

KNOW YOUR RATES! THE FACTS ON ELSPA'S PROPOSED GAME CENSORSHIP

Mega POWER



for people who take playing games seriously!

APR 1994

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ISSUE 9

not an official sega publication

THEY'RE
THROUGH
AGAIN...

**GET
SOME LEATHER
ON IT SON!**

**We go on an undercover
scouting mission to take a
look at Acclaim's new game,
featuring soccer's latest boy
wonder.**

'Ere we go, 'ere we gooo!

WHAM!

COR!
WHAT A GREAT SHOT
FROM GIGGSY!



FEATURED

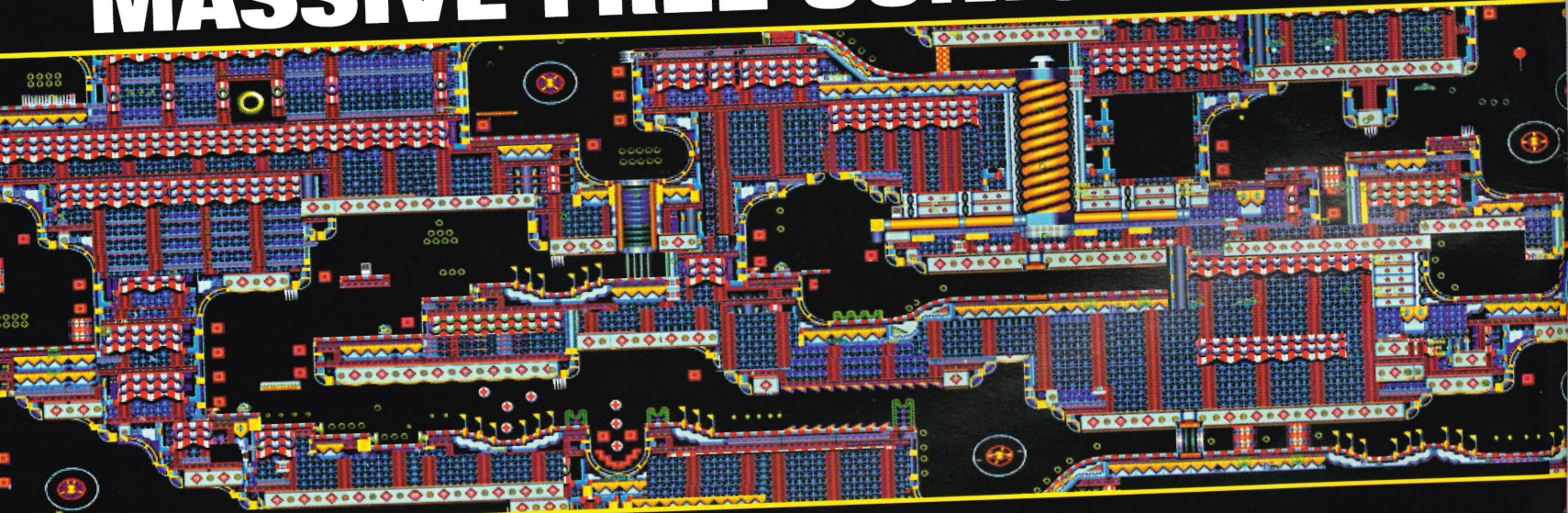
**Heart of the Alien • Dracula Unleashed • Streets of Rage 3 • High Seas Havoc
Speed Racer • Sink or Swim • Sub-Terrania • Jungle Book • Centre Court Tennis
Bubble 'n' Stix • Ryan Giggs' Champions • House of Fun • Art of Fighting**

INSIDE

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cover story

Soccer's hottest teen-sensation Ryan Giggs graces our cover this month as Acclaim prepare to launch his new footy game.

Illustration by Harry Baker



I want to suck your blood! The Count is back.

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Buddy takes control in Heart of the Alien.

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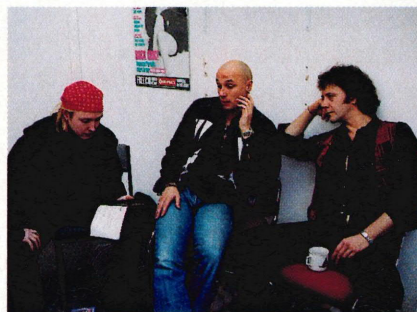
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TOO SEXY?

Right Said Fred release a Sonic 3 single...hmm.

Mega POWER

april 1994

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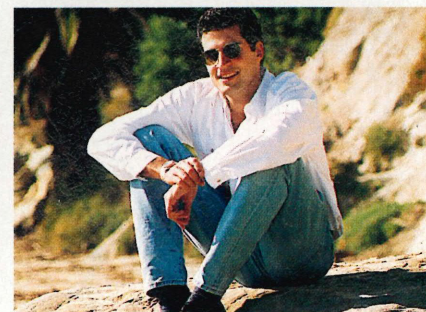
If you're thinking of buying a four-way adaptor, make sure you read this first.

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WHO THE HELL ARE YOU?

The world's top gamer meets the world's top programmer.

**The Biker Mice From Mars
have come to save the Earth.
These six-foot-tall rodent riders
are coming to your Mega Drive
soon. For more details on
Konami's new cartoon licence,
see this month's news.**

08



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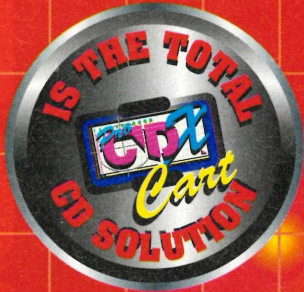
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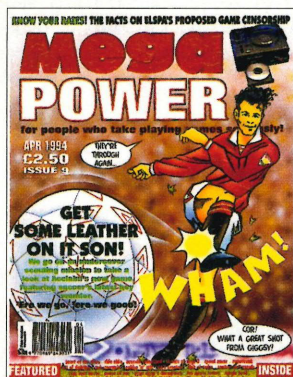
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PRESS

s t a r t



This is it. My very last Press Start, I'm moving on y'all. I figure Mega Power is strong enough now to stand on its own two feet so I'm off to begin work on a brand-new project. I'm afraid that I can't tell you what it is just yet, but it's big, very big and you're sure to feel the rumblings when 'The Kid' returns with a bang!

Don't be sad, it's been fun, really it has. I took over as editor on this mag when it was just a frail, sickly little publication, fighting for its life on the cold, mean newsagents shelves around the country. Lovingly I wrapped my arms around it and tried to give it the confidence it needed to compete with those bullying big mags that hogged the prime positions. Together with the trusty MPs we grew to become a force to be reckoned with. The first console mag ever to covermount CD demos, regular exclusive big game previews, and a gritty no-holds barred review policy that you could trust, and that often got us into a lot of trouble.

Mega Power was soon showing its teeth to its competitors and is now the hardest hitting of the dedicated 16-bit mags, a taut, hungry, young challenger that has those flabby older titles on the run...yes, my baby's a big boy now, and it's only going to get bigger!

I hope you will continue to enjoy Mega Power in the future and give the new MPs the same kind of loyal support that you have afforded me over the past six issues. This is and always will be 'the magazine for people who take playing games seriously!' See ya!

dave perry

dave perry

Sadly it's Dave's last issue as editor of Mega Power. Since his introduction as editor, Mega Power has grown from a once mediocre magazine, to its present status of greatness. The future holds a lot in store for Dave, namely his new project, all very hush-hush.

But don't worry, Dave won't change. That infamous bandana and cocky swagger will never be discarded. His love of blondes, and his fondness for pussies will always remain true, and of course his undying love for Manchester United. The Mega Power offices will certainly be quieter, no more Cypress Hill. Good Luck Dave.

3 wishes: Strength, Success and Happiness



phil king

With the departure of 'The Kid', speculation has surrounded the possible new role of the Kingster as the team's leading official on games, techno trance and sheep. Phil's CV is jam-packed with references to his many strange attributes; his surreal sense of humour, his ability to reel off the week's TV schedule, and his endearing squint.

Definitely the strangest member of the team, Phil reckons his ideal weekend is to be curled up in front of taped episodes of the Big Breakfast whilst gently caressing Bella Emberg. Umm! Good on you Phil.

3 wishes: To win the Sun's dream team game; To have a number one album; To take a shower with Ulrika Johnson.



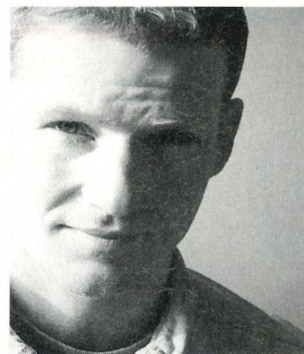
steve bough

The office bowver boy, Steve's had his head shaved and presently resembles a cross between Vinny Jones and Sting. He now reckons he's the office hard man and threatens anybody daring to cross his path.

A bit of a sex beast, he received handcuffs for Valentine's Day, and is puzzling over who sent them, whilst spending the rest of his time hoping for some good surf in Bournemouth.

Avidly glued to Superman and wittering on about how Take That! are the best band in the world, Steve's the last original Mega Power member, so it's not all changed, yet!

3wishes: Beach house at Ohahu; Beth from Neighbours; To photograph a great white shark.



MEGA POWER

hands on

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The Word is...

CUT-PRICE CODEMASTERS

Codemasters have announced a new range of software for the Mega Drive, Game Gear and Master System, retailing at ground-breakingly low prices. The Game Gear and Master System titles start at £21.99, while the Mega Drive carts will be sold for as little as £29.99.

The Warwickshire-based software house are keen to point out that the games featured are not re-releases or traditional budget titles but 'original games that have gone through the same process as Micro Machines.'

Indeed, the titles were originally intended for release at standard prices.

The first low-price Mega Drive title to appear will be *Captain Dynamo*. Scheduled for an October release, this enjoyable platform game has already appeared on various computer formats. It'll be only a 4Mbit cart, but then so was the full-price *Micro Machines* – and we all know what a great game that was.

As well as the lower meg size (the carts will probably be either 4 or 8Mbit), Codemasters cite recent changes in manufacturing processes as the reason for reduced prices. The launch of the new range will be supported by a full national PR campaign.

CANNON FODDER LINES UP



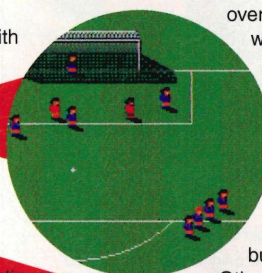
The hit computer game *Cannon Fodder* is to be converted to the Mega Drive by Virgin. Originally released on computer formats, this strange arcade

war game was designed by those wacky guys at Sensible Software (the creators of *Sensible Soccer*).

Anyone who's ever met these games industry veterans will testify to their incredible sense of humour; something that they have injected into virtually all their computer games.

Cannon Fodder is certainly no exception to this. In the

game you lead a group of soldiers around a scrolling overhead-view landscape littered with such hazards as quicksand, chasms, mines and even booby-trapped sheep! There are also plenty of enemy soldiers to shoot with standard gunfire, or blow away with grenades and missile launchers. But be careful... blow up a snowman and it might fly high into the air and explode when it hits the ground! One of the funniest bits is when one of your men gets injured and lies there screaming with the blood spurting out: to continue, you have to put the poor guy out of his misery! Due for a November release, the game will be converted to Mega Drive by another programming team. Sensible themselves are currently busy working on their next Virgin game, *Sensible Golf*. And for those of you expecting an



overhead view and small sprites... that's exactly what it'll be like! It should certainly make for a different style to the normal 3-D golf sims, but Sensible's Chris Yates insists it'll be an intuitive and highly playable golf game. As yet the team have only been working on it for about three weeks, but are already considering humorous features. One possible inclusion is a man on a tractor-mower who drives into the bunkers when you hit him with your golf ball!

Other good news for Sensible fans is that Sony are to release a Mega-CD version of *Sensible Soccer*. They're using the identical game code as the cart, so it'll play exactly the same, but the enhanced CD presentation should make for an even better match atmosphere.

IMAGINEER KICK OFF AGAIN

Having recently obtained a European Sega publishing licence, Imagineer are to release *Super Kick Off 3* on the Mega Drive in June.

Appearing last spring, the original *Super Kick Off* cart was a conversion of the classic *Kick Off 2* computer game, featuring tiny player sprites zipping around an overhead-view pitch. Well, the shock news is that *Super Kick Off 3* uses a grandstand view that's more like *FIFA* than its predecessor, although the 3-D isn't isometric. The players are also larger, with much-improved detail and animation. The one thing that hasn't changed is the speed: the action is just as fast and frantic as in the original. However, the new viewpoint permits more skilful and spectacular play, with players performing diving headers, chest-downs, flicks and even kneeling the ball. With



original *Kick Off* creator Dino Dini having transferred to Virgin to do *Goal!* (also due on Mega Drive later this year), *Super Kick Off 3* has been developed by his former long-time programming partner Steve Screech. He also programmed the recent Kevin Keegan's *Player Manager* and so naturally went to Keegan again for advice on tactics (and perms). Each of the international teams in *Super Kick Off 3* plays like its real-life counterpart; eg Brazil have great skill and flair, while Ireland use a long

ball game. There are also 30

d i f f e r e n t Although taking a completely different approach graphically to its predecessor, the game seems to have retained the fast action and playability. Whether it can blow the whistle on the current batch of soccer sims remains to be seen, but Imagineer are already working on a Saturn version.



J-CART JOY

The boffins at Codemasters have come up with yet another innovation: the J-Cart. It's a modified game cartridge with two forward-facing joypad ports built in. This enables gamers to enjoy four-player games without the need to buy an expensive joypad adaptor. The first title to use it will be *Centre-Court Tennis* (see the preview in this issue), followed by *Micro Machines 2* and *Psycho Pinball* later in the year.



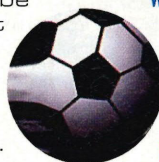
The incredibly busy Codemasters have also announced the licensing of Elite's SNES titles *Joe & Mac - Caveman Ninja* and *Dr Franken*, for conversion to Mega Drive. Blimey, with a long list of other titles

already in development, it's a wonder how those Codies manage to do so many things at once. Now, come on Desmond Lynam, 'How do they do that?'

VIRTUALLY HERE

By the time you read this, the long-awaited *Virtua Racing* cartridge should be available on import from Japan. Released on March 18, this conversion of Sega's superb racing coin-op will retail for £64.99. That seems quite reasonable considering the inclusion of the special Sega Virtua Processor chip for those superfast polygon graphics. It's also something of a relief after all the rumours that've been going round: the price was predicted at being anything from £80 to £100!

Whether it'll be more expensive when released officially in the UK in April isn't yet known but, as revealed in the MEGA POWER #7 preview, the quality of the superfast racing action isn't in doubt. The sheer speed is incredibly exhilarating and the addition of a split-screen two-player mode should ensure long-lasting appeal. Look out for the full review in the next issue of MEGA POWER.

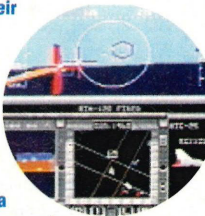


april 1994



F-15 TAKES OFF

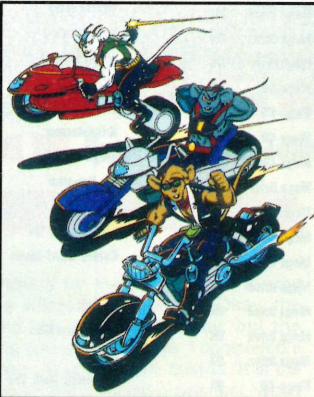
At last, MicroProse are set to release their classic flight sim *F15 Strike Eagle* on Mega Drive in June. It's certainly taken an incredibly long time to arrive since MEGA POWER reviewed the game back in October of last year! Awarded a creditable eight out of ten (our rating system was different then), it is still by far the best flight simulation on the Mega Drive. Highly realistic features include impressive 3-D graphics, a whole armoury of weapons and six authentic areas of conflict (including the Persian Gulf). Originally intended for release in late 1993, the game's appearance has largely been delayed by MicroProse's take-over by American software firm Spectrum Holobyte which has drastically reorganised MicroProse's European operation.



Now everything is sorted out, all MicroProse's titles will get an official UK release – they were originally going to be released in the US first. The Bitmap Brothers classic *The Chaos Engine* is now scheduled for a July release, while the platformer *Tinhead* will appear in September. Another platform game still in the very early stages of development, the intriguingly titled *Boo!* will also emerge in autumn. Meanwhile the Mega Drive version of the brutal gridiron-style game *Beastball* has been scrapped.

BIKER MICE RIDE IN

Konami have licensed the hit American cartoon 'Biker Mice From Mars' for a new Mega Drive game. If you've been watching Channel 4's Big Breakfast lately, you'll probably have seen this humorous animated series – it's on every day. It stars three six-foot-tall mice who come from the planet Mars and ride huge Harley Davidson-style motorbikes. These unlikely superheroes crash-landed near a backstreet Chicago garage after being thrown off their own planet by the Plutarkians. Led by Lawrence Limburger, this evil race has stripped Mars of its soil and now plans to do the same to the Earth. But the three martian mice – Mado, Vinnie and Throttle – are out to stop them. So far details of the game haven't been finalised, but it'll definitely feature all the cartoon characters and those superbikes. Find out if you're a man or a mouse when *Biker Mice From Mars* rides into view in time for Christmas.

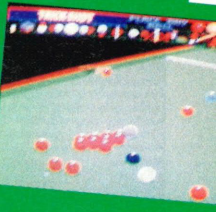


CHUCK RACES FORTH

Following the success of the two previous Chuck Rock adventures, Core Design are to release *Chuck Rally – Rocky Racers* onto the Mega-CD this summer. Chuck and his son Junior will be the main stars of the game. With undoubted comparisons to Mario Kart, this is a light-hearted two-player racer. After the departure of Brick Jagger and his comrades, another stone-age celebrity Millstone Rockafella is offering two million pebbles and a manufacturing contract for the fastest boulderdash bike in Rock City. Of course, Chuck enters the race in his stone-age sidecar. Armed with his son Chuck Jnr and his trusty club, he sets off to claim the pebbles. But competition is stiff, and for Chuck to win the big prize he needs to beat Gary Gritter, Brick Jagger and a host of other madmen. The game will feature a simultaneous two-player option, a fantastic 3-D perspective and 28 heats of cartoon rally racing. It's also to include FMV sequences including track tours, pit stops and award ceremonies. Yabba dabba doo!

JIMMY WHITE CUES UP

Top snooker player Jimmy White is set to make his big break onto the Mega Drive in June. Virgin's excellent chalked up a huge success on the 16-bit computers and is currently being converted to console by its original designer, the legendary Archer Maclean. The game itself apparently plays even faster than its computer predecessors, but features the same easy-to-use control system. You move a cursor round the screen to position your shot and click on various icons to chalk your cue, set shot power, put spin on the ball etc. Most impressive are the slick 3-D graphics, which allow you to view the table from any possible angle and can get right down to the table to carefully aim your shot, then zoom out to watch the results. In fact, this is arguably the most realistic sports sim ever, as you need superb snooker skills to make a decent break. As well as playing against a friend, you can compete against a wide range of computer opponents, including Jimmy White himself – that is, if you fancy getting thrashed!



REPLAY CODES

Can't get off the first level? Getting beaten to a pulp? Then try these cheat codes for Data's Action Replay device...

Eternal Champions

FFABEF0068	Infinite energy player 1
FFAABB0068	Infinite energy player 2

G-Loc

FF45A20040	Infinite time
FF4A480020	Air-to-air missiles
FF4A4A0020	Air-to-ground missiles

Greatest Heavyweight

FFF1A0000D	Infinite power
FFF1A2000D	Infinite speed
FFF1A4000D	Infinite stamina
FFF1A6000D	240 million dollars after you win one fight

The above four codes only work in career mode.
FFF0000000 Always win

Mortal Kombat

FFCC4B0046	Makes player 2 stay on the same spot
------------	--------------------------------------

Sonic The Hedgehog 3

0001F04500	Lets you play the US version on UK machines at the correct speed setting
0001F04A00	Lets you play the US version on Japanese machines
FFFE1 20005	Infinite lives
FFFE210063	Unlimited rings
FFFFFA0001	You can now change Sonic into any graphic and place new parts to each level
FFFFB1000X	Number of gems collected (0-7)

Tazmania

FFD4CB0002	Protection against enemy while the switch is on
------------	---

PERFECT DISCS FOR EVER?

How many of you remember the Tomorrow's World programme that introduced the then wonderful compact disc. Do you remember how the presenter smeared jam and honey over it, even scratching it, and the CD still played? Well, we all fell for that one, and since then we've been buying CDs in their indestructible cases, still believing that they're indestructible. Ten years on, how many of us own discs that skip in our favourite part of the record or game, or sometimes just refuse to play? But no longer do you have to suffer. DHM Design based in Middlesex have designed a rather ingenious package. Bunde CD3 is not only a cleaning system for your discs, it also repairs scratches and protects the discs with a special anti-static film. The kit comprises three bottles of fluid. The first cleans your disc, removing all the fingerprints, dust and grease. The second bottle contains a powerful optical filter that flows into any scratches on the disc and hardens. This fluid has the same optical density of the disc and provides the internal laser with a clear path to the music or information stored beneath. The third bottle seals in the repair with a final coating. Bunde CD3 is commercially used by universities, schools and radio stations such as BBC Radio Kent, Central Radio, Manchester and Ploccadilly 105FM. It can be used on all CD formats, and is currently on sale nationwide in Dixons and specialist hi-fi retailers. So if one of your precious Mega-CD games or favourite albums is playing up, there's no more need to despair.

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POWER DATES

When's a game out, who's producing it? The MPs give you the definitive guide to the next six months' releases.

COMPO WINNERS

RAGE IN THE CAGE (ISSUE 5)

Five royal rumples each win an 'Invasion Of The Body Slammers' WWF video: James Woodman, London; Mr D Warwick, Preston; Abdullah Boasab, Liverpool; Damian Maidment, Sheffield; Liana Mitchell, Dudley.

DISCAGE (ISSUE 5)

Ten disc jockeys get their own Mega-CD Discage: Robin Hyde, Lower Denby, W Yorks; Martin Reid, Morpeth, Northumberland; Ian Bennett, East Ham, London; Mr S Davies, Barnsley; Stuart McKee, Louthall, Louth, Lincolnshire; Robert Cowell, Preston; Adam Cross, Nottingham; Richard Wall, Bromsgrove; V M Lambert, Spalding, Lincs; Dale Practice, Duns, Berwickshire.

4 WAY PLAY (ISSUE 5)

Ten gregarious readers get EA 4 Way Play adaptors so they can play with their friends: Wayne Talley, Havant, Hants; Kevin T McGuire, Lasswade, Midlothian; Paul Woodson, East Of Gorton, Inverness-shire; M L Harris, Bromsgrove, Wars; Mr A L Rice, Bristol; S Mason, Bournemouth; James Puntum, Macclesfield, East Lothian; Martin Groves, Rainham, Kent; Paul Hill, Wetherby, W Yorks; J Brown, Aberystwyth.

BARCODE BATTLES (ISSUE 5)

Ten lucky folks get to battle it out over the supermarket trolley with a Barcode Battle: Edward Jenkins, Aberystwyth; Stephen Cross, Enfield, Middx; C Rouse, Marnbridge, Isle Of Wight; J Brown, Aberystwyth; David Johnson, Kinswinford, W Midlands; Steve Moules, Beaumont Leys, Leicester; Mr S Williams, Oxford; Donna-Marie Evans, Birmingham; Miss Sharon Gregory, Stoke-On-Trent; Paul Peters, Barnet.

DRAGON PADS (ISSUE 6)

Five lucky folks win Dragon Fighter II six-button joypads: C Lethbridge, Broadstairs, Kent; Mr P Petch, Kendal; Ken Taylor, Gosport; Mr J Movel, Northampton; Ms D Shortliff, Kent.

Another ten readers receive Dragon Speed Pads: Stefan Burzynski, Swindon; Adam Bedford, Basilly, Croyd; Wayne Turner, Coalville, Leics; Matthew Rowe, London; Robert Milner, Leweston, Suffolk; David King, Nottingham; Mr C Talbot, Hildesley, Leics; Sarah Huggins, Ware, Herts; B Bosley, Newbury; Gregor Sharp, Selkirk.

STREET FIGHTER II (ISSUE 6)

One very lucky reader has won a copy of Street Fighter II plus eight character keyrings: Mr A Sharpe, Harlow, Essex.

GOODS (ISSUE 6)

The designers of the two most interesting adverts win a copy of Accolade's excellent Gods cart, plus a sweatshirt, inflatable axe and keyring: Alan Milne, Forres, Morayshire; Jody Hall, Northbourne, Bournemouth.

One runner-up receives a Gods sweatshirt, axe and keyring: Gary Judd, Enfield.

Two more readers each get a huge inflatable Gods axe and a keyring: Simon Dean, Leeds; Richard Beasley, Telford, Shrops.

March

Alien 3	Vic Tokai	Mega Drive	Japan
AX 101	Sega	Mega Drive	Japan
Bare Knuckle III	Sega	Mega Drive	Japan
Bubba 'N' Stix	Core	Mega Drive	UK
Castlevania	Konami	Mega Drive	UK
Charles Barkley Basketball	Accolade	Mega Drive	UK
Double Switch	Sega	Mega Drive	UK
Dracula Unleashed	Sega	Mega-CD	UK
Dragon's Lair	Sega	Mega-CD	UK
Dungeon Master II	JVC	Mega-CD	Japan
Ground Zero Texas	Sony	Mega-CD	UK
Hyperdunk	Konami	Mega Drive	UK
Jurassic Park	Sega	Mega-CD	UK
Monsterworld IV	Sega	Mega Drive	Japan
Mutant League Hockey	EA	Mega Drive	UK
Mystery Mansion	Sega	Mega Drive	UK
NBA Showdown '94	EA	Mega Drive	UK
Normy	EA	Mega Drive	UK
PGA European Tour Golf	EA	Mega Drive	UK
Prize Fighter	Sega	Mega-CD	UK
Ren & Stimpy	Sega	Mega Drive	UK
Sketchin'	EA	Mega Drive	UK
Virtua Racing	Sega	Mega Drive	Japan

April

Another World 2	Virgin	Mega-CD	UK
Battlecorps	Core	Mega-CD	UK
Body Count	Sega	Mega Drive	UK
Brett Hull Hockey	Accolade	Mega Drive	UK
Ex Dizzy Collection	Codemasters	Mega Drive	UK
F1 Heavenly Symphony	Sega	Mega Drive	Japan
F-15 Strike Eagle II	MicroProse	Mega Drive	UK
Flashback	Sony	Mega-CD	UK
Lawnmower Man, The	Tengen	Mega Drive	UK
Marko's Magic Football	Domark	Mega Drive	UK
Mortal Kombat	Accolade	Mega-CD	UK

May

Rage In The Cage	Accolade	Mega-CD	UK
Ryan Gigg's Champions	Accolade	Mega Drive	UK
Speed Racer	Accolade	Mega Drive	UK
Star Wars: Rebel Assault	JVC	Mega-CD	Japan
Streets Of Rage 3	Sega	Mega Drive	UK
Tomcat Alley	Sega	Mega-CD	UK
Virtua Racing	Sega	Mega Drive	UK
World Cup '94	US Gold	Mega Drive	UK

June

Grindstormer	Tengen	Mega Drive	UK
Mega Race	Mindscape	Mega-CD	UK
Ms Pac-man	Tengen	Mega Drive	UK
Outrunners	Sega	Mega Drive	Japan
RBI Baseball '94	Tengen	Mega Drive	UK
Centre-Court Tennis	Codemasters	Mega Drive	UK

July

Demolition Man	Virgin	Mega Drive	UK
Dragon	Virgin	Mega Drive	UK
Incredible Hulk, The	US Gold	Mega Drive	UK
Itchy & Scratchy	Accolade	Mega Drive	UK
Jungle Book	Virgin	Mega Drive	UK
Juggernauts	Accolade	Mega Drive	UK
Madness -- House Of Fun	Gremlin	Mega Drive	UK
RoboCop Vs Terminator	Virgin	Mega-CD	UK
Sink Or Swim	Codemasters	Mega Drive	UK
Soulstar	Core	Mega-CD	UK
Sub-Terrania	Sega	Mega Drive	UK
Super Kick Off 3	Anco	Mega Drive	UK
World Soccer '94	Codemasters	Mega Drive	UK

August

Kawasaki Superbikes	Domark	Mega Drive	UK
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September

Battle Fantasy	Micronet	Mega-CD	Japan
Bubsy II	Accolade	Mega Drive	UK
Burning Fist	Sega	Mega-CD	Japan
Hybrid Front	Sega	Mega Drive	Japan
Hyper Road Monarch	Sega	Mega Drive	Japan
Lawnmower Man, The	Tengen	Mega Drive	UK
Pinkie	Tengen	Mega Drive	UK
Rock 'N' Roll Racing	Virgin	Mega Drive	UK
Rolling Thunder 3	Namco	Mega Drive	Japan
Shadow Run	Sega	Mega-CD	Japan
Shining Rogue	Sega	Mega Drive	Japan
Smartvark!	Codemasters	Mega Drive	UK
Tinhead	MicroProse	Mega Drive	UK
Ys: Master Of The Sun	Sega	Mega-CD	Japan

October

Boo!	MicroProse	Mega Drive	UK
Goal!	Virgin	Mega Drive	UK
Megaswiv	Tengen	Mega Drive	UK
Psycho Pinball	Codemasters	Mega Drive	UK

November

Biker Mice From Mars	Konami	Mega Drive	UK
Cannon Fodder	Virgin	Mega Drive	UK
ESPN Baseball	Sony	Mega Drive	UK
Jimmy White's Snooker	Virgin	Mega Drive	UK
Judge Dredd: The Movie	Accolade	Mega Drive	UK
Links	Virgin	Mega-CD	UK
Lion King, The	Virgin	Mega Drive	UK
Micro Machines 2	Codemasters	Mega Drive	UK
MLBPA Grand Slam Baseball	Accolade	Mega Drive	UK
Sensible Golf	Virgin	Mega Drive	UK
Syndicate	EA	Mega Drive	UK
Ushra Monster Truck Wars	Accolade	Mega Drive	UK
WWF: Raw	Accolade	Mega Drive	UK

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feedback

You sir! Yes, the gentleman at the back with the backwards baseball cap! If you want to make a point about the magazine, games, hardware or anything relevant to the Mega Drive or Mega-CD, write to: Feedback, Mega Power, Paragon Publishing, Durham House, 124 Old Church Road, Bournemouth BH1 1NE. Remember, this column couldn't exist without you.

TOOGOOD TO BE TRUE

Dear Dave & Team,

Whilst shopping Leeds the other day we visited a shop called 'The Next Level' and noticed a copy of your last demo CD (featuring *Puggsy*, *Wiz 'N' Liz*, *Microcosm* and *Sunscream* video) on sale for £7. We checked our CD (which we got with the mag) and noticed that it clearly states that it is not for resale. Is the fact that these unscrupulous people are selling it to make money illegal? And do you think FAST (Federation Against Software Theft) would be interested in investigating the case? I would be happy to make any enquiries needed too, as Leeds is near here and I go shopping there regularly.

I am concerned that money-grabbing idiots who are out to make as much money as possible (like these people obviously are) could jeopardise our chances of receiving future free CDs to try out. So, can we get anything done? I look forward to hearing your comments.

May I take this opportunity to congratulate you on an excellent mag, and to thank you for offering us the chance to see demos of games on CD before we buy them (we bought *Wiz 'N' Liz* after playing the demo). I for one will certainly buy *all* future issues. Also congrats on an excellent presenting job on Gamesmaster! You put Dexter Fletcher (and his predecessor Dominik Diamond) to shame.

Ms Joanne Toogood (Yes! That is my real name!), Age 21, Selby, North Yorks

PS. Any chance of a copy of *Sonic 3* in return for this most helpful nugget of information (cheeky aren't I? – but it's worth a try don't you think!).

So the black-market value of a MEGA POWER demo CD is seven quid, eh? We're shocked: we thought it was much more than that! Nevertheless it just proves what great value you get every month. But it beats us why anyone would want to part with £7 when they could get a CD (plus the magazine!) for just £4.75 from our back issues department.

However, it's worrying that some gullible folks might be ripped off by such unscrupulous traders. Thanks for drawing our attention to this shocking practice. If you want to make a complaint about this shop, you're very welcome to call your local trading standards department (FAST are more concerned with game piracy).

Anyway, we're glad you like the magazine so much, Joanne – as well as Dave's performance on Gamesmaster (any more compliments and his head won't fit through the office door!). Sorry we can't supply you with a free copy of *Sonic 3*, but you're right: it was worth a try!

STREET SCUM

Dear MEGA POWER,

I was given *Street Fighter II* for the Mega Drive for my birthday. I think it was a waste of 60 pounds. Okay, the graphics were good and the sound was okay, but the playability was slow, boring and very repetitive. I completed it within two hours of getting it. Gamesmaster quoted "It is the best Mega Drive beat-'em-up ever." I think it was just hyped up to get rid of it. I have to say it is one of the worst games I have ever played.

Jon Pullinger, Whitstable, Kent

You spoilt brat! We hope your parents never buy you another birthday present if that's the way you react. We can understand how a lot of people were resentful of paying 60 quid for *Street Fighter II*, but you got it for free!

As to your accusation that the game is 'slow, boring and repetitive', what are you like? Slow? – have you played it in Hyper mode? Boring? – it's one of the most playable and interesting beat-'em-ups ever made. Repetitive? – with 144 possible different fighter combinations?

So you completed the game within two hours? Our only conclusion is that you could only have done this on the lowest skill setting (for namby-pambies). Anyway, haven't you got any friends to play it with?... on seconds thoughts, I think we already know the answer to that.

I'm afraid you're reading the wrong magazine, mate. MEGA POWER is only for serious gamers, not easy-level nancy boys like you. If we ever catch you reading it again, we'll show you how to street-fight alright!

MP

DISC DILEMMA

Dear MEGA POWER,

I think your addition of a Mega-CD demo with your mag is the best ever. When I saw Issue 4 in the shop I bought it instantly. Thanks to Core Design's amazing demo of *Thunderhawk* I now own the full game which I probably wouldn't have bought if I didn't play this demo.

