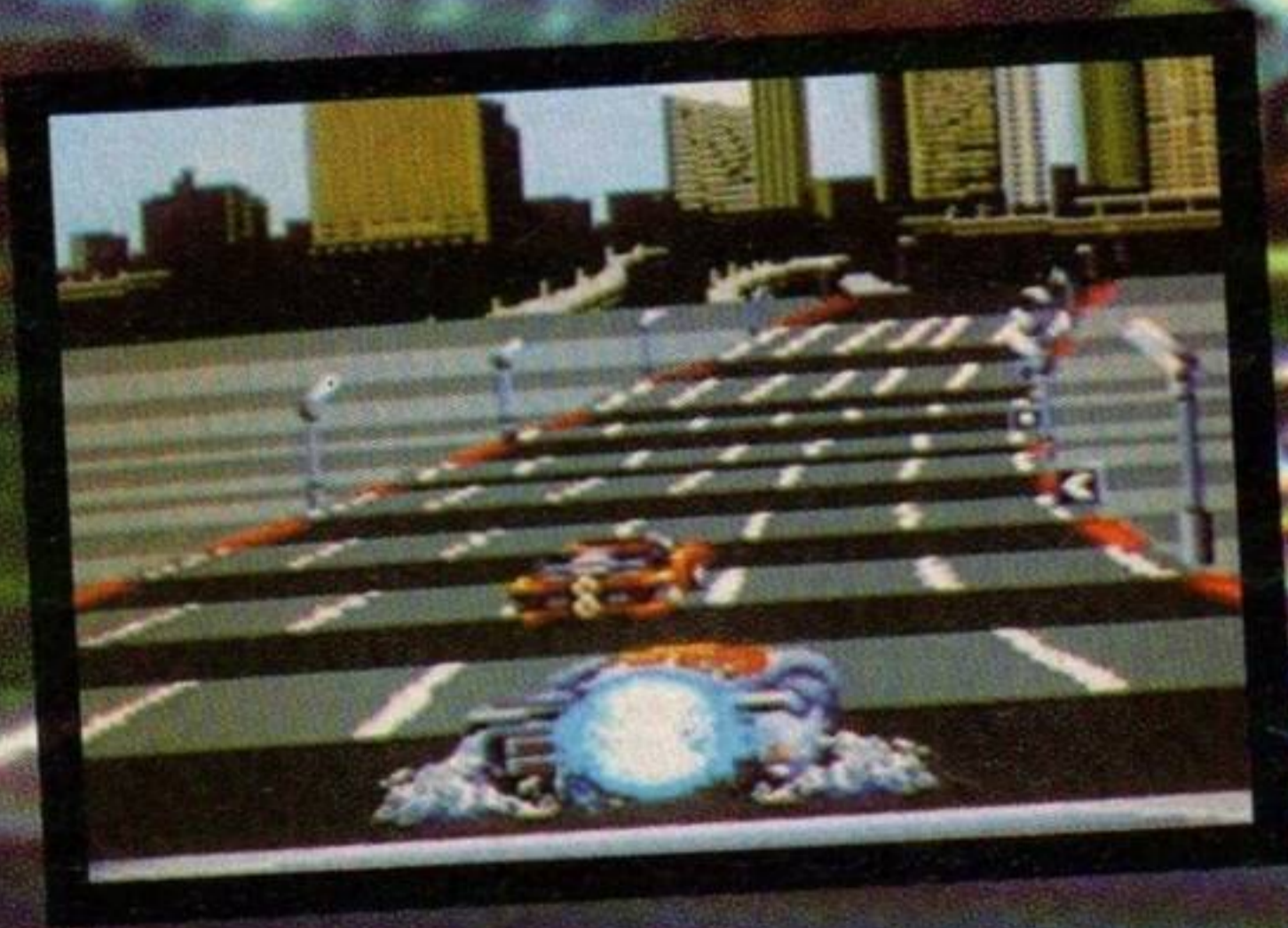
positive 9 G-forces against your face in your car. The other cool idea was the effect of a bridge drifting over you as you hoon on down the road.

The sound fx are a bit of a let down when scraping against a barrier, changing gears, revving or just crashing. The sounds are quite basic for the 16-bit machine and they should have done more with them, especially as they had free rein to create "futuristic" sounds.

The controls are very easy with your steering, brakes, accelerator and gear shift. It's easier than turning on a switch for your light, which may lead to slight boredom after a while.

Overall though, it's a good game for all you revheads out there, but if you are not into people like Alain Prost, Ayrton Senna and Nigel Mansell, then maybe you should get that Simon and Garfunkel collection.

TIM GADLER



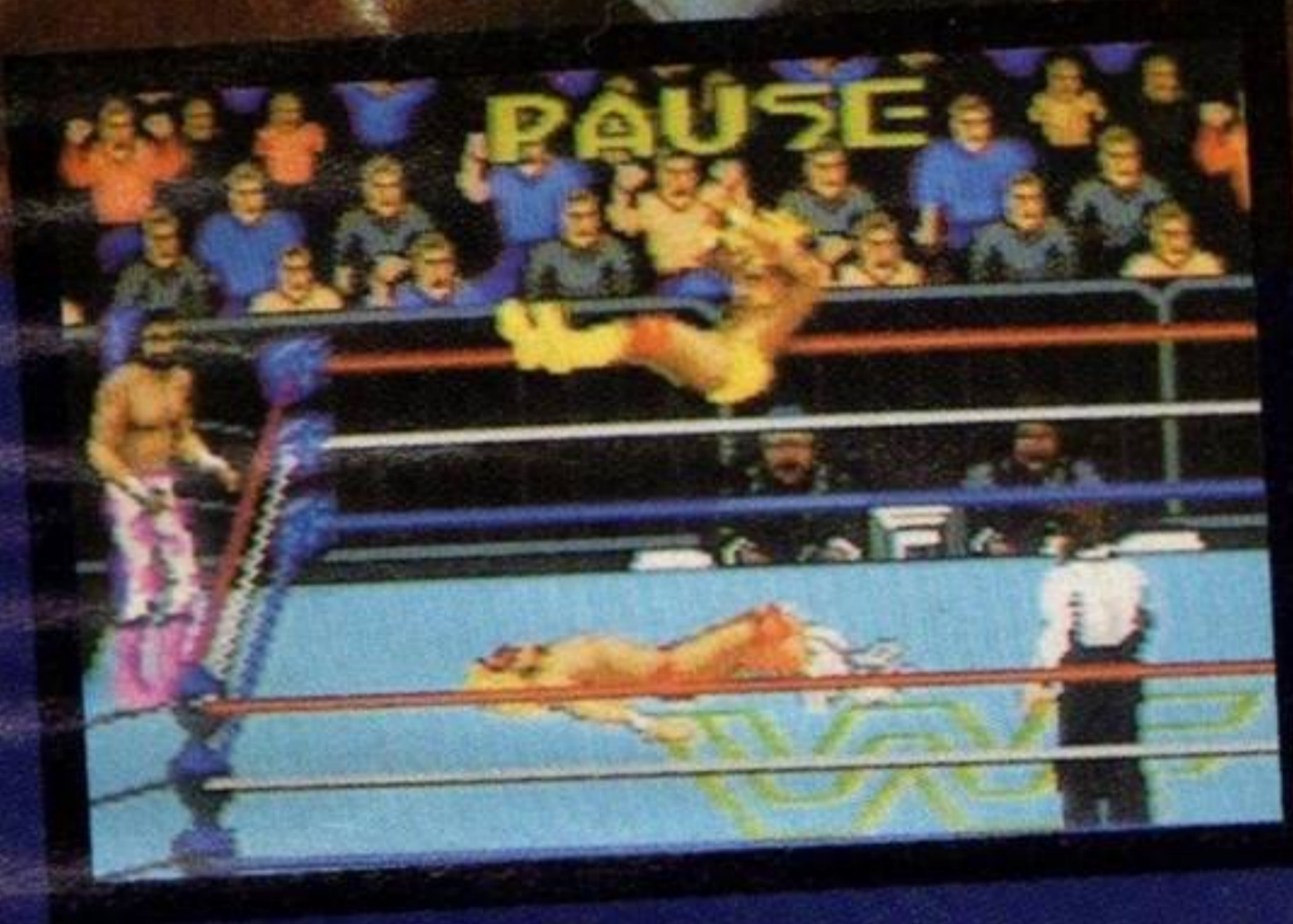
Graphics.....	79
Sound	68
Music	81
Playability.....	88
Lastability.....	87
Difficulty	85
Mental.....	66
Overall	80



OKAY ALL YOU HULKAMANIA MACHO

WWF

MEN AND
WOMEN,
IT'S TIME
TO INDULGE
YOURSELVES



FOLLOWING THE EXORBITANCE OF SUMMERSLAM '92 WHERE THE BRITISH BULLDOG TOOK THE INTERCONTINENTAL BELT AND MACHO MAN RETAINED HIS WWF HEAVYWEIGHT CHAMPIONSHIP, YOU CAN NOW TAKE YOUR BROTHER OR SISTER OUT OF THAT SLEEPER HOLD AND FORGET PILE DRIVING GRANDMA FROM THE TOP ROPE AS FLYING EDGE BRINGS WWF SUPER WRESTLEMANIA TO THE MEGA DRIVE.

You begin with a choice of 8 wrestlers from the WWF arena. From parts unknown, weighing 275 pounds the mighty ultimate warrior poses a formidable opponent. Glamour boy Shawn Michaels is also in there along with that technician of the ring, the British Bulldog. The Macho Man makes an appearance and what wrestling game would be complete without veteran of Venice Beach, California, Hulk Hogan. If you prefer the darker side of the WWF then bad guys the Million Dollar Man and Irwin

R. Shyster should satisfy.

After choosing from one on one, tag team, survivor series or the ultimate WWF Championship, you're into the ring. Mean Gene provides a brief intro and the Hulkster proceeds to slam the Million Dollar Man into the canvas. All the hot moves are there including the pile driver, suplex and drop kicks. But don't be limited by the ring shouts the Hulkster as the Million Dollar Man is thrown over the top rope where a leaping drop kick buries your opponent's face into the canvas.

So what about the game play? The moves take a bit of time to master and until you learn them you may well find yourself being pounded into the ground by the computer. Fortunately, there are three difficulty settings which allow you to practice and provide some back breaking, clothes lining competition when you get good. Super Wrestlemania's forte is definitely the two player mode where you can tag team against each other and slam, splash and suplex the living daylights out of one another. A half Nelson applied by the Hulkster followed by the 3 count and the Million Dollar Man looks like the One Cent Gent!!

There are some great digitised graphics of each wrestler and the in game sprites bear

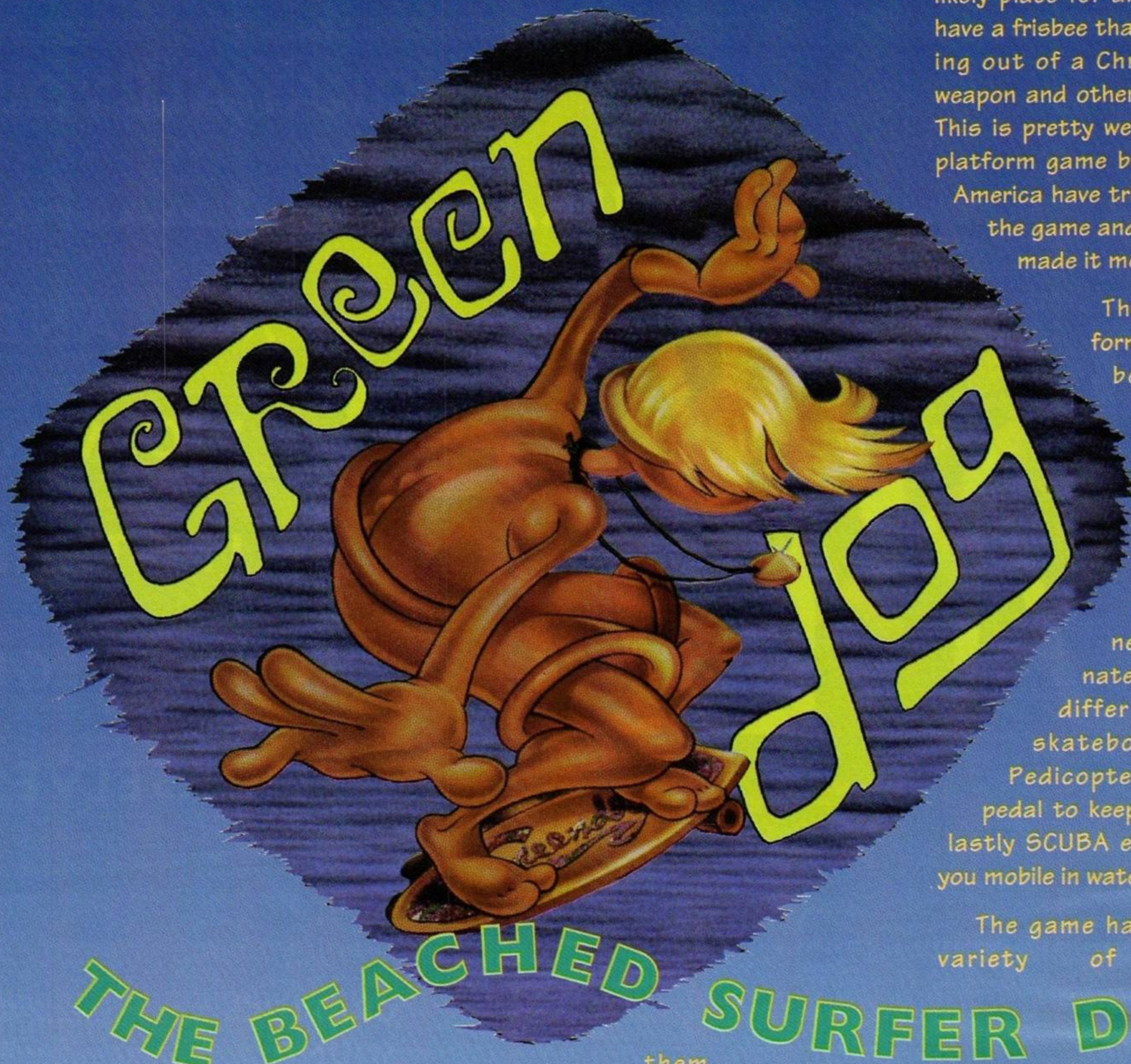
GRAPHICS	87
SOUND	75
MUSIC	83
PLAYABILITY	81
LASTABILITY	84
DIFFICULTY	80
ATMOSPHERE	86
MENTAL	79
OVERALL	85

remarkable resemblances to the real guys, although the background crowd is a bit weak. Sound-wise one cool feature is the particular wrestler's music which is played after kicking some butt.

One thing missing in the game are the psycho managers at ringside. It looks like some personal improvisation is necessary. WWF is a hot party game where four of you can tag team against each other each using one wrestler. It is the perfect game for getting some mates around and relieving your tensions on the screen rather than in person. It saves on medical bills at least!

A must for all you wrestlemaniacs with a good variety of moves and dudes that'll crack you up emotionally and physically.

"DOC" GEORGE CONNELL



likely place for ancient treasures. You have a frisbee that can knock the stuffing out of a Christmas turkey as a weapon and other items come later on. This is pretty well your run-of-the-mill platform game but thankfully Sega of America have tried to add variety into the game and this has successfully made it more playable.

The use of different forms of transport is the best feature, with Greendog riding a skateboard which adds a Wonderboy touch to the game. Plus Rollerblades which show that the game is a new title, but unfortunately the action doesn't differ too much from the skateboard. There's also a Pedicopter in which you must pedal to keep aloft in the air. And lastly SCUBA equipment which gets you mobile in water without drowning.

The game has a good variety of

THE BEACHED SURFER DUDE!

Surf report this morning was saying waves measuring double figures, which is just the thing you wanted today. But you find that surfing in the nineties means picking up more than a good tube. After wiping out on a humungous wave, you recover to find that somehow you managed to pick up a necklace around your neck. Cool eh? NOT!

This sucker is most heinously evil as it brings major sadness to those who wear it. All living creatures (including humans) go crazy when you approach

them and they'll try anything to put an end to your wave catching days. What's worse is that not only will your pet budgie hate ya guts, but you're also unable to surf even a floaty. Why not just take it off is what you'd think, but the necklace cannot be removed by hand due to its curse. You dipped out suckaahhh!!!

But wait! While walking on the beach side soon after wiping out, some babe in a bikini stops you and tells you of the ancient treasures that could put a stop to the curse! So Greendog is off in a flash on foot, skateboard, rollerblades and even a Pedicopter to snap up these treasures.

Greendog is a very '90's game with you playing the role of a teenage thrill seeker and beach bum. Your first scene has you setting foot in Aztec jungles to search for ancient ruins which are a

rounds with the first round being a jungle setting, then an underwater aquarium setting and a city subway! Greendog, the character himself, is well drawn and excellently animated but too awkward to manoeuvre at times due to his size. The backgrounds vary from average to awesome. The beach side round shows excellent-looking clouds in the background and extremely detailed palm trees lining the foreground!

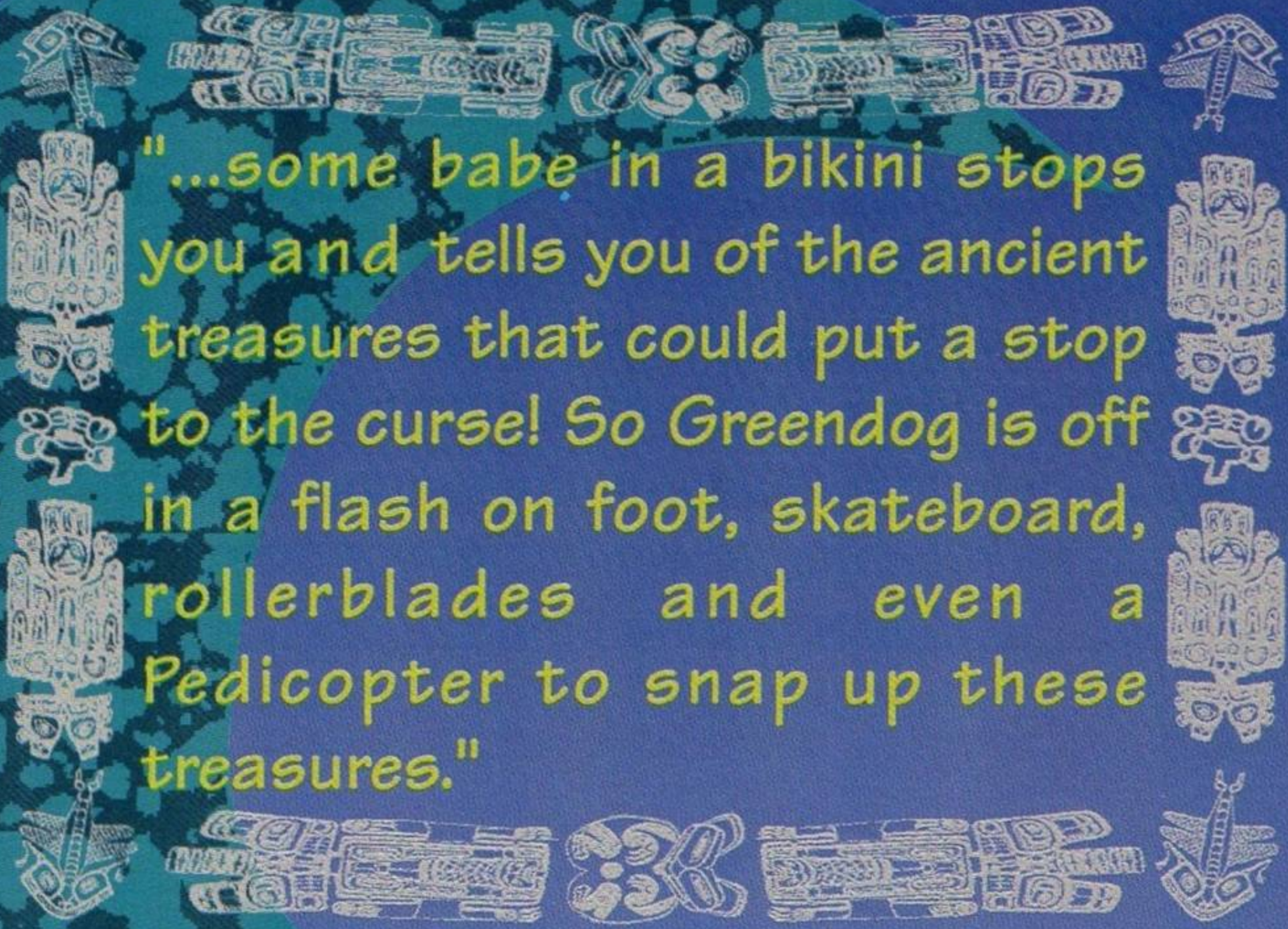
Some of the enemies could have been worked on a little more although a few have nice original touches to them such as the puff fish that starts out as just a pair of eyes! I especially liked the subway round as you have trains pulling up and dropping off people as you walk through the platforms. Even though you're wearing the cursed necklace you do have one or two friends. One is a pesky pooch who sets out to assist every now and then but all he does is collect items for



you and leaves a bad smell wherever he goes. Hmmm!

The sound effects are typical of Sega of America (i.e crap) but the music is at times catchy if not roughly done. The game is fun to play at first go with so many contraptions to use, but the low difficulty setting and poor gameplay does tend to add an unfortunately monotonous feel to the game. In this case I'm going to name names (No, no...don't do it - Ed) by saying that Sega of America have been producing far too many ordinary titles recently. Unless they start to change their methods, then no one is going to get excited when they announce a new release. Please, for Sega's sake and name, clean your act up boys!

Look at Batman Returns or Alisia



"...some babe in a bikini stops you and tells you of the ancient treasures that could put a stop to the curse! So Greendog is off in a flash on foot, skateboard, rollerblades and even a Pedicopter to snap up these treasures."



Cool man, I can't see any danger here..

Dragoon for a slightly better title or for the ultimate, go for Sonic 2 or World of Illusion (reviewed in last issue!) for a real treat. Some people may take a liking to Greendog but it doesn't buy me! The surfer dude is way cool though!

BRIAN COSTELLOE

There are all sorts of strange sea creatures in the aquarium.



Awesome, I've got the beachfront to myself!



Graphics	89%
Sound	52%
Music	83%
Playability	68%
Difficulty	65%
Lastability	58%
Atmosphere	72%
Mental	70%
Overall	72%

The smash hit arcade has made it onto the Mega Drive! (Smash hit 'cos that's exactly what you do to your enemies: smash them in the teeth then hit them in the stomach!) And Sega's 16-bit hasn't seen anything quite like it.

STAR OF

Central to the game is a group of four people. They're young, they're angry and the only way they know to express their opinions is by kickin' ass. Needless to say, you take control of one of these individuals, your task is to see that they come to the minimum of harm while dishing out the maximum. Each character plays differently and has their own personality traits. Let's look at them one by one, shall we?

Axel comes from the original Streets of Rage game and wears boxing gloves with which he pulverises people. He's a good all round character, is dead hard and is capable of hospitalising challengers with a series of very nifty moves.

The Streets mob are equal opportunity employers and Blaze can knock down guys with more than just good looks. She's very fast and particularly good in the air. Her temper's as short as her skirt and her gymnastic-like moves make mincemeat of opponents.

Eddie is as cool as an ice cube. He wears a baseball cap and rollerblades and has obviously been practicing for ages 'cos he's capable of letting the bad guys have it in a big way. Eddie's a bit of a weed and doesn't inflict much damage at once, but his speed helps to make up for it.

Max is built like an outside lavatory. He packs the power of a herd of stampeding bison and is about as graceful too. He can do massive amounts of damage in a single blow but his downfall is his speed which is about as high as his IQ.

The fighting moves you have at your dis-

posal are unique to each character and half the fun is finding out exactly what they are. As you experiment you'll find more and more moves by doing things in different sequences. Pressing the Jump button followed by a quick stab on the Punch button delivers a flying kick, for example.

You can interact with other characters. Stand close to a bad guy and you'll be able to throw them over your shoulder with a satisfying thud. Some of these moves are very humorous such as Eddie climbing onto an adversary's back and giving them a good slapping about the chops.

The four characters each have one very special move that's guaranteed to put an opponent in intensive care. This is very handy for getting out of tricky situations, but they must be used sparingly as it reduces the amount of energy you have remaining.

The game is played over several levels which are further split into various sub-levels. There are tons of street punks to face on the way who all have their own characteristics and you'll have to adopt different strategies to deal with them. They try and surround you so that while you're giving one of their number a good seeing-to another will try and get you from behind. It's best to keep moving and to try to avoid getting into these situations.

When you're involved in combat with any particular character, their name and energy bar appears close to yours so that you can see exactly how much fight is left in them. The end of level bosses are particularly nasty and some are so strong that when



BEATS RAGE 2

Graphics	93
Sound	88
Music.....	75
Playability	94
Difficulty.....	92
Atmosphere	83
Lastability	87
Mental	74
Overall	93

one life's worth of energy disappears it's replenished with another. The first time this happens is a bit of a nasty shock, I can tell you. You think that they've given all they've got and suddenly they're back up for more. Help!

Some of the bad guys are armed and attack you with weapons such as knives and lead pipes. If you manage to knock these out of your enemy's grasp then you can pick the weapon up and do some real damage in return. It can look pretty brutal with you standing over the limp body of a downed opponent, bashing their brains out with a large piece of metal!

Laying waste to the opponents is great fun all by yourself, but it's even better when a second player sticks the boot in. You can get your own back on the bad guys by surrounding them and repeatedly punching and kicking them to death! They don't stand a chance!

As well as teaming up in this way, you can also exchange blows with each other. What often starts off with an accidental kick in the head, ends up with the two of you knocking the stuffing out of each other and paying no heed to the computer opponents that you're supposed to be laying into. Just be careful it doesn't carry through into real life!

There's a special one-on-one mode where you can face your friend alone, without the distraction of computer-controlled bad guys on the scene. As well as finding out who's the best, this mode is good for practicing your moves in.

The playability is close to perfect. The control system is logical so that you can plan your moves. It's not a case of blindly pressing buttons and hoping for the best. Nor is it too repetitive because different baddies require different treatment. You can't just find one move that dispenses with everyone you come across – a problem with many games of this type. You'll be learning different tricks and techniques right up to the time that you finish this game – and that isn't likely to be too soon as it's by no means a pushover.

The graphics are gobsmackingly good. The sprites are huge and extremely well detailed for both the main characters and for the opponents that you face. There's loads of frames of animation and the seemingly endless amount of moves in your repertoire can't fail to astound you. The backgrounds are well-drawn too, and look like the sort of locations you'd imagine this sort of thing takes place in. Grimy backstreets, seedy bars, Sunday School – you know the sort of thing.

Music is OK, though it does get a bit repetitive after a while. Sound effects are good, with lots of bone-crunching and flesh-slapping noises and added cries of agony for good measure.

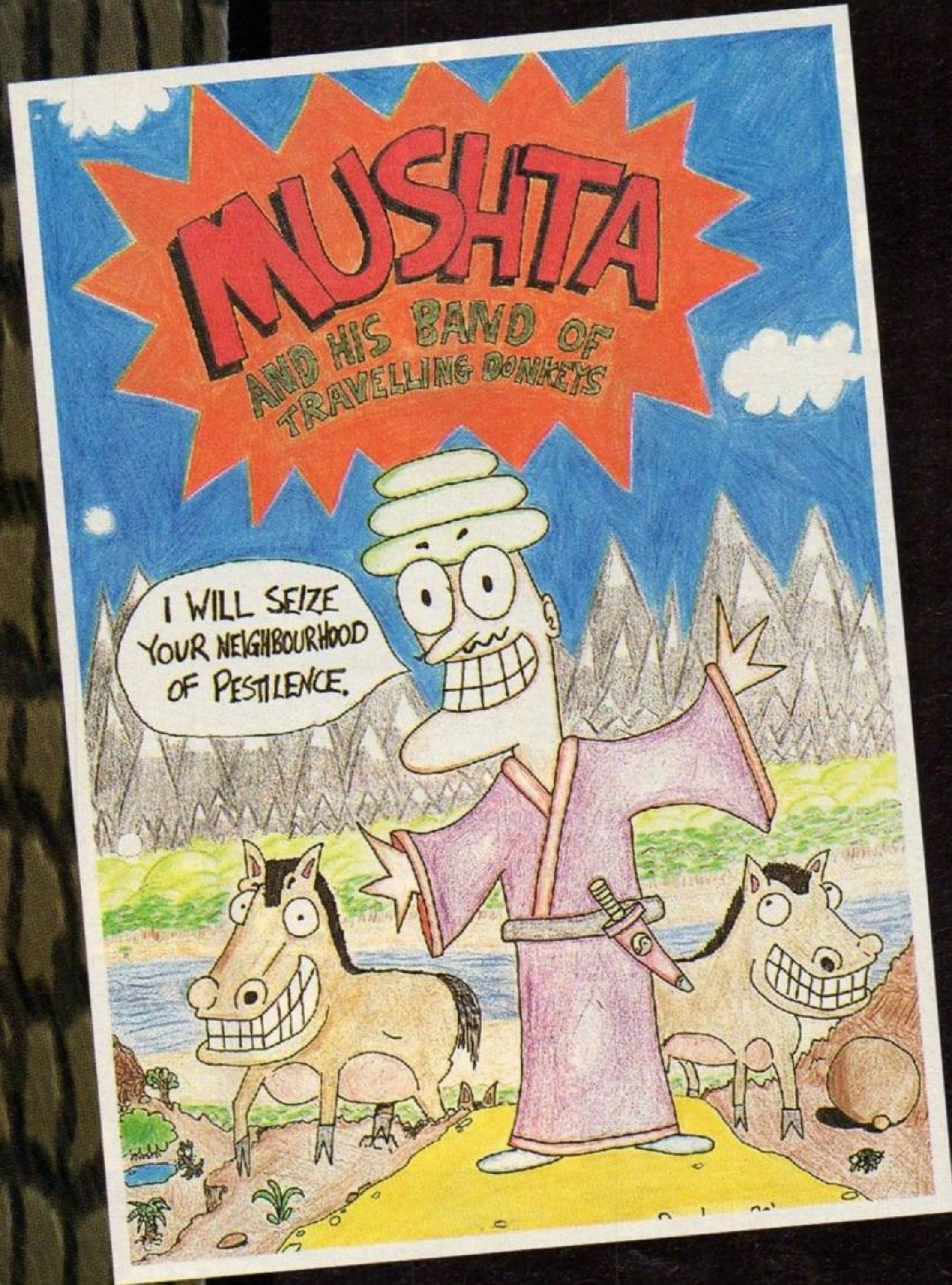
Streets of Rage II is the best beat-'em-up to grace the Mega Drive's screen yet. It's wonderfully violent and sometimes even quite sickening to watch. This leaves the original standing and, as for the others, it's simply streets ahead.