I was greatly looking forward to Issue 5 of MEGA POWER for another brilliant Mega-CD demo and to read your excellent mag, so the day Issue 5 hit the shelves I was outside the shop at 9.00am (as was virtually every other kid on our block) to buy this issue.

As soon as the shop opened we all burst in. Me and my best mate Jason were very cheesed off to find no Mega-CD demo on the front of the mag. I bought your mag anyway, as I always do every month. I went home and read it and thought it was very excellent as it always is. But you could make it that bit better if you put a CD with it every month – I'm sure a lot of Mega-CD owners agree with me.

But when Issue 6 came I was even more delighted than I was when I got Issue 4 with *Thunderhawk*: not one demo but three plus a bonus music video which was rather good. I also thought *Puggsy CD* was extremely good and I plan to buy it. But then I thought, why did Issues 4 and 6 have a CD, but not Issue 5?

This must be because you're thinking of Mega Drive owners who won't be pleased with having to pay £2 extra for something they can't play, only listen to if they own a CD player.

So why not every month give us an address that we can send to for a Mega-CD demo priced, say, £2.50 + 50p P&P? Then you could keep your mag at £2.50 every month. This would please a lot of Mega Drive owners and Mega-CD owners because they would be able to get a CD every month if they wanted it and keep up the good work on the mag.

Jonathan Bacon, Grimsby, South Humberside

PS. And just to make sure they don't just get the address from the mag and not buy the mag, put a token inside to cut out to send with the money.

As we explained elsewhere on this page, we're constantly looking at the possibility of covermounting another CD demo. Whether we do in any given month depends on the imminence of Mega-CD game releases and our negotiations with the companies producing them. There are obviously all sorts of things to consider, including production details, manufacturing costs and copyright problems.

As you also pointed out, we also have to consider our non-Mega-CD-owning readers, due to the increased cover price on CD issues. However, we feel your idea of readers sending away for the CD instead wouldn't really work. For one thing, there would be a considerable loss of impact. When a CD appears on the front of the magazine in the newsagents, it obviously attracts a lot of attention from Mega-CD owners. As you said yourself, upon seeing the disc you were compelled to buy the magazine on the spot – would you have been so excited if the cover had just said 'send away for a CD demo'? I think not. Secondly, and partly due to the first reason, I don't think software companies would be as keen to put their products on a send-away-for CD demo. Like us, they need that instant impact of it being on the newsagents' shelves to attract people's attention to their product.

Anyway, thanks for the suggestion, Jonathan. It was a nice idea for a compromise, but we don't reckon it would work as well as a covermounted demo.

MP

Is the world really big enough for two Dave Perrys? It's a question that has reared its head many times in the games world. One a headline-seeking writer and TV gameshow presenter in Britain; the other a programming legend with smash-hit carts like *Cool Spot* and *Aladdin* to his credit in America. When we got news that the American one had left Virgin to set up his own company, it seemed only natural that we got the British one to give him a call and find out what was going on.

At last the industry's weirdest coincidence is exposed as finally...

Dave Dave Perry Perry TALKS TO COOL NAME!



"Hi, you're the guy with the head scarf, aren't you? It's good to hear from you at last."

Well it's good to talk to you too. I'd like to begin by saying thank you for having the same name as me. I get loads of people coming up to me congratulating me on *Aladdin*. I usually just play dumb and smile. I hope you don't mind...

"No, you're lucky they liked the game."

Yeah right. I think it helps me get through to software companies too. You know, like when I phone Virgin.

"Funny that. I left Virgin with their noses a bit out of joint. I'm not sure how responsive they'd be to me calling them."

Oh, well it must just be my own notoriety that gets me through the door. Anyway, that's enough about me, let's talk about you... what do you think of me? Only kidding, what have you been up to?

"Well, my big concern is not to do another *Aladdin* game. After the huge success of *Aladdin*, the head-hunters went crazy, and offers for new ventures came flooding in. I was even offered *Sonic 4* by Sega, but I turned it down. It was important for me to maintain my creative freedom and integrity and I was in danger of getting stale, so I also decided not to do *Jungle Book* for Virgin. I made the decision to go it alone with my own company, Shiny. I took all the best people who had worked on the *Aladdin* project, left Virgin and set up on Laguna beach. Real cool, real Baywatch country."

"I've managed to put an excellent team together here: there are no trainees, everyone's very experienced, very expensive. I've even got Mick Jones, the guy who programmed the Nintendo version of *Alien 3* working on my SHES stuff and the atmosphere is great. No-one trouts working here as just a 9 to 5 job. You know, if I come in on a Saturday or Sunday everyone will already be here working - it was never like that at Virgin. A few weeks back they even shaved all their heads together. It's a team thing."

And what about the tie-in with the American company Playmates?

"Initially a lot of people offered to fund us, but they all wanted a piece of the company in exchange. Playmates, in contrast, are happy just to be asso-

ciated with us; we still have our freedom.

"When Virgin heard we were going with Playmates they were like, 'Are you crazy. What are you doing?!' But what a lot of people don't seem to realise is that Playmates are much, much bigger than Virgin. They have the Star Trek toys licences as well as being the company who put the original funding behind the whole Turtles craze, and that made billions.

"They're also linked up with all the major movie offices and are treated like gods at Paramount because of all the money they've made for them through Star Trek merchandising. We went along to see them and they opened their doors to us, showing us everything they have planned for the next four years."

How is this going to coincide with your work?

"Well, what we intend to do is make a brand-new game and let the company sell the hell out of it. We've created a new character, like you've never seen before. Not just another woodland creature but really original. Richard Sallis [President of Playmates] gets ideas pitched to him wherever he goes, because if he takes your toys you make millions, and he saw our character and said 'great'. And now it's gone even further than that: they

believe in what we're doing so much that there's even talk of making a cartoon out of it. Amazing!

"It's a match made in heaven really because we come up with a cool character and they sell toys all over the world."

Tell us a little more about the game then.

"Er no, I can't just yet, but when I can you'll be the first to know."

Sorry, I don't give up that easily.

"Well, the kind of games we're going for now are big and bold. Like I say, the main character of this one is not your run-of-the-mill cutesy woodland creature, and I won't be going back to using traditional animation techniques. I have hired real animators for this one, like Disney, and we are approaching it as if we were making an animated movie. I even have a guy who worked on Jurassic Park — no more pixel-plotting for us."

What about the soundtrack?

"We are hoping to use Yuzo Koshiro. He's an award-winning musician in Japan who plays sell-out concerts, as well as writing the soundtracks for Streets Of Rage and Act Raiser. It would be a major coup for us as he's really selective about who he works with. The only problem might be in the signing of contracts. He doesn't speak any English, and we don't speak Japanese."

So will it be another Dave Perry platformer?

"We have to stay with that genre because it's the biggest market, nothing else can match the sales. Aladdin is even a big success in Japan, where platform games are not so popular."

These games have almost become your trademark. Is that also an important consideration?

"Well, this will be game number 38 for me, and if anyone thinks that I've written 38 platform games, then they are very much mistaken. One of my most successful early games was Supremacy, a space strategy game. I even wrote a sequel but decided that the market was not quite ready for it; I might still release it one day, when the time is right."

"But yes, I think market recognition is very important. If you go into a music store, and you are a U2 fan, if you buy the latest U2 CD you are almost certain to like it because you're a fan. If people know who you are and can trust the quality of the game you produce then you are laughing. The Shiny logo will appear on our games boxes just as large as the Playmates one, and we will only produce A+ titles. This way people will know what to look for when they go to buy a new game, if they want to be assured of quality."

"At the moment, it is almost impossible to follow a programmer's titles, and that can be a big mistake. I remember when I used to have a Spectrum. I always used to look for games by a company called Ultimate Play The Game because I knew that their products would be brilliant. Unfortunately they sold out to Ocean and that was that."

How about raising the public's awareness of your work in other media?

"Right, well it's good you mention that, because I've been thinking a lot about making a video on how to program games. I mean loads of people ask me how I go about it but no-one really wants to try to read a book on C or anything like that. With the new game we are keeping every piece of information so that people can see exactly how it evolved and we have considered maybe using that as the starting point for a video. If we don't do it with this game we may do it with the next one."

I'll present it for you.

"Dave Perry presents Dave Perry. Sounds good. You can sell it for me in England."

You mentioned Star Trek earlier. How come you weren't interested in the *Deep Space Nine* licence?

"If I'd wanted to do the game, I'd have had it in a second, and it's a great licence. But we wanted to do our own games so Novotrade will probably be doing it instead."

Novotrade? The *Ecco* team?

"Yeah, they were another reason for our decision to go with Playmates. When I saw that they had already signed up the team that programmed Ecco The



In a shrine to the programming superno, they've had the name of his company carved into Laguna Beach...kind of, actually he did it himself. We're just off to Bournemouth prom now...

say that our relationship with Sega is very good and I'm sure they are keeping their eyes on Shiny. We haven't decided if the next game we do is going to be a Genesis title or on the Saturn. It depends on what excites us at the time. But Sega certainly have what it takes at the moment. When you go to their stand at a show, you can feel the energy. If you go then to the Nintendo stand, that feeling just fades away.

"I think maybe it stems from the fact that Sega have got so many exciting arcade machines at the moment. We stayed for hours after the show finished to play Virtua Fighters, and that Sonic arcade game... it's got to that stage where all the Sonic games look the same, but that one is new and refreshing. I wish they would do something like that with the console version."

And Disney?

"They're keeping their eyes on us too, I'm sure of it. It will be interesting to see what Virgin manage to do with The Lion King, their next big Disney licence. If they fall flat on their faces it could do us the power of good."

"Disney were another company who would have backed us when we broke away, but it would have been a corporate nightmare — we'd still be signing contracts."

So what's new on the American games scene?

"The annoying thing over here at the moment is that they're putting stickers on the boxes. These stickers say 'less violent'. It's a classic example of damning by faint praise: the kids aren't going to want games with that written on the boxes, it's going to encourage them to buy the more violent ones."

So did *Aladdin* suffer as a result of these stickers?

"No. Funnily enough, *Aladdin* was attacked as being a very violent game because the main character carried a sword around with him."

So will you take some pictures for our readers and send them over for this feature?

"Sure, I've got a film in the camera. I think British people want Baywatch, and we've certainly got it here. We've got sunshine, beaches, incredible sports cars... don't worry, I'll take some really ostentatious shots."

Flash git!



Home of Shiny Entertainment, the Laguna Design Centre is a glaring example of just how far Dave Perry has come in the past few years. Note the flashy palm trees and blue sky, not too dissimilar to Torquay really. Who am I kidding?

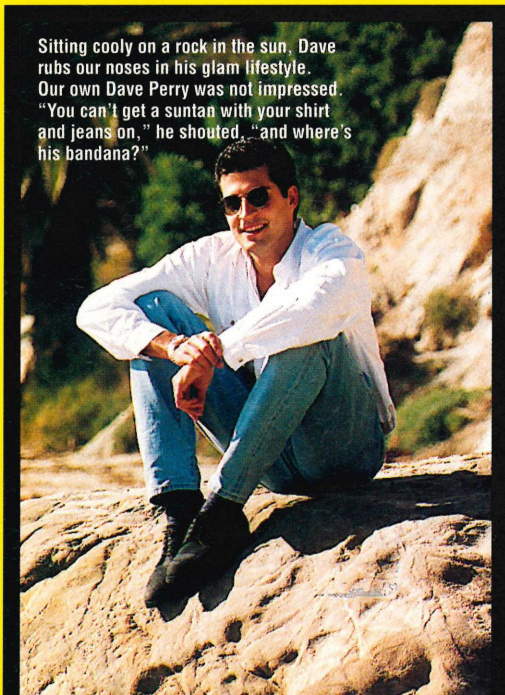
Dolphin I knew they meant business. At the moment they are working on *Ecco Squad*, the game version of a TV series that's very hip over here at the moment, and I expect they will begin working on *Deep Space Nine* at the same time."

Why did you choose the name Shiny. Are you a closet REM fan?

"I do listen to Shiny Happy People by REM a lot actually, but no, that wasn't the reason. I've always used the expression 'shiny' to describe people. I might say 'he's a very shiny person'. When we decided to set up the company I just turned to the others and said, 'we need a shiny name' and thought, 'hey, that sounds good'."

How is your relationship with Sega these days?

"After *Aladdin* I think it is fair to



Sitting coolly on a rock in the sun, Dave rubs our noses in his glam lifestyle. Our own Dave Perry was not impressed. "You can't get a suntan with your shirt and jeans on," he shouted, "and where's his bandana?"



An Exercise In Self

Well, it had to happen. On Wednesday February 9th, the European Leisure Software Publishers Association (ELSPA) announced a system of self-regulation for video and computer games. Due to come into force in March this year, this self-regulation will affect everyone, from players to software producers.

So just what does ELSPA's 'self-regulation' consist of? Essentially, the system is designed to provide both parents and retailers with information on a game's content, as well as its suitability for certain age groups. This will be done using labels on game boxes which will feature one of four age categories: 0-10, 11-14, 15-17 and 18+, as well as a picture of ELSPA's 'Monitor Man' logo, so that parents can easily identify ELSPA-rated games. Games which are suitable for all ages will feature all the categories. So far, in a 'test run', no game has fallen into the 18+ sector; for example, FIFA International Soccer would have received 0-10 rating, Jurassic Park an 11-14, while even Mortal Kombat would be rated 15-17, although you can bet that a lot of under 15s would have been well put out if the new system had meant they couldn't buy last year's top selling title.

Although the onus is on publishers to begin rating all their new games in March, it's unlikely that we'll see many rated titles before May. There were 1800 new titles across the formats in 1993, so to expect every new game to be rated this year is a little unrealistic, although ELSPA hope that the majority of new titles will feature their Monitor Man by Christmas. What is interesting, however, is that while the system is not *intended* to be retrospective – older games already on the market should remain without ratings – according to Ben Hill, an ELSPA spokesperson, it's possible that should a publisher re-manufacture a game, it too will be rated. Put simply, if Acclaim run out of stock of Mega Drive Mortal Kombats six months from now, and need to make more, they may choose to rate the game at that stage. You have been warned!

The need for this action is fairly obvious, given the current state of play in the US, where over-zealous politicians have done their best to gain some control over what is, after all, a multi-million dollar industry. Better to develop your own regulatory system than have one forced upon you by politicians and a confused public.

And that confusion is one of the main reasons for regulation. In a statement handed out to journalists, Mark Strachan, chairman of ELSPA and the 'Mark' section of Domark, is quoted as saying: "The problem is compounded by a lack of parental understanding of video games. Video and computer games are unique in that, unlike previous generations' toys, parents tend to find them complex and inaccessible and, as a consequence, have viewed them with a certain amount of unwarranted suspicion."

With this new system, it's hoped that mums and dads throughout the land will be able to understand games a bit more. Although I find it hard to believe that many will! In attempting to demystify video games, of course, ELSPA also remove that air of excitement, the feeling of separation between the generations; let's face it, it's a good laugh watching your parents shake their heads in bewilderment as you rave about the latest cart!

However, rating games forms only part of ELSPA's new system. The second, and possibly more telling, aspect of self-regulation is the new Video Standards Council (VSC) Code of Practice for game publishers. The VSC have been in existence since 1989, and are primarily responsible in ensuring that videos are sup-

plied to the general public in a responsible manner. They developed and currently maintain the Code of Practice for the video movie industry, and so were a natural choice for video games, too.

The members of ELSPA – which includes virtually every major European software producer, plus the two biggies, Sega and Nintendo – have registered to the new video games Code of Practice, and agree to be bound by it. In other words, they will make sure that their own product stays well within VSC guidelines. Both the new ratings system and the Code will be monitored by the VSC, but as John Pascoe, VSC operations manager, pointed out, "The existing law in the UK provides a strong framework to ensure that games with a more mature theme, or with more sexual or violent content are referred to the British Board of Film Classification (BBFC). However, well over 95% of games do not meet the criteria for referral to the BBFC and do not have to be classified. It is these games to which the 'age suitability' system will be applied by ELSPA members."

At present, all games are bound by the 1984 Video Recordings Act, which requires that games be submitted for classification by the BBFC if they portray any of the following 'to any significant extent':

1. Human sexual activity
Acts of force or restraint associated with human sexual activity
Mutilation or torture of humans or animals
Other acts of gross violence towards humans or animals
Human genital organs
Human urinary or excretory functions
2. If the game 'to any significant extent' is designed to stimulate or encourage human sexual activity or acts of force or restraint associated with human sexual activity.
3. If the game is designed 'to any significant extent' to stimulate or encourage: Mutilation or torture of humans or animals or other acts of gross violence towards humans or animals.

While that may sound like the ideal plot to a game, or

even some existing titles like the Splatterhouse games, so far very few titles have had to receive BBFC treatment.

The reason for this is laid down in some of ELSPA's press material. You see, since the Video Recordings Act covers 'video work', it defines that as being not only video films, but games on floppy or compact disc if that game contains a series of visual images shown as moving pictures. In other words, and for our purposes, Full Motion Video. Games which don't fall foul of those categories, and any video game on cartridge are exempt from classification by the BBFC. In other words, they're not interested in things like Mortal Kombat on the Mega Drive after all. Although the CD may be a different story.

The ELSPA system of self-regulation applies to all the 'exempt' games, which is the bulk of software available on the market today. The VSC Code of Practice adds to the previous list of no-nos with its own list of untouchable topics, with the proviso that they can only be used if handled with the greatest of care. These include:

- Sexual intercourse
- Random and gratuitous violence
- Excessive tasteless nudity
- Aggression towards vulnerable women and children
- Excessive blood and gore
- Racial hatred
- Alcohol and drug abuse
- Encouraging the use of tobacco
- Encouraging criminal acts
- Use of sexual expletives

No-one, we would think, would have any problem with most of those topics, and you'd have to go a long way to find many games which included any of them except, perhaps, for the random and gratuitous violence, and excessive blood and gore which feature in only a few games.

Although the entire system will be monitored by the VSC, the actual rating of games will be done by the software publishers themselves. The publishers will fill out a form which asks them questions about the game in question, this will then help them to decide what age groups it's suitable for. A copy of the form is then sent to the VSC. What no-one knows at this stage, however, is whether this will now mean that software producers deliberately go for tame games; editing out anything which might put their game into the 18+ section in order to go for a more lucrative 15-17 year old market. Of course, just because a game is rated 0-10 or 15-17 doesn't mean that anyone over that age can't play it but it's still, on the surface at least, a mild stigma to a rock hard 15 year old to know that his latest cart is suitable for a six month old kid to play!

What everyone hopes is that we will still see a broad cross section of games released, not just innocent titles, but games which fall into the 18+ sector and attempt to do something a bit different. If the software producers all decide that it's easier to censor something out of a game and go for a safe market, then it won't take long for things to stagnate and become boring. No-one's suggesting that we have a range of violent, sexually explicit video games for their own sake, because we all know that a game can have a more mature content without straying into those dangerous grounds. Sega started the ball rolling with Nightrap, even if the idea was ill-conceived, and Mortal Kombat, too, added an extra dimension. But do you really want to live in a world where every game ends up being censored to the same extent (or worse) as Nintendo censored theirs?

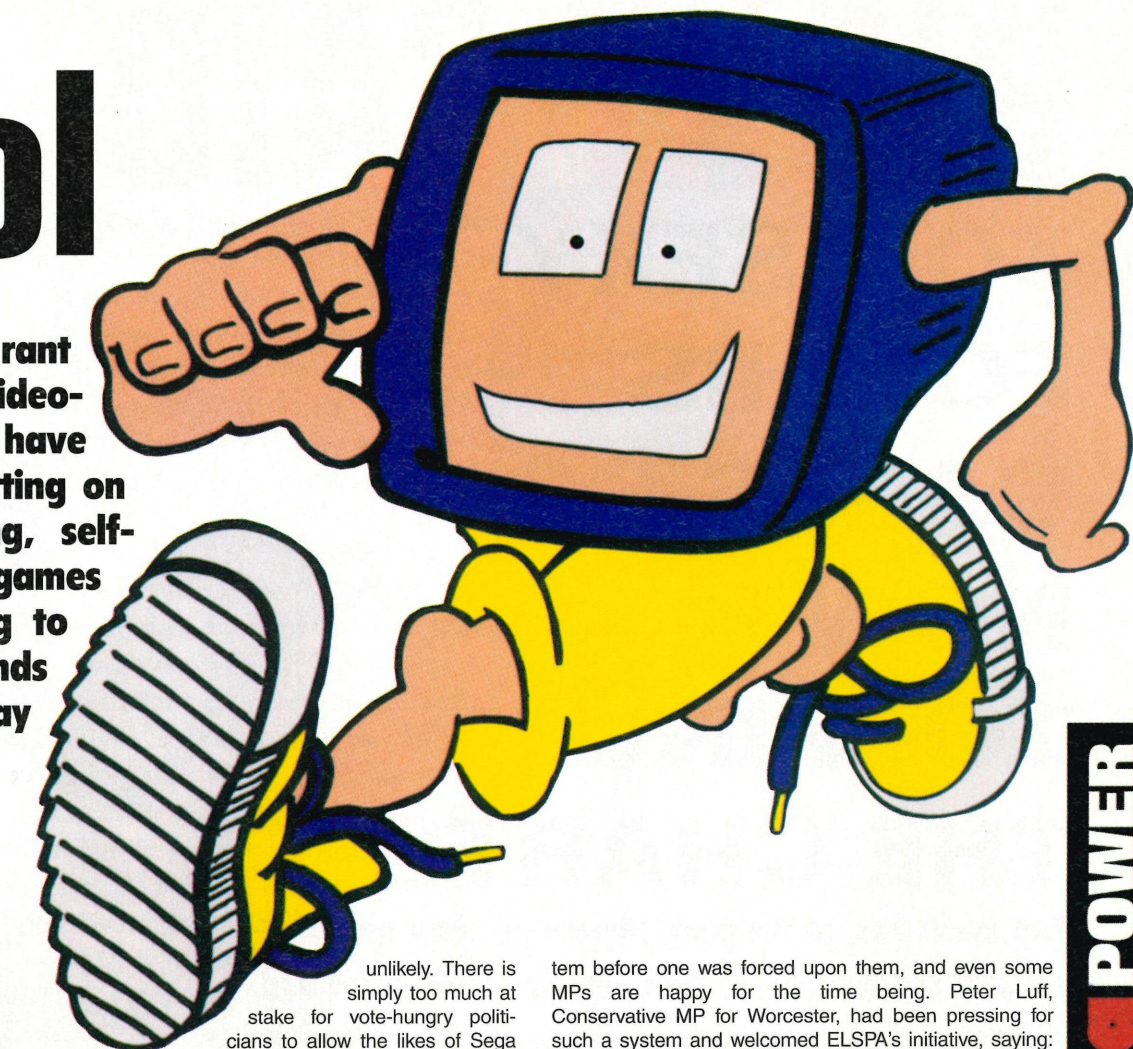


-Control

While politicians in America rant and rave about the evils of video-gaming, in Europe, people have been quietly and carefully getting on with things. Later this Spring, self-regulation comes to UK video games and, like it or not, it's going to affect you. DAVID GRAHAM finds out if he's old enough to play Sonic 3...

As well as keeping parents informed, and making sure that its members don't fall foul of the law and public and political opinion in the UK, ELSPA also want to introduce their standard rating system Europe-wide to make sure that all their bases are covered. With age rating, they can keep everything under control, although the national laws of each country take precedence over ELSPA. The long term plan is to produce some sort of global standard. Says Mark Strachan: "We have been and we continue to be in close contact with efforts underway in North America to establish a similar system of self-regulation. It is our hope that, together, we will be able to establish a common worldwide system of self-regulation at some time in the future."

Whether such a utopian dream of non-governmental interference will ever come to pass is, it must be said,



unlikely. There is simply too much at stake for vote-hungry politicians to allow the likes of Sega and Nintendo to regulate themselves. Especially when there are mega-bucks involved.

That said, self-regulation has been welcomed by a number of people. The software industry themselves are busily congratulating each other on coming up with a sys-

tem before one was forced upon them, and even some MPs are happy for the time being. Peter Luff, Conservative MP for Worcester, had been pressing for such a system and welcomed ELSPA's initiative, saying: "A voluntary system that is effective – as this one promises to be – is always preferable to a statutory one." No sign of a veiled hint there, then, eh guys?

Of course, no-one would expect parents – traditionally a suspicious bunch – to be kept at bay with a mere rating system. To this end, ELSPA are also introducing a handy "Parents' Guide to Computer & Video Games" which covers most of the questions mums and dads will want answering. It will be made available via game retailers at the same time the new self-regulation system comes into use.

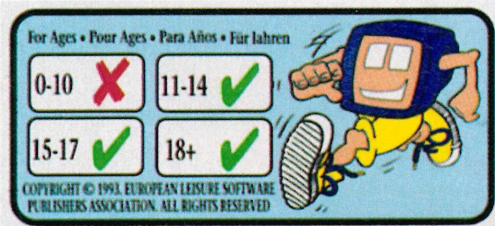
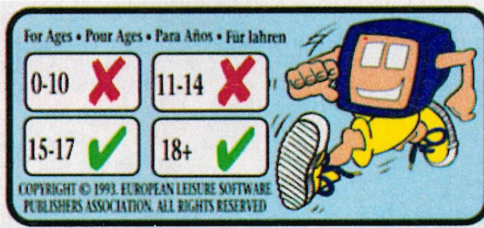
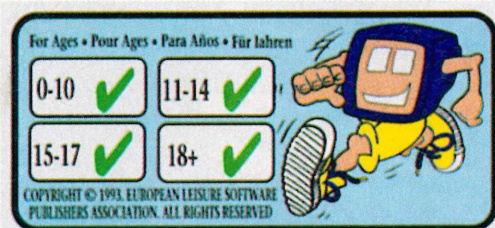
The only possible problem with ELSPA's bright and shining plan is this: it's *not* a law, so there is absolutely no reason for retailers to put the age ratings into practice. Basically, Joe at Video Games Inc. can still sell Super Street Fighter 5, age rating 18+, to anyone he likes. So before the industry can slap itself on the back big time, the rating system will need the total support of retailers across Britain and Europe. And whether that happens is anyone's guess. But, for the time being, ELSPA have prevented government intervention; whether things will stay that way depends very much on the convictions of ELSPA's 62 members and the scruples of your local games shop...

Those New Regs In Full...

- The age rating system is not a law, so shops are not legally obliged to follow them
- Future Zone and Virgin Games have committed to the new system
- The first rated games will appear in shops from March onwards
- This will initially only affect new titles
- All ELSPA members have agreed to be bound to a Code of Practice (only applicable to the UK)
- At present, there are no titles which fall into the 18+ category
- Rating will appear in the UK first, then in other EC countries later in the year

YOU CAN STICK IT!

These are the rating labels that will be gracing software packages in the near future.



RIGHT SAID..

TOO SEXY FOR HIS CARTS SO NOW HE'S TOPPING THE CHARTS

Pop music has, in the past, thrown up some pretty unusual collaborations. Well, imagine what weird and wonderful partnerships could be born from a blend of wacky computer games characters and those teenybop ideals that adorn the pages of Smash Hits and Just Seventeen. Not ones to do things by halves, Sega have united top British pop band Right Said Fred with their own top-selling superstar Sonic the Hedgehog, and on March 7th plan to release a single called 'Mr Wonderman' throughout Europe.

Intrigued by the idea of Sonic's first official chart appearance, and slightly curious about Right Said Fred's involvement in the whole project, Dave Perry sped up the motorway, Dictaphone in hand, to talk it out with Britain's last great pop band.

PHOTOGRAPHS: CRISTA FAIRCHILD



SONIC?

Richard Fairbrass, the bald, muscular, gay lead singer; Fred Fairbrass, his equally bald, moody brother, who proved he was straight by marrying a model, and... I think it's Rob, the quiet one with the curly hair, are undoubtedly the country's most blatantly outrageous pop stars for many years. Storming the charts with typically tongue-in-cheek singles like 'I'm Too Sexy', 'Deeply Dippy', and 'Don't Talk Just Kiss', Right Said Fred became a household name and actually made losing your hair seem a fairly hip thing. Then it all went quiet for a long time. The second album flopped, the singles didn't make that much of an impression any more, but still a nation waited patiently for the Freds to strike again. Has that moment finally arrived?, I pondered as I was given a steaming cup of tea by a pretty receptionist in London. And why Sonic? These questions must be answered.

Walking into the interview room that had kindly been provided by Right Said Fred's PR agency, two things instantly caught my attention. One was the calm relaxed atmosphere that seemed to surround Britain's favourite baldies, accompanied by the friendly smiles and 'hellos' that greeted me as I sat down. The other was a switched-off console that skulked redundant in the corner. Sticking out of the top of it was a copy of Sonic 3. Had these boys really been doing their homework, or was it all a cunning attempt to lull me into a sense of false security? Right Freds, what's it all about?

RF: Sega started talking to us over a year ago now, and we had some very vague chats with them about maybe getting together and doing some sort of a marriage over a tour, it was all very vague. Then they phoned us around Christmas and said we have *Sonic 3* coming out, let's do something. We had a track on our album, in fact we still have a track on our album, called Wonderman which is about a generic superhero. We've rewritten it, rerecorded it and redone everything to it; it's still called Wonderman but with a completely different vibe. It kind of works well, it is about Sonic but you wouldn't know that unless you were into the games. It doesn't mention *Sonic 3*, it doesn't go on about hedgehogs, it's just about someone who's cool. If we had released the single and the Sega thing hadn't happened it would still make sense. Once people see the promotions we do, then the connection will obviously be made, but from the single's point of view it just sounds like another Right Said Fred record.

Very up?

RF: Yes, we've worked on it with Beatmasters which has been a revelation for us, I quite enjoyed it, and basically I think the single is exactly right for us.

FF: It's very similar in vibe, not in song or lyric style, but in feel to Don't Talk Just Kiss and I'm Too Sexy, it's very up, it's very frothy, it's a very bubbly sound. Frivolous.

So Sonic doesn't appear in it at all? No samples of the game jingles or anything?

RF: No, Sega were very good about that, they never mentioned it once. They were very aware, as we were, that if they had insisted, and we had agreed, on including all that stuff, then 1) the radio wouldn't have played it; 2) TV would be very dodgy about showing a video that was obviously an advert, and from our point of view as a band we wouldn't have been happy with it. It has to work firstly as a single on its own merits, regardless of Sega. And Sega want the single to sell, and they realise that it would have been killed stone dead if it had been an obvious 'nick' of any of the game and was a blatant advertising jingle as such. They were very aware that for it to work we had to still come across as a band doing a single, and to avoid all the pitfalls that come with just standing there flogging things. Bands do sell things all the time like, until recently, the Jacksons with Pepsi, Elton John, Rod Stewart, it's quite a common thing.

FF: If people expect in the video to us all going "Sonic 3", holding copies of the game, that's not going to happen. In fact, in the video you won't even see Sonic!

RF: In the advert you will, but not the video.

Poor old Sonic, what about on the record sleeve then?

FF: No, that'll probably be a 'still' taken from the video, or if not it'll just be a band shot taken of us. Basically, it's a pop song about a character, but it doesn't mention the character. The idea of the song is that for people who are into the game, it uses buzz words they'll understand; but for people who aren't into the game, they won't feel excluded.



RIGHT SAID... SONIC?

TOO SEXY FOR HIS CARTS SO NOW HE'S TOPPING THE CHARTS

So the lyrics been adjusted slightly to include certain game jargon. How much has the song been tailored?

RF: Oh it's been rewritten completely. On the album, you know those cretinous, hairless t***s that advertise Gillette

Sensor blades? The song is about that sort of bloke, the Tom Cruise type, with perfect teeth and so on. When it came to lifting the track off the album, what Fred said, and Sega sort of caught onto, was that Sonic is another sort of superhero, like Superman, like Thor, like Spiderman...

FF: But he's a reluctant superhero...

RF: So Wonderman as a title worked but the lyrics didn't as the original lyric was too specifically about male models and new-age men. So we rewrote them to avoid that issue and also to get a couple buzz phrases in. 'Sonic' as a word has nothing to do with hedgehogs or the game, it is a word in its own right. We were very careful, or Fred was when he came to write the lyric, that he made fairly obscure references to Sonic without being blatant and you need to know about the game to understand what's going on.

FF: Yeah, you have to be hip to the jive to "get it on!"

RF: Yeah, the sort of people who say "let's get it on!" would understand it.

So who initiated this collaboration? Had they heard the album track, or did they just say that they wanted you to write a single for them and you just happened have that record out there?

RF: Well, Sega gave us the nudge. I think they see something about us as a band, whatever that is...

Unashamedly catchy?

RF: [laughs] Yeah, well I think Sega sees themselves as being unlike any other games company, more intelligent, more risky, a bit more controversial. I think they felt that our image was a bit like that. Not just because of our songs, but the way we come across in interviews, the energy. The whole image suited what they were trying to do in this country.

**"He's a slamming door at 3am,
An itch you scratch
Again and again,
To be this good just ain't that
easy."**

I know we're not allowed to hear the song yet, but can you give me any idea of the song's lyrical content?

FF: The way the song's constructed, between the verse and chorus there's a very

small rap... well, spoken bit...

RF: Hardly a rap, just not sung...

FF: Well, the lyric goes;

"If you take a nap,
You'll get a slap,
And a spin attack,
To be this good just ain't that easy."

Another one goes;

"He's number one,
El supremo,
Attitude in power sneakers,
To be this good just ain't that easy."

So it refers to spin attacks and power sneakers and his general 'don't want to take any shit' attitude.

"He's a slamming door
at 3am,
An itch you scratch
Again and again,
To be this good just ain't that easy."

And that's it. It's quite vague I think, vaguely specific.

RF: It's inevitable I think, when you consider that games and pop bands, apart from bands that go for a specifically female audience, are aiming to appeal to the same group of people, that the two will eventually come together.

Well they have already done that before. Remember the Mario single And the Tetris track?

FF: The Mario thing was alright, but in terms off it being a good pop single... [sniffs]. The premise that we

went into this on was that we had to write what we considered to be a good pop single and then develop the marriage out of that. Another reason that we've agreed to do this is that we get on with Sega and they get on with us. The people there are not corporate, they're not a bunch of suits, they don't sit down with their lawyers. The meetings we had were really relaxed, all very casual, and for that reason it works. We didn't race around all the multinationals looking for a deal, we didn't want that. But working with Sega has been remarkably easy. We've got this far without any major egos flying about and the only change we've made to the way we usually work is that I faxed all the finished lyrics to them for approval because I respect what they want.

RF: At the same time if Sega had called us and said "we want the chorus to say Sonic 3" we wouldn't have done that. It would have been too blatant like the Mario song and could have been bad for the band.

FF: Also, with the advert and the video they've come to us to clear their ideas.

Yes, you're going to be doing a Pirate TV ad for Sega as well as part of the whole deal?

RF: Yes, we are. Some of it is going to be quite fun. The video's going to have a 'Spinal Tap' type theme, with us being interviewed as Spinal Tap type retards, you know.

And it's all being done by Steve Lowe right, the director?

FF: He's good. He did the Pot Noodle stuff, very well shot. If you can sell Pot Noodles, you can sell f*****g anything. They are the most disgusting things, but he sold them in such a way that you were almost tempted to buy them.

RF: One of those things you buy once and never touch again. Like tinned spaghetti, definite gut-rot territory.

Well I hope Sonic will at least be making an appearance in the Pirate TV ads?

RF: We've taken a different line in the TV ads. It would be ludicrous for us to say to Sega no you can't have a picture of *Sonic 3* in your adverts. When it comes to the TV advert we are prepared to be far more blatant than we would be in the single and the video.

So have you shot the Pirate TV ad yet?

No, we're shooting it next week, but I think, in terms of the music, the ad will be an edit from the video. The location is supposed to be excellent, but the trouble with pop videos is that you are often working with people who are trying to get to something else, people who haven't yet mastered their craft. That isn't always true, but with this shoot we are working with a director who is clearly in control, working with creative

people who clearly know what they want. From a band's point of view that's extremely refreshing. There are times we've turned up for videos and they've gone 'right, what do you want to do?!'

RF: For this we've got a

**"If you take a nap,
You'll get a slap,
And a spin attack,
To be this good
just ain't that easy."**



two or three day shoot, and we've spent two or three weeks building up to rather than, "Oh Christ, it's Tuesday afternoon, we've got a video to film on Thursday, what are we going to do?"

So is the fat guy in the fax in it? I'm sorry to be so cruel, but you know who I mean.

FF: Steve O'Donnell?

Yeah, I think that's it.

RF: Yes, he's in it.

So it's all going to be fairly wacky then?

RF: Oh yeah. The set looks very *Blade Runner*ish, very like *Aliens*.

So do you all actually play computer games?

RF: I play more than Fred or Rob.

FF: I play very limitedly. I play *Columns* and I play golf a little bit. In all fairness, with all the buzz words I had to phone up Sega and they sent me the history of Sonic, all about his character and his life, so I read this immense bloody thing like the Magna Carta and got a better idea of the game from that.

RF: If we all hated computer games, if it was a real problem with us, then we wouldn't do it. I bought a Game Gear in '92 I think it was, which I play through a transformer as the batteries run out all the time, and I used to always play *Columns* and *Sonic 2*. I still play *Columns* from time to time...

But none of you have got a console then?

RF: No but we hope we might get one off Sega now.

You want to get Sonic 3 as well at that price?

RF: With *Sonic 2*, I actually started feeling guilty about it because I stopped doing anything else...

FF: I just want to say something about the price, I agree with you because £60 is a lot of money for one game, but if you think that you go to video stores and buy a film for 12 quid, in the first year you might watch that a couple of times, with a Sega game you will play it 30 or 40 times. So in terms of what you get for your money the deal is better by buying a game. It's the same with some albums, I might spend 13 quid on a CD and quite often you don't know what you're getting, you might have just bought it for the one single. I bought that Bjork album, what an awful album. I gave it a real chance, I put it on, left it playing, walked around the house listening to it, and my wife came in and said "Who's this?" It's horrible. So very often you'll pay your 13 quid for a record and just play it once.

RF: I think it's good this pressure on price.

What, you mean pressure to bring it

"We had Meat Loaf at number one for ten weeks, only to have him replaced by another Mr Blobby. It was the year of the fat b***ds!"**

"He's number one, El supremo, Attitude in power sneakers, To be this good just ain't that easy."

down?

RF: No, not necessarily to bring it down, but for Sega and any other company that's involved, same with any commodity, you should always be scrutinised about the price. Particularly when there are only two or three companies who are allowed to run the show. It's inevitable that they are going to be under the microscope and that's not a bad thing, I think Sega can justify their prices, so I'm sure they don't care.

I want to put you on the spot now and ask you: do you think video games are bad for kids? Is all this media attention justified?

RF: I think a lot of it is down to parents who don't understand the games and see a particular kind of game, like the blood extracts from *Mortal Kombat*, which as a parent I would have problems with. But that is nothing like the vast majority of

games. Two of the most popular games for Sega have been *Sonic* and *Ecco The Dolphin*: there's no violence as such in those, no person-to-person violence. The problem, I think, arises when anything becomes obsessional. If a kid can go to school, do some reading, play cricket or soccer as well as playing on a game then that's fine. But, if you get a kid who never ever leaves his room because he can't stop playing, then you have to worry.

FF: But what's the difference, when I was a kid I used to kick a ball against a wall for hours on end. I was transfixed, and from an outsider's point of view...

RF: Your academic career now reflects that.

FF: [laughs] That is true.

RF: Well, that is the point I'm making...

FF: But you have to be very careful, because when Elvis Presley first started shaking his hips in 1957 they wouldn't film him from the waste down because he was too sexy. Then when the Beatles were around they burned their records because John Lennon said they were more popular than God. It doesn't matter what par-

ticular wave happens, somebody will complain about it somewhere along the line and video games are now being complained about but I don't think it's justified.

RF: It's down to parents I think to monitor it, and I think games producers also have a duty to come up with games that are not just entertaining, but are also educational.

FF: It's the same as school. The only good teachers at school were the ones who made it interesting to learn: if they just made you read out of a book it was boring. Another good thing with the genre is that computer games have really improved kids' eye-to-hand coordination.

Finally, leaving video games, what else are Right Said Fred up to at the moment?

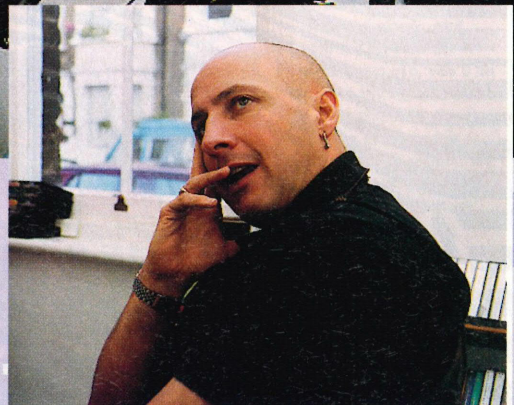
FF: We'll be doing this for the next few months, we've got some promotions to do abroad. Then there's the new album, which hasn't done particularly well, so we're going to remix some tracks off of it, and we've got to go to America in April/May for a few weeks as there's a song off the album that they are quite interested in putting into a Disney movie.

What movie's that?

FF: Blank Cheque.

RF: It's weird. The second album didn't do anywhere as near as well over here as the first one did, but I think in the long run it might end up doing us just as many favours, but in different areas.

On that optimistic note I decided to take my leave of pop's new pioneers of Sonic rock and wondered pensively just what our spiky blue hero would look like if he too decided to shave his head. Deeply drippy I suspect.



MEGA POWER

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reviews

Mega Drive or Mega-CD. Look here first to see if it's on your machine.

A bit of background to familiarise yourself with what sort of game we're reviewing. You're bound to find something here that you didn't already know, so this is the best place to start.



One picture in each review will have numbers scattered over it. Using these, we can go even more in-depth explaining elements of the game. Each number corresponds to a numbered caption near the picture.

For control freaks. A complete run-down of what your joystick functions are in relation to each game.

Percentage, here's the rating we gave it.

We get deep in the pixels of a game and try to convey the action by showing close-ups from the game. Here you could see anything from a series of slams to the demise of General Ortega.

Where applicable, we tell you a bit more about games similar to the one we're reviewing.

Instead of blathering on for thousands of words explaining every single element in the game, we give you pictures instead. After all, a picture tells a thousand words, and with the amount of pictures we use, you'll be getting the equivalent of a magazine's worth of text for every review. Beneath each picture, we tell you exactly what's going on and what we think about it.

Here we give you the hard facts. Read this and the personal comments to get a quick view of the game.



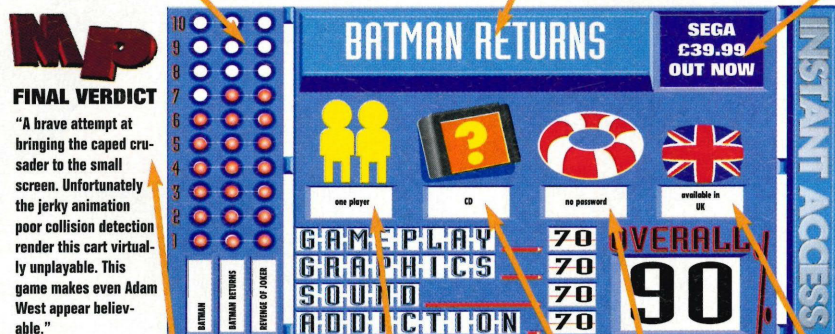
No, we won't be pulling some strange facial expression in the hope that you can work it out (that's so Eighties...). Each picture fulfils two purposes: it tells you who's written the comment, and what they thought of the game. Red (hot!) means "I think the game's great". Green (neutral) says "it was fun, but I wouldn't buy it". Finally, the blue (cold) face says "I wouldn't even recommend this to that annoying kid in MacDonald's". Any game with a blue face on it should be approached with trepidation.

the ratings

A comparison with other games you might consider buying instead.

Game name.

Who it's from, how much it is, and when it's coming out.



A Final verdict from the MPs. This is a conclusive statement based on all of our feelings about the game. You'd be well advised to heed this.

How many players can partake in the action.

How big the cart is (not applicable to CD games).

Where in the world it's available.

If there's a save option, how it works and what it saves.

GAMEPLAY

Takes into account how the game feels. Is it fun to play? Was it difficult to get into? How original is the design?

GRAPHICS

Looks at animation, use of colour, definition, variety and functionality. Ultimately, does it look as good as it should do?

SOUND

Are the tunes and sound effects any good, and, secondly, do they suit the game and build a convincing atmosphere?

ADDITION

Most games are fun initially, but how long will you be playing it? Is it the sort of game you'd play months after buying it?

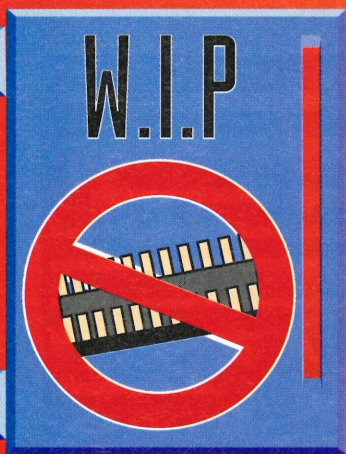
OVERALL

- 0-30% - Don't bother. A load of rubbish and serious damage to street-cred.
- 40-50% - A very risky purchase. Don't blame us if you get a dog.
- 60-80% - A decent game, but may only be suited to certain players.
- 90-100% - Everyone will love this. We'd lash out the cash for it.



THE MEGA BLAST

This is the ultimate accolade any game can receive. Only games that score above 90% are awarded this supreme honour and should definitely be near the top of your shopping list.



RYAN GIGGS!

Being huge football fans, the MEGA POWER crowd found it hard to contain their excitement when they heard that they were to see Ryan Giggs... not the man himself, but Acclaim's new soccer licence.

Acclaim are at present flavour of the month amongst not only the specialist press, but also the consumers. They have made thousands of game fans extremely happy with the launch of the absolutely fabulous *NBA Jam*. If that wasn't enough to titillate us for the moment, they've really got our adrenal glands rushing with the prospect of *Mortal Kombat II* and this game, *Ryan Giggs' Champions*.

For those of you who have been lost in the Jurassic period, Ryan Giggs is the hottest talent to grace the football field since we lost George Best to the demon bottle. The boy wonder, still only 20 years of age, has the world at his feet. The Italians are ready to pay at least £15 million, he graces the cover of many a magazine, and he plays for the finest team presently on show in Europe.

Acclaim are renowned for licensing characters

to star in or just endorse their games. Giggs has chosen the latter, but his prestigious name will only apply in this country. For example, the game will be known as *Paris St Germain* in France, and this will vary according to the European country in question. Effectively Giggs's only input in the game has been to lend his name – he doesn't even appear on the pitch.

Programmed in America by Park Place Productions, *Ryan Giggs' Champions* on first impressions looks like a cross between *Pelé* and *FIFA Soccer*. The on-pitch referee and coloured stars surrounding the controlled players is reminiscent of *FIFA*, while the large gangly sprites are more like the ones in *Pelé*. However, the action is viewed from a higher angle than in those games, with the horizontal pitch scrolling to follow the ball. Like *J League*, a radar scanner is shown on screen

to help you find your team-mates, along with the time and score. Both these displays can be turned off if you prefer.

Before the match, you get to choose between an array of international teams. Puzzlingly, the American programmers have put in a Great Britain team, but have also



A standard throw-in. Use the map (not shown at present) to identify your players: you can choose whether to have the map and time on or off the screen. Personally I found it better to play with the map on screen as it's easier to locate your players for safe passing. The time is not needed as you'll automatically know when it's either half or full time.



Sliding in with a vicious tackle is often the only way to prevent the opposition from scoring. Fouls can be either on or off during a game, but red and yellow cards are not often shown. You have to do something really bad, like kidnap the referee's wife and kids and show them hard videos of Des O' Connor.



Ryan Giggs' Champions features only international teams so choose one of these beauties. The silly American programmers have named the English team Great Britain!



Before the match, select your team formation from 4-3-3, 4-4-2, 4-2-4 or 4-5-1. The goalkeepers can also be modified: choose between automatic, semi or manual.



One of the similarities between this game and *Pelé* is that it's very hard to score goals. But once you have mastered the special moves, you'll find scoring much easier.

CHAMPIONS

A defender is down in the box, but at least the goalkeeper has the ball safely in his arms. Distribution of the ball is an important aspect as it can often lead to a quick break-away goal. On automatic the goalkeepers will distribute the ball poorly, missing golden opportunities to beat the offside trap.



The striker runs towards the goal eager to put his side in the lead. To shoot low or high, hold the D-pad the way you're running or away. Unfortunately there's no aftertouch, so you can't swerve shots.

included sides for Wales and Scotland! You can choose if you want offsides and fouls in the game, then select your formation from 4-4-2, 4-3-3, 4-2-4, and 4-5-1. The goalies are changeable: you can either control them manually or get the computer to take over either fully or partly.

As well as playing exhibition matches, you

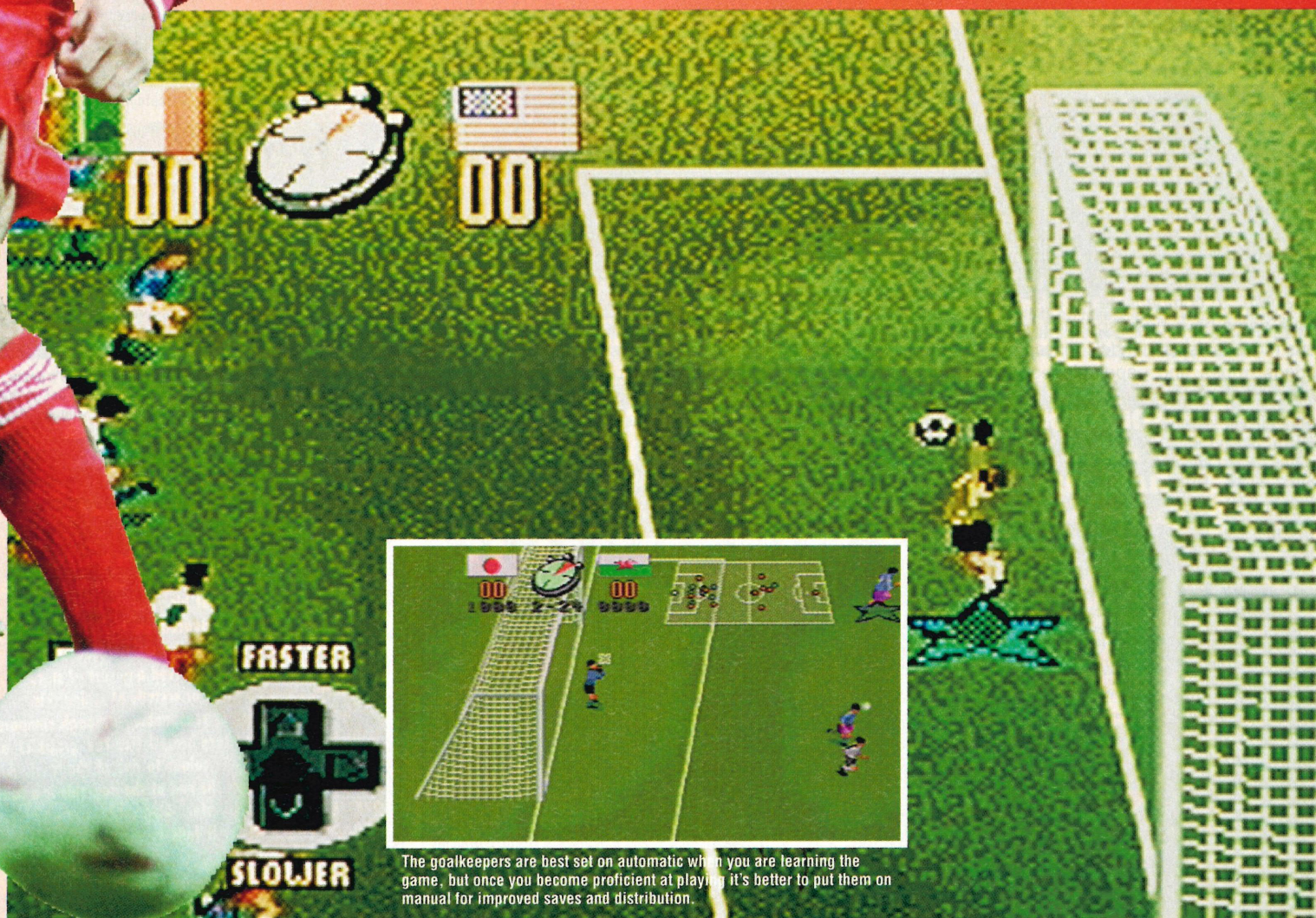
can enter the tournament. This is in the style of the World Cup with six groups of four sides followed by a knockout stage. Passwords are given after every match, so you can always return to the position at which you left – none of that pointless 'play it all over again business'.

However, emphasis has been placed by the programmers on providing us with a game that is not saturated with options. They felt that too many would spoil the game, and this to an extent is often true – it's the gameplay which is important. With *Ryan Giggs' Champions*, the game cannot be mastered in a matter of hours let alone minutes.

The controls are standard. You have the compulsory pass, shoot and tackle, plus special moves like overhead kicks and volleys. You'll need to master the passing and toggling between play-

ers to succeed. Shooting is an aspect that isn't as easy as it looks when done by the computer. To shoot a low shot at goal you need to hold the D-pad away and then fire. Shooting the ball higher requires the D-pad to be pressed forward. Getting the ball off an opponent can be achieved by either simply running into him or with the obligatory slide-tackle. As usual, the latter runs the risk of committing a foul if mistimed, resulting in a free kick or penalty. You might also receive a yellow or red card.

At this stage in development it's difficult to judge how the finished game will look. Currently there are few flaws such as rather jerky animation on the players, a general slowness of the action and perhaps too tricky controls. Hopefully these aspects will be rectified by the time the game hits the shelves in May.



The goalkeepers are best set on automatic when you are learning the game, but once you become proficient at playing it's better to put them on manual for improved saves and distribution.

MEGA POWER

REVIEW

FIDO DIDO

Fido Dido is described as cool, laid back, weird and happy. Steve Bough is described as moody, violent and effeminate. Let's put these two wacky characters together and see what happens...

A mysterious name to most UK dwellers, Kaneko are apparently an up and coming Japanese company. Their success has occurred mainly on PCs and they have grown from strength to strength in the American market. They are now looking to Europe for further potential sales.

Kaneko specialise in licensed characters which are then transferred onto various formats. The first two outings for the Mega Drive have come in the shape of Chester Cheetah and now Fido Dido. For those of you who haven't twigged who Fido Dido is, think of 7-Up. You know, he's the pencil-drawn character, famed not only for the beverage but also his appearance on many a T-shirt.

Turning the character into a computer game posed an initial few problems for Kaneko. The main problem was that Fido was so laid back that he wouldn't run anywhere. To compensate for this, other elements of the game have been speeded up. The obstructions move faster and Fido's movement is aided by springs, ropes and paper planes. There are six levels in this game, followed by a seventh supposedly secret stage.

The scenario is fairly wacky: the artist who draws Fido Dido falls asleep, at which point Fido

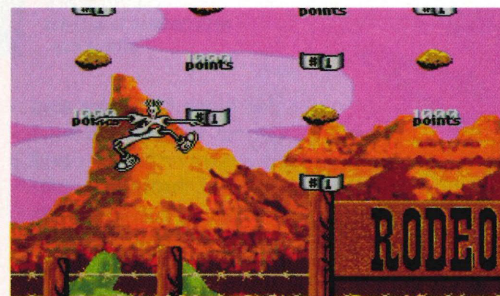
springs to life. Moving around the table, he gets sucked into any item that happens to be near: for the first level he goes into a jar of pencils. The objective here is to save his sister from the flies. It incorporates coffee cups, trap doors and all manner of stationery.

Within each level, there are useful items to collect. Pencils enable Fido to draw blocks to jump on, unicycles help him on tightropes, and bones help him to reconstruct a dinosaur. These are just a few examples of handy objects, alongside the obligatory energy replenishments and extra lives.

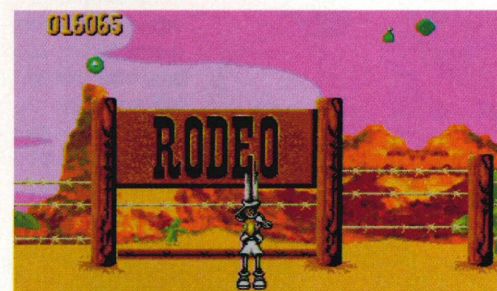
The second level is set in a funfair, where Fido must restore the colour to an otherwise dull environment. The remaining five levels range from dinosaur country to the inside of a Mega Drive where Fido must defeat bugs.

He'll also find himself scrabbling about on the floor to his own personal dream holiday: two weeks half board inside the artist's head.

On each level, a special door takes you to the bonus section, which portrays Fido in three stages of a rodeo. Here he has to jump up from a bolting horse to collect potatoes, shoot thrown bottles with a rifle, and gamble on cards in a risky casino. It's a bizarre sequence in a very strange game. But is it cool?



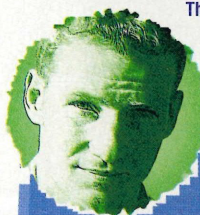
Fido has just been tossed off his horse, and whilst in the air he may as well collect the cash and potatoes that are in suspended animation in the air.



With the potatoes, ram them down the barrel of the gun and shoot the numerous bottles that fly past your head. They then turn into money, which you can gamble in the casino.



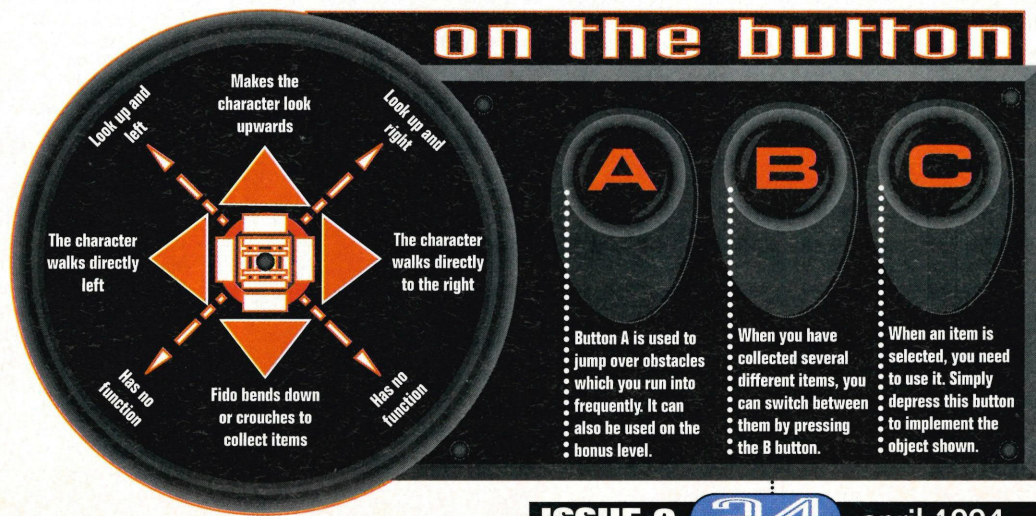
The casino occupied by Fido's uncle Reg. Use your money to bet on that trusty card game of vingt-et-un.



Licensing characters is always risky. When a specific character has been associated with a product for so long, you often feel let down by the transition from TV, or paper, to game. Look at Superman: a fantastic hero throughout his many years in the comics, but as soon as he appeared on the Mega Drive his credibility took a turn for the worse. Fido Dido on the other hand never really achieved any sort of status, so I was neither disappointed or ecstatic at seeing this.

The puzzle solving is reasonable, although compared to Bubba 'N' Stix, very simplistic. The graphics are attractive: restoring the colour to one of the levels does spring to mind. But at the end of the day, this is a fairly average platform/puzzler. Although it'll have you engrossed for a while, it fails to maintain its charm in the long term.

STEVE

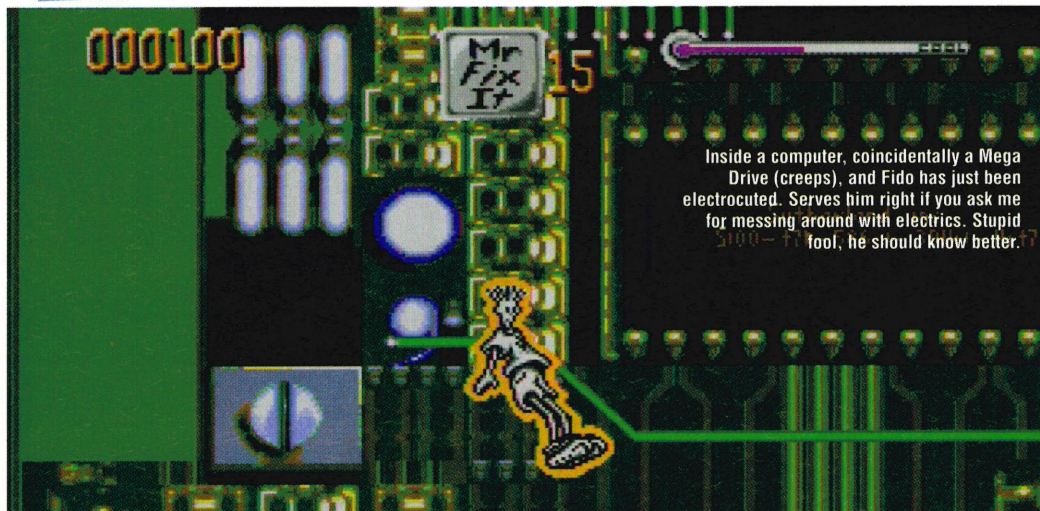




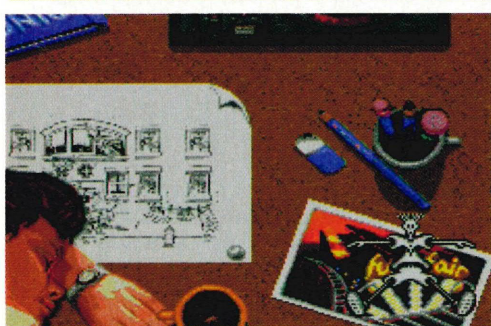
What is this game like? Yes, it's another platformer, but with some very weird aspects. It starts off with a lot of jumping onto pencils and over giant coffee cups, then gets even stranger. Taking a sugar lump to divert the flies buzzing around your sister is one of the most bizarre tasks I've ever had to perform in a video game. Then there's that bonus section: one minute I was jumping around platforms and the next I'm riding a horse in a rodeo. I was even more amazed when this was followed by bottle-shooting and even playing cards in a casino!

So I really appreciated the variety in the game, right? Like hell I did. I hate this game with a passion. Maybe it's the gangly main character who gets on my wick as he jumps jerkily, often getting unavoidably hit by hazards because he lacks the speed and agility to get out of the way. Or maybe it's the surreal themes and stupid puzzles that fail to grab my imagination. Or perhaps it's because this tiresome hotchpotch of ideas is about as slick as a pencil scribble, and as flat as Fido himself.

PHIL



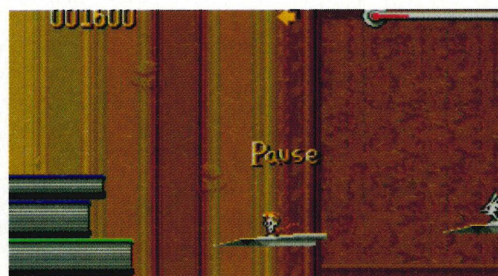
Inside a computer, coincidentally a Mega Drive (creeps), and Fido has just been electrocuted. Serves him right if you ask me for messing around with electrics. Stupid 3000-fu fool, he should know better.



One of the shots from the opening title sequence. The artist has fallen asleep. Fido Dido drifts out of his drawing and gets sucked into the nearest possible object.



A form of rollercoaster with the main replacement being that of a car with a cheap bit of plastic. Anyway, you can collect balloons and colours (needed on level 2) from here.



The idea on this level is to take a ride in the paper plane which will take you and your sister to safety. However, it's not as easy as it sounds, as many puzzles are set to confuse you.



It's impossible to climb over these books. What you must do is collect the gloves, which are located below, and then climb the rope to reach the top of the table and save your sister.

MP

FINAL VERDICT

"Another of those games that falls into the 'could do better' category. For your money, *Fido Dido* gives you attractive graphics, reasonable puzzle-solving, and at most an afternoon's entertainment. Rent, don't buy."

10
9
8
7
6
5
4
3
2
1

BUBBA 'N' STIX
FIDO DIDO
QUACKSHOT

FIDO DIDO

one player

8MBit

passwords given

available in UK

GAMEPLAY	65
GRAPHICS	72
SOUND	61
ADDICTION	58

OVERALL

61

INSTANT ACCESS

april 1994 **25** ISSUE 9

OVERALL %

61

...this tiresome hotchpotch of ideas is about as slick as a pencil scribble

MEGA POWER

REVIEW

NIGEL MANSSELL'S CHAMPIONSHIP

Nigel Mansell, it's fair to say, doesn't possess the most riveting personality, but he's a damn fine racing driver. Steve Bough called in at the pits to review Nige's new game.

Firstly let me tell you that this is an American import game. You might find this fact odd, until you realise just how big Nigel Mansell is in the States. Since his inauguration into Indy Car racing, he has become one of the US's hottest properties. Not only did he leave dear old Blighty as F1 Champion, but he jolly well won the Indy Car Championship at his first attempt. Not a bad year for Nigel, although he will want to forget the horrific crashes that could have taken his life. Mind you, he is one of the best-paid sportsmen in the world, and the advent of a computer game in his honour can only make him richer.

Creators of the game, Gremlin Graphics felt that to release it in the UK would be inappropriate at this time, due to the sheer number of racing rivals around. Instead, they've licensed it to Gametech in the States.

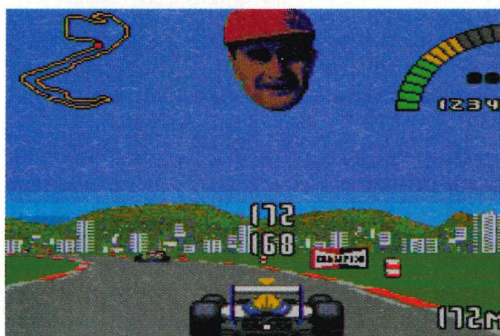
Into the game itself, and one of the first drawbacks you'll notice is that there's no two-player option. Racing games always benefit from having a competitive two-player mode, and it is unfortunate that one wasn't added to this. Putting that aside, the game does still offer an array of challenging gameplay and options.

There are two difficulty levels (rookie and expert) on offer and 16 race circuits: these are the official tracks used in the Formula 1 World Championship, so realistic racing is guaranteed. Choosing your tyres, gear box and aerofoil to suit the track and weather conditions is an important aspect of any race. For example, if it's raining you need to use wet tyres; and if the track has numer-

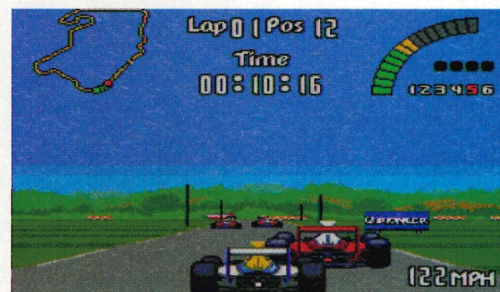
ous corners, you're better off with a high gear ratio. You can select manual gear changes, or opt for the easier automatic.

If you have trouble getting around the circuit, you can always ask our Nige for advice. This comes in the shape of his face appearing at the top of the screen and guidance on the ideal speeds to go round each corner. Get the hang of it and you can set a fast time on the two qualifying laps to earn a better place on the race grid. As well as single races, you can compete in the full 16-race Formula One season. You receive a password after every race, so you can return to your position in the drivers championship.

Can you beat the likes of Ayrton Senna to become F1 World Champion, or will you crash and break your neck? At least you can't get nicked for speeding.



Hello Nigel. The man from the Midlands appears on screen to offer his advice. The two numbers above your car indicate what speed you're doing (top) and what the ideal speed is (bottom).



The counters in the top-right corner indicate which gear you are in, and the revs according to pressure on the accelerator. Go as fast as you can, that's my policy.