ADAM WARING



STREETS of rage 2

CO
HAVE WE G



Mushta and his donkeys are well — hard. Anybody daring to give cheek to the roving donkey will swiftly be delivered a slap around the chops. Between crime fighting and donkey training, Mushta enjoys a quick game of Sonic or Streetfighter II. Mushta is a fully developed Donk-fu fighter with special moves including:

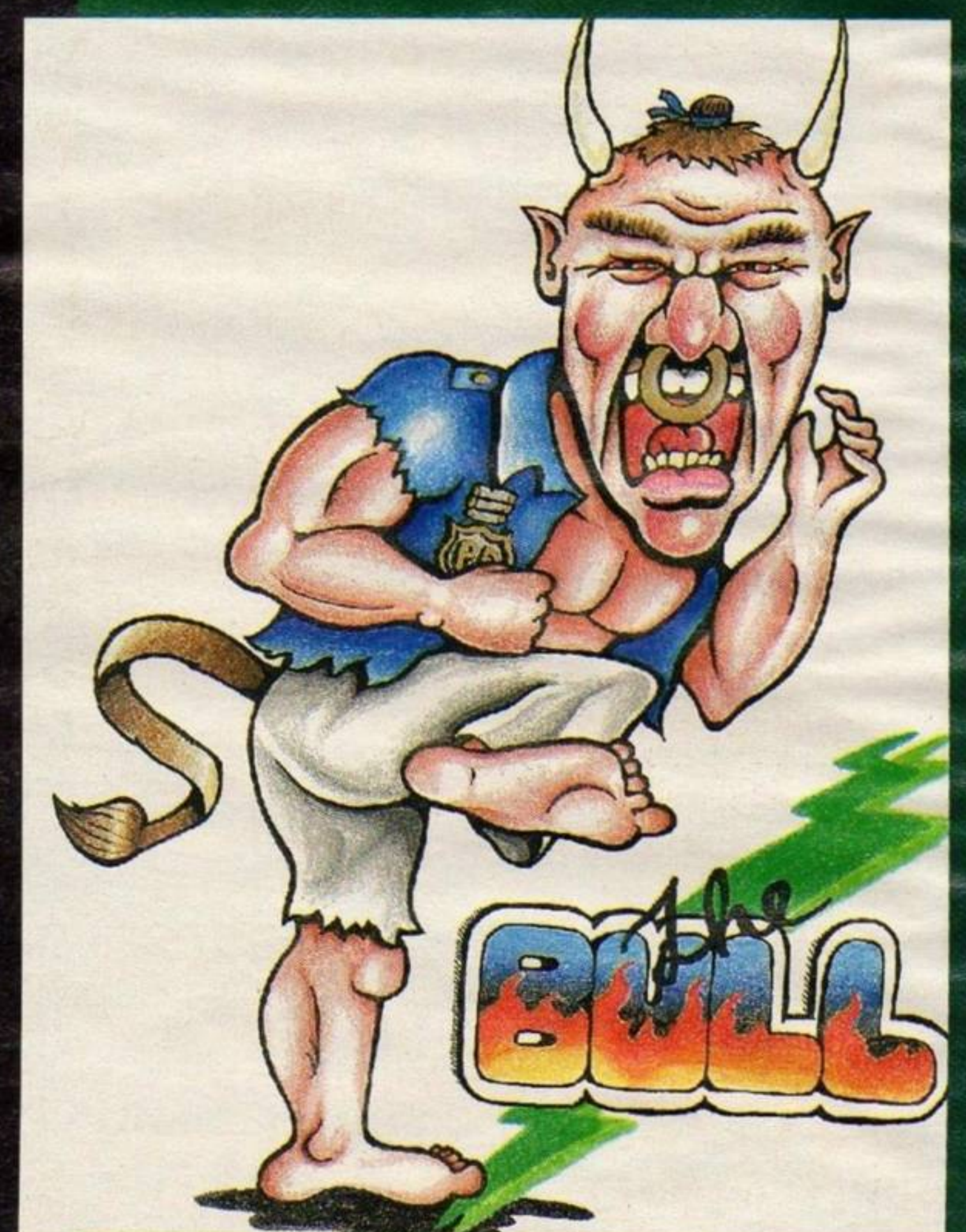
- The killer donkey Ram
- Donic boom
- Spinning donkey kick
- The 100 donkey slap and last but not least...
- Donkey fire

Jeremy Derbyshire
(alias Des Lynx)

runners up



Brendon Hayes



Daniel May

COMPETITION

NOT SOME TALENTED READERS OR WHAT!?!

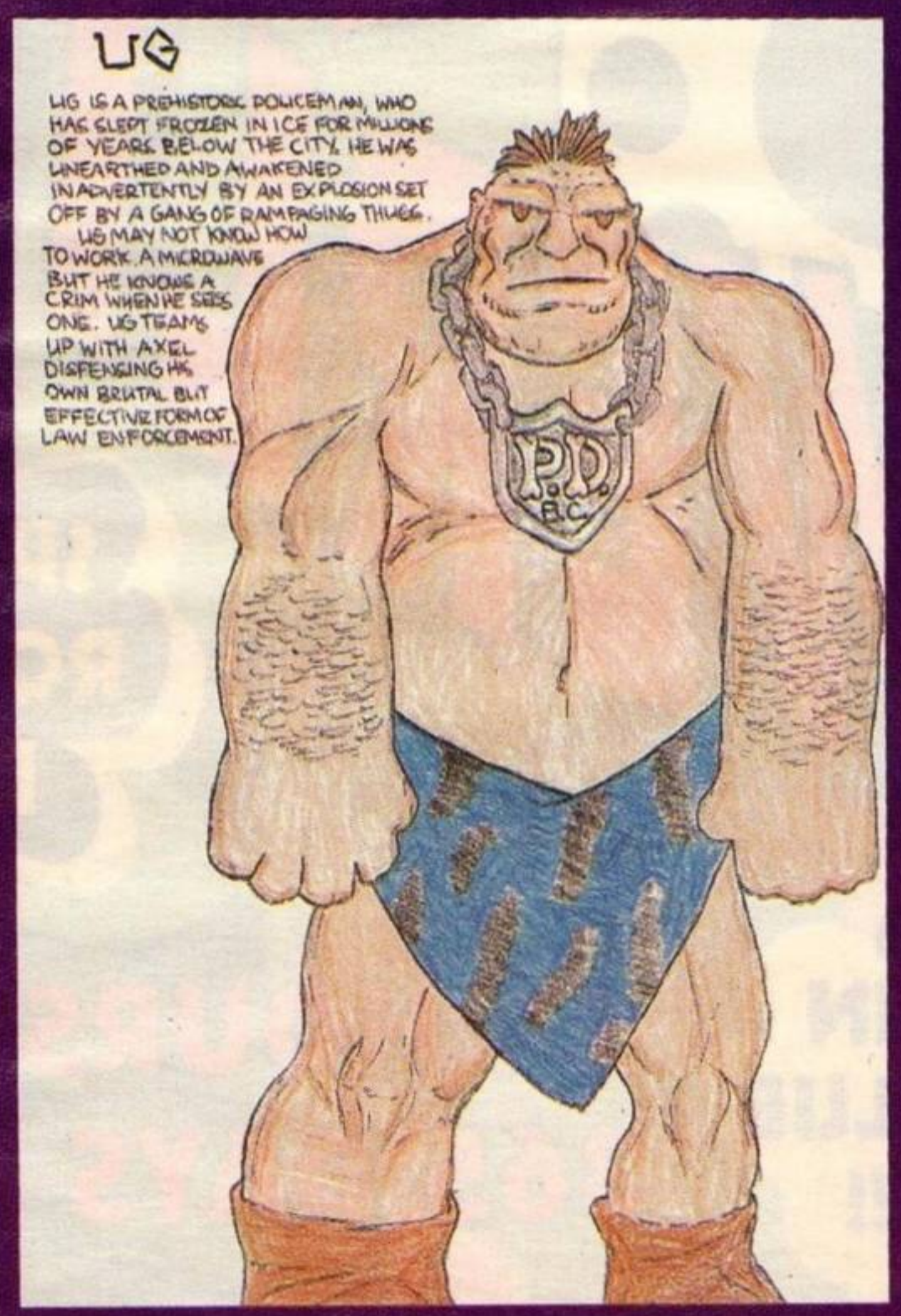
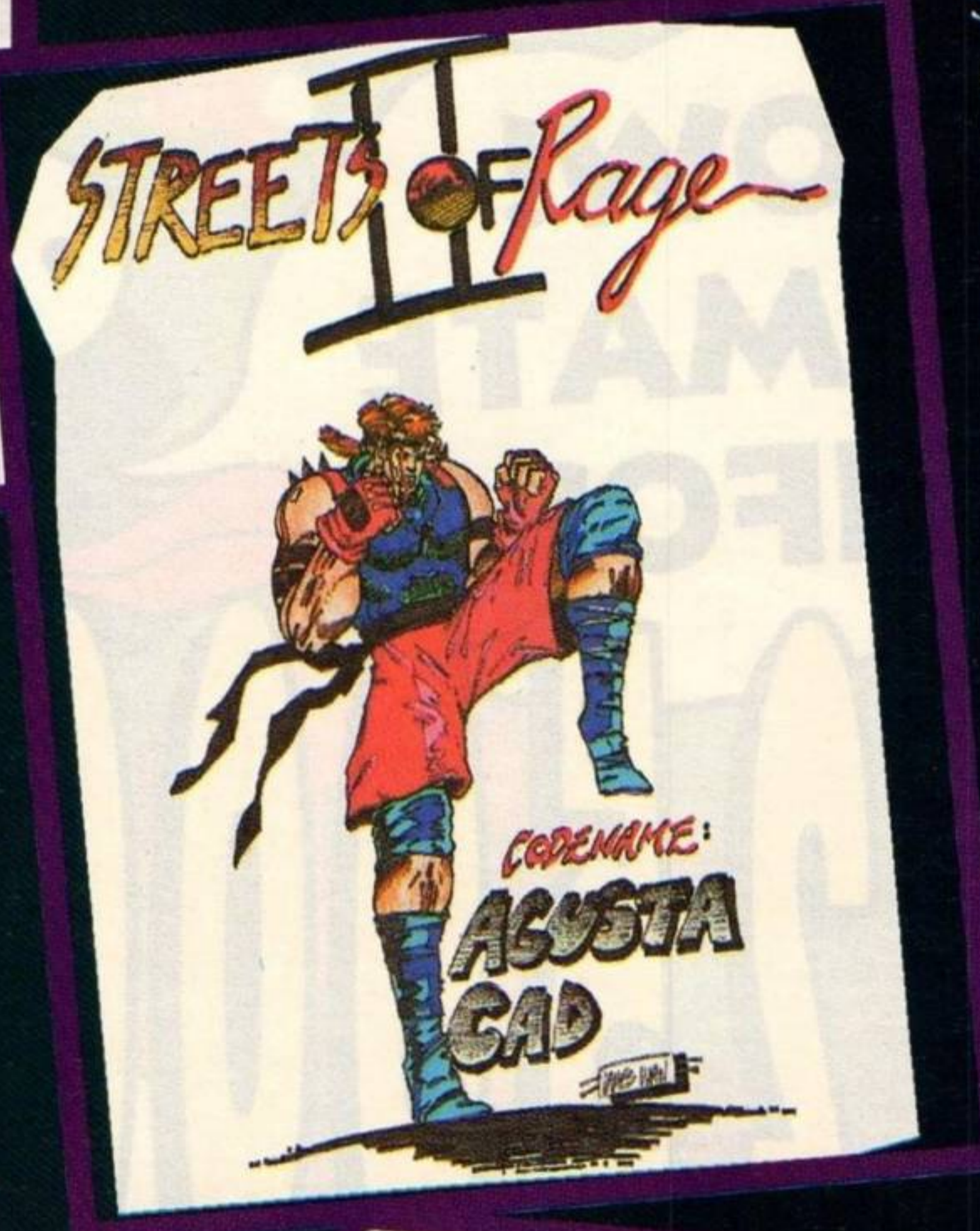
WINNERS



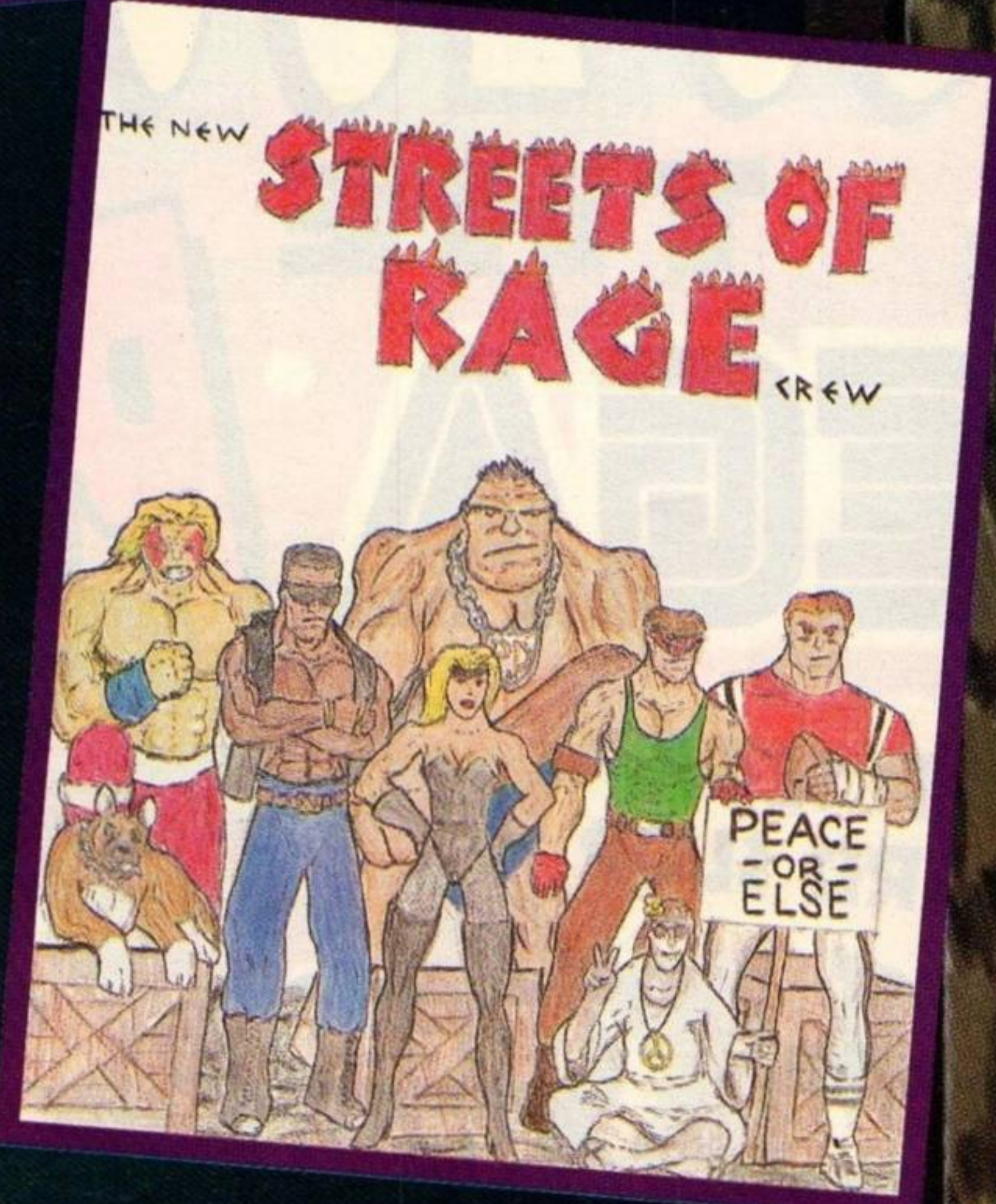
James Wan

The entries poured in by the thousands for the Streets of Rage 2 competition that we ran in the December/January issue of Megazone. There were so many entries of such a high standard it's a bit of a shame that we could only give two prizes, but that's the fact of life, so a big "suck it" to those who didn't win. (Just joking!)

The decision was extremely hard but in the end the two people to walk away with a Mega Drive plus Streets of Rage 2 were Matthew Allen of Macleay Island, Queensland and James Wan of Calwell in the ACT. The winning entries are shown here, along with some of the ultimate street vigilantes that came close to scoring the prize.



Matthew Allen



OUT OF THIS WORLD

COSMIC CLUB INFO

GREASY TOP 10

MEGAZONE SLOSH
MEGA MUTANTS
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SLIMEY QUIZ

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WITH GAME OF
THE MONTH**

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SEGA

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DETAILS**

**SUPER SEGA
REWARD SLOP**

**GRIESESOME
NEW RELEASES**

**CREEPY
NEWS**

**WIN! IN
GORY CLUB
COMP!!**

**24 HOURS A DAY
365 DAYS A YEAR**

**CALLS CHARGED AT 70C PER MINUTE
IF YOU'RE UNDER 18 ASK YOUR PARENTS PERMISSION FIRST**

UNIVERSAL SOLDIER

What's this then? Yet another title to add to the list of Sega games based on yet another blockbuster movie. Movies have long spawned the most amazingly cool merchandise and must make nearly as much money as the film itself. You can listen to the sound track, bathe in licensed bubble bath and massacre the neighbourhood with the official Kill-O-Matic™ ray gun. Now, keeping up with the electronic age, it seems that every multi-million dollar blockbusting smash hit has to be followed up by some sort of console game too.

If you really think about it, it's a great idea. You can go and see a film then race home via a Sega outlet and be the hero yourself. This idea is also very important for public safety as well, for example, how many people go and see movies such as Rocky or Fortress where, by the end of the movie, you think you could take on a whole first-grade football team blind-folded? Or how about sitting through a suspense movie only to find yourself yelling at the main character that he/she is totally devoid of any brain matter if they open that door because you know what will be on the other side? Well, if you suffer from this (like me and 90% of the population) then take it out on your Sega – it doesn't hurt as much.

As we see the launch of more and more of these licensed games you will also notice that they (the designers) are actually starting to take the games more and more seriously. It's like they have just realised, "WOW! They are popular, so maybe we should put some more effort in." And that is what we are seeing in releases such as Universal Soldier. Quite obvious improvements have been made in every aspect of these games, compared to what many movie licences used to be like. They have also realised that they don't have to stick totally to the movie script if it makes for better gameplay.

You are a Universal Soldier (UniSOLS), a casualty from the Vietnam War who has been transformed into the perfect soldier. Your objective is to stop another UniSOLS (Dolph Lundgren in the movie) from successfully taking over and ruling the Universal Soldiers Corps. Armed with a selection of weaponry, power ups and your ability to transform makes for a great fast-paced shoot-'em-up, but one that requires thinking too.

The main character (you can take the part of either Luc Devereux or Van Damme) has great detail in his movement and, combined with the really impressive background, makes

the 3D effect quite believable. The incorporation of voice, music and sound effects also add to the atmosphere of the game.

The game is made up of four worlds, each containing three levels of mazes full of traps, secret passageways, dead ends and many more delightful and testing surprises.

To add to the fun, a time limit has been thrown in just for the hell of it. With two levels (easy and hard) it gives you the opportunity to refine your skills and then really put them to the test. Other fringe benefits include continues that are not that hard to obtain plus it has a password ability which is exactly what the doctor ordered. The highlight of the whole game comes with the Super Weapon (only one per life). I will not tell

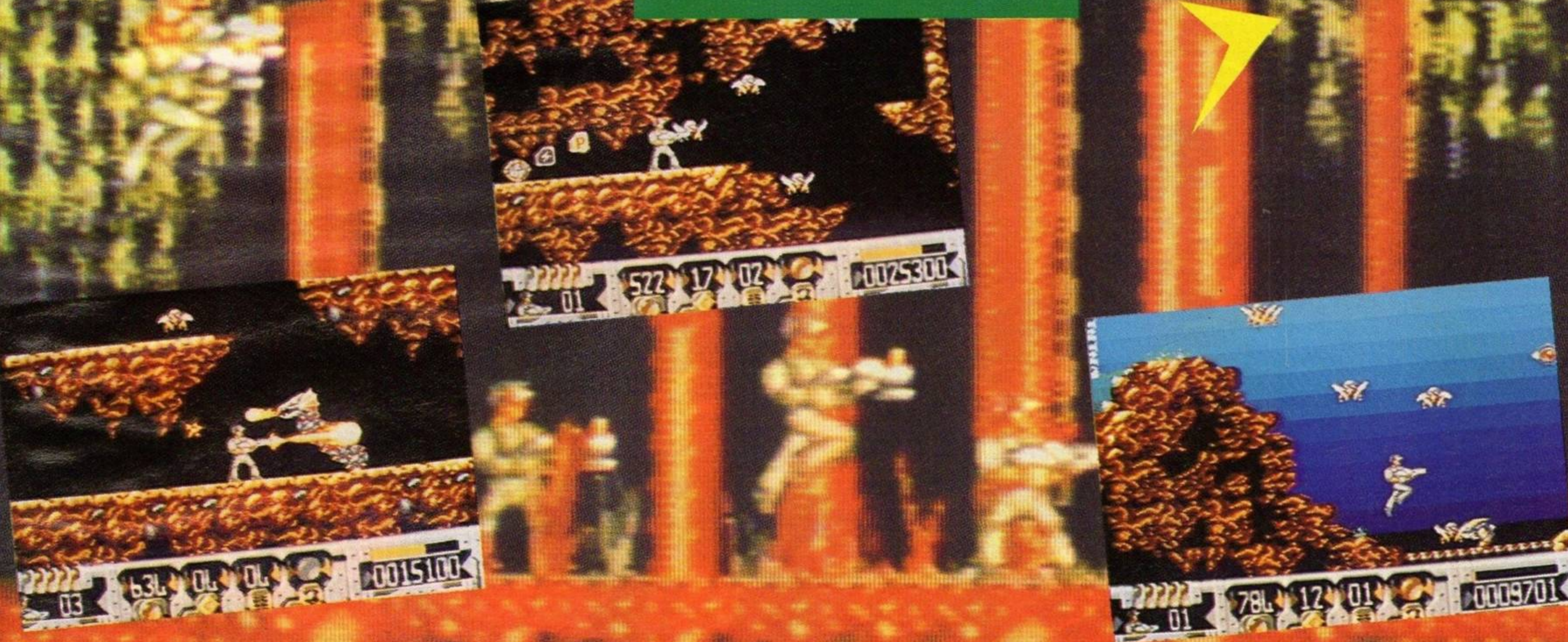
you in detail about this absolute mind-blowing, screen-exploding mass of firepower. All I will say is that every weapon you have, fires at the same time and it utilises all the sprite abilities in the Mega Drive.

Overall, the game is quite an outstanding effort and will appeal to all ages that enjoy shoot-'em-ups. The only complaint is that there's no two-player mode. If there was then it would add that little bit extra.

ANTHONY MANSOUR

Graphics	87
Sound	91
Music	87
Playability	80
Lastability	80
Difficulty	87
Atmosphere	84
Mental	78
Overall	83

ABSOLUTE MIND-BLOWING. SCREEN-EXPLODING MASS OF FIREPOWER



THE FACTS

There are two worlds – Earth and Cool World. An evil lady (very good looking too), by the name of Holli lives in Cool World. Holli has created connecting vortexes between the two worlds to allow matter to be transported between the two them. The natives of Cool World (commonly known as Doodles !?!?!?) are using these vortexes to ‘steal’ objects from Earth.

THE PROBLEM

So what is the problem? Well, the transfer of objects from one world to another through the vortexes is creating a serious cosmic imbalance. So what, you say?? Well, this cosmic imbalance will mean, basically, the end of the universe.

THE SOLUTION

OK. Now we know the problem, what do we do about it? Well, you, Harris the Policeman, have thought of the answer. All you have to do, is travel between real world and cool world, restoring the natural positioning of things, and killing all of the Doodles so they will stop messing things around. How do you do it? Just use your pen...

THE GAME

You, Harris, must first travel the streets of COOL WORLD to the place of the disturbance, shooting poor little Doodles to get coins. Once you have enough coins to bribe your way past the door to the level, go to the door, and the level starts.

Things get serious now. When you are only in the streets, getting hit by a doodle means nothing but loosing a few hard earned coins. But inside the levels, every one you touch means one heart bar gone. Death soon results.

When you are



Excuse me, I'm looking for Kim Basinger



Hmm, I can't see her here either.

inside, you must kill the Doodles and travel around the vortexes between REAL WORLD and COOL WORLD replacing all of the stolen objects. As more Doodles enter the real world, and more succeed in returning to Cool World, the danger arises. When it reaches a certain level, you are dead. Each level has a timer, and when it runs out, you have completed the level. Losing a life raises the timer, while sucking Doodles into your pen lowers the time limit.

There 16 levels in the game, and in the end level, you have to fight Holli disguised as a clown, but I can't give any comment on this cause I haven't got there yet!!!

THE VERDICT

Yes, I know this sounds very suspect, with all of these Doodles and stuff, but what did you expect from a movie conversion game which stars Kim Basinger??

While on the subject of Kim Basinger, there is a brilliant demo at the start, which ends with a choreographed dance done by Kim (or the computer model of her anyway). It's something you can sit there and watch for hours on end...

The graphics in the game are superb. The game is nice and colourful all the way throughout, and everything is detailed nicely. All of the character animations are beautifully smooth in the game, with the intro animation a little rough, but what can be expected from a fairly long, full screen animation? Overall though it looks brilliant, and if for some unknown reason you never play this for fun, at least you can use it to show off how ‘pretty’ your computer is.

Soundwise, the game is average standard. Nothing more, nothing less. The Amiga is capable of a lot better, but I suppose they wanted to keep the Amiga on par with the Atari ST and the IBM versions. It is not something that should get too much on your nerves though, cause it does have a good beat behind the music. The SFX are a little dull though.

On gameplay, there is a nice amount there. It is not your normal platform scrolling game, like most movie conversions, as they have decided to add a couple of complications into the game. Of course they hint at these in the manual, but they don't tell you how they really work. I hated the

game for the first few days until I found out about these little things. So here's a tip – look and you will find.

Overall, this is not your usual movie conversion. It has a bit more to it. So if you thought most movie conversions were just a little bit dull, then try this one 'cause it just could catch your fancy!!!

Drewe Zanki

Graphics	93
Sound	65
Music	84
Playability	80
Difficulty	70
Lastability	75
Atmosphere	90
Mental	75
Overall	79



THE SNOW LIGHTLY FLOATS DOWN ON A COLD WINTER'S NIGHT, AND INSIDE A WARM COTTAGE THE TOYMAKERS GO TO BED. THE CLOCK YAWNS AS IT STRIKES MIDNIGHT, NODS OFF TO SLEEP AND GUESS WHO AWAKES! WITH A SLY GRIN EMERGING ONTO ITS FACE, THE TROLL EXPLODES INTO LIFE AND RACES ACROSS THE SCREEN. TIRED OF SITTING ON THE ENDS OF OUR PENS THE GOOD LUCK TROLL HAS COME TO THE IBM COMPLETE WITH WADS OF WILD PURPLE HAIR.

A platform game with 7 different lands plus numerous bonus levels to explore, Trolls will definitely appeal to the young at heart. You may very well think you've stepped into an Enid Blyton novel with big red elephants, white rabbits with shades and 'Pigasus' to contend with. Each land comprises three different areas all of which must be completed to progress to the next land. The object is to collect a specified number of baby trolls from each area. Following this you must find the Pigstop to summon the Pigasus to fly you away.

Does this sound a bit too cutesy? Well it is; however, the game is also highly addictive! Numerous special powers can be gained in each area which add to the appeal. For instance, speed-up boots allow you to tear through the land at break-neck, wings let you fly around the level and with springy shoes you can bounce on everything in sight. But that's not all! One glass of beer puts your Troll way over .05 and

you can redefine uncoordinated. A sloshed Troll can provide some very amusing moments.

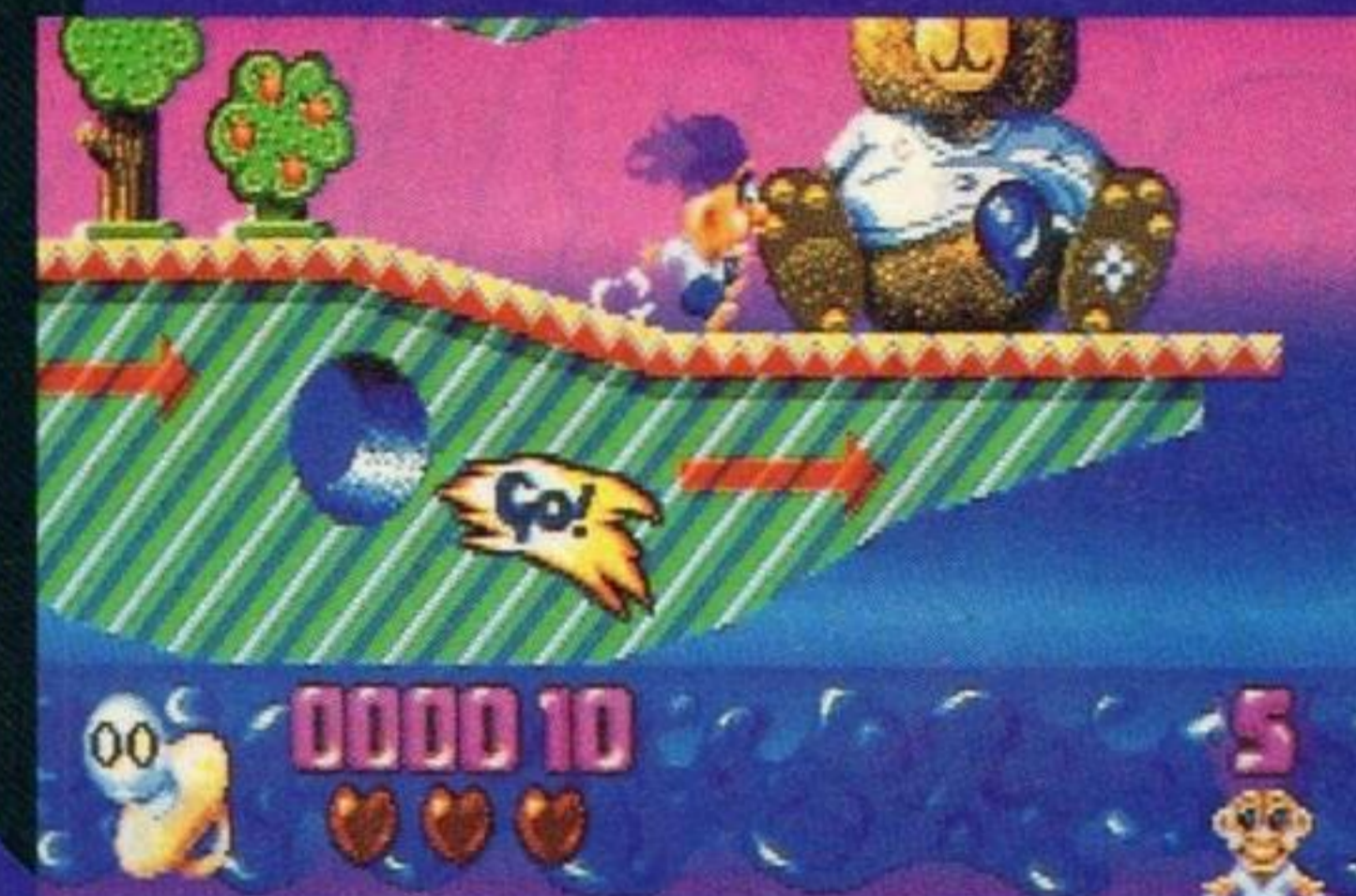
Each land also contains a number of balloons which when popped reveal different bonus items. If you are lucky enough to collect the letters that spell the word 'BONUS' or unlucky enough to collect 'BOGUS' you will be sent to the bonus or bogus level after completing the level you are in. Bonus levels can be quite rewarding but aren't half the fun of Bogus levels.