Haring round the corner at 167 mph which, although fun, is not the best way to win the race. You need to judge each bend accordingly and use your brakes to avoid drifting out too far.



All the countries that you visit in the world championship. These are the real Formula 1 tracks which gives the game a touch more realism. Some courses are bendier than others.



Pole position on the race grid is what you're aiming for. This entails completing the circuit in the best time possible during the two pre-race qualifying laps.



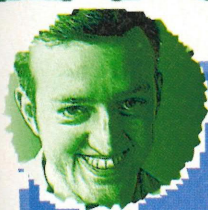
Nigel Mansell's is a reasonably effective racing simulation. The perspective of the car is well positioned, but more thought could have gone into the tracks, such as additional touches like pits and more laps. This could definitely have benefited from a two-player option - it's all very well playing on your own, but imagine the fun you could have playing an opponent.

Otherwise the options are fine, particularly the facility to alter your car to suit the track. Even the circuits are well defined, although more hazards could have been included to make the race that bit harder.

Where the game does suffer is boredom. I found that I'd lost interest by the fourth circuit, which isn't a good sign. It's a reasonable game that isn't offensive, but at 50 pounds I'd rather buy F1.

STEVE

WORLD RACING



Wait a minute, I remember this Gremlin game a while back on the Amiga. It's a bit weird seeing it out on import then, particularly with Nigel still driving his old Williams Formula One car.

Anyway, this is all fairly playable stuff, though it never really gets the adrenaline rushing. On the other hand, it's not that realistic either. Cornering is simply a matter of easing off the throttle till you stop drifting towards the grass — there's no need to take a realistic racing line to maintain exit speed. As long as you avoid spinning off, the main problem is getting past the computer cars. As in Gremlin's Lotus games, you seem to have much more power than the other cars, so it's just a matter of finding the space to overtake.

Probably the best aspect is the inclusion of a full racing season for extra long-term appeal. Nevertheless, I can't see myself playing this dated-looking racer for too long.

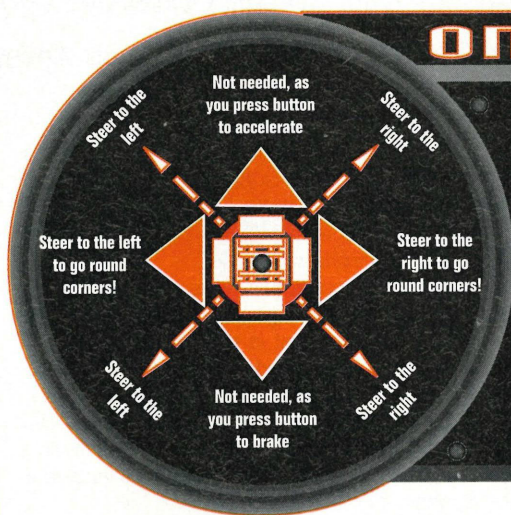
PHIL

...there's no need to take a realistic racing line to maintain exit speed from corners

OVERALL %

61

on the button



This is your brake. You may think that you won't need to use it much, but more fool you. Braking's essential.



Ah, the accelerator, the favourite part of a car for any boy racer, and that includes you. Hit this hard.

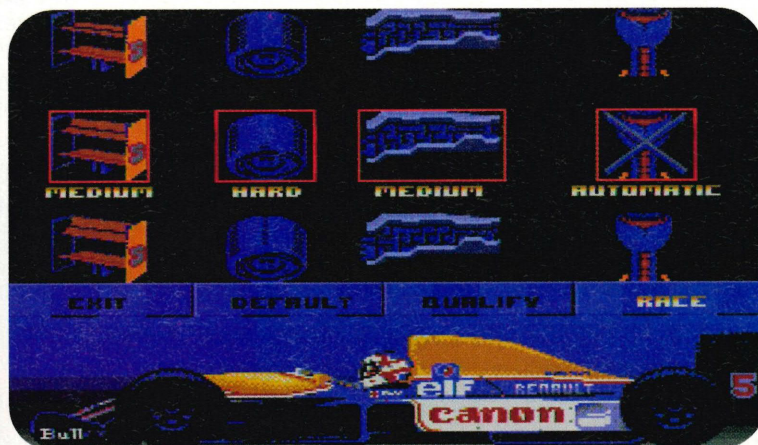


When you go to the options screen, use this to select the different components you require for the car.

FREE WHEELING



On purchasing Nigel Mansell's World Championship Racing you may feel you're not getting the most out of the game. For the ultimate in realism you can purchase the Logic 3 Free Wheel. Retailing at £34.99, which is admittedly expensive, this steering wheel offers realistic racing at your fingertips. The wheel controls your actions on the race track, with buttons for braking and accelerating. The steering is much more responsive and instinctive than on a joystick.



Our Nigel in the pits choosing the best equipment for his car. Choose from tyres (wet, hard and soft), aerofoil (which helps keep the car down) and how to have your gear ratio. Equip the car according to the present weather conditions, eg don't use soft tyres in the wet.

MP FINAL VERDICT

"If you have F1, then I wouldn't buy this. It does offer some reasonable gameplay, and each course is particularly challenging. But at the end of the day the game is about as exciting as a Nigel Mansell interview."

10	●	●	●	●
9	●	●	●	●
8	●	●	●	●
7	●	●	●	●
6	●	●	●	●
5	●	●	●	●
4	●	●	●	●
3	●	●	●	●
2	●	●	●	●
1	●	●	●	●
	F1	NIGEL MANSELL'S	SUPER MONACO GP	

NIGEL MANSELL'S

GAMETECH
£49.99
IMPORT



one player



8Mbit



passwords given



available in
USA

GAMEPLAY	63
GRAPHICS	61
SOUND	56
ADDICTION	58

OVERALL %
61

INSTANT ACCESS

REVIEW

CHESTER CHEETAH'S WILD WILD QUEST

"It's a groove to be on the move" and "Chill is the Pill" are a couple of sayings from Chester's extensive vocabulary. MEGA POWER went ape in the States, chillin' with Chester down town.

Chester Cheetah can only be described as the coolest cat in town. But he's only dog-gone and busted out of the zoo. Desperately in search of Hip City, in *Wild Wild Quest* Chester sets off on an extraordinary adventure.

Unfortunately Chester's escape from the zoo is constantly hindered by 'mean Eugene'. Chester was cruising the streets when Eugene raced out from a speed trap to snap up Chester's map. On stealing the map which enables Chester to visit the places he's always dreamed of, Eugene sped off and scattered bits of the precious map all over the United States. Chester must find all the pieces before Eugene hunts him down. When all ten pieces are collected, Chester will find his way back to Hip City.

Wild Wild Quest is a standard platform adventure where the emphasis is on collecting bonus items, extra lives, points and food, and of course retrieving the scattered map parts. Each level is officially completed when the map piece is collected and the boss has been defeated. If all the correct items are gained and enough cheetah paws are grabbed, then Chester will enter a bonus level where your objective is to collect as many power-ups as you can. Avoiding Eugene's enemies is purely a case of bouncing on their heads. It does sound relatively simple, but when you're confronted by more than one enemy, then the going gets tough.

The tenth level isn't an actual level. By this stage you need to have collected all sections of

the map, and this enables you to take part in the final section, the rally. This has Chester competing against Eugene at a North Carolina race circuit, where hopefully Chester will pull off the race of his life and win his freedom.

Somewhere amongst this rather muddled plot is an environmental message about keeping animals in captivity, but this point is not always obvious in the game. It generally tends to suffer from unchallenging and stifled gameplay, and is in no way helped by the poor sprites and dull levels. Chester Cheetah is a very average platformer that suffers from lack of originality, terrible graphics and total lack of innovation.

It's a shame, because the character Chester Cheetah is very likeable, and you feel he could have offered a great deal more. But yet again we witness a poor attempt by a software company to capitalise on a genre that has already been completely exhausted.



Chester in one of his may cool poses, ponders his next move. He has to jump over these pitchforks and find the other section of the map - needed to finish the level.



The main man Chester Cheetah, "yo Chester, what's happening man?" Without doubt he's a cool-looking dude, so what's he doing appearing in such a naff game?



One of the sequences when Chester dies. This pig-like thug has just landed a large piece of wood on poor Chesty's head. If Chester has no food to replenish his energy, he dies instantly.

MP

FINAL VERDICT

"Unfortunately Chester Cheetah's second adventure is a great pile of codswallop. Not only is the gameplay dreadful, especially the guardians, but the game lacks speed, challenge and personality. Not even worth renting."

CHESTER CHEETAH 2

one player

8Mbit

continues given

available in USA

GAMEPLAY	41
GRAPHICS	39
SOUND	35
ADDICTION	40

OVERALL 41%

KANEKO

£39.95

OUT NOW

CHESTER CHEETAH 1

CHESTER CHEETAH 2

QUACKSHOT

ISSUE 9 **28** **april 1994**

INSTANT ACCESS

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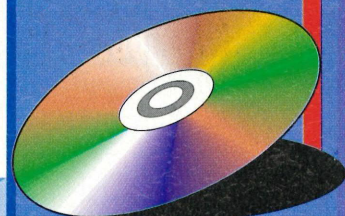


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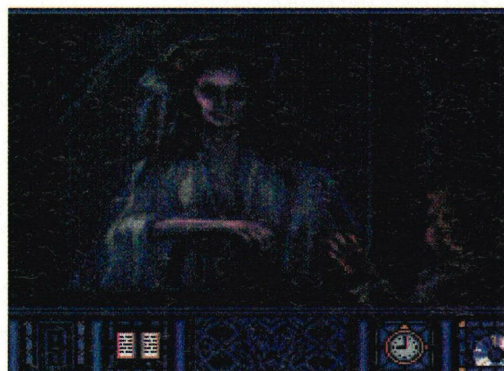


REVIEW



DRACULA UNLEASHED

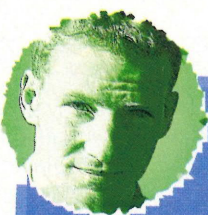
Is any gamesplayer safe now Sega have unleashed Count Dracula onto the Mega-CD? Supersleuth Steve Bough finds out if this is juicy stuff or just another FMV pain in the neck...



The Bloofer lady. She was renowned amongst the children of the day as an evil woman. She would take children, suck their blood and then devour their entrails.



The horse and carriage which Alexander uses for every place you visit. The most humorous aspect is that the cab drivers all speak with phoney Cockney accents that sound absurd.



My main gripe with this genre of games is that once you've finished one, do you ever play it again? I think not. Getting that point out of the way, this game does promise a great deal. Unfortunately, it never quite delivers. The FMV is of high quality, and the interlinking period pictures are a nice touch, but unless you have the stamina of a racehorse it's hard to stay with this game.

Don't get me wrong, the gameplay is very challenging, some of the puzzles are most excellent, and it's always exceedingly difficult to collect clues. The whole package has been wonderfully collated. There is atmosphere in this game, the eerie music and spooky locations adding to the feel. There's also humour: just check out the dreadful ham-acting, especially the transatlantic accents. But if you've just spent £50, I don't think you'd be that happy as the fun won't last that long. You'd be better off renting this for two days for a fiver.

STEVE

About this time last year, Dracula fever was starting to slow down. After the tumultuous success of the Francis Ford Coppola film starring Gary Oldman, Winona Ryder and Anthony Hopkins, everyone had discarded their joke teeth and garlic. Psygnosis tried to capitalise on the success of the film and turned it into a game. Unfortunately it was so bad that it had to be withdrawn from circulation.

Now, Sega of America bring us a completely different style of game with the adventure *Dracula Unleashed*. Deviating slightly from Bram Stoker's original tale of love, the game follows the trail of Alexander Morris. You play this character who has come across from America after the mysterious death of his brother in London. Dracula has been loose in London for a while now, and is claiming victims rapidly. Arriving in London mainly to visit your brother's grave, but also to research a mysterious letter you received from a Romanian priest, only you can stop him.

For those of you who have played *Sherlock Holmes 1* or *2*, this game will seem familiar, in that it involves a search for clues that will eventually lead you to Dracula. These clues are located throughout 13 different locations around London, including King's Cross, Kensington and always ending up at your home in Notting Hill.

To arrive at any location the only mode of transport made available is a horse and carriage. Click on this, then on an address and off you jolly well go. On arriving at your destination, click on the

door and you'll then see an FMV clip.

Now, as is obviously apparent, clues are the essential ingredients in this adventure. You start off with a short list of addresses, each of which holds valuable information to Dracula's location.

Not only does your journal contain these addresses (which increase in number as the game progresses), it's also used to make notes. Any relevant information can be jotted down automatically and used in reference later in the game.

Alongside this, Morris also carries with him a satchel which contains his inventory. Throughout the adventure, you'll come across books, letters, crosses and other important items. By placing an object 'in hand' before entering a location, you can 'use' it there: sometimes this brings up an alternative FMV sequence.

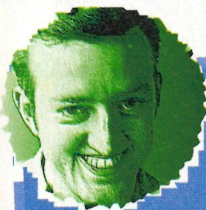
The most important aspect to remember in this game is to check out every location. Clues are often very difficult to find. It may be that you hear just a fragment of information, but this may be vital. Success is often dependent on the time of day, so if you have no luck at a location, return later... things may be different. However, time is of the essence: a designated four days and five nights is all you have to complete your mission.

By far the best Dracula title available, *Dracula Unleashed* will only appeal to adventure fans, as the game can appear slow-paced and massively frustrating. If you can get past the difficult first ten minutes, then you'll be quite happy to sink your teeth into this.



- 1 Horse and carriage. Click on this and it will take you anywhere you wish to go. This appears on every screen.
- 2 The door. Click on it to enter the house and see an FMV sequence. However, you may not always be let in.
- 3 This lets you save your game position. Up to eight saves are allowed. It's worth saving often.
- 4 The all-important journal. You can automatically write your notes in this, along with new addresses.

UNLEASHED



Another day, another FMV game... but at least this one is a bit different from the usual Night Trap variants and shoot-'em-ups. It's more like a proper adventure as you travel round London, meeting colourful characters and collecting useful items. The spooky atmosphere is spoiled by some extraordinary ham acting, including a wooden main character and some hilariously bad Cockneys. The American actors' British accents are extremely dodgy too, especially those of the cab drivers.

Compared to adventures such as Monkey Island, Dracula Unleashes is shallow and linear in format — undoubtedly a consequence of the limited number of FMV sequences. To succeed you have to be in the right place at the right time, sometimes holding the right object. One example of this is when I tried to send a telegram to Van Helsing, but wasn't allowed to (even though the telegraph office was open) until the program deemed it was the right time.

It's quite satisfying when you do bring up the right FMV sequence to receive a clue or object, but the inability to interact properly with characters and explore locations is frustrating.

Dracula Unleashed is amusing for a while, but its inherent FMV limitations soon become apparent.

PHIL

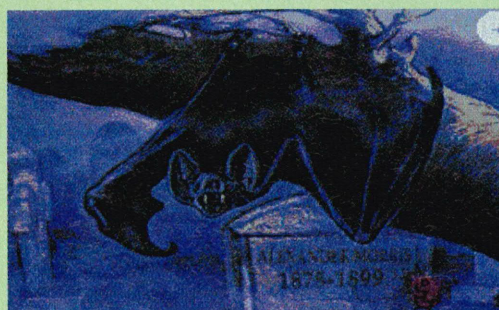
GARLIC BREATH?



The moment before you die, and what a way to go. This was your wife to be, but now she's a vampire. If you don't make enough progress during the day, death awaits you at night.



One thing about this game is that it's very tasteful. These period pictures appear while the next FMV sequence is being accessed from the CD. It all adds to the atmosphere of the game.



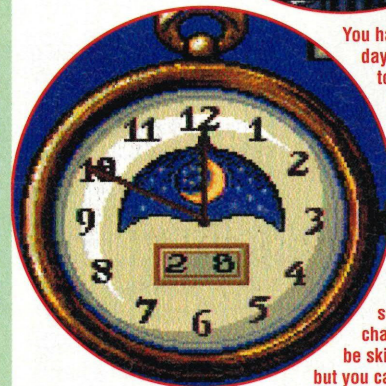
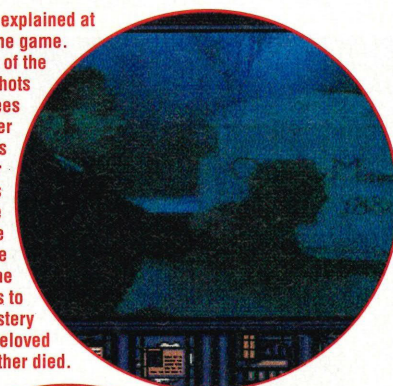
When you die, which is almost inevitable, you'll see your neck punctured by a vampire and then see this screen showing your tombstone. Time to start again.

OVERALL %

71

The story is explained at the start of the game.

This is one of the opening shots which sees Alexander Morris at his brother Quincey's grave. The reason he has come over from the States is to solve the mystery of how his beloved brother died.



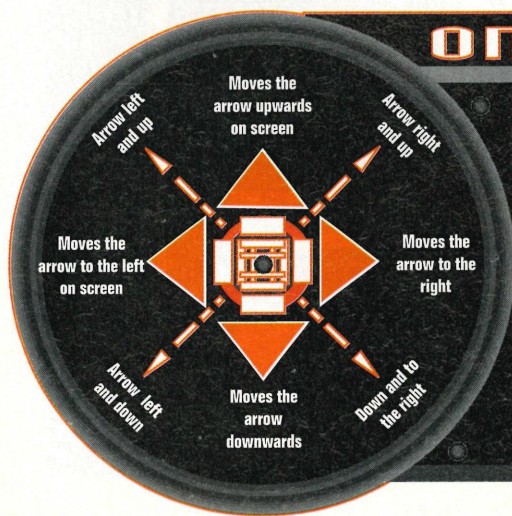
You have exactly four days and five nights to complete this game. If you don't, you die. Time is the key factor in this game. If you go somewhere at the wrong time, then you might miss seeing a character. Time can be skipped forward, but you can't go back.

The spooky atmosphere is spoiled by some extraordinary ham acting



The character Jonathan Harker certainly ain't no Keanu Reeves. This guy is a miserable git who is often reluctant to tell you anything helpful during the game. Fangs a lot, mate!

on the button



A

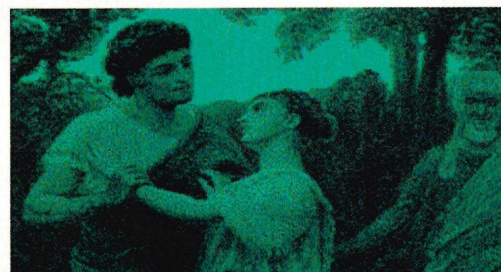
This is the main button. When you want to go anywhere, check the time or see your satchel, use this.

B

Button B is not used within this game. Everything you need is controlled by using the other buttons.

C

Button C puts items to hand in the satchel and is also an exit button, taking you back to the main menu.



More 'period' artwork. Appearing before the next video clip, this will relate to the area you're about to visit. The spooky music that accompanies this is very atmospheric.





In the asylum you'll be confronted by Reinfield. This guy is working for the forces of darkness, ie Dracula, and confronts you with some garbled message. Simply hit him over the head.



Morris's satchel contains all the items that are required for this game. Everytime you collect an item, store it in your satchel for future use.



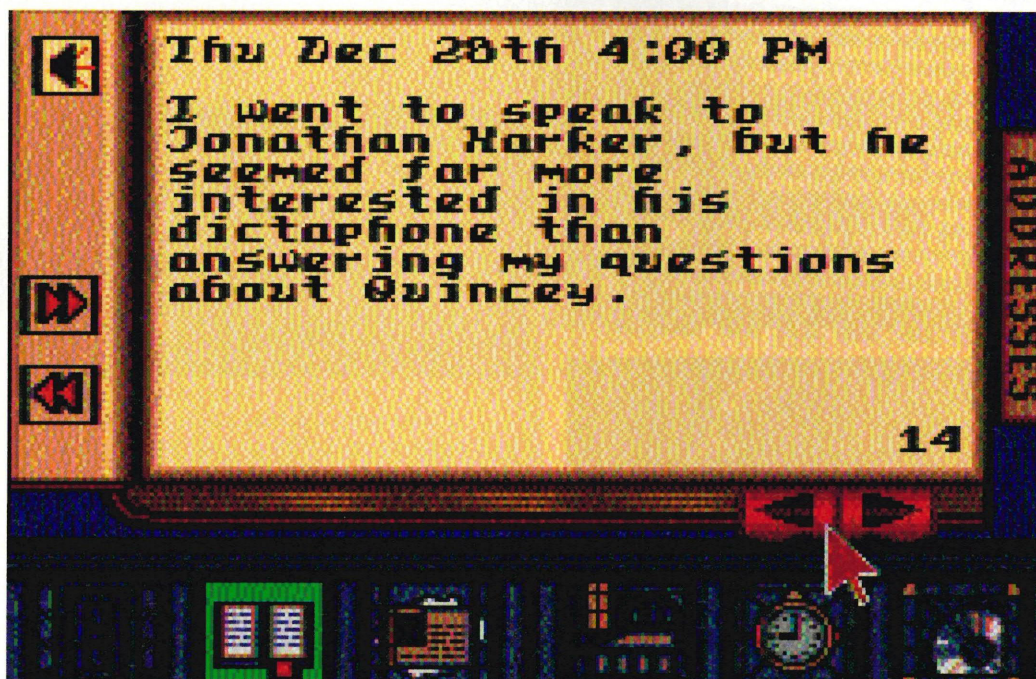
Nope, sorry, but I find these games way too boring. There are some very good pieces of FMV and lots of puzzles to solve along the way but there is no rush of adrenaline. I played and played this CD, just waiting for something exciting to happen; but it didn't. If you liked the Sherlock Holmes games then you'll probably think that this is the greatest thing since sliced bread. Me, I want my Mega-CD to do a little more than provide work for dodgy out of work actors. I think we all know by now that the CD can provide film quality footage and copious amounts of speech; what we don't know is whether this can be incorporated into a half-decent game or not.

If you like your gameplay ponderous and slow and point-and-click is your ideal control method then you'll love Dracula Unleashed. If you like a bit of action on your screen and something that challenges your reflexes... look elsewhere.

DAVE



Alexander Morris at the home of his bride-to-be Annisette. Her father has just died, not in mysterious circumstances as you may imagine, but peacefully in his sleep. Clutched in his hand is a piece of cloth which will come in handy later in the game.

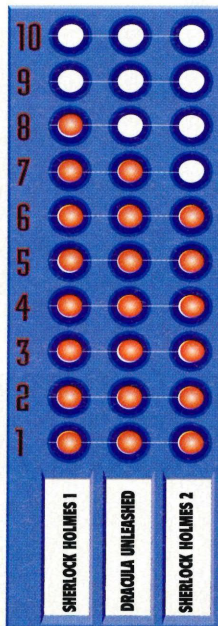


Morris's journal which is where you need to store information that you'll gather from various sources, and addresses that you'll learn. If puzzled by something, return to the journal as it often holds vital clues that are relevant to the case, or more importantly, names.

MP

FINAL VERDICT

"Fans of the *Sherlock Holmes* series will undoubtedly find this game appealing. It does offer a taxing challenge, quality FMV and in-depth puzzles. The downside is that the trial and error required does tend to become tedious."



DRACULA UNLEASHED

SEGA
£49.99
OUT MAR



one player



medium access



battery backup



available in
UK

GAMEPLAY	75
GRAPHICS	72
SOUND	73
ADDITION	67

OVERALL
71

INSTANT ACCESS

AS SEEN
ON TV

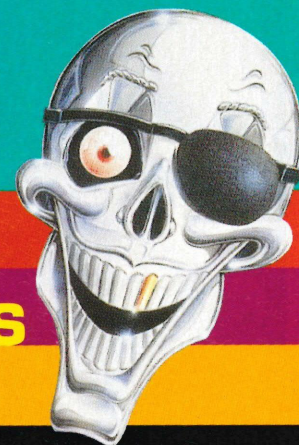
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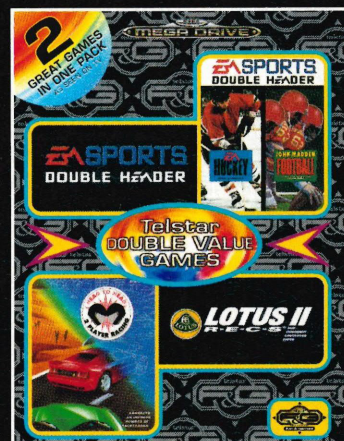
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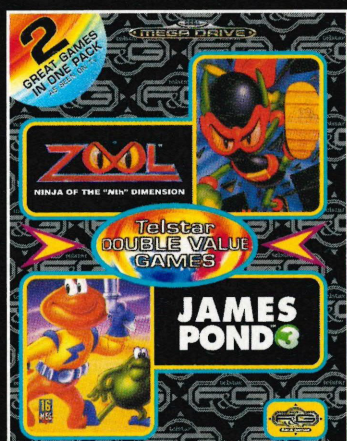
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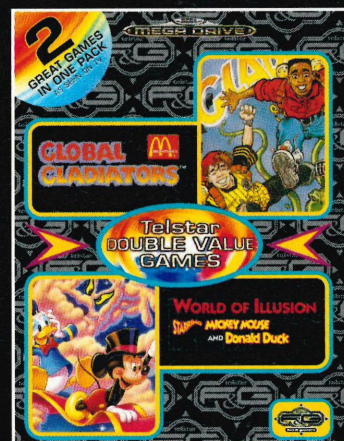
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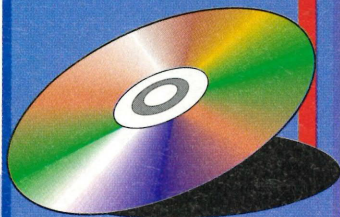
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PREVIEW



HEART OF THE ANOTHER WORLD

The original *Another World* cartridge collected awards galore last year. Now Virgin are offering Mega-CD owners double the fun and more...



Buddy's rifle is exactly the same as Lester's in the first part of the adventure. Holding down fire creates a protective shield, eventually turning into a huge plasma bolt.



Shocking security systems they have in nightclubs these days! There are traps all over this alien prison complex, waiting to fry the heroic Buddy.



Is Buddy answering the call of destiny? Well, there don't seem to be any toilets round here. Come to think of it, when do you ever see a video game character go to the toilet? Amen...

Value for money isn't an aspect normally associated with Mega-CD titles. Many of the Full Motion Video games are shallow and easy to complete, while old carts and computer games are shamelessly ported over with a handful of enhancements. However, with *Another World Part II* Virgin are aiming to give Mega-CD owners two truly epic animated adventures for their money. As well as boasting the usual visual and sonic extras, this CD-only sequel includes the first *Another World* game in its entirety.

You may remember how in the original adventure, you play the role of the young professor Lester Knight Chaykin who is accidentally transported to an alien planet, light years from home. After an impressive 3-D polygon graphics intro, you swim to the surface of a deep alien pool. You then have to leg it across a few screens to evade a sinister Shadow beast that lurks in the background.

Initially you can only run, jump and kick to get past alien guards, but you soon find a strange multi-purpose rifle. Tapping the fire button produces plasma bolts to fry the aliens. Holding down fire creates a temporary shield to protect Lester from enemy shots. Hold the button down even longer and the shield turns into a massive energy bolt to blow through walls and alien shields.

Eventually you encounter a friendly alien whom you release from a prison cell. Aptly called Buddy, he comes to your aid at certain points further on in the game's eight huge levels, eventually helping you to escape...

Role reversal

Of course, you can play through this first adventure on the CD, or if you've already completed it on cart you can go straight onto the second part. Here the roles are reversed as you take over control of Buddy, with Lester helping you out at various

points.

As the sequel adventure begins, Buddy's home village has been taken over by an evil warden who has imprisoned the villagers. By solving many puzzles and surviving shootouts with newly created enemies, Buddy eventually has a confrontation with the prison warden. Just as Buddy is about to bite the dust, Lester returns the life-saving favour of the first adventure and distracts the evil alien, unfortunately getting killed in the process. Buddy goes after the warden to avenge the death of his friend, but not before releasing all the prisoners.

Heart Of The Alien uses the same polygon graphics style and rotoscoped animation seen in the original adventure. It plays similarly too, with the same mixture of brain-bending puzzles and exciting shooting action that worked so well in *Another World*. As before, completing each level earns you a password so you don't have the frustration of repeating earlier stages.

Buddy himself is controlled almost identically to Lester as he walks and runs around, jumping over gaps. He has an identical rifle that fires plasma bolts, creates a shield and the wall-shattering energy blast. He also carries a whip which he wraps around stalactites to swing across large gaps, as well as for whipping enemies if his gun runs out of energy.

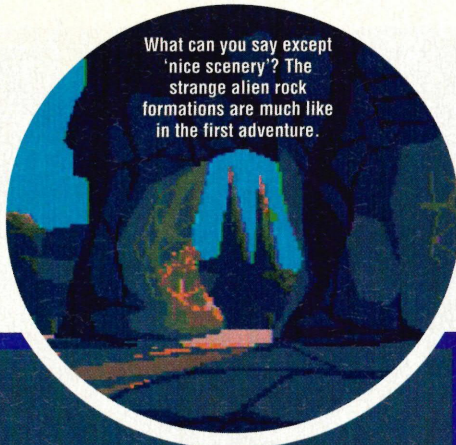
Enhancements for both of the adventures on CD include extra death scenes, a continual audio mix of sound effects, live actors' voices and a completely new musical score. Incidentally, Virgin have no plans to release the second adventure on cartridge.

Currently still under development by Interplay (creators of *The Lost Vikings*), *Another World II* is due to hit the shelves in April. Effectively two massive games in one, it may offer the best value seen so far on the Mega-CD.

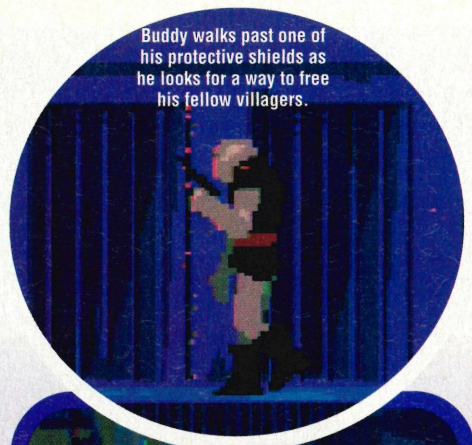


This map of an early part of the second adventure shows Buddy trying to creep past that ominous black beast. Be careful or he'll jump out and get you.

ALIEN WORLD II



What can you say except 'nice scenery'? The strange alien rock formations are much like in the first adventure.



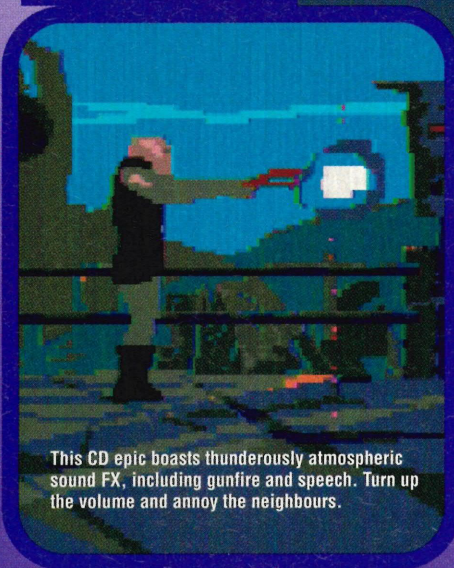
Buddy walks past one of his protective shields as he looks for a way to free his fellow villagers.



Ah, Buddy you're a picture of health. You've never looked better, mate...



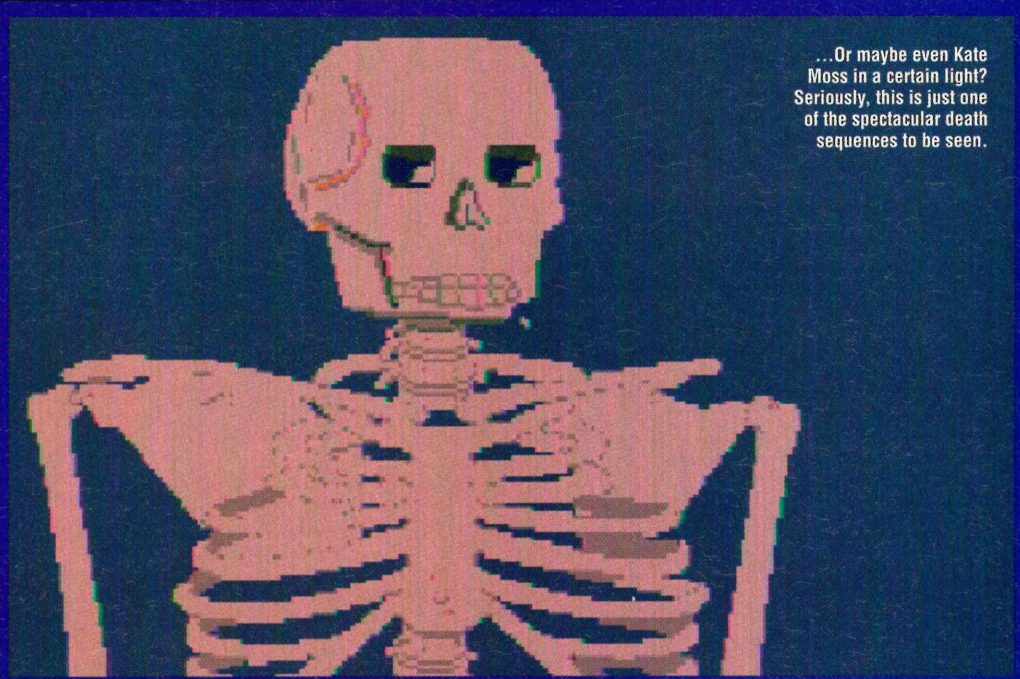
...Uh oh, looks like I spoke too soon. Did anyone ever mistake you for Lena Zavaroni?...



This CD epic boasts thunderously atmospheric sound FX, including gunfire and speech. Turn up the volume and annoy the neighbours.



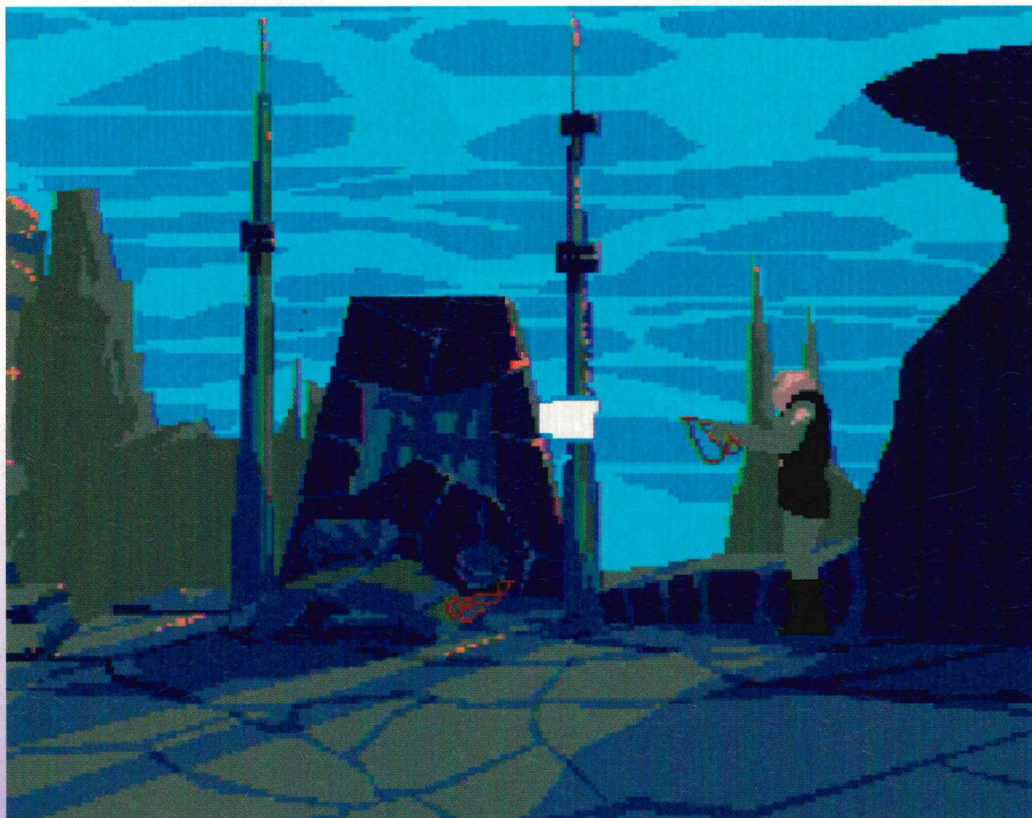
Buddy clutches his trusty whip. He can wrap it round stalactites to swing over gaps too large to jump, or even use it as a weapon if his gun runs out of energy.



...Or maybe even Kate Moss in a certain light? Seriously, this is just one of the spectacular death sequences to be seen.



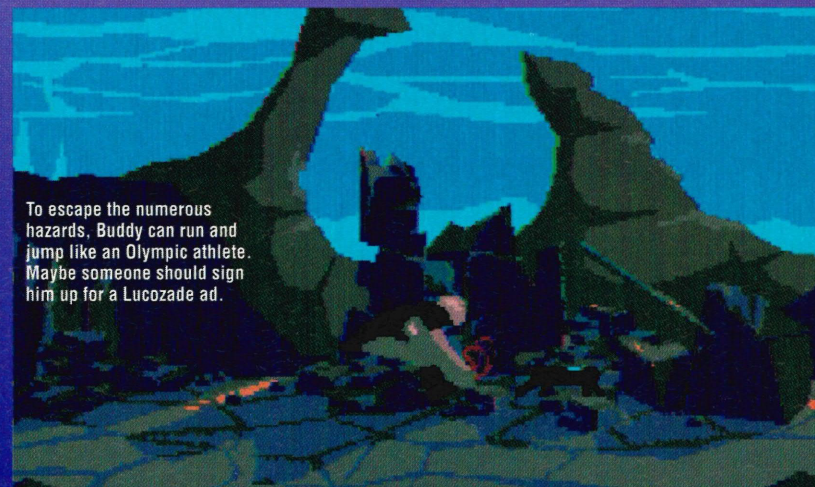
MEGA POWER



Blam! Blam! Buddy tries out his gun at the start of his epic adventure. He needs all the help he can get to free his villagers from that prison, and his old friend Lester turns up now and again to get him out of tight situations.



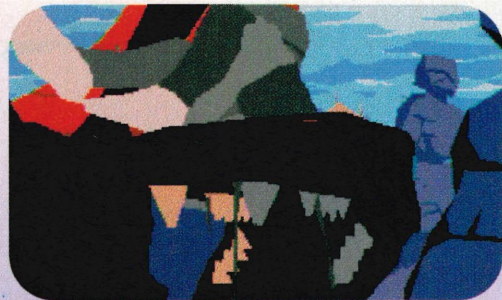
Buddy trudges up a slippery underground slope. Not far to go now... there's a lift at the top of this section. Let's just hope it's not as wacky as the antique Porgun elevator which keeps on breaking down!



To escape the numerous hazards, Buddy can run and jump like an Olympic athlete. Maybe someone should sign him up for a Lucozade ad.



As the second adventure begins, an animated sequence shows Buddy riding this strange winged beast. It looks really impressive when you see it moving.



A close-up of the winged beast as Buddy lands on the planet. It looks scary, but this weird creature is on your side so it's hardly going to hurt you.



Buddy dismounts from his winged steed, carrying the body of his human friend Lester. Is he dead? Find out in the second gripping episode of *Another World*...



A scene from the moody game intro shows the aliens going about their daily business. This is the fearsome-looking prison where Buddy's friends are held.

HEART OF THE ALIEN: ANOTHER WORLD II



one player



quick access



passwords

**VIRGIN
ETBA
OUT APR**

Information

(081) 9602255

SO FAR...

finished

early days

0-90

ANTICIPATION

0

JUNGLE BOOK

PREVIEW



After the sneak preview in our November issue, we venture back into the jungle to see how Virgin's latest Disney licence is shaping up...



"Ooh, ooh, ooh, I wanna be like yoo-oo-oo!" Mowgli encounters one of many banana-throwing monkeys. Quick, chuck a banana at him before he does the same to you.

One of the biggest improvements since we last saw the game is in the character animations. As with *Aladdin*, these have been created using experienced Disney animators whose pencil sketches are scanned into a computer system to be tweaked and coloured. With the large number of frames used, this results in incredibly smooth character movement. In fact, if anything, the hero Mowgli looks even better than *Aladdin* did, probably due to his extra charisma. He moves very realistically as he climbs and swings on vines, and if you stop moving for a second he'll even juggle bananas or balance one on his nose!

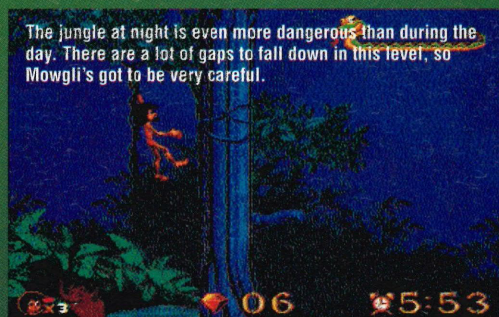
As for game-play, the platform action is shaping up very well too. Mowgli ventures through 12 main levels in his quest to return to the man village on the other side of the jungle. The scrolling levels are pretty large, but effectively made even bigger by the way you often have to circle round to get to certain platforms to collect the gems needed for completion. Working against the clock, Mowgli faces plentiful hostile creatures, ranging from fruit-throwing chimps to armadillos which roll up into a ball - deflecting the bananas which Mowgli throws at them.

Later levels are very diverse, including one where Mowgli has to climb up the branches of a tall tree and another where he rides on the backs of elephants. Of course, at certain points he also gets to meet the main animal characters of the film, including the orang-utan King Louie, tiger Shere Khan and bear Baloo, on whose stomach Mowgli rides down the river.

With classic songs from the film accompanying its graphically gorgeous levels, *The Jungle Book* should have gamers swinging through the treetops with joy when it emerges from the dense undergrowth this summer.



Wheahhh! Mowgli falls to the bottom of Louie's ruined temple. Snakes are hidden in the undergrowth, springing Mowgli upwards when he steps on them.



The jungle at night is even more dangerous than during the day. There are a lot of gaps to fall down in this level, so Mowgli's got to be very careful.



If you don't move him for a while, a bored Mowgli juggles bananas or balances one on his nose. The little elephant is a restart point, planting his red flag down when you pass him.



THE JUNGLE BOOK

one player

16Mbit

continues given

**VIRGIN
£TBA
OUT JULY**

Information
(081) 9602255

SO FAR... finished

early days

ANTICIPATION

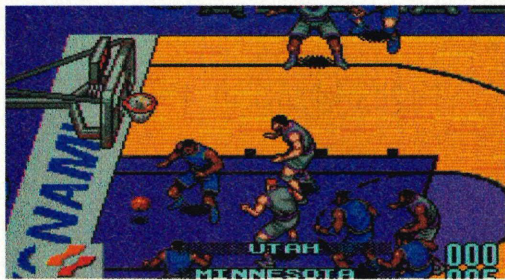
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REVIEW

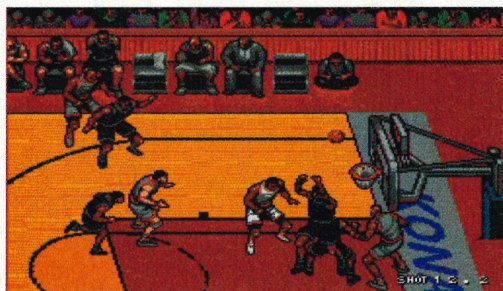


HYPERDUNK

After last month's threesome, Hyperdunk is yet another basketball sim aiming to score big hoops. Steve Bough slipped on his vest and raced out onto the court. Boom! Shakka-Lakka!



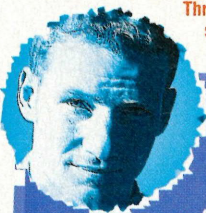
Crowding around the basket in the hope that the ball will fall to the correct player. With the start of the second quarter, it's valuable that Utah accumulate some much needed points.



Tossing the ball into the air for two points. But, where is the defence? Playing this game you'll realise how important it is to have a solid defensive system: it's the only way to win games.



Three players in a row all hoping to either score or block a basket. This could be a good opportunity for a steal.



Maybe I shouldn't have played NBA Jam. It was so playable that it raised my expectations for the other basketball games to come — unfortunately they weren't up to the same high standard.

Hyperdunk is the worst of the four that I have seen of late. The controls are dreadful, particularly when the ball is loose and you're trying to get your player to it — he moves so slowly. The dunking is terrible, no special dunks, even the standard dunks wriggle round the rim... how boring. Let me talk about the atmosphere, oh sorry, I forgot... there is no atmosphere, just a few lame samples. So what if there are variable modes of play? If the gameplay is useless you don't feel like playing any further. So what if there's an eight player option? You'd be lucky finding one more player to play this, let alone eight. Overall, don't even rent this, let alone buy it. This game sucks!

STEVE

Hyperdunk is the fourth basketball simulation that we at MEGA POWER have reviewed in the last month. It is a difficult time for such a game to appear, as the competition is extremely tough. Inevitably comparisons are going to be drawn with the other games presently available, including the spectacular NBA Jam.

Playing on standard indoor courts, Hyperdunk uses five-man teams, with opportunities for substitutions when you call time-outs. It also features out-of-bounds and shot-clock violations, along with penalty shots for those of you who like to foul on court. So for all those sticklers to rules, you'll be happy to know that this game complies with all of them, unlike NBA Jam.

There are 16 NBA-style teams (not the official ones) and lots of play options to choose from. The solo Play-off mode is an eight-team knockout, with each match a best of five series. Exhibition mode is

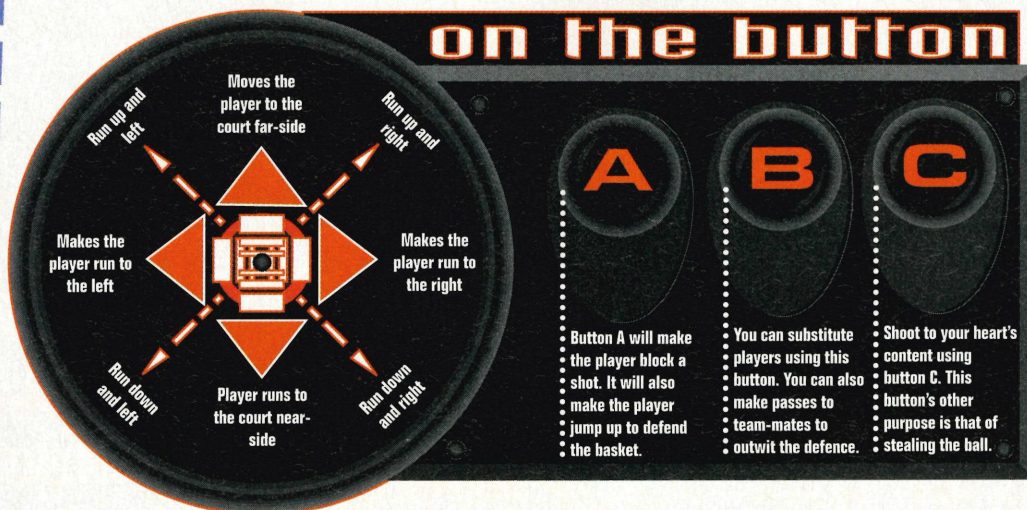
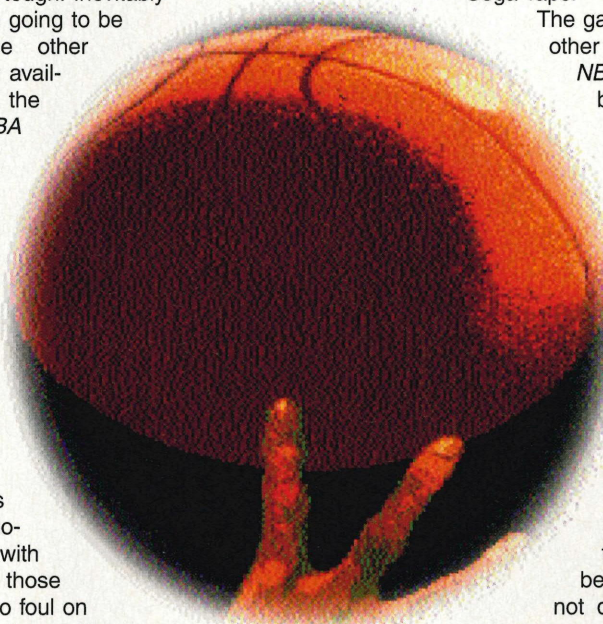
the standard friendly match where you can either play the computer or take on another human opponent. Finally in Multiplay you can have up to eight human players, providing you have two Sega Taps.

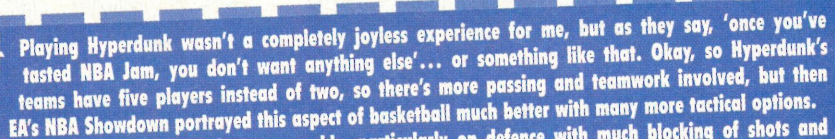
The game controls are similar to other basketball sims. Unlike NBA Jam there is no turbo button for an extra burst of speed, but some players are faster than others.

Although called Hyperdunk, the best dunk the player can do is a straightforward slam, so if you were hoping to see your player fly off the screen you'll be disappointed. However, you can still pass, steal, jump and block.


As there are five players on the court at one time, you'll need to toggle between them. Often you're not quick enough and this is how you concede a majority of your points.

The game is relatively easy to pick up and play straight away, and includes plenty of options. But is Hyperdunk just hype, or is it actually any good? Trying to compete one-on-one with NBA Jam or even NBA Showdown isn't going to be easy...



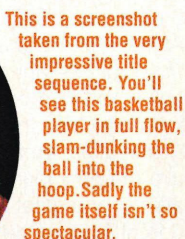


On court, Hyperdunk plays reasonably, particularly on defence with much blocking of shots and interceptions possible. But it all looks so tatty compared to the other recent basketball sims. For some reason, the player sprites have a strange hunched appearance and suffer from flicker. Soundwise it's not too bad, with the usual crowd cheering, some sampled FX and the odd bit of garbled speech. Somehow it all seems so dated, though; it looks like one of those old basketball games on the NES. And with the tough standard of competition available, this just isn't good enough. Either buy NBA Jam or NBA Showdown, but don't buy this.

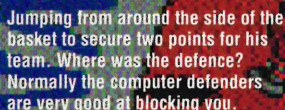
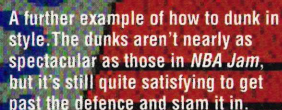
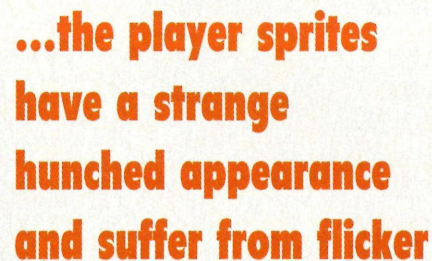


OVERALL%

60



The very start of the match. The ball is thrown into the air, so it's important that you are the person who gets to it first. Time your jump right to tip the ball back to a team-mate.



Slamming a basket for a delicious two points. It's often worth trying for the more difficult three pointers.



Three-pointers are hard to score in this game, as not only do you often miss, but you'll also get constantly hassled. So it's better to settle for the trusty two.

FINAL VERDICT

"In hindsight, I'm sure Konami will wish that they had released this before *NBA Jam*, but it's too late. Although permitting eight players, *Hyperdunk* isn't in the same league. It lacks not only in gameplay, but also atmosphere."

10

9

8

7

6

5

4

3

2

1

1-8 players

3Mbit

playoff codes

available in UK

GAMEPLAY

GRAPHICS

SOUND

ADDICTION

59

60

57

60

OVERALL

60

SEGA

£39.99

OUT NOW

INSTANT ACCESS

REVIEW



PRO MOVES SOCCER

MEGA POWER donned their white shirts and ran out onto the pitch to face the latest soccer simulation from America.

Pro Moves Soccer is a game that surprisingly has been programmed by Americans. With the World Cup fast approaching, we suppose they do need to show a marked interest into what is quite obviously not their sporting forte. It's also the debut cart of Asciiware, makers of fine joypads, who are hoping that they will be able to attract a substantial slice of the European market alongside their own.

Over here in England we know a thing or two about football simulations. Most games never come up to scratch and are then left at the mercy of people like us. *Pro Moves Soccer* (and we'll get

this out of the way now) is certainly no *FIFA* or *J League*. The game bears a striking resemblance to that other 'classic' *Pelé*, in that it features appalling gameplay!

At first it all looks rather good, with reasonably defined sprites and an encouraging amount of options. You can play in an eight-nation cup or the World Cup, there's an exhibition mode to play friendlies, and even a training mode where you're the only team on the pitch. Well, sorry to shatter your premature illusions, but this all just a sad front for a game that looks okay, but has as much depth as *East 17*.

The game control is dreadful, the players often reacting far too slowly to goal opportunities. Toggling between players is straightforward, but mastering the kicks is a complete pain in the butt. Beat-'em-up-style special moves for the players have been added. By pressing various combinations of buttons and direction, you can make your little man perform a rainbow kick (an overhead, trust the Yanks), headers, turbo speed and amongst others, no-look passes (eh?).

The irony is that despite all these fancy moves, it's almost impossible to score past the incredibly fast and agile computer goalkeepers – and when you do, it's more due to luck than skill. If this wasn't bad enough, the game is full of glitches: the on-screen ref often gives a yellow card to one player and then awards the free kick to his side! Mind you, the free kicks are a waste of time, merely resulting in an automatic pass to a nearby player.

Pro Soccer Moves may appeal to the uneducated Americans, but European football fans will find this game laughable. If this is any indication of how the Yanks are going to run the World Cup finals, maybe it's just as well no British teams made it there!



The 3-D scene for a penalty looks neat, but it's extremely hard to beat the goalie.



The overhead perspective is very good, and on first impressions the game looks excellent. Unfortunately, once you start playing, it proves to be no fun at all. You just can't score!

MP FINAL VERDICT

"Asciiware's first venture into games has at best shown what not to do with a football simulation. Although this looks very good, the actual gameplay is dreadful, and you'll soon find yourself reaching for the off button. Appalling."

10

9

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1

PELE

PRO MOVES SOCCER

J LEAGUE

PRO MOVES SOCCER

1-2 players

8Mbit

passwords given

available in USA

GAMEPLAY

GRAPHICS

SOUND

ADDICTION

37

40

35

36

OVERALL

39%

INSTANT ACCESS

SEGA

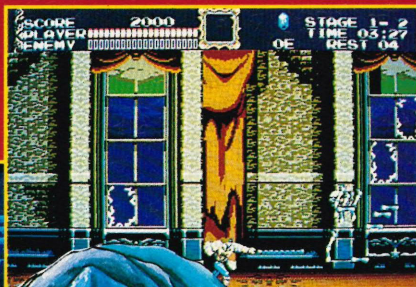
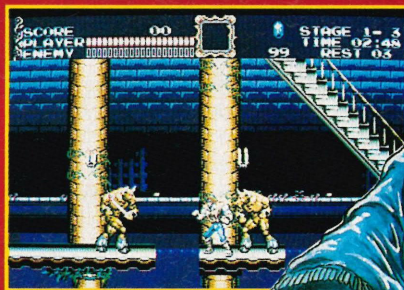
MEGA DRIVE

A spine tingling, blood curdling 6
level living nightmare from hell.



Castlevania®

The New Generation



As John Morris the whip
wielding vampire hunter,
or Eric Lecarde, master
lanceman, you'll chase
the demonic vampiress
Countess Bartley across
Europe to prevent her
resurrecting the master of
all evil - Count Dracula.



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

PREVIEW

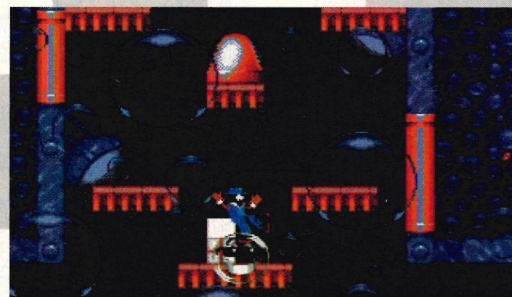
MADNESS-HO

The MEGA POWER team are all old enough to remember the Nutty Boyz, so they were happy as Larry to drown out Bournemouth with their appalling rendition of 'Return of the Los Palmas Seven'.

Unbeknown to many a Mega Drive owner, Gremlin Graphics have been around for quite a while. They first came to fame in the early Eighties with a simple platform game called *Wanted: Monty Mole* on the then-flourishing 8-bit computers. Released at the time of the big miners' strike, it featured a 'scab' mole going down the mines to collect coal, facing such dangers as a giant Arthur Scargill caricature. To somewhat make amends, for every copy of the game sold, 5p was donated to the NUM!

From those early days, Gremlin have come a long way, with a succession of hits on various computer formats. One of the most notable was *Lotus Esprit Turbo Challenge*, a compulsive split-screen racer (the Mega Drive game was really a conversion of its sequel). More recently, the colourful platform romp *Zool* zoomed to number one in the computer charts and was subsequently converted to Mega Drive last year.

Since then, Gremlin have been beaver away, and now bring us their latest MD game, *Madness - House of Fun* ... what a mouthful! It's being programmed by the same team who created the successful *Harlequin* platform game on the Amiga. The Warp Factory, as they're known, have been working in collaboration with Madness. Well, we say Madness but the main input has been from the Nutty dancer from the band, Chas Smash - on whom the main character sprite, Nutz, has been based. The game's soundtrack consists purely of Madness records. All the old favourites are there:



By pressing button C twice you'll access this bubble which comes in handy if your way down looks rocky. It can also be useful in midair in order to drift slowly to earth.

House Of Fun, Embarrassment, One Step Beyond and Night Boat To Cairo. You'll probably find yourself, as we did, singing along to all your favourite tunes as you try desperately to remember the words!

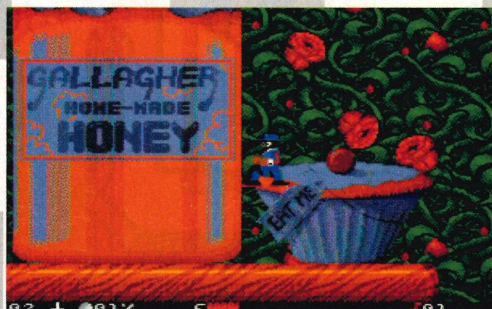
Big bananas

Madness - House Of Fun comprises over 15 large levels, each with sections that must be completed in order to finish the level correctly. Your main objective in this game is to find and pull the levers to switch on the light bulbs which appear above Nutz's head. Musical notes also need collecting, and of course there are a crazy amount of enemies and guardians to overcome.

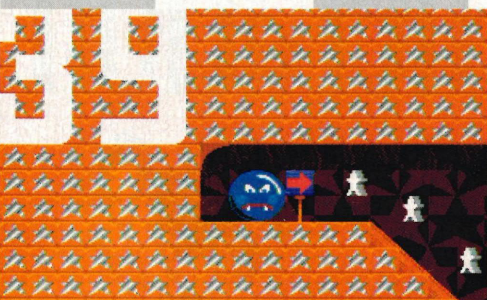
The game has obviously been designed to appear as zany as possible, and to a great extent the programmers have achieved their objective. The levels are certainly very diverse, with constant changes in foregrounds and backgrounds rapidly changing your perception of the game.

Even the puzzle element is one of huge fun: clues are given if you're stuck, as are arrows to help you with your direction (reminiscent of *Zool*). If you stand still when you see a question mark, you'll be assisted by a one-line caption. Items can be collected throughout your adventure, as can energy which comes in the form of burgers. The game poses a real challenge, and with delightful Madness tunes plinking away in the background you'll find that, like Chas, you've slipped into that zany world.

The game is currently having the final touches applied. The release date looks set to be in June, and with promotion that the band themselves can stir up, it looks as though Gremlin have a success on their hands. Inevitable really when you remember back to those days of Pork Pies, Harrington Jackets and Crombies...



Chas standing next to a rather large honey pot. You can see how small the sprite is from this shot, but in no way does this affect the gameplay. There's plenty of puzzle-solving to be done from this position: do you eat that cake or not, or should you just jump over it? The choice is yours.



The bonus level which only appears if you have completed the level correctly. You play the part of the bowling ball and you have precisely 40 seconds in order to collect all the stars and gain your bonus. It's easier said than done as there are many obstacles in your way which distract you from the path.



These trees look really happy. Maybe they're on for royalties or something. On this stage you need to go up into the tree-tops as you'll find many bonuses and levers which need switching.

HOUSE OF FUN



Sega get absolutely everywhere. Is there really any need to see their corporate logo in this picture? I think not! Here Chas is looking lost amongst a world of TVs.

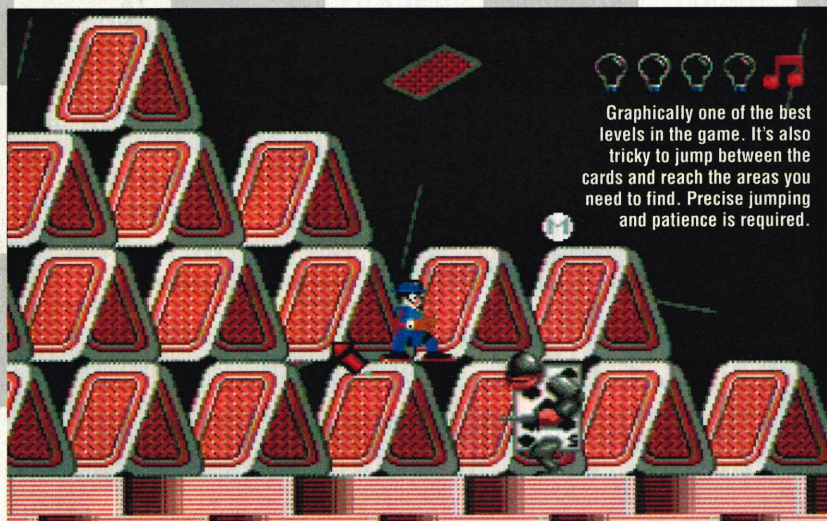


Bounce off this guy's hands to reach the area which you need to find. That is the lever of course.

The sprite of Chas Smash from Madness, although for this game he is known as Nutz.



Wriggling through the sewers is something that you'll have to do so you can reach other sections of the game. This is the only way to proceed to the levers on this level.



Graphically one of the best levels in the game. It's also tricky to jump between the cards and reach the areas you need to find. Precise jumping and patience is required.

MADNESS MADNESS THEY CALL IT MADNESS

After the punk revolution, and before the New Romantics hit the scene, there was an interlude of about three years when the main songs that you heard pumping out of your radio or at the local disco were Two Tone records. Bands like The Selector, The Specials and Madness all came to the forefront of British 'ska' music at the time.

Madness were rated alongside The Specials as the biggest band around. Their Cockney faces were cherished on Top Of The Pops, Smash Hits and NME for years to come. They had a string of hits, including their number one in 1982, House Of Fun which contained then-controversial lyrics about contraception (how times have changed). Songs such as Baggy Trousers, Our House, My Girl and It Must be Love gave the band a lifestyle that we all dream of.

Unfortunately the band drifted apart around 1984, when the country was swept away by Simon Le Bon and friends, but that wasn't the end of Madness. Lead singer Suggs went on to collaborate with the Farm, and the drummer Woody went on to join Voice Of The Beehive. They remained friends and after the release of a greatest hits album in 1992, the band played a one-off concert at Finsbury Park in London, aptly titled 'Madstock'. The concert was a huge success and brought Madness to a wider audience of young and old. It's hard to put a finger on their recipe for success, but our guess is that it was that tried and tested main course of damn fine records.



MADNESS-HOUSE OF FUN

one player

8Mbit

continues given

**GREMLIN
£TBA
OUT JUNE**

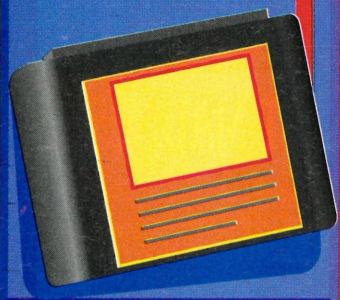
Information
(0742) 753423

SO FAR... finished

early days 0-90

ANTICIPATION 0-90

PREVIEW

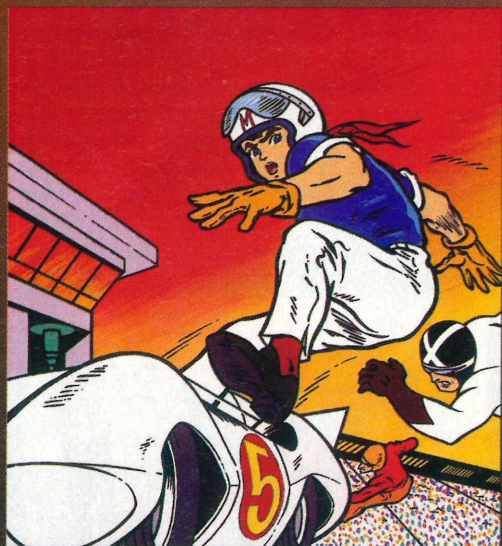


SPEED RACER- THE CHALLENGE OF RACER X

The MEGA POWER pit crew fitted go-faster stripes and a shiny black spoiler to the office hire car for Accolade's new motor-thrashing racing game...



A high-speed race is in progress and there are hazards galore. Driving your Mach 5 you'll need to avoid villains, obstacles and the very dangerous Racer X



Artwork showing the main man. Speed Racer is a huge success in the States, and Accolade are hoping that this cartoon character will achieve the same impact over here.

After licensing sporting stars such as Brett Hull, Charles Barkley and Pelé, Accolade have turned to the small screen for their latest game hero. He's the eponymous star of the hugely successful cartoon *Speed Racer*. This long-running American series may not be familiar to most British viewers as it hasn't yet been shown on mainstream TV here, although it is available on the satellite Nickelodeon channel. The cartoon started way back in the hedonistic days of love and drugs in 1967, became an instant American TV hit and over the years has attracted more than 40 million viewers.

Speed Racer himself is an animated teenage racing driver, and the cartoon shows his exploits on and off the race track. In the game he's accompanied by many of the main characters from the series. Featured are Speed's girlfriend Trixie, his little brother Spridle, his father Pops (designer of his amazing car) and the mysterious Racer X. Unbeknown to Speed Racer, Racer X is actually his older brother Rex Racer. Speed recognises X only as his greatest competitor and secret protector – in reality, X must keep his identity under wraps as he is now working undercover as an Interpol agent.

The game is of course about racing, mainly driving the Mach 5, Speed's beloved race car. You can choose to race as either Speed, or Racer X in his Formula 1 car. It will be an effective test of your driving skills as the game has seven progressively difficult levels, each comprising six equally tricky tracks. The 42 legs have various themes, all taken from episodes of the original series. There's Danger Pass, the Snake Track and Valley Of Destruction to name but a few. Also encompassed is a split-screen mode which will let the player race head-to-head against a friend.

Alongside the two main characters you'll have to battle it out with 16 villainous racers such as

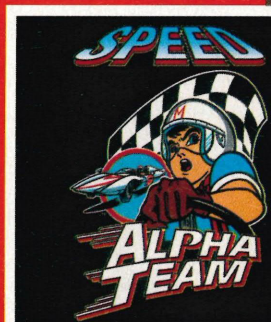
Captain Terror, Snake Oiler and the Gang of Assassins. Do not fear though, as Speed Racer's Mach 5 can be modified using various gadgets seen in the cartoon. There's a canopy to protect the car from ricocheting bullets, gripper tyres which are useful on oil slicks or slippery corners, and chopper blades so you can mow down opponents and chop through obstacles.

During each of the races, animated faces of the Racer family appear on screen, shouting advice and giving words of encouragement. They are also accompanied by many of the villains who love to taunt you.

Transition from a cartoon to video game is usually a reasonably smooth process, as a lot of the original animation has been done for the programmers. Due for release this April, *Speed Racer* is looking pretty flashy already and we can't wait to push the pedal to the metal in the finished game. As the catchy theme tune goes, "Here he comes, here comes Speed Racer!"