So what exactly is there to explore? Well as mentioned earlier there are seven different lands, at least one of which is sure to revive childhood memories. Fableland is a land of milk and honey where all your favourite fairytale characters

You won't be bored exploring the same land over and over as a level select at the start of the game allows you to explore at your own discretion. Platform freaks will definitely lap it up. The troll's movement is great but there are some drawbacks with the graphics. The background scrolling is quite jerky and lacks continuity. Controlling the character also takes a lot of getting used to especially when using the keyboard control. A joystick



The graphics are so cute that it's almost sickening!



TROLLS

come to life. Candyland reminded me of Charlie and The Chocolate Factory and Willy Wonka with mountains made of rock candy and an abundance of ice cream and lollies.

Toyland is amazingly enough full of toys, while in Fairgroundland you can race along the rollercoaster and through the ghost house. Avoid the crazy dice while leaping up ladders and sliding down the snakes in Boardgameland. In Sodaland you swim through a sea of fizzy drink and avoid the icecubes and angel fish while keeping your oxygen supply up. This leaves Medialand to explore, a world of black and white newsprint where your Troll provides the only glimpse of colour.

The first thing you'll notice about Trolls, as we've come to expect from Capstone, are the great graphics. Music-wise you get what you'd expect from a platform game (i.e. a monotonously cute tune) but don't be put off as the game has some great features.

would greatly aid you in this area although the control would probably still feel a bit sluggish.

Although not an incredibly difficult game, Trolls has an addictive quality which will keep you occupied for hours. Further to this, the intricate detail in each land means there is always something new to explore. For all you lovers of platform games, Alice In Wonderland and the Lion, The Witch and The Wardrobe, then this game is in the same vein and definitely for you. For the rest of us it's a good value for money game that will undoubtedly provide hours of entertainment and more than one amusing moment as we bundle our way through the various lands. Overall, a fun, addictive game, probably to be appreciated more by the younger age groups.

George Connell

Trolls requires an IBM XT, AT, PS/2, PS/1 or fully compatible machine with at least 550K of available memory

- GRAPHICS85
- SOUND85
- MUSIC79
- PLAYABILITY .80
- DIFFICULTY ...74
- MENTAL72
- LASTABILITY .82
- ATMOSPHERE 80
- OVERALL83

STRIKE F-15 EAGLE

The F-15 is a two seat ground attack aircraft with a pilot and a weapons systems officer or "Wizzo" in the back seat. In the simulation you can switch from one role to the other, or operate all the weapons and radar controls from the pilot's seat. As a ground attack aircraft, missions are orientated toward knocking out ground targets with the F-15's awesome array of bombs and missiles.

Flying low over enemy terrain the F-15 can avoid enemy radar and deliver its deadly cargo with pinpoint accuracy as witnessed by all in the Gulf War. Although primarily a ground attack aircraft the F-15 can show great prowess in air to air combat in the hands of a skilled pilot. Armed with cannons, short and long range homing missiles the manoeuvrable aircraft is a match for any opposition.

The simulator offers you the chance to fly in three theatres, with historical missions in Iraq (Operation Desert Storm), as well as hypothetical conflicts set in Korea and Central America. Missions can be flown individually or as part of a campaign. In campaign missions your past successes or failures influence your future missions and the course of the conflict. Points and medals are awarded upon completion based on the degree of difficulty and your success in achieving your Primary and Secondary objectives.

Flying the F-15 is no easy task as just about every control and instrument of the real aircraft is used in the game. Eight multi-functional visual display units convey most of the information and each can be reconfigured and interacted with to provide the pilot

Move over Falcon 3.0, there is a new kid on the block and he means business. Unlike movie sequels computer game sequels actually get better, and F-15 Strike Eagle 3 is the proof of that. It is a stunning upgrade from Version 2 and throws Falcon 3.0 out of the top flight simulator spot. Just what makes F-15 such a great game? Well, read on to find out!



Don't you wish the F-15 had air-conditioning?

and "wizzo" with a wealth of flight, enemy and targeting information. For night flight the Forward Looking Infra Red (FLIR) camera can project an image of the landscape onto head-up display allowing you to fly low and with stealth. Both air-to-air and air-to-ground radar act like the real thing with blind spots and limits on range depending on altitude. However if this is sounding too tough, there is always the easy mode for the wimps.

Just like Falcon 3.0, F-15 Strike Eagle 3 not only asks for, but demands, a powerful computer. A 386SX, with 2mb of RAM is the minimum configuration and a 486/33 DX is just about right. 10mb of hard disk, DOS 5.0, Mouse and VGA are the requirements. For those with less than optimal equipment the

level of visual detail can be turned down to increase the frame rate. On a 486/343 the game churns out a frame rate of 8 frames per second at the highest level of detail. That is fast enough to be considered smooth by all but the most fastidious animator.

Where the game really stands out from the crowd is in its graphics. Starting with a brilliant animated introduction that has been created on a high-end modelling and animation package the standard of the graphics never diminishes. The pilot can look down to see a full array of instruments or look up and rely on the head-up display only. Switching to the "wizzo's" seat gives another set of instruments and great view of the back of the pilot's head. From either position it is possible to look in all directions. The outside view is really something. Gone is the flat single colour landscapes of Version 2, being replaced by textured graphics simulating waves in the water, and trees and fields on the ground. These textures give a sort of flickering low resolution fuzz that suggests the presence of more detail than there real-

3 ly is. Buildings, rivers and roads are realistically set into the terrain rather than simply placed on it. While this makes it harder to visually identify your ground targets, it sure adds to the realism of the simulation. Cities are well detailed with a suggestion of busy streets and houses as well as detailed 3D graphics for tall buildings, churches and ports.

The sky is excellent. Clear and overcast skies appear with textured,

only just adequate; however, on a good sound card you have great sound effects and numerous helpful digitised voice messages from your "Wizzo" and the AWACS, as well as your opponent in modem games.

Several reality modes are offered ranging from an easy training mode, to the ultimate in realism: "authentic mode". In the easy mode the instrumentation is simplified or "arcaded"; in the harder authentic modes both the radars operate just like the real equipment, requiring attention to scanning

as the "wizzo". Modem play can be achieved with even the crummiest 1200bps modem or by direct serial link.

To my mind the game is lacking in only three points. One, it lacks a replay



Going in for the kill



Graphics	92%
Sound	88%
Playability	88%
Lastability	92%
Difficulty	90%
Mental	89%
Atmosphere	93%
OVERALL	91%

bitmapped wisps that make the graduated horizons of other simulators seem archaic. Clouds are solid and flying through a bank of them produces a startling effect as you slowly emerge into the landscape below. Hills however are the more typical angular polygons, not the free rolling textures of Falcon 3.0. Explosions are very satisfying bitmaps with smoke clouds that darken your vision when flown through.

As well as the views out of the cockpit there is a huge range of outside and tracking views that enable you to witness the action from every conceivable viewpoint. The padlock view first used in Falcon 3.0 enables you to track your target visually throughout the most dramatic manoeuvres. This function emulates a pilot turning his head to keep a visual contact with his target. These graphics combine to convey an atmosphere not normally found in flight simulators.

The sound effects on PC speaker are



The textured backgrounds add a whole new dimension

angles and ranges. Customizing the difficulty levels allows you to play the game just about any way you like. Easy mode for a quick blast; up or Authentic mode at one to one time for a taste of the real thing.

Modem play allows you to hook up your computer with a friend for some interactive action. Players can be allied or opposing or even in the same plane with one acting as the pilot, the other

camera to record those great moments of air history as you take out a missile boat with your Harpoon missile or destroy a MIG with a controlled cannon burst. Two, the flight model is limited. It seems that the aircraft reacts too quickly to the controls without the feeling of momentum found in the advanced flight mode of Falcon 3.0. Three, you are all alone, with no wing men for assistance, company or to get in the way.

With the changes that Microprose has brought with F-15 Strike Eagle 3, I can hardly wait to see what the inevitable version 4 will be like. For its ability to draw you into the simulation with atmospheric graphics, great sound and interesting missions, F-15 Strike Eagle 3 earns the title of number one fighter simulation. If you enjoyed Falcon 3.0 then get F-15. There's no way you'll be disappointed.

THOM HASTINGS



Contraption

ZACK



Toggle, spring, press and solve your way through this impressive game from Mindscape.

Contraption Zack is a new and innovative puzzle game for the PC. As a new employee of Gadget Co. your job is to get a factory up to full working capacity. Unfortunately, everything is going haywire and there are major system malfunctions everywhere. On top of this, the boss is not a happy chappie so you're gonna have to work fast! This translates into six levels (and regrettably only six) of arcade/puzzling action. Each is set in a different factory and provides you with challenging set of tasks to accomplish, such as repairing pipes to get a water station pumping.

Being a new employee has its setbacks. For a start, your new workmates have played an initiation prank on you (bless 'em). They've nicked all your tools (that are vital for completing the job), so before you can even start to fix the troublesome contraption, you'll have to find those that have been left lying around.

Each level is comprised of several screens and you'll have to make your way back and forth between them, finding the right bits and pieces to solve the puzzles. There are plenty of problems to figure out before you can complete the level, and some are very devious indeed. You'll have to navigate through mazes, catch joy rides on lifts, get that button-pressing mania out of your system and do the moon walk on moving conveyor belts. Time is a factor too, so sleight of hand as well as mind is needed.

The machines are massive, and your little character is dwarfed by the huge structures. The graphics are depicted in the isometric-3D style and the action is viewed from an angle of about 45 degrees up in the air, which suits the game well. The graphics are crisp and clear throughout, right from the smooth-flowing animation of the characters to the entertaining introduction screens. In fact the colours and patterns are so designed to help you solve the more complex problems. Sonically, the game is pleasing too with easy listening music (Not

Jim Reeves I hope - Ed.) and cute sound effects.

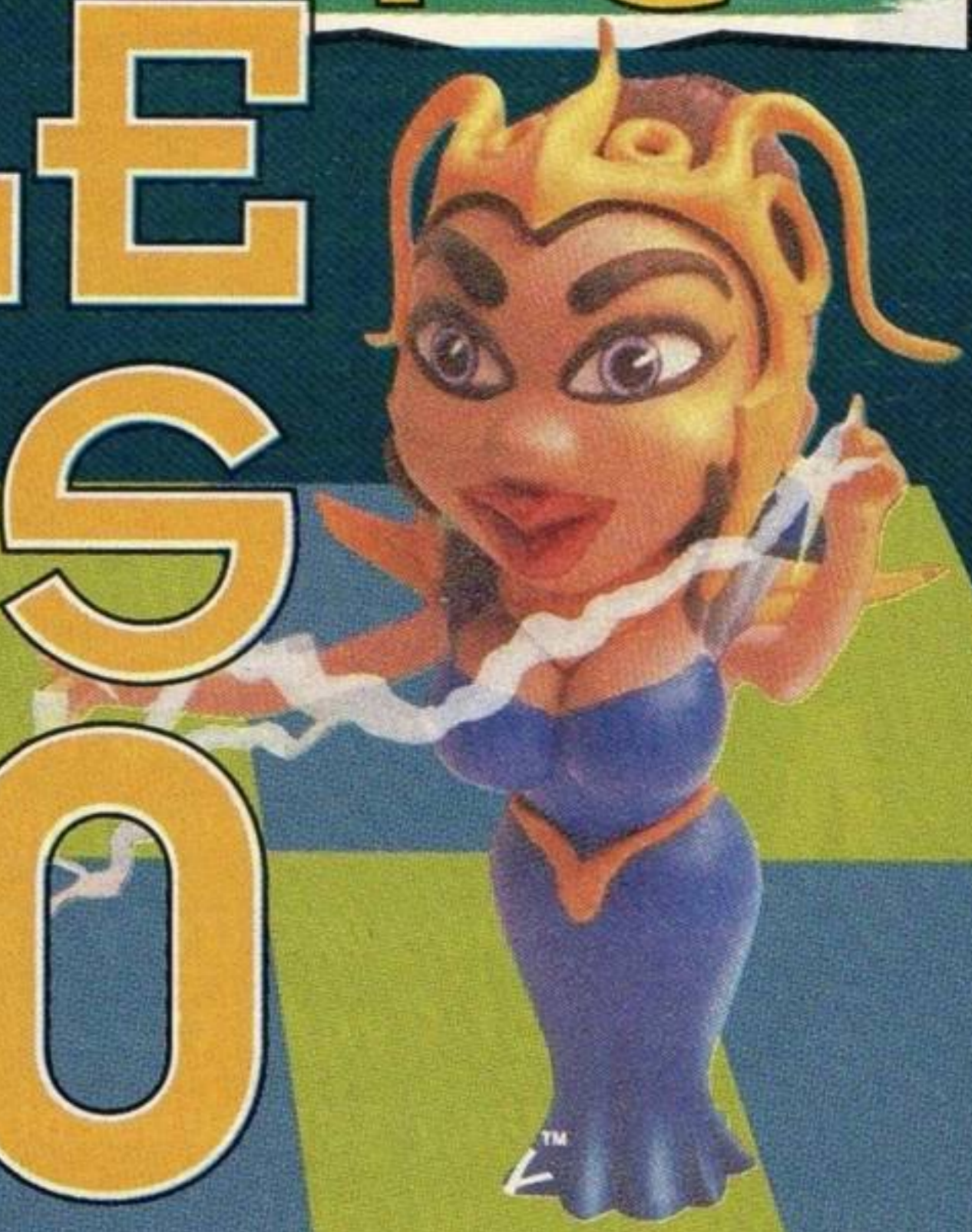
Although the game isn't ridiculously easy, it can be completed by a reasonably competent player in a couple of days. OK, so you may be feeling very big and clever at having figured out all those puzzles, but you're not going to want to go back to it once you've finished, are you? This is the game's single greatest failing as the concept is great but it just leaves you aching for more. It's a great pity that the six levels are not generated at random (or the levels aren't a little tougher) so that you could play again and again. Perhaps in the future they will bring out add-on levels, I certainly hope so.

Lucia Brightman

Graphics	89
Sound	95
Music	80
Playability	96
Difficulty	80
Mental	80
Lastability	60
Atmosphere	82
Overall	83%

CHESS IS BORING. I MEAN C'MON, IT'S PLAYED BY OLD FOGIES WITH BRAINS THE SIZE OF PLANETS AND WEARING WIDE-COLLARED SHIRTS STRAIGHT OUT OF THE '70S. NOT SO WITH BATTLE CHESS 4000, WHICH TAKES A STANDARD CHESS BOARD, TAKES IT A COUPLE OF MILLENNIA INTO THE FUTURE, AND FILLS IT WITH ROBOTS, MAD SCIENTISTS AND SPACE

BATTLE CHESS 4000



It's the follow up to the original *Battle Chess*, which replaced the dull display with fully animated pieces that actually did battle with each other on the board. But instead of the medieval graphics of that game, this new version features space age characters.

The pieces look fab. They were modelled in clay and then digitised into the computer and look very solid and real. They're also cute, and some of the animation is nothing short of hilarious. When a piece is clicked on it will move to the selected square in its own unique manner of movement. If that square is occupied by an enemy piece then a battle ensues. There are different sequences for every possible combination of pieces taking other pieces. In a rook-taking-rook situation, Transformer-like robots take it in turns to expose all sorts of built-in armaments as they face each other. As all this hardware escalates, one robot pulls out a cane from a panel in his leg and trips the other over. A king takes a knight by hypnotising the space commander, directing him to shoot out the floor around him and then jumping through into the void of space. Well, watching it is funny. You have to be there, I suppose.

Music introduces the game, but apart from that doesn't really play much part – good thing too as an irritating tune is the last thing you want to hear when you're trying to concentrate. The sound effects are very good though. They've been sampled and match the animated antics of the chess pieces perfectly.

Now although the animation and graphics are deeply funny, it's chess. Once you've seen all the various frames of animation the novelty will wear off, and underneath it all, it's *still* chess. So unless you actually like chess, you'd be a bit of a zero-brain to consider this game.

Once the novelty has worn off, the graphics do get in the way slightly. It can actually be quite annoying waiting for the rook to transform into a robot, inch its way forward a couple of squares, and then transform back again. When there are several pieces in a column the board starts to

look very cluttered and it gets quite difficult to see exactly what piece is where. The last thing that you want as a chess player is not being able to see a threatening move because of a messy screen. Still, there are options to view the board in 2D to make things clearer, or to go back a couple of moves.

One thing that is very important in a chess game is how well it plays chess. It can have the fanciest graphics in the universe, but if it's a crap player then it's not gonna be an awful lot of use. Luckily, the designers have thought of this and *Battle Chess 4000* is up there with the best of them. In fact there are infinite levels of play, from beginner level to grandmaster, so you can set the level of difficulty higher as your own ability improves.

It's got an impressive list of features too. It has an opening library of around 300,000 moves so it shouldn't get too boring too early. It also 'learns' as it plays, so if you have it beaten with a pretty nifty bit of strategy, it'll remember the set of moves that you used, tuck the info away and so next time you play you won't find beating it so easy.

It plays a pretty damn stonking game of chess, fancy graphics or not. The graphics don't really help in the game much, but they're great for wowing your mates with. Chess fans should certainly consider *Battle Chess 4000*, but it's not worth going for just for the graphics' sake.

Adam Waring

Graphics	91
Music	70
Sound	84
Playability	86
Lastability	75
Difficulty	88
Mental	90
Atmosphere	83
Overall	79%

TASKFORCE 1942

"IT'S YOUR JOB TO SAVE AUSTRALIA FROM INVASION"

After carefully devising a strategy for landing, supplying and defending your troops on the tiny island of Guadalcanal in the Solomon Islands you suddenly find your patrolling task force being attacked by the Japanese navy who have exactly the same mission. The result of the impending battle will depend entirely on your ability to command this historically-critical naval campaign. Best of all, you are able to participate in all the battles and skirmishes during the campaign on board the ship of your choice and in any of four of the ship's stations – the gunner is most fun!



and sending reconnaissance flights over the area from the nearby American bases Espiritu Santo.

You can either play the entire Guadalcanal campaign or choose one of 9 historical engagements. Notes on the real conditions at the time and the outcome of the engagements can be found in the manual. How closely will yours match the real outcome?

The simulator comes to life through its brilliantly-devised mapping system. Full 256 colour maps with real-time scrolling and fast zooming allow you to almost instantly assess the state of affairs in the campaign. The detail is such that you can actually see water splashing as shells land near your ship.

Commanding your ships is easy. They are arranged in task groups (of typically five or six ships) and you just click on the group you wish to command. A number of command options are available, such as heading and speed. You will probably want to plot the group's passage through the islands using waypoints – but be careful, it's not very easy keeping a formation when turning a group of ships and you can run aground if you designate a stupid waypoint.

After strategically setting your course, it's time for some real fun! It is in the ship simulation where the game really shines. You can choose to board any one of your ships, which means you can jump from ship to ship as each one sinks. You can position yourself on the bridge, observing deck (with binoculars), torpedo director

or gun director. I didn't often get close enough to the enemy to use torpedoes so most of my time was spent in the gun room.

I have wondered how accurate shells fired from a ship would be, and what better way to find out than to try it yourself. The gun director is a rotating turret-like station located on the superstructure of your ship. The gun director has to integrate information from optical range finders and fire-control radar to determine a target's range, heading and speed. A mechanical ballistics computer then calculates a 'solution' for the target: where to aim the ship's guns to hit the target. A dial (marked 0-100) tells you how accurate the solution is: 100 means you are almost guaranteed of hitting the target.

Of course, while you're picking out your targets and trying to get good solutions (often at night when your opponents are very difficult to see, even with flares) the Japanese are trying to pick you off. If a sudden burst of orange and white light appears in front of your binoculars you have been hit – it's probably time to hop onto the next ship and blast the offender.

This sim has the perfect mix of simulation strategy and arcade thrills. There are none of the headaches associated with commanding the entire US fleet in the South Pacific which other naval sims have tried to do. The objectives are easy to understand, the interface is very quick and self-explanatory, and the graphics and sound are superb on every level. Hope you enjoy it as much as I have.

"Admiral" Chuck Cousens



Taskforce has the perfect mix of strategy and arcade thrills.

Task Force – 1942 is the best naval simulator I've played. The reason is simple – Microprose haven't tried to do too much with the game. It's staged in a very small, but strategically important, group of islands in the South Pacific during World War II. The Americans and the Japanese are both trying to take Guadalcanal – the gateway to Australia.

You have two responsibilities. First, you must safely transport troops and supplies to the island. You must continue to supply the island throughout the game so that your troops can eventually build an airstrip, outnumber and eventually beat the Japanese. Your second responsibility is to prevent the Japanese troops and supplies getting onto the island. You are able to do this by patrolling the waters on the Japanese side of Guadalcanal, bombarding Japanese bases

GRAPHICS	92
SOUND	85
MUSIC	83
PLAYABILITY.....	95
LASTABILITY.....	90
DIFFICULTY	84
MENTAL.....	88
ATMOSPHERE	94
OVERALL	90

LOOKING FOR NEW EMPLOYMENT???

THERE ARE VAGANCIES ON STUNT ISLAND IN THE AREA OF FILM PRODUCTION. HOW DOES STUNT PILOT SOUND TO YOU?? OR FILM EDITOR?? DIRECTOR?? MAYBE SET DESIGNER IS MORE YOUR STYLE.. OR, FOR THE ADVENTUROUS, YOU COULD TAKE ON TWO OF THESE JOBS!! THE TOTALLY INSANE (ME ME ME) CAN DO THE LOT!!!

As you can tell Stunt Island is no ordinary flight simulator. You can make it act that way, and it is good at it, but with all of the features at your disposal, this should be one game you will never get bored of.

It is quite a hefty game, which needs a good machine to run on. The minimum it will accept is a 386SX-16 with around 13MB of free hard drive space. Now you may be thinking some unprintable words at the moment about what you need to run this game, but let me tell you, it is totally AWESOME!!!



There are many aircraft you can fly within the game, from Sopwiths to B-2 Stealth Bombers and the Shuttle, but you can also fly gliders, parachutes, ducks (!), Pterodactyls (!!), and with the little bug in the program, anything you really like (e.g. Alcatraz, Aircraft Carriers, Buildings...)

There are a few ways you can get out there and fly a plane. You can go straight to the airfield and 'Scout Locations' with any plane you want to. This also helps you get used to the plane, or whatever it is. You can also go and fly a stunt, which means you have to do whatever it is with precision, first go. You get several takes, but there is a limit. You can also go and create your own stunt, then fly it.

There are 32 stunts already created on the disks when you start. This may not sound like much, but they take lots

of practice, and even though you may complete it first go, try and do it again!! Just for an example of the stunts, here is the description for stunt number 16:

"You need to fly your Sopwith Camel through a tunnel as a train passes through in the opposite direction. You've got a very narrow flight corridor. Don't drop below 4 feet, and watch your speed or you may find yourself exiting the tunnel before the train gets there - that's a 'no go'!"

Sounds pretty hard? All it really is though is getting a plane to the exact height and bearing, and keeping it there. Remember though that this is only 'half-way' stunt!

On the subject of the flight simulator itself, it is not really too bad. Most of the cockpits are pretty standard jobs, but a bit less complicated than your normal flight sim. The control is a bit slow to react, but there is something else (which I can't pinpoint) that detracts from reality a bit. It is not too bad though, as I sure wouldn't still be playing it if it was anything major.

Enough of Stunt Pilot though. As an Editor, your job is to 'mix' the film from shots taken by the various cameras which the set designer has placed around, as well as the inside view and the spotter plane view. Splice all these sequences together to create your very own masterpiece. This basically involves finding the best angle for the moment, and changing the angle when the time arrives, to create more excitement. I didn't find this section as enjoyable, as it really is only trying to make the film look good. As long as you are using the pre-defined stunts though, the computer can do this itself, or the view will be permanently from the spotter plane view.

The set designer's job is much better. The job is to basically design what is going to happen in the stunt. He has many props available, and they can be put anywhere he likes. This seems a bit monotonous at first, but it gets a lot better as the set progresses. Also with all of the 'fun' things you can do in this section, you can't go wrong. An example of this would be to put the Golden Gate bridge over some little creek, have an aircraft carrier sailing under it (through a minute creek), and put the big U.N building right next to it. This may seem silly, but you can make some really good films as long as you are prepared to spend the time with them.

The graphics in this game are BRILLIANT. It also has a different graphics detail system. You choose your detail between 0-100%, and instead of the graphics being bad or good, there is just less or more. So at 100%, a forest is full of these brilliant trees, yet at 5%, there are still brilliant trees, but a lot of space between them.

The sound in the game is also very nice. Again, I didn't



attempt to try it without a Soundblaster, but as can be expected, with it the sound quality was great and the tunes were nice and snazzy.

Overall, this is definitely one game I would recommend buying. If it doesn't reach the top games charts within a couple of months, I would start to be worried about the intelligence level of all the people out there.....

Drewe Zanki.

Graphics	94
Sound.....	80
Playability	92
Difficulty	90
Lastability.....	95
Atmosphere	92
Mental	94
Overall	93



STUNT ISLAND

CRAZES COME AND CRAZES GO. FROM ROLLER SKATING TO STAMP

COLLECTING, WE'VE SEEN IT ALL. IN-LINE SKATES (OR ROLLER BLADES AS MOST PEOPLE

WOULD CALL THEM) ARE THE NEWEST AND HIPPEST THING TO HIT THE STREETS (USUAL-

LY FOLLOWED CLOSELY BY THE WEARER). BUT THIS TIME THE CRAZE LOOKS LIKE IT'S

HERE TO STAY. BRIAN COSTELLOE TRIES NOT TO FALL OVER TOO MUCH...

It all started in the 18th Century. A bored out-of-season ice skater, who wanted to recreate the gliding-on-ice feeling, attached crudely-cut wooden wheels to the bottom of a pair of modified ice skates. Maybe this isn't quite the way you'd expect such a cool activity

such as in-line skating to come about, but it had to happen somehow. At the time, however, this wonderful brainstorm was laughed at and not developed any further. The idea was killed as soon as it was born.

It was a couple of hundred years later that roller skates came along. They've been around for decades, but have never got much further than

being a child's toy. The emergence of roller discos in the early eighties upped their status a bit, but the problem was that a wheel at each corner simply was not cool. (And the Olivia Newton-John roller disco movie "Xanadu" redefines uncool - Ed)

ROLLER BLADING AT NIGHT IS ILLEGAL IN NSW - SO IS BLADING ON A LINED ROAD!

Then came the in-line skates we know and fall off a lot today. They've been with us for roughly three years, and have taken off phenomenally.

Australians are the world's second biggest users of roller blades and there are more than 300,000 pairs around the country today.

The skates range in price according to quality and safety features. Generally, the more you pay the more comfortable they will be to cruise around in. They start from

around \$70-\$120, depending on the size. The prices can go up to anything around \$600! These are the Rolls Royces of blades made by companies like Roller Blade, Bauer and other high quality brands. Don't let these prices put you off as a cheaper pair is fine for a beginner and are usually just as practical for most riders.

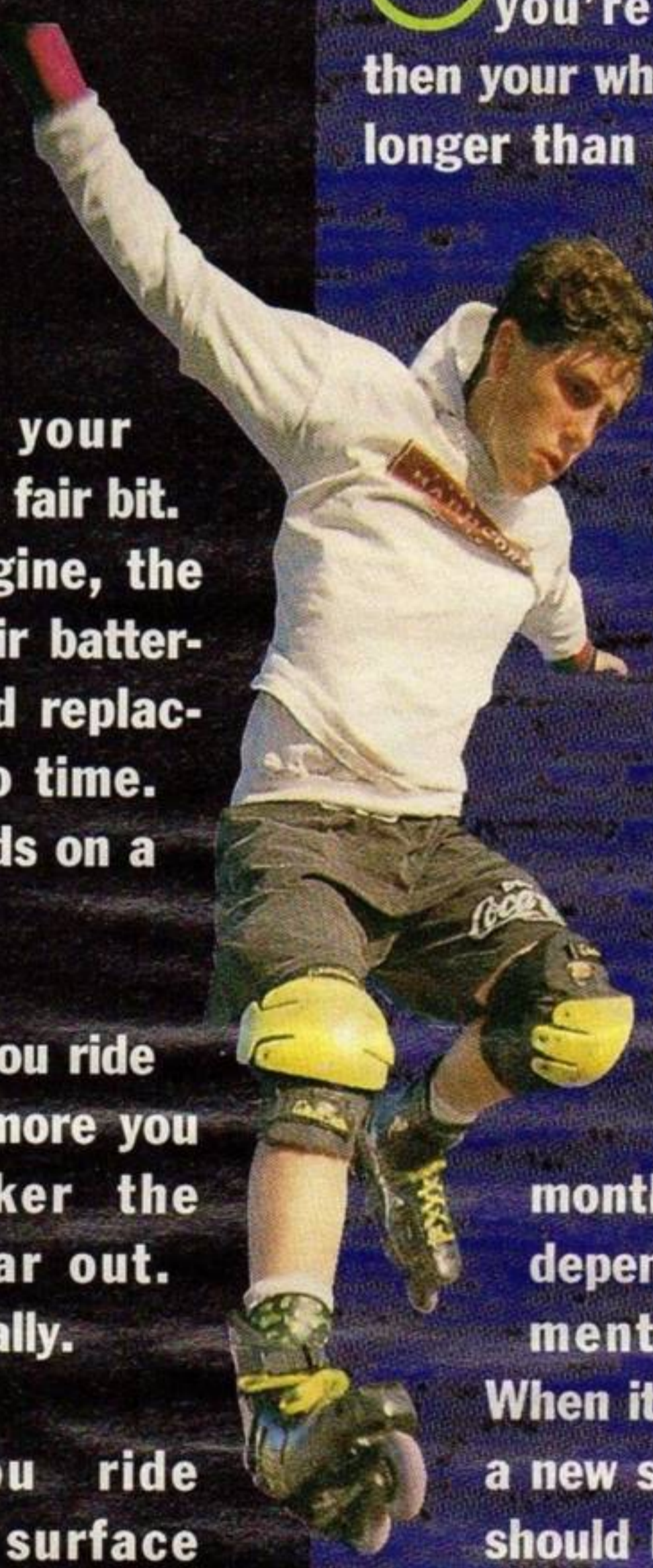
Maintaining your skates can cost a fair bit. As you can imagine, the wheels take a fair battering and will need replacing from time to time. How often depends on a few factors:

- 1 How often you ride them. The more you ride the quicker the wheels will wear out. Fairly obvious, really.
- 2 Where you ride them. The surface you ride on makes a big difference. It's more likely that you'll be using your blades

on the streets. Paving stones and rough road surfaces take it out more than, say, ramps or proper skating centres. If you use car parks (naughty, naughty!) then you'll also find that your wheels won't wear as fast.

- 3 How heavy you are. If you're a light person, then your wheels will last a lot longer than if you're, erm, a bit on the chunky side! It's either losing weight or making more frequent trips to your local dealer for replacements!

If you find yourself looking for new wheels every month or so, it could depend on the factors mentioned above. When it comes to buying a new set of wheels, you should bear in mind that there are different grades for different surfaces. If you



BLADE R

" AUSTRALIANS ARE THE WORLD'S SECOND BIGGEST USERS OF ROLLER BLADES

weigh less than 65Kg then for rough surfaces use 78A grade wheels, 78A-82A for smooth surfaces and 85A for indoor surfaces. Those over 65Kg would be better off with 78A-82A for all-terrain, 82A-85A for smooth and 93A for indoor surfaces.

Stoppers are the only other accessory that you may need to change on a regular basis, but I never use mine to stop as I find a 360 turn is more effective for stopping (either that or the front of a car!).

You can blade just about anywhere as they are quite universal and practical. Beach promenades are a cool place to hang out, and you'll find that you can blade wherever there's a smooth stretch of tarmac. In fact, grass, dirt and sand seem to be the only surfaces able to stop a blader (grass comes in quite handy for emergency stops, trust

are tricky to handle, for all but the most experienced blader. Should you get the urge, then have a go by all means, but at first it's a good idea to get used to normal cruising.

As skateboarders know only too well, the law enforcement officers can be as much a pain in the rear end as falling down too many times. It's all a matter of common sense, really. If you don't roll over grannies or use shopping centre stairways as launching pads, then you shouldn't have too much trouble, but still keep an eye out for warning signs.

Self-preservation is very important and you should always wear protective gear or have a good plastic surgeon on call when you ride! Pads are cheap and easy to come by and you would be stupid not to wear 'em. All you need are wrist pads to protect your paws, elbow pads to stop your funny bone from cracking up and knee pads to be able to keep walking if you do happen to stack. You should wear a helmet too as landing on your head isn't exactly ticklish!

The popularity of in-line skates has opened the doors to all sorts of new, innovative (and slightly insane) sports. Basket-blading involves playing basket ball, only wearing roller blades.

But something that seems to be catching on, with teams being set up in Brisbane, Melbourne and Sydney, is Roller Hockey. It's a deviation of the ever-popular Canadian sport of Ice Hockey, but it has the potential to really take off here in Australia due to the better suitability of our climate. Let's face it, how many people have an iced lake nearby in Oz!?! There's no doubt about it, roller

THE RECORD AMOUNT OF SOMERSAULTS ACHIEVED BY A BLADER ON A RAMP IS TWICE. DON'T TRY THIS AT HOME, KIDS!

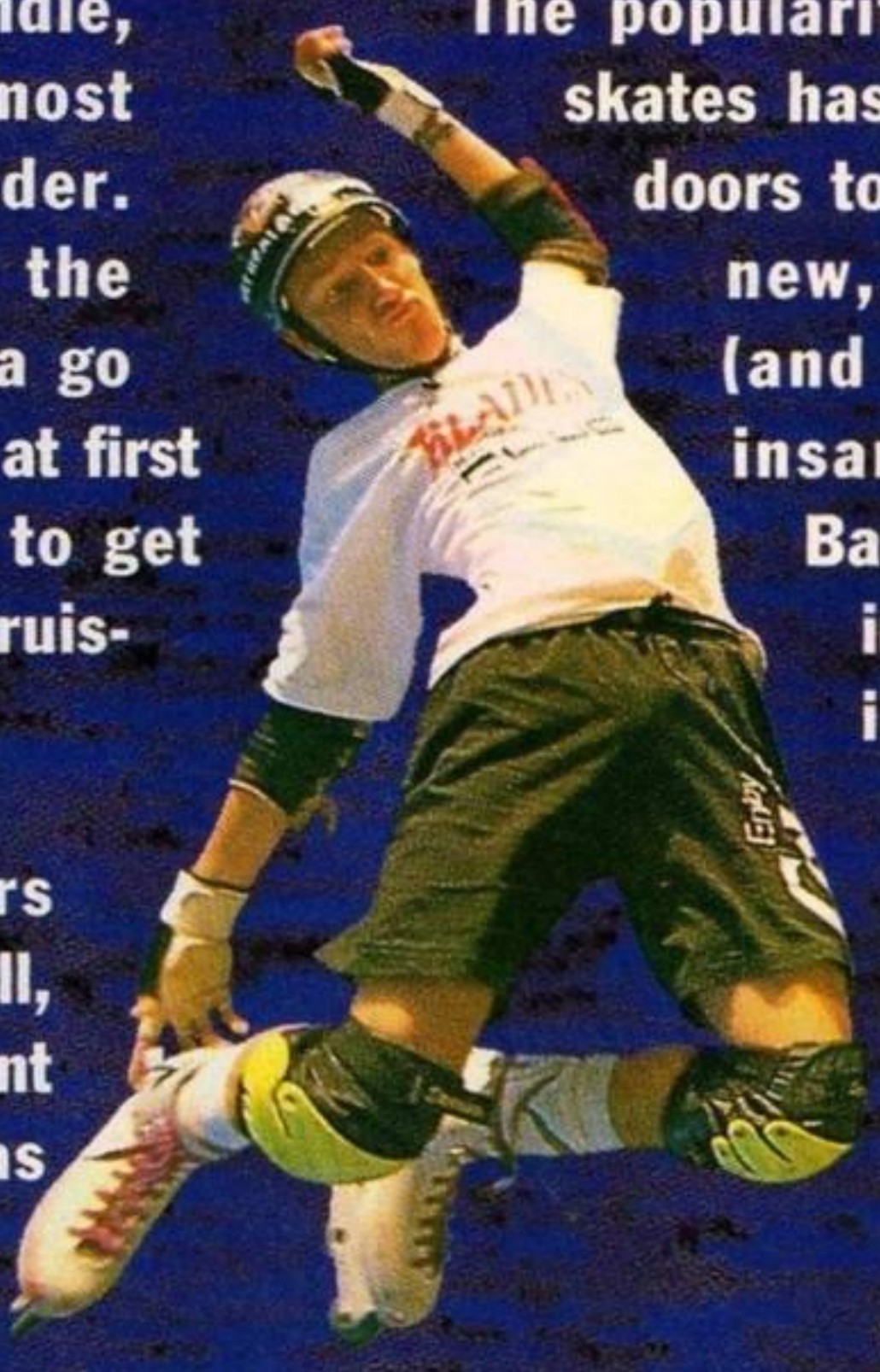
IT'S POSSIBLE (FOR EVEN THE AVERAGE SKATER) TO REACH SPEEDS OF UP TO 50KM/H ON BLADES!

blading is cooler than the freezer compartment in your fridge. All estimates point to the number of bladers growing, so don't get left behind. Get into it!

THE NAME ROLLER BLADE IS ACTUALLY A TRADEMARK. THE OFFICIAL TERM IS 'IN-LINE SKATES', BUT NO ONE CALLS IT THAT. IT'S A BIT LIKE WALKMANS REALLY BEING PERSONAL STEREOS!

me!). Ramps are not a terribly good idea when you're just starting out and

UNWHEELERS



PHOTOGRAPHS BY TRENT RODEN

AND THERE ARE MORE THAN 300,000 PAIRS AROUND THE COUNTRY TODAY."

THE COMIC FIX

COMICS ARE READ BY KIDS OF ALL AGES, BE THEY YOUNG, OLD, OR IMMORTAL SUPER-BEINGS FROM THE PLANET KRYPTON. TWO VERY BIG KIDS, NICK SMITH AND WAYNE LAWSON, TAKE YOU UP, UP AND AWAY ON A WHIRLWIND TOUR OF THE COMIC INDUSTRY...

NEW

What would you do with \$122,000? Buy a car? Buy a house? Buy a comic? It may seem a wee bit excessive, but that's how much issue one of *Action Comics* (containing Superman's very first appearance) went for at Sotheby's in December last year.

Comics have gone a long way since their conception and are now a multi-million dollar industry. They have become part of popular culture and with good reason. With their gripping stories and cliff-hanger endings, they are the printed equivalent of the science fiction cinema serials of the '40s and '50s.

But where cinema audiences died off, and with Saturday morning matinees being a thing of the past, comics have grown up with their readers. The characters are meaner and moodier, the storylines are darker and tackle society's problems head on. They've adapted to change and have survived by becoming more serious (if it's possible for someone who wears a purple and gold lycra bodysuit in the street to be taken seriously). And it's all thanks to a handful of publishers who prove that superheroes never die...

MARVEL

The mighty Marvel crew are the giant force in the comics industry with almost 50% of the market. Marvel are renowned for finding some of the finest talent in both their story writers and artists, but the popularity of their comics could stem just as much from their marketing people. With at least two speciality covers a week, such as metallic foil logos of free gifts, Marvel have pushed the industry into the 'gimmick age'. The old maxim, don't judge a book by its cover, applies to comics too!

With over 75 titles, it can seem to the average collector that Marvel regard quantity over quality. But there's still some good stuff rolling off the Marvel presses. Particularly hot at the moment are the company's Spiderman titles. The 30th anniversary editions may have been and gone but now *Spectacular Spiderman* and *Web of Spiderman* are celebrating their 200th and 100th issues respectively.

Spectacular features the return of the Green Goblins whilst *Web of Spiderman* heralds the return of the Kingpin! Both are highlighted by a cool Holografx cover. Also Marvel introduces a sixth Spiderman book called *Spidey Unlimited*, which begins a fourteen-part *Venom* and *Carnage* crossover story with art by Ron Lim. Also the *Merry Mutants* are beginning their 30th anniversary with *Uncanny X-Men 300* featuring the long-awaited return of Magneto. The newest X Book, *Cable #1*, debuts and promises action aplenty. Marvel's big character push is *Venom* so



look out for his earlier appearances.

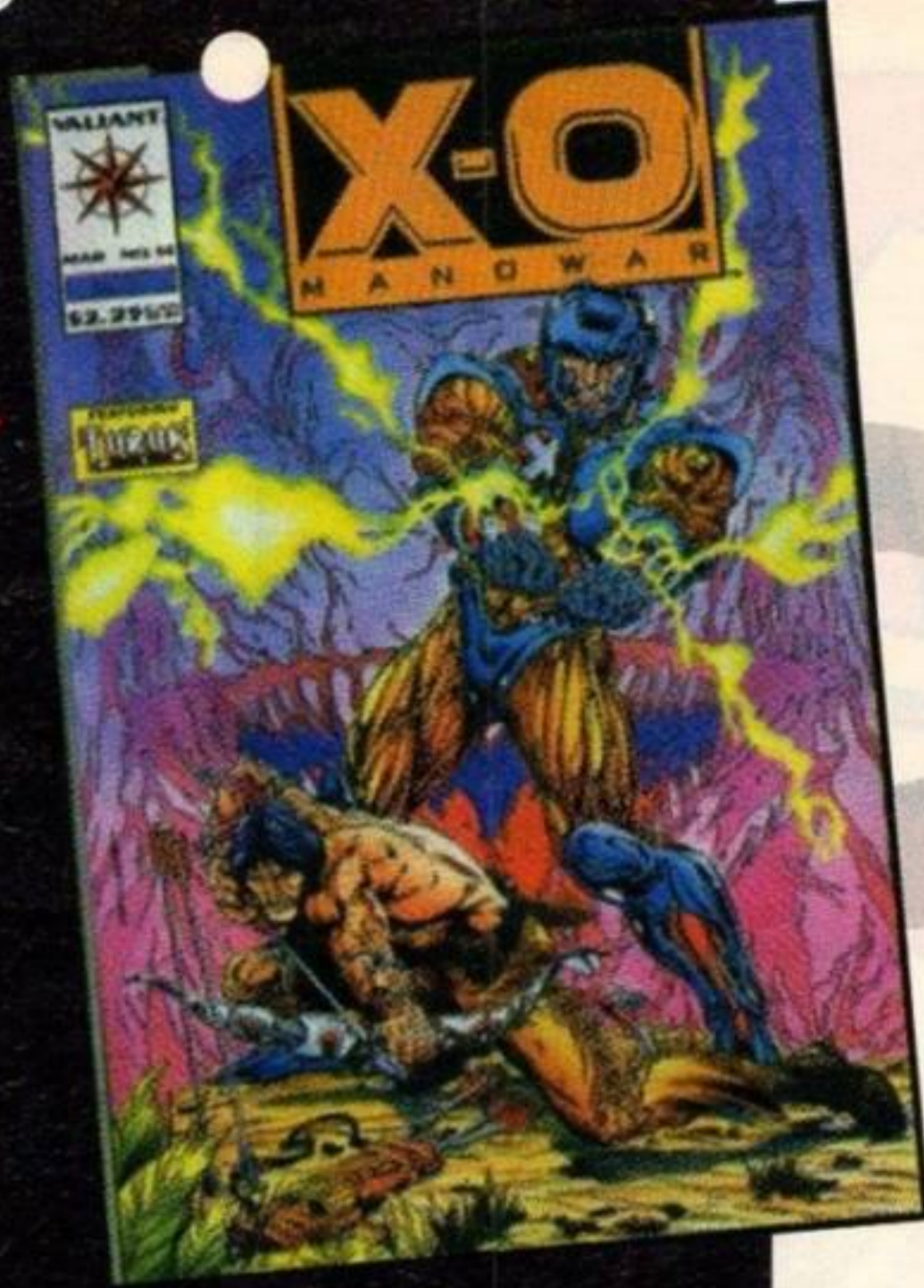
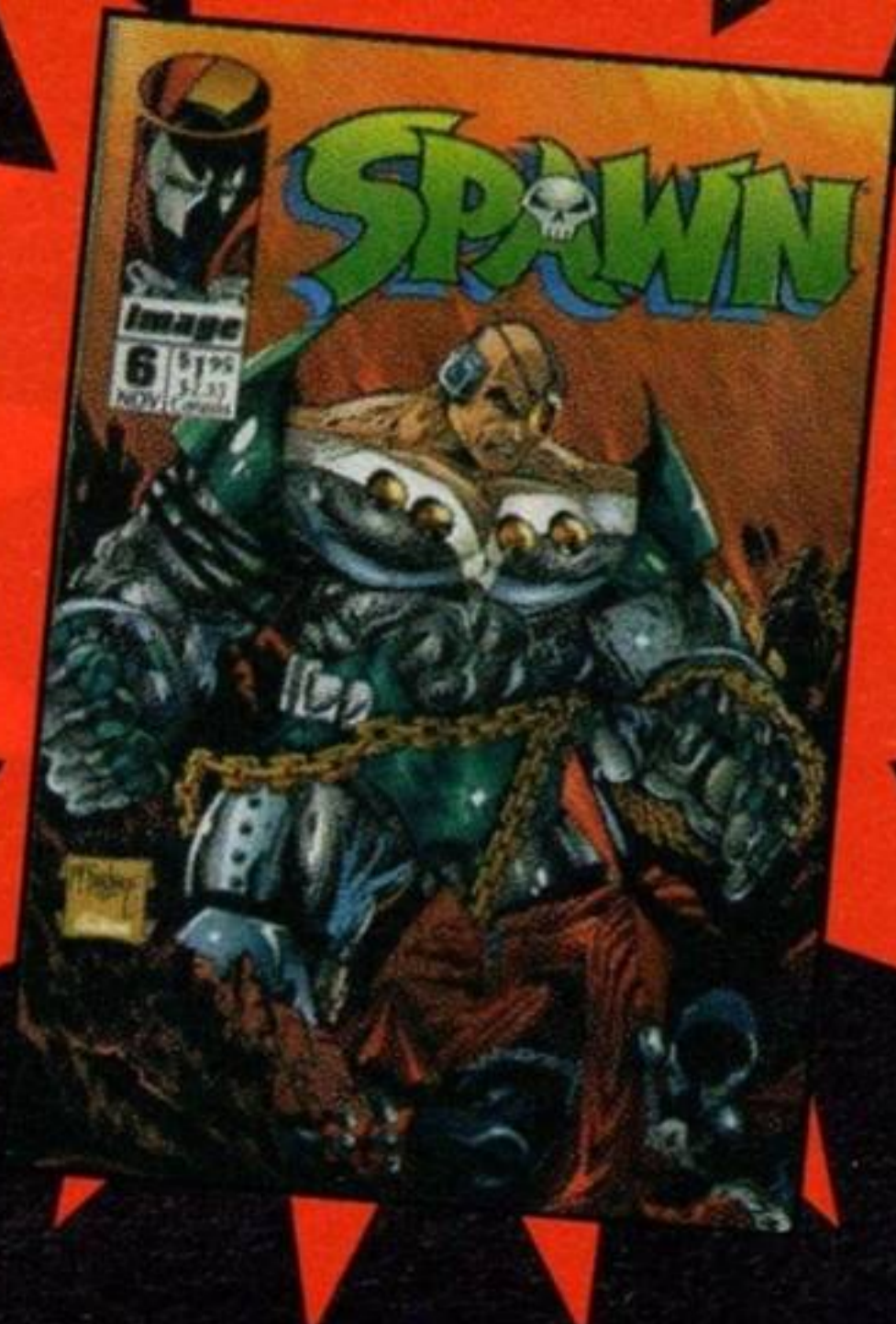
VALIANT

Well, what's to be said about Valiant: Hot! Hot! Hot! At the back-issue stands and on the shelves they continue to pick up steam as THE force to be reckoned with. The history of Valiantdom over the last two years began with a slow start, but nowadays their earliest issues are the most sought after, with high prices matching the high demand.

They have some great creators, writers and artists working with them and the Valiant Universe is growing as fast as their popularity is. One of their hottest titles, *Eternal Warrior*, begins a new story line as of issue 11, with art by Barry Windsor Smith. *Magnus Robot Fighter #25* is going to be hot with an embossed silver cover. *Turok Dinosaur Hunter* is also going to be a blisteringly good read. A great newcomer, Sean Chen, pencils *Rai* and the *Future Force*. *X-O Man O War* continues its popularity burst with the help of Bob Layton and Bart Sears. The evil *Master Darque* will be appearing in an upcoming Valiant crossover storyline later this year. His earlier appearances are flying off the shelves so get in quick.

IMAGE

Not happy with the restricted creativity they had with the top guns in the industry, Todd McFarlane, Jim Lee, and Rob Liefeld formed the now famous Image Group. These guys took creator-owned comics (where the author has complete control of the storyline) and made them the success they are



today. Image is now a huge success, breaking all sales records for independently published comics.

Unfortunately these great comics are often way behind schedule – maybe giving the authors so much freedom means that deadlines disappear – and readers are often left wondering what’s going on when the latest issue doesn’t appear on the news stands for months on end.

Look out for Darker Image which has darker, more violent stories and features new characters from Rob Liefeld, Sam Keith, and Jim Lee. Also the debut of Sam Keith’s *The Maxx*, Jim Lee’s new *Stormwatch*, Larry Stroman’s *Tribe* and Neil Gaiman’s *Spawn* #9 (the *Spawn* series is the only one even close to coming out on time regularly).

DC

What can you say about a company which kills off the greatest comic icon of all time? DC sure is smart, that’s what. *Superman* #75 was their biggest selling comic of all time and is repeatedly fetching \$150 and more Stateside. Besides making money, DC hoped this event would expose their other titles as well...

There’s some great stuff that’s often overlooked by readers. *Batman* is always a good read and a good seller. The *Titan* series are great comics in the same vein as are the *X-Men*. *Justice League of America* and *Justice League of Europe* are also worthwhile titles featured in the *Doomsday* storyline. Highly recommended is *Darkstars*, currently up to issue

seven. It’s a good story with outstanding art by newcomer Travis Charest. Check it out guys, this man’s going to be mega-huge.

Milestone, DC’s newest imprint, is a series of creator-owned comics focusing on black-American characters. The comics are printed using Milestone 100, a new colouring process which should be ultra-hot. The titles to watch out for are the *Blood Syndicate* and *Hardware*, both at your comic stores now.

The jewel in DC’s crown is undoubtedly the *Vertigo* line. Already out is *Sandman* by fan-fave Neil Gaiman, *Hellblazer*, *Swamp Thing*, *Animal Man*, *Shade*, and *Doom Patrol*. There are also many new titles out for *Vertigo*. These include *Kid Eternity*, *Black Orchid*, *Mercy* and *Sandman Mystery Theatre*. The two to watch, though, are *Enigma* and *Sebastian O*. *Sebastian O* is set in computerised 19th Century London and written by Grant Morrison and shipping in April. *Enigma*, which is already out, is one of the most surreal stories we’ve ever read and is an absolute must. All *Vertigo* titles are excellent stories with great art. As a rule, if you buy *Vertigo*, you can’t go far wrong.

DARK HORSE

Dark Horse has certainly made its mark on the industry as a survivor, never to be outdone. Dark Horse has a reputation for releasing a steady stream of high quality comics, mostly under licence from movie characters. They have brought some amazing stories includ-

ing *Aliens Vs Predator*, *Robocop Vs Terminator*, plus, through collaboration with DC and Valiant, *Magnus Robot Fighter Vs Predator* and *Batman Vs Predator*. All are excellent reads and have some great art.

Out from Dark Horse now is part three of the 12-part *Aliens Colonial Marines*, *James Bond Armageddon* #1, *Predator: Race War* #2, and John Byrne’s *Next Men* #13.

INDEPENDENTS

So you’ve been collecting since you were a young fan, you’ve grown up but your favourite *Marvel* and *DC* comics haven’t? Don’t give up hope. Take a look at what the various independent companies have to offer – if you don’t, you could well be missing out on comics which could grow to become your favourite titles.

Undoubtedly, the legend of independent publishers would be Dave Sim, the creator of *Cerebus*. Dave, along with co-artist Gerhard, has so far published 170 issues of this 300-part series. *Cerebus*, a story about a sword-wielding armadillo, is just about the most thought-provoking and best-drawn title around. Todd McFarlane named Dave the “Monty Python of comics” – high praise indeed. *Cerebus* comes with the highest recommendation for adults. Also check out *Cerebus’ Visit in Spawn* #10.

Innovation is another quality company offering an extensive range of titles. Their best work is the *Anne Rice* series with

stories based on her bestselling novels. All are excellent adaptations with beautiful artwork. Their big news so far this year was the release of the *Beauty and the Beast*, a great book.

Mirage, the company which brought us *Teenage Mutant Ninja Turtles*, have some hot new titles on offer. Check out *Xenotech*, *Stupid Heroes* and *Dragon Fighters*. All come highly recommended and are shipping this autumn.

Other companies worth mentioning include *AC*, *Comico*, *Caliber*, *Confinuum*, *Heroic* and *Malibu*, to name a few. If you’re looking for something a little away from the mainstream, then these companies’ comics are all worth a look. The most important thing to remember is to look at other titles and give them a chance. Don’t be afraid to experiment. – you may well be surprised.

Manga

What is Manga? a) A tropical fruit? b) A tropical disease? c) The fastest growing part of the comic industry. If you didn’t answer c) then get a life! Manga are Japanese comics (thankfully translated into English) and are rapidly carving a niche in the comics world and with good reason. The Manga style features great art and different, off-beat stories when compared to the mainstream Western-style comics.

Everyone’s probably heard of *Akira*. While it’s a great story, there are a lot more equally as good Manga titles out there waiting to be discovered. Two companies dominate in this area, *Viz* and *Studio Proteus*.

Viz is the major company con-

THE COMIC FIX



stantly bringing out the Manga titles. Their titles include Nausicaa, Macross II, Xenon, Ranma 1/2, Silent Moebious and Crying Freeman. As well as these great titles, which are well written and drawn, they also have some of the hottest talent including Tsuguo Okasaki and Rumiko Yakahashi.

Studio Proteus do freelance work for various companies and are responsible for a big boom in the industry. They started with 3 x 3 Eyes for Innovation, picked up steam with Dark Horse and proceeded to bring out some powerhouse Manga titles. The latest include Caravan Kidd by Outlander creator Johjii

Manabe and Orion the Immortal by Appleseed's Masume Shirow. Dark Horse were the first mainstream company to pick up the Manga craze. Check out Manga, you'll love it.

THREE GOLDEN RULES

For readers of comics there are only three rules you should follow.

Firstly, comics were meant to be read, so buy what you enjoy reading, not what glows in the dark. A glitzy cover may well hide mundane contents.

Secondly, don't be afraid to experiment with other comics. Though the big labels bring out some good reads, there are a lot of great independents out there too.

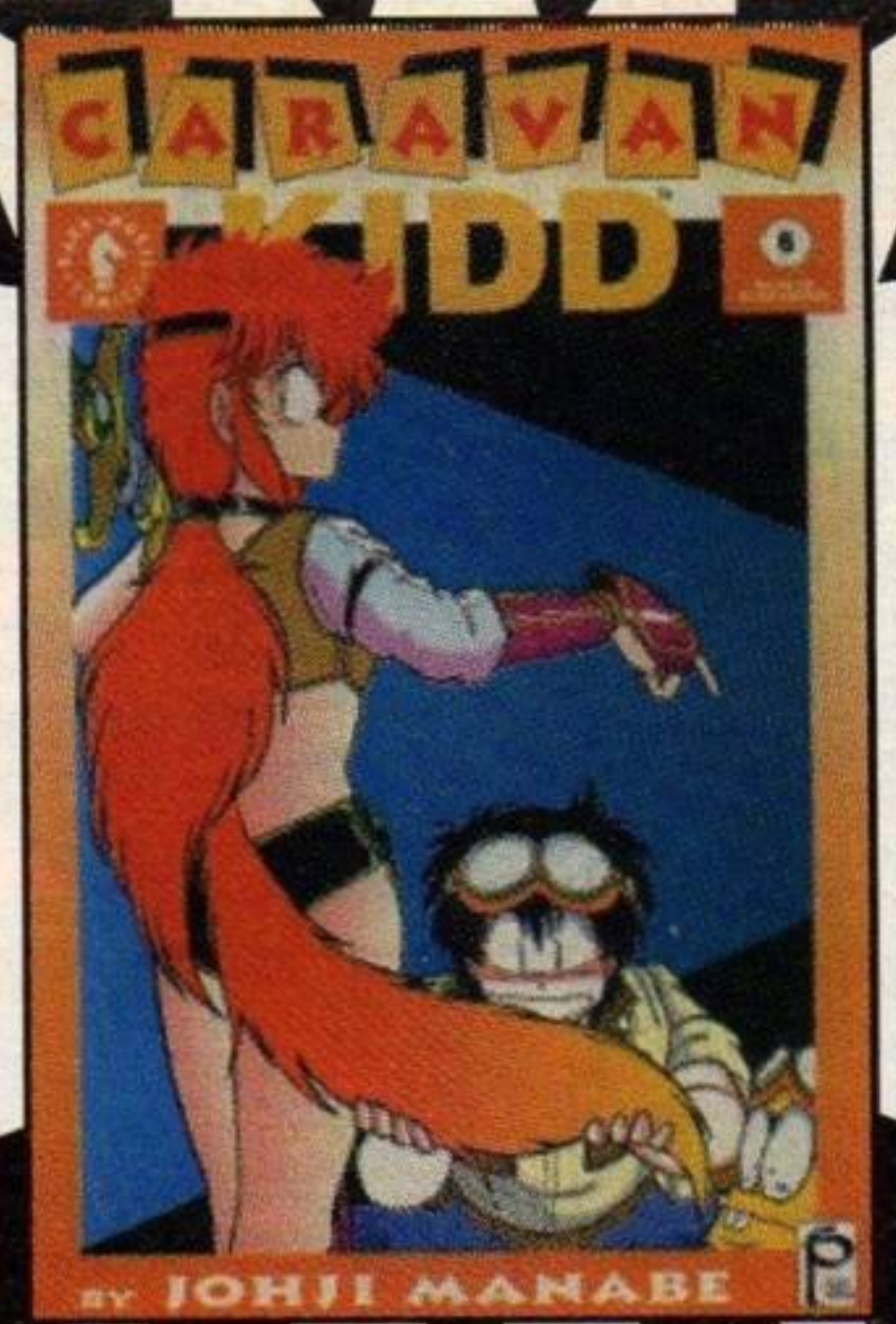
Thirdly, if you're not happy with your store and they are not getting the comics you want, there are plenty of other stores out there who will help. Shop around for good service.

Now it's time to say goodbye

That's all we've got space for this issue folks. We hope you like this section and we would welcome your feedback and input. Send us your letters, suggestions and inquiries and we'll do our best to respond.

Drop a line to: The Comic Fix, Megazone, Locked Bag 7, Rosebery 2018. If you want a reply please enclose a self-addressed stamped envelope.

ALL COMICS SUPPLIED BY PHANTOM ZONE, PARRAMATTA.



COMPETITION

**Superman is dead.
Long live, erm, whotsisname**

There's a real goldmine of Superman goodies up for grabs. They're all collectors' items and the whole lot is worth something in the region of \$200. Just look at what's on offer:

- Six Superman comics containing the Doomsday storyline - the events that led up to Superman's death. These are first printings and a collector would sell his back teeth just to hold one for a few minutes.
- The Superman Archives Volume 1. This hardcover book would set you back \$80 in the shops.
- Funeral for a Friend. The last ever (?) superman story.