CD SOUNDTRACK

In addition to the game, a CD featuring music from *Speed Racer* is to be released, containing three mixes of the cartoon theme tune. It starts with a club mix which is a commercialised dance version, followed closely by the radio edit which is exactly that... four minutes hopefully destined for the airwaves. Finally, there's a banging hardcore version, so all needs are catered for. The disc will be available in record shops soon for all rockin' racers.



These faces appear throughout the game and either advise you on race strategies or, if villains, hurl abuse at you and give misinformation. The game combines normal race circuits with a cartoon-style Wacky race syndrome, which not only adds humour, but also makes the game great fun to play. But you do need to drive carefully.

SPEED RACER- THE CHALLENGE OF RACER X



1-2 players



16Mbit



passwords available

**ACCOLADE
ETBA
OUT APRIL
Information**
(081) 8770880

SO FAR...

early days

ANTICIPATION

finished

90

0-90-



Our goofy hero and his friend - an intelligent alien stick - have crash-landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use Stix in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this multi-directional scrolling puzzle.



REVIEW

BUBBA 'N'

Yet another platform adventure hits the Mega Drive, but before he could doze off, Phil King was prodded into action by one man and his stick...



This scrolling scene tells you which part of this alien world you're about to enter. The five large levels take you from the spooky forest to the busy space port.



Boing, boing, boing... this bouncy alien is needed to spring up to that sliding purple platform above. You had to knock the poor chap into that hole with your baseball bat first, though.

Core Design's latest game tells the amazing story of Bubba, an ordinary delivery man who finds himself in a truly extraordinary adventure. He's driving along on a typical working day, when all of a sudden his van is lifted into a huge spaceship. He's been kidnapped by the alien Urfnurkle T Floink who wants to make Bubba an exhibit in his 'alien zoo'. But before he gets there, the ship goes out of control and crash-lands on an alien planet.

Escaping from the ship, Bubba trips over a strange stick creature called Stix who agrees to help him find his way home. This entails letting Bubba use him in a variety of ways. The most obvious methods are to swing Stix like a baseball bat to swipe away baddies, and throw him ahead for the same purpose – after hitting the target he returns to Bubba's hand. Stix can also be used as a lever to move boulders, poked into holes to form a temporary platform and turned into a snorkel when Bubba swims under water. Rather than demanding a host of complex controls, the use of Stix is determined automatically by the current situation.

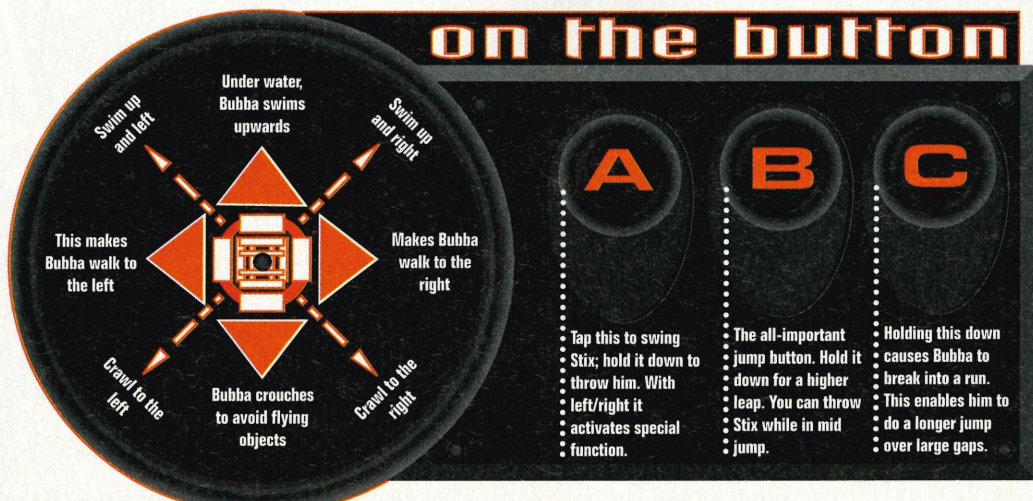
The first of five large levels has Bubba walking through a parallax scrolling alien forest inhabited by walking trees and man-eating bushes. This section mainly involves a lot of baddie killing, along with the occasional use of Stix as a platform to climb up cliffs and to lever boulders out of the way.

At the end Bubba is zapped by Urfnurkle and put in his alien zoo. This is where the puzzle-solving element really comes in. First Bubba must figure out how to escape from his cell. He then has to get things moving by flicking switches to activate sliding platforms and release helpful aliens from their cells. The second level is made up of five layers, accessed via teleporter machines. Puzzles need to be solved in each layer to open the four locked doors at the bottom and escape from the zoo.

Bubba jumps out of the frying pan and into the fire for the third level. It's full of red-hot lava that must be jumped over by using boulders as stepping stones – trouble is, they sink as you stand on them. Then there are falling rocks to watch out for as the screen shakes with volcanic activity.

After making his way carefully across a tightrope, using Stix as a balancing pole, Bubba finds himself inside a strange machine. He uses a lift to move up and down the level as he tries to switch on all the light bulbs while avoiding steam jets, crushers and workmen.

Next comes an underwater level with Bubba swimming through Atlantis-style ruins, adjusting water levels by poking Stix into holes. Finally Bubba reaches the alien Space Port, a multi-storey high-tech building packed with spaceships and traps. It's here that Bubba finally meets Urfnurkle in a head-to-head fight. Collect enough points on any level and you get a chance to earn a continue in a special bonus stage.



Another day, another platform game... Hmm, I'm getting a sense of déjà vu here, but at least Bubba 'N' Stix has something new to offer the genre.

The addition of a stick-like character might not sound that exciting, but you can use it in lots of different ways to bash baddies and activate plenty of novel features.

The first level's a bit easy, really just getting you used to the context-sensitive controls, but the second is a minefield of puzzles to solve. You have to use your grey matter, as well as joypad dexterity to succeed. I was stuck in the second level's first room for ages until I finally figured out how to escape. I was very impressed by the high puzzle content, as it's so different from the usual mindless leaping action seen in other platformers. You certainly get a hell of a lot of satisfaction from completing a section: those elusive level passwords are like gold dust!

I haven't beaten it yet, and I won't stop playing until I do. Ultimately, perhaps a few more levels would have been welcome, but Bubba 'N' Stix is as compulsive as they come.

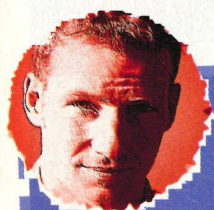
PHIL

STIX

You have to use your grey matter, as well as joypad dexterity to succeed



At the bottom-right of the second level is this neat teleport machine. To use it, first walk onto the red switch on the left to select which floor you want to go to, swipe Stix to knock the lever and then step into the machine. Bubba is magically transported to his chosen destination. The green creature on the far right is a restart point, so collect him.



Blimey, this was a pleasant surprise: I was half expecting the bog-standard weak puzzle-platformer. Bubba 'N' Stix is not your average platform game. In fact, this is excellent. The puzzle-solving is very taxing, with subtle touches and various FX continually happening during the action.

The only problem I do see with this game is that having only five levels, it might be completed too quickly. However, each level is very large, apart from the first, and does possess stimulating gameplay. The game is well presented with a good diversity in graphics and sound, and plenty of perplexing puzzles. All in all one of Core's better releases.

STEVE



On the fourth level, Bubba often finds himself swimming under water, using Stix as a snorkel. He still needs to come up for air, though: if the face at the bottom-right turns completely blue, he starts drowning. Those strange fish are also a major hazard, regularly pumping themselves up to reach a huge size. They can only be killed by lowering the water level and hitting them.

OVERALL %

83

BUBBA BONUSES

There are many useful objects to be found throughout this alien world, including some strangely familiar ones.

BEACH BALL

On the second level, this bouncy item is released by flicking a lever. You can then push it along the floor and jump on it to spring up to higher platforms.



BUBBLE

This green glob looks a bit yukky, but you can jump onto it to float up high into the air. It is produced when you stir the special mixture with Stix.



FUZZY ALIEN

This silly-looking creature is released by flicking one of the switches. He then follows you around: if you hit him, you can jump on him to clear hazards.



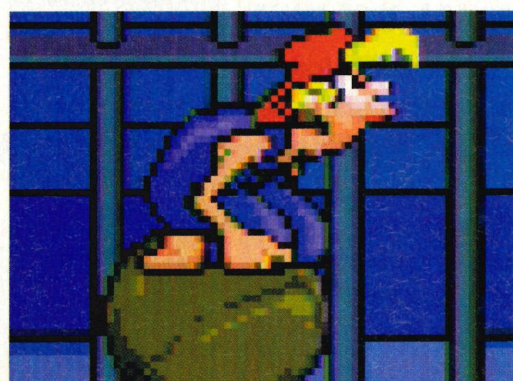
FIRST AID

These little chaps are usually hidden in the nooks and crannies of the levels. When collected, they each restore one unit of energy. Save them till needed.



RESTART

The green monster with the red flashing bulb on his head is a restart point. Run into him and then when you die you'll restart the level from this point.



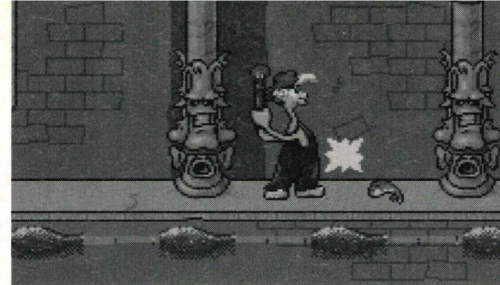
What's Bubba doing on top of a giant bogey? It's actually a bubble that floats gently up the screen, carrying our intrepid hero to greater heights.



After Bubba hits the big switch to his right, a strange frog-like creature is released from its cell. It hops over to the right where Bubba can use it as a bouncy trampoline.



On the later part of level three, Bubba clammers and crawls through a huge machine. The lift on the left is used to move up and down the many floors.



In the Atlantis-style ruins of level four, Bubba has to raise and lower the water levels by poking Stix into holes. With the water drained he can kill the dangerous puffer fish.



The third level is awash with red-hot lava which really burns Bubba's bare feet when he falls into it – no wonder his eyes are popping. Things are made trickier by the many rolling boulders and falling rocks, as well as the screen shaking with volcanic activity. Bubba has to take running jumps over the longer gaps and use sinking rocks as stepping stones.



Bubba 'N' Stix was a cover game on Issue 5, so we've had faith in its quality all along. Core Design very rarely disappoint these days and in this cart they deliver another top-notch piece of programming. Very smooth, quite humorous, but ultimately very, very dull.

The idea behind Bubba and his magical stick friend is fairly original, as are many of the uses for the versatile twig as you become more and more proficient at the game. Unfortunately the gameplay, although very colourful and superbly animated, is ponderous and badly in need of a huge injection of excitement, along with its main character. Bubba is never going to become a console giant; he lacks the charisma that is so vital to the success of a platform game of this nature, and you find yourself far more interested in the stick than the main sprite, which, it must be said, is a little sad.

Up against a plethora of action-packed, all-singing, all-dancing, platform games, Bubba 'N' Stix seems sadly lacklustre by comparison. There is a genuine challenge here, and the presentation is AI, but on the whole this cart lacks the vital sparkle that would make me want to part with £44.99.

DAVE



Bubba throws his alien friend Stix forwards to kill one of the floating blue creatures on level one. Watch out for the man-eating bush to its right, though.

MP

FINAL VERDICT

"Far from being just another platform game, *Bubba 'N' Stix* has quite a few innovative features, including of course the many uses of the stick to solve puzzles. The downside is that maybe there aren't enough levels to make it last."

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1

SONIC 3
BUBBA 'N' STIX
NORMY

BUBBA 'N' STIX

one player

16Mbit

level passcodes

available in UK

GAMEPLAY	88
GRAPHICS	90
SOUND	82
ADDICTION	79

OVERALL

83

INSTANT ACCESS

CORE
£44.99
OUT APRIL

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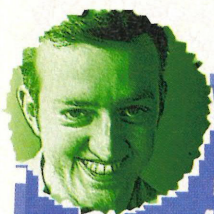
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REVIEW

HIGH SEAS H

Causing havoc on the high seas is a speciality perfected by Steve Bough on his surf board. Luckily the worst damage we felt Steve could do here was blow up the Mega Drive, but he nearly managed that... Frank Spencer, eat your heart out.



In a saturated field, any new platform game must have some serious innovations to catch the imagination of jaded gamers. Sadly, *High Seas Havoc* offers nothing new – it's the usual mixture of collecting gems, leaping between platforms and landing on buddies' heads. There's even a Sonic-style spinning move where Havoc slashes his sword in mid jump. Other features include springs for higher leaps, hidden rooms, sliding platforms, falling platforms, platforms on chains... nothing we haven't seen before.

It all plays pleasantly enough – yeah, that's what sums it up... 'pleasant'. But hardly exciting. Graphically it's quite pretty at times, with some colourful parallax backdrops. I also enjoyed the varied and extensive soundtrack.

All the same, a game that never surprises, or even gets the adrenaline pumping, isn't going to have much lasting appeal.

PHIL

The latest import game to hit the office is this little adventure fresh from Data East. *High Seas Havoc* doesn't all necessarily take place on the high seas, but the main star of the adventure is a swashbuckling hero. Capt'n Havoc is the man in question, and as per usual there's the daft narrative to accompany this game. In this case, in the faraway land of Cape Sealph, the scurvy seadog Brutal Bernard has stolen the map that will lead him to the hidden treasure. The legend states that the chest contains a magical gem, and that anyone acquiring this will rule the world... how original!

Well, you guessed it: the only person capable of stopping the dastardly Bernard is Capt'n Havoc. Throughout the game you will be required to rescue your friends from the hands of Bernard, and in the process outwit boatloads of scumbags (phew, that sounds tricky). The final battle after all that

exciting fun will bring you face to face with Bernard, consequently ending in a heroic battle to the death – gripping!

The game controls are standard for a platform/puzzle adventure. Each of the buttons has the same function: jump. However, Havoc can pull off some special moves, including a slippery roll that enables him to escape from tight situations. Jumping on a treasure chest and pressing fire accesses the contents of the box. By pressing fire in mid jump you can do a sword spin to kill baddies – alternatively, just land on their heads. Pressing buttons A+B+C causes Havoc to morph into the flipper flip, which is the best way of clearing the screen.

High Seas Havoc contains 13 stimulating levels, each with their own particular theme. Starting off at Cape Sealph, you'll progress from the high seas and find yourself in areas as diverse as a mountain top, pirate ship, under water and frozen lands. Each level contains loads of items, many of which are to be found in secret rooms. Collectables include the obligatory extra life, energy and points, not forgetting the magic boots which give Havoc high speed, à la Sonic. You'll also collect many diamonds in your escapades, 100 equalling an extra life and extra playing time. Familiarly, restart points appear in the form of orbs. Finally there are the platforms hidden way up in the sky – a spring is normally located somewhere in the vicinity, so it's a case of keeping those eyes peeled.

As in most platform games, you'll expect to see large guardians. These don't always appear at the end of each level, but when they do you can be assured of a major challenge. If you find it all too tough you can always alter the difficulty level at the start of the game. The music can also be changed, so you can play whilst listening to Capt'n Havoc's dreadful orchestra.

Although *High Seas Havoc* is a run-of-the-mill platformer, it still has endearing qualities. The character Capt'n Havoc is particularly likeable – and humorously animated when he gets hit or burnt. But you don't want to see that too often, do you?



Capt'n Havoc surrounded by items. Like *Sonic*, this game is full of hidden areas which contain as many goodies as you can gobble up. This section appears on level 3 and requires some smart jumping to collect all the objects. Don't forget, 100 gems equals an extra life so it's well worth searching around for the treasure.

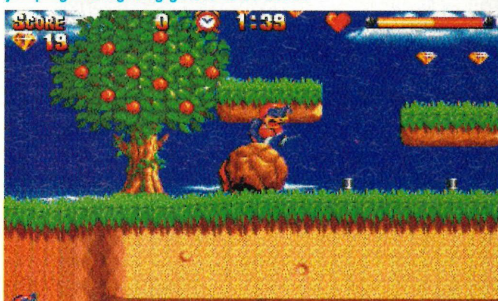
AVOC



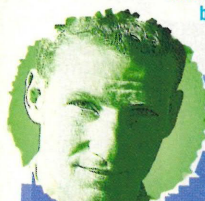
These darn mice-like creatures in spaceships cause Havoc quite a few problems. Not only do they zoom in low and try to take your head off, they also fire lasers. Nice chaps.



"I'm Popeye the sailor man." Capt'n Havoc explores a huge pirate ship. The second level is a real test of nerve as there's jumping and fighting galore to be done.



Indiana Jones, eat your heart out! These huge boulders roll down hills and run Havoc over if he's not quick enough.



On the whole I like platformers — not as much as my sports sims, but enough to keep me happy. High Seas Havoc has all the essentials one would expect from this type of game, and there's not really a great deal of points that I could raise concerning criticisms. However, if you are looking for something new and refreshing, then I don't really think that this game's for you. Admittedly the whole package is very good, the gameplay offers a challenge whilst still retaining interest, the graphics and music are also very affable, but that's about it.

Definitely worth renting although I'm not so sure about buying, this I feel will appeal to die-hard platform fans only. Still, it's certainly a pleasant way of spending a Wednesday afternoon... I could think of much worse things.

STEVE

...the usual mixture of collecting gems and leaping between platforms

OVERALL %

64

HIGH SEAS JINKS

Confronting the guardian on level 2 isn't a pleasant experience, but nobody said it was going to be. No wonder Havoc's eyes have popped out of his head with shock, but they'll return.

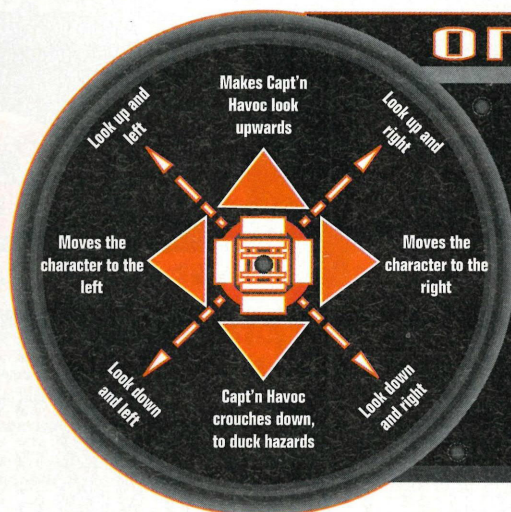


The picture above shows the hapless Capt'n Havoc stuck in a barrel. This happens on level 2 on the pirate ship. Stand under a barrel for too long and it will drop over your head and remain stuck for five seconds.

Here we see Capt'n Havoc after he has just been torched. Exploding firecrackers are in his way, and he's been stupid enough to walk into one. This happens often throughout the game, as you'll find out.



on the button



A

This makes Havoc jump, as do the other two buttons. Use whichever one feels most comfortable.

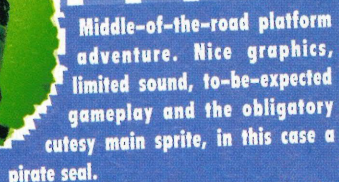
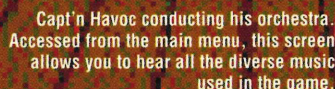
B

Pressing the button while in mid jump causes Havoc to spin round with his sword to kill baddies on contact.

C

Pushing the joystick down and pressing a button makes Havoc do a forward roll along the ground.

MEGA POWER



Leap chasms, collect power-ups, kill baddies by jumping on their heads...ZZZZZZZZZZZZ.

I think you know exactly what you'll get here for your money, mediocrity.

Wait for something better to come along.

DAVE

The magic boots as first seen in Sonic the Hedgehog. These boots give Havoc an extra burst of speed, which very often comes in handy.



100 gems equals an extra life. There are loads of gems to be found on each of the 13 levels in this game. We managed to get 28 lives on the first level!



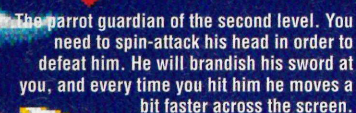
This goblet gives you a paltry ten gems. But this is not to be sniffed at, as ten gems are better than none, and it all helps towards an extra life.



Hurrah, an extra life. When you see these Havoc puppets scattered around the levels, snap them up. They are hard to find, so search high and low.



This pile of jewels is a spanking 50 gems, that's half an extra life. These are quite common in the game, and are very rewarding. Find them all.



“High Seas Havoc is a standard platformer that has stolen nearly all its ideas from previous games. It does offer enjoyable gameplay and a host of colourful graphics, but the complete lack of originality makes it too predictable.”



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PREVIEW



RBI BASEBALL '94

MEGA POWER have had their fair share of American sports simulations of late. After all those basketball and gridiron games, Tengen pitch in with **RBI Baseball '94**.



Uh oh... the batter's hit a flyball straight to the first baseman, who's about to catch it. He's out, but the baserunner should manage to scamper back to the safety of first base before he's tagged out.

With the recent stream of American sports sims on the Mega Drive, baseball is the one game that seems to have been largely forgotten. All that seems set to change now, with Sony and Acclaim both planning baseball sims for later in the year. In the meantime, Tengen have **RBI Baseball '94**, an enhanced official version of the import game **RBI Baseball 4**, with extra options and more frames of animation.

One of the most notable aspects about the game is the huge array of options; absolutely every feature can be changed. There are three main modes of play: choose from the normal nine inning game, the Home Run Derby, which has you blasting continuously for home runs, or Game Breakers, where you are put into any of 17 tricky game situations.

You can even pick the individual ball players for your side, so you can create your own 'dream team' of authentic players. Your team can then

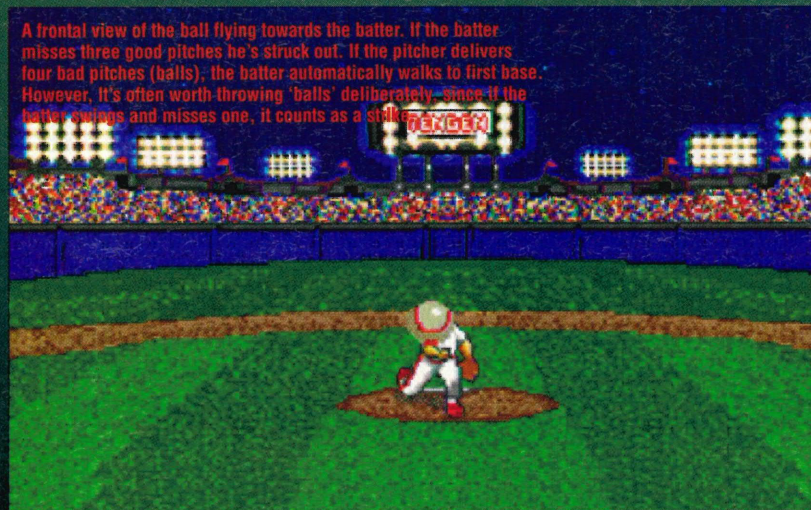
compete in a best-of-seven baseball series or play in a league where you take on all the teams in four divisions. In this mode you can go for the full 162-game season, or the slightly less taxing 80-game version. Either way, it represents an epic challenge to try and reach the world series. Obviously you're not going to achieve this in a single playing session, so passwords are provided to save your game position. Other options include the usual difficulty settings and obligatory two-player mode.

Out on the ball park, the pitching screen is viewed from above and behind the batter, with windows on the left and right showing close-ups of the off-screen first and third bases. These sometimes change to show the coach and umpire during a disputed call or, if a home run is scored, the crowd performing a Mexican wave.

As soon as the ball is hit, the screen switches to a scrolling bird's-eye view of the field, following the ball through the air. To aid fielding, a cross indicates where the ball will land, so if you stand on this you should hopefully catch it. Throughout the action, great sound helps to create that 'big game' atmosphere, including sampled speech. If the batter misses the ball, you will hear the umpire shout "strike!", or if the pitcher throws a bad pitch then he'll scream "ball!".

The players all have their own special strengths and weaknesses. Some may be superb at scoring home runs, others may be consistent hitters or superfast runners – good for stealing bases. It's not just a case of hitting the ball as hard as you can – the right strategic decisions need to be made for each situation, including making substitutions. For example, if you have runners on all the bases, you'll probably want a big hitter at the plate.

RBI Baseball '94 certainly offers a great deal of realism and depth. You could, if you wished, get lost in the options for ages, but the best method is just to get on the pitch and learn the game from playing and experimenting. You never know, this could be the start of something big.



RBI BASEBALL '94

1-2 players

16Mbit

passwords given

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S O F A R . . .

early days

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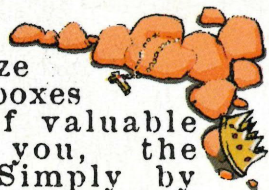
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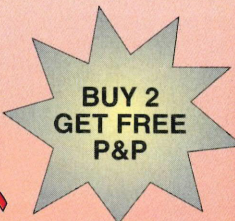
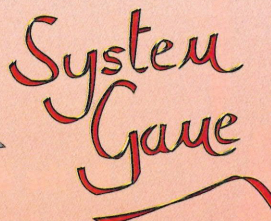
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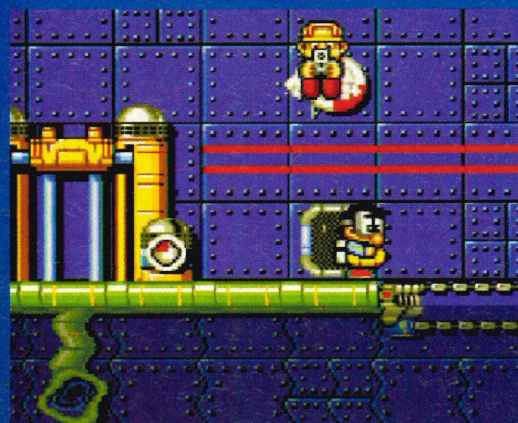
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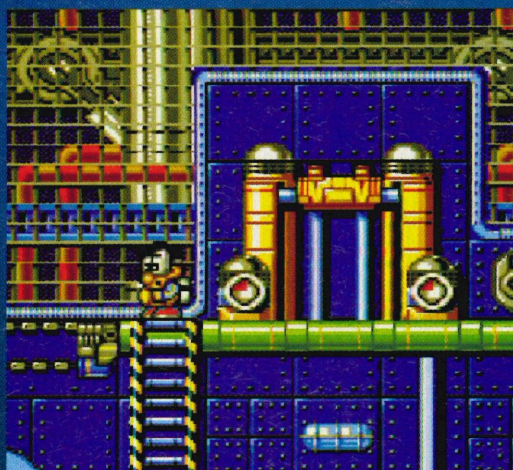


SINK OR SWIM

As the drowning passengers screamed for help, MEGA POWER's top life-savers took the plunge with Codemasters' latest puzzle game...



Kevin Codner standing by the exit which as yet cannot be used. You need to blow the door to the left with a bomb. This will allow the dim passengers on the other side to escape.



Many times in this game you'll feel like there's no way possible that you'll be able to find the exit. In this situation you need to wander around until the exit becomes apparent.

Renowned for their wacky ideas when it comes to designing computer games, Codemasters have certainly come up with a novel concept for their new puzzler. It stars Kevin Codner, whose silver-screen appearances apparently include 'Dances with Fish' and 'A Perfect Cod'. *Sink Or Swim* is a puzzle game and a half, that has you controlling Codner to save some dim passengers from drowning in a sinking ship. Unsurprisingly this game is going to draw comparisons with *Lemmings*, but it's actually quite different to play.

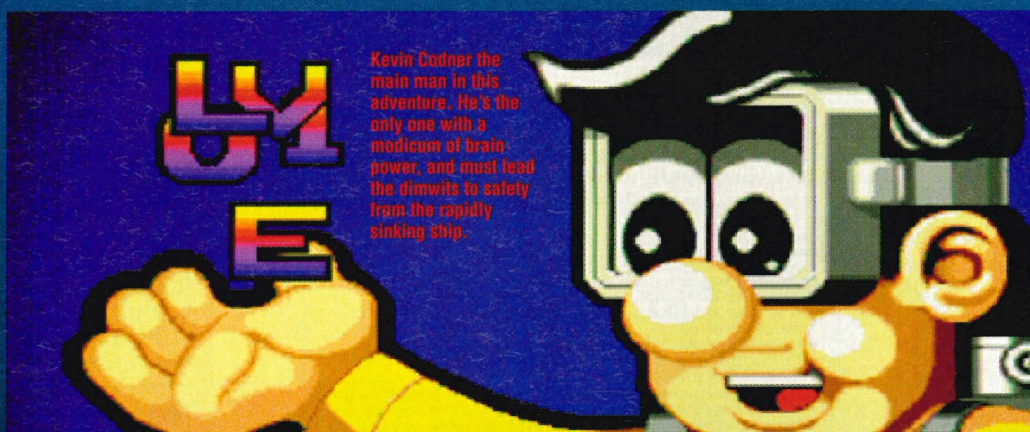
The SS Lucifer, complete with its cargo of dim passengers has hit an iceberg off the coast of Greenland. On hearing the news, Kevin Codner leaves his love nest and shoots over to Greenland to save the day. The ship's dim passengers are as thick as their name implies, and run around in blind panic as the water level rises. Although being incredibly short on brain cells, they do have a modicum of intelligence and will attempt to climb away from the water at every available opportunity. But they will surely drown without Codner's help.

Throughout 100 vertically scrolling levels, Codner has to lead the passengers upwards to safety via an escape hatch. As Codner, you have to save a certain quota of passengers on each

level – if too many drown, you lose. By pulling levers you can control the direction of conveyor belts to lead the passengers to ladders which they will then climb. However, this relatively simple process is complicated by myriad hazards between the passengers and the exit. Jammed doors, collapsing platforms, blazing fire and of course rising water are just a few of the many obstructions in your way.

To help Codner, certain special items can be found. Jet-packs are conveniently placed throughout the SS Lucifer. When passengers are drowning, throw one of these down to save them. Rescue dinghies are also in evidence: these can hold two 'drowners', but only one dinghy is allocated per level so save it for emergencies. Kevin Codner is also armed with bombs to destroy obstacles, and a limited air supply for diving under water.

It's a case of exploring, finding the exits, working out which levers need switching, which doors need blowing etc. But as in *Lemmings*, there's little time to ponder – you need quick thinking and responses to destroy hazards before the passengers reach them. With a massive 100 levels to plough through, the game's definitely not short on challenge. Will you sink or swim?



Kevin Codner the main man in this adventure. He's the only one with a modicum of brain power, and must lead the dimwits to safety from the rapidly sinking ship.

SINK OR SWIM

one player

8Mbit

level passwords

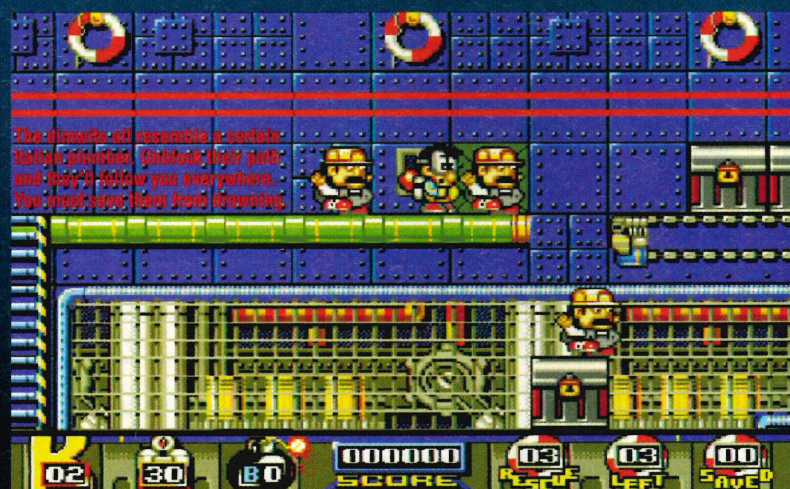
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The dimwits all resemble a certain Italian plumber. Unblock their path and they'll follow you everywhere. You must save them from drowning.

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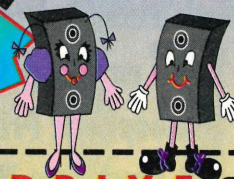
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REVIEW



NFL'S GREATEST STARS Vs DALLAS COWBOYS

After enjoying Sega's last FMV sporting offering, the atmospheric Prize Fighters, Phil King was eager to get stuck into NFL's Greatest to avenge the recent humiliating defeat of his beloved 49ers by the Cowboys...



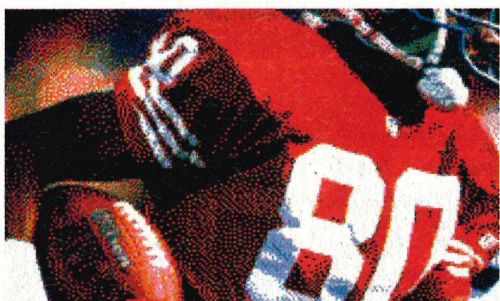
Do not adjust your set: this is what that awful Full Motion Video actually looks like! Here the Dallas quarter back takes the snap from the centre before passing or handing the ball off.



The FMV was really designed to run in a small screen window. In this mode, the rest of the screen simply shows the score and your progress up the pitch.



A Dallas player breaks the tackle of the 49er on the ground to make some big yardage. Go on, squint and you might just be able to make it all out.



Now that's a bit clearer, but this scene is from the game intro. And it isn't even a proper FMV sequence either - the view just pans around and zooms into static pictures of players!

It's a popular pastime for armchair sport fans: wondering how teams of yesteryear would have done against today's superstars. Well, for American football fans, the main question being asked after Dallas Cowboys' recent back-to-back Superbowl victories is 'Are they as good as the San Francisco 49ers in their Eighties heyday?' NFL's Greatest aims to solve this dilemma by enabling Cowboys and 49ers players from the last 15 years to compete in an all-star match.

The game uses a host of real NFL clips to show the action in Full Motion Video. This has been designed to run in a small window at the top-right of the screen, but can be expanded to fill it - although this inevitably leads to a very grainy picture.