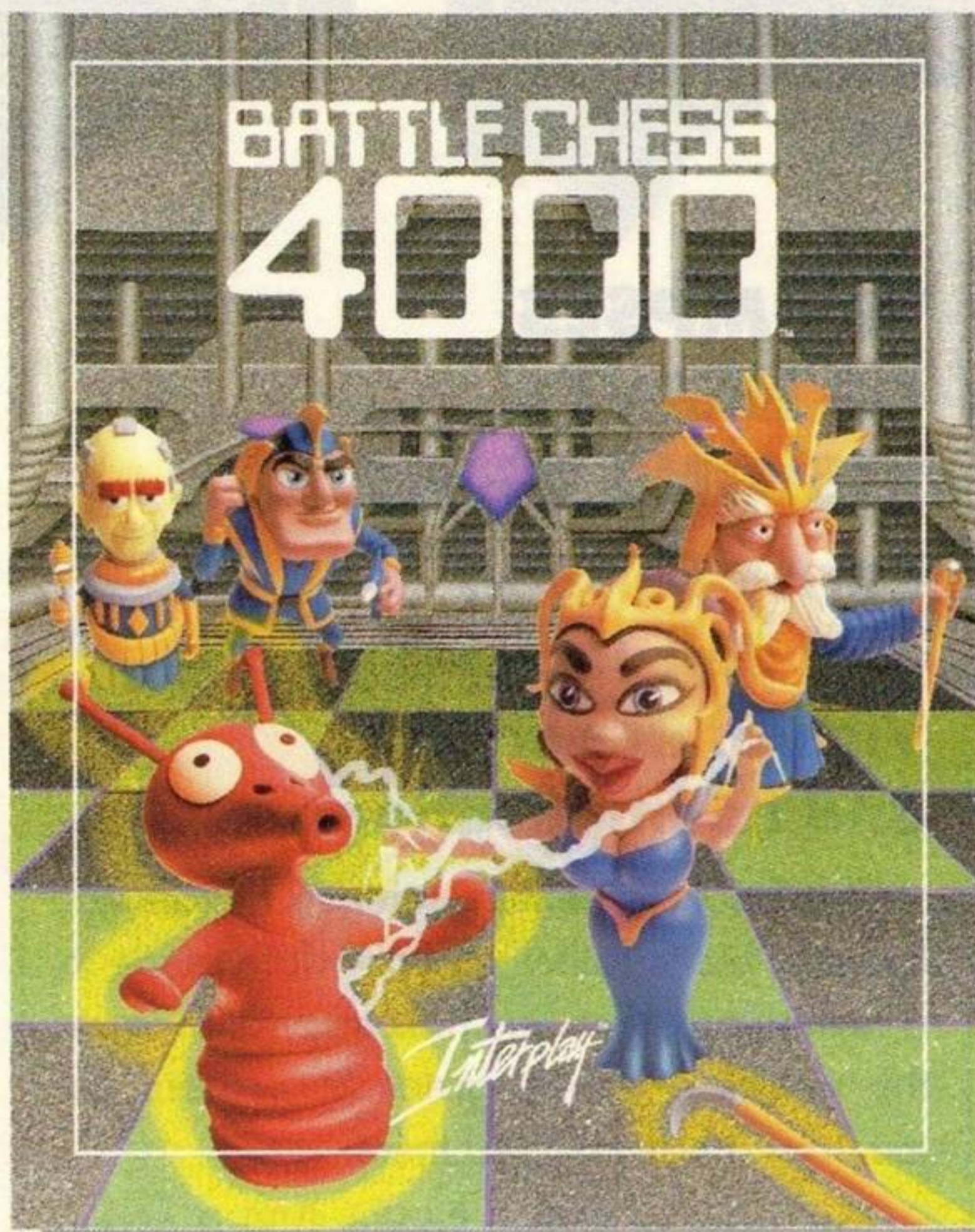
All you have to do to win this little lot is send us a drawing of your superhero along with a description of his powers. Remember originality counts more than artistic ability. The best entry will be printed in a future issue of Megazone. Closing date is 30th June 1993. That gives you a couple of months, so get cracking! Send your entries to: Who'll Save Metropolis?, Megazone, Locked Bag 7, Rosebery 2018.



To commemorate the death of Superman, we're running the Who'll Save Metropolis? compo. We want you to create a superhero to take over from Superman. They'll have to be rough enough and tough enough to fit into his size twelves.

All comics featured are copyright of their respective publishing companies

Welcome to the Chess Game of Tomorrow.



BATTLE CHESS 4000™

Yesteryear's timeless classic is now a game for all ages as Interplay Productions presents *BATTLE CHESS 4000™*, the classic chess game that rushes headlong into the future. Moving across a translucent chess board set in a futuristic, deep-space station, chess pieces become animated space-age characters, created from state-of-the-art, digitized clay models. And the moves they make will keep you in stitches.

A swashbuckling, space captain forgoes his blaster to wield his light saber at your mad scientist.

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MS-DOS Screens Pictured.

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- *Infinite levels of play from beginner to grandmaster*
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- *State-of-the-art animation from digitized clay models*
- *Special SVGA version with 640x480 256-color graphics*

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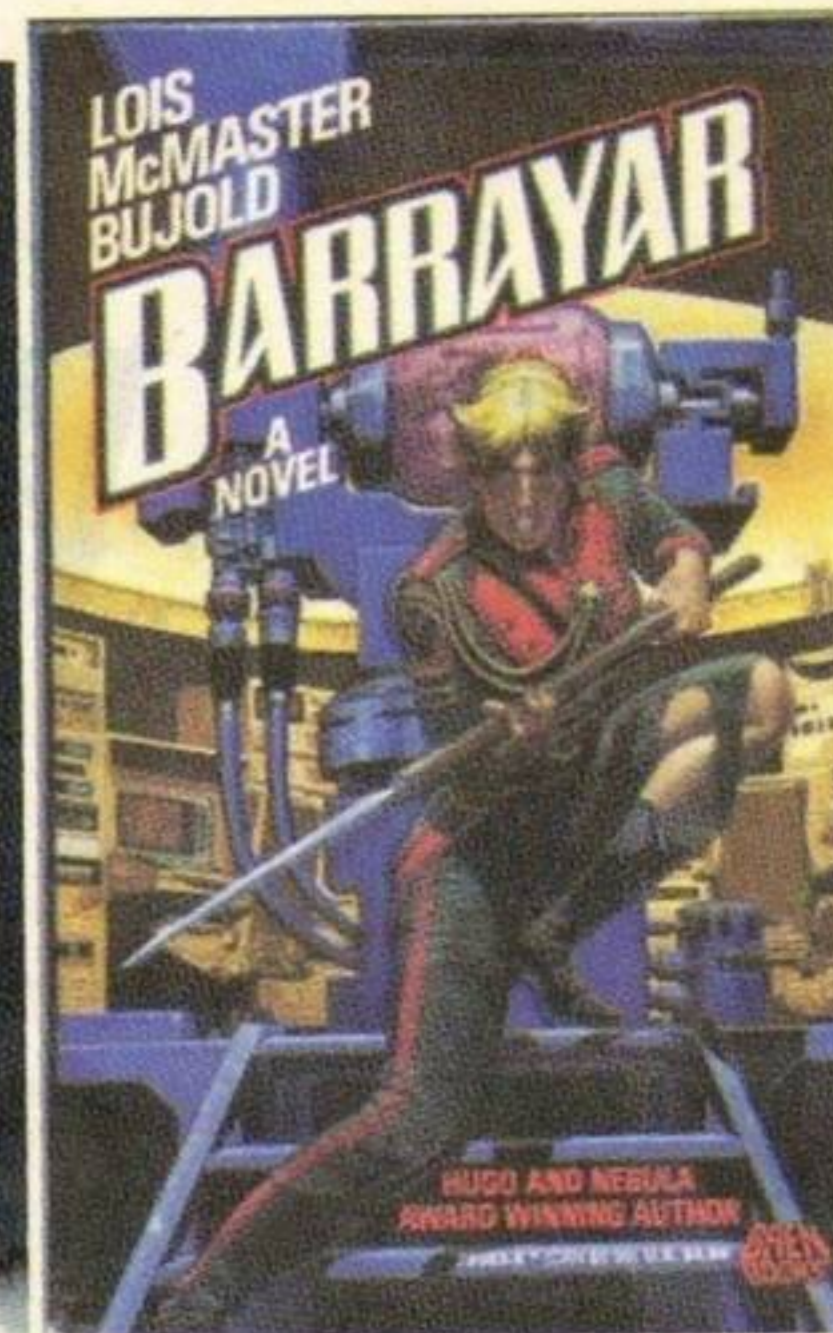
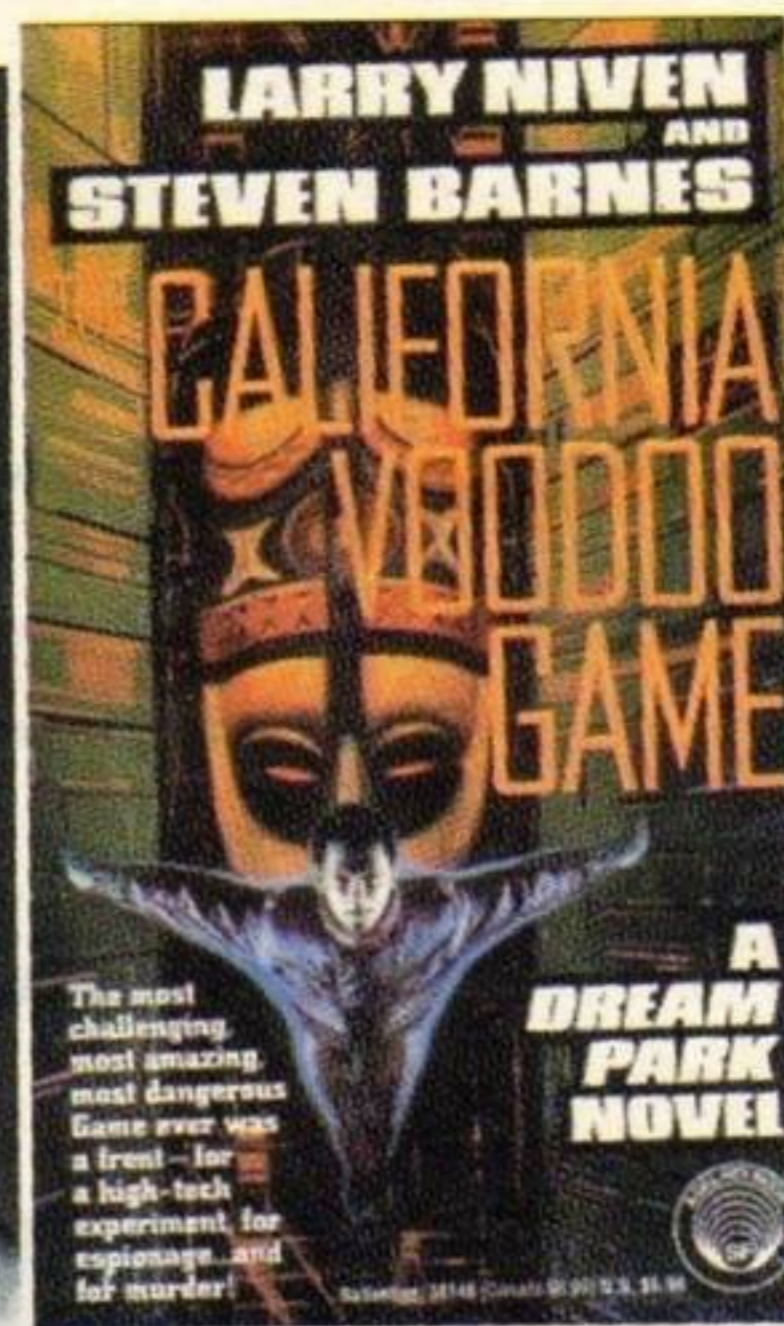
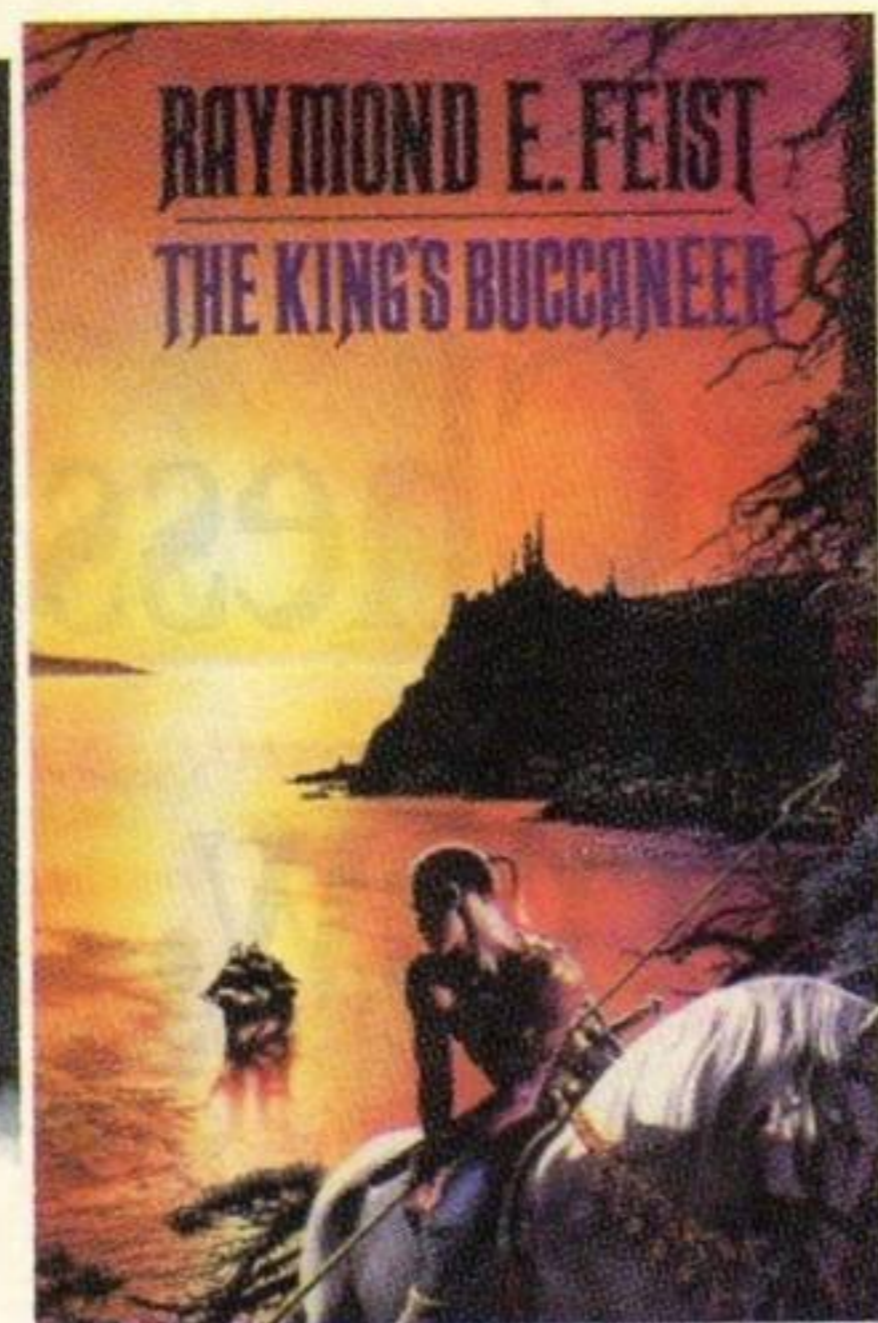
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**Glimpses
of Heaven,
Visions
of Hell**

Virtual Reality
and its
Implications



Barrie Sherman & Phil Judkins



FANTASTIC JOURNEYS is a new
regular section of **MEGAZONE**

which will bravely explore

the wild worlds of human

imagination. We will review

the latest and greatest science

fiction, horror and fantasy books

as well as role-playing games and

theoretical texts on the future

of technology, life, the universe

and everything...

**"GLIMPSES
OF HEAVEN,
VISIONS OF HELL'**

**Barrie Serman
and Phil Judkins
Virtual Reality
and its Implications**

The book is neither science fiction nor fantasy, but is rather an up-to-date guide to a technology that has had inspiration from the works of many great SF writers, as much as it has inspired them.

The idea of Virtual Reality (VR) is essentially that of a machine generated simulation that a person can experience/enter and operate from 'within'. The room holding the equipment (possibly gloves and goggles or a helmet) is replaced by computer generated visual and audio effects and some neat tricks to simulate gravity and real-world physicality. The VR user will see, hear, and feel an environment created and controlled by a complex computer program.

'Glimpses of Heaven, Visions of Hell' outlines the story of VR, where the technology originates, who is doing what with it and where. Corporate activities and interests, the media's role and possible repercussions of the technology in almost all areas of life are discussed in a text-book manner. Chapter by chapter the book provides clear information and facts regarding the technology as it really exists today. Amidst the well-researched hard facts are very interesting overviews of the working VR game systems that are popping up all 'round the globe, from arcade-style 'Dactyle Nightmare' and the never-to-be-seen VR version of the movie "Lawnmower Man" to Chicago's VR version of the role-playing game 'Battletech'.

Very informative, and highly recommended to anyone whose interest in VR is not limited to what new games are available.

"THE RIFTWAR SAGA"

**Raymond E. Feist
Magician: Silverthorn: A
Darkness at Sethanon:
Prince of the Blood:
The King's Buccaneer**

The Washington Post described the Riftwar Saga as, "totally gripping... a fantasy of epic scope, fast-moving action and vivid imagination...". I would say that Raymond E. Feist is the George Lucas of modern fantasy. He has created a grand and epic tale set in an imaginary yet endearing world with all the qualities that make 'high-fantasy' the most popular sub-genre of fantastic fiction: rich heroes, political intrigue, a constant interaction with the mystical and unknown leading the revelation and challenge after challenge.

The 'high-fantasy' setting is the world of Midkemia and the characters are drawn from the relatives and friends of the ruling family of the Kingdom of Isles, a spiffy little European-based Medieval land. There are some other cultures, like Orient and Desert dwellers, Hill tribes etc.. but more importantly there is another world accessible via a magical 'Rift'.

The first three books deal with the Rift and the war that follows, while the later two follow the adventures of a second generation of Feist's heroes. The popularity of the books is almost unparalleled and Raymond E. co-authored, with Janny Wurts, another trilogy based in the world across the Rift (the Empire trilogy).

The computer role-playing game "Betrayal at Krondor" from Sierra has just been released and is based upon the Riftwar books. So for a background get into the series, and follow the high fantasy and intrigue of the world of Midkemia.

don't know
exactly exactly
where i am

Fantastic Journeys

"CALIFORNIA VOODOO GAME"

Larry Niven and
Stephen Barnes

This is the third 'Dreampark' novel. I haven't read the first two, but this one is hot and it stands alone on its own merits. 'Dreampark' is a cross between an amusement park and a giant real life roleplaying game with the help of a little Virtual Reality. Players are in teams, each member a particular class, and they venture real-time real-space scenarios run in one of many possible areas throughout the park – controlled by gamemasters who view events via high-tech monitoring devices. The players must accomplish designated missions to gain points, therefore increasing skill proficiencies. Virtual Reality combined with bit-part actors provide the special effects, monsters and magic. California Voodoo Game is the biggest championship event to be held in 'Dreampark' and the book's plot encompasses the game itself with more than a few sub-plot twists the pique the readers curiosity. The game titillates you with its damn-I-wish-that-stuff-was-around-today technology and gameplayer characters that are a logical extension of believable archetype computer/role-playing gamers of today.

A 'Dreampark' RPG is available today – a traditional RPG rather than a computer-based system. There is even a society in the States that has formed to see that 'Dreampark' is eventually a reality.

"BARRAYAR"

Lois McMaster Bujold

Barrayar is science-fiction at its contemporary best. Bujold has been the recipient of the Hugo award (a bit like a sci-fi and fantasy writing Oscar) twice – once for Barrayar – and is hot property in SF circles. Barrayar is a military world ruled by the Vor lords, a military upper-class. Cordelia Naismith, a ship commander from Beta Colony, who happened to beat the Barrayarans in a little war, marries ex-general Aral Vorkosigan and moves to Barrayar to settle down and raise little Vor lordlings. No such luck. She falls pregnant but her husband is appointed Regent to a new young Emperor and civil war breaks out.

The book puts the military, war, politics, motherhood, love, duty, honour and the part that men, and especially, women have to play in these experiences into a fresh, exciting and thoroughly entertaining perspective. The characters are strong, heroic types, but their abilities, roles and virtues do not overshadow their humanity, and difficulties each may have in fulfilling their duties and ambitions. The events within Barrayar parallel the birth of Bujold's major hero, Miles Verkosigan, whose further exploits span more than half-a-dozen other novels.

All books supplied by Galaxy Bookshop, 222 Clarence St Sydney. Ph: (02) 267 7630.

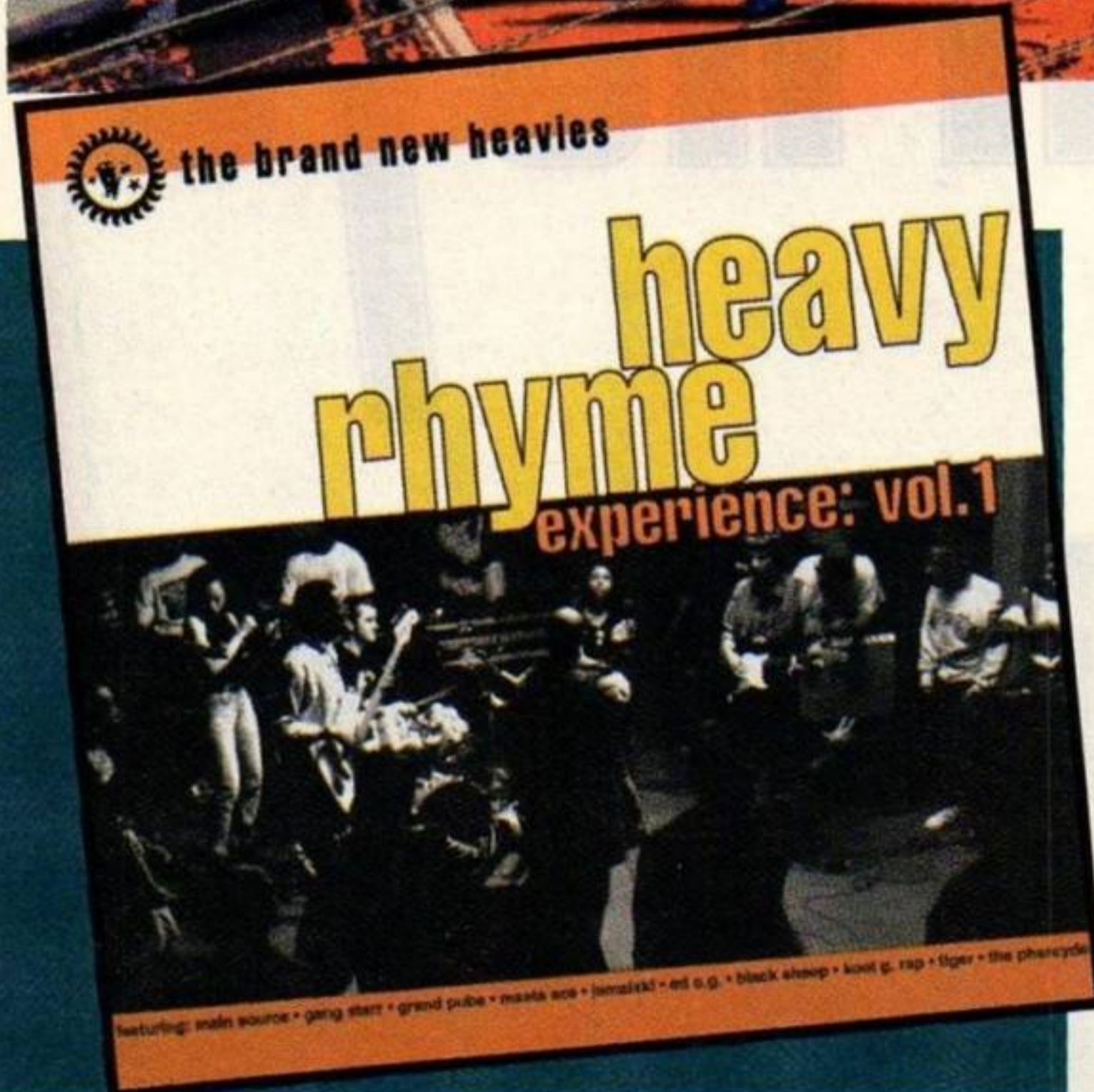
We have 3 \$100 vouchers from Galaxy Bookshop to give away to lucky MEGAZONE readers who can answer the following questions:

- 1. What is Gollum's real name in Tolkien's "Lord of the Rings"?**
- 2. What disease does Thomas Covenant suffer from?**
- 3. What was the sci-fi film based on Philip K. Dick's book "Do Androids Dream Of Electric Sheep"?**

Put your answers on the back of an envelope and send them to:

**THE MEGA
FANTASTIC
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MEGAZONE
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ROSEBERY NSW 2018**

THE BASELINE

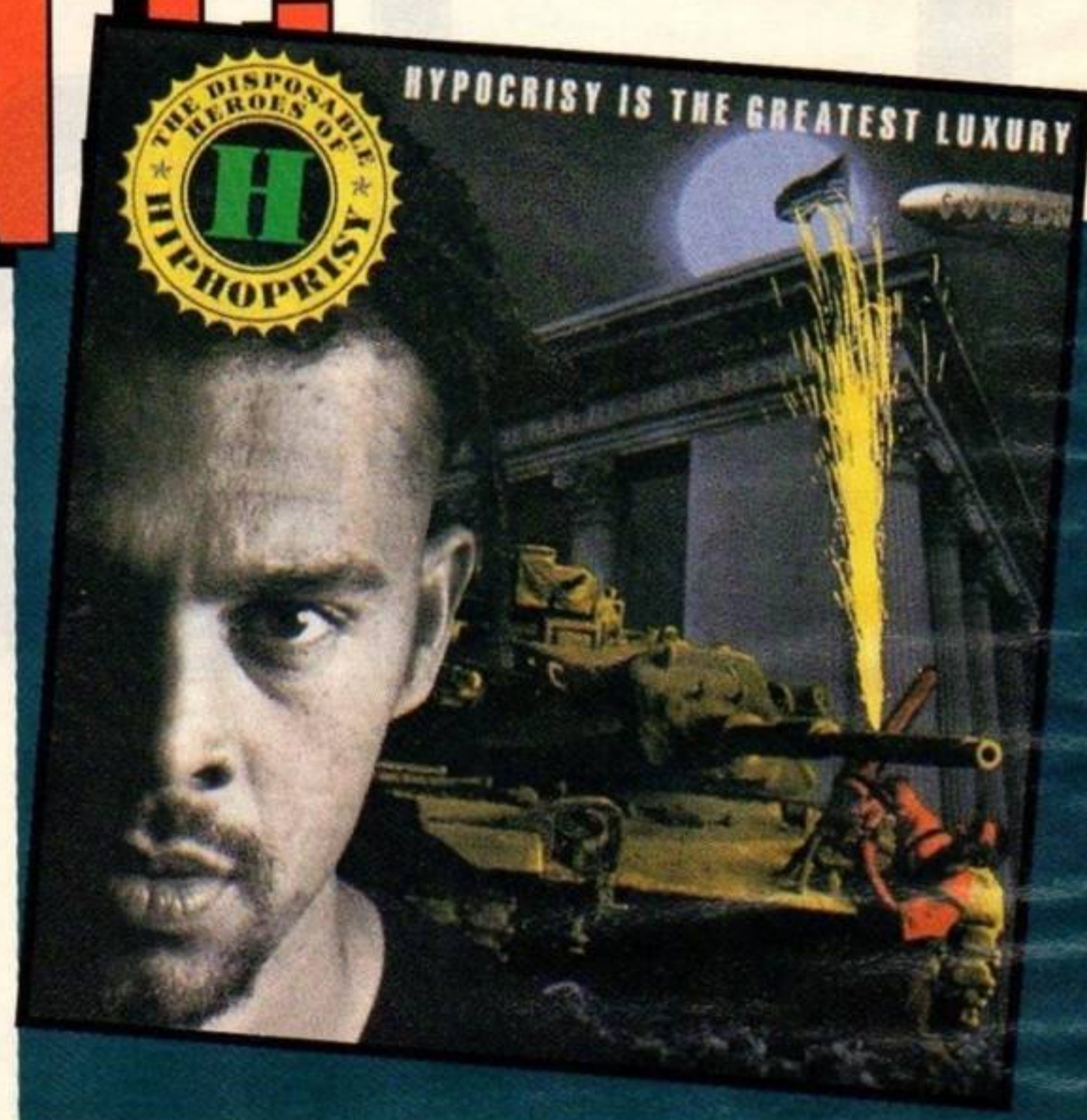


THE BRAND NEW HEAVIES Heavy Rhyme Experience Volume 1 (Polygram)

For their second album, the Brand New Heavies have ditched singer N'dea Davenport and the sugar-coated soul that dominated their debut and linked up with rappers from the UK and the US to create a much harder mix. The Brand New Heavies have penned the music, which is their usual blend of jazz and funk, with some Jamaican overtones, and each rap artist vocalises his own lyrics. And that's one of the problems: his own lyrics. Looking at the song list you'd think there were no female rappers on this earth, in spite of the fact that there are more than a few (Latifah, Monie Love, MC Lyte) with immense talent. Apart from that major gripe, Heavy Rhyme Experience is a satisfying LP: the rappers involved are competent and imaginative, and they are only limited by the Heavies' music, which is a little repetitive. 7/10 ■

HI-FIVE Keep It Goin' On (BMG)

Sponsored by a jeans company, and giving a credit for their stylist, it seems that Hi-Five are all style and no substance. Listening to the CD only confirms my suspicions. Making a play for a slice of Boyz II Men's success, Hi-Five warble their harmonies smoothly, singing 'She's Playing Hard To Get' (per-lease!) and about 'Quality Time' (erk!) to slick, soul grooves. If you remember their single from a couple of years ago, I Like It (The Kissing Game), then you'll know what to expect - there are no surprises here. When they're not singing slurpy ballads, they're rocking out on well-hard (NoT!) swingbeat tunes, courtesy of R (She's Got That Vibe) Kelly, which only goes to show that he only had one good song in him! 2/10 ■



THE DISPOSABLE HEROES OF HIPHOPRISY Hypocrisy Is The Greatest Luxury plus Live Television (Phonogram)

The hippest thing since Arrested Development, the Disposable Heroes of Hiphoprisy wowed everyone on their recent tour and, as a result, you can now buy their debut album with a bonus live CD aptly titled Live Television. For those who haven't yet heard the band, The Disposable Heroes talk about the state of the world through music that swings from loose bass grooves to hard rock (they sample classic US 'punk' band the Dead Kennedys on one track). And they have an awful lot to say: the lyric sheet could be perfect-bound and sold as a separate publication it's so thick; there's no 'repeat to fade' for these guys, they're gonna use every moment they have to talk to you about the Gulf War (it was bad), homophobia and violence (worse) and the state of America (so appalling they could go on about it for days). It's powerful stuff, that will get you thinking. Music for the head and the feet - what a bargain! 9/10 ■



MARTHA WASH

(BMG)

Martha is owner of that humungus voice which propelled all of Black Box's singles (except Ride on Time) to the top of the charts. It was also her powerhouse vocals which gave C & C Music Factory their first hit, Gonna Make You Sweat. The last time Martha released anything that actually had her name on it, it was the mid-80s (the song was called It's Raining Men). Now she's released her own LP, working with the likes of Teddy Riley, who produced and co-wrote much of Michael Jackson's Dangerous LP. In an effort to cover all of the bases of modern soul music, Martha tackles swingbeat, house and ballads, with varying degrees of success. This LP has all the ingredients, bar one, to make it truly exceptional: the production is slick, the musicians are excellent, and, of course, there is Martha's marvellous voice. Unfortunately, the weakest aspect of the CD is also the most crucial: the songs are, generally, pretty forgettable. There's a few which stick in the brain - Carry on, Just Us (Singin') and Give It To You - but on the whole this LP leaves me wishing she'd gotten back together with Black Box: it seems that neither party is capable of anything brilliant without the other. 6/10 ■

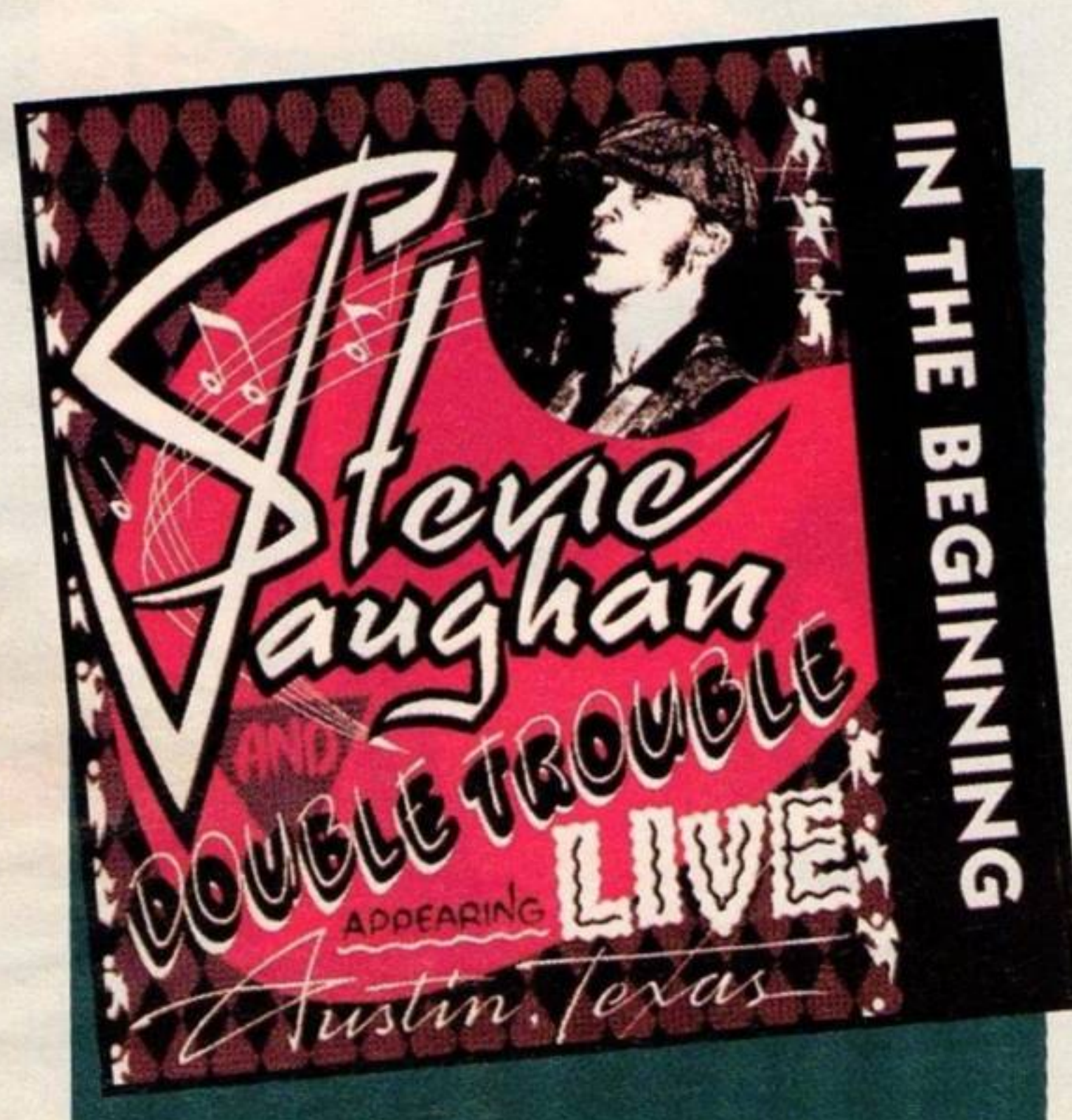


STEVIE RAY VAUGHAN AND DOUBLE TROUBLE

In The Beginning (Sony)

As the title suggests, this was recorded way back in 1980. Stevie, one of the greatest guitarists that ever lived, is now in rock'n'roll heaven, and this is the first of the many live recordings that will no doubt be released, in light of the fact that the big fella isn't around to record any new material. But that's all right. Stevie was not only the penultimate guitarmeister (Jimi's first, naturally), he was also a master of rhythm and blues, and nowhere was it more evident than on stage.

This CD is a live recording of he and his band Double Trouble, in Austin, Texas 1980. Together, they power through an hour of tunes; some blues standards, some penned by Stevie, from furious boogie woogie to rollicking blues. Some are instrumentals, others feature Stevie's voice, which was, at times, almost as emotive as his guitar playing. It's raw, but that's exactly the way it should be. 8/10 ■



SCREAMING TREES

Sweet oblivion (Sony)

Dumb name, great band! These guys know how to rock without making your eardrums bleed. This CD is tough and hard, but heavy on melody and harmony: a perfect blend of the rough with the smooth. Singer Mark Lanegan's gentle, husky voice weaves skilfully amongst the thrashing guitars, that veer from psychedelic swirls, to crunchy chords to indelible riffs. Whether rocking out or taking it down a notch, the Screaming Trees never falter; this is a passionate and powerful collection of tunes. These guys offer much more than many of today's hard rocking young things; they know that singing in tune and lacing your songs with melodies doesn't make you a wuss; it just makes a great song. 9/10 ■



SONIA DADA

(Festival) Sonia Dada

Sonia Dada recently resided near the top of the charts with You Don't Treat Me No Good, a sweet, unassuming song that seemed a little out of place nestling beside the likes of Whitney, Frente! and Guns N' Roses. This eight piece combo features three vocalists, who possess rich voices, so harmonies are their strong point, and at least half of the album is devoted to gentle gospel tunes like their hit single. But the band also features a couple of sizzling guitarists, out to prove that they are not afraid to rock; and the other half of the CD is packed with deadset rockers. Part Neville Brothers part Living Colour, Sonia Dada's first CD is a strange yet appealing combination. 8/10 ■

VIDEO EZY

REVIEWS

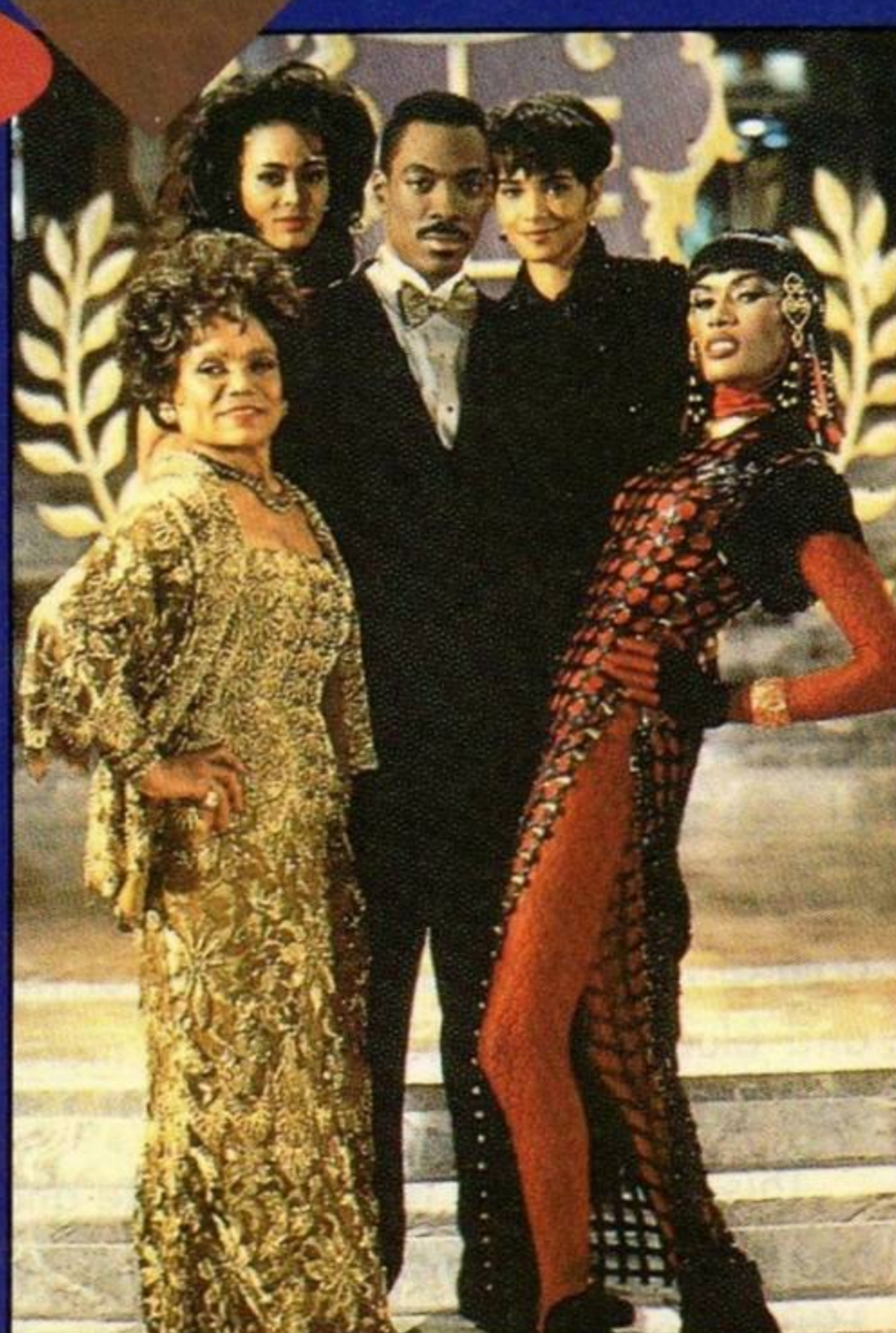
WAYNE'S WORLD

Wayne's World stars Mike Myers and Dana Carvey as fun-loving Wayne Campbell and his sidekick Garth, who host a late night cable-access TV show broadcast from Wayne's basement in Aurora, Illinois. The show gains a cult following and is snapped up by a major network when Wayne sells out for a dream guitar. The duo then get involved in various and hilarious adventures as they try and move away from the corporatism of commercial TV and win back their individuality again (that, and their endless quest for babes). The many silly sub-plots intertwine to bring a movie that doesn't really go anywhere, but is great fun all the same.

The film was born from a five-minute comedy sketch from the American Saturday Night Live comedy show and retains the programme's haphazard feel; sometimes you can't help but feel that whole sequences of the movie are there just to get in one (usually very corny) joke!

Now their hilarious misadventures have been brought back to the small screen in what really is a feature length episode, complete with all the tunes, babes and parties of the daily odyssey that is Wayne and Garth's amazing North American suburban adolescent experience.

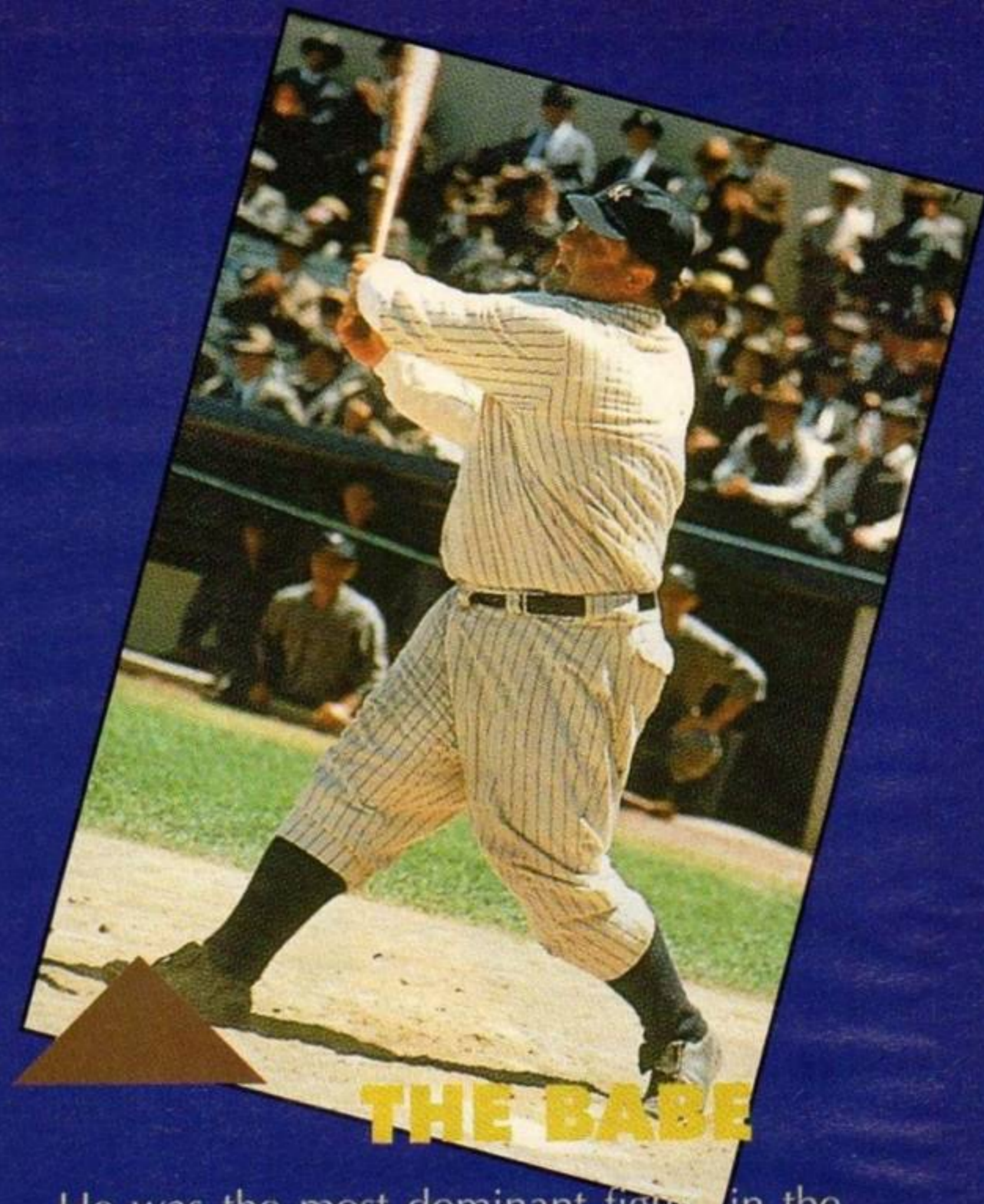
One of this year's big video hits!
EXCELLENT!!



BOOMERANG

New York Marketing Exec Marcus Graham is a wolf in chic clothing, a ladies' man dedicated to life, liberty and the pursuit of happiness. But what goes around comes around in Eddie Murphy's clever romantic comedy, Boomerang.

Murphy, in a performance loaded with his trademark charm and wit, is suave go-getter Graham. If you've got the curves, he's got the angles ... until he meets a stylish career woman who treats men the same way he treats women. How Graham copes with the experience and what he learns from it spark this entertaining romp that includes an ensemble cast of Robin Givens, Halle Berry, David Alan Grier, Martin Lawrence, Grace Jones, Geoffrey Holder, and Eartha Kitt. Catch Boomerang — it's great fun.



He was the most dominant figure in the history of American team sports and perhaps the most renowned American hero of the century.

He was a free spirit who embodied the spirited "roaring '20s".

He was a big man who swung from the heels at every pitch life threw.

He was "The Babe".

There would never be another like him.

The story follows George Herman "Babe" Ruth from his youth in Baltimore's St. Mary's Home for Boys through the end of his playing career. Stars John Goodman and Kelly McGillis.

HOUSESITTER

Newton Davis built a dream house for his dream girl and hoped to live happily ever after. Then she said no!

Enter Gwen, a charming and disarming waitress whose penchant for fabricating reality sets the wheels of fantasy in motion and takes Newton on the emotional ride of his life.

She's turning his house into a home ... hers!

She came. She saw. She moved in.

Steve Martin and Goldie Hawn star in Housesitter, a romantic comedy about loving, lying and living together. Directed by Frank Oz (Little Shop of Horrors, Dirty Rotten Scoundrels, What About Bob?) and produced by Brian Grazer (Kindergarten Cop, Backdraft).



REVIEWS COMPILED BY
STUART SLATER



MORE THAN JUST A FLIGHT SIM



AV-8B Harrier Assault heralds the arrival of a new breed of flight and military simulations.

A multi-role strategic, tactical and operational scenario gives the player maximum control of the military campaign whilst allowing the option of 'Gung Ho' dogfighting in one of the world's most exciting and versatile fighter aircraft.



**"EXTREMELY FAST,
DELECTABLY SMOOTH.
ONE OF THE
BEST FLIGHT SIMS
I HAVE EVER PLAYED."
— PC FORMAT —**

DOMARK

Programmed by Simis Ltd. Graphics The Kremlin. Sound Martin Walker
Produced by Jim Tripp AV-8B Harrier Assault © 1992 Domark Group Ltd.
IBM PC Screenshots
Published by Domark Software Ltd.
Ferry House 51-57 Lacy Road, Putney, London SW15 1PR



YOU HAVE ENTERED THE:

ADVENTURE ZONE



**G'day,
how are ya!**

This is the dawn of a new era of Adventure Zone; we're finally up to a permanent six pages (maybe even more some months!), and as you all wanted, we'll soon be here monthly. More pages will also guarantee you bigger and better solutions and some new touches here and there.

But wait! Who am I, and what's Adventure Zone? I'm a 19 year old University student, tightly clutching onto his teen years as I'm destined to turn 20 on Anzac Day (I expect lots of birthday cards!). While I'm not solving the latest adventure, I generally enjoy a relaxing evening either going out, or staying home and watching Minder, listening to assorted techno music, and still phoning up as many people as I can. It's a slack life, but somebody's got to do it.

Adventure Zone basically comes in two forms: the one you're reading now, as well as the behind-the-scenes form, where I sift through dozens of your letters every week, sending you the solutions you want, as well as answering your questions, or whatever. Write to me!

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

The pretty pleases you should observe when contacting me:

*Include a MEDIUM size (i.e. not small, or super large) stamped, self-addressed envelope if you can expect a personal reply of some sort. Simple Uni students can't

afford to pay for stamps which you should provide, especially when you're getting a free service here.

*If you expect me to send you a whole solution (I really prefer being asked specific questions!), then you're going to have to include a little money in stamps to cover my time and photocopying costs. I don't have a photocopier so I have to do that at Uni, and it ain't free. Please only ask for one solution per letter too, or else your letter will take ages to be replied to.

*If sending solutions, don't send me any more Monkey Island II solutions, nor Indiana Jones solutions. I'm sure I've received many too many over my time. Also please, don't send me solutions simply copied out of hint books. It's un-adventure like, and I will find out!

If you are a modem user, you can also reach me at Alliance BBS, The Adventure Zone bulletin board

**ALLIANCE BBS - (03) 462 1707
(9600/2400/1200)**

e-mailers are also catered for:

**moeller@mullauna.cs.mu.oz.au or
moeller@mundil.cs.mu.oz.au**

THE LETTER'S IN THE MAIL!

More rubbish than usual in the white mailbox this issue; too many arcade hits and not enough adventure talk, methinks. Still, there were some good, or at least interesting letters, and here's a description of some of them:

Matthew Nethercote has gone absolutely psycho and sent me TWENTY FIVE pages of handwritten solutions for Monkey Island 2 and Leisure Suit Larry V. That is fairly amazing, Matthew.

Brendan Keogh would like to have a go at Gareth Forward's comments about SSI games in Dec/Jan Adventure Zone. Brendan

loves SSI games and particularly enjoyed Buck Rogers. He challenges Gareth as to whether he has actually seen any SSI games, or whether he's deaf, dumb and blind.(?)

Dom Tilden writes: "I'm sick and tired of walking around dungeons or trekking across the world trying to find a Leprechaun with a carrot up its arse. If you take a look at some of the new games out at the moment like Rex Nebular and the Cosmic Gender Bender or Cobra Mission you may think, well, they are making some progress. But are they? Look at good old Rex Nebular. This game reminds me so much of Space Quest that it makes me wanna puke. I reckon Microprose must have a spy at Sierra because Rex Nebular is only a Space Quest game with a twist, and if you play the game it gets twisted right off!!". Don concluded this letter with "It's time we had a change, use your imagination!". Hear, hear!

Sierra fan, Dale McNally, writes: "The recently introduced icon system in Sierra games is %^\$#%^& stupid! This system simply makes games too easy, a monkey with the brain capacity of a flea could finish a game with this system incorporated within a day. The only solution that comes to mind is that Sierra could perhaps make two versions of each game; one incorporating icons and one using the old typing based system, then the customer would have the choice of which one to buy, but I understand that this would be a very costly and time staking procedure. So I only hope that Sierra continue to make some good titles that use the typing system." Well, Sierra must have made some research before introducing their new system. This must have been the public's opinion at the time, but I wonder if this feeling is still current? Maybe Sierra should have another survey again.

Chris Edmonds reckons the lo-res VGA in Lucasarts games really gives him a headache. (Oh my heart bleeds — Ed.)

SECRETS REVEALED

Wolfenstein 3D

At the DOS prompt type "wolf3-d-Next". When playing the game press CTRL-TAB-ENTER to activate cheat mode:

Tab-G GOD mode where you have unlimited life and you can choose any weapon

Tab-I To get more ammo

Tab-N You will be able to walk through walls, people, etc.

The Summoning

If you find yourself short of keys or other items that open up gates; look at your savegame and change (in hex mode) all values of 10 and 11 to 1C. This will enable you to walk through gates. (Mario Vollonnino)

Hugo's House of Horrors II

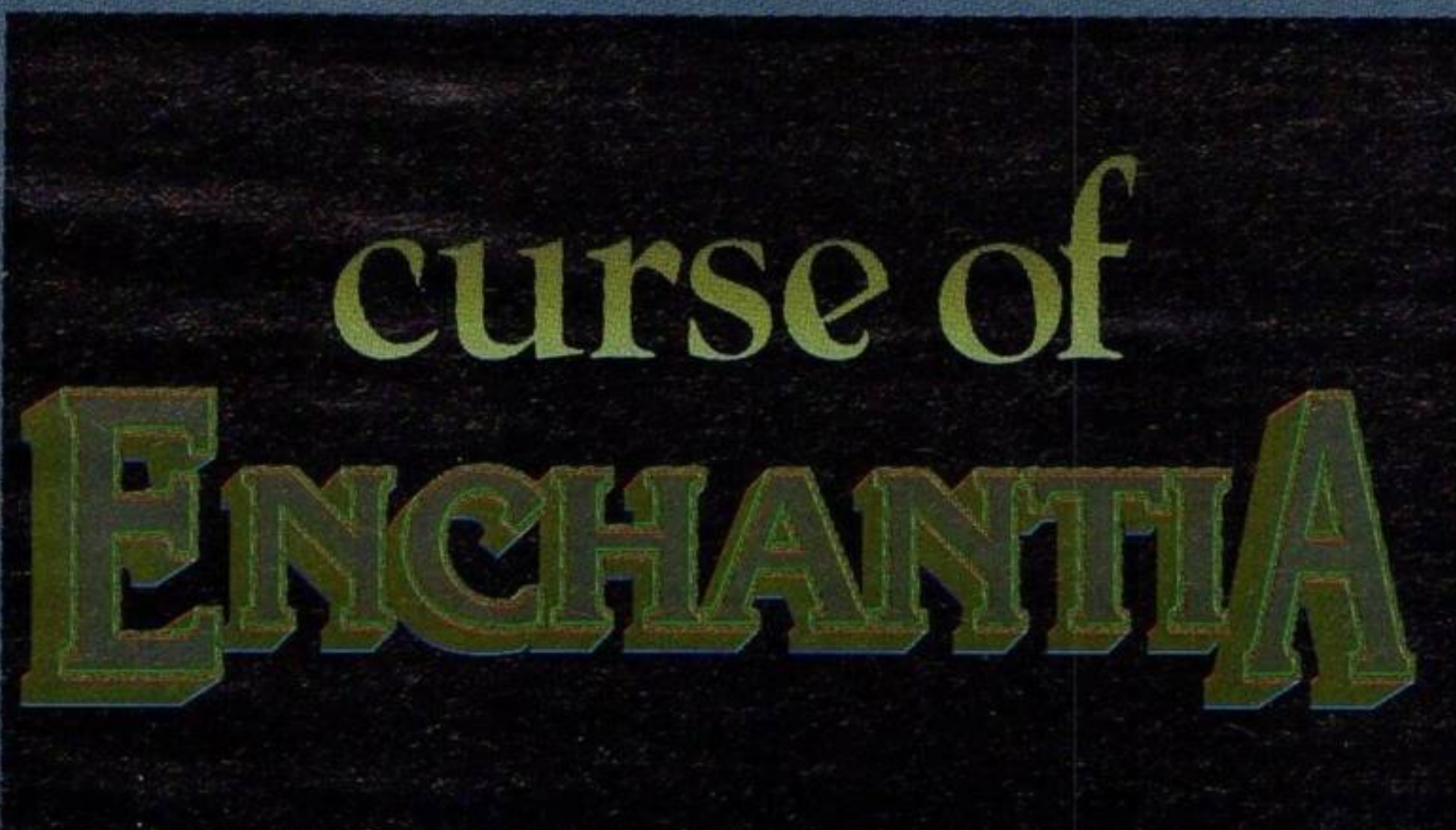
Eat garlic in shed to scare off man. Use stick on dog.

Waxworks

In Jack the Ripper, you first need to change clothes. Enter the tailor shop from behind (you'll find a ladder through an open door). You'll need the rope, which you find behind another shop, in a barrel. Take the girl's purse at the start.

MARIO'S TOP 5

1. Waxworks • by golly, it's fantastic.
2. Indiana Jones and the Fate of Atlantis • Fans of Monkey Islands and the previous Indiana Jones shouldn't miss this one for anything!
3. Elvira • still very much worth a look if you've never played it. A good prequel to Waxworks.
4. Legend of Kyrandia • a very picturesque game with jolly good atmosphere.
5. Curse of Enchantia • another "nice" game. Don't be fooled by the pretty graphics though; This one isn't easy.



Now
this
is a
strange
one.

Honestly, it's been a while since I've seen an adventure so weird. Curse of Enchantia is brought to us by Core Design, who've really more concentrated on RPG/war stuff than adventure games. They brought us Heimdall, as well as Thunderhawk, plus others. One thing was always assured; beautiful graphics, and Curse of Enchantia is no exception to this standard.

Oh, God, I wish someone out there could come up with a good plot one day though. The story is the same cliched old rubbish that we always get. As an example the first paragraph of the manual contains the phrase "...The inhabitants of Enchantia prayed for the day when the evil hold over them would be vanquished and they could finally live in peace." ARGH !! Anyway you get the idea - the magical world of Enchantia is under a witches' curse. To satisfy her desire for eternal youth she requires a young boy as a final ingredient for a rejuvenating potion. And that happens to be you unfortunately.

Oh well, Curse of Enchantia is (to coin a phrase) a three dimensional icon driven graphic adventure. Yes, more of Sierra's new system is at work. One day you'll get out of bed and everything will be covered in icons. You just can't get away from 'em ! In this case though, there's a few more icons than Sierra has, and obviously a few more actions you can attempt. But don't be misled, there's still only half a dozen actual actions to manipulate objects. Your character, Brad, moves around the screen in much the same way as a Sierra/LucasArts game. Nothing new here.

Yes, by this stage you're probably thinking the inevitable; Curse of Enchantia presents nothing new. You're right. It's a total rehash of used and abused themes. Still, how does it play ?

The answer is... frustrating. The graphics are good, the objects are clear and well defined, but its puzzles often leave a LOT to

be desired. Also its puzzles often rely on pixel perfection, and we do all hate that. And they are often very obscure - you'll be off drinking suntan oil (yes, a common thing to do), as well as stupidly carrying rocks back and forth, over and over, and over and over again.

But the bell shall not completely toll for this one, Core have saved it by making it feel nice. Things on the screen look bright and cute, and the pace is often brisk. Walking around is probably quite fun, and some of the puzzles are quite challenging, which IS actually different to Sierra games, which often have quite easy puzzles these days.

So, while Curse of Enchantia may look simple; it ain't. It is actually different because we usually don't see simple icon driven games with complex puzzles. Wow, a new twist, man ! So while this one may have its failings it is still worthwhile having a look at.



Playability	55
Mental	75
Graphics.....	85
Lastability	75
Difficulty	88
Overall	74
Reviewed on:.....	PC
Software by: ...	Core Design Limited
Distributor:.....	Ozisoft
rrp:	\$79.95
Minimum requirement:	256K VGA
AMIGA VERSION ALSO AVAILABLE	



BAT II

When the cover of a computer game box says, "A thrilling role playing adventure", I mean, they've got to be right, don't they?

Rubbish.

They're dead wrong. Bat II is a complete pain in the arse, is slower than a tranquilised slug, and will give you about as much enjoyment as coming home and finding your house robbed.