Rather than controlling the action directly, you simply select from six team formations and then from that formation's six possible plays - illustrated by diagrams. You then sit back and watch the results on screen, the combination of offensive and defensive plays determining which FMV sequence is shown. For example, if the defence blitzes on a long passing play, you may well see the quarterback thrown to the ground by a posse of linebackers. Or if the defence plays short and you go for a long pass, you might witness one of Jerry Rice's classic touchdown receptions. There's also the occasional fumble or interception,

and the ref sometimes calls a penalty for pass interference.

As well as selecting the plays, you can call a time-out to stop the clock, substitute your quarterback (eg if you prefer Montana to Young), see the match statistics and save your game position. There are also ten special match scenarios to play; for example, taking control of the 49ers who are three points down with only three minutes left in the game.

Finally there's the hall of fame, containing photos and information about 28 of the all-time great 49ers and Cowboys players. But does the game deserve to be there too? This looks like an easy one to call, John.



Erm... What the hell is going on here? I reckon those red blobs must be 49ers and that white splodge could be a Dallas Cowboy. Oh bother, I'm seeing dots before my eyes.



To be honest, I wasn't really expecting much from this. I've seen too many dodgy FMV games before to believe the hype. Even so, nothing could prepare me for one of the worst games I've ever seen.

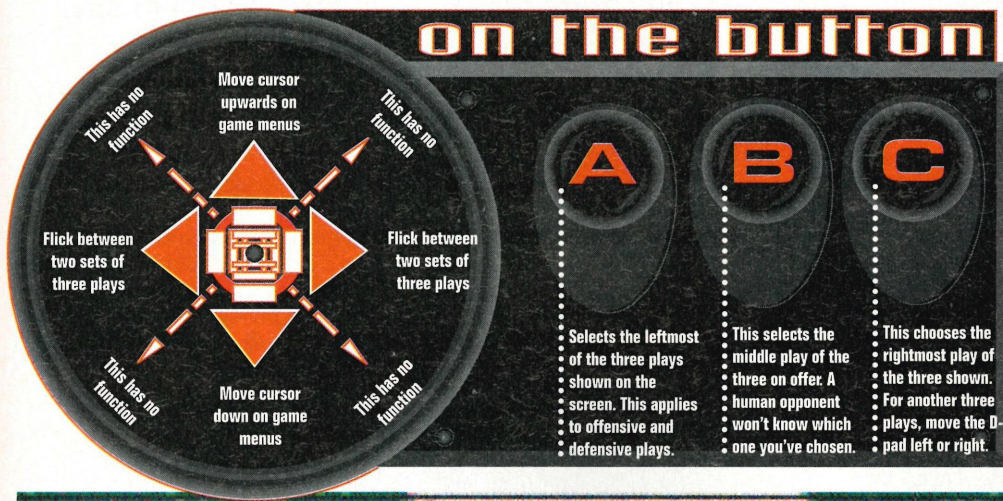
First of all, the Full Motion Video is undoubtedly the worst yet seen on Mega-CD. I just can't understand it: they have all this great NFL archive footage and they go and compress it to run in a tiny window. Of course, when you expand it to full-screen it looks incredibly grainy - so much so that you sometimes can't tell what the hell's going on. You really have to listen to the spoken commentary.

As for the gameplay... what gameplay? All you do is select your play and hope for the best. Okay, so there's a bit of strategy in trying to outwit the opponents, but with only 36 plays it's more primitive than the playcalling in the Madden games. Anyway, I soon got fed up of seeing the same rosy video clips over and over again. There are surprisingly few and they usually only vaguely match what play you selected; for example a man running wide when he was supposed to go up the middle.

Even if it had all been done better, with higher quality video and more clips, NFL's Greatest would have had little appeal due to its intrinsically limited gameplay. As it is, it's the New England Patriots of gridiron sims. No, that's not fair, it's far worse than that.

PHIL

SAN FRANCISCO 49ERS 1978-1993



OVERALL %

13

...the Full Motion Video is undoubtedly the worst yet seen on Mega-CD.



Oh no, my TV reception's gone all wrong. I'm obviously picking up a ghost image of the Newcastle United footy match. Yep, I guess that geezer in the stripes must be Peter Beardsley... But seriously, this is the gloriously grainy Full Motion Video in *NFL's Greatest*. The referee sometimes pops up to call a pass interference penalty - it's a pity he didn't call one on the TV interference-style FMV!



NFL's Greatest... I'm pleased to say this is the worst game I've ever seen. The gameplay is appalling, it really is immense fun, not. It's purely guesswork at what you have to do to stand a chance of winning this game. Having to flick through the FMV, which is coincidentally worse than Mad Dog McCree, is about as much fun as clumsy dentistry from Herman Goerring, which brings me nicely onto the price. To say you would have to be mad to spend £5, let alone £55, is the understatement of the decade. There's not one singular feature in this game that deserves any merit. The one thing I am pleased about is Sega's continuing effort to provide us with real quality games. Thanks Sega, keep up the good work.

STEVE

MEGA POWER

MP

FINAL VERDICT

"The idea of cobbling together old NFL clips was dodgy to start with, limiting the gameplay to simplistic playcalling. Combined with the worst FMV ever seen on Mega-CD, this makes for mind-numbing boredom. Don't buy it!"

10
9
8
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MADDEN NFL '94
NFL'S GREATEST
JOE MONTANNA'S NFL

NFL'S GREATEST

1-2 players

medium access

save game

available in USA

GAMEPLAY	16
GRAPHICS	01
SOUND	60
ADDITION	10

OVERALL %

13

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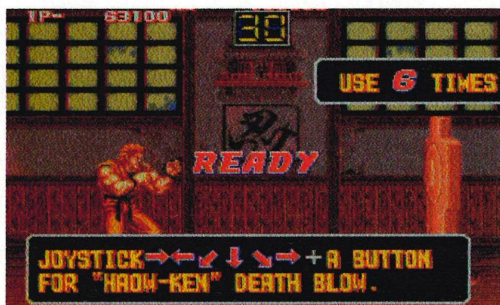
REVIEW

THE ART OF

There is of course an art to fighting. Just look at the masters: Bruce Lee, Muhammed Ali, Brian Jacks and Steve Bough... all great artists of one type or another.



Surprisingly, there's an actual story in this. It may be weak, but what do you expect? Ryo's sister has been kidnapped and it's all up to you and Robert to save the day, as usual.



The bonus stages range from smashing the tops of bottles and breaking bricks to this scene where you can achieve enlightenment if the correct procedure is followed.



Similar in style to Chun Li's hand-plant kick. Well, virtually the same. Anyway, this is a most effective kick which is easily accessed and causes a hefty dent to your opponent's energy.



Just an example of exactly how much this game is like *Street Fighter II*. The main difference is that there are only ten fighters in *The Art Of Fighting*, as opposed to *SFII*'s 12.

The Art Of Fighting is yet another one-on-one combat game, following in the weary path of *Street Fighter II* and *Mortal Kombat*. You know my feelings on combat games, there is only one *SFII*, and this will never change. But games come and games go, so is *The Art Of Fighting* one that will fade into the background or will it remain in our minds as one of the best beat-'em-ups known to man?

It's inevitable that comparisons will be made with *SFII*, and others of the same genre, but that's basically because this is very similar. *The Art Of Fighting* features special moves, kicking, punching and anything else that you can possibly throw at your opponent. You'll start the game with the option of choosing one of ten fighters. Each has their own special moves, and set patterns for kicking or punching. Take for example Mr Big: this guy carries nunchukas but is unable to jump, so he's always open to aerial attacks.

The similarities with *SFII* unfortunately don't stop. The energy bars are located at the top of the screen and are virtually the same. You can choose between time limits for each round: 60 seconds, 99 seconds or unlimited time. There's the standard

best-of-three bouts, and bonuses for energy and time left.

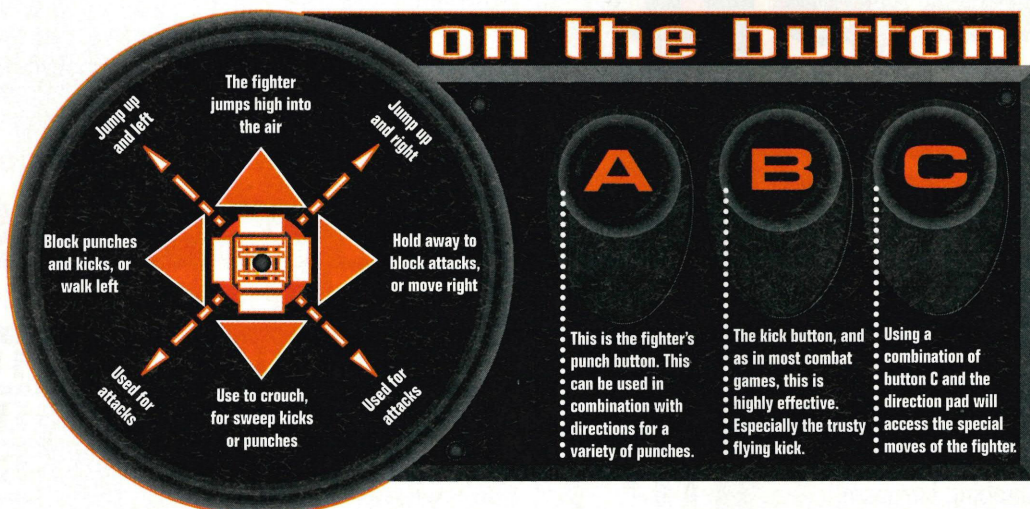
Even many of the fighters' special moves are inspired by Capcom's legendary scorchers. There's the famous fireball this time adopted by Joe, a torrent of punches from Mickey, and even a flying torpedo mastered by Mr Big.

If that's not blatant enough, one of the fighters is called Ryo, and does look remarkably similar to his *SFII* counterpart.

Nevertheless, the programmers have added some original touches. Mickey (the boxer) has two moves both concentrating on his punch: the first will create a wall of fire, the second a wall of laser. Each character has at least two special moves, accessed using similar joystick-twisting techniques to *SFII*. The main difference is the addition of an *Eternal Champions*-style inner

strength meter which limits the number of special moves you can perform – you have to wait for it to recharge.

With so much top-quality beat-'em-up competition around at the moment, *The Art Of Fighting* is really up against it. Does it really have the stomach for the fight, or will its lack of originality prove fatal? Seconds out, round one...



FIGHTING

FIGHTING ARTISTS



RYO

Ryo is the most blatant rip-off from *Street Fighter II*. Not only is his name virtually the same but his moves are identical.



ROBERT

Ryo's mate Robert is the other main man in this game. He will help Ryo in the search for his sister. Has strong special moves.



TODO

Todo is a martial arts grand master. He specialises in kicks, especially flying ones. He can also produce fire.



LEE

Lee or the Lizard man is the fastest fighter in the game. He can produce a terrific spinning whirlwind, and superb kicks.



KING

King is a fighter of dubious gender, but he or she has an impressive lightning charge and hard throws.



JOHN

Similar to Guile, John possesses a lightning kick and a fireball which he uses to great effect.



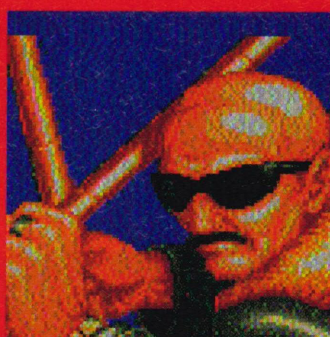
JACK

Jack is the most powerful fighter in the game. He's solid, but has very strong throws and kicks. Dangerous.



KARATE

This fellow looks like Cyrano de Bergerac, but is much harder than his lookalike. Very agile and superfast.



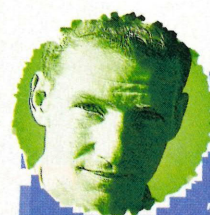
MR. BIG

Mr Big doesn't jump at all, but that doesn't stop him from being one of the hardest fighters. Mind his nunchukas.

OVERALL %

59

It's very easy to get trapped in a corner and beaten to a pulp



It plays fairly well, it looks fairly good, and it's fairly enjoyable. But a game that had potential as an excellent beat-'em-up has sadly followed other examples by cloning SFII. The game is very similar, although nowhere near as good. Even subtle touches that were exclusive to SFII have been blatantly borrowed. I ask you, is there any need for this? The Art of Fighting would be worth a look if it was offering something new, but unfortunately it doesn't. As for the sound and graphics... well, average would be a fair description. A promising start awaits you, but after the first few goes you'll realise that this is just like all those other clones: naff!

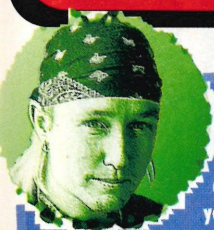
STEVE



One of Jack's special moves which incorporates a flying kick across the screen to severely damage your opponent's energy. It's a case of D-pad and kick.



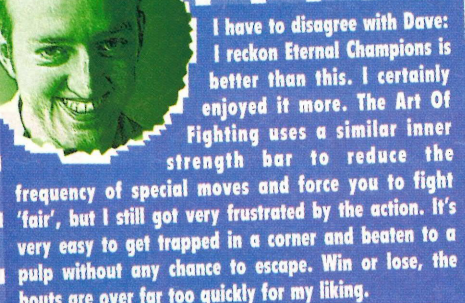
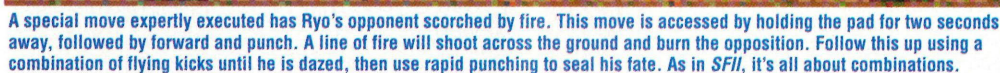
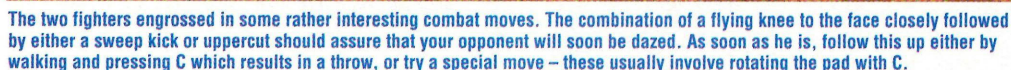
A straightforward kick from King which although very easy to access, does still have its uses. Simple kicks and punches are often the best way of escaping difficult situations.



I was a great fan of this game on the Neo Geo, but I must admit it loses something in translation to the Mega Drive. In fact translation is the main problem with the game: since Sega have decided to put back the official release of the cart in favour of the overrated Eternal Champions, you can only get the game on import, and it's all in Japanese. Bit of a shame, as you have to spend hours getting your head kicked in whilst you suss out all the special moves. But, that said, I would take this over Eternal Champions any day: the characters are far more interesting, the gameplay is more instinctive and the overall feel is much more gritty and addictive.

Art Of Fighting is one of the classic one-on-one fighting games. It allows a fluent use of both combos and specials and doesn't bog itself down with way too many fiddly bits that are unnecessary for the genre. This version may strike many as perhaps being just a little slow but for combat purists this is an important game to have in the collection.

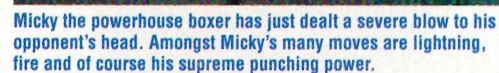
DAVE



Some of the moves you can pull off are impressive, including some spectacular fireballs, but otherwise the visuals are hardly awe-inspiring. The sprites don't move as fast as in other beat-'em-ups and overall the game lacks the slickness of its main two rivals. It all looks a bit dated really.

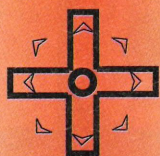
Sometimes it's difficult to put your finger on exactly why a game fails to grab you, but *Art Of Fighting* left me a bit cold. Maybe it'll grow on me when I've figured out all of those special moves, but I can't see it ever converting me from *SFII* and *Eternal Champions*.

PHIL



"We feel that the score is justified, because this game takes far too much inspiration from *SFII*. The gameplay is actually quite good, but it suffers from a complete lack of originality and limited moves. Worth a look but not a purchase."

ISSUE 9 **62** **april 1994**



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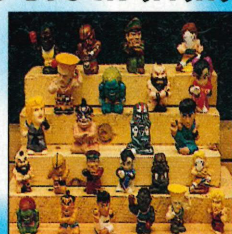
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PREVIEW



STREETS OF RAGE 3

Sega's third game in their classic beat-'em-up series is the biggest yet, but is it the toughest? The MEGA POWER 'ard-nuts went out onto the streets looking for a fight.

It's inevitable really when you think of the tremendous success of the first two *Streets Of Rage* games, that a third would appear. This time it's bigger and better than ever: with a massive 24Mbit of cartridge space to play with, the programmers have been striving to improve on gameplay, speed and characters.

As with the other *SOR* games, this third instalment has a plot. It may be weak, but it at least makes an attempt at a passable narrative. Axel, the conquering hero from the previous two adventures, has been arrested for a crime he claims he didn't commit. His case is not unfortunately watertight, as several witnesses saw him commit the dastardly deed! But did he? The mys-

terious Dr Zan claims Axel had no part in the crime; he believes it was carried out by a robot created by the criminal organisation, The Syndicate. Together with Blaze and Skate, Dr Zan breaks Axel out of jail and sets out to clear his name. Of course, the team have many obstacles in their way, one of these being a one-time friend and policeman who intends to arrest them all.

But who cares about the story? What you want is out and out fighting, and thankfully this is what you get. The scrolling beat-'em-up format hasn't been changed: instead, the best aspects of the first two games have been blended. Understandably guardians have been included, alongside an endless stream of henchmen, plus

loads more features. Each character can now perform special attacks unique to the weapons they collect. But the most novel feature in this game, and by far the best aspect, is the option of taking multiple pathways. This allows you to follow different plots, depending on chosen character and choices made, and should prolong the appeal of the game greatly.

The luxury of a 24Mbit cart has enabled the programmers to include the SWAT team from the first *Streets Of Rage*, as well as the one-on-one battle mode featured in the second game. With this much gameplay, accompanied by a thumping soundtrack, *Streets Of Rage 3* looks like yet another beat-'em-up hit for Sega.



Axel and crew dishing out some severe punishment to the nancy boys obstructing their way. More moves have been added to this game with each character possessing more power than ever before. With 24 Megs' worth of hard action, this game sets you the ultimate beat-'em-up challenge.

Bursting down from the rooftops are two adversaries eager to get some blood on their shirts. But, will it be the SOR gang's blood. They are easily the hardest people in America. We reckon they would even give Steve a run for his money, and he's the hardest man in Europe.

STREET OF RAGE 3

1-2 players

24Mbit

continues given

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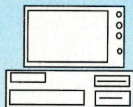
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PREVIEW



CENTRE COURT TENNIS

Slipping on their Dunlop Green Flash pumps, MEGA POWER ran onto court expecting an easy match. They obviously hadn't reckoned on Codemasters' new four-player tennis game...

After the success Codemasters achieved last year, with top-selling carts such as *Fantastic Dizzy* and *Micro Machines*, they have a long list of new titles lined up for 1994. The first to be served up is a tennis game that they reckon will smash the opposition into the net. *Centre-Court Tennis* is the first game ever to utilise the innovative four-player J-Cart. Shaped like a normal Codemasters cartridge, this has one big difference: two extra joypad ports in the front. This enables four people to play the game, without the need to buy an expensive Sega Tap or 4 Way Play joypad adaptor. Clever, eh? One thing we were concerned about was the occasional yanking of the cartridge by players pulling on their connected joypads possibly causing the game to crash, but Codemasters assure us this won't be a problem.

Centre-Court Tennis is Codemasters' first venture into the world of console sport simulations (although they've already done many on computer formats). They were originally hoping to include real tennis players, but the top stars wanted far too much cash – apparently a certain player asked for £200,000 just to use his name! Understandably Codemasters told him to naff odd and have opted for fictional player names instead.

However, this doesn't distract from the excellent action. The gameplay includes every conceivable shot used in tennis, so expect to see an array of forehand passes, lobs and smashes... they've even included the Boris Becker-style leap shot. You can do easy automatic serves or manually aim your serve, requiring careful timing. When returning the ball, the three joypad buttons access different shots types. Shots are aimed by holding the D-pad left or

right, with topspin or backspin added by moving in up/down.

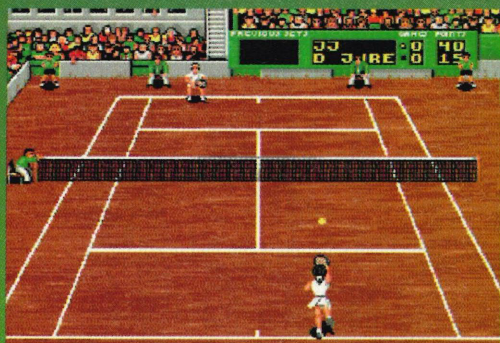
As one would expect with a sports simulation, there are a wide variety of playing modes. Standard matches can be played: singles, doubles and mixed doubles – the last two using the extra two joypad ports. If you haven't got enough friends round, the computer will control the other players.

Entering the tournament mode puts you into a series of 33 different tournaments. Each location has different scenery and court characteristics. There are three basic types of court – grass, clay and asphalt – changing subtly for different locations.

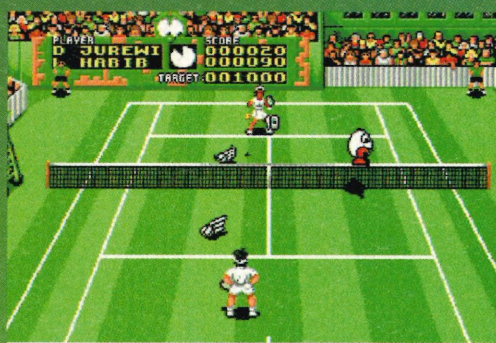
If you become an expert player, you can obtain a good ranking and join the exclusive world tour. Here you compete in 62 top international tournaments, which gives you an insight how tennis is really played at the highest level. Be warned, these players are seriously hot.

Obviously, both the tournament and world tour modes take a considerable time to play through, so you're given passwords to save your game position. Another neat feature is that during a tournament match, you can also pause the game at any time and scroll the screen to view matches on the other courts. Codemasters have even chucked in their Dizzy character, who appears in the Crazy Tennis option, which is effectively a points-collecting arena.

Complying with all of the Tennis Association rules, *Centre-Court Tennis* offers a realistic game of tennis from the comfort of your sofa. The only thing missing is the frequent temper tantrums and swearing from the players, but who needs that?



A singles match being played on a clay court. There are three surfaces to choose from – clay, asphalt and grass – depending on the country in which the match is played.



This section of the game is called Crazy Tennis. You may recognise the character walking across the net from previous Codemasters adventures – it's that egghead Dizzy!

CENTRE-COURT TENNIS

1-4 players

8Mbit

passwords available

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SO FAR... finished

early days

ANTICIPATION 90-

Imagine tennis without Wimbledon? It doesn't bear thinking about. Choosing where to play will decide which surface the game will be played on. The four major tournaments are included.

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SUB-TERRANIA

PREVIEW

Thrusting their booster rockets for a safe landing, the MEGA POWER delve deep into Sega's 'blast from the past'.

Sega, as they always do, reckon *Sub-Terrania* is going to be one of the biggest games of the year. But for once they may not be just blowing their own trumpet. This is an excellent game, but unfortunately you won't be able to see much of it yet, as it isn't scheduled for release until the summer. But from what we've seen so far, it looks worth the wait.

Using a 16 Meg cartridge has enabled the programmers to not only make the game full of variety, but also to concentrate on producing demanding gameplay. For this they've borrowed the main concept from the old computer game *Thrust*, which itself was based on the ancient *Lunar Lander* coin-op. Yes, your rotating spaceship is affected by

gravity, so you constantly have to use its twin thrusters to avoid crashing into the ground below. While doing all this delicate manoeuvring, you're under constant attack from countless enemy ships and ground-based gun turrets and vehicles.

The missions are diverse. You start with simple objectives such as rescue assignments, collecting wanderers and returning them to base. Tricker later missions have you picking up mirrors and setting them into position, in order to reflect a laser off them to blast through a wall – a bit like in the old *Deflektor* computer game.

To help you out, there are the obligatory power-up weapons, coming in the form of standard lasers and even better guided missiles. Incorporating thrusters into the ship has meant one thing, though: this baby guzzles gas at an alarming rate, so every few minutes you need to stop to refuel.

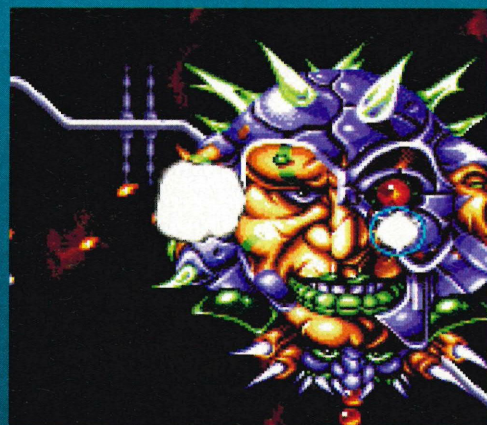
The ideas for *Sub-Terrania* may be largely borrowed from earlier games, but the gravitational concept has worked very well before and this will be the first time it's appeared on Mega Drive. With vastly improved graphics and more diversity than previous games in this style, *Sub-Terrania* looks set for a spectacular lift-off this summer.



Flying through the missions you'll notice the continual gravity pull. This can be controlled by the thruster rockets on board the ship, but don't waste the thrusters as they are limited and often they are not required for simple flying.



Confronting you throughout your travels will be huge enemies such as this one. They can cause you some serious grief, and need to be tackled in a certain manner to destroy them.



This evil face is one of the many monsters that will confront you. It's not so much of a monster than an alien illusion sent to detract you from your mission in hand. Still kill it though.



One thing about *Sub-Terrania* is that the levels are absolutely huge. Skillful flying is required on every mission to assure the safety of the ship. Also, control is needed concerning use of the thrusters, missiles and guns which are all limited.

SUB-TERRANIA

one player

16Mbit

continues given

SEGA
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OUT JUNE
Information
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SO FAR...

early days

ANTICIPATION

finished

0-90

90-

THE MEGA POWER

The option for multiplayer action adds an extra dimension to any game, sometimes turning a tired solo outing into a great communal experience. But which joypad adaptor should you buy, and what are the best multiplayer games around? Only MEGA POWER has the answers...

SEGA TAP £24.99

Most computer games take on an added sheen when more than one player becomes involved. When Sega unveiled the four-player Tap adaptor, gamers everywhere were happy that no longer would they have to sit there for hours on end waiting their turn. Initially, only a couple of games could utilise the Tap, namely *Wimbledon* and *J League Pro Striker* (a Japanese import).

Well, time has passed and the Sega Tap games market hasn't exactly reached fever pitch: there are still only seven carts available for it. With so few compatible titles released it's understandable why this adaptor hasn't realised Sega's sales expectations.

Compatible Games: Barkley – Shut Up And Jam, Gauntlet 4, Hyperdunk, J League Pro Striker, NBA Jam, Ultimate Soccer, Wimbledon.



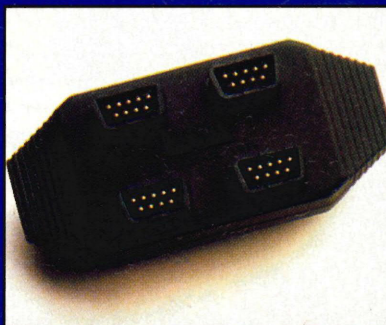
EA 4 WAY PLAY £19.99

Released in the UK at a time when the Sega Tap was only available on import, Electronic Arts' 4 Way Play is unfortunately incompatible with Sega Tap games, and vice versa. The only exception to this so far is Accolade's *Barkley – Shut Up And Jam* which works with both adaptors – hopefully other games producers will follow this lead.

The 4 Way Play is cheaper than the Sega Tap, probably due to its much more compact design: with no external cables, it's just a small block of plastic that plugs into the two Mega Drive joypad ports. Its smallness makes it a bit tricky to connect your joypads, so it's best to do this before you insert the adaptor in the Mega Drive.

Guaranteed to be compatible with the endless stream of EA Sports games in the pipeline (including Mega-CD versions), this is obviously an essential device for any sports sim fan.

Compatible Carts: Barkley – Shut Up And Jam, Bill Walsh College Football (+ CD version), FIFA International Soccer, General Chaos, Madden NFL '94, Mutant League Hockey, NBA Showdown, NHL Hockey '94 (+ CD version).



FIRE TRIBAL TAP £29.99

At last, someone's come up with the ideal solution to the dilemma of whether to buy the Sega Tap or EA 4 Way Play. Joypad manufacturer Fire International have come up with a device that works with *all* the four-player games available. Coming in a stylish black design, the Tribal Tap has a switch on top so you can choose between Sega Tap or 4 Way Play compatibility.

As well as removing the need to switch between adaptors when you change games, this will save you a whopping £15 on the combined price of the Sega Tap and 4 Way Play. Another advantage is the Tribal Tap's inclusion of a fifth joypad port so, along with the other Mega Drive port you can plug in up to six joypads. The reason for this? Well, Fire are currently negotiating with a software house about compatibility with a new six-player soccer game – more details as we get them.

It's no wonder Fire reckon they're onto a sure-fire success with the Tribal Tap when it hits the streets in early April. This certainly looks like an essential purchase.

Compatible Carts: All the games that work with the Sega Tap or 4 Way Play!



CODEMASTERS J-CART

Trust those Codemasters to come up with an alternative solution to the four-player adaptor dilemma. Rather than making their new *Centre-Court Tennis* game compatible with the Sega Tap or 4 Way Play, they've simply removed the need for a joypad adaptor altogether! This has been achieved by putting two extra joypad ports in the game cartridge itself (known as a J-Cart).

Other games scheduled for release on J-Cart include *Micro Machines 2* and *Psycho Pinball*. And of course, Codemasters are never ones to rip off the consumer: the carts are expected to at standard prices – from £34.99 upwards, depending on the meg size.



BARKLEY – SHUT UP AND JAM

4 Way Play, Sega Tap, Fire Tribal Tap
Sporting simulations are the obvious choice for enhancement by a four-player option. *Barkley – Shut Up And Jam* is one such game that improved with the use of more than two players. One of the many basketball simulations currently available, it's not as playable as *NBA Jam*, but still benefits from the four-player mode.

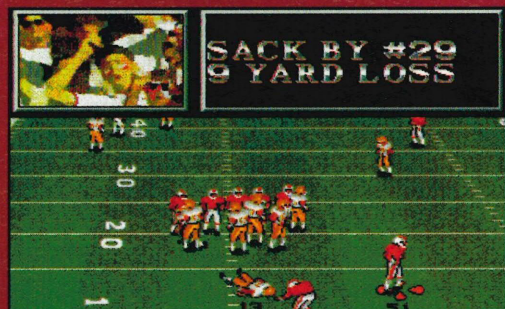
It's also the first game to use both the EA 4 Way Play and Sega Tap, so it doesn't matter which adaptor you own.

As each side has only two players on court, in four-player mode you keep control of one player for the whole match. So there's no confusing toggling between players, like in many four-player games. It's certainly a lot more fun with four players, as you don't have the frustration of having to rely on a computer team-mate. Obviously, you can only use two players when entering the tournament, but that's only a slight drawback.



BILL WALSH COLLEGE FOOTBALL

4 Way Play, Fire Tribal Tap
Released last August, and recently converted to Mega-CD, *Bill Walsh* was the debut of Electronic Arts' new American football game engine, using a lower pitch perspective. It was also the first American football sim to have a four-player option. Before the match, four coloured controllers appear on screen: just toggle them left/right to choose your team – you can play 3-on-1, 2-on-2 or even 4 against the Mega Drive. On the field, the players under control have coloured stars at their feet.



On offence, one person always plays the quarterback and calls the plays – his team-mates can toggle control between the remaining players. On defence, the same person who was the quarterback also calls the plays, but anyone can take control of any player. On both offence and defence, the person who presses B first takes control of the player closest to the ball; the second person to press it takes control of the second closest man, and so on.

With four persons on the same side, it can get a bit confusing, and the quarterback's team-mates only occasionally get hold of the ball. So it's best played 2-on-2, where the non-quarterback players see more of the action.



GUIDE TO FOUR-PLAY

FIFA INTERNATIONAL SOCCER

4 Way Play, Fire Tribal Tap

A massive Christmas hit, this is arguably the best football game of all time. The isometric 3-D action is certainly the most spectacular, with large player sprites performing dramatic swerving shots and even overhead kicks while the crowd roars away.

As with most other EA Sports games, the pre-match screen shows four coloured controllers: toggle left/right to choose which side you're on. Again you can have 2-on-2, 3-on-1 or 4 versus the Mega Drive. On the pitch, everyone can switch control to any player, indicated by a coloured star at his feet.

Although an excellent two-player game, *FIFA* doesn't seem to work quite so well with four players.



The trouble is that it's difficult to cooperate properly with your team-mates. Usually everyone instinctively keeps pressing B to try to get control of the player nearest the ball, and it all gets a bit confusing

when you don't get the player you want. It's certainly very tricky to perform constructive passing moves with your colleagues, so play often deteriorates into hoofing the ball up the pitch and chasing it.



GAUNTLET 4

Sega Tap, Fire Tribal Tap

If you ask any arcade dweller of the mid Eighties, *Gauntlet* was a game synonymous with four players. However, the earliest computer conversions unfortunately couldn't handle a four-player mode. This followed with the 16-bit computer versions, via a special joystick adaptor. But it took several years for the first console version (apart from *Gauntlet 3* on the Atari Lynx handheld) to arrive, when *Gauntlet 4* was released on the Mega Drive last November.



The game is a cross between a shoot-'em-up and RPG, set in a massive maze viewed from overhead. The 'Gauntlet' is a huge labyrinthine structure whose many levels are inhabited by all sorts of ghouls and monsters. There are four RPG-style heroes in the game: a wizard, elf, barbarian and valkyrie. In four-player mode, each person controls one of these characters throughout the whole adventure. *Gauntlet 4* is a very mediocre one-player game, but plug in that adaptor and it takes on a whole new dimension... well, it's not bad.

Using four players gives this game an extra dimension. It's restricted to either 2-on-1 or 2-on-2 matches, but works well enough. On the field, control is indi-



GENERAL CHAOS

4 Way Play, Fire Tribal Tap

The only non-sports sim currently compatible with EA's 4 Way Play, *General Chaos* is a war game

with a difference. Full of sick humour, it has two warring factions trying to destroy each other's capital city. Working solo or in teams, the soldiers at your command all specialise in the use of one weapon. There's a big strategic aspect in choosing what type of men to send on the missions and how to position them. And on the battlefield, you need quick thinking to control them all, using a cursor to tell them where to run or fire.