I find it funny that these days companies really put so much effort into the whizz bang side of things they completely forget the gameplay! What was the most popular game a few years back? Tetris. Snazzy graphics

and sound? Nope. Did it have four flight simulators built into it like Bat II has? Nope. But it sold well, because it was playable, easy to get into, and lasting. So where does Bat II let us all down? It's just a totally stupid concept, with the most ridiculous game system you've ever seen; something you'll need a PhD to play. You might as well throw the manual away and abandon all hope. Forget it, baby! You see, Bat II is another game written by diabolical French people whose sense of logic seems ever so twisted. Or maybe you just have to be French to properly understand it.

I've been playing adventures for a long time, and seen many crap things from the French, such as The Inheritance and Zombi, but this one takes the cake. Being overwhelmed by the sheer size of the game and the stupid interface, I can't recall actually getting anywhere in the game. If this is the future of computer entertainment, I'm enrolling in the Sierra Club.



Playability	30
Mental	58
Graphics	75
Lastability.....	60
Difficulty.....	82
Overall.....	42
Reviewed on:	PC
Software by:	Ubi Soft
Distributed by:.....	Questor
rrp:.....	\$89.95
MOUSE REQUIRED.	
AMIGA, ATARI ST VERSIONS ALSO AVAILABLE.	

INDIANA JONES

and the FATE OF ATLANTIS

Once in New York you can grab the newspaper off the stand and slink round to the back of the theatre where all the the crates lie. You've got to get to the fire escape, as talking to the hulking great doorman is a waste of time, so get pushing with those crates to create a path. Clambering up the fire escape will get you backstage, where you'll come across the crusty old stage man. Give him the newspaper to get rid of him then push the left level on the console. Now press the right lever and push the red button. One cringeworthy cut scene later will see you in private audience with Sophia. She'll show off her magnificent necklace, promptly demonstrating the magical properties of the Atlantean metal Orichalcum. You'll now head off with Sophia to Iceland to check out your old dig site.

Have a chat with Heimdall in the cave and ask about Plato's lost dialogue. He'll give you a couple of names to follow up on. Head back to your jeep and zoom on over to Tikal. Plunging into the jungle will present you with several dark paths you can take. The top right path will take you out of the jungle to the right but before you leave, give the furry thing a good whipping. The trick here is to chase it into a position where, when you whip at it, it will be scared into taking the path at the right. The snake will attack it, leaving the tree free to use a suspiciously convenient bridge across the ravine. On the other side, you'll meet up with Sophia and Charles Sternhart. While they're getting to know each other, nip outside and pinch the kerosene lamp from the stall. Re-enter the temple and open the kerosene lamp. Use it on the tar-

nished spiral designs and you'll be able to pick them up. Use the designs on the animal head and give the trunk a good pull to reveal the tomb. Sternhart will rush off merrily with the world stone (don't panic, you'll get it back later), leaving you to pick up the Orichalcum bead he missed. Leave the temple and get get back to your jeep off to the right. Fly back to Iceland quickly. Inside the digsite, ignore the Heimdall popsicle and use the Orichalcum bead on the eel head to free the figurine. Grab it and head for the Azores. Mr Costa will tell you to get lost, so ask Sophia to give it a shot. Sure enough he is only too happy to oblige - for a rare Atlantean artefact. As Sophia, ask Indy to take over and offer the eel figurine in return for some info. You'll be told the Lost Dialogue is in either the ward or the Pierce collection, which you'll find at the back of Indy's Barnett College.

After an amusing maniacal cut to Germany that is where you will find yourself. Follow Sophia back to your office and take a gander in the ice box. Grab the mayonnaise and go back to the college building. Go down to the basement and grab the dirty rag, picking up the coal from the pile before leaving. Climb the stairs to the first floor and view the school desk. You'll be able to identify a wad of chewing gum under the chair. Scrape it up before scrambling up the rope to the next floor. Here, take the arrow head from the back shelf. Now, if you are looking for the Pierce collection, you'll do the following - use the mayonnaise on the totem pole and pull it into position under the hole in the ceiling. Clamberring up it open the urn on the floor. Rooting around in the ashes will reveal a key - slither back

down the totem pole and push the big crate on the left to one side. This will reveal a dusty old chest. Unlock the chest with the key - this will reveal the Pierce collection and Plato's Lost Dialogue. Now, if you have been told to look for the Ward collection, you'll have to search for it a floor down, on the first floor. Once there, wrap the arrow head in the dirty rag and use it to pry the screws out of the fallen bookcase. Lifting the case should reveal the Ward collection and the lost dialogue. Before returning to Sophia in your office, go back to the basement and use the gum on the chute to walk up it. Now pick up the wax cat figurine and melt the cat in the furnace. This may not accomplish much but it gains Indy IQ points. Take the lost dialogue to Sophia and puruse the information in it very carefully. At this point you can choose which path you wish to take. If you wish to use this solution, pick the TEAM PATH.

From Barnett college go to Algiers. Walking over to the knife thrower will reveal that he needs an assistant. Try persuading Sophia to help the guy. Tell her it's perfectly safe. She'll go over and look at him. While her back's turned push her (literally!) into being the assistant. As a reward you'll get a lovely little knife. Now go to the back left to Omar Al-Jabbar's shop. You will need something which you don't have. Pick up the mask on the wall and ask how much. He'll let you have it for free.

Grab the next plane to Monte Carlo, where you'll have to find Mr Trotter, while Sophie goes into the Hotel to tart herself up for a seance, you get to loiter with intent outside. Try talking to the man with in the brown suit. Ask him about Trotter. Follow this up with a bit of truth and humility to provoke the right reaction. Make careful note of his waffle, such as he is looking for a new spiritual guide or new path in his life, as it comes useful later on. Once you've managed to woo him into the hotel, Sophie will now take over for a bit. When you get the chance, excuse yourself and tell Indy to



What if Atlantis was destroyed when Thera exploded?
 I wonder if that fisherman knows anything.
 Where do we go from here?
 Excuse me.

take over. Trottier will now put a stone disk on the table. Open the cabinet and take the flashlight. Grab the sheet off the bed and open the fuse box. Pull the circuit breaker. In the dark, use the bedspread followed by the mask and the torch. A bit of hammy



ghost acting will scare the seven shades of shinola out of Trottier who'll make a dash for the door, leaving you free to grab the stone disk. Leave the room and hail a cab before belting back to Algiers.

Present the disk to Omar to win his confidence. A bit of prying will reveal that the Nazis are busy digging in the desert. Omar will give you a map and a pair of camels to go into the desert on. You don't actually find anything so, when you return, trade the mask for the first white thing Omar offers you. Then offer it to the Grocer in return for a squab. He'll probably refuse so return it to Omar and ask him to trade again for something white. Omar will list the things he's got in that colour and you must offer each one to the Grocer until you find the one he wants, then he'll give you the squab. Give the squab to the beggar and he'll give you a balloon ride ticket. Take that up the stairs and give it to the balloon man. Once in the balloon a quick slash of your knife will set you on your way. Drifting around the desert takes a little practice - to land somewhere just keep circling downward. Drift around and visit the various nomad camps. The nomads will give you hints as to where the digsite is so follow the directions until an X appears on the landscape. Go there to find the dig.

At the digsite Sophia will perform a disappearing act down the hole, leaving you to do your own thing. Go down the ladder. On the right will be a clay jar, pick it up and return to the truck outside, picking up the hosepipe along the way. Use them to siphon the gas out of the truck and into the jar. Go back underground and fill the generator up before turning it on. Now grab the ship's rib and turn the painting of the round object off to the left. Pick up the wooden peg on the table and scratch away the rock from the wall mural. Push the peg into the stone. For example, if it says "hot sunlight

bathed the tall horns" then rotate the sunstone until the noon sun is right beneath the tall horns and push the peg in. Once you've done that a door will open up releasing Sophia, who gives you a distributor cap and amber fish on a string. Go over to the generator and turn it off, open it up and take the spark plug from it. Before you leave, don't forget to take the sunstone and the wooden peg. Outside use the spark plug and distributor cap on the engine, close the hood and then off you go to Crete. Ok, your in Crete. Walk left, take the wooden bridge to the left until you come to a surveyor's instrument. Go back across the bridge to the main area of the ruins. One of the buildings to the left holds an interesting wall



mural showing how to use the thing. Outside there are several groups of stones around tall horns in the centre. Go around and push each one. Eventually two statues should be revealed. Use the surveyor's instrument on each. When on the Bull Head statue align your sights with the left horn, when on the bull's tail align them on the right horn. This should result in X marks the spot. Digging at the X will yield a moonstone. Walk back right to where you first arrived in Crete and use both stones on the pedestal set in the ground. Again look at Plato's dialogue to determine the alignment of both tones. Once you get the combination right, a secret door into the labyrinth will open. Inside, pick up the first two statue heads on the shelf. In the next room whip the last statue head through the door to get it. Walk into the room with the Minotaur statue inside. Then whip it's head. Once down the elevator, take the staff from Sternhart's remains and pick up the world-

INDIAN FATE

stone on the ground.

In the next room you'll come across a closed door. Talk to Sophia and use some underhand implications about her weight to boost her through the crawspace. Now return to the room you've just come from and look at the waterfall. A chain will be revealed, so climb up it and go left to the closed door. Plonk all three statue heads on the shelf to open the door. Walk up the stairs and to the right to the room with the gold box in it. Use the staff to do away with the chock on the counterweight and go back down the stairs. Carry on to the right and use the staff on the statue's mouth to activate the elevator. Open the box and take it along with the two Orichalcum beds before returning it to Sophia. Place the beads into the gold box. Now walk through the previously opened door with Sophia into the adjoining rooms. Use the amber fish, it will point at Sophia. Talk to her and ask her for her necklace. Tell her you need to hide it, humour her and then suggest putting the necklace in the box. Let Sophia have her own way and use the amber fish again. In one of those rooms it will point to a wall. Use the ship's rib to uncover a secret door. Going through the door and to the right you'll find yourself in the map room. Use all three stones in the spindle in the centre of the scale model. Yet again, consult your DIY handbook to discover the proper alignment of the stones. This will open one of the doors in front of you. Thrust into the room ahead of you (don't forget to take the stones) and you'll have a run in with that slimy Kerner. He'll run off with Sophia and the stone disks leaving you to find your own way out. Look at the rock wall to the back of the room and then use the ship's rib to tunnel out of the labyrinth.

Once outside stroll over to the Nazi sub and climb down the hatch after giving el-wimpo Kapitan a good right hook. In the conning tower use the intercom and go to the stern torpedo room. Now it'll be safe to descend to the lower decks unseen. Walk left and pick up some bread and col cut, use them together to make a sandwich and then pick up the porcelain mug on the shelf. Open the trap door in the door and go down and right to the girlie in the wall behind Sophia. Talk to her and tell her you

JONES

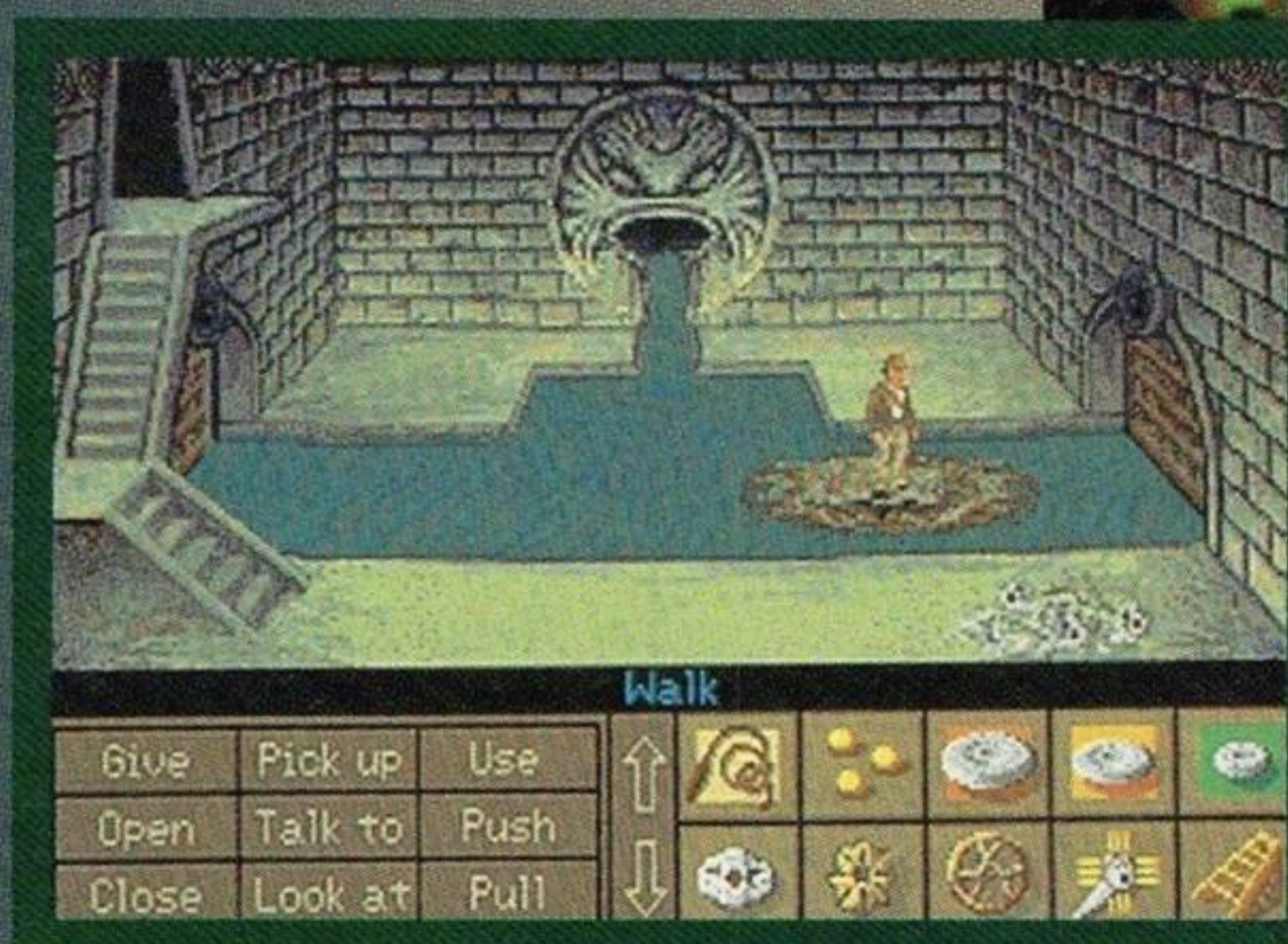
and the ATLANTIS

have a plan and to distract the guard. Walk slightly left to the brown trickle of battery acid, fill the porcelain mug with it. Now go back up a deck and walk down to the temporarily distracted guard. Talk to the guy about buckets. Sophia will do her stuff and lay the guy out cold. Walk right and descend the trap door to the right of Kerner's room. Gain entrance to the boss with the acid and take the stones and keys. Use the keys to unlock the padlocked rubber control wheel. Push the wheel to get a glimpse of the sub outside. You still need to identify the other sub controls so walk back up and to the left where the dirty great big brown lever is. Pull it along with the switch to the left of it. Now only one control needs to be ID'd.

Walk to the little space to the left of Kerner's room and take the plunger from the stand. Climb up to the conning tower and push the big lever. It'll break so use the plunger as a replacement. Push it again and you'll have all the necessary controls to guide the sub. Zoom around until you find the airlock. It's fairly obvious and easy to get into using the rudimentary controls. Inside, you'll be confronted with dark. There's a ladder to the bottom of the screen, grab it and use it on the rubble. Sophia will now be kidnapped so open the stone box and take the metal rod from it. Use the Orichalcum bead. Use the stones on the statue's spindle and align them exactly to what your last alignment was. Align the symbols away from the horns instead of toward them. The statue's mouth will open, stick a bead in there to open the doors, make sure the ladder is with you! Now for the fun part. All the dark shaded areas are places to be visited but the room arrangement is random i.e. rooms can be in different places each game. In these rooms there are several things you need to pick up and do, some have crates that lead to other parts of the circle. Two such crates lead you to the dungeon where Sophia is being held, one of which will bring you next to a sentry statue's head, pop a bead in it's head to do away with the Nazi goon watching her. Other crates will bring you out to parts of the circle sealed by rockfalls. These rooms will contain valuable items necessary to your progress. There is another one of those

eel figurines to be found along with a spoked wheel (in the sealed off area of the top right quadrant) and a bronze gear. If you come across a room with dismembered robot parts within them search among them for a salvageable piece. Another room has a small statue in a recess in the wall, take the fish-like head from it. Walking around the very outside edge of the circle will reveal rockfalls which can be visited. At one of these you'll find a skeleton - take its ribcage.

Fighting the patrol guards serves little purpose, so avoid them if you can - they only yield miserable rations which are not strictly necessary. Once you've visited all the rooms and gained all the items return to the statue room and use the cup on the pedestal. Now use the fish head statue on the plaque to fill the cup with larva. Take the cup of larva to the machine room and pour it down the funnel at the top, making sure you put the spoked wheel in the place to the right of the large dish beforehand. The machine will spew out some Orchaicalcum beads, very handy. Grab the beads and the spoked wheel before exiting. Head for the crib room. Once there use the sandwich (or the bratwurst) on the ribcage and chuck it in the pool. A crab should get trapped in there shortly. When it does, take the ribcage with the crab inside. Now stroll over to the sentry room and whack a bead into the eel sculpture. Whack another one into the fish statue to open the door. Once through, visit the dungeon and pick up the circular statue part from the wreck of the sentry statue. Don't bother trying to rescue Sophia. Go to the canal and give the crab in the cage to the octopus. Swim across and leap onto the raft. Ram a bead into its mouth to get it going. Open the water gates with the stone disks. Drifting along will reveal a set of stairs. Ascend them and take the crescent gear from the open cupboard and loo at it. the key to operating the Atlantean statues is here. Go back to the raft and drift left to the next room. Get off the raft and drift left. Dismount and go through the archway. Use the ladder and open the chest plate. Now place the spoked wheel on the centre peg and place the strange Y-shaped statue part over the top of it. Place the crescent on the two right hand pegs and the last sun-like part on the top left peg. Jam the bead down the centre hole. This will move the statue arm making more of the chain available.



Now get down and use the chain with the bronze loop on the door. Get back up to the chest plate and open the door. Take the hinge pin from the floor and return it to Sophia in the dungeon. Give her the hinge pin and lift up the cage. Talk to her and tell her to brace the door with the hinge pin. Once Sophia has escaped and you've tickled her tonsils pick the cage up followed by the hinge pin. Return to the massive door via the canal and step through...

Follow Sophia into the first room where she'll be possessed by Nur-Ab-Sal. Talk to her and ask to speak to the mortal woman. Tell her to throw the necklace away and then look at it and slam a bead of orichalcum into its mouth. When she takes it off grab it and put it in the golden box, kiss it goodbye Nur-Ab-Twat! Now saunter up the stairs and take the sceptre from the base of the weird skeletons. Exit the room and carry on around the hall. Take the next door along. Walk up to the tractor thingy and feed it Orichalcum. Place the hinge pin in the left hand slot and the sceptre in the right hand one. Push them both forward. As your zooming along the corridor take the lever out of the right hand slot and put it in the center one. Put both levers in a center position. Once the tractor has plunged to its doom click on the black hole entrance just to the right of where you are standing to enter the great larva chamber. Use the diagram to guide your way down to the stepping stones. Here it's mainly trial and error as the stones are again set out randomly. Make sure you take note of the large spindle diagram on the back of the wall of the great chamber, this tells you how to align your stones in the next room. After crossing the stones descend the stairs opposite and behold the majesty of the great Colossus! Carry on down to it's heart and without further ado place your stones on the spindle. Align them as they were shown in the great chamber to start up the machine. Now those Nazi type depraved people up once more and take over the show. when Kerner decides to be the first god, tell him about Plato's tenfold error. That should shake him down a peg or two (literally!). Now for the hard part. You have to convince El Chrome Dome that you want to be an angry god that will punish him sorely. By doing that he'll get nervous and decide to be a god first. Be careful not to become a short term god yourself... GOOD LUCK!

THE HIGHLIGHTS

SONIC 2

Master System

Level Select

When we printed this in the last issue it had a couple of crucial words so it may not have worked unless you fiddled around. Here's the correct cheat:

You will need two controllers.

As you turn it on and the logo appears, on control pad 2, hold left and both buttons. When you see Sonic chasing Robotnik, let go and press button 1 on control pad 1 twice and level select screen will appear



MICKEY MOUSE: CASTLE OF ILLUSION

Master System

When you're falling down to fight the boss in the clock tower, land on the chest but be certain not to bust it open. Jump up at the wall and there you have it, one free man and two invisible chests in the middle of the room.

Grant Donald
Murbon QLD

ALEX KIDD IN HIGH TECH WORLD

Master System

In the forest section there are yellow clouds. Shooting them five times reveals a box worth 200 gps.

Alex Graham
Padbury WA

ENDURO RACER

Master System

If you want to jump levels on the title screen press Reset, then Up, Down, Left, Right on control pad one. You can now choose the round you want to play.

Alex Graham
Padbury WA

SHINOBI

Master System

On the title screen, press Down and Button 2, and you'll be able to start wherever you like.

Alex Graham
Padbury WA

SHADOW OF THE BEAST

Master System

I know how hard it is, so here's all you need to know:

Keys order

1. Round white (based)
2. Round yellow (based)
3. Square based white
4. Round based green

Potions

Purple – (Will not show up if you have the gun on too early.) Very light

Black – Surprised (nothing happens)

Orange – Jumpy (slow, long, jump)

Gun – Armed and dangerous

Book – Warps back to start of scene with full life

Do not get blue or blue grey potions. There is an extra life in round two. To get it, go down the ladder with the snake's head coming out of the roof, then use the 'Jumpy' potion to jump the gap, but be quick as you need the potion to get back.

CASINO GAMES

Master System

For unlimited supply of dosh, enter this code: MR. SEGA 8314853112.

Alex Graham
Padbury WA

WIMBLEDON

Master System

For this tough tennis game, here are some passwords for the tournaments with the status readings of (20), (30), (20), and all the trophies won up to date.

America – JIG QMN TUI

Australia – IKJ ENL OEO

France – JIK GVT XIM

Wimbledon – GGK LTP WSK

Grant Donald

Murbon QLD

PAPERBOY 2

IBM

On the player selection screen, use the right or left arrow keys to bring the route code to 6479. You will now be on the last week.

Reid Lindsay
Holmesville NSW

F29 RETALIATOR

IBM

Type your name as 'CIARAN' on the enrolment screen. Press Enter and the pilot's name should read 'OCEAN OK'. Carry on as normal, and you'll find you've got infinite weapons.

Reid Lindsay
Holmesville NSW

FALCON

IBM

While flying press Control, Shift and X at the same time to replenish your weapons.

Reid Lindsay
Holmesville NSW

LHX ATTACK CHOPPER

IBM

Press Ctrl and R at the same time to get all your missiles back and a refuel. You don't get any points or medals, though.

Reid Lindsay
Holmesville NSW

SECRET TIPS

GOLDEN AXE

IBM

You can switch the monsters in this game (they are saved in files such as EVILLADY.SPR). For instance, to make the knights at the end of stage seven become the little blue dwarves who give you bonuses, change to the Golden Axe directory, and type:

COPY BTHIEF.SPR KNIGHT.SPR

Remember to keep a backup of your original files, though.

Reid Lindsay

Holmesville NSW



OH NO! MORE LEMMINGS

IBM

On the code screen, type 'SLAMRACING', and when the lemmings appear, press 5 on the keypad to skip levels.

Reid Lindsay

Holmesville NSW

ROCKETEER

IBM

The titles to the four episodes in order are Pilot, Shootout, Chase, Rescue.

The Antwerp Bros. (Alias Jon and Tom McQueen)

SHOOTING GALLERY

IBM

To beat the bad guys in round 7, pause the game when a bad guy comes out, move the gun to the bad guy, unpause the game and then fire. Keep doing this until time or your ammo runs out. By then you should have won.

David Gregan
Balgowlah NSW

SONIC 2

Mega Drive

Here is a cheat that helps you get all the Chaos Emeralds. Start the game through the options screen, and get a Chaos Emerald or two, then press reset. Restart the game through the option screen, and get another Chaos Emerald. You now should have that Emerald added onto your set, You may repeat this several times to help get all of the Chaos Emeralds.

Chris Timothy

For all those who haven't found out yet - When you get all the Choas Emeralds, Sonic transforms into Super-Sonic. He turns gold, is invincible and incredibly fast. However your rings count down so keep collecting them!



SPIDERMAN

Mega Drive

Go to the option screen and select Nightmare difficulty. Now start the game. Get past the first thug and the dog. Jump onto the first crate, then crawl right. You will then be at the fork-lift, fighting Venom. Venom takes off a limited life support. So I'd advise you to take little room off the fork-lift without getting hit. Battle venom, go back to the crates, then get the life box and be on your way.

Steven Stasos
NSW

SUPER MONACO GP

Mega Drive

Want to see something pretty funny? Try

this: when you come up to the line on the 2nd Monaco race in wet conditions, if you're in 1st, 2nd or 3rd place, press and hold buttons A, B and C. Now watch your driver holding his head high above his shoulders!

Shaun Cartwright
Road Oakville NSW

JAMES BUSTER DOUGLAS

Mega Drive

If you're out of continues, press Up and Start on the 'Game Over' screen for one more try.

Shaun Cartwright
Road Oakville NSW

T2 - THE ARCADE GAME

Mega Drive

Stage One: When terminators appear in front of your face, blast them directly between the eyes and a red box will appear. Shoot it and you will get:

100 000 points, Extra power, 10 rockets, 500 000 points, smart bomb, shield and full recharge.

Matt Lynn
Banora Point NSW

MORTAL KOMBAT

Arcades

No more rumours, here is how you find the fighter known as "Reptile".

1. You can be playing any character.
2. You must win every round before the pit stage.
3. You must score a double flawless victory with fatality at the pit stage.
4. At the pit stage you must never use block except when doing the fatality.

If you do this correctly you will descend into the pit and will be confronted with the green ninja, the "Reptile". He has the moves of Scorpion and Sub-zero and as hard as Shen-Tsung but victory will be rewarded with 10 000 000 points.

We done this, so we know it works!

Nick "Kano" Smith & Wayne "Raiden" Lawson

THE HIGHLIGHTS

ZOOL

Amiga

When the game has loaded, instead of pressing space to get to options, wait for the hi-score screen to come on. Type 'GOLD-FISH' and hit Enter. Pushing F2, F3 etc will take Zool to that corresponding level.

Press 1 to make Zool invincible. During the level, press 2 to take Zool to the next part of the current level.

And if you want him to die, press 4.

Nick Smith

NAVY SEALS

Amiga

Play until you can get your name on the high score table and enter your name as 'PSBOYS'. Start the game again and press H to pause. To go to the next stage, simply press H then escape.

Michael Austin
Sydney NSW

GATES OF ZENDECON

Lynx

Here are some codes to get you to different levels: EYES, ZETA, NEAT, YARR, NERB, TRAX, ZEBA, NEST, BARE, RAZE, YARB.

GAUNTLET 3

Lynx

As soon as you start, stand still and press Option 1 to skip to levels 5, 10, 15, and 20.

Arc

BILL AND TED'S EXCELLENT ADVENTURE

Lynx

To get seven time periods the password is DADS JADE JIJ8 6AZ9.

Arc

CHIP'S CHALLENGE

Lynx

To get into a secret level the password is MAND.

Arc

SLIME WORLD

Lynx

Here is a code that should start you at the end of the hardest pit in slimeworld: 7C5B49.

Here are some other good codes: 749807, 07D997, 0399EB, D499A4, 559925, IDDCAO, 089ADD, E79EB4, EA193D, 43DFE9, EF58F9, D199B9, B51FDA, 75DCD8 and B79B40.

Russell Rohde

SPACE ACE II: BORF'S REVENGE

IBM

Here are all the moves to finish the whole game of Space Ace II: Borf's Revenge. Do this to defeat Borf and to rescue your beautiful Kimberly again.

1. Fire, Fire
2. Up
3. Fire
4. Up, Fire
5. Fire
6. Left
7. Right, Up, Up
8. Left
9. Up, Right
10. Right
11. Down, Fire
12. Down, Right
13. Fire
14. Left, Left, Fire
15. Right
16. Fire
17. Left, Left
18. Left, Right
19. Right, Up
20. Down, Right, Right, Up
21. Fire, Right, Fire, Right
22. Left, Right
23. Right, Up
24. Right, Up, Left, Up
25. Left
26. Left, Right
27. Fire

Edward Kwok
Condell Park NSW

KINGS QUEST VI

IBM

Here are the answers to the puzzles along the logic cliffs:

PUZZLE 1 – Ignorance, Kills, Wisdom, Elevates

PUZZLE 2 – A master of languages will SOAR

PUZZLE 3 – Press buttons in order; 4th, 1st, 2nd

PUZZLE 4 – Tranquility, Azure, caterpillar, air

PUZZLE 5 – A-S-C-E-N-D

Andrew Cameron
Banksia Park SA

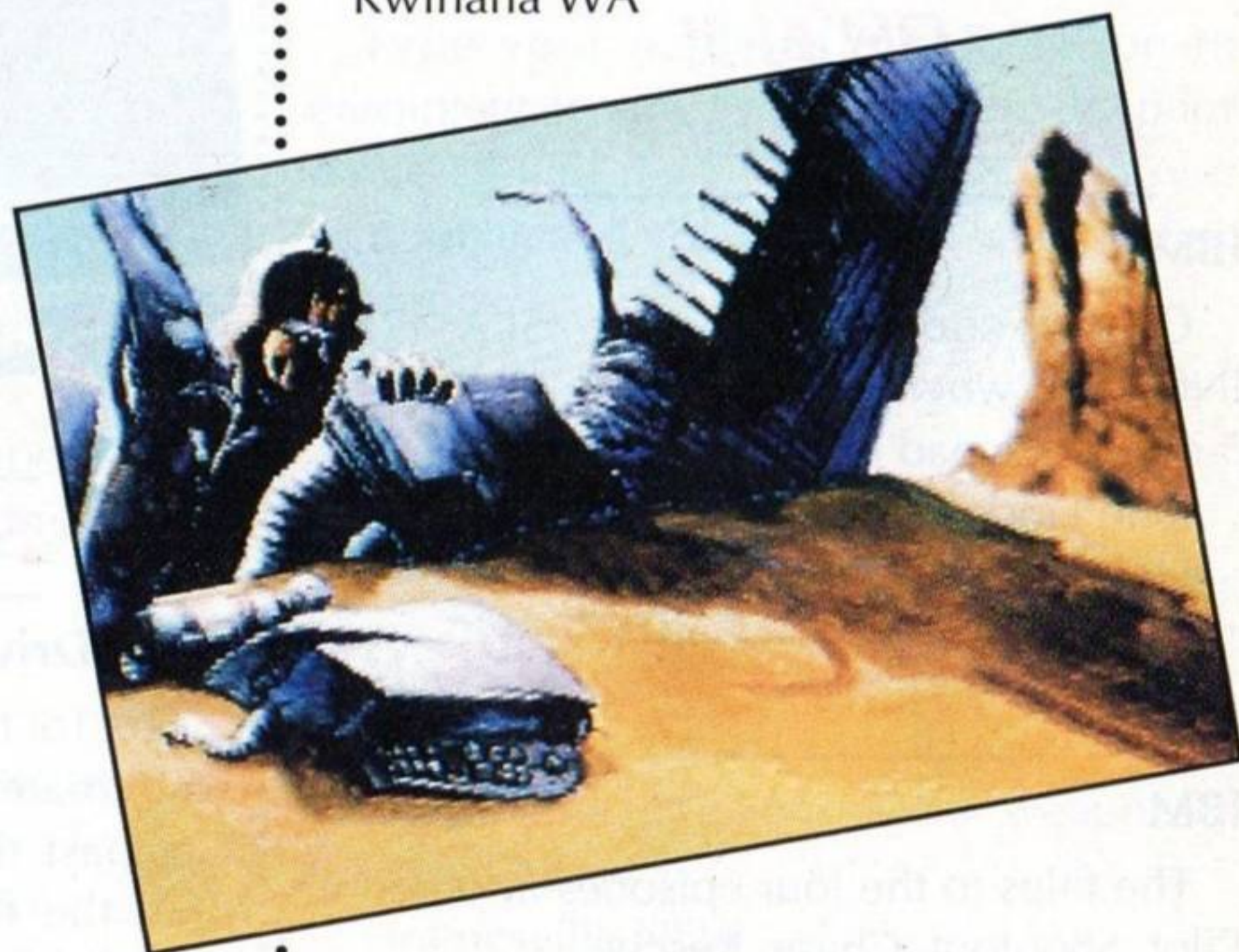
NOVA 9

IBM

To make the Raven invincible, look into the file Volume 001. Change byte 032331 from 01 to 05 and byte 032894 from 3F00 to 8813

This will give you continuous rapid fire and 80 times more shield strength.

Mario Volonnino
Kwinana WA



WOLFENSTEIN 3D

IBM

At the dos prompt, type in 'WOLF3D GOOBERS' and load your game as normal. While playing Wolfenstein 3D, press the keys Alt, Left, Shift and Backspace simultaneously and the words "DEBUG KEYS ARE NOW AVAILABLE!" should pop up. Once this has been done, you should have access to the following cheats by holding down TAB while pressing one of the keys listed

& TIPS

below.

- Q – Quits to DOS
 - E – End current level and goes to the next level
 - V – Add extra VBLs
 - X – Extra goodies
 - M – Display memory usage
 - P – Display page and address information
 - G – Turns God mode on/off
 - I – Increase health 50% and points by 1000, and gives free items (eg. more ammo, better weapon)
 - W – Warp to any level from 1 to 10
 - S – Turns slow motion on/off
 - F – Shows co-ordinates of your location
 - C – Gives information about current level
 - B – Changes border colour
 - H – Decreases health
 - N – Allows you to go through walls
- J. Haapakoski
Charleville QLD

PRINCE OF PERSIA

IBM

- Type 'Prince Megahit' to load the game. When you are playing press:
- Shift and T – More health
 - Shift and W – Float when falling
 - Shift and L – Go to the next level
 - K – Kill an enemy
 - J – See screen left
 - L – See screen right
 - I – See screen above
 - M – See screen below
- The Antwerp Bros. (Alias Jon and Tom McQueen)

DUKE NUKEM 1

IBM

- Hold down the keys Page Down and Backspace to get all keys and full firepower.
- The Antwerp Bros. (Alias Jon and Tom McQueen)

SONIC 2

Mega Drive

Round Select

- Woah! This one's a hot one!
- First go to the options screen and move down to the Sound Test. Now select the following sounds in this exact order: 19, 65, 09, 17.

If you've done this correctly you should hear a chime. Now press START and when you're back to the title screen hold Button A and press START. Now go for it!

Debug Mode

- If that wasn't enough for you, check this one out!
- Once you have activated the Round Select then go to the Sound Test and select the following sounds in this order: 01, 09, 09, 02, 01, 01, 02, 04.
- When you've done that you should hear another chime. Now select which round you want to play and hold Button A and START. If the score is weird (as in the debug mode for Sonic 1), then you've done it!

SONIC 2

Game gear

Level Select

- When Tails appears on the starting sequence hold 1, 2 and start. Now when on the title sequence rotate the control pad clockwise for ten seconds till a chime rings. Now press START to get the round select screen to appear.

STREETS OF RAGE

Mega Drive

- When 'Game Over' appears, hit Left, Left, B, B, B,C,C,C and Start.
- Jason Westerhoff
Carrum Downs VIC



GAIN GROUND

Mega Drive

- On the options screen press A, C, B, C for a level select.
- Shaun Cartwright
Road Oakville NSW

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Rex Vectar here – leader of the Xpeer Gang. As our adventures continue we realise that some of you new readers might be out of the picture, so to catch you up we bring you....

THE STORY SO FAR....

We the Xpeer Gang are dedicated to having real-live adventures on each of the robot operated Psydo-Worlds. There are seven of these worlds orbiting the Earth, each one has a different theme. The first world we are visiting is VIOLANTIS; world of war.

The Box rules the Earth. Every citizen in the *United States of Earth* uses the Box to go to their work, to be educated and entertained.

These days it's hard to tell work, education and entertainment apart, as they all take place on the psydo-worlds, where the main theme is FUN! No human has ever actually set foot on any of the psydo-worlds, but millions of people live as though they were really there. By paying a subscription you can be any robot on any psydo-world of your choice. Through the Box you can then see, hear, touch, smell, even taste everything your robot does.

It's no wonder I never get to see my parents, well I see their bodies, but their heads are always stuck in The Box.

That's why we began the Xpeer Gang we wanted a better life than being Box parasites. We wanted to experience the psydo-worlds for ourselves, *without the Box*. So first we had to build a Space Ship. We each have a specialised interest when it comes to making robots and so we decided to turn our hobbies into a means of escape. Every night after fooling the movement detectors in our houses we'd meet in the Garbage Canyons. There we built a Space Ship out of scrap robots.

The Robo Authority says we humans are allowed to do anything we want. All we do though is watch the Box and play in the Exercise Malls.

The Robo Authority says anything else is dangerous and therefore they restrict us for our own safety.

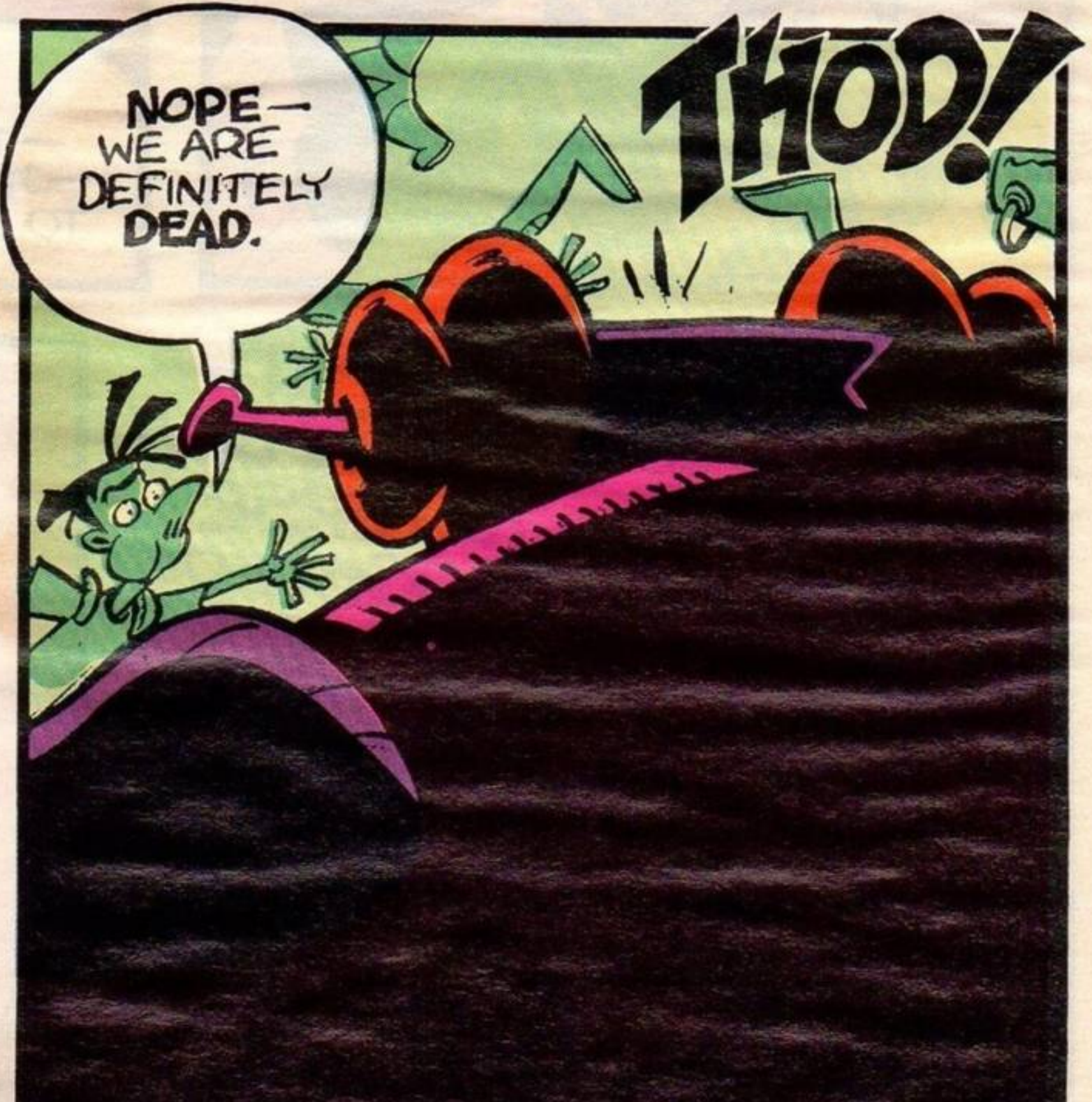
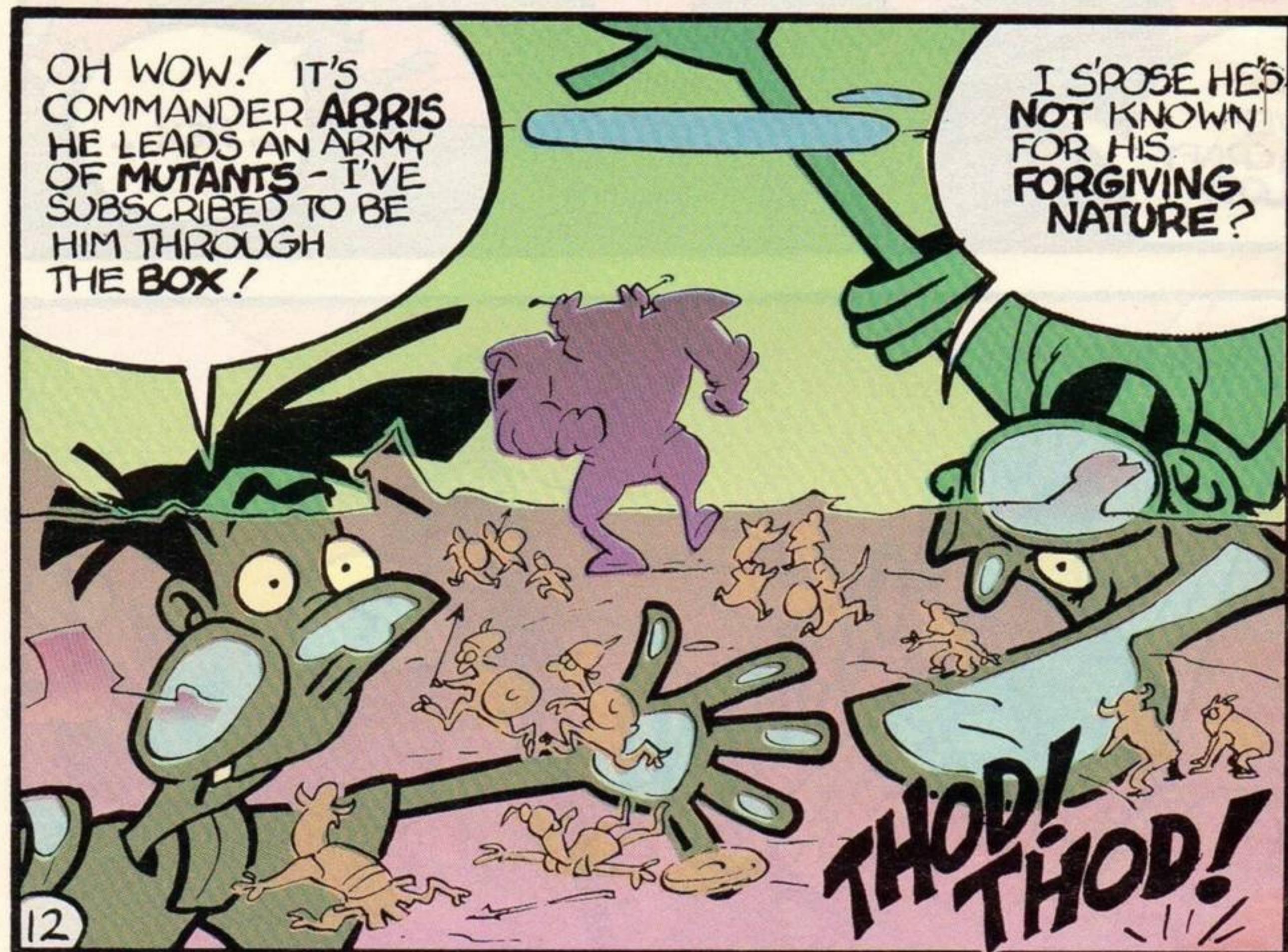
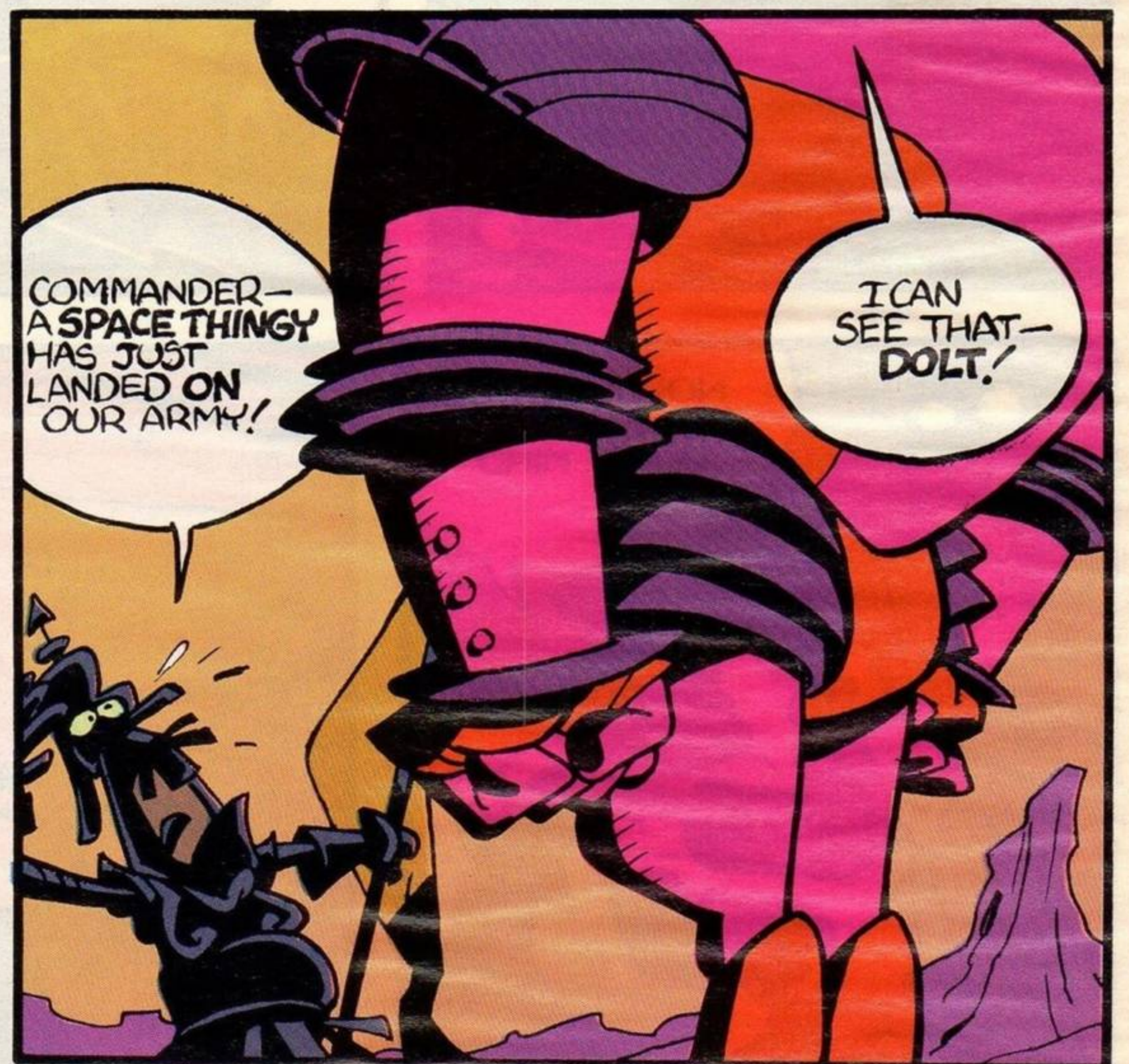
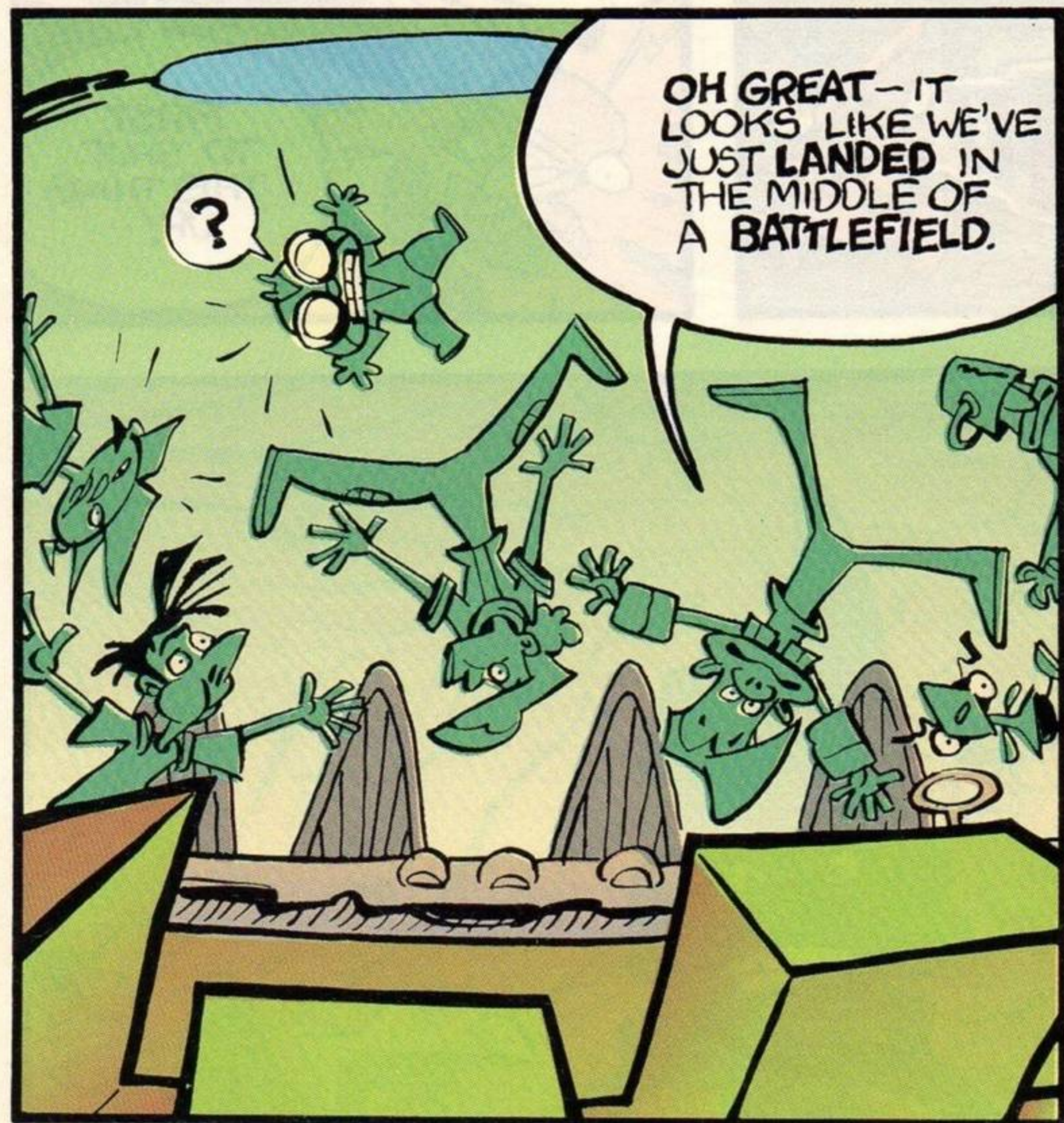
But we the Xpeer Gang defy the Robo Authority's restrictions. We will be the first humans to ever physically explore the psydo-worlds for ourselves without doing it through a robot.

The night of our escape we had two intruders. One an Auton, controlled by a mysterious, but friendly operator, who warned us about the second intruder, a Truancy Officer sent by the Robo Authority. Both managed to get inside our craft as we took off.

The Truancy Officer brought a few spare Drone-bots with him including an ear-splitting tweeter.

Meanwhile we stay on course for VIOLANTIS.

NOW READ ON



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YOUR STARS

With the all-seeing, all-knowing, all-ugly mistress of moonlight, Madame Mimi (and her faithful assistant, Spooky Ted)

(Fade in spooky high-pitched witchy-poo laughter)

Ah ha ha ha ha ha ha ha ha ha ha ha ha ha ha...

Hello my little stargazers, and welcome, welcome, welcome to Madame Mimi's monthly page of stellar sayings, astral assessments and preposterous predictions. Each month I will ask my faithful assistant Spooky Ted to hold you down as I gaze into your Crystal Balls and tell you exactly what I see. Errrgh.

Until next month, may your planet always be in Uranus.

Madame Mimi xxx

STAR SIGN OF THE MONTH 21 MARCH-20 APRIL

Aries

The Sheep
You are a big sheep. You may get fleeced, so follow Madame Mimi's instructions carefully... I see a big lottery win coming. You must sell your computer and invest all the money in lottery tickets. If this prediction should come true, thank your lucky stars... and thank Madame Mimi by sending 50% of the proceeds to me c/o Megazone.

Of course, if this prediction doesn't come true, you can get stuffed. What kind of idiot believes in astrology anyway?



AQUARIUS

21 JANUARY-19 FEBRUARY

You will experience a full moon this month... oh, I'm sorry, I misread the astral vibes. That should read: you will chuck a full moon this month. You disgusting person... keep your trousers on next time.



Pisces

20 FEBRUARY-20 MARCH

This is the starsign of my faithful assistant, Spooky Ted. All Pisces are pathetic losers who need a strong personality to tell them what to do. Now massage me, Ted... ah... lower... lower.



TAURUS

21 APRIL-21 MAY

Bull. A load of bull. That about sums it up.



gEMINI

22 MAY-21 JUNE

I can see something... hold on, it's... hold on, Geminis... hold on... Gemini. That's it. A Holden Gemini. This month, you will be run over by a Holden Gemini.



CANCER

22 JUNE-23 JULY

Your starsign is named after a disease. You are a depraved, dirty person and this month you will get the treatment you deserve. My ex-husband, Malcolm Starperson, was a Cancer.



Leo

24 JULY-23 AUGUST

Your starsign is named for the lion. Unfortunately, instead of king of the jungle, this month you will be queen of the playground, so camp it up.



ViRGO

24 AUGUST-23 SEPTEMBER

virgo... the starsign of the virgin. You need a good root. Unfortunately, this month, like every other month, you won't get one. When are you going to face up to the fact that you are a loser?



LiBra

24 SEPTEMBER-23 OCTOBER

Ah, Libra... the only starsign named after a female personal hygiene product. Think about it... In a past life you may have been Prince Charles.



SCORPIO

24 OCTOBER-22 NOVEMBER

You have a short temper, so you will need to watch your tongue this week. Try carrying a small mirror.



SaGittARIUS

23 NOVEMBER-22 DECEMBER

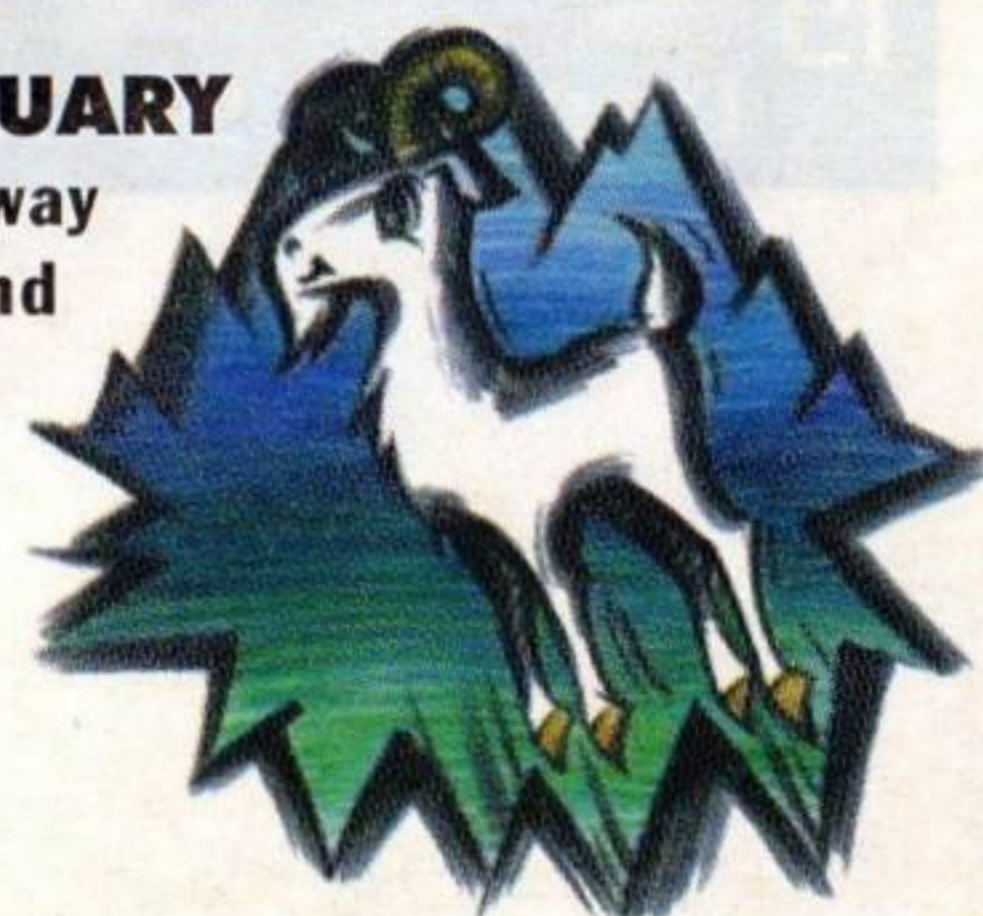
This month, your Tarius will start to wilt. It will be a saggy Tarius.



CaPRICORN

23 DECEMBER-20 JANUARY

Great happiness will come your way when your Grandmother dies and leaves you her falsies.



THE ULTIMATE ESCAPE KIT.



When you're trapped in the real world there's only one way to break free. Sega Game Gear. With a large backlit screen, full colour graphics, stereo sound and a huge range of games, it's the ultimate portable video game system. Game Gear is compact, lightweight, and runs off batteries, so you can escape from anywhere, anytime. And with Sega's optional Gear-to-Gear cable, you and a fellow prisoner can escape together. But the realm of video games isn't the only alternative world at your fingertips.



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NEED DESIRE.
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Climb into the cockpit of an X-Wing and battle for freedom. The galaxy is being plundered by the Dark Side, and you are desperately needed by the Rebel Alliance. Take the controls of the X-Wing Starfighter—now! Experience the incredible realism of polygon graphics and bit-mapped special effects as you fly against deadly TIE Fighters and menacing Star Destroyers. Be swept along by the interactive musical score and digitized Star Wars movie sound effects. At last, a new generation of space combat technology to challenge the evil Empire. Destroy the Emperor's ultimate weapon and end his tyranny.



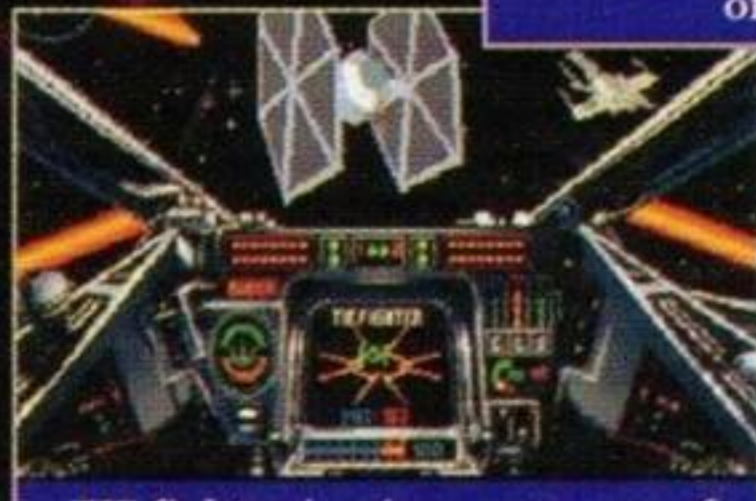
New integration of polygon graphics and bitmapped special effects



17 different views from any of three cockpits



Advanced 3-D modeling of spacecraft



TIE fighters' unique roar, one of many digitized movie sound effects



Cinematic sequences



Infamous characters

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