In four-player mode you buddy-up with a pal as commandos and go head-to-head with a couple of opponents who will also be hard as nails and armed to the teeth. Instead of toggling between soldiers, you control the same guy all the time. You can be as tactical or gung-ho as you want but it is important to follow one important rule: do it to him before he does it to you! It's all chaotic fun and offers more longer-lasting enjoyment than the one-player mode.



HYPERDUNK

Sega Tap, Fire Tribal Tap

Yet another basketball sim that's let down by the poor gameplay, but benefits from the added addition of not four but eight players. This obviously means that you would have to have two Sega Taps and eight joypads! It also entails somehow crowding everyone round the TV set.

Unlike *Barkley* and *NBA Jam*, *Hyperdunk* features proper five-man teams, complete with referee's penalties and violations. Sadly the gameplay is substandard, lacking both the razzmatazz of *NBA Jam* and the realism of *NBA Showdown*. Its saving grace is the multiplayer mode. All the players can choose which of the two teams they want to play for, so you can have every possible combination going, eg 3-on-1, 2-on-2 or even 5-on-3. The more the merrier, but the rather dull gameplay limits the fun.



J LEAGUE PRO STRIKER

Sega Tap, Fire Tribal Tap

Although only available on Japanese import, *J League* was the game that showed the way forward for future soccer simulations. No matter how you play this game, it's marvellously addictive. The footy action, although suffering from a few hiccups (no action replay and it's in Japanese) is very playable.

Using four players gives this game an extra dimension. It's restricted to either 2-on-1 or 2-on-2 matches, but works well enough. On the field, control is indi-



cated by an arrow with the player number above the player's head. You can toggle control to the nearest man to the ball, or second nearest if he's already taken. This occasionally leads to confusion when you don't have a man on screen, but you can still cooperate to put together some good attacking moves.

When the game first appeared here, we spent weeks competing in an office doubles league. The necessity for an adaptor isn't essential with this game as it's fantastic in one-player mode. But if you want to enjoy a footy game with your friends, this is it.



MADDEN NFL '94

4 Way Play, Fire Tribal Tap

Using the same game engine as *Bill Walsh* for a lower pitch perspective and improved player intelligence, EA's fourth John Madden game is probably the best American football simulation yet. Although the star-studded NFL teams are infinitely more glamorous than the college ones in *Bill Walsh*, the realistic action is remarkably similar, including an identical four-player mode.

Again you get the four coloured controllers appearing on screen before the match, so you can all choose which side you want to play on: 3-on-1, 2-on-2 or 4 versus the computer. On the pitch, everyone gets a coloured star beneath the player they're currently controlling. One person controls the quarterback and playcalling on offence, and also the playcalling when on defence. Other persons toggle control between the remaining players, pressing B to control the nearest man to the ball.

As with *Bill Walsh*, it can get a bit boring with all four one side, as the non-quarterback players rarely get the ball. Best played 2-on-2.



MUTANT LEAGUE HOCKEY

4 Way Play, Fire Tribal Tap

If you thought ice hockey was a tough sport, you ain't seen nothing yet. This ultraviolet version has the mutant players hacking each other to death with all sorts of weapons.

Unlike most of EA's other games, the four-player mode is restricted to 2-on-2 matches (or 2-on-1 with three players). There's no pre-match screen where you toggle control between the teams, so you just have to plug your controllers in the right ports: players 1 and 3 always take on players 2 and 4.

On the ice, you can switch control to any player, indicated by a coloured star at his feet. Selection of the special plays, such as wasting the opposing goalie or bribing the referee, is down to players 1



MEGA POWER

THE MEGAPOWER GUIDE TO FOUR-PLAY

and 2 to avoid confusion.

Although you're limited to 2-on-2 matches, this is probably a wise move as more players on one side rarely works well in EA's other sports sims anyway. A great game with two players, *Mutant League Hockey* is even more fun with four. You can really get some good cooperation going, like one player hacking away at the goalie while his team-mate tries to score!



NBA JAM

Sega Tap, Fire Tribal Tap

Another of those rarities that appears and you find that you become hopelessly addicted. In terms of sheer playability, *NBA Jam* is the closest you can come to basketball simulation perfection.



Everything about the game is fabulous. There's no ref, so anything goes. One of the great features about this game is that it's really easy to pick-up. It also has a brilliant atmosphere, aided by spectacular dunks and sampled shouts of "Boom! Shakka-Lakka!" etc.

A great two-player game, it's even better with four, eliminating the need for computer assistance. With only four players on court, it's obviously a 2-on-2 (or 2-on-1) affair with each person controlling the same NBA player throughout the match. There's some great opportunities for teamwork, such as intricate passing and even pushing defenders out of the way so your comrade can get to the basket!

This is undoubtedly the best four-player game



around, due to the way that each player is always very involved in the fast-paced action. The sheer competitiveness has everyone shouting at the screen and telling their team-mate what to do with the ball. It's a hell of a lot of fun, and exactly what the Sega Tap was made for.



NBA SHOWDOWN

4 Way Play, Fire Tribal Tap

Though lacking the razzmatazz of *NBA Jam*, this is a highly realistic basketball simulation with the

emphasis on strategic player substitutions and other coaching decisions. Most impressive of all

has to be the ability to play a full 82-game season, controlling one of 27 authentic NBA teams.

Each side has five players on court, so the four-player mode permits you to play 3-on-1, 2-on-2 or 4 versus the computer. Unlike the other EA Sports sims, control is indicated not by coloured stars, but by grey shapes at the players' feet: a star, circle, diamond and trapezium. You can toggle between currently uncontrolled players at will. To avoid confusion, coaching decisions are made by one player on each side.

For once, here's a game that works well with four players on one side, as you really need good teamwork to beat the clever computer defenders. It's also more satisfying to cooperate with human team-mates than relying on computer assistance. This is a game that really benefits from a multiplayer mode.

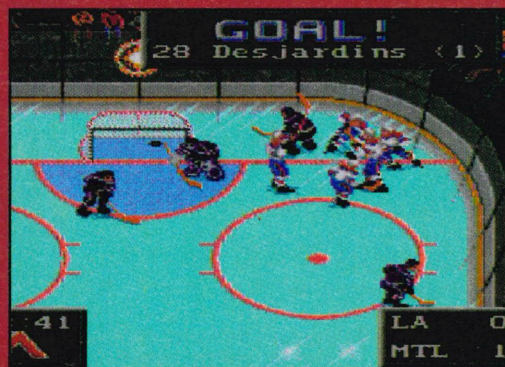


NHL HOCKEY '94

4 Way Play, Fire Tribal Tap

There are mixed opinions about whether the '94 version is better than *NHLPA '93*, mainly due to the greater emphasis on realism, perhaps at the expense of some of the fun. There's also a complete lack of fighting. All the same, it's a very playable hockey sim that works well with four players.

As with *Mutant League Hockey*, you can only play 2-on-2 matches (or 2-on-1 with three players), rather than 3-on-1 or 4 versus the computer. You also have to make sure your joypads are plugged into the right ports: players 1 and 3 always take on players 2 and 4. Coaching decisions, such as line changes and substituting your goalie, are controlled by players 1 and 2.



Out on the rink, the players under control are indicated in the usual EA fashion by coloured stars below them. You can toggle control between any of the players, including the net-minder (unless you've selected computer goalies). Although restricted to 2-on-2 matches, the four-player mode is very effective, with some good teamwork possible.



ULTIMATE SOCCER

Sega Tap, Fire Tribal Tap

This game was introduced with the then novel conception of using eight players. As with *Hyperdunk* you'll need to find two adaptors and eight joypads, but is it really worth it? Up against such greats as *J League* and *FIFA*, *Ultimate Soccer* looks a poor substitute.



It all plays far too fast, so you often don't know what the hell's going on. The tiny player sprites look awful as they race around the flickery screen, and scoring a goal is usually down to luck more than skill.

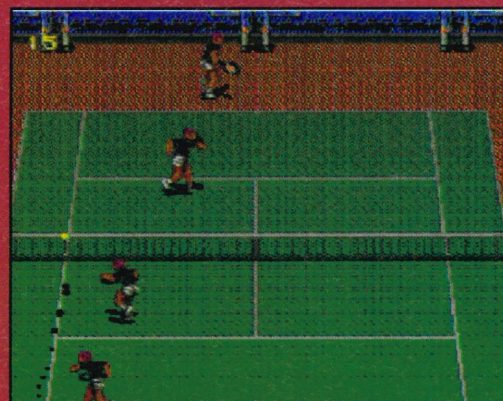
It's confusing enough with one player, never mind eight people constantly trying to toggle control between the minuscule sprites. A football fiasco.



WIMBLEDON

Sega Tap, Fire Tribal Tap

With the possibility of doubles matches, a four-player tennis game was an inevitability. Strange



then, that this is the only Mega Drive one yet available, although Codemasters have *Tennis All-Stars* on the way (coming with built-in joypad ports so no adaptor will be needed).

The strawberries and cream of tennis games, *Wimbledon* plays brilliantly, ensuring hours of fun as you master the art of lobbing, smashing and sliced returns. But it's using the four-player adaptor that this game really comes into its own. This is particularly good for novices as the computer players are very tricky to beat, so it's nice to play with three other people all on your level (hopefully). Doubles matches are usually more exciting than singles in real tennis, with longer rallies and less emphasis on serving, and the same is true in *Wimbledon*. Get some friends round and play it over and over again.



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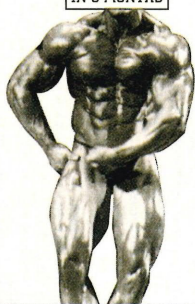
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cheat. During the game, press c to skip the level and a with up to increase your hit points.

ATHEIST BAST

Infinite continues
Press start and a on the title screen to continue from the last game played.
On the title screen hold LEFT+DOWN, A, B, C and start to select the character you play.
Extra options
Press start and a on the title screen for more options.

ANOTHER WORLD

Level codes
Level 2 - HTDC
Level 3 - CLLD
Level 4 - LBKG
Level 5 - XDDU
Level 6 - FXLC
Level 7 - KCHS
Level 8 - BELX
Level 9 - BRTD
Level 10 - FTBD
Level 11 - TXHF
Level 12 - OKIL
Level 13 - LFKC

ARCH RIVALS

Easy scoring
Vim's the best character. So start with the ball and pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot and you'll nearly always get a three-pointer.

ARCUS DYNASTY

Level codes
Enter EEEEEEEEEE as the password to start on level five with six reverse dolls.
Level codes
Enter your name as EVE and you will be able to hit the ball great distances.
Hidden game
Take over 100 shots on a hole. Wait for game over, then press A, B, C and up for a hidden game of Fantasy Zone.

Secret tournament code

FFFF FFFF FFFF FFFF
9999 9999 9999 9999

ARROW FLASH

Better flash
Set the arrow flash to charge and then watch the demo. If the arrow flashes, you'll have a longer-lasting arrow flash.

ANTHONY SHERMAN

End password
Use SERNA or CHAMPION as your password to see the end of the game.

BACK TO THE FUTURE 3

Stage select
Pause the game, hold A and press up, down, left and right to go forward a level.

BAID OWEN

99 balls
During the title menu press buttons A and C together, then start. The screen switches and you will notice that your ball stock has increased to 99.

BATMAN: REVENGE OF THE JOKER

Passwords
Stage 6 guardian: 6300
Stage 7 guardian: 7200
Cheat
You don't lose your invincibility capsules when you die, so you collect them again and again after dying, storing up dozens to use against the bosses.

BATTLEMANIA

Strange scene
When the Sega logo appears, frantically press start on the second jypad and something weird will happen.

BATTLETOADS

Level three warp
Battletoad-but the two pigs at the start of the first level and run to the first platform to find a glowing warp. Quickly walk into it and you've offered the chance to warp up to two levels.

BIG HAZARD BATTLE

Level select
When the Sega logo appears, hold C and press up, up-right, down-right, down-left, left, up-left and up. Then press start for a level select.

BURST

Passwords
Level 2 - CKGBMM
Level 3 - SCTGMM
Level 4 - MKBRUN
Level 5 - LBLNRD
Level 6 - JMDKPK
Level 7 - STGTRK
Level 8 - SBBSHC
Level 9 - DBKRRB
Level 10 - MSPCTS

Level select
Press reset, then button A and start. You'll then enter the config screen and be able to choose your start level.

CHREBALL

Password
Enter CGBB BBFB BB27 to win the game with the Chicago Killers.

DANGEROUS SEED

Extra credits
Start the game and press LEFT, LEFT, DOWN, RIGHT, LEFT and RIGHT on the title screen for 99 credits.

DANIEL 2

Zone select
Press C, A, C, B, C, A, B, A, B, C, A on the title screen.

DAVID RODRIGUEZ'S SUPREME COURT

Team up
Choose Detroit and always shoot three-point shots: nine out of ten will go in.

DEADLY MOVIES

Password
For maximum power against Ranker, enter this code:
MFV XBPQ JMT

DECAWITCH

Extra lives
You can get extra lives by jumping straight down onto the spring poles. As you hit the top keep springing up and down and the pole segments should light up. When they're all lit you have an extra life.

DESERT STRIKE

Extra lives
To add ten lives to your Apache, enter the password
BQQQAZZ and any level password.

Level codes

Level 2 - WQROBZ
Level 3 - VJJKTY
Level 4 - BTIKLK

DONKEY'S FURY

33 balls
Try entering 0956335555 as the password for 33 balls.

DEVILISH

99 balls
On the title screen, hold A, C and LEFT, then press start.

DINOLAND

Test card
When the Wolf Team logo's onscreen, press A, B, C and then start.

EL BRY

Action replay
Watch the demo when you've completed a game - it's your game over again!

EA HOCKEY

Best shots
Snap shot from the blue line, using LEFT and RIGHT to direct the puck. Close shots are best performed slowly with lots of dribbling directly at the keeper and then pressing C.

ECHO THE DOLPHIN

Level select
Enter PLEASE on the title screen followed by any of these letters: EE, FF, GG, HH, II, KK, OO, QQ, UU, WW or ZZ.

ECHO

Super SUBVERTIN
Enter SUBVERTIN and press start. Your sonar now kills jellyfish and you don't need to go up for air.

Infinite lives

Enter the code NHPLODS.

Invincibility

During the explanation of the next level, hold A and start.

Unpause and you'll be invincible.

Blue whale control

Press UP, A, DOWN, LEFT, B, LEFT, C, C, DOWN when you swim Ecco next to the blue whale on Level 10. You can now control the whale.

ESSENTIAL MASTER

Hidden options
Press A and start together to enter a hidden option screen

EL VIENTO

Level select
Press start during the game, then up, LEFT, RIGHT, DOWN and a to jump to the next stage.

ESMUT

Level select
When you complete the game properly, you can go to any level by pressing right-down and A, B, and C simultaneously on the title screen. Just press start to get the select.

EVANER HOFFFELD'S BOXING

Level select
Go to the level info screen and press A, C, up and start to enter the round number.

FLASHBACK

Level codes
Level 7 (easy) - INCBIN
Level 7 (normal) - CLIP
Level 7 (hard) - KALLIEA
Last code - CIGMS

FORGOTTEN WORLDS

Infinite continues
Start the game and press LEFT, LEFT, DOWN, RIGHT, LEFT and RIGHT on the title screen for 99 credits.

GABRIEL TWIN

Level select
When the two planes appear, press C, A, RIGHT, LEFT, then repeat.

GAIN GROUND

Level select
On the options screen press A, C, B, C.

GALAXY

Invincibility
Start playing then pause the game. Hold LEFT, A and C for a second then continue the game and you should be trouble-free.

Level select

Plug in two controllers and press start and a on pad one to go to the options screen. Select tune 18 and hold down A on pad two then select exit with pad one. Still holding A, press C on pad one and hold them down until the Sega logo disappears. Now press start for a level select.

GALANIO

Infinite lives
Type in LUTUS as your password then press A, B, C and start to skip levels.

Level codes

Level 2 - ZXSP
Level 3 - LVFT

GHOSTBUSTERS

Preaky stairs
You're totally immune to the ghosts while on the stairs.

GOULDS 'N' GHOSTS

Invincibility
Go to the options screen four times. When you get back to the title screen press A, A, A, A, up, up, LEFT, RIGHT, LEFT and RIGHT. Then hold A and press start to enter the fray unharmed.

GLOBAL ELIMINATIONS

Level skip
Pause the game and press A, C, B, A, B, C, B, A, C, B, A, C. When the Virgin logo appears, press A, B, C, B, A, C, B, A, C.

GOLDEN AXE

Level select
Hold down-right; A and start simultaneously on the title screen.

GOLDEN AXE II

Extra credits
Move the cursor to the Options choice on the title screen and press A, A and C simultaneously. Keep them held down until you enter the options screen, then let go of A. Move to the Exit option and press start. Choose one or two players then a normal game by pressing A. Credits should now be eight.

GRANDIA

Dopey git
Once you've completed the game, wait till the music's finished and press A. Now your character will fall over - straasange.

GRANDSLAM TENNIS

Hidden options
Enter CONFIG followed by full stops as your password.

GYNOID

Level select
On the options screen, put the cursor on 'controls'. Hold down button A for about five seconds to bring up a level-select screen.

On the options screen, put the cursor on 'game level' and hold down A, B, C and start simultaneously.

On the options screen, put the cursor on 'game level' and hold down A, B, C and start simultaneously.

Infinite credits
When the Game Over message appears, hold LEFT, A, C and start.

HARD DRIVEN

Easier challenge
You don't have to race the Phantom Photon on the stunt track, just smash through the barrier to go around the speed track instead.

HEAVY UNIT

JENNIFER CAPRANI TENNIS

Change attributes
Enter the password CONFIG and fill up the rest of the space with dots.
Male players password
To obtain male players, enter the following password: GRAND SLAM...

JOHN MATHEN '92

Passwords
0475126 - quarter-finals
0475127 - semi-finals
0475352 - superbowl

JUNGLE STRIKE

Password cheat

By changing the first letter of most passwords, you can usually access about six other levels. Also, the password BNSH3N6MHUK puts you on level one with four lives and the ability to select your preferred co-pilot.

Level codes

Level 2 - RLSMFYBLML
Level 3 - 9V6JAMGDSB
Level 4 - XTCR9NNMCJ
Level 5 - WNDY38/SPP
Level 6 - WNDY38/SPP
Level 7 - THCYAMHPPM
Level 8 - 7GBTNLBMH4
Level 9 - N4SG3N6MHHS

JURASSIC PARK

Level passwords

GRANT
Power Station - 240P0021
River - 4A3P0044
Pump House - 621G002N
Canyon - 61VWMP20
Volcano - A66K0020
Centre - CWWVYV74

RAPTOR

Power Station - I21G0027
Pump House - K21G0029
Canyon - M21G002B
Centre - 021G002D

KID CHAMELEON

Final guardian
Go to the Lake Woods 2 level. Fight your way to the end and jump onto the last prize block above the exit. Now press down-right and then press the jump and special attack buttons to warp to Flentora.

KING'S BUNNY

Password
VRP 06 87Q
FT3 VE M6N
DG1 Z2 7B1
MOE BW CQR
WDA BD EHX
DCE FH Y22
VW1 JL RF6

KLIX

Special games
On the title screen, hold LEFT+UP, A, B, C and start for a special game.

KINNEY'S SUPER RIN HIDE

Open all doors
Enter SMALLWIN as the password.

LAKERS VS CELTICS

Password
312GJS - LA Lakers vs Philadelphia 76ers

LEMINGS

Sunsoft passwords
Level 25 - BWERB
Level 30 - CBMFL

LUX ATTACK CHIFFER

Passwords
Plain Air - CQIERDG
Domino Mirror - CSIEIYE
Freedom Train - CSTEAZE

LOTUS THREE CHALLENGE

Passwords
SLUGFACE - Infinite turbos
MANSELL - Invulnerable

MT ARCADE BATTLE BUNK

Unlimited ammo and invincibility
Wait for the demo screen, then press B, A, C, B, C, C, B, C, B, C and start.

MARIO LEMMING HOCKEY

Password
This is the password to play Detroit Vs Montreal in the final:
K45C LVA5 8E23

MAWEL LAND

Password
TRIDENT - last section

Get to level eight with one-player then pause the game and plug in the second controller. Unpause the game and press start on the second controller. Select your fighter and you will start with three continues. Now just beat up your former fighter and continue on through the game.

POPULOUS

Level select
Just type in the level you require, followed by **BIT**. For example, use the password 480911T to get to level 480.

POPULOUS 2: TWO THINGS

Extra lives
EXPANDED - maximum experience
HUMANOID - more Mana
WIBBLE - all FX
NOT HALF - game 999

POWERBALL

Best team
Press B, B, C, A, B, C on the title screen.

POWERMONSTER

Final level - TUSDP2TJW7T15P3D3D4PULKPHAKJOKQ
Secret level - TUSDP2TJW7T15P3D3D4PULKPHAKJOKQ

PRINCE OF PERSIA

Secret level
Level 4 - LOS ANGELES
Level 5 - TOTAL BODY

PRO BASEBALL SUPER LEAGUE 91

Beat everyone!
Go to the player change screen when you are fielding and press C. Answer yes to forget the match and you, strangely, win 1-0. It only works while you're fielding.

QUICKSHOT

Extra lives
Top up your lives by repeating this over and over again. Get to the Viking ship and go up the mast in the air, collecting all the money bags. Walk right and follow the path to the extra life. Now exit the screen, then re-enter it to see the reappearance of the extra life.

RAINBOW ISLANDS

Full complement
To get all the power-ups, on the title screen press UP, B, DOWN, LEFT, C, A, B and C.

RAMBO 3

Full complement
Fight to the two firing walls on level three. Destroy all bar one of the camions, then put the yellow icon on the dagger and go to the bottom of the screen. Shoot the man in camouflage and collect what he leaves behind. Repeat this to top up on everything.

RAMPAGE

Ship level
Pause the game and press UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. You should hear some music; press A and you can press A to advance to the guardian or, if already there, go to the next level.

THE REVENGE OF SHINBI

Infinite shurikens
Select zero shurikens on the options screen and leave the game for 40 seconds. The zero will then turn into an infinity sign (∞).

RINGS OF POWER

Money top-up
Gold 32, 2, 6, 6, 6 and you can constantly re-enter the secret temple to get the four gold chests.

ROAD RASH

Secret level
B0000 048D00 11CAF 56C7B - level five, Panda, \$28,230

ROAD RASH 2

Secret level
084R 5508 - level five, Diablo, \$20,000

SECRET

Cheat
On the options screen, set the player mode to Mano. Go to the main menu and

weapons by pressing a and A.

THUNDERBOLT IV

Extra continues
When Game Over appears, press up and C.
Open all levels
On the password screen:
NSQD WQWQ QXQO
QWQD WQWQ

THUNDERBOLT V

Level select
When Game Over appears, press up and C.

THUNDERBOLT VI

Open all levels
On the password screen:
NSQD WQWQ QXQO
QWQD WQWQ

THUNDERBOLT VII

Level select
When the Konami logo appears, press C, B, A, A, A, B, C. On the title screen press A, B, C, C, C, B, A.

TIGER

Level select
When the Konami logo appears, press C, B, A, A, A, B, C. On the title screen press A, B, C, C, C, B, A.

TIGER 2

Secret level
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 3

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 4

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 5

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 6

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 7

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 8

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 9

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 10

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 11

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 12

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 13

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 14

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 15

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 16

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 17

Level select
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Level select
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TIGER 20

Level select
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TIGER 21

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 22

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

TIGER 23

Level select
On the first level, drop through the hole in the island to land on level zero. Have a drink of some lemonade. Jump off this level to zoom up to the highest level.

WISDOMS: MAKE MY VIDEO

Hidden scene
On the caller screen, press A, B, C and RIGHT.

WISDOMS: MAKE MY VIDEO

Hidden scene
Hold A and C. Press start to go to the U-Direct mode and then A, B, C and RIGHT to see Mr. Walberg and his girls.

WISDOMS: MAKE MY VIDEO

Level select
Skip intro
Turn on and when "SEGA" appears, press and hold button C till "Sur De Wave" appears. That boring intro will now be ancient history.

WISDOMS: MAKE MY VIDEO

Level select
From the start, push up to access the options screen. Once there, press A six times. Now just play the game as usual.

WISDOMS: MAKE MY VIDEO

Continues
Once you get to Terminator or Beach Bum, press A, C and start on the "game over" screen to continue.

WISDOMS: MAKE MY VIDEO

Secret level
During the opening demo press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B, START. You can only see the stage selected.

WISDOMS: MAKE MY VIDEO

Secret level
Press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP, START during opening demo. In the game, press A to restore your shield one notch.

WISDOMS: MAKE MY VIDEO

Secret voice test
When the demo starts press RIGHT, UP, A, B, C, LEFT, DOWN, C, A, START.

WISDOMS: MAKE MY VIDEO

Secret voice test
On the title screen, move to Option with pad one. Hold A, B and C on pad two and press START on pad one.

WISDOMS: MAKE MY VIDEO

Secret voice test
On the title screen, move to Option with pad one. Hold A, B and C on pad two and press START on pad one.

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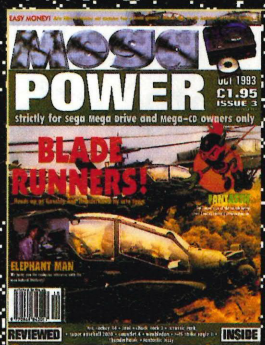


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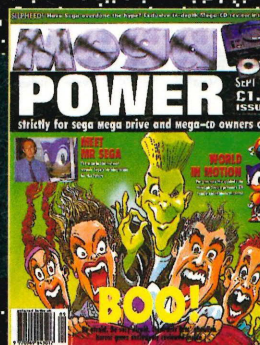
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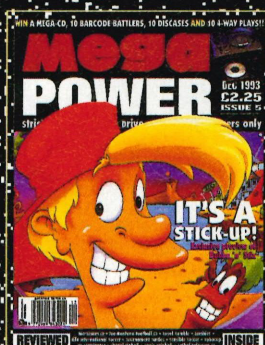
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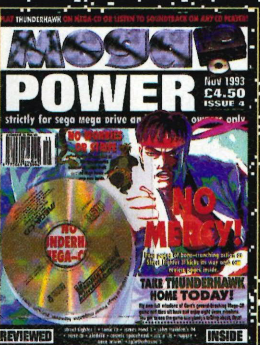
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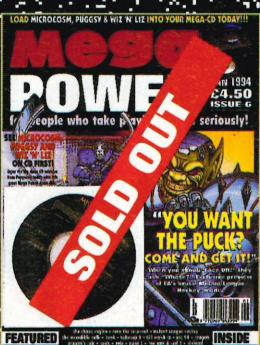
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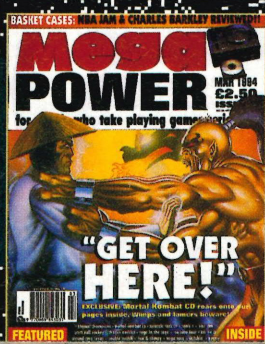


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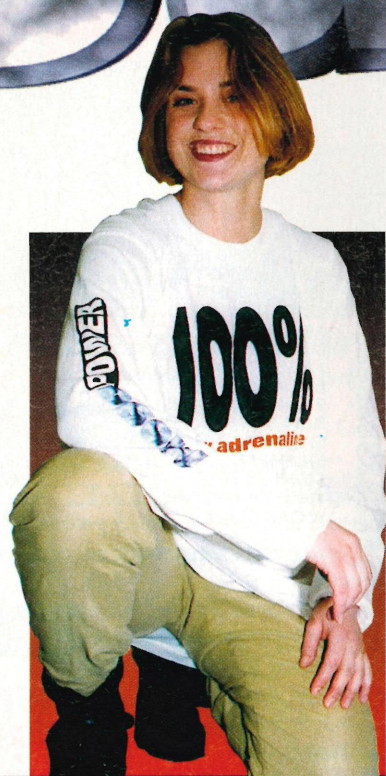
A 16-page pullout tells you everything you need to know about the Mega-CD with reviews of all the games available for it. We also preview Ground Zero Texas. Plus Mega Drive previews of Sonic 3, Virtua Racing and Castlevania.

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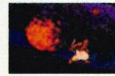
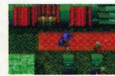
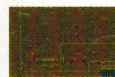
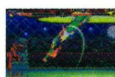
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Compiled with the help of HMV, Our Price and Virgin.



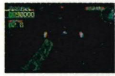
mega drive

position	last month	months in chart	game title
1	(-)	1	Eternal Champions Huge 24 Meg cart that has loads of fighters hell-bent on destruction. Most excellent gameplay.
2	(4)	2	Mean Bean Machine Fantastic puzzler that will have you grinding your teeth, swearing, and playing for at least five days.
3	(2)	3	Sonic Spinball Slipping down to number three, but this is by far the best example of a pinball game on console.
4	(3)	2	TMHT:Tournament Fighters Very amusing beat-'em-up, with all your favourite characters beating each other with sticks, nunchukas and spears.
5	(6)	2	Sensible Soccer Admittedly the sprites are rather small but this is compensated by the superb gameplay.
6	(7)	2	Zombies Madcap adventure that has challenging gameplay, hordes of monsters and over 50 levels.
7	(-)	1	Winter Olympics US Gold's tie-in with the real thing from Norway. Events galore, but unfortunately it's not that hot.
8	(-)	1	Street Fighter II Making a more than welcome comeback, one of the best games ever returns to its rightful place.
9	(5)	4	Aladdin The highest-grossing Disney film ever, and the fabulous game looks set to follow its success.
10	(10)	2	Mortal Kombat Remaining at number ten, after its surprise return to the charts. Will return with the imminent CD version.



mega-cd

1	(-)	1	Ground Zero Texas Excellent FMV blast-'em-up, which sees you wasting aliens down in deepest Texas.
2	(-)	1	Microcosm Destroy antibodies, and save the brain of a corporate giant on this attractive but dull shoot-'em-up.
3	(1)	3	Sonic CD Dropping from the coveted number one spot, this is one of the more enjoyable romps to be had on CD.
4	(2)	3	Lethal Enforcers Hugely enjoyable shoot-'em-up that has you as a rookie cop armed with only a pink light gun.
5	(3)	2	Silpheed Dropping two for this love/hate space blaster. Great intro, shame about the game.



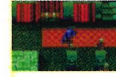
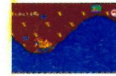
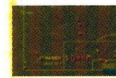
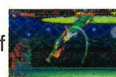
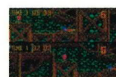
INDEPENDENT CHARTS

Compiled with the help of Video Games Centre, The Software Box and Video Games Box.



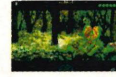
mega drive

position	last month	months in chart	game title
1	(-)	1	Sonic 3 He's blue, he's big and he's back. Sonic returns for yet another adventure saving the world from Dr Robotnik.
2	(2)	3	FIFA Soccer Holding its spot at number two, this game has been one of the best-selling cartridges ever.
3	(-)	1	Eternal Champions New entry for this 24 Meg cartridge which is a great example of how to produce a decent beat-'em-up.
4	(1)	2	TMHT:Tournament Fighters Although slipping from number one, the Turtles still know how to pack some amusing action.
5	(7)	3	Sensible Soccer Back up two places but it's no surprise. Small sprites but fabulous gameplay has justified its chart placing.
6	(6)	3	ToeJam & Earl II Staying at number six for three months means that this cartridge has got to be worth checking out... it is.
7	(-)	1	Mean Bean Machine Quite simply one of the most addictive and challenging games you'll find anywhere, a must buy.
8	(-)	1	Landstalker The chart debut for this massive RPG that will keep you enthralled for hours and hours.
9	(-)	1	Art of Fighting <i>Street Fighter II</i> variant that offers great gameplay, but unfortunately it's all been seen before.
10	(3)	2	Zombies A dramatic nine place slip for the zombies. Mad game which offers hilarious gameplay and the ultimate challenge.



mega-cd

1	(3)	3	Ground Zero Texas Deserved number one spot. An excellent game that will keep you blasting aliens till the cows come home.
2	(2)	2	Dragon's Lair Remaining at number two for a second month is this entertaining interactive cartoon adventure.
3	(1)	2	Lunar-The Silver Star Huge RPG that's reportedly bigger than <i>Landstalker</i> . If you have a spare few weeks, play this; you'll love it.
4	(-)	1	Jurassic Park Hitting the Mega-CD, this is very different from the MD game. Collect dinosaur eggs whilst avoiding those dinosaurs.
5	(-)	1	NHL Hockey '94 Exactly the same as the MD version, but this one contains FMV and is five pounds cheaper.



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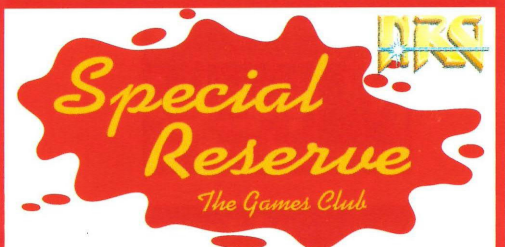


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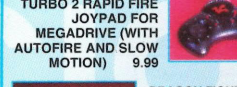
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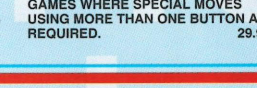
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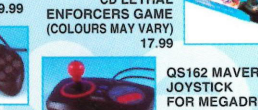


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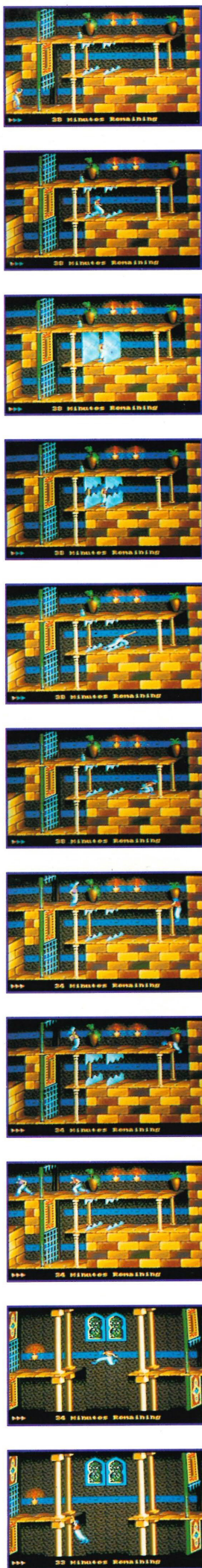
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